

CRUSADER'S COMPANION



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by Peter J. Schroeder

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CONTRIBUTIONS

Classes: Avenger (Version 2), Chronomancer, Ecclesiastic, Mountebank, Loremaster, Puritan, Viking, Warden (Version 2), Witch (Version 1); Class Descriptions: Berserker, Crusader (Version 1), Warden (Version 1); Spells: Accelerate Magic, Accelerate Metabolism, Age Animal, Age Item, Alarm Clock, Alternate Timeline Banishment, Alternate Timeline Divination, Alternate Timeline Summoning, Ascertain Spellcaster, Backlash, Burst of Haste, Chrindol's Curse, Chrindol's Major Change, Chrindol's Minor Change, Defense from Aging, Delay Damage, Delay Magic, Delay Spell Effect, Last Sight, Lateness, Measure Time, Mismeasure Time, Nomad, Quickened Aging, Recall from the Past, Repeated Actions, Reset, Relativity, Retry, Save Item State, Save State, Second Chance, Solomon's Warriors, Sudden Slowness, Suspend Creature, Suspend Object, Temporal Anchor, Temporal Anchor to Item, Temporal Backstep, Temporal Banishment, Temporal Barrier, Temporal Do-Over, Temporal Projection, Temporal Push, Temporal Reversal, Temporal Safe, Temporal Scrying, Temporal Sheen, Temporal Shove, Temporal Simultaneousness, Temporal Teleport, Temporally Teleport Object, Time Blink, Time Distortion Cube, Time Leap, Time and Space Folding, Time Walk, True Disintegrate, Vision of Youth, Withdraw, Zone of Retarded Magic by **Dominique Crouzet**.

Classes: Charade, Charlatan, Crusader (Version 2), Mortis, Templar; Magic Items: The Liber Mortis, Tarot Arcanum; Monsters: Awakener, Bag O'Bones, Corpse Golem, Croaking Horror, Death Grip, Demon (Version 2), Devil (Version 2), Gaunt, Gobbet, Grave Ash Golem, Grave Mold, Rot Golem, Wuggs, Yellow Mold; Secondary Skills: Evasion, Fistcuffs, Legends, Monstrolgy, Stonework; Sections: Armor Damage; Creating High Level Characters, Crusader's Titles, The Inferno; Spells: Anatomics, Bugs, Cleaning, Enrich, Eradicate, Eavesdrop, Firelight, Furry, Legerdemain, Order, Temperature, Transmogrify by **Mike Stewart**

Spells: Illusory Attack, Shadow Step, Shadow Ride, Smoke Rope, Spectral Attack by **Blake "Zarathustra" Jarvis**

Classes: Sorcerer (Version 2), Trickster; Class Abilities: Special Requirements, Code of Conduct, Divine Grace, Multiple Attacks, Capstone Ability, Animal Empathy, Field Medicine, Wilderness Stride, Combat Marauder, Spellcasting (Ranger), Divine Spellcasting, Domains, Capstone Power, Animal Empathy, Animal Companion, Immunity to Natural Poisons, Arcane Training, Specialization, Capstone Power; Magic Items: Hammer of Leaping, Daggerwand, Demon's Thorn, Dragon Cane, Sensate Spectacles, Scarf of Unassailable Cuteness, Destroyer's Dice, Sword of Mediocrity, Vampiric Sickle, Sword of Subduing, Marshal's Plate, Phoenix Rod, Arrows of Arcane Vulnerability, Potion of Sobriety, Spear of Length, Ring of Temporal Freedom, Ring of the Doppelganger, Tome of Power, Shield of Nimune, Sword of Misplaced Aptitude, Manual of Arcane Power, Manual of Divinity, Hammer of Retribution, Deceiver's Sword, Inquisitor's Rapier, Flare Arrows, Strider's Boots, Ring of Constriction, Equestrian Ring, Everfull Purse, Devil's Crescent, Harvester of Sorrow, Bag of Glitterdust, Image of Nimune, Pendant of Eshara, Staff of Hellfire, Belt of Elvenkind, Visor of Uncanny Vision, Dark Servant, Whistle of Canine Summoning, Ring of Perfect Self; Monsters: Demon, Demon Lord, Devil, Arch-Devil; Races: Dragonborn, Drow (Version 3), Gray Elf (Version 2), Hobgoblin (Version 2); Spells: Absorb Life Essence, Acid Splash, Admonish, Align Weapon, Alms, Alter Gravity, Alter Winds, Animal Speech, Aqueous Blast, Aura of Neutrality, Aura of Thorns, Bloodhound, Branding Mark, Burning Gaze, Burst Rope, Castling, Claws, Cloud of Annihilation, Contingency, Darkvision, Denounce, Disfiguration, Disguise Corpse, Divine Conversion, Divine Shield, Elemental Aura, Elemental Redirection, Elemental Weapon, Energy Blades, Exorcism, Expend, Exploding Orb, False Life, Fast Healing, Feedback, Forcewave, Foresight, Ghostly Revenge, Glide, Greater Conversion, Hold Monster, Iceball, Mass, Hold Person, Mass, Holy Feast, Holy Might, Holy Speech, Illuminating Orb, Illusionary Form: Pit Fiend, Inception, Intoxication, Invulnerability, Last Breath, Lower Resistance, Magic Darts, Magic Fang, Magic Weapon, Magical Mirror, Mantle of Protection, Mass Monitoring, Mass Planar Adaptation, Memory Lapse, Minor Sequencer, Monitor, Peacefulness, Pit, Planar Adaptation, Precise Weapon, Predict Attack, Rain of Tranquility, Rebuke, Repentance, See Through Walls, Seize Initiative, Share Senses, Soul Bond, Spell Immunity, Spell Resistance, Spell Sacrifice, Spell Sequencer, Staff to Snakes, Striking Orb, Sunrise/Nightfall, Suppress Magic, Swarm Form, Tangle of Thorns, Teleport Other, Thorn Armour, Thunderbolts, Tithe, Touch of Anxiety, Touch of Corruption, Tremor, Water To Wine, World Wave by **Kris Keen**.

Classes: Priest, Avenger, Gladiator, Monster Slayer, Witch (Version 2), Jester, Sorcerer (Version 1); Equipment: Jousting Plate, Hewing Shield, Spiked Buckler, Bill Guisame, Bullwhip, Caltrop, Cinquedeas, Great Club, Facuhard Guisame, Fighting Net, Garrote, Lochaber Axe, Pole Axe, Spetum, Staff Sling, Monsters: Blood Hound, Bone Pile, Flesh Hound, Grim Mantle, Necropede, Ocular Sentinel, Skin Sack, Tyrant, Venous Skitterling; Races: Drow (Version 2), Half-Ogre (Version 2), Race Abilities: Half-Ogre (Ogre Blood); Sections: Persona, Adding Splendor to Your Spells, Adding Magnificence to Your Melee; Spells: Final Rest, Life Share, Seek the Dead, Life Remembered, Thornstave, Weather's Blessing, Restore the Barren, Bramble Bind, Spur the Sapling, Prey Mark, Slumber's Blessing, Light Stride, Army of the Damned, Reverse Time's Ravages, Ward Time's Ravages, Leech Youth by **Colin Chapman**.

Class Idea: Royal Guard by **Zachary Short**.

Classes: Shaman by **Todd Pote**.

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WELCOME TO THE CRUSADER'S COMPANION

The Crusader's Companion is a collection of fanmade material for the Castles & Crusades game. Derived from many sources, this book covers a wealth of material not covered in the official books and variants of rules that are contained in the official books.

If you would like to contribute material that you have created or converted, please email it to peterjschroeder@gmail.com. Please abide by the following rules before submitting such material.

The material must be Open Game Content.

The material must not use someone else's product identity.

If the material was converted from another OGL source, the section 15 must also be included.

ATTRIBUTES

ALTERNATE ATTRIBUTE GENERATION

METHOD SEVEN: CONTEMPORARY

Roll 4d6 six times, dropping the lowest number, and assign as the player chooses.

METHOD EIGHT: GENETICS

This method is designed to provide a more “genetic” way of generating a character’s attributes. It is based upon the idea of Punnet square genetics, in which the possible offspring of two parents are determined by a matrix with the possible choices, those choices influencing each other. For our purposes though, we’re only going to have the character attributes influence themselves. Below are the Punnet squares for the six attributes and their possible outcomes.

PUNNET SQUARES FOR ATTRIBUTES

STR			DEX			CON		
S	s		D	d		C	c	
S	SS	Ss	D	DD	Dd	C	CC	Cc
s	sS	ss	d	dD	dd	c	cC	cc

INT			WIS			CHA		
I	i		W	w		K	k	
I	II	Ii	W	WW	Ww	K	KK	Kk
i	iI	ii	w	wW	ww	k	kK	kk

The Punnet square indicates the likelihood of the character having a given genotype. The possible outcomes for each attribute are as follows: a 25% chance of AA, 50% chance of Aa, and a 25% chance of aa. AA is dominant, Aa is neither dominant or recessive, and aa is recessive. The probability spread can be simulated by rolling 1d4 for each attribute and consulting Table 2 below.

ATTRIBUTE DETERMINATION

d4	STR	DEX	CON	INT	WIS	CHA
1	SS	DD	CC	II	WW	KK
2-3	Ss	Dd	Cc	Ii	Ww	Kk
4	ss	dd	cc	ii	ww	kk

The player may choose the order in which to roll for his attributes. Prime attributes are determined based on the order in which the attributes were rolled, as well as by the die roll. The player will need to decide whether the character is human or demi-human, as this affects primes.

- Dominant (Die roll of 1):* Attribute score is generated using 1d6+12. Attribute is automatically prime.
- Average (Die roll of 2 or 3):* Attribute score is generated using 2d6+6. Attribute is prime if there are no Dominant attributes available. In all cases, a die roll of 2 will be made prime before a die roll of 3.
- Recessive (Die roll of 4):* Attribute score is generated using 3d4. Attribute is prime only if there are no Dominant or Average attributes available.

CHARACTER GENERATION EXAMPLE

David decides to roll up his character’s attributes in the following order: dexterity, intelligence, wisdom, charisma, constitution, and strength. He then rolls 1d4 for each attribute in the order he chose. He gets the following results:

- Dexterity = 2
- Intelligence = 3
- Wisdom = 1
- Charisma = 4
- Constitution = 2
- Strength = 3

Based on the 1d4 rolls above, David will now determine which attributes are prime, and the die roll to generate them. Placing the attributes in order of the die result, lowest to highest, David sees the following:

- Wisdom = 1
- Dexterity = 2
- Constitution = 2
- Intelligence = 3
- Strength = 3
- Charisma = 4

At this point, David needs to decide whether his character is going to be a human or demi-human because his choice will affect the number of attributes he has that will be prime. If he elects to make the character human, he would receive three primes. Looking at the list above, those three attributes would be wisdom, dexterity, and constitution. If David elects to make the character a demi-human, only the wisdom and dexterity would be prime. Constitution in this case would not be prime because David chose to roll for his dexterity before his constitution.

David now determines the actual scores for the attributes based on whether the attribute is dominant, average, or recessive, and ends up with the following:

- Strength:* 2d6+6, rolls 6, 3 for result of 15
- Dexterity:* 2d6+6, rolls 6, 5 for result of 17 (Prime)
- Constitution:* 2d6+6, rolls 4, 3 for result of 13 (Prime if Human)
- Intelligence:* 2d6+6, rolls 3, 2 for result of 11
- Wisdom:* 1d6+12, roll 4 for result of 16 (Prime)
- Charisma:* 3d4, roll 4, 3, 3 for result of 10

METHOD NINE: NEW AGE

Roll 4d4+2 six times and assign as the player chooses.

METHOD TEN: POINTS SYSTEM

Characters have 60 + 4d4 points to assign to their abilities; minimum 3 and maximum 18. Each 10% of exceptional strength costs 1 point.

PERCEPTION

Perception is the measure of one’s awareness, intuition, insight and the ability to discern one’s environment through the use of the five senses. A perceptive character can overhear a conversation behind a closed door or track a fleeing opponent through the wilderness. He can notice a secret door or perilous trap. He can also sniff out the obvious bluff.

Check Modifier: This is the number added or subtracted to a d20 roll to determine how well the character performs a Perception check. Perception checks are frequent and are required when the GM feels a character has a chance to notice or find something not immediately recognizable.

ACTIVITY	CL
Quickly search to find something on a body or among other things within one round.	10
Hear a conversation through a wooden door.	10
Hear noises through stone or a thick wall.	15
Spot something out of place or partially hidden.	15
Find something well-hidden when searching.	15
Spot something well hidden without searching.	20

A successful Perception check also avoids surprise:

ACTIVITY	CL
Avoid being surprised when combat suddenly springs on both sides of the battle.	10
Avoid being surprised by someone actively attempting to sneak.	Opposed Rolls

PERCEPTION CHART

SCORE	MODIFIER	INITIATIVE DIE
1	-9	d12
2	-8	d12
3	-7	d12
4	-6	d12
5	-5	d12
6	-4	d12
7	-3	d10
8	-2	d10
9	-1	d10
10	0	d10
11	+1	d10
12	+2	d10
13	+3	d10
14	+4	d10
15	+5	d10
16	+6	d8
17	+7	d8
18	+8	d8
19	+9	d8
20	+10	d6
21	+11	d6
22	+12	d6
23	+13	d6
24	+14	d6
25	+15	d6

RACES

NATURAL ATTACKS: Some races possess natural weapons or attacks, such as a claw, bite, tailwhip, etc.

NATURAL AC: Some races are highly dexterous or have a tough or scaly hide, which gives them a lower starting armor class.

SPELL RESISTANCE: A special ability possessed by some races that may negate spells cast against them.

HEIGHT AND WEIGHT

The dice roll given in the Height and Weight Modifier columns determines the character's extra height and weight beyond the base height and weight.

HEIGHT AND WEIGHT BY RACE

RACE	HEIGHT IN INCHES		WEIGHT IN INCHES	
	Base*	Modifier	Base*	Modifier
Aasimar	61/60	+2d10	140/90	+5d10
Boggard	58/56	+2d8	210/180	+5d10
Buckawn	20/19	+2d4	20/18	+3d4
Bugbear	72/68	+2d10	210/180	+6d10
Centaur	84/80	+3d12	1000/960	+6d20
Crabfolk	98/84	+2d12	200/180	+4d12
Cyclops	82/77	+2d6	294/274	+5d12
Derro	44/42	+1d8	95/88	+4d8
Doppelganger	56/56	+2d10	140/140	+4d10
Dragonborn	72/69	+1d12	265/245	+4d10
Dwarf, Arctic	32/28	+2d4	52/42	+3d10
Dwarf, Deep	45/42	+2d6	100/80	+4d10
Dwarf, Duergar	41/40	+2d6	95/75	+5d10
Dwarf, Half	66/65	+2d6	220/180	+5d20
Dwarf, Mountain	49/47	+1d10	145/115	+5d10
Elf, Aquatic	50/50	+1d8	85/75	+2d12
Elf, Drow	50/55	+1d10	80/95	+3d10
Elf, Gray	55/50	+1d10	90/70	+3d10
Elf, Wild	55/50	+1d10	90/70	+3d10
Elf, Wood	60/55	+1d12	95/80	+3d12
Flind	72/69	+1d12	165/145	+4d10
Gnoll	84/80	+1d12	180/160	+4d10
Goblin	43/41	+1d10	72/68	+5d4
Gnome, Forest	24/20	+1d10	25/20	+1d10
Gnome, Svirfneblin	38/32	+1d6	49/44	+3d4
Grimlock	60/58	+2d10	160/110	+6d10
Grippli	25/28	+1d6	23/25	+1d6
Halfling, Deep	32/30	+2d8	52/48	+5d4
Halfling, Tallfellow	48/46	+2d4	30/25	+2d4
Hobgoblin	72/68	+1d8	150/130	+5d10
Kobold	32/30	+3d4	52/48	+5d4
Leprechaun	20/19	+2d4	20/18	+2d4
Lizardfolk	60/60	+2d12	170/170	+3d10
Locathah	60/60	+1d12	140/140	+6d10
Merfolk	60/54	+1d12	145/80	+8d10
Minotaur	84/80	+2d6	450/390	+4d20
Mongrelfolk	60/59	+2d12	145/105	+4d10
Ogre	96/93	+2d12	320/280	+3d20
Ogre, Half	84/78	+2d6	270/220	+6d10
Ogre Mage	114/96	+2d6	810/780	+4d10
Orc	58/56	+1d12	130/90	+6d10
Pixie	24/23	+3d6	55/22	+4d4
Quickling	36/34	+1d4	29/27	+2d4
Sahaugin	50/50	+1d8	85/75	+2d12
Satyr	55/-	+1d10	110/-	+4d10
Skulk	59/56	+2d6	110/80	+3d12
Tiefling	59/57	+2d10	140/90	+6d10
Troglodyte	66/66	+2d6	150/150	+6d10
Yeshimi	33/31	+2d4	35/30	+2d4
Yeti	72/68	+3d10	280/250	+8d10

* The second value is for females, as they are commonly lighter and shorter than males.

AGE

You can choose or randomly generate your character's age. If you choose it, it must be at least the minimum age for the character's race and class (see the *Minimum Starting Age* table).

Your character's minimum starting age is the adulthood age of his or her race plus the number of dice indicated in the entry corresponding to the character's race and class on the *Minimum Starting Age* table.

Alternatively, refer to the *Minimum Starting Age* table and roll dice to determine how old your character is.

With age, a character's physical ability scores decrease and his or her mental ability scores increase (see the *Aging* table). The effects of each aging step are cumulative. However, none of a character's ability scores can be reduced below 1 in this way.

When a character reaches venerable age, the GM secretly rolls his or her maximum age, which is the number from the Venerable column on the *Aging* table plus the result of the dice roll indicated on the Maximum Age column on that table, and records the result, which the player does not know. A character who reaches his or her maximum age dies of old age at some time during the following year.

The maximum ages are for player characters. Most people in the world at large die from pestilence, accidents, infections, or violence before getting to venerable age.

MINIMUM STARTING AGE

RACE	ADULTHOOD	MODIFIER		
		Fighter	Ranger	Monk
		Rogue	Paladin	Wizard
		Assassin	Knight	Bard
		Barbarian		
		Cleric		
		Druid		
Aasimar	16	+1d6	+2d6	+3d6
Boggard	10	+1d4	+1d6	+2d6
Buckawn	100	+5d6	+7d6	+11d6
Bugbear	10	+1d6	+2d6	+3d6
Centaur	18	+1d4	+1d6	+2d6
Crabfolk	3	+1d4	+1d6	+1d8
Cyclops	20	+2d4	+3d6	+4d6
Derro	25	+2d4	+3d6	+4d6
Doppleganger	15	+1d4	+1d6	+2d6
Dragonborn	30	+2d4	+3d6	+4d6
Dwarf, Arctic	40	+3d6	+5d6	+7d6
Dwarf, Deep	45	+3d12	+4d12	+6d12
Dwarf, Duergar	40	+4d6	+6d6	+9d6
Dwarf, Half	15	+1d6	+2d6	+3d6
Dwarf, Mountain	50	+6d6	+9d6	+11d6
Elf, Aquatic	130	+5d6	+7d6	+11d6
Elf, Drow	100	+4d6	+6d6	+8d6
Elf, Gray	60	+4d6	+6d6	+8d6
Elf, Wild	40	+3d6	+5d6	+8d6
Elf, Wood	60	+4d6	+6d6	+8d6
Flind	3	+1d6	+2d6	+3d6
Gnoll	7	+1d4	+1d6	+2d6
Goblin	12	+1d6	+2d6	+3d6
Gnome, Forest	40	+4d6	+6d6	+9d6
Gnome,	20	+2d4	+3d6	+4d6
Svirfneblin				
Grimlock	17	+1d4	+1d6	+2d6
Grippli	100	+2d20	+3d20	+4d20
Halfling, Deep	20	+3d4	+4d6	+6d6
Halfling,	20	+2d4	+3d6	+4d6
Tallfellow				
Hobgoblin	14	+1d6	+2d6	+3d6
Kobold	12	+1d4	+1d6	+2d6
Leprechaun	100	+5d6	+7d6	+11d6
Lizardfolk	15	+1d4	+1d6	+2d6
Locathah	15	+1d4	+1d6	+2d6
Merfolk	15	+1d4	+1d6	+2d6
Minotaur	12	+3d6	+5d6	+7d6
Mongrelfolk	6	+1d4	+1d6	+2d6
Ogre	15	+1d4	+1d6	+2d6
Ogre, Half	15	+1d4	+1d6	+2d6
Ogre Mage	20	+1d4	+1d6	+2d6
Orc	10	+1d4	+1d6	+2d6
Pixie	106	+5d6	+7d6	+11d6
Quickling	2	+0	+1	+1d2
Sahaugin	20	+1d4	+1d6	+2d6
Satyr	20	+3d4	+4d6	+6d6
Skulk	14	+1d4	+1d6	+2d6
Tiefling	17	+2d4	+3d6	+4d6
Troglodyte	75	+3d6	+5d6	+7d6
Yeshimi	30	+2d4	+3d6	+4d6
Yeti	12	+1d3	+1d4	+1d6

AGING

RACE	MIDDLE	OLD	VEN.	MAXIMUM
Aasimar	62	83	125	+2d20
Boggard	30	40	60	+1d20
Buckawn	100	133	200	+2d100
Bugbear	33	44	65	+2d10
Centaur	37	50	75	+2d20
Crabfolk	7	10	15	+2d4
Cyclops	50	75	100	+5d20
Derro	85	113	170	+2d20
Doppleganger	35	53	70	+2d20
Dragonborn	70	106	140	+4d20
Dwarf, Arctic	125	188	250	+2d100
Dwarf, Deep	140	187	280	+2d100
Dwarf,	150	200	300	+2d100
Duergar				
Dwarf, Half	40	53	80	+1d10
Dwarf,	150	200	300	+2d100
Mountain				
Elf, Aquatic	195	283	300	+3d100
Elf, Drow	200	300	400	+2d100
Elf, Gray	150	225	300	+1d100
Elf, Wild	100	150	200	+1d100
Elf, Wood	150	225	300	+1d100
Flind	17	23	35	+1d20
Gnoll	16	22	33	+1d4
Goblin	20	27	40	+1d20
Gnome, Forest	150	225	300	+4d100
Gnome,	80	120	160	+2d100
Svirfneblin				
Grimlock	60	80	120	+1d100
Grippli	300	400	600	+2d100
Halfling, Deep	50	67	100	+1d100
Halfling,	50	75	100	+5d20
Tallfellow				
Hobgoblin	25	33	50	+1d20
Kobold	48	62	95	+2d20
Leprechaun	100	133	200	+2d100
Lizardfolk	55	73	110	+2d10
Locathah	25	33	50	+2d12
Merfolk	45	60	90	+2d20
Minotaur	75	100	150	+1d100
Mongrelfolk	15	20	30	+1d10
Ogre	45	60	90	+2d20
Ogre, Half	45	60	90	+2d20
Ogre Mage	82	116	175	+2d20
Orc	17	23	35	+1d10
Pixie	100	133	200	+2d100
Quickling	6	10	12	+1d4
Sahaugin	75	100	150	+2d20
Satyr	50	67	100	+1d100
Skulk	30	40	60	+2d10
Tiefling	50	67	100	+1d100
Troglodyte	150	200	300	+1d100
Yeshimi	75	125	175	+1d100
Yeti	30	40	60	+2d10

Middle Age: −1 Strength, −1 Constitution, −1 Dexterity, +1 Intelligence, +1 Wisdom, +1 Charisma

Old: −2 Strength, −2 Constitution, −2 Dexterity, +1 Intelligence, +1 Wisdom, +1 Charisma

Venerable: −3 Strength, −3 Constitution, −3 Dexterity, −1 Intelligence, −1 Wisdom, −1 Charisma

RACIAL HIT DIE

Races receive 1 dice higher for each size larger than medium. If the die would be above a d12, than instead add a d4 per die higher. Likewise, a race receives 1 dice lower for each size below small. The die can never be below 1d2.

Examples: A yeti barbarian uses 1d12+1d4 for their hit die instead of 1d12. A grippli rogue uses 1d4 for their hit die instead of 1d6.

BOGGARD

Boggards resemble anthropomorphic frogs or toads, complete with webbed hands and feet, large eyes, and overly wide mouths. These creatures make their

homes near large rivers or deep in marshes. There they make small villages composed of mud mounds on the banks. Boggards start out life as tadpoles in breeding ponds, eventually growing to a length of 3 feet before sprouting arms and legs and becoming capable of terrestrial living. Acceptance into the clan then depends on the young boggard's successful hunt to kill a sentient humanoid. Those who fail are exiled from the clan. As boggards age, they continue to grow and lose their coloration. Exceptionally old boggards bear completely white skin covering massive corpulent bodies. Some of these boggards rank among the caste of priest-kings and enjoy a life of grotesque pleasures ruling their clans.

RACIAL TRAITS AND ABILITIES

AMBUSH: A boggard's skin color allows them to easily blend in to natural surroundings. When a boggard is in natural surroundings, they may use this ability to ambush an enemy, penalizing them with a -2 (-6 is using hop attack) to their surprise.

DEHYDRATION: Once per day, a boggard must wet their entire bodies with at least a waterskins worth of water. If they are unable to do so, they temporarily lose 3 points of constitution per day. The boggard's constitution is restored when enough water is applied. If their constitution reaches 0, then they die from dehydration.

HOLD BREATH: Whenever exposed to an effect that requires inhalation, such as poisonous vapors, boggard are allowed a constitution save. If the save is successful, that individual boggard does not suffer any of the effects. If the save is unsuccessful, the individual is still entitled to make any other saves allowed to avoid or minimize the effects.

A boggard may also hold its breath underwater. The amount of time the lizardfolk can sustain this is 2/3 their constitution score in rounds (round up). If the boggard does not reach air by 1 round after, the boggard drowns.

HOP ATTACK: Boggards have the ability to employ a hop attack that sends them 30 feet forward and 15 feet upward. When using the hop attack, the boggard gains a +1 to attack and deals double damage if they are using a sharp weapon.

STICKY TONGUE: A creature hit by a boggard's tongue attack cannot move more than 10 feet away from the boggard and takes a -2 penalty to AC as long as the tongue is attached (this penalty does not stack if multiple tongues are attached). The tongue can be removed by making a strength check as a standard action or by dealing 2 points of slashing damage to the tongue (AC 11, damage does not deplete the boggard's actual hit points). The boggard cannot move more than 10 feet away from the target, but the boggard can release its tongue as a free action. Unlike a giant frog, a boggard cannot pull targets toward it with its tongue.

SWAMP STRIDE: A boggard can move through any sort of natural difficult terrain at its normal speed while within a swamp. Magically altered terrain affects a boggard normally.

TERRIFYING CROAK: Once per hour, a boggard can, as a standard action, emit a loud and horrifying croak. Any non-boggard creature within 30 feet of the boggard must make a CL -2 Wisdom save or become shaken for 1d4 rounds. Creatures that succeed at this save cannot be affected again by the same boggard's croak for 24 hours. Creatures that are already shaken become frightened for 1d4 rounds instead.

LANGUAGE: Common, Aquan

SIZE: Medium **MOVEMENT:** 20 feet, 30 feet (swim)

TYPICAL CLASSES: Fighter, Shaman Rogue

ATTRIBUTE MODIFIERS: +1 Dexterity, -1 Intelligence, -1 Charisma

ABILITY MODIFIER: -1 decipher script, +1 hide, -1 open lock

NATURAL AC: 14

DRAGONBORN



Appearance and Physiology: Dragonborn are large, usually between six and seven feet tall, with broad features and a rather draconic-looking head. The scales of a Dragonborn are usually a rusty red colour. They possess tails, which are roughly the length of their legs, and sharp teeth, though they are not typically used as natural weapons. Dragonborn live approximately twice as long as humans do.

Society and Culture: The Dragonborn live in isolated fortresses in the midst of the Great Desert that separates the West (Illyria and its neighbours) from the lands of the East, and in the modern era, function largely as guardians of the few winding trade routes that keep contact between those lands. In the past, it is known that the Dragonborn maintained an impressive Empire, but their empire collapsed amid the Planar War, as their territory was a major battleground between armies both mortal and immortal.

Dragonborn society is strongly Lawful Good, and four-fifths of all Dragonborn will possess that alignment, with most of the rest being Lawful Neutral. A minority even within their fortresses, the Dragonborn for the most part have accepted the downfall of their race and dedicate their energies to helping other, younger societies to grow and expand.

The Dragonborn are deeply spiritual, with a monolatric religion based on the worship of the Great Creator, the maker of the Universe. It is often assumed that the Dragonborn worship dragons- this is not quite correct, but it is clear that they have a great reverence for dragons, which they regard as living demigods.

To the Dragonborn, the gods of other races are but emanations, or perhaps servants of the Great Creator, and they respect them but find the material and cultural excesses of other religions a little tawdry. The Dragonborn do not build great temples, instead using their mess halls and other buildings for worship. There is no Church organization as such, and most typically religious services are led by elders in the community.

Virtually all Dragonborn are trained in the exercise of arms, and with the exception of a handful of craftsmen and other experts, all are in possession of one or two levels in a player class. Within the constraints of their Lawful Good mentality and religious duty to protect goodly beings, Dragonborn are quite ambitious and pursue personal excellence with great zeal.

History: The Dragonborn civilization is an ancient one, and predates human civilization, with elven historians reckoning the beginnings of their civilization to be around the same time that Dwarven civilization emerged in Khazaria. At this time, Rakosha was not a great desert with occasional oases, but was actually fertile grassland. The Dragonborn managed to push the original inhabitants of Rakosha, a plains-dwelling tribe of elves to the margins of their

society and created a large and prosperous Empire, which grew rich off of the proceeds of trade between the West and East.

At its height, the capital city, Arakosh, was a metropolis of nearly half a million people, drawing tens of thousands of dwarves, humans, elves and others. It was probably the largest and wealthiest city in the world at that time, and the Dragonborn Empire continued to expand, occupying much of the eastern portions of Illyria proper and the foothills of Khazaria.

However, the Dragonborn civilization was increasingly divided by its very wealth and power. The simple, service-oriented ethos of their religion stood in contrast with their position as powerful imperialists, and many Dragonborn began to look towards increasing their holdings further and acting as imperious warlords. Tragically, this civil strife caught the attention of Asmodeus, the chief counsellor and right hand of Satan, the Lord of Hell. He saw an opportunity to create trouble in the mortal world, and commissioned many agents to spread the Lawful Evil ethos throughout the Empire.

The resulting strife erupted into a civil war, which was made exponentially worse by its precise coincidence with the Planar War, meaning that angelic and archon armies were more likely to directly intervene, as were the devils and demons. Caught between the forces of Heaven, Hell and other extraplanar regimes, the Dragonborn were decimated and their land, ecologically fragile despite its fertility, was devastated beyond repair.

The few Dragonborn that remained cast off any pretensions of imperial rule and devoted themselves to guarding their devastated land and protecting those goodly beings that would travel across it, while remaining all the time vigilant for any of their evil brethren, who may still exist somewhere in the vast desert spaces of Rakosha ...

RACIAL TRAITS AND ABILITIES

DRACONIC LORE: Dragonborn gain a +2 bonus to any Intelligence checks relating to their own history and culture, as well as lore related to dragons.

DRACONIC POTENTIAL: The vast majority of Dragonborn do not possess the more radical gifts of dragonkind, but a small number of their race possess additional abilities due to their draconic heritage, which are listed below:

DRAGON BREATH: These Dragonborn possess the ability to use a breath weapon, a number of times per day equal to their Constitution modifier. This attack creates a cone of fire five feet wide and twenty feet long, and functions as an melee attack, with Strength modifying attack and damage. It does 1d6 damage for a 1st level Dragonborn, 2d6 at 5th level, 3d6 at 9th level, 4d6 at 13th level, 5d6 at 17th level, 6d6 at 21st level and 7d6 at 25th level. Dragonborn Paladins can use this ability in conjunction with their Smite Evil ability.

FLIGHT: These Dragonborn possess functioning wings, which allow them to fly at a movement speed of 50.

IMMUNITIES: These Dragonborn are immune to sleep and paralysis effects.

NATURAL WEAPONS: These Dragonborn possess sharper and stronger claws than is the norm, and can make unarmed attacks for 1d6 damage, doing either lethal or subdual damage.

ENDURANCE: Dragonborn possess a +2 bonus to all saving throws against exhaustion or dehydration, thanks to being adapted to a desert environment. A Dragonborn character does not need to make a check against subdual damage from dehydration until three days have elapsed in a desert environment, or five days in a temperate one.

FIRE RESISTANCE: Dragonborn possess an inherent damage resistance of 5 to fire.

NATURAL ARMOUR: Dragonborn gain a +1 bonus to AC thanks to their scaly hides.

INTIMIDATION: The fierce appearance of Dragonborn make them especially skillful at intimidating others, and they gain a +2 bonus to Charisma checks intended to do this.

TWILIGHT VISION: Dragonborn possess twilight vision in much the same manner as Elves do.

LANGUAGE: Common, Draconic, Celestial, Elf, Dwarf, Human Vernaculars

SIZE: Medium **MOVEMENT:** 30 feet

TYPICAL CLASSES: Fighter, Knight, Paladin

ATTRIBUTE MODIFIERS: +1 Strength, +1 Charisma, -1 Dexterity

ABILITY MODIFIER: None

DWARF



While not as pretty as an elf or as quick as a gnome, the dwarf is the heartiest of all races. His health is legendary and his resistance to poisons and spells keep him standing when others fall. Combined with the dwarven work ethic, these natural abilities make this race one that simply will not quit when the going gets tough. Forged in the dark fires far below the surface, dwarves are much more than they first appear, with great warriors among their number but also a growing population of wizards, rogues, and even druids rising to positions of power in dwarven culture.

ARCTIC DWARF

In the icy wastes, arctic dwarves are the masters of both ice and stone. They build massive, elaborate defenses of ice and rock around the mines where they dig for copper, silver, gold, and iron.

Arctic dwarves are hardier than hill dwarves, and they tend to carry extra weight on their frame even when in exceptional physical condition. Their skin can be any shade from pale white to light blue, and their hair and eyes can be of any color found among hill dwarves.

Arctic dwarves wear many layers of clothing as protection against the intense cold of their homeland. They do not particularly value jewelry or other ornamentation, and they carry only what they need to survive,

Nearly all arctic dwarves are more grim and humorless than hill dwarves. Efficiency in word and deed is crucial to survival in the harsh arctic realms, so arctic dwarves tend to get straight to the point in conversation, and they have little patience for those who speak in riddles or half truths. Because they must struggle for even the most basic existence in the severe climate of the arctic regions, excess of any kind is offensive to them. Thus, they tend to be frugal and to value hard work for the benefit of all over individual accomplishment.

RACIAL TRAITS AND ABILITIES

Arctic dwarves have all the racial traits and abilities of hill dwarves except as follows.

ENMITY (Kobolds): Eternal wars against kobolds have created an undying crucible of hatred for these creatures. When in combat against kobolds, this fury and hatred allows dwarves a +1 bonus to hit these creatures. Dwarves suffer a -4 to charisma checks when interacting with kobolds.

ICECRAFT: Arctic dwarves can apply their stonework benefits to structures and natural features made of ice, as well as those made of stone.

ATTRIBUTE MODIFIERS: +1 Strength, +1 Constitution, -2 Dexterity

DUERGAR

Sometimes called gray dwarves, these evil beings dwell in the underground. Most duergar are bald (even the females), and they dress in drab clothing that is designed to blend into stone. In their lairs they may wear jewelry, but it is always kept dull. They war with other dwarves, even allying with other underground creatures from time to time.

RACIAL TRAITS AND ABILITIES

Duergar have all the racial traits and abilities of hill dwarves except as follows.

DEEPEVISION: Out to 240 feet.

IMMUNITY TO PARALYSIS, PHANTASMS, AND POISON: This trait replaces the hill dwarf's +2 bonus on saving throws against poison.

SPELL-LIKE ABILITIES: 1/day—alter size and invisibility as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries.

LIGHT SENSITIVITY: Duergar are dazzled in bright sunlight or within the radius of a daylight spell.

LANGUAGES: Common, Dwarven, Undercommon, Draconic, Giant, Goblin, Terran

ATTRIBUTE MODIFIERS: +1 Constitution, -2 Charisma

ABILITY MODIFIER: -2 climb, +2 find traps, +1 hide, +2 listen, +2 move silent, +1 pick pocket

HALF-DWARF

Half-dwarves are characterized by their remarkable toughness and endurance. The interbreeding of human and dwarf magnifies the dwarf's natural robustness, producing offspring of great resilience to physical harm and fatigue. Half-dwarves often take pride in their endurance, sometimes challenging their rivals to tests of stamina. Half-dwarves don't break a sweat at tasks that make most other races fail.

RACIAL TRAITS AND ABILITIES

HEARTINESS: Half-dwarves are heartier than most races. They automatically receive constitution as a bonus prime.

SIZE: Medium **MOVEMENT:** 30 feet

ATTRIBUTE MODIFIERS: +2 Constitution, -2 Charisma

MOUNTAIN DWARF

Mountain dwarves live deeper under the mountains than hill dwarves but generally not as far underground as deep dwarves. They average about 4½ feet tall and have lighter skin and hair than hill dwarves, but the same general appearance.

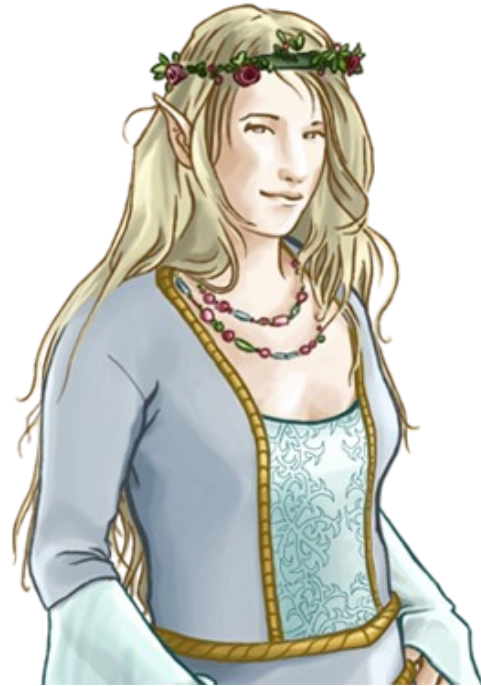
RACIAL TRAITS AND ABILITIES

Mountain dwarves have all the racial traits and abilities of hill dwarves except as follows.

ATTRIBUTE MODIFIERS: +1 Constitution, -1 Charisma

ABILITY MODIFIER: -2 climb, +3 find traps, +2 open lock

ELF



Living for an eternity, elves are free spirits of nature made flesh, reveling in their connection with all things magical and proud of the power flowing in their blood. The unseen voice echoing among the trees with a promise of swift death to any intruder, the master shaper who asks nature to co-operate in the building of fantastical dwellings, the warrior who charges into the field atop a flying beast, the child whose soul is still strong with the power of the fey, the renegade who worships dark deities deep below the ground, the artist who keeps magic and tradition alive through song and dance, the wizard who bends magic to his will by the power of his ancient blood. All of these are a few examples of elves, the most traditional and vivid of all fantasy races.

AQUATIC ELF

The aquatic landscape is dotted with forests of kelp and roofed with sporadic blankets of sargasso weed. Hidden among these watery groves are the ancient settlements of the aquatic elves.

Aquatic elves are taller and thinner than high elves. Their feet and hands are webbed to facilitate swimming and have fins along their limbs that serve the same purpose. An aquatic elf's skin ranges from pale green to dark blue. Their hair usually matches their skin color but may be one or two shades darker.

Aquatic elves wear very little clothing, and what they do wear tends to cling tightly to their bodies. Some favor jewelry made of coral and other undersea treasures.

An aquatic elf usually shares the temperament and interests of the standard race, but they tend to be more serene than their landborn cousins.

RACIAL TRAITS AND ABILITIES

Aquatic elves have all the racial traits and abilities of high elves except as follows.

WATER DEPENDENT: Aquatic elves can breathe underwater, but they cannot breathe air. An aquatic elf can hold their breath outside the water for 2 rounds per point of Constitution. After that, they suffocate.

LANGUAGES: Common, Elf, Dolphin, Dwarf, Gnome, Goblin, Halfling, and Orc

DROW (Version 1)

Separated from the rest of the elven people by a legacy of deceit, betrayal, and evil, the drow are easily one of the most dangerous of the humanoid races. Most drow delight in calculated cruelty, but some manage to pull away from this dark

path, instead embodying the potential that all elves share for beauty, grace, and martial skill.

Drow adventure for one of two reasons. Those of an evil bent adventure to increase their own personal power, by acquiring wealth and powerful magic items or by improving their combat skills. Those few drow with less selfish motives adventure to remove themselves from the influence of their race's harsh and cruel society.

These latter drow are the ones most likely to be seen in the company of other races.

Most drow have little use for members of the other races, viewing them only as potential prey or slaves.

Good-aligned drow, however, see the merits of interracial cooperation. These drow seek out adventurers of other races, often coming to relate more to the societies of their adventuring companions than to their own culture.

RACIAL TRAITS AND ABILITIES

Drow have all the racial traits and abilities of high elves except as follows.

DARKVISION: Drow can see in complete darkness for up to 120 feet. Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. Drow can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil darkvision. A drow requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of darkvision.

LIGHT BLINDNESS: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. While in the affected area, drow suffer a -2 to dexterity AC, and attack rolls.

POISON USE: Drow never risk accidentally poisoning themselves when applying poison to a blade and have a +2 bonus on all saves against poison.

SPELL-LIKE ABILITIES: Drow can use the following spell-like abilities once per day: dancing lights, darkness, detect magic, faerie fire, know alignment, levitate. Caster level equals the drow's class levels.

LANGUAGES: Common, Undercommon, Drow Sign Language, Elf, Abyssal, Aquan, Draconic, Gnome, Goblin

TYPICAL CLASSES: Fighter, Ranger, Rogue, Assassin, Wizard, Cleric
ABILITY MODIFIERS: +2 Dexterity, -1 Constitution, +1 Intelligence. -2 Charisma

SPELL RESISTANCE: 10 + class level (max 16), +2 on saves

DROW (Version 2)

Foul cousins of the surface dwelling elves, the subterranean drow (also known as dark elves) are thoroughly evil and corrupt, as tainted and wicked as the elves of the surface world are bright. Drow are devoted to the Great Maggot, the God That Gnaws at the Roots of the World, holding in esteem the virtues of fecundity, corruption, transformation, and gluttony. Upholding these virtues, drow society has avidly pursued arcane experimentation, producing many terrible abominations even from among their own race. The drow have also spawned rapidly, spreading themselves far and wide beneath the earth, the females of drow society fulfilling the sacred role of breeders, only their diminished lifespan (no longer than those of humans), high percentage of stillborn young, and hatred of the sun, serving to prevent them overwhelming the world.

As devoted to magic and experimentation as the drow are, they still hold the Great Maggot as the greatest power, and the cult of the Great Maggot influences and controls all aspects of drow life. Among the cult, only those drow born blessed by the Great Maggot may become clerics and cult leaders. Those chosen of the god are immediately marked by their lack of pigmentation; they are all albinos, their skin so pale as to be nearly translucent, their temperament prone to gluttonous orgies. Clerics of the Great Maggot favor the dagger as a weapon, it representing the mandibles of their dark master, and also serving as a common tool in ritual sacrifices and feasts. Destructive and transformative magics fill out their repertoire. Drow warriors are known to utilize daggers, short swords, and darts as weapons, these devices being suitable to the claustrophobic confines of their tunnel homes.

DESCRIPTION

Drow are shorter than normal elves, standing an average of 5 ft., and weigh around 115 lbs. They are also unmistakable in appearance, their skin a chitinous black, their ebony hair, thick slightly bristling, and inevitably short. By far their most unnerving feature, however, is their eyes; large, black, lidless orbs, slightly insecticidal and ideally suited for their lightless domain. Only their long, tapered ears hint at any possible connection with the elves of the surface world.

PERSONALITY

Hateful, fervent, and prone to lust, gluttony, and other vice, drow are far from being personable. Even among their own kind they are prone to treachery. As unwilling as they are to extend mercy or quarter to those not of their race, they expect other races to treat them in exactly the same way, and as a result, drow warriors would rather end their own lives than be captured.

RACIAL AFFINITIES

Drow have no love or kind regard for those not of their race, holding others as fit for little beyond fodder for their beasts or mushroom farms, useful subjects for arcane experimentation, or sacrifices to their dark god. They hold a special hatred for the other races of elves, however, and take perverse delight in inflicting all manner of terror and pain upon those they encounter.

ENVIRONMENT

Drow dwell in the deep recesses of the realm below, the tunnels and caves running far beneath the ground.

RACIAL TRAITS AND ABILITIES

ARCANE TRAINING: Drow are taught the rudiments of magic at a young age, and are able to cast each of the following spells once per day: Detect Magic, Read Magic.

BLINDED BY LIGHT: The senses of drow are attuned to the pitch darkness of the underground world, and they find light blinding and uncomfortable. They suffer a -1 to -3 penalty to all actions, checks, saves, and AC in conditions lighter than dim torchlight, depending on the intensity of light.

CURSED BY THE SUN: The drow are cursed by the light of the sun, turning to stone the instant any rays of sunlight strike them. They remain in this statue-like state only for so long as they remain within sunlight, returning to normal flesh and blood the moment sunlight no longer plays upon them.

ENMITY (elves): See Dwarf, but enmity applies to other races of elves, not orcs and goblins.

HIDE: See Halfling, but applies to subterranean settings instead of outdoor ones.

MOVE SILENTLY: See Elf, but applies to subterranean areas instead of wilderness ones.

LANGUAGES: Common, Elven, Undercommon, Abyssal, Aquan, Draconic, Drow Sign Language, Gnome, Goblin

TYPICAL CLASSES: Fighter, Ranger, Rogue, Assassin, Wizard, Cleric
ATTRIBUTE MODIFIERS: +1 Dexterity, -1 Charisma (+1 Wisdom, -1 Dexterity for those born blessed by the Great Maggot)

ABILITY MODIFIERS: +2 to hide, +2 listen, +2 move silent

DROW (Version 3)

Appearance and Physiology: Drow Elves are somewhat smaller in frame than regular elves, being slightly shorter than the average human, and if anything, even skinner than regular elves are. They are deathly pale, with chalk white skin, red eyes and stringy white hair. They possess extraordinarily sharp senses of sight and hearing, and are well adapted for an underground life, but cannot stand bright light at all. Their teeth and nails are quite sharp, but are not strong enough to be effective melee weapons.

Society and Culture: Drow society is based around tribal clans, headed by powerful Matriarchs who are simultaneously the secular leaders and High Priestesses of the tribe. A Drow tribe is typically broken up into several clans, which will have a few hundred members, which in practice is typically broken into a large number of bands, which will have anywhere between ten and twenty adults, and usually between five and ten children of varying ages.

While Drow society is usually described as matriarchic, the fact is that only the Matriarchs themselves and a tiny handful of their retainers see much benefit

from this. Ordinary men and women are essentially treated equally, with all worth in the eyes of the Matriarchs coming from their service to the band or tribe they are in.

For the most part, the Drow are semi-nomadic in the Underworld, but there exist a few Drowish cities, which are usually built around particularly imposing temples to the terrible deities and demons that the Drow worship. In these Drow cities exist High Matriarchs that command absolute obedience to those drow that live in the city, and amongst visitors, but whose power usually ends quite abruptly at the limits of the city.

While the vast majority of Drowish bands and clans are led by Matriarchs, there do exist a handful of clans that are led by particularly powerful and charismatic males. Though many Drow may look down upon these would-be Patriarchs, few indeed would be willing to match blades or spells with a male powerful or intelligent enough to defy the typical way of drow society.

Social interactions amongst the Drow are largely determined by the strength and status of those interacting. Only rough equals are likely to enter into a relationship recognizable as friendship or romance to outsiders, and typically eventually, one party will emerge clearly as the dominant party and the other as a lesser, subjugated party. While for the most part, the Drow detest outsiders, they do respect strength and will treat powerful members of other races with caution and respect.

History: The Drow Elves diverged from the ancient Elven people in the aftermath of the Scathing of Old Illyria, a ruinous civil war between Elven factions divided on their attitude towards magic. Soundly defeated by the ancestors of the modern High Elves, the ancestors of the drow discovered a gate into the mysterious Underworld, a dark realm that is both a part of the Earthly realm and apart from it, with its own unique ecosystem of bizarre and frightening creatures.

At first the Elves, used to the benevolent light of the sun and moon, found it difficult to adapt in the realm but eventually one of their leaders succeeded in making divine contact with a powerful demonic being- none other than Lilith, the Mother of Demons, who bestowed upon them a small portion of her dark power. Thus empowered, the drow became increasingly powerful, but also vicious and clannish, their unified society largely splintering into small roving bands, intent on bringing death and destruction upon all in their path.

It was not long before the Drow discovered gates back into the mundane realm, many of them near rich and ill-defended human realms, as well as peaceful places occupied by other races. Moving by cover of night, the Drow raiders were devastatingly effective, striking defenseless villages, slaughtering them and stealing any valuable items. Emboldened by success, the Drow raids became more and more substantial, with a massive, culminating attack on Magadan, the capital of the Second Illyrian Empire, in which virtually the entire civilian population was slaughtered and the city totally razed.

While the destruction of Magadan was the death knell of the Second Illyrian Empire, it also had a massively galvanizing effect on the constituent kingdoms and principalities of the collapsing Empire. Destroying Drow power became not only a necessity, but a holy crusade, and the Drow now faced the united wrath of virtually every human state in Illyria- thirty-five millions fired with the desire to root out and destroy the Drow not only as a political power, but as a race.

Though life had suddenly become more difficult for the Drow raiders, it would become far worse when the Crusade finally found a leader in the person of Karl Magnus, the ruler of the inland island of Aeona. Eventually, the armies of the Great Crusade found their way into the Underworld itself and obliterated the primary Drowish temple-city. However, Magnus was prevented from carrying out the total extermination of the Drow- told directly by the goodly gods that doing so would be an act of evil in and of itself. This mercy however was not total- the god of the sun, Sol Invictus, placed the drow under a curse, barring them from ever enjoying the sun again.

Though the Drow race was not destroyed in the Great Crusade, the damage done was great and it has taken the Drow civilization millennia to recover ... but now that they have, they turn their eyes towards the surface. Just as the humans of Illyria were unified in their hatred of the drow, so too are the drow unified by their hatred of the Illyrians. At least, as united as such a capricious race can be.

RACIAL TRAITS AND ABILITIES

CURSED: Drow immediately suffer a -2 penalty to all rolls when exposed to sunlight, and for every twenty minutes they spend in sunlight, they suffer 2d6 subdual damage. When a Drow becomes unconscious from this, they begin to suffer real damage. If they reach -10 hit points due to this, they will die. Spells that simulate sunlight inflict twice as much damage as normal.

DARKSIGHT: Drow see perfectly in total darkness, without the range limit of many other creatures that can see well in conditions of darkness. They are also immune to all supernatural darkness effects.

DETERMINE DEPTH AND DIRECTION: Drow are capable of intuitively sensing their depth and direction underground, just as a dwarf can.

DROW MAGIC: Many Drow Elves gain the ability to cast certain spells intuitively, and approximately 15% of Drow are capable of casting *darkness* and *silence* once per day, at a caster level equal to HD. A small number of Drow females also gain the ability to cast *command*, *dispel magic* and *levitate* once per day.

ENHANCED HEARING: Drow possess extraordinarily sharp hearing and gain a +2 bonus to all Wisdom checks involving hearing. Unfortunately, they also suffer 50% extra damage from sonic-based attacks.

MAGICAL RESISTANCE: Drow are immune to magical sleep effects and have a +2 bonus to all saves against charm spells.

POISON USE: Drow are always considered capable of adding poison to their weapons without risking poisoning themselves, and have a +2 to all saves against poison.

SPELL RESISTANCE: Drow possess spell resistance equal to 3 + the HD of the Drow, up to 15 SR.

STEALTHY: All Drow can add half their level to Hide, Track and Move Silently checks. If their class has these as a class ability, they add +2 to their checks.

UNIVERSALLY HATED: Drow suffer a -2 penalty to all Charisma checks involving diplomacy or negotiation, unless the individual is personally known and trusted by the other party.

LANGUAGES: Undercommon, Common, Elven, Abyssal, Dwarven, Gnomish, Goblin, Terran

SIZE: Medium **MOVEMENT:** 30 feet

TYPICAL CLASSES: Fighter, Ranger, Rogue, Assassin, Wizard, Cleric

ATTRIBUTE MODIFIERS: +1 Dexterity, +1 Wisdom, -1 Constitution

ABILITY MODIFIERS: +2 to hide, +2 listen, +2 move silent

GRAY ELF (Version 1)

Taller and grander in physical appearance than others of their race, gray elves have a reputation for being aloof and arrogant, even by elven standards. They have either silver hair and amber eyes or pale golden hair and violet eyes. They prefer clothing of white, silver, yellow, or gold, with cloaks of deep blue or purple.

RACIAL TRAITS AND ABILITIES

Gray elves have all the racial traits and abilities of high elves except as follows.

ATTRIBUTE MODIFIERS: +1 Wisdom, +1 Intelligence

GRAY ELF (Version 2)

Appearance and Physiology: Grey Elves are, like High Elves, somewhat taller than humans, with an average Grey Elf being three or four inches taller than the equivalent human. They weigh slightly less than the average human, however, making them appear quite slim by human standards. Their features are graceful, though somewhat sharper than with other Elven subtypes. They have grey skin, glowing yellow eyes, black hair and small horns on their heads. They possess similar biology to elves for the most part, including their trancing rather than sleeping.

The most significant differences physically between Grey Elves and regular elves is their potential for psionic powers and their need to carefully balance

their emotions through forging powerful relationships with others. Grey Elves that are deprived of these relationships usually eventually go insane. Others tend to explain this as being magical- Grey Elves archly explain to them that the need is, in fact, biological.

Society and Culture: Grey Elven society is marked by considerable regimentation and order, which are traits not commonly associated with elves. A particular elf's position in their society is immediately distinguishable by the colour of their robes, with scarlet and purple robes being the favored colours of the aristocracy and simple grey and brown clothes worn by the poorest. Promotion from one social class to the other is uncommon, but not unheard of for those that have performed extraordinary service to the Grey Empire of Illsmare.

The law is taken very seriously in Illsmare, and all foreigners are expected to learn the laws and follow them. Magistrates are among the most powerful and respected individuals in Grey Elven society and the Inquisitors that enforce Grey Elven law are universally feared. As a whole, the laws are strict, but not harsh beyond reason, and it is recognized that Magistrates should and do have limited powers of discretion. While the Grey Elves as a whole put great faith in their legal system, the sad fact is that it is rather corrupt in practice, as the great noble houses are able to purchase favorable rulings and influence Magistrates enormously.

As a whole, in technological terms, Grey Elves enjoy a rather more advanced society than most other races in the world. The streets of Samara, the capital of Illsmare, are lit by gaslight and the homes of the middle and upper middle classes are appointed with running water and functional toilets. The Grey Elves are extremely advanced in medical and biological knowledge, knowing the germ theory of disease and the basics of genetics, among other sophisticated ideas. They are familiar with gunpowder and employ it frequently as a base explosive and for cannon, but generally eschew personal firearms as being inferior to longbows.

Family in the typical human sense of the word is not particularly strong in Grey Elven society- children are raised communally with other children of their social rank in their House, rather than by their parents. Indeed, many Grey Elves do not even know who their parents even are, but rather identify themselves by their house in a generic sense. This loosening of family ties is replaced by a deep loyalty to Illsmare and the Grey Elven race, but also with a powerful network of uniquely strong personal relationships.

Along with their loyalty to their race and state, the Grey Elves put enormous stock in their personal relationships with four individuals, colloquially referred to as a 'quadrant'. These relationships are vitally necessary for deep social and cultural reasons, but also seem to be important for biological and spiritual reasons- fighting off diabolic influence seems to rely in great measure on successful relationships, and a Grey Elf without any quadrant relationships will almost certainly go insane over time.

The quadrant of personal relationships consists of the following: lover, rival, companion and mentor. All of these relationships are considered to be extremely important to a Grey Elf, though only the first relationship is considered acceptable as a basis for reproduction. While sexual relationships outside of the primary romantic relationship are not considered a serious social problem, reproduction outside of it is considered shameful and vile in the first degree. It is socially required that the primary romantic partner be of the opposite sex, and reproduction is expected to result from the coupling.

While the benefits of a stable romantic relationship may seem obvious, a Grey Elf hates his rival with an intensity and passion just as great as he loves his lover with. It is considered taboo to actually kill one's rival, except in a dual of honour, but it is expected that one will be motivated by that hatred to excel beyond their opponent and to subtly undermine their successes. Grey Elves often correct those of other races who claim that love and hate or opposite, testily stating that they are very similar indeed- that indifference is the true opposite of both.

Along with these two passionate personal relationships, there are two of a somewhat cooler bent. All Grey Elves are expected to find a friend and companion, who may or may not be of the same gender, who will support them in their endeavours and help them to successfully navigate the social and political intricacies of their society. They are also expected to find an older mentor, who is most often the individual that trains them in their occupation and provides them with the wisdom of experience.

These personal relationships are usually considered more important to individual Grey Elves than any political affiliation, save with the Grey Elven race as a whole. Though civil and polite with outsiders, they firmly regard themselves as a superior race and believe themselves destined to spread the benefits of their superior civilization to backwards peoples around the world.

History: The Grey Elves diverged from the rest of the Elven race in the aftermath of the Scathing of Old Illyria, a horrifically bloody civil war caused, at its root by increasing philosophical differences in the attitudes of elves towards magic. Those Elves that attempted to carry on as before became the High Elves, those elves that turned decisively towards nature worship and abjured arcane magic became the Wood Elves and those elves that reveled in the worship of vile arcane and unholy magics went underground to become the Drow.

A small band of elves fled to the island of Illsmare, where they formed a small city and attempted to create a society that would encourage greater magical power, maintaining control through a strongly lawful society and a network of powerful personal relationships. At first, these elves were notably unsuccessful and were often victimized by the powerful hobgoblin tribes of the interior of Illsmare. However, the small elven community captured the interest of The Shaper, a powerful devil granted considered autonomy by Asmodeus, who began to teach them his forbidden and arcane knowledge.

Under his tutelage, the Grey Elves grew much stronger and more powerful, with many of them developing powerful psionic powers which granted them a decisive advantage in the never-ending war with the hobgoblins of the interior. However, as they gained in power and confidence, they became increasingly like the devils themselves, hardened and brutal. Those hobgoblins that were not slaughtered in the wars were enslaved, and their descendants still toil in the farms and mines of Illsmare even today. Just as it seemed that the devils were to claim the entire race for their own, however, a great social rebellion occurred, dethroning Emperor Severin VI and breaking their bondage to the devils.

However, in many ways, the damage had already been done- the marks of the Shaper's influence would remain permanently in their physical appearance and also, in their ambition to grow and expand. Currently, the Empire of Illsmare stands as one of the great powers in the world and the current Empress stands ready to launch a new campaign of conquest upon the Illyrian mainland.

RACIAL TRAITS AND ABILITIES

MAGICAL RESISTANCE: All Grey Elves have the regular Elven magical immunity to sleep spells and +5 against charm spells.

Emotional Imbalance: Grey Elves are somewhat prone to emotional imbalance, and traditionally keep a check on their powerful passions by maintaining a full quadrant of personal relationships, with lover, rival, companion and mentor. If an adult Grey Elf does not possess any of these, or has been cut off from contact with any of them, they must make a Charisma check each month or suffer a loss of 1 Charisma and Wisdom point. When these reach zero, the Grey Elf is considered to have gone completely insane.

INFERNAL TAIN: Grey Elves have been touched irrevocably by diabolic forces and suffer a -2 penalty when saving against mind-affecting powers used by devils and their agents, unless they possess a fully functional quadrant of personal relationships. If they possess no functional quadrant relationships, their penalty increases to -4.

PERFIDIOUS: Grey Elves possess a silver tongue, and gain a +2 bonus to Charisma checks related to deception, flirtation or negotiation with other humanoid creatures. Elves of all types are exempt from this ability, as they know well the Grey Elven charisma, and Grey Elves suffer a -2 penalty to Charisma checks with other Elves with whom they are not personally familiar.

PSIONICS: Grey Elves possess a +2 resistance to psionic magics of all types, and have the ability to mentally communicate with their mentor, rival, lover and platonic companion if they have had a relationship develop for at least six months. This telepathic communication works at a range of up to two miles, plus one mile/point of Charisma bonus. In addition to this ability, five percent of all Grey Elves possess further psionic powers (roll a d20, if it comes up 20, the character is psionic), and will gain psionic powers of two types from the following list: telekinesis, telepathy, clairvoyance and pyrokinesis. The maximum level that they can obtain is determined by rolling a d6. If they acquire a six, roll it again. If they get another six, they gain powers from two lists rather than just one.

Psionic Powers: All abilities are cumulative.

Level 1: (Abilities gained at character level 2)

Telepathy: Ability to use *detect alignment* at will, can attempt to *detect thoughts* or *discern lies* if in physical contact with individual (they get a Charisma save). Can telepathically communicate if in physical contact with a willing individual.

Telekinesis: Ability to move five pounds at will, as *mage hand*. Can, once per day, slow falling as a *feather fall* spell.

Clairvoyance: Ability to attempt *psychometry* once per day, +1 to Initiative checks.

Pyrokinesis: Can use *burning hands* a number of times per day equal to 1+Charisma mod.

Level 2: (Abilities gained at character level 5)

Telepathy: Ability to *detect thoughts* and *discern lies* at a distance, can cast *charm person* at will. (Individual gets a Charisma save, can only be attempted 1/day on a specific target) Can telepathically communicate with willing individual at 100 feet distance, or unwilling person within arm's reach.

Telekinesis: Ability to move ten pounds at will. Can cast *feather fall* at will. Can create a telekinetic shield a number of times per day equal to 1+ Charisma modifier which acts as *mage armour*.

Clairvoyance: Can attempt *psychometry* at will, can use *augury* and *status* a number of times per day equal to Charisma modifier.

Pyrokinesis: Can use *pyrotechnics* a number of times equal to 1+Charisma modifier per day. Can use *continual flame* at will.

Level 3: (Abilities gained at character level 8)

Telepathy: Ability to cast *hypnotic pattern* once per day, and cast *suggestion* or *hold person* a number of times per day equal to 1+Charisma modifier. Can telepathically communicate with willing individual at half a mile distance, and communicate with unwilling individual at half that distance.

Telekinesis: Ability to move twenty pounds at will. Can cast *fly* once per day.

Clairvoyance: Can cast *divination* and *scrying* a number of times per day equal to 1+ Charisma modifier.

Pyrokinesis: Can use *fireball* 1+Cha modifier times per day.

Level 4: (Abilities gained at character level 11)

Telepathy: Ability to cast *sleep* on one creature of any hit dice a number of times per day equal to 1+Charisma modifier. Ability to attempt to pry knowledge or memory out of unwilling subject's within 10 feet's mind once per day.

Telekinesis: Ability to move fifty pounds at will. Can cast *telekinesis* once per day, and *fly* 1+Charisma modifier times per day.

Clairvoyance: Can cast *true seeing* once per day, and *detect scrying* at will.

Pyrokinesis: Can cast *wall of fire* once per day, can use *burning hands* at will.

Level 5: (Abilities gained at character level 14)

Telepathy: Ability to cast *charm monster* and *hold monster* a number of times per day equal to 1+Charisma modifier. Can *charm person* at will. Telepathic communication with willing individual within 100 miles. All telepathic abilities can take place within 100 feet.

Telekinesis: Can cast *telekinesis* 1+Charisma modifier times per day, and create a *blade barrier* once per day.

Clairvoyance: Can cast *find the path*, *greater scrying* and *sequester* once per day.

Pyrokinesis: Can cast *delayed blast fireball* once per day. Can use *wall of fire* 1+Cha modifier times per day.

Level 6: (Abilities gained at character level 17)

Telepathy: Can cast *geas* once per day, and *feeblemind* 1+Charisma modifier time per day. Can cast *mental domination* once per day. All telepathy can take place within one mile, simple communication anywhere within 100 miles.

Telekinesis: Can cast *telekinesis* at will.

Clairvoyance: Receive prophetic dreams every night. Can cast *foresight* once per day.

Pyrokinesis: Can cast *fire storm* once per day.

TWILIGHT VISION: Grey Elves can see in dim light as normal Elves can.

LANGUAGE: Common, Elf, Dwarf, Gnome, Infernal, Abyssal, Celestial, Human Vernaculars

SIZE: Medium **MOVEMENT:** 30 feet

TYPICAL CLASSES: Knight, Fighter, Wizard, Sorcerer, Inquisitor, Bard

ATTRIBUTE MODIFIERS: +1 Intelligence, +1 Charisma, -1 Constitution

ABILITY MODIFIER: None

WILD ELF

Wild elves are barbaric and tribal, lacking the sophistication and decorum that marks most of their race. They identify with the chaotic, primal forces of nature. Wild elves' hair color ranges from black to light brown, lightening to silvery white with age. They dress in simple clothing of animal skins and basic plant weaves.

RACIAL TRAITS AND ABILITIES

Wild elves have all the racial traits and abilities of high elves except as follows.

TRACK: Able trackers, wild elves of all classes can track as a ranger of the same level; i.e. a 1st level fighter tracks as a 1st level ranger. A wild elf ranger gains a +1 bonus to their tracking checks.

ATTRIBUTE MODIFIERS: -1 Strength, +1 Intelligence

WOOD ELF

Living deep within forbidding forests, wood elves are both similar to and very different from wild elves. They are in tune with nature, but see themselves as overseers of the forests, not as part of them.

Their hair color ranges from yellow to a coppery red, and they are more muscular than other elves. Their clothing is in dark shades of green and earth tones to better blend in with their natural surroundings.

RACIAL TRAITS AND ABILITIES

Wood elves have all the racial traits and abilities of high elves except as follows.

PASS WITHOUT TRACE: Wood elves are wise and capable hunters, careful and pragmatic when threatened. When in naturally wooded areas, a wood elf cannot be tracked, as per the spell *pass without trace*. In addition, they gain a +2 bonus to any hide checks while in a forest.

ATTRIBUTE MODIFIERS: -1 Strength, +1 Intelligence



FEY

A fey is a creature with supernatural abilities and connections to nature or to some other force or place. Fey are usually human-shaped.

BROWNIE

QUICKLING

Quicklings resemble small elves with large ears that rise to points above their heads. Their skin is pale blue to blue-white and hair is either silver or white. They prefer clothes of bright and boisterous colors; reds, yellows, silvers, blacks, and blues are among their favorites.

Believed to be the offspring of an elf and a brownie, the quickling is an evil faerie creature that hates all other races (especially the other fey races). How they came to be evil and malign is still a mystery, but legend speaks of the first quicklings as being great sorcerers. Elven scholars believe these quickling sorcerers unleashed some spark of the arcane that was never meant for mortal creatures.

RACIAL TRAITS AND ABILITIES

RAPID SPEECH: Quicklings speak so quickly that others may find it difficult to converse with them.

POISON: Quicklings often employ daggers lined with poison extracted from kava plants. This poison induces sleep in its victims.

Kava Leaf Poison: Ingestion or injury, Constitution CL 0; initial damage is sleep for 1 hour (as the spell of the same name); no secondary damage.

When a quickling coats a weapon with this poison, the poison lasts for 1 minute or until it is touched or scores a successful hit. The quickling may coat a single weapon with poison as a standard action.

SPELL-LIKE ABILITIES: 1/day—dancing lights, flare (CL -3), levitate, shatter (CL -1), ventriloquism (CL -2). Caster level 6th. The save CLs are Charisma-based.

BLUR: A quickling that takes any action (other than a free action) in a round appears as a blur. This grants the quickling concealment (20% miss chance).

EVASION: A quickling's rapid agility and speed allows it to avoid even magical and unusual attacks. If it makes a successful dexterity saving throw against an attack that normally deals half damage on a successful save (such as a red dragon's fiery breath or a fireball), it instead takes no damage. This ability only functions if the quickling is wearing light or no armor. A helpless quickling does not gain the benefits of evasion.

NATURAL INVISIBILITY: A quickling is effectively invisible (as the spell) when standing motionless. It loses this invisibility and remains visible (though blurred, see above) in any round in which it takes any action other than a free action.

UNCANNY DODGE: A quickling retains its Dexterity bonus to AC even if it is struck by an invisible attacker.

LANGUAGES: Common, Sylvan

SIZE: Small **Movement:** 120 feet

TYPICAL CLASSES: Fighter, Rogue

ATTRIBUTE MODIFIERS: -4 Strength, +7 Dexterity, +2 Intelligence, +2 Wisdom, +2 Charisma

ABILITY MODIFIER: +2 find traps, +8 hide (in forested areas), +2 listen

NATURAL AC: 11

BUCKAWN

Buckawns are halfling-sized humanoid with swarthy skin and dark hair. Its eyes are greenish-brown and its clothes are brown.

Buckawns are somehow related to brownies, but they are nowhere near as kindhearted and playful. Buckawns are extremely reclusive and rarely have dealings with outside races. Trade of any kind between a buckawn tribe and another race is virtually unheard of.

Characters who journey into a buckawn's realm are usually left alone, providing they themselves leave the buckawn's realm alone. Trespassers, evil-doers, and those that disturb the natural beauty of a buckawn domain are dealt with quickly—and permanently if necessary.

RACIAL TRAITS AND ABILITIES

TWILIGHT VISION: Even under starlight, moonlight or torchlight, buckawns have exceedingly good vision. They can distinguish color and detail under these conditions for up to one mile but only if they are outside.

HOME ADVANTAGE: When a buckawn is in their natural surroundings, they gain a +3 to their surprise roll; outside their native surroundings, this bonus is reduced to +1.

NATURAL ATTACHMENT: Buckawns have a natural attachment to their forests. If their forests are severely damaged, the buckawn becomes ill, suffers a -1 to all ability scores, and loses all their spell-like abilities until the forests repair themselves (around a year). If the buckawn's forests are utterly destroyed, the buckawn dies.

POISON USE: Buckawns never risk accidentally poisoning themselves when applying poison to a blade. They favor moonseed berries as poison and usually have a plentiful supply readily available (see the below).

Moonseed Berries: These small berries are bluish-purple and resemble wild grapes. They are highly poisonous and are often mixed with food or crushed and smeared on a weapon or object.

Moonseed Berries: Contact or ingested, Constitution CL 3, initial damage 3d6 Con, no secondary damage; Price 1,500 gp.

SCENT: Scent allows the buckawn to identify locations, items, and even people by making a successful wisdom check. They gain a +2 bonus when using any tracking ability they may possess. Scent functions to a range of 30 feet. Buckawns are natural hunters, and are able to "sniff out" singular scents, even when that odor is overpowered by another. Winds, weather conditions, and other situations may render this ability useless or reduce its potency; multiple strong odors will cause confusion, for example. Other effects are at the Game Master's discretion.

SPELL-LIKE ABILITIES: At will—dancing lights, disguise self, ghost sound (CL -3), invisibility (self only); 1/day—entangle (CL -2), pass without trace, insect plague (one swarm only). Caster level 6th. The save CLs are Charisma-based.

LANGUAGES: Common, Sylvan

SIZE: Small **Movement:** 30 feet

TYPICAL CLASSES: Fighter, Rogue

ATTRIBUTE MODIFIERS: -1 Strength, +2 Dexterity, -1 Constitution

ABILITY MODIFIER: +4 hide, +3 listen, +4 move silent, -2 open lock, +1 pick pocket

NATURAL AC: 13

SPELL RESISTANCE: 2

CENTAUR

Wild, rash and untamed, centaurs call the forest home. Friends of elves and gnomes, centaurs are nonetheless quite aggressive and petulant toward other creatures that enter their domain. Some other races consider them savages, but in truth their social norms are simply very different than most humanoids.

Centaurs enjoy drink and carousing. They do not value subtlety, and are notoriously blunt when dealing with other creatures. There are few great thinkers among the centaurs, but they are physically powerful and are very dangerous foes in battle. With a wise and forceful leader to give direction, a centaur can cut a swath through melee.

They despise minotaurs, and the history of both races is colored by the many great battles between them. Physically striking, a centaur is as big as a heavy horse, but much taller and slightly heavier. A centaur is about 7 feet tall and weighs about 2,100 pounds. Its human-like upper body has dark, leathery skin. Male centaurs have sharp, wild features, while females are quite beautiful to most humanoid eyes.

RACIAL TRAITS AND ABILITIES

CHARGE: If a centaur is wielding a lance, they can charge for triple damage. The centaur cannot attack with their hooves in the same round that they charge.

TRACK: Centaurs can track as a 5th level ranger.

WOODLAND STRIDE: Centaurs can move through natural thorns, briars, overgrown areas and similar terrain at normal speed and without suffering damage or other impairment. When doing so, centaurs leave no trail in the natural surroundings and cannot be tracked. However, thorns, briars and overgrown areas that are enchanted or magically manipulated to impede motion still affect centaurs.

LANGUAGES: Common, Sylvan, Elven

SIZE: Large **MOVEMENT:** 50 feet

TYPICAL CLASSES: Bard, Fighter, Druid, Ranger, Shaman, Wizard

ATTRIBUTE MODIFIERS: -2 Dexterity, +1 Constitution, +1 Wisdom
ABILITY MODIFIER: -1 decipher script, -1 hide, -2 move silent
NATURAL ATTACKS: 2 Hooves (1d6 each, can be used with weapon)
NATURAL AC: 15

LEPRECHAUN

Leprechauns are short fey creatures, about 2 feet tall. They favor brightly colored clothes, particularly greens and reds. Leprechauns are a jovial people, enjoying fine food and drink; some leprechauns also enjoy a good smoke from a long-stemmed pipe. They are a tricky folk and enjoy jokes and pranks, although they usually do not appreciate being the victims of such acts.

Most leprechauns are skilled pickpockets, and it is a favored prank of these wee folk to filch items from unsuspecting travelers in their domain and then taunt the intruders into pursuit. The leprechaun so involved in the prank often alternates between being visible and invisible as he teases and pesters his pursuers in a merry chase. Leprechauns tire of pranks quickly, however, and will give up the stolen item and sneak away. Some say leprechauns are descendants of halflings and pixies. Leprechauns summarily dismiss this rumor, however, scoffing at those who repeat it.

RACIAL TRAITS AND ABILITIES

TWILIGHT VISION: Even under starlight, moonlight or torchlight, leprechauns have exceedingly good vision. They can distinguish color and detail under these conditions for up to one mile but only if they are outside.

LIMITED WISH: Leprechauns collect gold to give to sylvan deities as tribute. These deities allow a leprechaun to grant up to three *limited wishes* to foes if his gold hoard is threatened, but these wishes should provide little real benefit to an enemy. If a leprechaun can trick a foe into making a fourth wish, that bogus wish eliminates the effects of the first three and causes the foes to *teleport* away and become lost.

SPELL-LIKE ABILITIES: At will—dancing lights, invisibility (self only), permanent image (visual and auditory elements only, CL 4), polymorph any object (affects objects only, CL 6), ventriloquism (CL -1). Caster level 7th. The save CLs are Charisma-based.

LANGUAGES: Common, Sylvan, Elven, Gnome, Halfling

SIZE: Small **Movement:** 40 feet

TYPICAL CLASSES: Bard, Druid, Rogue, Shaman, Wizard

ATTRIBUTE MODIFIERS: -2 Strength, +2 Dexterity, -2 Constitution, +2 Charisma

ABILITY MODIFIER: +5 find traps, +5 hide, +8 listen, +7 move silent, +4 pick pocket

NATURAL AC: 11

SPELL RESISTANCE: 5

PIXIE



Perhaps the best-known and most elusive of all fey creatures, pixies live in the deepest, most pristine forests, but their insatiable curiosity often leads them far from home. Most pixies stand just over 2 feet tall—though they typically fly about the eye level of creatures they're conversing with in order to maintain eye contact—and weigh about 30 pounds. Pixies talk quickly and easily become overexcited.

RACIAL TRAITS AND ABILITIES

TWILIGHT VISION: Even under starlight, moonlight or torchlight, pixies have exceedingly good vision. They can distinguish color and detail under these conditions for up to one mile but only if they are outside.

SPELL-LIKE ABILITIES: Polymorph self, permanent illusion (1/day), know alignment, confusion (permanent duration unless removed with remove curse); dispel magic (8th level effect) (1/day), dancing lights (1/day), detect thoughts, and sleep (10% chance) (1/day). The save CLs are Charisma-based.

IMPROVED INVISIBILITY: A pixie is always invisible, unless it chooses to reveal itself. They are permanently affected by the spell improved invisibility.

LANGUAGE: Common, Sylvan

SIZE: Small **MOVEMENT:** 20 feet, 60 feet (fly)

TYPICAL CLASSES: Fighter, Rogue

ATTRIBUTE MODIFIERS: -1 Strength, +1 Dexterity, -1 Constitution, +1 Charisma

ABILITY MODIFIER: +2 hide, +1 listen, +1 move silent, -2 open lock, +1 pick pocket

NATURAL AC: 15

SATYR

Roaming woods and mountains, satyrs are playful, roguish creatures. They enjoy drink and dance, poetry and song. But they are subversive at heart, and can be dangerous foes if crossed. While their games may usually be in good fun, a satyr who feels slighted can be a tenacious and dangerous opponent.

A satyr's hair is red or chestnut brown, while its hooves and horns are jet black. A satyr is about as tall and heavy as a half-elf. They have sharp features and deep, shining eyes. The keen senses of a satyr make it very difficult to surprise one in the wild. Conversely, with their own natural grace and agility, satyrs can sneak up on travelers who are not carefully watching the surrounding wilderness.

The signature ability of a satyr is, of course, its music. Playing any sort of pipes, an experienced satyr can create a variety of enchantment effects with its notes. Malicious satyrs are greatly feared for their ability to charm their victims.

RACIAL TRAITS AND ABILITIES

TWILIGHT VISION: Even under starlight, moonlight or torchlight, satyrs have exceedingly good vision. They can distinguish color and detail under these conditions for up to one mile but only if they are outside.

BLEND: Satyrs are virtually undetectable in their home forests, knowing the terrain intimately. They hide in these environments as a 10th level rogue.

IRRESISTIBLE BEAUTY: If a satyr encounters a female with a charisma score of 15 or better, he becomes distracted and stops what he is doing to attempt to seduce her. If the satyr is in a severe situation such as combat, he is allowed a wisdom save to prevent this until he is in a safe situation.

PIPES: Satyrs can play a variety of magical tunes on their pan pipes. When it plays, all creatures within a 60-foot (except satyrs) must succeed on a wisdom save or be affected by charm person, sleep, or fear (caster level 10th; the satyr chooses the tune and its effect).

In the hands of other beings, these pipes have no special powers. A creature that successfully saves against any of the pipe's effects cannot be affected by the same set of pipes for 24 hours.

LANGUAGE: Common, Sylvan, Elf, Gnome

SIZE: Medium **MOVEMENT:** 40 feet

TYPICAL CLASSES: Fighter, Ranger, Rogue

ATTRIBUTE MODIFIERS: +1 Dexterity, +1 Constitution, -1 Intelligence, -1 Charisma

ABILITY MODIFIER: -2 climb, -1 decipher script, +1 hide (+18 in foliage), +1 move silent, -1 open lock, +1 pick pocket

NATURAL ATTACKS: Head Butt (2d4)

NATURAL AC: 15

FLIND

Flinds resembles a bipedal hyena-like humanoid with dusky russet and brown fur. Its eyes are yellow and it wears dented and battle-worn scaled armor.

Flinds are a race closely related to gnolls. The two races share some strong similarities, and at first sight inexperienced adventurers could easily confuse the two. Flinds are much stockier than their lanky kin, much stronger and hardier, and are certainly more dangerous.

It is unknown if flinds are a subspecies of the gnoll or a genetic anomaly produced among large gnoll packs. Flinds are often found among gnoll bands acting as leaders; their strength and relatively superior intelligence puts them above their lesser brethren.

RACIAL TRAITS AND ABILITIES

DARKVISION: Flinds can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. Flinds can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil darkvision. A flind requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of darkvision.

LANGUAGES: Common, Draconic, Flind, Gnoll, Goblin

SIZE: Medium **MOVEMENT:** 30 feet

TYPICAL CLASSES: Cleric, Fighter, Rogue, Shaman

ATTRIBUTE MODIFIERS: +2 Strength, -1 Charisma

ABILITY MODIFIER: -1 decipher script

GIANT

A giant is a humanoid-shaped creature of great strength, usually of at least Large size.

CYCLOPS



Many thousands of years ago, the solemn cyclopes ruled vast kingdoms, yet today their glories are long forgotten. What few cyclopes survive seldom aspire higher than protecting their lairs and seeking out their next meals. This latter task occupies a great deal of their focus, for the monstrous appetites and vacuous hunger of the cyclopes control the race's destiny and may have led to their original downfall so long ago.

The average cyclops stands 9 feet tall and weighs 600 pounds. Both males and females are almost completely bald, with stringy patches of dark hair occasionally hanging down from above the ears. A bushy, expressive brow couples with a cyclops's massive eye to make the creature's attitude easily known.

Cyclopean history is a vanishing thing inscribed on the crumbling walls of vine-choked lost cities that fell long before even the rise of the elves, when dragons and giants ruled a landscape unspoiled by the petty ephemeral races that rule today. Because things have fallen so far, a given cyclops is less likely to know the near-mythic triumphs of lost ages than even a semi-educated human.

Ancient records, the oral traditions of other giantish races, and the scattered accounts of tribal natives of the southern jungles speak of much larger, more primal "great cyclopes," imposing titans with shaggy legs and a massive horn above an inquisitive eye. These creatures are thought to have been either the leaders or the war beasts of the ancient race, and modern cyclopes honor them as elusive, destructive living gods.

RACIAL TRAITS AND ABILITIES

DARKVISION: Cyclopes can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. Cyclopes can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil darkvision. A cyclops requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of darkvision.

FLASH OF INSIGHT: Once per day as an immediate action, a cyclops can peer into an occluded visual spectrum of possible futures, gaining insight that allows it to select the exact result of one die roll before the roll is made. This effect can alter an action taken by the cyclops only, and cannot be applied to the rolls of others.

ROCK THROWING: Cyclopes are accomplished rock throwers and receive a +1 bonus on attack rolls when throwing rocks. A cyclops can hurl rocks weighing 40 to 50 pounds up to 50 feet.

VULNERABILITY TO ELECTRICITY: Cyclopes take one and a half times normal damage from electric type spells and effects.

LANGUAGES: Common, Giant

SIZE: Large **MOVEMENT:** 30 feet
TYPICAL CLASSES: Barbarian, Berserker, Fighter
ATTRIBUTE MODIFIERS: +4 Strength, -2 Dexterity, +2 Constitution, -4 Intelligence, -2 Charisma
ABILITY MODIFIER: +13 climb, +4 find traps
NATURAL AC: 19

GNOLL

Gnolls are vicious hunters and scavengers. They are nocturnal carnivores, preferring intelligent creatures for food because they scream more. Larger than most Medium humanoids, they use intimidation and aggression as weapons whenever possible. They are wild and uncivilized, and quick to anger.

Gnolls like to attack when they have the advantage of numbers, using horde tactics and their physical strength to overwhelm and knock down their opponents. They show little discipline when fighting unless they have a strong leader; at such times, they can maintain ranks and fight as a unit. While they do not usually prepare traps, they do use ambushes and try to attack from a flanking position.

Gnolls are well-known slavers. They take slaves both for their own use and for sale to other evil beings. Gnoll slaver parties conduct frequent raids on goblin and human villages, finding them to be plentiful and relatively easy prey.

RACIAL TRAITS AND ABILITIES

DARKVISION: Gnolls can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. Gnolls can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil darkvision. A gnoll requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of darkvision.

LANGUAGES: Common, Gnoll, Draconic, Elven, Goblin
SIZE: Medium **MOVEMENT:** 30 feet
TYPICAL CLASSES: Fighter, Cleric, Ranger, Shaman, Rogue
ATTRIBUTE MODIFIERS: +1 Strength, -1 Intelligence, -1 Charisma
ABILITY MODIFIER: -2 decipher script, +1 hide, +1 listen, -1 open lock, -1 pick pocket

GNOME

FOREST GNOME

Forest gnomes are the smallest of all the gnomes, but look just like rock gnomes except they have bark-coloured or grey-green skin, and eyes that can be brown or green as well as blue. A very long-lived people, forest gnomes are more attuned to nature than their more common cousins, a fact that is reflected in their racial traits.

RACIAL TRAITS AND ABILITIES

Forest gnomes have all the racial traits and abilities of rock gnomes except as follows.

ENMITY (Kobolds, Goblinoids, Reptilian Humanoids): Witnessing these creatures destroying the woodlands have created an undying crucible of hatred for them. When in combat with these creatures, this fury and hatred allows forest gnomes a +1 bonus to hit them. Forest gnomes suffer a -4 to charisma checks when interacting with these creatures.

PASS WITHOUT TRACE: A forest gnome has the innate ability to use pass without trace as the spell cast by a druid of the forest gnome's class levels.

LANGUAGE: Common, Gnome, Draconic, Dwarf, Giant, Elf, Goblin, Sylvan
ATTRIBUTE MODIFIERS: -1 Strength, +1 Dexterity, +1 Intelligence, -1 Wisdom
ABILITY MODIFIER: -2 decipher script, +2 hide (+4 in forest), +1 listen, -1 open lock, -1 pick pocket

SVIRFNEBLIN

Also called deep gnomes, svirfneblin dwell in great cities deep underground. They are a very secretive race, and they need to be with the great many evil races that live deep underground. They do not welcome visitors to their realm easily, and will usually simply ignore curious intruders, and let them pass

through. A svirfneblin is quiet and reserved, and does not share his thoughts or feelings easily.

A svirfneblin has wiry, rock-colored skin usually medium brown to brownish gray. Only males are bald; females have stringy gray hair.

RACIAL TRAITS AND ABILITIES

Svirfneblin have all the racial traits and abilities of rock gnomes except as follows.

DARKVISION: Svirfneblin can see in complete darkness for up to 120 feet. Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. Svirfneblin can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil darkvision. A svirfneblin requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of darkvision.

STONECUNNING (Wisdom): Svirfneblin are capable of spotting unusual or unique construction or stonework features including new construction, unfamiliar architecture, sliding walls, stonework traps, unsafe stone surfaces, unstable ceilings and secret or concealed doorways constructed or disguised as stone. A svirfneblin passing within 10 feet of one of these features is entitled to a wisdom check at +2 to recognize the feature, as if actively looking for it. Should a svirfneblin actively search for these features, the bonus to the wisdom check is +4. When examining a feature, a successful wisdom check reveals other bits of knowledge, such as which race created the feature, its approximate age, and if applicable, the approximate value of a stone or metal object.

SPELLS: Rock gnomes have an innate ability to cast the following spells once per day as a 1st-level caster: *blindness/deafness*, *blur*, and *disguise self*. These innate spells are in addition to any spells available to rock gnomes of spellcasting character classes.

NON-DETECTION: A svirfneblin has a continuous non-detection ability as the spell (caster level equal to class levels).

LANGUAGES: Undercommon, Gnome, Common, Dwarven, Elven, Giant, Goblin, Orc, Terran
ATTRIBUTE MODIFIERS: +1 Dexterity, +1 Wisdom, -1 Intelligence, -2 Charisma
SR 4

GOBLINOID

Goblinoids are stealthy humanoids who live by hunting and raiding and who all speak Goblin.

BUGBEAR

Bugbears are driven by greed, which is probably what keeps them from forming large communities. A bugbear's day consists of hunting for food and treasure, punctuated by the occasional struggle to assert dominance over weaker members of the bugbear band and dealing with similar situations from bugbears higher up in the pecking order.

Bugbears might share a fire with others, but they don't share food. Sharing food means making another bugbear stronger, while becoming weaker oneself. Even bugbear children have to fight for scraps, a struggle that bugbear adults see as both a way of weeding out the weak and acclimating the young to the daily, lifelong struggle for supremacy. Bugbears have little use for, or concept of, maintenance, even when it comes to their personal weapons and equipment. They're far more concerned with decorations that remind others just how tough they are.

Maintenance on the tribe's dwellings or fortifications is only a step above cleaning, which is to say, virtually nonexistent. When a bugbear tribe's lair becomes too filthy or dilapidated, they simply relocate, displacing any existing residents at the new site and no doubt acquiring a few days' worth of food in the process.

Bugbears prefer to ambush opponents whenever possible. When hunting, they normally send scouts ahead of the main group that, if they spy prey, return to report and bring up reinforcements. Bugbear attacks are coordinated, and their tactics are sound if not brilliant.

RACIAL TRAITS AND ABILITIES

DARKVISION: Bugbears can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. Bugbears can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil darkvision. A bugbear requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of darkvision.

SCENT: Scent allows the bugbear to identify locations, items, and even people by making a successful wisdom check. They gain a +2 bonus when using any tracking ability they may possess. Scent functions to a range of 30 feet. Bugbears are natural hunters, and are able to “sniff out” singular scents, even when that odor is overpowered by another. Winds, weather conditions, and other situations may render this ability useless or reduce its potency; multiple strong odors will cause confusion, for example. Other effects are at the Game Master’s discretion.

SURPRISE BONUS: A bugbear’s stealth makes it difficult to surprise them. They receive a +3 to their wisdom check when making a surprise check.

LANGUAGES: Common, Goblin, Draconic, Elven, Giant, Gnoll

SIZE: Large **MOVEMENT:** 30 feet

TYPICAL CLASSES: Cleric, Fighter, Ranger, Rogue, Shaman

ATTRIBUTE MODIFIERS: +1 Strength, -1 Intelligence, -1 Charisma

ABILITY MODIFIER: -1 climb, -2 decipher script, +2 hide, +1 listen, +2 move silent, -1 open lock, -1 pick pocket

GOBLIN



Goblins lead the most unstructured lives of the goblinoid races. Natural scavengers, goblins spend their days searching for anything that could conceivably be useful, and occasionally fighting over the best finds. They eat food when they find it, and only bring food back to the rest of the tribe when they can’t eat it all themselves.

Goblins eat nearly anything, uncooked, right off the bone. Otherwise, goblins bring anything and everything back, on the assumption that someone in the tribe can find a use for everything, which helps to explain why goblin lairs are usually so choked with debris. Goblins have little experience with technological items, though, and unless an item is clearly valuable or magical, a goblin is likely to use it for a purpose entirely other than that for which it was designed.

Great cowards at heart, goblins more readily abandon their lairs than their larger cousins. Still, goblins respect martial ability. They just define it differently than a hobgoblin or bugbear does. A goblin warrior is considered brave if he attacks first (even if he also flees first), and he is considered tough if he outlives his opponent. Beyond that, though, anything goes. Goblins use ambushes and blitz-

style attacks with superior numbers, and take advantage of helpless foes. The only reason goblins conduct raids and attack settlements at all is because goblin females favor goblin warriors. If it weren’t for the promise of a few delirious hours in the arms of an amorous female, most goblins would be content to venture no further than the barricades at the entrances to their lairs.

Goblins compensate for their own weaknesses by domesticating (in the broadest sense of the word) dire wolves and allying with worgs. Worgs, of course, can usually devour a goblin in a single bite, but their lack of opposable thumbs, paired with the goblins’ general weakness in combat, make the worg-goblin relationship a symbiotic one. Neither dire wolves nor worgs are particularly common in underground settings, so some subterranean goblin tribes have learned to raise giant spiders to serve as mounts.

RACIAL TRAITS AND ABILITIES

COMBAT EXPERTISE (Dwarves, Gnomes): Goblins have long fought dwarves and gnomes, and use special fighting techniques to bring down their enemies. Goblins gain a +1 bonus to hit dwarves and gnomes when using missile weapons (but not melee weapons).

DARKVISION: Goblins can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. Goblins can function well with no light at all. Bright lights, such as from a lantern or other light sources, spoil darkvision. A goblin requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of darkvision.

WOLF KINSHIP: Goblins have a natural kinship with wolves and can communicate with such creatures. A goblin may use a limited form of telepathy to convey simple concepts and emotions to any wolf within 30 feet.

LANGUAGE: Common, Goblin, Draconic, Elven, Giant, Gnoll

SIZE: Small **MOVEMENT:** 30 feet

TYPICAL CLASSES: Assassin, Barbarian, Rogue

ATTRIBUTE MODIFIERS: -1 Strength, +1 Dexterity, -1 Charisma

ABILITY MODIFIER: +3 hide, +3 move silently

HOBGOBLIN (Version 1)

Of the goblinoids, hobgoblins are the most civilized, both in terms of society and lifestyle. Hobgoblins prize martial prowess and military discipline, and so a hobgoblin’s daily life revolves around training, patrolling, and sentry duty.

Age and experience are less important than strength and ability, as hobgoblins see it as logical that even the most capable leader should be unseated and slain if a more powerful hobgoblin comes along. It’s a harsh philosophy, certainly, and perhaps ultimately a self-destructive one, but the warlike hobgoblins usually don’t live long enough for it to cause a problem.

These creatures have a strong grasp of strategy and tactics and are capable of carrying out sophisticated battle plans. Under the leadership of a skilled strategist or tactician, their discipline can prove a deciding factor. Hobgoblins hate elves and generally attack them in preference to other opponents.

RACIAL TRAITS AND ABILITIES

COMBAT EXPERTISE (Dwarves, Gnomes): Hobgoblins have long fought dwarves and gnomes, and have developed special fighting techniques to better defeat their enemies. Hobgoblins gain a +1 bonus to hit dwarves and gnomes when using melee weapons (but not missile weapons).

DARKVISION: Hobgoblins can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. Hobgoblins can function well with no light at all. Bright lights, such as from a lantern or other light sources, spoil darkvision. A hobgoblin requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of darkvision.

LANGUAGE: Common, Goblin, Draconic, Dwarven, Infernal, Giant

SIZE: Medium **MOVEMENT:** 30 feet

TYPICAL CLASSES: Assassin, Fighter, Wizard

ATTRIBUTE MODIFIERS: +1 Dexterity, +1 Constitution, -2 Charisma

ABILITY MODIFIER: +2 hide, +3 move silent

HOBGOBLIN (Version 2)

Appearance and Physiology: Of the goblinoid races, the Hobgoblins are the closest to the form of a human being, being approximately the same height as humans of the appropriate gender and being built like stocky men. They have grey skin and greasy dark hair. Adult male hobgoblins will also possess an extensive series of scars, arranged in elaborate patterns, which identify the 'finger', 'fist' and individual to hobgoblins and those familiar with them. Hobgoblins do not have an equal gender ratio- there are about two male hobgoblins for every female. They mature much more rapidly than humans- with hobgoblins reaching full adulthood at about ten years of age, but are capable of living about the same lifespan as humans do.

Society and Culture: Hobgoblins are a nomadic race, though their hordes operate very differently from that of an Orcish nature. Orcish hordes are typically *ad hoc* arrangements that fall apart as easily as they form, with leaders emerging through brute strength and often little else. A Hobgoblin horde is a much more tightly organized affair, with all Hobgoblin males belonging to a tight formation of ten warriors referred to as a 'finger' and to a broader group known as a 'fist', several of which make up a clan. Individual 'fingers' and 'fists' have long and storied histories, stretching back centuries in many cases and young hobgoblins are taught the lore of their particular military formations.

Hobgoblins have little sense of 'home', finding all the familiarity and camaraderie they need with their fellows- while there are frequent brawls and fights within formations, it is rare for them to result in serious injury or death and it is fair to say that Hobgoblins in a particular 'finger' tend to regard their fellows as brothers in arms. They most typically winter in a fixed location, usually one that is fairly isolated, and go on rampages as the weather turns more favorable.

Hobgoblin warriors are famous for their skill and cunning, and are capable of fighting both on horseback and on foot, though they almost always approach their targets on horseback. Against an organized enemy, a hobgoblin army will most typically divide into two parts, horse warriors that will harass enemies and attempt to corral them into a constrained area, where dismounted warriors await with long spears for a devastating charge, most typically in a wedge formation, though sometimes in the legendary 'devil's horns' formation, where a central thrust is supplemented by two flanking attacks.

For hobgoblins, there is no real division between war and peace- they exist in a constant state of war-readiness, and even the females and children are trained to use bows in a basic manner to defend the wagon trains that carry their civilization with them. Hobgoblin culture is overwhelmingly based around the military- women are kept as fit as possible in the belief that they will raise strong men. The only adult Hobgoblin males that do not find are a tiny handful of elders kept as advisers, and the shamans that are the tenders of the Hobgoblin religion.

Most Hobgoblins worship Thrax, the Greater God of Lawful Evil, and the master of tyranny and warfare, but many individual clans worship the great devils. The most powerful of the Hobgoblin Shamans typically follow a path like that of the druids, but prefer to use nature's power to crush the enemies of the hobgoblin race than to defend nature in an abstract manner.

Hobgoblins are usually hostile towards all outsiders, but sometimes will condescend to trade with settlements near their wintering centers, and with powerful lawful evil societies. They disdain orcs as fundamentally lazy and stupid, and deride goblins as pathetic- they occasionally take both as slaves, though given the choice, they usually prefer human slaves. They have a long-standing hatred of elves of all types and will often go to great lengths to attack and destroy elven settlements.

RACIAL TRAITS AND ABILITIES

DARKVISION: Hobgoblins possess darkvision out to a range of 60 feet.

NOMADIC TRADITION: Hobgoblins receive a +2 bonus to Wisdom checks for animal handling related to the handling of horses and dogs of all types, and a +2 bonus to Dexterity checks related to riding horses.

INTIMIDATING: Their scarified faces and fearsome reputation give Hobgoblins a +2 bonus to all Charisma checks involving intimidation.

MARTIAL TRADITION: All adult Hobgoblins are proficient with short bows, and possess a +2 bonus to Charisma saves against fear effects.

LANGUAGE: Common, Goblin, Draconic, Dwarven, Infernal, Giant

SIZE: Medium **MOVEMENT:** 30 feet

TYPICAL CLASSES: Bard, Druid, Ranger, Fighter

ATTRIBUTE MODIFIERS: +1 Constitution, +1 Dexterity, -2 Charisma

ABILITY MODIFIER: +2 hide, +2 move silent

OGRE



Ogres have a very narrow thought process: if something gives them trouble, they smash it. They rely on their great size and strength to intimidate and crush their foes. They lack any form of subtlety, sophistication or decorum. Ogres are crude, brutish, and violent, and as likely to assault a visitor as talk to it.

Ogres favor overwhelming odds, sneak attacks, and ambushes over a fair fight. They are intelligent enough to fire ranged weapons first to soften up their foes before closing, but ogre gangs and bands fight as disorganized individuals. They are fierce in battle, but will flee if the tide turns against them.

RACIAL TRAITS AND ABILITIES

DARKVISION: Ogres can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. Ogres can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil darkvision. An ogre requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of darkvision.

TWILIGHT VISION: Even under starlight, moonlight or torchlight, ogres have exceedingly good vision. They can distinguish color and detail under these conditions for up to one mile but only if they are outside.

LANGUAGE: Common, Giant, Dwarven, Orc, Goblin, Terran

SIZE: Large **MOVEMENT:** 30 feet

TYPICAL CLASSES: Barbarian, Berserker, Fighter, Shaman

ATTRIBUTE MODIFIERS: +2 Strength, +2 Constitution, -2 Intelligence, -2 Charisma

ABILITY MODIFIER: None

NATURAL AC: 15

HALF-OGRE (Version 1)

Half-ogres are rare crossbreeds of human and ogre. Standing a few feet shorter than their ogre kin and a few feet taller than their human kin, half-ogres have strength as well as speed and intelligence (relative to other ogres) in their favor. Their skin and hair color generally match that of their ogre parent, with dark tones such as gray, brown, or olive being the most prevalent.

RACIAL TRAITS AND ABILITIES

DARKVISION: Half-Ogres can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. Half-Ogres can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil darkvision. A half-ogre requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of darkvision.

OGRE BLOOD: Due to their heritage, any spells, magical items, or abilities effective against ogres, including the Defensive Expertise of dwarves, are fully effective against half-ogres.

LANGUAGES: Common, Goblin, Giant

SIZE: Large **MOVEMENT:** 30 feet

TYPICAL CLASSES: Barbarian, Berserker, Fighter, Cleric, Shaman

ATTRIBUTE MODIFIERS: +1 Strength, +1 Constitution, -1 Intelligence, -1 Charisma

ABILITY MODIFIERS: +1 climb, -2 decipher script, +1 find traps, +1 listen, -9 open lock, -1 pick pocket

NATURAL AC: 12

THIS RACE DOES NOT FOLLOW THE RACIAL HIT DIE RULE

HALF-OGRE (Version 2)

The rare and misbegotten offspring of humans and ogres, half-ogres are the subject of great fear among the weaker races, and ridicule and abuse among their more powerful kin. In light of this stigma, the fear, hatred, and abuse which is often heaped upon them, it is small wonder that most half-ogres grow up resentful, full of rage, and often every bit as vile as many folk assume them to be.

Found most often on the fringes of civilization, where raids by ogres are not unknown, most half-ogres grow up in barely civilized surrounds, or in barbaric tribes, be they those of humans or ogres themselves. Within such tribes they almost inevitably serve as savage warriors and raiders, wreaking havoc beyond the strongest of human tribesmen, or the most cunning of ogres. Even those half-ogres raised in something approaching civilization, most typically find themselves drawn to those professions that prove a natural outlet for their anger, and a natural channel for their great strength and intimidating appearance. No few half-ogres have served as enforcers, bodyguards, mercenaries, and thugs, gaining a reputation for brutality.

DESCRIPTION: Even more so than half-ores, half-ogres are ugly, brutish, and obviously inhuman to gaze upon. Standing between 6' and 6'6" in height, and weighing 325 lbs. on average, they tower over most other races, their broad, heavy frames making them seem far taller and more menacing than their actual height would indicate. Rough skin covers their bodies, bodies that ripple with gnarled muscles and corded sinews. Granted an apelike physique by relatively long arms and short legs, they are hirsute, their hair typically a shade of dull brown or black, their posture hunched. Beetle-brows shadow deep-set eyes of black, set with white pupils, their foreheads sloping back to lank locks. Large lower jaws are the norm; leading to a large under bite, part of a maw crammed with jagged, yellowed fangs.

PERSONALITY: By necessity and nature tough, fierce, crude, and uncouth, half-ogres suffer greatly as a result of their ogreish parentage, finding that clarity of thought and comprehension often elude them, driving them into greater depths of frustration. That their bulk and clumsiness often causes them to break or harm things and others around them, even unwittingly, merely adds to their status as rarely tolerated pariahs. Merely adds to the deep pool of anger, frustration, and sometimes even shame, which even the most well-meaning of them possesses. Rare indeed is the half-ogre able to come to terms with himself and others. Nearly always an outcast already, or all but treated as such, many half-ogres of a more reasoned outlook and temperament seek solitude, often as much due to their self-pity as their desire to avoid people all-to-ready to shun them. Sadly, the half-ogre's lack of intellect also leads many, not obviously wicked, to fall into darker paths, easily manipulated by those that would make use of their might and ferocity.

RACIAL AFFINITIES: Half-ogres find it difficult to feel anything except hatred and jealousy for any of the other races. Their physical power leads to many of them dominating those weaker than themselves, especially those races likely to follow their more savage impulses, such as goblins and ores. Even

those raised among ogres, otherwise wary of the full-blooded ogre's even greater strength, may still come to exert influence by means of relatively increased cunning. Those raised among humans may have slightly more balanced perspectives, but this is not saying a great deal: even then they often feel resentful, angry, and aggressive, either becoming an outcast, a bully, or both. Of all the races, only half-ores come close to understanding the nature and personality of the half-ogre.

ENVIRONMENT: Half-ogres are found in many environments, though they tend to prefer mountains, hills, and other wilderness areas to the crowded streets and alleyways of cities, places where everything seems to small, and their monstrous nature is all the more apparent.

RACIAL TRAITS AND ABILITIES

ROLLING ATTRIBUTES: Because of their exceptionally monstrous and unusual heritage, half-ogres do not roll the usual 3d6 for their attributes. Instead, 3d4 is rolled for each attribute before the Attribute Modifiers below are applied.

BEHOLDEN TO VIGOR: Whereas other non-humans may select their second Prime freely, half-ogres may not do so. They must select their Prime from Strength or Constitution.

GREAT STATURE: Due to their broad frames, height, and unusual proportions, half-ogres are capable of bearing great burdens, their Encumbrance Rating being 1.5 times that normal for their Strength. However, this same size and build means that they find it twice as expensive to acquire worn armor and clothing, and any mounts smaller than the largest of horses cannot bear them.

LONG ARMS: Due to their slightly greater than normal height and ape-like arms, half-ogres are able to wield bastard swords, great clubs, heavy maces, and heavy picks in one hand rather than the normal two.

OGRE BLOOD: Due to their heritage, any spells, magical items, or abilities effective against ogres, including the Defensive Expertise of dwarves, are fully effective against half-ogres.

MIGHTY THEWS: Half-ogres can withstand significant amounts of punishment, and receive two Hit Dice at 1st level rather than the usual one, though their HD increases normally after this.

LANGUAGES: Common, Goblin, Giant

SIZE: Medium **MOVEMENT:** 30 feet

TYPICAL CLASSES: Assassin, Barbarian, Cleric, Fighter, Rogue.

ATTRIBUTE MODIFIERS: +9 Strength, +9 Constitution, -2 Charisma

ABILITY MODIFIERS: -2 to disguise, -2 hide, -2 move silently, -2 pick pocket

OGRE MAGE

An ogre mage is a surprising creature to encounter, often shocking those faced with the daunting task of defeating one in battle. They resemble standard ogres in most ways, except their skin tone is blue to green, and they have a single horn protruding above the crest of their eyes. They tend to use exotic arms and armor, possessing intelligence far above that of their kin, and having discerning tastes for equipment. The real danger from ogre magi, however, is that each possesses an innate ability to channel raw magical power.

RACIAL TRAITS AND ABILITIES

SPELL-LIKE ABILITIES: Fly (12 turns per day; this duration can be split between multiple uses), invisibility, darkness, polymorph self (ogre magi can use this ability to assume a human or other bipedal form), charm person (1/day), sleep (1/day), gaseous form (1/day), and blast of rime (a cone of cold 20 ft. long, and 5 feet wide at the base, dealing 8d8 points of damage; a dexterity save is allowed to reduce damage by half) (1/day)

LANGUAGE: Common, Goblin

SIZE: Large **MOVEMENT:** 30 feet, 40 feet (fly)

TYPICAL CLASSES: Fighter, Rogue, Shaman, Wizard

ATTRIBUTE MODIFIERS: +1 Strength, -2 Wisdom

ABILITY MODIFIER: -3 climb, +1 decipher script, -1 pick pocket

NATURAL AC: 16

GRIPLI

Gripplis are short frog-like humanoids that dwell in swamps and marshes. They can move upright or on all fours. They spend most of their time scooting about their community doing many of the same tasks that humans employ in their own communities.

The grippli's eyes are yellow with vertical-slit pupils of black. Gripplis often wear brightly colored or decorated clothes. They are attracted to and love brightly colored items.

RACIAL TRAITS AND ABILITIES

DARKVISION: Gripplis can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. Gripplis can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil darkvision. A grippli requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of darkvision.

ARMOR CONSTRAINT: Due to the psychics of the grippli's body and movement, it is impossible for gripplis to move while wearing any type of armor.

CAMOUFLAGE: When a single or group of gripplis are in their natural surroundings, they are well camouflaged. Any opponent attempting to surprise the gripplis suffer a -3 to their surprise roll.

MARSH MOVE: Gripplis can move across marshlands, swamps, and mud without any penalty to their movement speed.

METAL RARITY: Metal items are rare among the grippli populace, as they do not construct them. Any metal items found upon the grippli, are from trade with other races. During character creation, the grippli can only choose 1 metal item when purchasing equipment.

LANGUAGE: Common, Grippli, Sylvan, Elven, Goblin

SIZE: Small **MOVEMENT:** 30 feet, 30 feet (climb)

TYPICAL CLASSES: Fighter, Ranger, Rogue, Shaman

ATTRIBUTE MODIFIERS: +1 Intelligence, -1 Charisma

ABILITY MODIFIER: +12 climb, -3 decipher script, +2 hide, -1 listen, +1 move silent, -2 open lock, +1 pick pocket

NATURAL AC: 11

HALFLING

DEEP HALFLING

Shorter and stockier than the more common lightfeet, deep halflings dwell below the earth. While more cautious than their cousins due to the many dangers inherent in the deep and dark places, deep halflings are similar in outlook to most other halflings, though their travels are generally limited to the lands of other subterranean peoples such as dwarves and svirfneblin.

RACIAL TRAITS AND ABILITIES

Deep halflings have all the racial traits and abilities of lightfoot halflings except as follows.

DARKVISION: Deep halflings can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. Deep halflings can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil darkvision. A deep halfling requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of darkvision.

This trait replaces the lightfoot halfling's duskvision.

STONECUNNING (Wisdom): Deep halflings are capable of spotting unusual or unique construction or stonework features including new construction, unfamiliar architecture, sliding walls, stonework traps, unsafe stone surfaces, unstable ceilings and secret or concealed doorways constructed or disguised as stone. A deep halfling passing within 10 feet of one of these features is entitled to a wisdom check at +2 to recognize the feature, as if actively looking for it. Should a deep halfling actively search for these features, the bonus to the wisdom check is +4. When examining a feature, a successful wisdom check

reveals other bits of knowledge, such as which race created the feature, its approximate age, and if applicable, the approximate value of a stone or metal object.

ABILITY MODIFIER: +2 conceal, +2 hide

TALLFELLOW HALFLING

Tallfellow halflings are somewhat rare among halfling folk. Standing about 4 feet tall, they tower above most of their lightfoot cousins, but of course are still quite small compared to most other races. Tallfellow halflings often associate with elves, appreciating their natural grace and beauty.

RACIAL TRAITS AND ABILITIES

Tallfellow halflings have all the racial traits and abilities of lightfoot halflings except as follows.

SPOT HIDDEN DOORS (Wisdom): Tallfellow halfling's vision and keen senses allows them to spot secret, hidden and concealed doorways. A tallfellow halfling merely passing within 5 feet of a secret, hidden or concealed doorway is entitled to a wisdom check to spot the door, as if the tallfellow halfling were actively looking for it. When a tallfellow halfling actively searches for such doorways, the bonus to the wisdom check is +2.

SURPRISE BONUS: +2 (forest or wooden terrain)

KOBOLD

These miniature dragonmen are cowardly, but cruel by nature. Their small size and limited strength makes them depend on large groups for survival. Kobolds like to attack with overwhelming odds - at least two to one - or trickery; should the odds fall below this threshold, they usually flee. However, they attack gnomes on sight if their numbers are equal.

Whenever they can, kobolds set up ambushes near trapped areas. They are known to be expert trapmakers, and their homes are usually full of snares and alarms that warn of any intruders.

Kobolds speak Draconic with a voice that sounds like that of a yapping dog.

RACIAL TRAITS AND ABILITIES

DARKVISION: Kobolds can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. Kobolds can function well with no light at all. Bright lights, such as from a lantern or other light sources, spoil darkvision. A kobold requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of darkvision.

LIGHT SENSITIVITY: The kobold's eyes are sensitive to bright light. While in this condition, they suffer a -1 to all attacks made.

UNIMPORTANT COMBAT TARGET: Unless the kobold displays special capabilities, an intelligent and powerful creature will attack the kobold last.

LANGUAGE: Common, Draconic, Undercommon

SIZE: Small **MOVEMENT:** 30 feet

TYPICAL CLASSES: Cleric, Fighter, Rogue, Shaman

ATTRIBUTE MODIFIERS: -1 Strength, -1 Constitution

ABILITY MODIFIER: -3 climb, -2 decipher script, +2 hide, +2 listen, +9 move silent, -1 pick pocket

LIZARDFOLK



The imposing lizardfolk live among swamps and marshes. Though they have little regard for mammals – even sentient ones – they generally keep to their own territory and don't harass other humanoid without reason. Deferring to the wisdom and leadership of their chiefs and shamans, lizardfolk lead simple lives, but when roused to battle they are fearsome indeed.

Lizardfolk fight as unorganized individuals. They prefer frontal assaults and massed rushes, sometimes trying to force foes into the water, where the lizardfolk have an advantage. If outnumbered or if their territory is being invaded, they set snares, plan ambushes, and make raids to hinder enemy supplies. Advanced tribes use more sophisticated tactics and have better traps and ambushes.

RACIAL TRAITS AND ABILITIES

DEHYDRATION: Once per day, a lizardfolk must wet their entire bodies with at least a waterskins worth of water. If they are unable to do so, they temporarily lose 3 points of constitution per day. The lizardfolk's constitution is restored when enough water is applied. If their constitution reaches 0, then they die from dehydration.

HOLD BREATH: Whenever exposed to an effect that requires inhalation, such as poisonous vapors, lizardfolk are allowed a constitution save. If the save is successful, that individual lizardfolk does not suffer any of the effects. If the save is unsuccessful, the individual is still entitled to make any other saves allowed to avoid or minimize the effects.

A lizardfolk may also hold its breath underwater. The amount of time the lizardfolk can sustain this is 2/3 their constitution score in rounds (round up). If the lizardfolk does not reach air by 1 round after, the lizardfolk drowns.

UNCONTROLLABLE HUNGER: If a creature dies while the lizardfolk is in battle, whether it be friend or foe, the lizardfolk must make a wisdom check or they turn away from battle and feast upon the corpse. Each round after, the lizardfolk gets another wisdom check to break away from his meal and return to battle. The lizardfolk continues to eat each round, until either the wisdom check is passed or there is no longer any meat on the corpse.

LANGUAGE: Common, Draconic, Aquan, Goblin, Gnoll

SIZE: Medium **MOVEMENT:** 30 feet, 20 feet (swim)

TYPICAL CLASSES: Fighter, Rogue, Shaman

ATTRIBUTE MODIFIERS: None

ABILITY MODIFIER: -1 climb, -1 decipher script, +1 hide, +1 listen, +1 move silent, -1 open lock, -1 pick pocket

NATURAL AC: 15

NATURAL ATTACKS: claw (1d4) or bite (1d4)

LOCATHAH

These bizarre fishmen spend most of their time fishing and foraging, eking out a simple existence in coastal waters. They do not look for trouble, preferring to keep to themselves, and hoping that outsiders do the same. There are few great warriors or leaders among them. Locathahs generally prefer to run than fight, and since they are nomadic, they do not have any permanent homes to defend from intrusion. Locathahs lack teeth, claws, and other natural weapons, so they are not especially dangerous if unarmed. However, when an armed locathah is able to surprise an opponent, he can be quite deadly. A weaponless locathah will generally turn and flee.

RACIAL TRAITS AND ABILITIES

WATER DEPENDENT: Locathah can breathe underwater, but they cannot breathe air. Locathah can hold their breath outside the water for 2 rounds per point of Constitution. After that, they suffocate.

MOUNTED: Locathah may ride giant eels as mounts when outside their lairs.

LANGUAGE: Common, Aquan

SIZE: Medium **MOVEMENT:** 10 feet, 60 feet (swim)

TYPICAL CLASSES: Cleric, Druid, Fighter, Ranger

ATTRIBUTE MODIFIERS: +1 Constitution, -1 Intelligence

ABILITY MODIFIER: None

NATURAL AC: 14

MERFOLK



Merfolk are generally peaceful and playful beings, preferring leisure and relaxation to warfare and aggression. They are a cheerful people, and often engage in pranks and mischief when outsiders arrive. They do not intend these jokes to be malicious, though their lack of understanding about surface-dwellers may lead to harm coming from them.

Friends to aquatic elves and tritons, merfolk have only one true enemy: the sahuagin. The sharkmen often raid merfolk communities, disrupting their relatively idyllic existence. Merfolk will rarely take on sahuagin by themselves

however; aquatic elves and tritons are more effective warriors in general, though the merfolk offer whatever support they can.

RACIAL TRAITS AND ABILITIES

DARKVISION: Merfolk can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. Merfolk can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil darkvision. A merfolk requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of darkvision.

WATER DEPENDENT: Merfolk can breathe underwater, but they cannot breathe air. Merfolk can hold their breath outside the water for 2 rounds per point of Constitution. After that, they suffocate.

MOUNT: Merfolk are able to tame and ride sea creatures. Giant manta rays, giant eels, and sharks are all examples of possible mounts. These creatures are loyal to and fight with the merfolk rider.

SUMMONING: A level 3, merfolk gain the ability to summon other sea creatures to their aid. They can summon any number of smaller fish, sharks, squid, octopus, or other aquatic creatures. These creatures are not effectively dangerous, but they obscure the waters, confuse enemies, and allow the merfolk to escape if necessary.

TWILIGHT VISION: Even under starlight, moonlight or torchlight, merfolk have exceedingly good vision. They can distinguish color and detail under these conditions for up to one mile but only if they are outside.

LANGUAGE: Common, Aquan

SIZE: Medium **MOVEMENT:** 5 feet, 50 feet (swim)

TYPICAL CLASSES: Bard, Cleric, Fighter, Ranger, Shaman

ATTRIBUTE MODIFIERS: +1 Dexterity, -1 Constitution

ABILITY MODIFIER: None

NATURAL AC: 13

MONSCROUS

Monstrous humanoids are similar to humanoids, but with monstrous or animalistic features. They often have magical abilities as well.

CRABFOLK

Crabfolk are giant-sized bipedal humanoids with a crab-like head, large hands that end in powerful pincers, and feet that are splayed. They are covered with chitinous plates, reddish-brown in color. Two smaller humanoid arms protrude below their pincers.

Crabfolk inhabit coastal waters, hunting fish and gathering food. Crabfolk communicate with others of their race through a series of hisses and clicks.

RACIAL TRAITS AND ABILITIES

AMPHIBIOUS: Crabfolk can survive indefinitely on land and under water.

DARKVISION: Crabfolk can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. Crabfolk can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil darkvision. A crabfolk requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of darkvision.

CONRICT: On a successful grapple check, a crabfolk deals 1d6+3 points of damage.

IMPROVED GRAB: To use this ability, a crabfolk must hit an opponent with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

LANGUAGE: Common, Crabfolk, Aquan, Goblin, Sylvan

SIZE: **MOVEMENT:** 30 feet, 20 feet (swim)

TYPICAL CLASSES: Fighter, Shaman

ATTRIBUTE MODIFIERS: +1 Strength, +1 Constitution, -1 Intelligence, -1 Charisma

ABILITY MODIFIER: None

NATURAL AC: 16

NATURAL ATTACKS: 2 Claws (1d6)

DERRO

Though derros dwell deep under most of the surface world's cities, very few know of the sadistic creatures' existence. Descended from mysterious fey that once dwelt deep underground, the derros lust for the comforts of the surface, yet the light of the sun causes them to blister, burn, and die. Derros often abduct surface dwellers to perform hideous experiments on them in their never-ending quest to divine what protects those who dwell above from the burning death, yet the intrinsic madness that plagues all derros dooms these experiments to failure every time. In the end, traumatized victims are returned to their homes, memories not quite completely wiped of their ordeal, to live the rest of their lives in vague fear of a nightmare they can't quite recall.

RACIAL TRAITS AND ABILITIES

MADNESS: Derro use their Charisma modifier on Wisdom saves instead of their Wisdom modifier, and have immunity to confusion and insanity effects. A derro cannot be restored to sanity by any means short of a miracle or wish spell.

*The racial madness of the derro provides a +6 bonus to their Charisma scores and a -6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

POISON USE: Derro are always considered capable of adding poison to their weapons without risking poisoning themselves, and have a +2 to all saves against poison.

SNEAK ATTACK: Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

SPELL-LIKE ABILITIES: At will—darkness, ghost sound; 1/day—daze (CL -2), sound burst (CL 0). Caster level 3rd. The save CLs are Charisma-based.

STONECRAFT (Wisdom): Derro are capable of spotting unusual or unique construction or stonework features including new construction, unfamiliar architecture, sliding walls, stonework traps, unsafe stone surfaces, unstable ceilings and secret or concealed doorways constructed or disguised as stone. A derro passing within 10 feet of one of these features is entitled to a wisdom check at +2 to recognize the feature, as if actively looking for it. Should a derro actively search for these features, the bonus to the wisdom check is +4. When examining a feature, a successful wisdom check reveals other bits of knowledge, such as which race created the feature, its approximate age, and if applicable, the approximate value of a stone or metal object.

VULNERABILITY TO SUNLIGHT: A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

LANGUAGE: Common, Undercommon, Drow Sign Language, Dwarf, Goblin

SIZE: Small **MOVEMENT:** 20 feet

TYPICAL CLASSES: Fighter, Illusionist, Rogue, Wizard

ATTRIBUTE MODIFIERS: -1 Strength, +1 Dexterity, +1 Intelligence, -1 Wisdom

ABILITY MODIFIER: -2 climb, -3 decipher script, +1 find traps, -1 hide, +6 listen, +1 open lock, +1 pick pocket

SPELL RESISTANCE: 4

DOPPLEGANGER

Doppelgangers are strange beings that are able to take on the shapes of those they encounter. In its natural form, the creature looks more or less humanoid, but slender and frail, with gangly limbs and half-formed features. The flesh is pale and hairless. Its large, bulging eyes are yellow with slitted pupils. A doppelganger's appearance is deceiving even when it's in its true form. A doppelganger is hardy, with a natural agility not in keeping with its frail appearance.

Doppelgangers make excellent use of their natural mimicry to stage ambushes, bait traps, and infiltrate humanoid society. Although not usually evil, they are

interested only in themselves and regard all others as playthings to be manipulated and deceived.

RACIAL TRAITS AND ABILITIES

CHANGE SHAPE: A doppelganger can assume the form of any small or medium sized humanoid creature. This form remains until the doppelganger wishes to change it.

CHARM AND SLEEP IMMUNITY: Doppelgangers are never effected by *charm* or *sleep* spells or spell-like abilities.

DETECT THOUGHTS: Doppelgangers are able to read the surface thoughts of any creature within 60 feet. This allows the creature to know general feelings, ideas, and notions, but does not give the doppelganger complete access to the victim's mind.

LANGUAGE: Common, Auran, Dwarven, Elven, Gnome, Halfling, Giant, Terran

SIZE: Medium **MOVEMENT:** 30 feet

TYPICAL CLASSES: Fighter, Rogue

ATTRIBUTE MODIFIERS: +1 Strength, +1, Dexterity, +1 Constitution, +1 Intelligence, +2 Wisdom, +1 Charisma

ABILITY MODIFIER: None

NATURAL AC: 15

GRIMLOCK

Lurking before the surface of the earth are the terrifying grimlocks. Ravenous and wild, these creatures come to the surface in search of fresh meat. They are not terribly particular as to what type of meat, but sentient humanoids taste best.

Grimlocks are blind, but their exceptional senses of smell and hearing allow them to notice foes nearby. As a result, they usually shun ranged weapons and rush to the attack, brandishing their stone battleaxes. They are often used as foot soldiers by the more powerful denizens of the underground.

RACIAL TRAITS AND ABILITIES

BLINDSIGHT: Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment.

Grimlocks are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises and sonic spells (such as ghost sound or silence) and overpowering odors (such as stinking cloud or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to the effects of a *blindness* spell.

IMMUNITIES: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

LANGUAGE: Common, Grimlock, Draconic, Dwarven, Gnome, Terran, Undercommon

SIZE: Medium **MOVEMENT:** 30 feet

TYPICAL CLASSES: Assassin, Barbarian, Berserker, Fighter

ATTRIBUTE MODIFIERS: +1 Constitution, -1 Wisdom

ABILITY MODIFIER: -2 find traps, +4 listen, +1 move silent, +1 open lock

NATURAL AC: 15

NATURAL ATTACKS: Claw (1d6)

MINOTAUR

Fierce and aggressive, minotaurs are a physically imposing race. They rely more on instinct than thought; their natural cunning making up for their limited intellect. These savage beasts are extremely territorial, and will attack anyone that dares to enter their labyrinthine lairs. Minotaurs enjoy toying with their prey, before finally moving in for the kill. They approach combat in a very straightforward manner, generally charging the most dangerous opponent and attacking all-out until they are victorious.

RACIAL TRAITS AND ABILITIES

DARKVISION: Minotaurs can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. Minotaurs can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil darkvision. A minotaur

requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of darkvision.

BRAVERY: Minotaur are particularly brave. They receive a +3 to all morale checks.

NATURAL CUNNING: Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Furthermore, they are never surprised.

POWERFUL CHARGE: A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns to bear. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack (total of +9 to hit) that inflicts 4d6+6 points of damage on the unfortunate recipient.

SCENT: Scent allows the minotaur to identify locations, items, and even people by making a successful wisdom check. They gain a +2 bonus when using any tracking ability they may possess. Scent functions to a range of 30 feet. Minotaurs are natural hunters, and are able to "sniff out" singular scents, even when that odor is overpowered by another. Winds, weather conditions, and other situations may render this ability useless or reduce its potency; multiple strong odors will cause confusion, for example. Other effects are at the Game Master's discretion.

LANGUAGE: Common, Giant, Goblin, Terran

SIZE: Large **MOVEMENT:** 30 feet

TYPICAL CLASSES: Fighter, Ranger, Rogue, Wizard

ATTRIBUTE MODIFIERS: +2 Strength, +2 Constitution, -2 Wisdom, -2 Charisma

ABILITY MODIFIER: -3 climb, -1 decipher script, +1 hide, +1 listen, -1 open lock, -1 pick pocket

NATURAL ATTACKS: Head Butt (2d4), Bite (1d4)

NATURAL AC: 14

MONGRELFOLK

Mongrelfolk are hideous creatures seemingly pieced together from parts of other monsters as some sort of vile joke or blight on humanity. Though not inherently evil, mongrelfolk are shunned from society because of their appearance. They make their homes far from civilization, and those few encountered in settled areas are usually slaves or servants of the local humanoid races. Mongrelfolk that must travel among other races take precautions so as not to reveal their true identities, using cloaks, capes, and the like to hide their forms. Mongrelman society is a collection of close-knit tribes, each with its own leader. Mongrelfolk never fight against other mongrelfolk, preferring to live peaceably with others of their kind, for all mongrelfolk know they are shunned by outsiders and must stick together if their race is to survive.

RACIAL TRAITS AND ABILITIES

DARKVISION: Mongrelfolk can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. Mongrelfolk can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil darkvision. A mongrelman requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of darkvision.

CAMOUFLAGE: Mongrelfolk can camouflage people, items, and buildings. It takes 1 turn to hide the target. The target become unnoticeable unless it is moved, touched or otherwise disturbed. Also, any creature who views the camouflaged target and passes a wisdom check (CL 16) sees through the camouflage. The mongrelfolk can spend additional turns to improve the targets camouflage. For every 5 turns the mongrelfolk spends camouflaging, the CL is raised by +1 (maximum of 19). Large camouflaged buildings are only unnoticeable over 50 ft. away from the viewer.

SOUND IMITATION: Mongrelfolk can imitate sounds made by any creature they have previously encountered, including monsters with special vocal attacks. They cannot, however, mimic the special vocal attack powers or damage dealt by such attacks. A successful CL -3 Wisdom save made by a listener detects the falsehood.

LANGUAGE: Common, Mongrelman, Draconic, Elven, Goblin

SIZE: Medium **MOVEMENT:** 30 feet

TYPICAL CLASSES: Bard, Cleric, Fighter, Rogue, Wizard

ATTRIBUTE MODIFIERS: +1 Any, -1 Intelligence, -1 Charisma
ABILITY MODIFIER: -1 climb, -1 decipher script, +1 hide, +1 listen, +9 open lock, -1 pick pocket
NATURAL ATTACKS: Slam (1d8+2)
NATURAL AC: 15

MUTANT ANIMAL

Mutant animals are not actually a single race. There are mutant dogs, cats, goats, etc. Depending on the campaign setting, these mutant animals could have been created through genetic experimentation, toxic spills or even natural selection.

RACIAL TRAITS AND ABILITIES

TWILIGHT VISION: Even under starlight, moonlight or torchlight, a mutant animal has exceedingly good vision. They can distinguish color and detail under these conditions for up to one mile but only if they are outside.

RACIAL CUSTOMIZATION: Mutant animals have a certain amount of Mutation Points, or MP. Using those MP they'll have to decide on the following:

Size: Size will determine the weapons a character can wield, attribute modifiers, the standard modifiers. For simplicity, all mutant animals start at base size medium. MP will change if size is changed. A small elephant will get 4 MP, while a huge chicken will lose 12 MP.

- Tiny:** Tiny creatures are 1-2 feet tall or long, and weigh 1-8 lbs. Modifiers: +2 attack, +2 AC, +8 Hide, -8 Grapple, 1/4th carrying capacity.
- Small:** Small creatures are 2-4 feet tall or long, and weight 8-60 lbs. Modifiers: +1 to attack, +1 to AC, +4 Hide, -4 Grapple, 3/4th carrying capacity.
- Medium:** Medium creatures are 4-8 feet tall or long, and weight 60-500 lbs. They do not have any modifiers.
- Large:** Large creatures are 8-16 feet long or tall, and weight 500-4000 lbs. Modifiers: -1 to attack, -1 to AC, -4 to Hide, +4 to grapple.
- Huge:** Huge creatures are 16-32 feet long or tall, and weight 2-16 tons. Modifiers: -2 to attack, -2 to AC, -8 to Hide, +8 to Grapple.

EFFECTS OF SIZE

Size	MP	Str	Con	Dex	Init	Move	W1	W2	W3
T	+8	-6	-2	+6	+4	10'	d3	d4	d6
S	+4	-2	0	+4	0	20'	d4	d8	d10
M	-	+2	+2	+2	0	30'	d6	d10	2d6
L	-6	+6	+4	0	-2	40'	d8	2d6	2d8
H	-12	+10	+6	-2	-4	50'	d10	2d8	2d10

W1, W2, W3: These refer to natural weapons animals have. See individual animal templates to determine what is available.

Human Attributes: This determines how close to human specific attributes of the animal are, hands, speech, bipedal stance and human looks.

- Hands**
None: Cannot pick up or grab objects.
Partial: -2 to manual dexterity checks, -2 to attack rolls with weapons.
Full: As per usual.
- Biped**
None: Movement +10'.
Partial: Can stand, but movement is halved, and jumping/kicking not possible while standing.
Full: As per usual.
- Speech**
None: No speech abilities, needs close review by GM.
Partial: Obviously abnormal: -4 to bluff, diplomacy, gather information and perform(sing) checks, +2 to intimidation checks.
Full: as per usual.
- Looks**
None: Looks like the original animal, social penalties vary by GM decision. Armor/clothes purchase CL +3.

Partial: Looks human in poor lighting, easily discernible otherwise, social penalties vary by GM decision.
Full: Retains subtle characteristics of animal type, but looks human.

HUMAN ATTRIBUTES MP COST (Partial/Full)

Animal	Hands	Biped	Speech	Looks
Aardvark	1/2	1/2	1/2	1/2
Alligator/Croc	1/2	1/2	1/2	1/2
Ape	auto/1	auto/2	1/1	auto/1
Armadillo	1/2	1/2	1/2	1/2
Baboon	auto/1	auto/2	1/1	auto/1
Badger	1/2	1/2	1/2	1/2
Bat	1/2/4+	auto/auto	1/2	1/2
Beaver	auto/1	auto/1	1/2	1/2
Bear	1/2	1/2	1/2	1/2
Bird (Aquatic)	1/2/4+	1/2	1/2	1/2
Bird (Foraging)	1/2/4+	auto/auto	1/2	1/2
Bird (Fowl)	1/2/4+	auto/auto	1/2	1/2
Bird (Hunting)	1/2/4+	auto/auto	1/2	1/2
Bird (Owl)	1/2/4+	auto/auto	1/2	1/2
Bison	1/2	1/2	1/2	1/2
Boar	1/2	1/2	1/2	1/2
Buffalo	1/2	1/2	1/2	1/2
Camel	1/2	1/2	1/2	1/2
Canine (Wild - Hyena, jackal, wolf)	1/2	1/2	1/2	1/2
Canine (Dog)	1/2	1/2	1/2	1/2
Cow and Bull	1/2	1/2	1/2	1/2
Deer/Elk	1/2	1/2	1/2	1/2
Donkey	2/3	2/3	1/2	2/3
Elephant	1/2	1/2	1/2	1/2
Feline (Great Cat)	1/2	1/2	1/2	1/2
Feline (Cheetah)	1/2	1/2	1/2	1/2
Feline (Mountain)	1/2	1/2	1/2	1/2
Feline (Domestic)	1/2	1/2	1/2	1/2
Frog	1/2	1/2	1/2	1/2
Goat	1/2	1/2	1/2	1/2
Hippopotamus	1/2	1/2	1/2	2/3
Horse	2/3	2/3	1/2	2/3
Martin and Mink	1/2	1/2	1/2	1/2
Mole	1/2	1/2	1/2	1/2
Monkey	auto/1	auto/1	1/2	auto/1
Moose	2/3	2/3	1/2	2/3
Muskrat	auto/1	1/2	1/2	1/2
Opossum	auto/1	1/2	1/2	1/2
Otter	auto/1	1/2	1/2	1/2
Pig	1/2	1/2	1/2	1/2
Pony	2/3	2/3	1/2	2/3
Porcupine	1/2	1/2	1/2	1/2
Rabbit	1/2	1/2	1/2	1/2
Raccoon	auto/1	1/2	1/2	1/2
Rhinoceros	2/3	2/3	1/2	2/3
Rodent	1/2	1/2	1/2	1/2
Sheep	1/2	1/2	1/2	1/2
Skunk	1/2	1/2	1/2	1/2
Squirrel	1/2	1/2	1/2	1/2
Turtle	1/2	1/2	1/2	1/2
Weasel	1/2	1/2	1/2	1/2
Wolverine	1/2	1/2	1/2	1/2

+ Cost for an extra set of fully developed arms and hands

Options: These are attributes from the animal side the character may keep after its mutation. Claws, wings, heightened senses etc.

Natural Weapons

A mutant animal attacking with a natural weapon counts as armed.

- Antlers/Horns/Tusks:** Designed for charging, get a +2 bonus to damage for a charge attack, but a -1 to hit for a normal attack. Cannot attack with another weapon when using antlers/horns/tusks.

Note: For some species, Antlers and horns are only available on the male of the species.

- Tongue Whip:** With this attack the animal can attempt to trip an opponent. A successful attack must be made. If the target fails a

dexterity check (CL 3) they fall to the ground. The target can get back up, but they lose a round. If the target passes their dexterity check, the damage still applies.

Damage as follows: T 1, S 1d2, M 1d3, L 1d4, H 1d6.

Movement

- **Burrow:** Speed 10 ft.
- **Climb:** Speed equals regular movement.
- **Double Jump Distance:** The animal can jump twice their normal distance.
- **Fly:** The animal is able to fly at the speed stated.
- **Glide:** The animal is able to glide at the speed stated. An animal with glide cannot gain altitude.
- **Sprint:** x10 movement for a charge, 1/hour
- **Swimming:** Speed equals ground movement.

Senses

- **Blindsense:** Blindsense is a lesser ability that lets the creature notice things it cannot see, but without the precision of blindsight, using non-visual senses, such as acute smell or hearing. This abilities range is 10 ft.. Any opponent the creature cannot see still has total concealment (50% miss chance) against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.
- **Blindsight:** Using non-visual senses, such as sensitivity to vibrations, keen smell, acute hearing, or echolocation, a creature with blindsight maneuvers and fights as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though the creature must have line of effect to a creature or object to discern that creature or object. The ability's range is 20 ft.. Blindsight is continuous, and the creature need do nothing to use it.
 - Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight.
 - Blindsight does not subject a creature to gaze attacks (even though darkvision does).
 - Blinding attacks do not penalize creatures using blindsight.
 - Deafening attacks thwart blindsight if it relies on hearing.
 - Blindsight works underwater but not in a vacuum.
 - Blindsight negates displacement and blur effects.
- **Darkvision:** The animal can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. The animal can function well with no light at all. Bright lights, such as from a lantern or other light sources, spoil darkvision. The animal requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of darkvision.
- **Heightened Hearing:** +2 Listen, +2 Initiative.
- **Heightened Touch:** +2 remove trap
- **Heightened Vision:** The animal can see farther than humans in just about every circumstance, including torchlight, and can see clearly enough to read a road sign or spot a shield device that is up to two miles distant when outside during the day.
- **Improved Twilight Vision:** 4x normal human vision in starlight, moonlight, torchlight and similar conditions of poor illumination.
- **Scent:** Scent allows a creature to identify locations, items, and even people by making a successful check. They gain a +2 bonus when using any tracking ability they may possess. Scent functions to a range of 30 feet. These creatures are natural hunters, and are able to "sniff out" singular scents, even when that odor is overpowered by another. Winds, weather conditions, and other situations may render this ability useless or reduce its potency; multiple strong odors will cause confusion, for example. Other effects are at the Game Master's discretion.
- **Track:** As the ranger's tracker ability.

Specials

- **Chew Wood:** Grants the ability to cut wood without tools.
- **Feign Death:** The animal can appear as if he is dead. Onlookers make a wisdom check -10, if successful they know the animal is faking it.
- **Hold Breath:** Hold breath 1 minute per Constitution.
- **Natural AC:** Does not stack with base Natural AC.
- **Quill Defense:** +2 Natural Armor, stacks with existing natural AC, any unarmed miss by 2-3 inflicts W1 damage on the attacker. Anyone trying to grapple the character takes W2 damage. A bull charge by the character does W3+strength. Backhand does W1+strength. Can use quills as daggers. Quill defense prevents the character from wearing armor.
- **Spit:** range increment: 5ft, constitution save, failed – blinded 1d4 rounds
- **Musk Spray:** Character rolls an attack against the target. Range increment: 10ft, constitution (CL -2 + Constitution modifier). If the save fails, target is nauseated for 1d6 rounds. Cancels the Scent ability until thoroughly washed. 8 uses/day.
- **Prehensile Feet:** The character is able to use their feet to grab and hold objects.
- **Water Storage:** store up to .5/2/5/10/20 gallons(depending on size), survive max 20 days.

LANGUAGES: Common, Animal (Characters animal type)

SIZE: Special (see above)

TYPICAL CLASSES: Barbarian, Druid, Fighter, Ranger, Rogue, Ninja

Aardvark

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: -2 Dexterity, +2 Constitution, +2 Wisdom, -2 Charisma

ABILITY MODIFIER: +2 climb, +2 find traps

ABILITIES: +2 to wisdom checks involving spotting and searching

NATURAL AC: 1

MP: 8

OPTIONS: Claws (W1) (1 MP), Burrow (1 MP)

Alligator/Croc

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: +4 Strength, -2 Dexterity, -2 Constitution, -2 Intelligence, +2 Wisdom

NATURAL AC: 2

MP: 8

OPTIONS: Teeth (W2)* (2 MP), Hold Breath (1 MP), Natural Armor +4*/+6* (2/4 MP), Swim (2 MP)

Ape

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: +2 Strength, -2 Constitution, +2 Intelligence, -2 Wisdom

ABILITY MODIFIER: +4 climb

NATURAL AC: 1

MP: 5

OPTION: Claws (W1) (1 MP), Teeth (W1) (1 MP), Climb (2 MP), Natural Armor +2 (1 MP), Prehensile Feet (1 MP)

Armadillo

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: +2 Strength, -4 Dexterity, +2 Constitution

NATURAL AC: 2

MP: 8

OPTIONS: Natural Armor +4*/+6* (2/4 MP), Burrow (1 MP)

Baboon

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: +2 Dexterity, -2 Constitution, +2 Intelligence, -2 Wisdom
ABILITY MODIFIER: +4 climb
NATURAL AC: 1
MP: 5
OPTIONS: Teeth (W1) (1 MP), Climb (2 MP), Prehensile Feet (1 MP)

Badger

MOVEMENT: 30 feet
ATTRIBUTE MODIFIERS: -2 Dexterity, +2 Constitution, +2 Intelligence, -2 Wisdom
ABILITY MODIFIER: +2 climb, +2 hide
NATURAL AC: 1
MP: 8
OPTIONS: Claws (W1) (1 MP), Teeth (W1) (1 MP), Burrow (1 MP)

Bat

MOVEMENT: 30 feet
ATTRIBUTE MODIFIERS: +2 Wisdom, -2 Charisma
ABILITY MODIFIER: +4 listen
ABILITIES: +4 to wisdom checks involving spotting
MP: 6
OPTIONS: Teeth (W1) (1 MP), Blindsight (2 MP), Fly (40 ft.)* (4 MP), Glide (40 ft.)* (2 MP)

Beaver

MOVEMENT: 30 feet, 20 feet (swim)
ATTRIBUTE MODIFIERS: +2 Strength, -2 Dexterity, +2 Intelligence, -2 Wisdom
NATURAL AC: 1
ABILITY MODIFIER: +2 climb
MP: 6
OPTIONS: Tail (W1)* (1 MP), Teeth (W1) (1 MP), Chew Wood (1 MP), Heightened Hearing (1 MP), Hold Breath (1 MP)

Bear

MOVEMENT: 30 feet, 30 feet (swim)
ATTRIBUTE MODIFIERS: +4 Strength, -6 Dexterity, +2 Constitution
NATURAL AC: 1
MP: 8
OPTIONS: Claws (W1/W2*) (1/2 MP), Teeth (W1/W2*) (1/2 MP), Heightened Hearing (1 MP), Natural Armor +2*/+3* (1/2 MP), Scent (1 MP)

Bird (Aquatic)

MOVEMENT: 30 feet, 30 feet (swim)
ATTRIBUTE MODIFIERS: none
NATURAL AC: 1
MP: 8
OPTIONS: Fly (40 ft.)* (3 MP), Glide (40 ft.)* (1 MP), Float (1 MP)

Bird (Foraging)

MOVEMENT: 30 feet
ATTRIBUTE MODIFIERS: -4 Strength, +4 Dexterity
ABILITY MODIFIER: +4 listen
ABILITIES: +4 to wisdom checks involving spotting
MP: 6
OPTIONS: Beak (W1) (1 MP), Fly (40 ft.)* (3 MP), Glide (40 ft.)* (1 MP), Heightened Vision (1 MP)

Bird (Fowl)

MOVEMENT: 30 feet
ATTRIBUTE MODIFIERS: -2 Intelligence, +2 Charisma
MP: 8
OPTIONS: Beak (W1)* (1 MP), Fly (40 ft.)* (3 MP (wild fowl only)), Glide (40 ft.)* (1 MP), Heightened Hearing (1 MP)

Bird (Hunting)

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: +2 Dexterity, -2 Constitution
MP: 6
OPTIONS: Beak (W2)* (2 MP), Claws (W1) (1 MP), Fly (60 ft.)* (3 MP), Glide (60 ft.)* (1 MP), Heightened Vision (1 MP)

Bird (Owl)

MOVEMENT: 30 feet
ATTRIBUTE MODIFIERS: -2 Strength, +4 Dexterity, -2 Constitution
ABILITY MODIFIER: +4 move silent
ABILITIES: +4 to wisdom checks involving spotting
MP: 6
OPTIONS: Claws (W2)* (2 MP), Fly (40 ft.)* (3 MP), Glide (40 ft.)* (1 MP), Heightened Hearing (1 MP), Heightened Vision (1 MP), Improved Twilight Vision (1 MP)

Bison

MOVEMENT: 30 feet
ATTRIBUTE MODIFIERS: +2 Strength, -4 Dexterity, +2 Constitution, -2 Intelligence, +2 Charisma
ABILITY MODIFIER: +2 listen
ABILITIES: +2 to wisdom checks involving spotting
NATURAL AC: 1
MP: 8
OPTIONS: Horns (W2)* (2 MP), Natural Armor +2*/+3* (1/2 MP)

Boar

MOVEMENT: 30 feet
ATTRIBUTE MODIFIERS: +2 Strength, -2 Dexterity
ABILITY MODIFIER: +2 listen
ABILITIES: +2 to wisdom checks involving spotting
NATURAL AC: 1
MP: 8
OPTIONS: Tusks (W2)* (2 MP), Ferocity (1 MP), Scent (1 MP)

Buffalo

MOVEMENT: 30 feet
ATTRIBUTE MODIFIERS: +2 Strength, -4 Dexterity, +2 Constitution, -2 Intelligence, +2 Charisma
ABILITY MODIFIER: +2 listen
ABILITIES: +4 to wisdom checks involving spotting
NATURAL AC: 1
MP: 8
OPTIONS: Horns (W2)* (2 MP), Heightened Hearing (1 MP), Natural Armor +2*/+3* (1/2 MP)

Camel

MOVEMENT: 30 feet
ATTRIBUTE MODIFIERS: -4 Dexterity, +4 Constitution
NATURAL AC: 1
MP: 8
OPTIONS: Teeth (W1) (1 MP), Spit (1 MP), Water Storage* (1 MP)

Canine (Wild - Hyena, jackal, wolf)

MOVEMENT: 40 feet
ATTRIBUTE MODIFIERS: -2 Strength, +2 Dexterity, +2 Intelligence, -2 Wisdom
NATURAL AC: 1
MP: 8
OPTIONS: Claws (W1) (1 MP), Teeth (W1/W2*) (1/2 MP), Heightened Hearing (1 MP), Scent (1 MP), Natural Armor +2* (1 MP)

Canine (Dog)

MOVEMENT: 40 feet
ATTRIBUTE MODIFIERS: +2/-2 Physical Stat (Player chooses one physical stat as +2, another as -2, depending on breed), -2 Wisdom, +2 Charisma
ABILITIES: Heightened Hearing
MP: 8
OPTIONS: Teeth (W1/W2*) (1/2 MP), Track (1 MP), Scent (1 MP), Natural Armor +1/+2* (1/2 MP)

Cow/Bull

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: +2 Strength, -4 Dexterity, +2 Constitution, -2 Intelligence, +2 Charisma

ABILITY MODIFIER: +2 listen

ABILITIES: +2 to wisdom checks involving spotting

NATURAL AC: 1

MP: 8

OPTIONS: Horns (W2)* (2 MP), Heightened Hearing (1 MP), Natural Armor +2*/+3* (1/2 MP)

Deer/Elk

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: -2 Strength, +2 Dexterity, -2 Intelligence, +2 Wisdom

ABILITY MODIFIER: +2 listen

ABILITIES: +2 to wisdom checks involving spotting

NATURAL AC: 1

MP: 8

OPTIONS: Antlers (W1*/W2*) (1/2 MP), Heightened Hearing (1 MP)

Donkey

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: -2 Dexterity, +2 Constitution

ABILITY MODIFIER: +2 listen

ABILITIES: +2 to wisdom checks involving spotting

MP: 8

OPTIONS: Hooves (W1) (1 MP), Heightened Hearing (1 MP)

Elephant

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: +4 Strength, -4 Dexterity, -2 Wisdom, +2 Charisma

ABILITY MODIFIER: +4 listen

NATURAL AC: 1

MP: 8

OPTIONS: Tusks (W2)* (2 MP), Prehensile Trunk* (1 MP), Heightened Hearing (1 MP), Natural Armor +2*/+3* (1/2 MP)

Feline (Great Cat)

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: +2 Strength, -2 Constitution

ABILITY MODIFIER: +2 hide, +2 move silent

NATURAL AC: 1

MP: 8

OPTIONS: Claws (W1) (1 MP), Teeth (W2)* (2 MP), Improved Grab (1 MP), Natural Armor +2* (1 MP), Pounce (1 MP), Scent (1 MP)

Feline (Cheetah)

MOVEMENT: 40 feet

ATTRIBUTE MODIFIERS: +2 Dexterity, -2 Constitution

ABILITY MODIFIER: +2 hide, +2 move silent

MP: 8

OPTIONS: Claws (W1) (1 MP), Teeth (W1) (1 MP), Improved Grab (1 MP), Natural Armor +1* (1 MP), Pounce (1 MP), Sprint (3 MP)

Feline (Mountain)

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: -2 Strength, +2 Dexterity

ABILITY MODIFIER: +4 climb, +2 hide, +2 move silent

MP: 8

OPTIONS: Claws (W1) (1 MP), Teeth (W2)* (2 MP), Heightened Hearing (1 MP), Improved Grab (1 MP), Natural Armor +1* (1 MP), Pounce (1 MP), Scent (1 MP)

Feline (Domestic)

MOVEMENT: 30 feet, 40 feet (jump)

ATTRIBUTE MODIFIERS: +2 Dexterity, -2 Constitution, -2 Intelligence, +2 Wisdom

ABILITY MODIFIER: +2 climb, +2 hide, +2 move silent

MP: 8

OPTIONS: Claws (W1) (1 MP), Teeth (W1) (2 MP), Improved Grab (1 MP), Pounce (1 MP)

Frog

MOVEMENT: 30 feet, 30 feet (swim), 50 feet (jump)

ATTRIBUTE MODIFIERS: none

MP: 8

OPTIONS: Tongue Whip (1 MP), Double Jump Distance (1 MP), Hold Breath (1 MP), Swim (2 MP)

Goat

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: -2 Strength, -2 Dexterity, +4 Constitution, +2 Intelligence, -2 Wisdom

ABILITY MODIFIER: +4 climb

NATURAL AC: 1

MP: 8

OPTIONS: Horns (W1) (1 MP), Heightened Hearing (1 MP), +4 Fort save vs. Poison/Drugs (1 MP)

Hippopotamus

MOVEMENT: 30 feet, 30 feet (swim)

ATTRIBUTE MODIFIERS: +2 Strength, -2 Dexterity

NATURAL AC: 1

MP: 8

OPTIONS: Teeth (W2)* (2 MP), Heightened Hearing (1 MP), Hold Breath (1 MP), Natural Body Armor +2*/+3* (1/2 MP)

Horse

MOVEMENT: 50 feet

ATTRIBUTE MODIFIERS: +2 Strength, -2 Dexterity

MP: 11

OPTIONS: Hooves (W1) (1 MP), Heightened Hearing (1 MP)

Marten/Mink

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: -2 Strength, +2 Dexterity, +2 Wisdom, -2 Charisma

ABILITY MODIFIER: +2 hide, +2 move silent

MP: 8

OPTIONS: Claws (W1) (1 MP), Teeth (W1) (1 MP), Heightened Hearing (1 MP), Scent (1 MP)

Mole

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: none

ABILITY MODIFIER: +4 climb, +4 listen

MP: 8

OPTIONS: Claws (W1) (1 MP), Digging (1 MP), Burrow (1 MP), Heightened Smell (1 MP)

Monkey

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: +2 Intelligence, -2 Wisdom

ABILITY MODIFIER: +4 climb

NATURAL AC: 1

MP: 5

OPTIONS: Climb (2 MP), Prehensile Tail (1 MP), Prehensile Feet (1 MP)

Moose

MOVEMENT: 30 feet

ATTRIBUTE MODIFIERS: +4 Strength, -4 Dexterity

ABILITY MODIFIER: +2 listen

ABILITIES: +2 to wisdom checks involving spotting

NATURAL AC: 1**MP: 11****OPTIONS:** Antlers (W2)* (2 MP), Heightened Hearing (1 MP), Natural Armor +2* (1 MP)**Muskrat****MOVEMENT:** 30 feet, 30 feet (swim)**ATTRIBUTE MODIFIERS:** +2 Intelligence, -2 Charisma**ABILITY MODIFIER:** +2 listen**ABILITIES:** +2 to wisdom checks involving spotting**MP: 7****OPTIONS:** Heightened Touch (1 MP), Heightened Hearing (1 MP), Hold Breath (1 MP), Scent (1 MP)**Opossum****MOVEMENT:** 30 feet**ATTRIBUTE MODIFIERS:** none**ABILITY MODIFIER:** +4 climb, +2 listen**ABILITIES:** +2 to wisdom checks involving spotting**MP: 7****OPTIONS:** Feign Death (1 MP), Prehensile Tail (1 MP), Scent (1 MP)**Otter****MOVEMENT:** 30 feet, 30 feet (swim)**ATTRIBUTE MODIFIERS:** -2 Strength, +2 Dexterity, +2 Intelligence, -2 Wisdom**NATURAL AC: 1****MP: 7****OPTIONS:** Blindsenses (1 MP), Heightened Hearing (1 MP), Heightened Touch (1 MP), Hold Breath (1 MP), Scent (1 MP), Swim (1 MP)**Pig****MOVEMENT:** 30 feet**ATTRIBUTE MODIFIERS:** +2 Intelligence, -2 Charisma**ABILITIES:** Scent**MP: 8****OPTIONS:** Heightened Hearing (1 MP)**Pony****MOVEMENT:** 40 feet**ATTRIBUTE MODIFIERS:** -2 Dexterity, +2 Constitution**MP: 11****OPTIONS:** Hooves (W1) (1 MP), Heightened Hearing (1 MP)**Porcupine****MOVEMENT:** 30 feet, 40 feet (jump)**ATTRIBUTE MODIFIERS:** none**ABILITY MODIFIER:** +2 listen**ABILITIES:** +2 to wisdom checks involving spotting**NATURAL AC: 1****MP: 8****OPTIONS:** Quill Defense# (3 MP), Heightened Hearing (1 MP), Natural Armor +2* (1 MP), Scent (1 MP)**Rabbit****MOVEMENT:** 40 feet, 50 feet (jump)**ATTRIBUTE MODIFIERS:** none**MP: 8****OPTIONS:** Double Jump Distance (1 MP), Heightened Hearing (1 MP), Scent (1 MP)**Raccoon****MOVEMENT:** 30 feet, 20 feet (swim)**ATTRIBUTE MODIFIERS:** +4 Intelligence, -2 Wisdom, -2 Charisma**ABILITY MODIFIER:** +2 climb**NATURAL AC: 1****MP: 7****OPTIONS:** Heightened Touch (1 MP), Heightened Hearing (1 MP)**Rhinoceros****MOVEMENT:** 30 feet**ATTRIBUTE MODIFIERS:** +4 Strength, -4 Dexterity**NATURAL AC: 2****MP: 11****OPTIONS:** Horn (W2)* (2 MP), Natural Armor +4/6 (2/4 MP), Heightened Hearing (1 MP), Scent (1 MP)**Rodent****MOVEMENT:** 30 feet**ATTRIBUTE MODIFIERS:** +2 Wisdom, -2 Charisma**ABILITY MODIFIER:** +2 hide, +2 listen, +2 move silent**ABILITIES:** +2 to wisdom checks involving spotting**MP: 8****OPTIONS:** Claws (W1) (1 MP), Burrow (1 MP), Heightened Hearing (1 MP)**Sheep****MOVEMENT:** 30 feet**ATTRIBUTE MODIFIERS:** -2 Intelligence, +2 Charisma**ABILITY MODIFIER:** +2 listen**ABILITIES:** +2 to wisdom checks involving spotting**NATURAL AC: 1****MP: 8****OPTIONS:** Heightened Hearing (1 MP), Scent (1 MP)**Skunk****MOVEMENT:** 30 feet**ATTRIBUTE MODIFIERS:** none**ABILITY MODIFIER:** +4 listen**ABILITIES:** +4 to wisdom checks involving spotting**MP: 8****OPTIONS:** Musk Spray (2 MP)**Squirrel****MOVEMENT:** 30 feet**ATTRIBUTE MODIFIERS:** none**ABILITY MODIFIER:** +2 climb, +2 listen**ABILITIES:** +2 to wisdom checks involving spotting**MP: 8****OPTIONS:** Glide (20 ft.)* (1 MP), Heightened Hearing (1 MP)**Turtle****MOVEMENT:** 30 feet**ATTRIBUTE MODIFIERS:** -2 Dexterity, +2 Constitution**NATURAL AC: 2****MP: 8****OPTIONS:** Natural Armor +4/6/8 (2/4/6 MP), Hold Breath (1 MP), Swim (2 MP)**Weasel****MOVEMENT:** 30 feet**ATTRIBUTE MODIFIERS:** +4 Dexterity, -4 Constitution, +2 Wisdom, -2 Charisma**ABILITY MODIFIER:** +2 hide, +2 move silent**MP: 8****OPTIONS:** Claws (W1) (1 MP), Teeth (W1) (1 MP)**Wolverine****MOVEMENT:** 30 feet**ATTRIBUTE MODIFIERS:** -2 Strength, -2 Dexterity, +4 Constitution, +2 Wisdom, -2 Charisma**ABILITY MODIFIER:** +4 listen**NATURAL AC: 1****MP: 8****OPTIONS:** Claws (W1) (1 MP), Teeth (W2)* (2 MP), Burrow (1 MP), Scent (1 MP)

* Option is unavailable with full human appearance.
Option is unavailable with partial human appearance.

SAHUAGIN

The shark-like sahuagin are the natural enemy of aquatic elves. The two cannot coexist peacefully; wars between them are prolonged, bloody affairs that sometimes interfere with shipping and maritime trade. Sahuagin have an only slightly less vehement hatred for tritons. They have a militaristic culture, with leadership determined by strength and cunning. Sahuagin are savage fighters, asking for and giving no quarter. When swimming, a sahuagin tears with its feet as it strikes with its talons or a weapon. They also make use of nets in battle.

Most sahuagin feature green coloration, darker along the back and lighter on the belly. Many have dark stripes, bands, or spots, but these tend to fade with age. An adult male sahuagin stands roughly 6 feet tall and weighs about 200 pounds.

RACIAL TRAITS AND ABILITIES

DARKVISION: Sahaugins can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. Sahaugins can function well with no light at all. Bright lights, such as from a lantern or other light sources, spoil darkvision. A sahuagin requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of darkvision.

WATER DEPENDENT: Sahuagin can breathe underwater, but they cannot breathe air. Sahuagin can hold their breath outside the water for 2 rounds per point of Constitution. After that, they suffocate.

BLOOD FRENZY: Once per day, a sahuagin that takes damage in combat can enter a frenzy the following round. A frenzied sahuagin will claw and bite madly until either it or its opponent is dead. It gains a +2 bonus on all attack rolls, +2 damage, and a +2 bonus on its saves; it suffers a -2 penalty to AC. A sahuagin cannot end its frenzy voluntarily.

FRESHWATER SENSITIVITY: A sahuagin in freshwater suffers a -2 penalty on all attacks, damage, saves, and armor class. Prolonged exposure to fresh water kills sahuagin. They cannot live more than a few days in freshwater.

LIGHT BLINDNESS: Abrupt flashes of light, as from exposure to the daylight spell, blind a sahuagin for 1 round. It then suffers a -2 on all attack rolls and armor class for 1d4 rounds afterwards.

SPEAK WITH SHARKS: Sahuagin can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as “food,” “danger,” and “enemy.” In this way, they can summon sharks to their aid.

WATER DEPENDENT: If removed from water of any type, a sahuagin will die in 1 hour.

LANGUAGE: Common, Sahuagin, Aquan
SIZE: Medium **MOVEMENT:** 30 feet, 60 feet (swim)
TYPICAL CLASSES: Barbarian, Berserker, Cleric, Fighter
ATTRIBUTE MODIFIERS: +2 strength
ABILITY MODIFIER: None
NATURAL ATTACKS: Talon (1d4), Bite (1d4)
NATURAL AC: 14

YETI

Yetis are large, hulking humanoids covered in white, shaggy fur. Their hands end in filthy and razor-sharp claws. The creature’s head is large and sports a large round mouth filled with fangs.

Yetis make their lairs in remote mountains and hills. They are fierce predators with ravenous appetites, dining on mountain goats, sheep, polar bears, and humanoids. They are particularly fond of human and elf flesh.

RACIAL TRAITS AND ABILITIES

DARKVISION: Yeti can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. Yeti can function well with no light at all. Bright lights, such as from a lantern or other light sources, spoil darkvision. A yeti requires one turn

to adjust his or her eyes when a light source is extinguished before gaining full use of darkvision.

CAMOUFLAGE: The troglodytes skin provides them with natural camouflage. This allows the troglodyte to become virtually invisible when standing still and not being observed.

COLD: A yeti’s body generates intense cold, dealing 1d6 points of damage to those that contact it for at least one round.

COLD IMMUNITY: Yeti never take any damage from cold type spells and effects.

FRIGHTFUL GAZE: Creatures within 30 ft. that meet the eyes of a yeti must succeed on a charisma saving throw (CL -3) or stand paralyzed in fear (treat as a *hold person* spell) for 3 rounds. An affected creature does not receive a saving throw each round to break the effects. This is a mind-affecting compulsion effect. A creature that successfully saves cannot be affected again by the frightful gaze of that yeti for one day.

IMPROVED GRAB: To use this ability, a yeti must with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the yeti establishes a hold and can squeeze.

SCENT: Scent allows the yeti to identify locations, items, and even people by making a successful check. They gain a +2 bonus when using any tracking ability they may possess. Scent functions to a range of 30 feet. Yeti are natural hunters, and are able to “sniff out” singular scents, even when that odor is overpowered by another. Winds, weather conditions, and other situations may render this ability useless or reduce its potency; multiple strong odors will cause confusion, for example. Other effects are at the Game Master’s discretion.

SQUEEZE: A yeti that makes a successful grapple check against a Medium or smaller opponent pulls the opponent against its body and squeezes it with both arms, dealing 2d6 points of damage and 1d6 points of cold damage each round.

VULNERABILITY TO FIRE: Yeti take one and a half times normal damage from fire type spells and effects.

LANGUAGE: Common, Elven, Goblin, Gnome, Sylvan
SIZE: Large **MOVEMENT:** 40 feet
TYPICAL CLASSES: Barbarian, Berserker, Druid, Fighter, Shaman, Wizard
ATTRIBUTE MODIFIERS: +2 Strength, -1 Intelligence, -1 Charisma
ABILITY MODIFIER: -1 climb, +10 (in snow), -1 open lock, -1 pick pocket
NATURAL AC: 16
NATURAL ATTACKS: claw (1d6)

OUTSIDER

An outsider is at least partially composed of the essence (but not necessarily the material) of some plane other than the Material Plane. Some creatures start out as some other type and become outsiders when they attain a higher (or lower) state of spiritual existence.

AASIMAR

Aasimars are usually tall, good-looking, and generally pleasant. Some have a minor physical trait suggesting their heritage, such as silver hair, golden eyes, or an unnaturally intense stare. While an onlooker might not realize why, they often find aasimars to be strangely captivating.

Most aasimars are decidedly good-aligned. They fight against evil causes and attempt to sway others to do the right thing. Occasionally they take on the vengeful, judgmental aspect of their celestial ancestor, but this is rare.

Aasimars usually like a fair, straightforward contest. Against a particularly evil foe, however, they fight with utter conviction and to the death. They dislike deception and most would rather suffer consequences than act dishonourably.

RACIAL TRAITS AND ABILITIES

ACID, COLD, AND ELECTRICITY RESISTANCE: Aasimar receive a +5 bonus to all saving throws against acid, cold, and electric spells and spell-like effects.

DAYLIGHT: An aasimar can use daylight once per day as a 1st-level caster or a caster of his class level, whichever is higher.

STURDY MIND: Aasimar are resistant to mind-affecting spells and spell-like effects. They receive a +2 to any saving throw rolled against such effects.

LANGUAGE: Common, Celestial, Draconic, Dwarf, Elf, Gnome, Halfling, Sylvan
SIZE: Medium **MOVEMENT:** 30 feet
TYPICAL CLASSES: Bard, Cleric, Druid, Fighter, Paladin, Ranger, Rogue, Wizard
ATTRIBUTE MODIFIERS: +1 Strength, -2 Constitution, +1 Wisdom
ABILITY MODIFIER: +1 decipher script, +2 find traps, +2 hide, +1 move silent

TIEFLING

Tieflings are humans with traces of fiendish ancestry. Although a few tieflings manage to overcome their ancestry and remain good and trustworthy individuals, most follow the dark urges tugging at them, becoming selfish, cruel, and evil as they mature. Those that do not must constantly struggle against thoughts of violence and corruption, seldom knowing the peace that many other good-aligned creatures take for granted.

Tieflings are stealthy, deceptive, and often selfish. Trusted by few, they in turn trust no one, knowing that, no matter their behaviour, they'll likely be suspected of wrongdoing as soon as any problem arises in the community. Because of such hard lessons in dealing with other races, tieflings are suspicious of kindness and almost never trust that a member of another race will remain loyal or friendly once the tiefling's ancestry is known.

Many tieflings are indistinguishable from humans. Others have small horns, pointed teeth, red eyes, a whiff of brimstone about them, or even cloven feet. No two tieflings are the same. Tieflings are sneaky, subtle, and generally conniving. They prefer to strike from ambush and usually avoid a fair fight if they can.

RACIAL TRAITS AND ABILITIES

DARKVISION: Tieflings can see in complete darkness for up to 60 feet. Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. Tieflings can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil darkvision. A tiefling requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of darkvision.

RANDOM STARTING ABILITY: As each tiefling is unique, at character creation an ability is randomly chosen from the table below.

d%	Ability
01-03	<i>blur</i> once per day
04-06	<i>burning hands</i> once per day
07-09	<i>charm person</i> once per day
10-12	<i>comprehend languages</i> once per day
13-15	<i>darkness</i> once per day
16-18	<i>detect evil/chaos/good</i> twice per day
19-21	<i>detect magic</i> thrice per day
22-24	<i>detect thoughts</i> one per day
25-27	<i>invisibility</i> twice per week
28-30	<i>know alignment</i> once per day
31-33	<i>mirror image</i> once per day
34-36	<i>misdirection</i> once per day
37-39	<i>pyrotechnics</i> three times per week
40-42	<i>shocking grasp</i> once per day
43-45	<i>suggestion</i> once per week
46-48	<i>summon swarm</i> once per week
49-51	resistance to fire
52-55	resistance to cold
56-59	resistance to electricity
60-63	resistance to acid
64-67	+2 to strength saves
68-75	+2 to dexterity saves
76-79	+2 to constitution saves
80-83	+2 to intelligence saves
84-87	+2 to wisdom saves
88-91	+2 to charisma saves
92-95	immunity to fire
96	immunity to cold
97	immunity to electricity
98	immunity to acid
99	Roll twice, reroll results of above 95
00	Roll thrice, reroll results of above 95

LANGUAGE: Common, Infernal. Bonus Languages: Draconic, Dwarf, Elf, Gnome, Goblin, Halfling
SIZE: Medium **MOVEMENT:** 30 feet
TYPICAL CLASSES: Cleric, Fighter, Rogue, Wizard
ATTRIBUTE MODIFIERS: -1 Strength, +1 Intelligence, -1 Wisdom, +1 Charisma
ABILITY MODIFIER: +1 decipher script, +1 find traps, +2 hide, +2 move silent

SKULK

Skulks are approximately human-sized, but are very lightly built. They have child-like facial features and slender, graceful arms and legs. Skulks have no hair, and their eyes are usually pale blue or pink. The grayish skin of a skulk is leathery to the touch, but the skulk has the natural ability to vary its skin tone to match nearly any environment.

Skulks dwell on the fringe of other societies. They are a parasitic race—the humanoid equivalent of rats that survive by theft, subterfuge, and at times outright murder. Skulks are consummate cowards, sneaking into humanoid communities under cover of darkness and taking what they desire. They freeze to immobility and blend in with the background if they are detected and flee at the first opportunity.

RACIAL TRAITS AND ABILITIES

SNEAK ATTACK: Any time an opponent would be denied his Dexterity bonus to AC or when the skulk flanks its victim, the skulk deals an extra +1d6 points of damage per attack. This is a racial ability that does not increase with class level but does stack with the sneak attack ability of the rogue class.

UNTRACKABLE: Skulks can pass through forest and subterranean settings almost without a trace (double the CL for any tracking attempt).

LANGUAGE: Common, Goblin, Sylvan
SIZE: Medium **MOVEMENT:** 30 feet
TYPICAL CLASSES: Cleric, Fighter, Illusionist, Rogue, Wizard
ATTRIBUTE MODIFIERS: -1 Strength, +2 Dexterity, -1 Wisdom, -4 Charisma
ABILITY MODIFIER: +1 find traps, +17 hide, +6 move silent, -4 pick pocket

TROGLODYTE

Troglodytes are reptilian humanoids who seldom associate with other races. The stench a troglodyte regularly exudes repels all other creatures with a sense of smell. Very warlike, troglodytes normally conceal themselves, launch a volley of javelins, then close to attack. If the battle goes against them, they retreat and attempt to hide. They are not great strategists, but with their natural abilities and superior numbers, they can make dangerous opponents.

RACIAL TRAITS AND ABILITIES

DARKVISION: Troglodytes can see in complete darkness for up to 90 feet. Darkvision produces images that are in shades of gray, but it is otherwise like normal sight. Troglodytes can function well with no light at all. Bright lights, such as from a lantern or other light sources, spoil darkvision. A troglodyte requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of darkvision.

STENCH: When a troglodyte is angry, hurt, frightened, or otherwise strongly emotional, it secretes foul-smelling oil that coats the creature's body. Any non-troglodyte within 30 feet must make a successful constitution save, penalized by -1 for each troglodyte in the area. If this save fails, the victim suffers a -1 penalty on attack and damage rolls due to repulsion and nausea.

LANGUAGE: Common, Draconic, Giant, Goblin

SIZE: Medium **MOVEMENT:** 30 feet

TYPICAL CLASSES: Fighter, Rogue

ATTRIBUTE MODIFIERS: -1 Intelligence

ABILITY MODIFIER: +2 hide, +1 find traps, -1 move silent, +1 open lock

NATURAL AC: 15

NATURAL ATTACKS: claw (1d4) or bite (1d4)

YESHIMI

Yeshimi are small catlike humanoids with small blue wings. They live in caves and underground dwellings. Yeshimi are usually shy around other races, and tend to keep to themselves.

RACIAL TRAITS AND ABILITIES

DEEPPVISION: Ages spent beneath the earth in the dark and quiet places of the world have imbued yeshimi with the ability to see in darkness where a human would find it impenetrable. This vision extends up to 120 feet in even the darkest of nights and deepest of tunnels. Colors tend to erode with deepvision, and objects appear in many shades of gray. It is otherwise like normal sight, and yeshimi can function well with no light at all. Bright lights, such as from a lantern or other light source, spoil deepvision. A yeshimi requires one turn to adjust his or her eyes when a light source is extinguished before gaining full use of deepvision.

DETERMINE DEPTH AND DIRECTION: The world beneath mountains and in the deeps of the earth is the natural home of the yeshimi. Yeshimi can sense their approximate depth underground as naturally as a human can sense which way is up. The yeshimi can determine direction underground just as easily.

GLIDE: Although the yeshimi's wings are too small to allow flight, they can be used to glide off of high surfaces. The yeshimi glides at a rate of 30 feet per round.

LANGUAGE: Common, Elven, Goblin, Gnome, Sylvan

SIZE: Small **MOVEMENT:** 20 feet

TYPICAL CLASSES: Fighter, Shaman

ATTRIBUTE MODIFIERS: -2 Strength, +2 Dexterity, -2 Constitution, +2 Charisma

ABILITY MODIFIER: -2 climb, +4 hide, +2 find traps, +2 listen, +1 open lock

NATURAL AC: 11

CLASSES

CLASS REFERENCE TABLE 1: ARMOR, SHIELDS, HELMS

CLASS	ARMOR	SHIELDS	HELMS
Gladiator	Any	Any	Any
Acrobat	Leather, leather coat, padded (and see class)	Small, medium, pavis	Leather coif, war hat
Berserker	Chain shirt, cuir bouille, hide, laminar leather, leather, leather coat, padded, ring mail, studded leather	Any	Leather coif, norman and pot helm, war hat
Mimic	None	Any	None
Loremaster	Leather armor, leather coat, padded	None	None
Noble	Any	Any	Any
Shaman	None	None	None
Sorcerer	None	None	None
Witch	None	None	None

ACROBAT

Acrobats typically learn their skills as circus performers though some are self-taught as street sideshows. Regardless of their origins, acrobats excel in flexibility, balance, and of course tumbling. Though most acrobats are entertainers, many find that they can earn more by applying their skills to adventuring.

ABILITIES

SPECIAL: Acrobats favor light armor, as it allows them to better ply their stealth abilities. Acrobats may wear leather armor, a leather coat, or padded armor, and can employ small shields without any penalty to the use of their abilities. They may also wear leather helmets. An acrobat may wear any other type of armor, but the character may suffer a penalty when using class abilities and wearing these armors as noted in the ability description. The penalty is equal to -1 for each point above armor class 12 that the armor confers. Restricted helmets and shields cause the acrobat to suffer a -1 penalty to all abilities. All penalties are cumulative.

For example, an acrobat wearing chainmail, which confers a 15 armor class, suffers a -3 penalty to all ability checks (15-12=3). The same acrobat using a large shield suffers a -4 penalty to all ability checks. If the same acrobat used a metal great helm as well, the total penalty would be -5.

BACK ATTACK: An acrobat normally avoids face-to-face combat if possible, preferring instead to use stealth to catch an opponent unaware. An acrobat able to attack an opponent from the rear and who is unaware of the acrobat's presence, gains a bonus to hit and to damage. To catch an opponent unaware, an acrobat must make a successful move silently check to sneak up behind the foe, or make a successful hide check while behind the opponent.

An acrobat that succeeds in one or the other of these can make a back attack at a +4 bonus to hit. A successful hit inflicts double the normal damage.

When making a back attack, an acrobat must use a close-quarters melee weapon. This weapon must be shorter than the character's arm. An acrobat can only back attack living creatures that have a discernible anatomy. The acrobat must be able to see the target well enough to pick out a vital spot, and then must be able to reach it.

As the acrobat gains experience, the damage inflicted increases. At 5th level, a back attack deals triple damage, and at 9th level a back attack inflicts quadruple damage. A back attack cannot be combined with the sneak attack ability.

This ability is affected by wearing armor not on the armor list for the acrobat.

CLIMB (Dexterity): This extraordinary ability allows an acrobat to climb up, down, or across a slope, wall, steep incline (even a ceiling with handholds), or

unusually angled natural or man made slope or incline that others would find impossible to climb. When doing so, the acrobat moves at one-half the character's normal speed. A failed climb check means that the character makes no progress. A check that fails by 5 or more means that the character falls from the currently attained height, and must suffer falling damage. Acrobats can not carry anything in their hands while climbing. When climbing typical natural slopes and man made inclines, such as a cliff faces or steep steps, an acrobat does not need to make an attribute check to climb the surface.

This ability is affected by wearing armor not on the armor list for the acrobat.

DECIPHER SCRIPT (Intelligence): This ability allows an acrobat to decipher writing in an unfamiliar language, a message written in an incomplete or archaic form or a message written in code. If the check succeeds, the character understands the general content of a piece of writing. It takes 2d8 turns to decipher each page of a script. The attempt may be made only once per writing.

An acrobat may use this ability to decipher arcane script if a successful check is made at a penalty of -10. This ability may not be used to decipher divine scrolls.

HIDE (Dexterity): Acrobats use this ability to conceal themselves from others. A successful check means that the acrobat is hidden so well as to be almost invisible. The acrobat can move up to one-half normal speed and remain hidden. Hide checks suffer no penalty in this circumstance. At more than one-half and up to full speed, the character suffers a -5 penalty to the check to remain hidden. It's practically impossible (-20 penalty) to hide while running or charging.

If the character is being observed, even casually, they cannot hide. If observers are momentarily distracted, though, the character can attempt to hide. While the observer averts its attention from the character, the character can attempt to get to a hiding place. This check, however, is at a -10 penalty because the character has to move quickly to the hiding place. An acrobat cannot hide if there is nothing to hide behind or conceal oneself with.

Deep shadows can count as concealment at the Game Master's discretion.

Acrobats cannot hide and move silently at the same time until they reach 3rd level. At this level and beyond, an acrobat can attempt both but must make a successful conceal and move silent check at-5. In this case, movement is reduced to one quarter the normal movement rate.

This ability is affected by wearing armor not on the armor list for the acrobat.

HIGH JUMP (Dexterity): An acrobat can use this ability to make a vertical leap to reach a ledge high above or to grasp something overhead. The CL is equal to 4 times the distance to be cleared.

If the acrobat jumped up to grab something, a successful check indicates that they reached the desired height. If the acrobat wishes to pull themselves up, they can do so with a move action and a Dexterity check. If the acrobat fails the Dexterity check, they do not reach the height, and they land on their feet in the same spot from which they jumped. As with a long jump, the CL is doubled if they do not get a running start of at least 20 feet.

Obviously, the difficulty of reaching a given height varies according to the size of the character or creature. The maximum vertical reach (height the creature can reach without jumping) for an average creature of a given size is shown on the table below. (As a Medium creature, a typical human can reach 8 feet without jumping.)

Creature Size	Vertical Reach
Colossal	128 ft.
Gargantuan	64 ft.
Huge	32 ft.
Large	16 ft.
Medium	8 ft.
Small	4 ft.
Tiny	2 ft.
Diminutive	1 ft.
Fine	½ ft.

Quadrupedal creatures don't have the same vertical reach as a bipedal creature; treat them as being one size category smaller.

HIGH JUMP CLs

Vertical Reach*	Jump CL**
1 foot	4
2 feet	8
3 feet	12
4 feet	16
5 feet	20
6 feet	24
7 feet	28
8 feet	32

* Not including vertical reach; see below.

** Requires a 20-foot running start. Without a running start, double the CL.

This ability is affected by wearing armor not on the armor list for the acrobat.

LISTEN (Wisdom): An acrobat can use this ability to listen intently and hear noises that others might not detect, even through an obstacle such as a door. Generally, a successful check indicates that the acrobat has detected some sort of noise. Success indicates the acrobat can hear soft sounds, like a whisper or cat stalking, while outside or in the open and up to a range of 30 feet. It also indicates success if the acrobat is listening for sounds on the other side of a door, but the acrobat must be adjacent to the door. However, exactly what is heard is up to the Game Master's discretion as each case is unique. If listening through a stone wall, the acrobat suffers a -10 penalty to the check. For other materials, vary the penalty as appropriate. An acrobat can retry this ability once a round.

Only wearing a metal or large helmet affects this ability negatively.

LONG JUMP (Dexterity): An acrobat can use this ability to make a horizontal jump, made across a gap like a chasm or stream. At the midpoint of the jump, they attain a vertical height equal to one-quarter of the horizontal distance. The CL for the long jump is equal to the distance jumped (in feet).

If the acrobat's check succeeds, they land on their feet at the far end. If the acrobat fails the check by less than 5, they don't clear the distance, but they can make a Dexterity save to grab the far edge of the gap. The acrobat ends their movement grasping the far edge. If that leaves them dangling over a chasm or gap, getting up requires a move action and a Climb check.

LONG JUMP CLs

Vertical Reach	Jump CL*
5 feet	5
10 feet	10
15 feet	15
20 feet	20
25 feet	25
30 feet	30

* Requires a 20-foot running start. Without a running start, double the CL.

This ability is affected by wearing armor not on the armor list for the acrobat.

MOVE SILENTLY (Dexterity): This ability allows an acrobat to move so silently that others cannot hear the movement. The acrobat can use this ability both indoors and outdoors. An acrobat can move up to one-half the character's normal speed at no penalty. At more than one-half and up to the character's full speed, the character suffers a -5 penalty. It's practically impossible (-20 penalty) to move silently while running or charging.

To move silently and hide, see the hide ability. This ability is affected by wearing armor not on the armor list for the acrobat.

POLE VAULT (Dexterity): If the acrobat possesses a pole-like item, they can use it to jump horizontally or vertically. The distance is the same as high jump, but doubled.

This ability is affected by wearing armor not on the armor list for the acrobat.

SNEAK ATTACK: At 4th level, an acrobat has learned to adapt back attack skills to more general situations. When an opponent or victim is aware of the

acrobat, but unsuspecting of an attack, an acrobat can use the sneak attack ability. For example, an acrobat could be having a conversation with a potential victim while hiding a poisoned stiletto up his sleeve, intending to strike once a piece of vital information is learned. Or, an acrobat could be perched in the shadows of a tree, waiting for the perfect opportunity to fire a crossbow. Unlike the back attack, sneak attack situations do not necessarily require a previously successful hide or move silently check, although the Game Master could require success in one or both, depending upon the circumstances if necessary. The opponent is not allowed to roll for initiative until the round following the attack.

An acrobat making a sneak attack gains a +2 bonus to hit and a +4 bonus to damage. Ranged weapons can be used for sneak attacks if the target is within 30 feet. An acrobat cannot aim with deadly accuracy from beyond that range. A sneak attack cannot be combined with back attack.

This ability is affected by wearing armor not on the armor list for the acrobat.

TIGHTROPE WALKING (Dexterity): With this ability, the acrobat can walk across a rope or a beam of about a 450 angle or descend at a slightly steep angle. Tightrope walking is accomplished while standing upright and with the acrobat's hands free. While tightrope walking, the acrobat's movement becomes half their normal rate. At every 15 feet, another dexterity check must be made.

The dexterity check for tightrope walking is adjusted by the following conditions.

Condition	Adjustment
Moderate winds	-2
Strong Winds	-4
Strong Gusty Winds	-1
No Winds	+2

A failed check causes the character fall, taking damage accordingly.

This ability is affected by wearing armor not on the armor list for the acrobat.

TUMBLE (Dexterity): With this ability, the acrobat can use maneuvers to confuse his enemies and make him harder to hit. While dodging, an acrobat gains a +8 to their AC. Obstructed or otherwise treacherous surfaces, such as natural cavern floors or undergrowth, are tough to tumble through. The CL for the dexterity check in these conditions are indicated below.

Surface	CL
Lightly obstructed (scree, light rubble, shallow bog ¹ , undergrowth)	2
Severely obstructed (natural cavern floor, dense rubble, dense undergrowth)	5
Lightly slippery (wet floor)	2
Severely slippery (ice sheet)	5
Sloped or angled	2

1. Tumbling is impossible in a deep bog.

Furthermore, the acrobat can use this ability to reduce the damage from falls. By making a Dexterity, the fall is treated as if it were 10 feet shorter than it really is when determining damage.

This ability is affected by wearing armor not on the armor list for the acrobat.

PRIME ATTRIBUTE: Dexterity

HIT DIE: d6

ALIGNMENT: Any

WEAPONS: Blowpipe, broadsword, cat-o-nine-tails, cestus, club, dagger, dart, light hammer, hand axe, hand crossbow, javelin, knife, light crossbow, longsword, mace, main gache, quarterstaff, rapier, sap, shortbow, short sword, sickle, sleeve tangler, spiked gauntlet, sling, whip

ARMOR: Leather armor, leather coat, and padded (see special rule above)

ABILITIES: Back attack, cant, climb, decipher script, hide, listen, move silently, open lock, pick pockets, traps, sneak attack

Level	HD	BtH	EPP
1	d6	0	0
2	d6	+1	1,251
3	d6	+1	2,501
4	d6	+1	6,001
5	d6	+2	12,001
6	d6	+2	24,001
7	d6	+2	48,001
8	d6	+3	80,001
9	d6	+3	120,001
10	d6	+3	175,001
11	+2	+4	325,001
12	+2	+4	450,001
13	+2	+4	575,001
14	+2	+4	700,001
15	+2	+5	825,001
16	+2	+5	950,001
17	+2	+5	1,075,001
18	+2	+5	1,200,001
19	+2	+6	1,325,001
20	+1	+6	1,450,001
21	+1	+6	1,575,001
22	+1	+6	1,700,001
23	+1	+7	1,825,001
24	+1	+7	1,950,001
25+	125,000 per level		

BERSERKER



Often confused with the more common barbarian, the berserker is a fighter who is able to achieve a heightened state of mind in close combat. Known to be deadly warriors, berserkers wind themselves up into a lethal fury before battle commences then charge headlong into the enemy, regardless of the consequences, so great is their desire to slay. This fury allows the berserker to fight longer and hit harder than normal, all the while shrugging off the blows of his opponents as if they were inconsequential. There are few that can stand up to the sheer blood-crazed might of a berserker in full attack, and most will simply flee rather than face his terrible anger.

ABILITIES

COMBAT SENSE: A berserker has an uncanny sense for the presence of foes when in a threatening environment, which reduces the effectiveness of rear attacks against them. Attacks from the flank receive no bonus to hit against a berserker, and any bonuses for attacks against a berserker's back are halved. For example, a rogue may use the back attack ability against a berserker, but with only a +2 bonus to hit, instead of +4.

PRIMAL FORCE: A berserker's innate toughness and ability to withstand pain and punishment imparts a +1 bonus to all saving throws versus paralysis, polymorph, petrification and death attacks. The bonus increases to +2 at 3rd level, +3 at 6th level, +4 at 10th level, +5 at 15th level, +6 at 18th level, and +7 at 20th level.

PRIMAL FURY: At 3rd level, the berserker gains the ability to call upon a reserve of strength and rage. Berserkers can direct this rage and do so with devastating effect in combat. This ability manifests itself differently across berserker cultures and societies, and bears different names in each culture. It is commonly known as "the fury" or the "berserker rage." The origins of it are unclear, and the different manifestations between tribes are unexplained. Some berserker cultures believe there is a mystical or divine connection at the root of the primal fury ability, and in certain tribes, berserkers assume near-animalistic shapes when the fury erupts. Other berserker tribes train their warriors from birth to call upon and control the fury. The Game Master's campaign setting may specify how a berserker's fury manifests, or the player and Game Master might work together on how this ability will manifest when used. In all cases, a berserker undergoes a frightening physical transformation while under its effects.

When using this ability, the berserker enters a state of fury and rage directed at their enemies. The uncontrollable nature of the fury has even led berserkers to attack their own allies before it subsides. It takes 1 round for the berserker to manifest the primal fury, and it can only be done once per day. The character temporarily gains a +2 bonus to damage die rolls, and a +2 bonus to wisdom saving throws. While in the rage, berserkers suffer a -2 penalty to armor class and a -2 penalty on all intelligence checks. All of these effects cease at the end of the fury.

Primal fury lasts for a number of rounds equal to 1 plus the character's level. When in a fury, berserkers are berserk and have little control of their faculties. They focus first on their foes, but can mistake friends for enemies when no opponents remain alive. If the berserker is in a fury and no enemies remain to fight the berserker turns to the nearest individual to attack. The berserker must make a successful wisdom saving throw to avoid attacking that individual. This check does receive the +2 bonus mentioned previously.

A berserker may not prematurely end a fury. While raging, a berserker cannot use abilities that require patience or concentration, such as determining direction.

They cannot, or will not, engage in conversation, limiting their communication to battle cries. Combat sense is unaffected. At the end of a fury, a berserker is fatigued and suffers a -2 to strength, a -2 to dexterity, a -10 feet to movement, and can't run at full speed for four hours. At 10th level, this ability can be used twice per day and at 17th level it can be used three times per day.

PRIMAL MIGHT: At 5th level, berserker's endurance, stamina and persistence allows them to fight beyond the point that other characters would fall unconscious or die. A berserker may continue to fight until reaching -6 hit points. Upon reaching -7 hp or more, a berserker passes out and immediately suffers 1d8 hp of shock damage and an additional 1 hp per round thereafter. If the berserker's wounds are tended, the hit point loss will stop. Injured berserkers with the primal might ability do not die until they reach a negative hit point total equal to the character's constitution score, or -10, whichever is greater.

Alternatively, berserkers that have 0 to -6 hp can remain conscious and communicate and can choose to stop fighting in order to extricate themselves from battle. In this case, berserkers can drag themselves to safety or bind their own wounds, but they are unable to take any offensive, defensive or other strenuous action. Further, they heal normally while between 0 and -6 hit points and do not have to have 24 hours of bed rest. Healing spells will also bring them up to above 1 hit point. This ability supersedes any and all healing or damage effects mentioned elsewhere in the rules.

PRIMAL WILL: At 8th level, berserkers gain the ability to shrug off some amount of injury from each blow or attack. Each time a berserker is struck by a weapon or other physical blow, the damage from that attack is reduced by one hit point. At 12th level, the damage reduction rises to 2 hit points of damage per blow, at 16th level to 3 hit points and at 20th to 4 hit points. Primal will can reduce damage to 1, but never below 1. This ability does not reduce damage taken from spells, spell-like abilities, illusions, magic items, magically enhanced weapons, poisons or other non-physical attacks.

PRIME ATTRIBUTE: Constitution
HIT DIE: d12
ALIGNMENT: Any
WEAPONS: Any
ARMOR: Chain shirt, cuir bouille, hide, laminar leather, leather, leather coat, padded, ring mail, studded leather
ABILITIES: Combat sense, primal force, primal might, primal fury, primal will

Level	HD	BtH	EPP
1	d12	0	0
2	d12	+1	2,101
3	d12	+2	4,701
4	d12	+3	9,401
5	d12	+4	20,001
6	d12	+5	40,001
7	d12	+6	80,001
8	d12	+7	170,001
9	d12	+8	340,001
10	d12	+9	600,001
11	+5	+10	800,001
12	+5	+11	1,000,001
13	+5	+12	1,200,001
14	+5	+13	1,400,001
15	+5	+14	1,600,001
16	+5	+15	1,800,001
17	+5	+16	2,000,001
18	+5	+17	2,200,001
19	+5	+18	2,400,001
20	+3	+19	2,600,001
21	+3	+20	2,800,001
22	+3	+20	3,000,001
23	+3	+20	3,200,001
24	+3	+20	3,400,001
23+	200,000 per level		

LOREMASTER



The loremaster is both a seer and savant gifted with an extraordinary intuition and second sight, as well as a great memory. A loremaster seeks knowledge not only in libraries, but all across the world, exploring forgotten ruins and ancient mythical places. He is able read and perceive hidden meanings in the pattern of mundane things, and has a knack for gathering information from outside conventional means.

ABILITIES

DECIPHER SCRIPT (Intelligence): This is as per the rogue ability. Loremasters can decipher writings in an unfamiliar language or a message written in an incomplete or archaic form. Simple messages require an Intelligence check (plus loremaster level), but more complicated, exotic, or very old texts are at a –5 or –10 penalty, and deciphering arcane writings (to use wizard scrolls for instance) is at a –10 penalty. (Note by the way that divine scrolls may be easily understood, but using its magic requires to be a priest, not understanding it.)

If the check succeeds, the loremaster understands the general content of a text about one page long. If the check fails, the loremaster must make a Wisdom check to see if he avoids drawing a false conclusion about the text. (Success means that you do not draw a false conclusion; failure means that you do.) Checks are made secretly, so that the player can't tell whether the conclusion he draws is true or false. Deciphering the equivalent of a single page of script takes 2d4 turns (2d4 minutes).

SAGE KNOWLEDGE (Intelligence): Loremasters can make an Intelligence check (+ level and Intelligence modifier) to see whether they know some relevant information about notable people, legendary items, noteworthy places, or any field of academic knowledge They are expert in (see below). This check will not reveal the powers of a magic item but may give a hint as to its general function. The GM may use the table below to determine the challenge of the check:

Mod.	Type of Knowledge
+5	Common, known by at least a substantial minority of the local population.
–5	Uncommon but available, known by only a few people in the area
–10	Obscure, known by few, hard to come by.
–15	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

Loremasters get one field of academic knowledge per level. These are:
Arcana (ancient mysteries, magic traditions, arcane symbols, cryptic phrases, constructs, dragons, magical beasts)
Architecture and engineering (buildings, aqueducts, bridges, fortifications)
Dungeoneering (aberrations, caverns, oozes, spelunking)
Geography (lands, terrain, climate, people)
History (royalty, wars, colonies, migrations, founding of cities)
Local (legends, personalities, inhabitants, laws, customs, traditions, humanoids)
Nature (animals, fey, giants, monstrous humanoids, plants, seasons and cycles, weather, vermin)
Nobility and royalty (lineages, heraldry, family trees, mottoes, personalities)
Religion (gods and goddesses, mythic history, ecclesiastic tradition, holy symbols, undead)
The planes (the Inner Planes, the Outer Planes, the Astral Plane, the Ethereal Plane, outsiders, elementals, magic related to the planes)

LORESIGHT: At 2nd level, loremasters gain the ability to learn something significant about a creature (living or dead) or object that he touches, or an area (30 foot radius) in which he stands. Go through the relevant list, in order; the first bit of lore the character doesn't know, he learns through this ability. Multiple uses allow the loremaster to gain multiple bits of information. If the loremaster knows them all, this ability teaches him nothing. The loremaster can use this ability once per day. At 5th, 8th, and 11th levels, the loremaster gain one additional use per day.

Use the relevant following list for the info learned:

Creature Loresight	
1	Creature's race or type
2	Creature's name (if none, then skip)
3	Creature's class (if none, then skip)
4	How the creature died (skip if not applicable)
5	Creature's most recent basic goal (food, sleep...)
6	Creature's attitude towards you
7	Creature that this creature interacted with most recently (other than yourself)
8	Creature's most valuable possession (if any)
9	Location of the creature's home / lair (if any)
10	Creature's current thoughts

Object Loresight	
1	Age of object
2	Name (if any) of last creature (but you) to touch it.
3	Race of last creature (but you) to touch it.
4	Name of the object's creator (if natural object: nature)
5	Race of the object's creator
6	Object's purpose
7	Material(s) that make up the object
8	Location of the object's creation
9	Name (if any) of the most recent owner of the object
10	Magical ability (if any) of the object

Location Loresight	
1	When the location was created (if man made, or skip)
2	Name (if any) of the last creature (but you) to pass through location
3	Race of the last creature (but you) to pass through
4	Name of the location's creator (if natural: nature)
5	Race of the location's creator
6	Name (if any) of the location's longest occupant
7	Race of the location's longest occupant
8	Name and race of current location's owner (if any)
9	Brief description of the most significant event to have happened in the location
10	Magical ability (if any) of the location

LESSER PERSONAL PRESCIENCE: At 3rd level, the loremaster can once per day accurately predict the beliefs and knowledge of one creature within 25 feet, in examining its physical expressions, reading its aura, etc. The loremaster mentally forms a question that the creature could answer with a single word. No shared language is needed, nor does it matter whether the creature is conscious or aware. The creature can make a Wisdom saving throw. If the creature fails its save, the loremaster gains the answer as if the creature answered the question as truthfully as possible. In any event, the creature doesn't know the spiritualist made the attempt.

LANGUAGE BONUS: At 4th, 7th, and 10th level, the loremaster automatically learns a new language of his choice. As he comes across many common, exotic, or ancient tongues during the course of his adventures and studies, he eventually gets to know one of them fluently at 4th, 7th, and 10th level. This is in addition to languages bonus for Intelligence modifier.

CLAIRVOYANT RECOLLECTION: At 6th level, in any kind of situation the loremaster can once per day "remember" how some important hero of the past or whoever, acted or resolved a similar problem. This is a vision during which the loremaster sees how Kalten the Thief would have climbed such a smooth wall, or how Thorald the Hunter would have hit such a foe, etc. This vision enables the loremaster to use any class ability of any class once, as if he were of the class considered at his loremaster level. For example, a 6th level loremaster could open a lock like a 6th level rogue, or a 10th level loremaster could attack foes for one round like a specialized 10th level fighter would. However, while this ability may impart the aptitude to cast a spell, it does not impart actual spell knowledge. As such the loremaster would have to use a scroll with an appropriate arcane or divine spell to cast it as if he were a wizard / illusionist or cleric / druid.

GREATER PERSONAL PRESCIENCE: At 9th level, the loremaster can once per day accurately predict the beliefs and knowledge of one creature within 25 feet, in examining its physical expressions, reading its aura, etc. The loremaster mentally forms a question that the creature could answer with up to one word per spiritualist level in length. No shared language is needed, nor does it matter whether the creature is conscious or aware. The creature can make a Wisdom saving throw. If the creature fails its save, the loremaster gains the answer as if the creature answered the question as truthfully as possible. In any event, the creature doesn't know the spiritualist made the attempt.

TRUE LORE: At 10th level, loremasters can once per day use their knowledge to gain the effect of a *legend lore* spell or an *analyze dweomer* spell.

Analyze Dweomer

CT 1 **R 25 ft.; T One object or creature per caster level**
D 1 round/level **SV none**
SR no **Comp V, S, F**

The character can discern all spells and magical properties present in a number of creatures or objects. Each round, the character may examine a single creature or object that he can see. In the case of a magic item, he learns

its functions, how to activate its functions (if appropriate), and how many charges are left (if it uses charges). In the case of an object or creature with active spells cast upon it, he learns each spell, its effect, and its caster level. Analyze dweomer does not function when used on an artifact.

The material components are a tiny lens of ruby or sapphire set in a small golden loop. The gemstone must be worth at least 1,500 gp.

PRIME ATTRIBUTE: Intelligence

HIT DICE: d6

ALIGNMENT: Any neutral

WEAPONS: Club, dagger, dart, light hammer, hand axe, hand crossbow, javelin, knife, light crossbow, longsword, mace, main gauche, quarterstaff, rapier, sap, shortbow, short sword, sickle, sling.

ARMOR: Leather armor, leather coat, and padded.

ABILITIES: Decipher script, sage knowledge, loresight, lesser personal prescience, language bonus, clairvoyant recollection, greater personal prescience, true lore.

Level	HD	BtH	EPP
1	1d6	0	0
2	2d6	+1	1,251
3	3d6	+1	2,501
4	4d6	+1	6,001
5	5d6	+2	12,001
6	6d6	+2	24,001
7	7d6	+2	48,001
8	8d6	+3	80,001
9	9d6	+3	120,001
10	10d6	+3	175,001
11	+2 HP	+4	325,001
12	+4 HP	+4	450,001
13+	125,000 per level		

GLADIATOR



The sands of the arena or fighting pit are often stained with blood. The blood of beasts and monsters captured and forced to fight. The blood of condemned criminals killed in nearly hopeless bouts designed to amuse and mollify a populace. The blood of slaves and freemen who fight for freedom, glory, and riches. The blood of gladiators.

Gladiator are highly-trained and skilled warriors, often guided and molded by demanding, even harsh, masters, themselves often former gladiators. A hard physical and martial regimen serves to elevate a gladiator to fighting fitness, as well as bringing great facility with all manner of exotic weapons and techniques. Due to the time spent training and conditioning a true gladiator,

they are often considered valuable commodities. Only the wealthiest and most influential individuals can afford the luxury of paying for the spectacle of a fight to the death in the arena.

Despite the fact that few fights involving real gladiators are mortal combats, injury is commonplace, and accidents do occur. Rare is the gladiator or gladiatrix who survives many years in their profession. Even if unwillingly thrust into the role of gladiator by fate, many find themselves growing accustomed to fame and the adulation of the bloodthirsty crowds. Many come to relish the visceral thrill of man-toman or man-to-beast combat, and even find it quite lucrative to partake of the rampant gambling surrounding their fights. Others loathe every moment, desiring only to live long enough to win their freedom.

Though remarkable combatants, gladiators lack the versatility of other fighters, accustomed as they are to strange weapons and light armors. Despite this, they are more than capable of proving their worth, and few facing peril would refuse a gladiator fighting at their side. The path of adventure is seldom trod by gladiators, though a few, unable to find peace outside the arena, escaped or freed, may find in it the old lure of excitement, glory, and wealth.

ABILITIES

ARMOR OPTIMIZATION: Gladiators learn to compensate for their lack of superior armor, dodging and moving in such a way that opponents are confounded by their armor and shield. Provided the gladiator is wearing the light armor available to his class, his AC is increased by 1. At 5th level this bonus increases to +2, and at 10th it increases to +3.

BRAWLER: Gladiators are experts in unarmed combat, striking and wrestling with a +1 bonus to hit and +2 bonus to damage when unarmed. A gladiator's unarmed strikes do normal damage rather than subdual damage. However, a gladiator can choose to deal damage as subdual damage

TWO-WEAPON FIGHTING: At 10th level, the gladiator becomes particularly adept at fighting with two weapons, one in each hand, gaining a +3 bonus to each attack (offsetting in part the two weapon fighting penalties) when using appropriate arena weapons available in Weapon Specialization. Bonuses from Weapon Specialization do apply.

WEAPON SPECIALIZATION: At 1st level the gladiator chooses to specialize in a single weapon. This must be one of the weapons common to the arenas, as decided by the GM, typically Cestus, Dagger, Net, Scimitar, Short Sword, Spear, or Trident. Specialization imparts a +1 bonus to hit and damage at 1st-5th level. At 6th level and above, the bonus increases to +2. At 7th level the gladiator chooses to specialize in a second arena weapon, gaining the usual +1 bonus to hit and damage. At 12th level this bonus becomes +2.

PRIME ATTRIBUTES: Strength

HIT DICE: d10

ALIGNMENT: Any

WEAPONS: Any melee and thrown weapons

ARMOR: Breastplate, Leather, Padded, Ringmail, Studded Leather, and Chain Shirt, any Shield.

ABILITIES: Armor Optimization, Brawler, Two-Weapon Fighting, Weapon Specialization

Level	HD	BtH	EPP
1	d10	+1	0
2	d10	+2	2,001
3	d10	+3	4,001
4	d10	+4	8,501
5	d10	+5	17,001
6	d10	+6	34,001
7	d10	+7	68,001
8	d10	+8	136,001
9	d10	+9	272,001
10	d10	+10	500,001
11	+4	+11	750,001
12	+4	+12	1,000,001
13	+4	+13	1,250,001
14	+4	+14	1,500,001
15	+4	+15	1,750,001
16	+4	+16	2,000,001
17	+4	+17	2,250,001
18	+4	+18	2,500,001
19	+4	+19	2,750,001
20	+2	+20	3,000,001
21	+2	+20	3,250,001
22	+2	+20	3,500,001
23	+2	+20	3,750,001
24	+2	+20	4,000,001
25+	250,000 per level		

MIMIC

The mimic is the master of mimicry. He has the uncanny ability to absorb (but not retain) information instantaneously. He is also adept in the use of object conjuration without the need of spell components, but only when mimicking someone. Mimics are mysterious folk, who tend to dress in large amounts of colorful clothing covering everything but their eyes. Mimics are rare, as they don't usually take an apprentice. Their main interest is in mimicking others, not others mimicking them mimicking others.

ABILITIES

All the mimic's abilities have some of the same rules and conditions. They are as follows.

- The mimic must be able to see the target and any components and/or objects being used.
- The mimic mimics the target in conjunction with the target. If an object is being conjured, it happens right before the conjured object is used by the mimic. If mimicry is used during combat or any other situation for initiative is rolled, the mimicry can only be used to mimic anyone with an initiative before his. After initiative is rolled and after the mimic chooses his target, the mimic's initiative becomes the same initiative as his target.
- When mimicking a target, the mimic's target must be the same as the target's target, unless the target's target is themselves. Which in this case, the mimic's target becomes himself.

MIMIC ABILITY (Wisdom): At level 1, the mimic can mimic any non-magical ability he witnesses. To use this ability, the mimic must be equal to or higher in level than the target. If the ability being mimicked requires a check, the mimic's wisdom is used for the roll.

MIMIC SPELL-LIKE ABILITY (Wisdom): At level 4, the mimic can mimic any spell-like ability he witnesses. To use this ability, the mimic must be equal to or higher in level than the target. If the spell-like ability being mimicked requires a check, the mimic's wisdom is used for the roll.

CONJURE POTION (Wisdom): At level 7, the mimic is able to temporarily conjure a potion he witnesses being used. The conjured potion activates the same effect of the target's potion. If the potion required a roll for the target, a new roll is required for the mimic's conjured potion. After the potion is used, any remaining liquid and the container the potion was in dissipates.

MIMIC SPELL (Wisdom): At level 9, the mimic can mimic any spell he witnesses. To use this ability, the mimic must be equal to or higher in level than the target. If the spell being mimicked requires a check, the mimic's wisdom is

used for the roll. Spell components required by the spell being mimicked are automatically conjured by the mimic.

CONJURE MAGIC ITEM (Wisdom): At level 12, the mimic is able to temporarily conjure a magic item he witnesses being used. The conjured magical item activates the same effect that was activated by the target being mimicked. After the effect activates the conjured magic item dissipates.

PRIME ATTRIBUTES Wisdom

HIT DICE: d8

ALIGNMENT: Any neutral

WEAPONS: Any

ARMOR: None

ABILITIES: Mimic ability, mimic spell-like ability, conjure potion, mimic spell, conjure magic item

Level	HD	BtH	EPP
1	d4	0	0
2	d4	+1	2,601
3	d4	+1	5,201
4	d4	+1	10,401
5	d4	+1	20,801
6	d4	+2	42,501
7	d4	+2	85,001
8	d4	+2	170,001
9	d4	+2	340,001
10	d4	+3	500,001
11	+1	+3	750,001
12	+1	+3	900,001
13	+1	+3	1,050,001
14	+1	+4	1,200,001
15	+1	+4	1,350,001
16	+1	+4	1,500,001
17	+1	+4	1,650,001
18	+1	+4	1,800,001
19	+1	+4	1,950,001
20	+1	+4	2,100,001
21	+1	+4	2,250,001
22	+1	+5	2,400,001
23	+1	+5	2,550,001
24	+1	+5	2,700,001
25+	150,000	per level	

NOBLE



The noble is the king of interaction; he is the social elite, the commander of soldiers, the master of information, and the handler of political power, all rolled

into one. In many fantasy campaigns, the noble is the member of the ruling class who, by birthright, has been tasked with governing the commoners under his influence. Similarly, nobles can be classified as anyone in a position of leadership who has received special training to perform in such a capacity. More than wealthy landowners, there are many heads of organizations, military commanders, and even natural-born leaders drawn from the lower classes who may function as nobles even though they lack social class or standing.

Most true nobles are members of a noble house, an organization based on the noble family that exerts great influence over the politics and the people around them. Some nobles, such as those who serve in the military, come from some type of officer-training background that instills the knowledge they need to be an effective leader. Other nobles, such as those who lead less regal (and legal) organizations, promote themselves through their own talents and leadership ability.

The noble is an exceptional leader, blessed with natural social abilities. Whether manipulating others into doing his will or steeling the resolve of outnumbered troops, the noble is always in control of himself and his followers. A master of subtlety and social interaction, the noble reads emotions and actions like words on a page and uses that knowledge as a weapon or lure depending on the situation.

ABILITIES

MATERIAL AID: Nobles have certain expectations when it comes to dealing with their own kind and may exploit the standing obligations of hospitality maintained by local rulers and other nobles. As long as the noble travels in his homeland or a land friendly to his homeland, he need never pay for food or lodging as he gains these things from the local aristocracy. This ability may extend to a noble’s adventuring party depending on the patron, his nature, and motivations as determined by the GM.

ENCOURAGEMENT (Charisma): At 1st level, nobles can fill an ally with encouragement, allowing them to achieve more than they otherwise might. A successful check grants a single ally within 30 feet a +1 bonus on attacks and a +1 bonus on Intelligence, Wisdom, and Charisma saving throws. The benefits of this ability last for a number of rounds equal to the noble’s level. A noble may use this ability three times per day.

BOLSTER (Charisma): Beginning at 3rd level, a noble’s presence can wash away doubts and he can bolster his allies to stand in the face of greater enemies. A successful check grants all allies within 20 feet a +2 bonus on all saving throws for a number of rounds equal to the noble’s level. A noble may use this ability once per day.

INTIMIDATING PRESENCE (Charisma): A 4th-level noble cloaks himself in an aura of power and superiority. A successful check imposes a –2 penalty on a single enemy’s attack rolls against the noble. This penalty persists until the end of the combat or until the enemy hits the noble. The noble can use this ability three times per day and against any creature he can clearly see.

As the noble gains levels, the effects of his intimidating presence intensify so that it affects multiple opponents. The number of creatures is equal to three less than the noble’s level. Thus, a 5th-level noble can affect two creatures.

ENRAGE (Charisma): Starting at 6th level, a noble can provoke another creature within 30 feet to extreme violence, filling his target with fury. Unwilling targets may negate this ability with a successful Wisdom save. An affected creature gains a +1 bonus on attack and damage rolls, but takes a –2 penalty on armor class and all Intelligence-related checks. The target remains enraged for a number of rounds equal to the noble’s level, and at the end of this time the target becomes fatigued for 4 hours. While fatigued, the target takes a –2 penalty to Strength and Dexterity, –10 feet to movement, and the target cannot run. A noble may use this ability once per day, and a second time per day at 10th level.

AWE (Charisma): A 7th-level noble can fill his enemies with awe. To use this ability, the noble must make a Charisma check. All enemies within 30 feet must make a Wisdom check against the result of the noble’s Charisma check to overcome the feelings of awe. Those who fail take a –10-foot penalty to their movement and take a –4 penalty on attack rolls if they moved toward the noble on their turn. These penalties last until the end of the combat or until an affected enemy deals damage to the noble.

HEROISM (Charisma): When the noble reaches 9th level, he can inspire heroics in his allies. A successful Charisma check grants all allies within 30 feet a +2 bonus on attack rolls and saving throws, and a +10-foot bonus to movement. These benefits remain for a number of rounds equal to the noble's level. A noble can use this ability once per day.

RETAINERS: By 10th level, the noble has attained great power and influence, and a mighty reputation as well, which ultimately allows him to attract loyal servants. A noble that builds a stronghold gains 2d10 0-level followers every month. For every 40 followers, the noble gains a 1st-level knight. When the noble attracts 80 followers, a 5th-level knight appears. This continues until the noble can no longer pay for the upkeep of his retainers.

Retainers must be supported or they leave. It costs 2 gp per month per 0-level follower, 100 gp per month per 1st-level knight, and 100 gp per level for every attracted knight above 1st level.

PRIME ATTRIBUTE: Charisma

HIT DICE: d8

ALIGNMENT: Any

WEAPONS: Any

ARMOR: Any

Starting Gold: 80–320 gp (8d4 × 10)

ABILITIES: Material Aid, Encouragement, Bolster, Intimidating Presence, Enrage, Awe, Heroism, Retainers

Level	HD	BtH	EPP
1	d8	0	0
2	d8	+1	1,751
3	d8	+1	3,501
4	d8	+1	7,001
5	d8	+2	14,001
6	d8	+2	25,001
7	d8	+2	50,001
8	d8	+3	90,001
9	d8	+3	150,001
10	d8	+3	200,001
11	d8	+4	350,001
12	d8	+4	500,001
13	d8	+4	650,001
14	d8	+4	800,001
15	d8	+4	950,001
16	d8	+5	1,100,001
17	d8	+5	1,250,001
18	d8	+5	1,140,001
19	d8	+5	1,550,001
20	d8	+6	1,700,001
21	+3	+6	1,850,001
22	+3	+6	2,000,001
23	+3	+6	2,150,001
24	+3	+7	2,300,001
25+	150,000 per level		

SHAMAN



The Shaman is a mixture of holistic priest, druid, and medium found in most remote regions. They cherish the solitude of these areas in which they can commune with the spirits of the world. It is through this communion and the spirits that the Shaman gains the power to guide and change the world around them. When the shaman is part of a community, they provide guidance to the people of their village to avoid angering the spirits and ensure peace and prosperity. The spirits do not provide their boons freely however. It is the shaman's responsibility to sometimes perform tasks to appease the spirits, administer the spirits justice, and to protect the world and spirits themselves. Shamans found as part of adventuring groups are most often there because they have been tasked by the spirits to destroy or prevent great evils.

How clearly the shaman can communicate with the spirits and how much of their power the shaman may channel is directly related to the Shaman's strength of will and body (Charisma). The Shaman spends time purifying and strengthening their body and mind for this reason. Shaman shun armor since it muffles the voice of the spirits. Instead they place their trust in the spirits to protect them. Shaman are skilled in few weapons. Those they are skilled in are typical of barbaric hunters. At an early point of their journey, the Shaman undertakes a spirit quest to discover their totem. The Shaman begins to take on aspects of their totem in both form, dress, and ability. When the spirits wish to speak to the Shaman, the totem animal is the most likely form to be chosen. The killing of a totem animal is a thing not taken lightly by the Shaman, even when in self defense. Unlike other classes, the shaman may not dual or multi-class without losing the greater of their abilities.

ABILITIES

VITALITY: The Shaman's practice of strengthening and purifying their body and mind has given them a strong connection to the world and its spirits granting them a greater than normal vitality (d10 HD).

LESSER BOON: The Shaman starts their journey by listening to the spirits of the world and learning to listen and trust in them. Much time is spent communing with the spirits to better understand their ways and desires. A Shaman that is successful in this may seek the aid of the appropriate spirits for what is desired though care must be made not to ask for so much assistance that the spirits are angered.

The shaman may seek the aid of the spirits a number of times equal to one plus their charisma modifier (1+ Charisma)+1 every other level per day. (ie. A 1st level shaman with a Charisma of 16 may use Lesser Boon 4 times per day. A 8th level shaman with a Charisma of 16 may use Lesser Boon 7 times per day).

Lesser boon may affect either the shaman or a single target. For boons affecting target creatures, they may make saving throws as might normally apply. The range of the boon is 10-feet + 10-feet per Charisma bonus of the shaman. The duration of any aid is a number of rounds equal to (1+ Charisma). Should the shaman not give the answering spirits proper appreciation, the spirits may become angered and their boon become a curse (reversed effect).

Spirit Type	Granted Boon (affects self)	Granted Boon (affects single target creature)
Earth	Skin of the Earth (+2 AC)	Weight of Stone (slow, speed reduced 1/2)
Sky	Whispered Secrets (+1 INT)	Slashing Gust (temporarily blinded)
Fire	Dancing Flame (+1 DEX)	Purity of Fire (heals 1 hit point each round)
Water	Still Reflection (+1 WIS)	Frozen Pond (paralysis, max HD equal to CHA mod +1)
Plant	Bending Reed (+1 CON)	Nature's Hunger (acid spit, 2 damage each round)
Animal	Heart of the Beast (+1 STR)	Heart of Prey (flees away in terror)

TOTEM ANIMAL: At 3rd level, the connection to the spirit realm has become strong enough that the greater spirits have noticed the Shaman. The Shaman must go alone into the wilds upon a ritual journey. This journey usually lasts for up to a month. At some point during the journey, the greater spirits seek out the shaman and inspect his/her soul. Whichever of the greater spirits that finds the shaman worthy will appear in animal form either physically or as a dream vision. This animal form becomes the Totem Animal of the shaman. The Shaman begins to emulate the qualities and aspects of their totem animal. As long as the Shaman continues along the path of their totem animal and honors its spirit, the shaman will be granted the use of greater powers by the spirits. Should the shaman stray from the path or dishonor its spirit, then all of the benefits and gifts of the totem animal are lost along with all other shaman abilities gained after third level until the shaman either atones or is killed. A list of typical totem animals and granted abilities is provided below;

Totem Animal	Granted Abilities	Totem Path
Ant	+1 to CON and CHA attribute check rolls	Honor, sacrifice, perseverance, patience, teamwork, loyalty
Bear	+1 to STR and WIS attribute check rolls	Strength, Wisdom, remaining balanced amid challenge, and introspection
Buffalo	+1 to all saving throw rolls	Sacrifice, community, strength in adversity, gratitude, and treating all life as sacred
Coyote	+2 to search and spot checks	Loyalty in relationships, cunning, caution, patience, protection of family
Dragonfly	+2 to all saves vs illusion, confusion, fear, and emotionally based attacks	Compassion, seeing past appearances, able to change as life transforms around
Eagle	+1 to save vs Fear effects; to INT attribute check rolls; and listen check rolls	Courage, understanding, strength, and endurance
Fox	+1 to DEX attribute check rolls; surprise check rolls; and listen check rolls	Harmony with surroundings, alertness, nimble in mind and body, listening, keen sight
Horse	+1 to saves vs movement restricting effects and +2 to EV base	Independence, well grounded, power of freedom and movement, dignity, gentleness
Otter	+2 to search and identify checks	Self reliant, playful, curious, relaxed, nurturing, gregarious
Owl	+1 to INT and WIS attribute checks	Enigmatic, stealth, poise, guiding, seeker of meanings
Puma (Lynx)	+2 to Hide and Move Silently checks	Stealth, cunning, observation, decisive action, grace, serenity
Raven (Crow)	+1 bonus lesser boon use per day	Integrity, transformation, guardian of secrets and magic, healing, and teaching
Snake	+1 to all heal checks; +1 hp bonus to healing power effects	Balanced in nature, continuous growth of self, listen to the heart of all, guidance
Turtle	+2 to bonus to hit point total (one time only)	Wisdom, perception the relationships of time, survival, steadiness, adaptable to the world around
Weasel	+2 to DEX attribute check rolls	Intuitive, relentless, stealthy, reckless at times, wasteful, merciful
Wolf	+1 to STR and CHA attribute check rolls	Lawful, loyal, confident, strength, violence only as necessary, ritualistic, defensively territorial, cooperative

Note: The choice of the Totem Animal should be a GM reward based on how the player has developed their character or it may be left up to the player with GM approval. This also presents an opportunity for a short solo adventure in which the shaman may be tested by the spirits to discover the shaman's true heart.

TURN OR REBUKE UNDEAD: At 4th level, the Shaman's connection to the spirits of nature and life are so strong that they gain some power over the twisted spirits of the undead. The Shaman is able to turn or rebuke undead creatures in the same manner as a cleric of three levels lower than the shaman. (ie. A 4th level shaman turns as a 1st level cleric. An 8th level shaman would turn as a 5th level cleric. And so forth.) This ability is lost should the shaman break with their totem animal.

VESSEL OF THE SPIRITS: At 5th level the shaman has gained sufficient insight and knowledge of the spirits that they have learned to channel the power of the spirits directly. This is very taxing to the shaman's mind and body however preventing the shaman from maintaining such a connection for very long or often without adequate rest. The shaman may endure such close contact with the spirits for a number of rounds equal to two times their Charisma bonus (2x Charisma mod. +1).

The amount of the spirits power a shaman may channel is related to their vitality and willpower (benefit bonus of 1+ Charisma mod.). A shaman may act as a vessel for the spirits a number of times per day equal to their level plus one plus their charisma modifier (Level +1 +Charisma mod). Only one manifestation may be in effect at a time. This ability is lost should the shaman break with their totem animal.

The time the shaman must wait between uses is equal to four minus their Charisma modifier (4 -Charisma mod.) in rounds. Such power manifests in different ways depending upon which type of spirit the shaman is channeling.

Spirit Type	Manifestation
Earth	Strength of Stone ('bonus' to hit and damage)
Sky	Wings of the Wind (may fly at speed equal to 10 feet per 'bonus' point)
Fire	Flame of Rage (shaman's attackers suffer d4 fire damage per 'bonus' point)
Water	Unstoppable Current (shaman gains SR equal to 1+ 'bonus')
Plant	Spring Growth (shaman may regenerate 'bonus' of hit points in target touched each round)
Animal	Stalking Beast (shaman may track by scent and sight, 'bonus' to check rolls)
Great Spirit	Kindle the Soul (shaman may restore up to 'bonus' worth of level drain effects)

SUMMON ELEMENTAL SPIRIT: At 8th level, the Shaman may command a minor elemental spirit of earth, fire, water, or air to appear and aid the shaman in whatever task or tasks are asked of them if within their power. The element from which the spirit is to be summoned must be present in order for the shaman to make the summons. The shaman may only attempt to summon an elemental spirit a number of times per day equal to their Charisma modifier (ie. A Shaman with a Charisma of 14 would have a +1 modifier, thus being able to make a single summons per day, while a shaman with a Charisma of 18 and a modifier of +3 would be able to make three such summons per day). Summoned elemental spirits are able to be turned or rebuked by clerics and shaman the same as if they were undead.

After the task set by the shaman is completed or a number of rounds equal to the shaman's level pass, whichever comes first, the elemental spirit will return from whence it was summoned. Summoned elemental spirits have the same appearance, abilities, and stats as an elemental of their type, though their hit dice are equal to half of the summoning shaman's level. (ie. An 8th level shaman summoning an elemental spirit of earth would get a 4HD earth elemental for 8 rounds duration.) This ability is lost should the shaman break with their totem animal.

TOTEMIC FORM: At 10th level, the Shaman is able to assume the shape of their totem animal once per day. Changing shape takes a single round and magically heals the shaman of 10% of any physical damage suffered while in human form but does not heal any disease, energy drain, or such effects. While in animal form the shaman has all of the natural abilities of an animal of that type plus the use of their shamanic abilities, speech, and hit points. When the shaman changes back to human form from animal, they only magically heal 10% of damage suffered while as an animal. The shaman in animal form should be considered a magical beast for purposes of type. This ability is lost should the shaman break with their totem spirit.

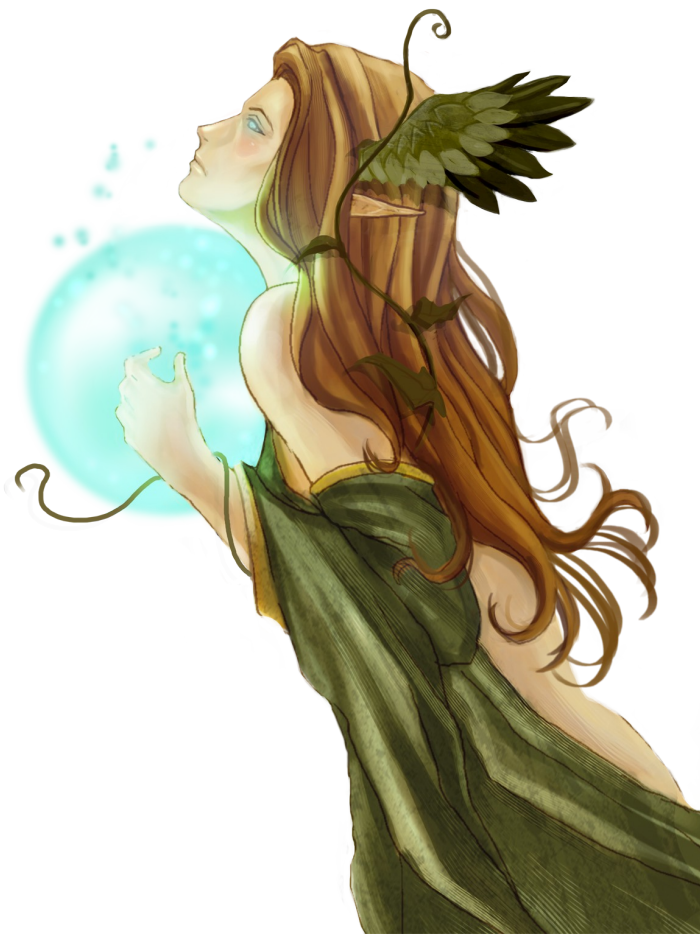
There is no duration to how long a shaman may remain an animal, though at the end of each week the shaman remains in animal form, the shaman needs to make a Wisdom check to avoid losing a point of intelligence. Should the shaman's Intelligence score drop to 2, then they are considered to have forgotten their life as human and all of their stats immediately revert to those of a normal animal of their totem type. Should the shaman change back to human form at any time before their Intelligence score reaches 2, then they will gain back the lost attribute points at a rate of 1 per every two days they remain as human. This recovery stops immediately should the shaman revert to animal form and a

Intelligence check rolled to see if the points left to be recovered are lost permanently. Points permanently lost in this fashion may be recovered by magical means such as restoration, or wish.

PRIME ATTRIBUTE: Charisma
HIT DICE: d10
ALIGNMENT: Any
WEAPONS: Staff, sling, spear, dagger, club, hand axe, cestus, knife, dart, blow pipe, bolas
ARMOR: None
ABILITIES: Vitality, Lesser Boon, Totem Animal, Turn or Rebuke Undead, Vessel of the Spirits, Summon Elemental Spirit, Totemic Form

Level	HD	BtH	EPP
1	d10	+0	0
2	d10	+0	2,401
3	d10	+1	4,801
4	d10	+1	9,601
5	d10	+1	19,201
6	d10	+2	38,401
7	d10	+2	76,801
8	d10	+2	153,601
9	d10	+3	307,201
10	d10	+3	500,501
11	+3	+3	700,501
12	+3	+4	900,501
13	+3	+4	1,100,501
14	+3	+4	1,300,501
15	+3	+5	1,500,501
16	+3	+5	1,700,501
17	+3	+5	1,900,501
18	+3	+6	2,100,501
19	+3	+6	2,300,501
20	+1	+6	2,500,501
21	+1	+7	2,700,501
22	+1	+7	2,900,501
23	+1	+7	3,100,501
24	+1	+8	3,300,501
25+	+200,000 per level		

SORCERER (Version 1)



Magic is a powerful force, an essence permeating all forms of existence, infinitely varied, evidenced in myriad ways, from the subtlest of divine orisons to the most earth-shattering of arcane spells, from the energies of supernatural creatures to the runes carved in magical blades. Small wonder then that there are those who devote their lives to it. Such individuals pour much time, energy, and intellect into the study of magic in an attempt to harness this potent tool, great efforts expended to learn of magic and bring it to bear with magecraft. To the sorcerer, such efforts are pointless, for sorcerers are those rare individuals born to magic. Magic is, quite literally, a part of them.

Due to peculiar birthright, sorcerers have magical essence running within them, essence that can be summoned, channeled, and controlled through sheer force of personality. This birthright can be varied indeed, from those sorcerers long descended from dragons or other-planar entities fair or foul, to those with traces of fae blood. Even more rarely, sorcery is born of unexpected conjunctions, inexplicable occurrences, or magical mishap.

A sorcerer's magic reflects its source. One of draconic heritage may manifest spells indicating the power of dragons, spells providing the power of flight, strong armor, majesty, and natural weapons, for example. A fae-blooded sorcerer's spells could reflect light, illusion, and charm. In any case, the sorcerer has little true control over which powers grow from within.

The life of a sorcerer is seldom an easy one, for being born with inherent magic can cause many problems. Sorcerers are often physically marked with small, or not so small, traces of their magical heritage. One of demonic heritage may possess small horns, while one born of fae blood may possess eyes of an unnatural hue. One accidentally infused with forces of elemental air may have hair that waves forever in a non-existent wind, while one involved in an alchemical accident involving green flame may have one eye a glowing green orb.

The sorcerer's magical blood also has a minor impact on their psychology. Those whose powers may be infernal in origin may occasionally suffer from unnatural urges, for example, while those with faerie blood may experience capricious mood swings. Although these urges and personality changes are

typically easy to resist, they sometimes become more difficult to resist as the sorcerer gains in magical power.

Beyond the physical and mental traces of magic, strange happenstance often surrounds the growing sorcerer. The magic coursing through them can erupt uncontrollably, manifesting itself in their surrounding environment, especially in times of great physical or emotional stress. Depending on their heritage, such things as small fires may start, glowing lights may appear, and in severe cases, even more dangerous events may occur. Until the sorcerer has experimented enough to effectively control these surges, this can make their lives, and the lives of those around them, potentially dangerous. No few young sorcerers have been banished or slain by their own fearful or superstitious communities, or worse, by their own uncontrolled magics. Even more tragically, some sorcerers take their own lives, unable to live with their magic, or the harm they might have caused. Some sorcerers never learn to control the magic within them, assuming they even know its source.

Given these common factors, it is unsurprising that few sorcerers have a normal upbringing, and this also colors their outlook as much as their magic. Some seek seclusion, living like hermits, distrustful of others. Others seek revenge or power, using their powers to hurt those who persecuted them when they were vulnerable and in need, or to gain control in adult life they never had when younger. A few seek to use their powers to aid others, to desperately prove their worth to themselves if not others.

ABILITIES

SPELLS: The Player must select the single spell list (Illusionist or Wizard) that best fits their character's magical concept, and thereafter their character may only manifest spells from that list.

Sorcerers do not learn spells as such; they manifest spell-like powers through practice and experimentation (see the Spells Known table). Because the spells known must reflect their heritage, and because they have no ability to select the powers they are born to, the GM should select all or some of the spells a sorcerer's manifests as their innate powers reveal themselves.

Sorcerers are limited to a certain number of spells of each spell level per day. A table shows the number of spells per day the sorcerer may cast. A sorcerer need not prepare spells ahead of time, unlike a wizard. Instead, the sorcerer simply selects a spell of the appropriate, or lower, level from the spells they know, and casts it. Sorcerers do not gain Bonus Spells like the Wizard, nor do they require Spellbooks. They usually cast their spells by gesturing, so their spells always require a Somatic component. Many also utter phrases or curses to aid them, giving most of their spells the Verbal component as well. However, given that their magic is innate, they need never use the Material, Focus, or Divine Focus needed for a spell.

PRIME ATTRIBUTE: Charisma

HIT DICE: d4

ALIGNMENT: Any

WEAPONS: Club, dagger, heavy crossbow, heavy mace, light crossbow, light mace, morningstar, sickle, sling, spear, staff

ARMOR: None

ABILITIES: Spells

Level	HD	BtH	EPP
1	d4	0	0
2	d4	+1	2,701
3	d4	+1	5,401
4	d4	+1	10,801
5	d4	+1	21,601
6	d4	+2	43,201
7	d4	+2	86,401
8	d4	+2	172,801
9	d4	+2	345,601
10	d4	+3	600,001
11	+1	+3	800,001
12	+1	+3	1,000,001
13+	200,000 per level		

Spell per day								Spells known							
Level	0	1	2	3	4	5	6	0	1	2	3	4	5	6	
1		5	3					4	2						
2		5	4					5	2						
3		5	4					5	3						
4		5	4	1				6	3	1					
5		6	4	2				6	4	2					
6		6	5	2	1			7	4	2	1				
7		6	5	3	2			7	5	3	2				
8		6	5	3	2	1		8	5	3	2	1			
9		6	5	3	3	2		8	6	4	3	2			
10		6	5	4	3	2	1	9	6	4	3	2	1		
11		7	6	4	4	3	2	9	7	5	4	3	2		
12		7	6	4	4	3	2	10	7	5	4	3	2	1	

SORCERER (Version 2)

ABILITIES

ARCANE BLAST: Sorcerers possess the ability to unleash a blast of primal magical power at their enemies. This blast extends to a range of forty feet, is a ranged touch attack, and can be used 1 + Charisma modifier times per day. At 1st level, it inflicts 1d6+Cha mod damage, at 7th level, it inflicts 2d6+Cha mod damage, at 13th level, 3d6+Cha mod damage, and at 19th, 5d6+Cha mod damage. The attack roll for the blast uses the Sorcerer's class level, rather than their BtH.

CANTRIPS: Sorcerers have the ability to cast any of the cantrips they know at will.

ARCANE SPELLCASTING: Sorcerers are capable of casting arcane spells like Wizards, but they do not prepare daily spells like a wizard can, they rather know a fixed number of spells equal to the spell slots they can use daily. A high Charisma score allows a Sorcerer to know and cast more spells per day. Sorcerers cannot learn new spells from scrolls as wizards can, nor are they eligible for specialization. Sorcerers are capable of altering their spells through an act of will, but they must make a successful Charisma check modified by the spell level of the spell, plus the following for specific feats of metamagic.

Metamagic Preparation	
Maximize Damage	2 Higher
Instant Casting	3 Higher
Double Spell Duration	1 Higher
Exclude Specific Targets	1 Higher
Double Area of Effect	2 Higher
Change Damage Type	Same
Double Range of Spell	1 Higher
Subduing Spell	2 Higher
Cast Spell Silently	1 Higher
Cast Spell Stilly	1 Higher

CAPSTONE POWER: At 20th level, Sorcerers gain a permanent +1 bonus to their Charisma score and the ability to cast 1st-level spells at will.

PRIME ATTRIBUTE: Charisma

HIT DICE: d6

ALIGNMENT: Any

WEAPONS: Any one-handed melee weapon, sling, dart

ARMOR: None

ABILITIES: Arcane Blast, Arcane Spellcasting, Ascension Power

Level	HD	BtH	EPP
1	d4	0	0
2	d4	+1	2,601
3	d4	+1	5,201
4	d4	+1	10,401
5	d4	+1	20,801
6	d4	+2	42,501
7	d4	+2	85,001
8	d4	+2	170,001
9	d4	+2	340,001
10	d4	+3	500,001
11	+1	+3	750,001
12	+1	+3	1,000,001
13	+1	+3	1,250,001
14	+1	+4	1,500,001
15	+1	+4	1,750,001
16	+1	+4	2,000,001
17	+1	+4	2,250,001
18	+1	+4	2,500,001
19	+1	+4	2,750,001
20	+1	+4	3,000,001
21	+1	+4	3,250,001
22	+1	+5	3,500,001
23	+1	+5	3,750,001
24	+1	+5	4,000,001
25+	250,000 per level		

WITCH (Version 1)



Witches are the most peculiar of spellcasters, who get their spells from association with supernatural powers and the help of their familiar. Witches are renown for hexing and beguiling people, usually for foul purposes; yet not all witches are evil. They are also known to provide magical potions and services to those in need (and could afford them).

ABILITIES

A THOUSAND FACES: At 11th level, the witch gains the supernatural ability to change her appearance at will, as if using the spell *Alter Self*.

BEGUILE: At 7th level, the witch gets a spell-like ability similar to *Charm person* / *Charm monster* spells that can affect a single creature of no more HD than the witch has levels. The witch adds her Charisma modifier to this spell-like ability's CL. At 7th to 11th level the witch can use this ability once per day; at 12th level and thereafter she can use this ability twice per day.

BREW POTION (Intelligence): At 3rd level, the witch gets the ability to brew one magical potion each day, with herbs and compounds found in the environment. Brewing such a potion costs almost nothing, but takes one hour and a successful Intelligence check (CL=3, increasing by one +2 for any additional potion made that same day). Such potion remains potent for 1 day per three levels of the witch (rounded down). At 3rd, 6th, 9th, 12th, 15th, and 18th level, the witch learns one potion formula from the following: Aid, Clairaudience/clairvoyance, Cure light wounds, Fly, Invisibility, Love, Neutralize poison, and Remove disease.

FAMILIAR: A witch's familiar is a magical creature in the shape of a common animal (typically a cat, raven, or big toad). It is more powerful than the familiar given to wizards by the Find Familiar spell.

A 1st level witch's familiar has 1d4 HD. For every two levels the witch gains thereafter, the familiar gains 1d4 HD. The familiar's BtH = its HD, and does 1d3 points of damage per attack; however in only fight in self defense, or to defend its mistress from a certain death. A familiar has AC=12 + HD. It has "M" saving throws.

A familiar first (and foremost) gets spells for its mistress. As such, it can enter (and exit) the ethereal plane at will. (By default, a familiar is safe when it is in the ethereal plane.) A familiar then grants special abilities to its mistress, as given on the table below. These special abilities apply only when the witch and familiar are within 1 mile of each other.

Familiar	Special
Bat	Witch gains a +3 bonus on Listen checks
Cat	Witch gains a +3 bonus on Move Silently checks
Hawk	Witch gains a +3 bonus on Spot checks in bright light
Lizard	Witch gains a +3 bonus on Climb checks
Owl	Witch gains a +3 bonus on Spot checks in shadows
Rat	Witch gains a +2 bonus on Constitution saves
Raven ¹	Witch gains a +3 bonus on Appraise checks
Snake	Witch gains a +3 bonus on Bluff checks
Toad	Witch gains +3 hit points
Weasel	Witch gains a +2 bonus on Dexterity saves

1: A raven familiar can speak one language of its mistress' choice

A familiar then gains (or imparts on the witch) additional abilities, as its mistress gains levels, as shown on the table below:

Witch Level	Special
1st–2nd	Alertness, improved evasion, share spells, empathic link
3rd–4th	Deliver touch spells
5th–6th	Speak with master
7th–8th	Speak with animals of its kind
9th–10th	—
11th–12th	Spell resistance
13th–14th	Scry on familiar
15th–16th	—
17th–18th	—
19th–20th	—

Alertness: While a familiar is within arm's reach, the witch gains a +4 bonus to detect ambushes or people trying to sneak on her.

Improved Evasion: When subjected to an attack that normally allows a Dexterity saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells: At the witch's option, she may have any spell (but not any spell-like ability) she casts on herself also affect her familiar. The familiar must be within 5 feet at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 5 feet away and will not affect the familiar again even if it returns to the witch before the duration expires. Additionally, the witch may cast a spell with a target of "You" on her familiar (as a touch range spell) instead of on herself. A witch and her familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

Empathic Link: The witch has an empathic link with her familiar out to a distance of up to 1 mile. The witch cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated. Because of this empathic

link, the witch has the same connection to an item or place that her familiar does.

Deliver Touch Spells: If the witch is 3rd level or higher, a familiar can deliver touch spells for her. If the witch and the familiar are in contact at the time the witch casts a touch spell, she can designate her familiar as the "toucher." The familiar can then deliver the touch spell just as the witch could.

Speak with Witch: If the witch is 5th level or higher, a familiar and the witch can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Speak with Animals of Its Kind: If the witch is 7th level or higher, a familiar can communicate with animals of approximately the same kind as itself (including dire varieties): bats with bats, rats with rodents, cats with felines, hawks and owls and ravens with birds, lizards and snakes with reptiles, toads with amphibians, weasels with similar creatures (weasels, minks, polecats, ermines, skunks, wolverines, and badgers). Such communication is limited by the intelligence of the conversing creatures.

Spell Resistance: If the witch is 11th level or higher, a familiar gains spell resistance equal to the witch's level + 5. To affect the familiar with a spell, another spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the familiar's spell resistance.

Scry on Familiar: If the witch is 13th level or higher, she may scry on her familiar (as if casting the *Scrying* spell) once per day.

When her familiar dies, the witch is stunned for 1d6 round and loses 1 point of Charisma. To get another familiar, she must perform a one-full day ritual costing 1d6 x 50 gp. The familiar arrives within 2d4 days, with the full capacities appropriate to the witch's level.

SPELLS: Witches can cast spells, and they have access to both arcane and divine magic. However, witches are much different from other spellcasters who can prepare several spells in advance, and then cast them when the need arises. Instead, a witch must rely on her familiar; it works as follows:

Requesting a spell: The witch asks her familiar the spell she wants. (For purposes of simplification, the player determines with the book what spell she wants; it is assumed that the witch asked for a particular magical effect, and the familiar searches for the most appropriate spell). As such, the familiar disappears into the ethereal plane, taking several rounds, or even turns, to find that spell. (It is assumed that the familiar gathers magical energies in a way similar to a wizard who prepares his spells). When the familiar comes back, the witch makes a Charisma check to determine if the familiar successfully found a spell. The CL = 2 x spell's level; or 4 x spell's level if it is a spell level a cleric or wizard of the same level as the witch would not have access to (like a 6th level witch requesting a 4th level spell). Any previous spell request during that day that failed, adds +1 to CL. The witch adds her level to the check, and a +2 bonus to the roll for a druid spell. Search time = 1d6 rounds + 1 per spell level for a divine spell; 2d4 rounds + 1 per spell level for an arcane spell. When the check is successful, the familiar returns with the spell that is immediately implanted into the witch's mind, as much as if it was a prepared spell for a regular spellcaster. The witch has up to one hour to cast the spell, which is cast at her level. A witch doesn't need material components to cast such spells, and automatically know how to cast them.

SUMMONING EXPERT: At 9th level, the witch gets double her Charisma bonus (if any) when dealing with summoned creatures and extraplanar entities. When making pacts with such creatures, she makes them at half the usual cost. Lastly, all conjuration/summoning spells that the witch casts have their duration doubled.

WITCH'S CURSE: At 5th level, the witch gets a spell-like ability similar to *Bestow Curse* spell that can affect a single creature of no more HD than the witch has levels. The witch adds her Charisma modifier to this spell-like ability's CL. At 5th to 11th level the witch can use this ability once per day; at 12th level and thereafter she can use this ability twice per day.

PRIME ATTRIBUTE: Charisma

ALIGNMENT: Any

HIT DICE: d4

WEAPONS: Club, dagger, dart, staff

ARMOR: None

ABILITIES: Familiar, spells, brew potion, witch’s curse, beguile, summoning expert, a thousands faces.

Level	HD	BtH	EPP
1	1d4	0	0
2	2d4	+1	1,501
3	3d4	+1	3,251
4	4d4	+1	7,501
5	5d4	+1	15,001
6	6d4	+2	30,001
7	7d4	+2	60,001
8	8d4	+2	120,001
9	9d4	+2	240,001
10	10d4	+3	450,001
11	+1 HP	+3	625,001
12	+2 HP	+3	800,001
13+	200,000 per level		

WITCH (Version 2)

Secretive, isolated, and often subjected to superstition and fear, witches often work alone, living hermit-like existences on the fringes of civilization. Others work in secret covens with others of like mind and spirituality, proving themselves either a bane or boon to those dwelling within reach of their influence. Although most covens and individual witches avoid forming too many associations with others, a few have some associations with local druids.

Like clerics and druids, witches draw their mystical power from otherworldly sources, be they the untamed spirits of nature, or the dark powers of demons and devils. Indeed, a sizable number of witches are wicked, willingly serving supernatural evils in exchange for power, and it is these that have led to the fear, deserved or otherwise, surrounding nearly all witches. For every witch quietly living in seclusion, or serving an isolated village as a wise woman or healer, there is a dark witch, all too willing to curse, control, and bring ruin to others.

The magics of witches are generally quite subtle, those of influence and divination, as well as powers to bless, curse, heal, harm, or control the natural world. Though these magics lack much of the raw power employed by clerics and druids, they are not to be underestimated, especially given the witch's command of sympathetic magic. With access to a victim's possessions, or even a fragment of a victim, and a little time to prepare, a witch can cast spells that are more difficult for the victim to resist, and can range far indeed.

The vast majority of witches are women, few males finding themselves drawn to witchcraft. The athame, the ritual dagger used by all witches, is the only means of mundane defense witches employ, and it also serves them as the divine focus of their magics as well. Rare is the witch that seeks adventure, though the lure of the natural world, or the machinations of a rival witch, may draw one forth upon occasion.

ABILITIES

SYMPATHETIC MAGIC: If the witch has an item belonging to an intended target (such as the victim's cherished dagger), or a part of the target (such as a lock of their hair, or an ounce of their blood), she may use sympathetic magic on the individual. If the item or substance is used as an additional Material component when casting a spell at that target, the CL of the victim's saving throw is also increased by the witch's Wisdom modifier. If the witch takes the time to add the item or substance to a small representation of the target (such as a woven corn or wax doll), the CL of the victim's saving throw against the spell is increased as before, plus the range of the spell is measured in miles rather than feet. Ritually preparing a doll for this purpose requires at least an hour, as well as the necessary materials to craft the crude effigy. To be useful for these sympathetic purposes, the item must have been in the target's possession for at least a week.

PRIME ATTRIBUTE: Wisdom

HIT DICE: d4

ALIGNMENT: Any non-lawful

WEAPONS: Dagger (athame)

ARMOR: None

ABILITIES: Poisons (as Assassin), Spells (as Cleric - including Bonus Spells; Spells per Day as Druid), Sympathetic Magic

Level	HD	BtH	EPP
1	d4	0	0
2	d4	+1	1,601
3	d4	+1	3,501
4	d4	+1	7,001
5	d4	+1	14,001
6	d4	+2	28,001
7	d4	+2	55,001
8	d4	+2	110,001
9	d4	+2	165,001
10	d4	+3	250,001
11	+1	+3	350,001
12	+1	+3	500,001
13+	150,000 per level		

NEW & ALTERNATE CLASS ABILITIES

FIGHTER



CLEAVE: At level 15, a Fighter gains the ability to cleave through his foes in combat. When fighting with a melee weapon, if the fighter deals a creature enough damage to make it drop (typically by dropping it to below 0 hit points or killing it), he gets an immediate, extra melee attack against another creature within reach. The fighter cannot move before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous creature. The fighter can use this ability once per round, but it does stack with Extra Attack (meaning the fighter can cleave, then still take a second attack using his Extra Attack ability). At level 18, the Cleave ability is usable more than once per round. Every time the fighter kills a creature, he may immediately attack another within reach.

RANGER

ANIMAL EMPATHY (Wisdom): Rangers are capable of communicating with and understanding animals on a basic level, limited by the intelligence of the animal in question and can attempt to modify an animal’s attitude towards her by using a Wisdom check in the same manner that another person would use a Charisma check to positively influence a person.

FIELD MEDICINE (Wisdom): A number of times per day equal to 1 + their Wisdom modifier, the Ranger can attempt to make a successful Wisdom check to either heal physical damage or delay/neutralize a poison. A successful Wisdom check heals 1d8+level modifier damage, or delays a poison for a

number of hours equal to level + Wis modifier. If the roll succeeds by a margin of five or greater, the poison is instead neutralized.

LISTEN (Wisdom): A ranger can use this ability to listen intently and hear noises that others might not detect, even through an obstacle such as a door. Generally, a successful check indicates that the ranger has detected some sort of noise. Success indicates the ranger can hear soft sounds, like a whisper or cat stalking, while outside or in the open and up to a range of 30 feet. It also indicates success if the ranger is listening for sounds on the other side of a door, but the ranger must be adjacent to the door. However, exactly what is heard is up to the Game Master's discretion as each case is unique. If listening through a stone wall, the ranger suffers a -10 penalty to the check. For other materials, vary the penalty as appropriate. A ranger can retry this ability once a round.

Only wearing a metal or large helmet affects this ability negatively.

WILDERNESS STRIDE: At 3rd level, the Ranger is not impeded by natural terrain such as briars or hilly ground, moving at normal speed. They can also move without leaving any physical trace of their presence.

COMBAT MARAUDER (Strength): At 6th level, the Ranger gains the ability to designate a target against which their full power is unleashed. The target must be on their favored enemies list. The Ranger adds an additional attack bonus to all attacks made against that enemy equal to their Strength modifier, and a damage bonus equal to their level. At 16th level, the Ranger can use this ability twice per day.

SPELLCASTING (Wisdom): At 9th level, the Ranger is capable of casting a limited number of spells, beginning with a caster level equal to 1 + their Wisdom modifier, and advancing from 9th level. They gain bonus spells from a high Wisdom score in the same way as other classes do in the PHB.

RANGER SPELLS PER DAY				
Level	1st	2nd	3rd	4th
9	1			
10	2			
11	2	1		
12	3	2		
13	3	2	1	
14	3	3	2	
15	4	3	2	1
16	4	3	3	2
17	4	4	3	2
18	4	4	3	3
19	4	4	4	3
20	4	4	4	3

MULTIPLE ATTACKS: As a warrior subclass, the Ranger gains 3/2 attacks at 10th level, and 2 attacks/round at 20th level.

CAPSTONE ABILITY: At 20th level, the Ranger gains a permanent +1 bonus to their Strength score and are granted the permanent services of a magical, intelligent animal companion with a hit dice equal to half that of the Ranger.

ROGUE



IMPROVED STEALTH AND AWARENESS: At levels 15, 18, and 20, the Rogue gains an additional, cumulative +1 to Attribute checks to use all Rogue class abilities except her Sneak Attack ability.

USE MAGICAL DEVICE (Wisdom): At level 15, the Rogue gains the ability to use magical devices that are meant for other classes. Where Decipher Script allows a rogue to read a scroll to determine what spell it contains, this ability allows the rogue to cast the spell contained on the scroll. With a successful Wisdom check, the Rogue can freely use a magical item she normally wouldn't be able to, such as a wand or scroll. The Challenge Level of this check is equal to the level of the spell being emulated for scrolls, and double this for wands or other multiple use items. Thus, activating a wand containing the fireball spell and intended for wizards would be a Challenge Level 6 check, since fireball is a third-level spell. If the spell were being used from a scroll, however, the Challenge Level would be 3, since a scroll is a single-use item.

ASSASSIN



IMPROVED COMPETENCE: At levels 15, 18, and 20, the Assassin gains an additional cumulative +1 to any checks made for the purpose of using any class abilities except Sneak Attack and Death Attack.

BARBARIAN



SMITE MAGE: At 20th level, the barbarian’s distrust of arcane magic users is so focused that he can call upon his primal rage once per day to attempt to smite an arcane magic user. In all respects, this functions exactly like the Paladin’s Smite Evil ability, but adds the barbarian’s Wisdom modifier (if positive) instead of Charisma.

WIZARD



ARCANE TRAINING: Thanks to their long arcane training, Wizards are capable of performing a number of feats that other classes are incapable of performing. Rather than have to cast the spell Identify on a scroll, Wizards can

simply make an Intelligence skill check, modified by the level of the spell on the scroll to read the scroll in question. They can then cast that scroll, provided they are of high enough level to cast the spell as it is. They may also attempt to permanently write the spell into their spellbook. To determine their success in doing so, roll a d100. They can also cast all cantrips they know at will, without any limitations. Wizards are also capable of altering the spells they cast through special preparation. To alter a spell, a Wizard must make a successful Intelligence check modified by their spell level at preparation, and then prepare that spell as a more advanced spell.

Chance of Learning Spell by Intelligence			
1	0%	11	55%
2	10%	12	60%
3	15%	13	65%
4	20%	14	70%
5	25%	15	75%
6	30%	16	80%
7	35%	17	85%
8	40%	18	90%
9	45%	19	95%
10	50%	20+	100%

Metamagic Preparation	
Maximize Damage	2 Higher
Instant Casting	3 Higher
Double Spell Duration	1 Higher
Exclude Specific Targets	1 Higher
Double Area of Effect	2 Higher
Change Damage Type	Same
Double Range of Spell	1 Higher
Subduing Spell	2 Higher
Cast Spell Silently	1 Higher
Cast Spell Stilly	1 Higher

DEVOTION: Wizards may choose to devote themselves to a single school of magic. Doing so grants them multiple benefits, but then they never learn to cast spells from any other schools.

A devote wizard can prepare two additional spells of their devoted school per spell level each day. When learning a new spell from their devoted school, the wizard gains a +4 intelligence on their check to learn and the days spent learning a new spell is reduced by 4 (minimum of 8 hours). Any spell from the wizard’s devoted school can be learned and cast at a level lower than stated. Also, the caster level of such spells are considered to be 1 level higher than the devote wizard’s level.

The wizard must choose whether to devote and, if they do, choose their devotion at 1st level. Devotion can not be chosen, if the wizard is specializing in a school.

Spells from schools that the wizard is not devoted to are not available to the wizard, and they can’t even cast such spells from scrolls or fire them from wands. The wizard may not change their devotion later.

Each type of devote wizards has a unique name applied to them. They are as follows.

School	Name
Abjuration	Conserver
Conjuration	Summoner
Divination	Seer
Enchantment	Charmer
Evocation	Fabricator
Illusion	Beguiler
Necromancy	Vitalist
Transmutation	Metamorphist

SPECIALIZATION: At 1st level, a Wizard must choose whether or not they are going to specialize in a particular school of magic. Specialization is a very important choice- it imparts significant bonuses on the spellcaster, but forces them to permanently abjure two other schools of spells. These abjured spells can be cast from scrolls, but can never be added to the wizard’s spellbook.

Abjurer

- +1 Armour Class
- SR equal to the wizard’s intelligence modifier + 1

- Bonus spell slot

Conjurer

- +1 HD of summoned creatures
- Can conjure up to five pounds of any material, up to 10 gp in value once per day.
- Bonus spell slot

Diviner

- +2 to all Initiative rolls
- +2 to all saves against Illusions, and Intelligence skill checks involving
- Knowledge
- Bonus spell slot

Enchanter

- +2 to saves against charm and fear
- Spell-Like Ability: *mind trick*, grants +4 bonus to Charisma checks against one target, lasts for one minute per level. Can be used 1+Cha bonus times per day.
- Bonus spell slot

Illusionist

- +2 to saves against illusions
- Spell-Like Ability: *dispel illusion*, can cast 1 + Int mod times per day.
- Bonus spell slot

Invoker

- +1 bonus damage to damage-dealing spells per spell level. For example, each missile in a magic missile spell will do 1d4+2 damage, a fireball may do 6d6+3 damage to each target, etc.
- Can change energy type of damage-dealing spells freely.
- Bonus spell slot

Necromancer

- +2 to all saves against undead creatures
- Can rebuke/control undead at level 3, as a cleric of 1st level
- Bonus spell slot

Transmuter

- +1 to any one physical-based attribute, can be altered daily
- Can boost the GP value of a non-magical object by 15%, once per day
- Bonus spell slot

INCREASED SPELL PROFICIENCY: As Wizards gain levels above 12, they gain the ability to affect their spells in specific ways. The wizard must choose the Eschew Components path, or the Enhance Spell path.

Eschew Components Path: At level 15, a wizard can cast any spell she knows without needing to use material components, so long as the material component of the spell is under 100 gp in value. At level 18, the wizard can cast any spell she knows without needing to use somatic components. This requires the wizard to prepare the spell as though it were one level higher than the actual spell's level. Thus, if a wizard wishes to have magic missile prepared without needing gestures, she prepares it in her daily study as though it were a second level spell, rather than a first. Finally, at level 20, the wizard gains the ability to eschew verbal components by preparing the spell as though it were of a higher level than it actually is. If eschewing either verbal or somatic components, or two spell levels higher if eschewing both. Thus, if she chooses to cast a spell without needing any components whatsoever, the spell counts as though it were two levels higher. Spells that don't require components must be prepared in advance as higher level spells, just as though they were normally of that level.

Enhance Spell Path: At level 15, the wizard following this path gains the ability to extend the duration of her spells. Any spell that has duration longer than instant sees this duration increased by one half. This requires her to prepare the spell as though it were one level higher than its actual level. At level 18, the wizard gains the ability to increase the damage dealt by her spells. Any spell that deals damage sees that damage increased by one half. This requires her to prepare the spell as though it were two levels higher than its actual level. It can stack with extended duration if appropriate, but this requires preparing the spell as though it were three levels higher than actual. Finally, at level 20, the wizard can maximize the effect of any spell she casts, causing the spell to last for its

maximum duration and deal maximum damage automatically. This requires preparing the spell as though it were three levels higher than its actual level.

CAPSTONE POWER: At 20th level, Wizards gain a permanent +1 bonus to their Intelligence scores and gain the ability to contact a 'patron', a powerful being of 20 HD or higher, with appropriately matching alignment to the Wizard and subject to GM approval. This patron will grant the Wizard a new permanent power, in relation to its own abilities, and will also act as an advisor to the wizard.

SPELL-LIKE ABILITY: At level 20, the wizard may choose any one first-level spell in her spellbook. She becomes so familiar with that spell that she can cast it 4 times per day without needing to prepare it as a standard spell, exactly as though it were a spell-like ability.

ILLUSIONIST



DETECT ILLUSION: At level 18, the Illusionist gains the ability Detect Illusion at will. This is similar to the 0-level spell, but unlike the spell, she can use the ability only upon herself (cannot grant others the ability to detect illusions in this manner.)

ENHANCED ILLUSIONS: At level 15, the Illusionist gains the ability to impose a -2 penalty to any checks to resist or disbelieve her illusions. In addition the duration of her illusions is increased by one half. At level 18, this imposed penalty increases to -3, and at level 20 to -4. In addition, at level 20, any illusion of fifth level or lower automatically lasts for its maximum duration.

SHAPESHIFTING: At level 15, the Illusionist gains the ability to use Prestidigitation as a spell-like ability a number of times per day equal to her Intelligence modifier. At level 18, she gains the ability to use Change Self as a spell-like ability, once per day. At level 20, she gains the ability to use Alter Self as a spell-like ability, once per day.

CLERIC



CODE OF CONDUCT: Clerics are the representatives of either deities or extradimensional patrons with whom the cleric shares a philosophy and worldview. All clerics have a patron of some sort, and they must abide by the moral code preferred by that patron. They cannot be more than one step removed in alignment from their deity or patron, and severe infractions of their patron's code may be met with the loss of some or all of their powers. It is recommended that the GM and player draw up a brief list of ethical and moral demands of the deity or patron before play, and that its limitations be enforced.

DIVINE SPELLCASTING: Clerics cast spells in much the same manner as the PHB, though they always have the option of converting prepared spells spontaneously into an appropriate type of spell for their deity. For an 'average' cleric, this will be healing spells. High Wisdom scores grant bonus spells as per the PHB.

DOMAINS: At 1st level, a Cleric can choose a domain that is appropriate to their deity or philosophy. This domain choice, several of which will be listed in a separate post below, usually grants a number of worthwhile bonuses to the cleric, such as extra spell choices, powers or bonuses to checks or saves, but usually also imposes some limitations. For example, clerics who choose the healing domain cannot use any spells other than the 'holy' spells to inflict damage upon enemies. Clerics of the arcane domain gain useful arcane spells, but cannot wear heavy armour and have a somewhat lower BtH. The player and GM are also encouraged to use other domain systems if they prefer, or to abstain altogether.

COMMUNION (Wisdom): At level 18, with a successful Wisdom check, unmodified by the Cleric's level, the Cleric can enter a deep meditation once per month and commune directly with an avatar of her deity. During this meditation, she may directly ask the deity any question or request any favor she desires. The deity is by no means required to grant this request, and if a cleric is too arrogant in her dealings with the deity, she may find herself well chastised. The GM will play the deity as he sees fit.

DIVINE BLESSING: At level 15, the Cleric gains the ability to cast Bless once per day as a spell-like ability. At level 18, she can use the ability twice per day, and at level 20, she can use this power three times per day.

CAPSTONE POWER: At 20th level, Clerics gain a permanent +1 bonus to their Wisdom score and gain the ability to *commune* with their deity at will, and the ability to summon a servant of the deity (with HD equal or lower than the cleric) once per week.

CELESTIAL FIRE: At level 20, the Cleric's attunement to the divine realms is so powerful that she gains the ability to wield celestial fire. This can manifest in one of two ways (Cleric's choice per each use). First, she can emit a ray of

fire that deals 1d6 damage per two levels of the Cleric to all who are of opposed alignments (Good clerics affect evil, evil clerics affect good, and neutral clerics affect law or chaos, as appropriate. True neutral clerics must choose good, evil, law, or chaos to affect). Using this ray requires a ranged attack roll, with the cleric's full ranged attack bonuses. Second, the cleric can choose to manifest a sword of fire which deals 4d6 damage, plus the cleric's Wisdom bonus, and lasts for 2d4 rounds. The Cleric wields this weapon just as though it were a normal sword, but is always considered proficient with it, and does not suffer damage from touching the flame. Celestial fire can be called upon once per day. Damage dealt by celestial fire is 1/2 divine and 1/2 fire.

DRUID



ANIMAL EMPATHY (Wisdom): The Druid has the ability to communicate with animals on a basic level, and modify their reactions by a successful Wisdom check, much as another person might use a Charisma check to interact with humanoids.

ANIMAL COMPANION: At 8th level, the Druid gains a permanent animal companion, which must be a naturally-occurring animal, native to the region, with a hit dice equal to or lower than 6 HD (in practical terms, a brown bear or tiger is as powerful as this animal can be). This animal companion is different than any other animal allies the druid may acquire in that it is intelligent and that every second level, or at levels 10, 12, 14, 16, 18 and 20, it will advance in HD. To determine the intelligence of the animal companion, roll a d6 and add the result to 6. If the animal companion is slain, the Druid must wait for a year and a day before a new one may be summoned. While the creature is intensely loyal to the Druid, it will not limitlessly endure bad treatment. If an animal companion is ever forced to leave the Druid, the Druid must wait the 366 days before another one can be summoned. If, however, the Druid and animal companion mutually agree to part ways, the waiting period is reduced to a month and a day. The Druid and animal companion are able to communicate mentally within a radius of one mile. Aside from the animal's loyalty, intelligence and bond to the Druid, however, it has no supernatural abilities.

IMMUNITY TO NATURAL POISONS: At 10th level, the Druid becomes immune to all natural plant or animal-based poisons, but not to poisons of aberrations or of a magical nature.

CAPSTONE ABILITY: At 20th level, the Druid gains a permanent +1 bonus to Wisdom and possesses the ability to assume *lesser beast form* (as per the spell) at will and *beast form* (as the spell) 1+Wis modifier times per day.

KNIGHT



DEFENSIVE HORSEMANSHIP (Dexterity): At level 15, whenever the knight's mount is hit in combat, he may attempt a Dexterity check (as a reaction) to negate the hit. The hit is negated if the knight's Dexterity check result is greater than the opponent's attack roll. (Essentially, the check result becomes the mount's Armor Class if it's higher than the mount's regular AC.) This ability stacks with the bonuses provided through the use of the knight's standard Deflect ability.

PALADIN



SPECIAL REQUIREMENTS: Only a few chosen people are capable of walking the path of a Paladin. A Paladin must have a Charisma of at least 16, and both Wisdom and Strength must also be above 13. A Paladin can never multiclass or dual-class in any fashion whatsoever.

CODE OF CONDUCT: Paladins are required to adhere to a strict moral code. Any deliberately committed chaotic act or unintentionally evil act will result in

a severe rebuke from their deity, and the temporary removing of any paladin powers. Any deliberately committed evil act will result in the immediate loss of all paladin abilities, which can only be restored through an atonement spell granted by a cleric of higher level than the Paladin or possibly, undergoing a redemptive quest for the god. A fallen Paladin loses all Paladin abilities save for BtH and weapon/armour proficiencies and will often be the target of scorn and wrath from their former compatriots. It is suggested that the GM and player draw up a basic list of moral and ethical edicts that the paladin is to follow, and then punish any transgressions appropriately.

DIVINE GRACE: The Paladin receives a bonus to all saving throws equal to their Charisma modifier.

MULTIPLE ATTACKS: As a warrior subclass, the Paladin gains 3/2 attacks at 10th level, and 2 attacks/round at 20th level.

DIVINE HORSEMANSHIP (Dexterity): At level 15, the Paladin gains all of the Horsemanship abilities possessed by a first level Knight. She may only use these abilities, however, while on her own divine mount; the Paladin's horsemanship is unusable on any normal animal.

CAPSTONE ABILITY: At 20th level, the Paladin gains a permanent +1 bonus to Charisma and the ability to, one per day, summon a lawful good outsider (archon or angel) of half of their hit dice to aid them.

BARD

SONG OF PASSION (Charisma): At 15th level the bard can use music or poetics to create an effect equivalent to the Emotion spell (caster level equals the character's bard level). Using this ability requires 1 minute of uninterrupted concentration and music, and it functions on a single target within 30 feet. A bard can't use song of passion on himself.

INSPIRE HEROICS (Charisma): At 18th level the bard can use music or poetics to inspire tremendous heroism in himself or a single willing ally within 30 feet. For every three bard levels the character attains beyond 15th, he can inspire heroics in one additional creature. To inspire heroics, a bard must sing and an ally must hear the bard sing for a full round. A creature so inspired gains a +4 bonus to all to hit rolls, a +4 bonus on saving throws and a +4 bonus to AC. The effect lasts for as long as the ally hears the bard sing and for up to 5 rounds.

VARIANT CLASSES

FIGHTER

BRAWLER

There are few fighters with as low a reputation as the brawler and their true skills are rarely recognized. Assumed to be nothing more than a bar-room bully, brawlers are noted for picking on the weak for nothing more than fun and sport. However, they are in fact highly-skilled individuals who often possess as much self-discipline as the highest knight, though their origins tend to be much lower. Specializing in unarmed combat, the brawler earns his living by championing his tavern, often engaging in contests with rival establishments every year to retain his title as the best fighter in town. He is also skilled in pacifying entire mobs when common brawls break out in his home tavern and, as such, enjoys the free hospitality of the landlord until he is finally ousted by a more powerful brawler.

ABILITIES

MIND OVER BODY: The brawler's mental mastery over their body imparts a +1 bonus to all saving throws versus paralysis, polymorph, petrification and death attacks. The bonus increases to +2 at 3rd level, +3 at 6th level, +4 at 10th level and +5 at 15th level.

UNARMED ATTACK: A brawler specializes in unarmed, hand-to-hand combat. Brawler's gain attacks and improves in the amount of unarmed combat damage inflicted as shown on the table. The brawler also gains the ability to make an off-hand attack at 6th level. The brawler may choose whether the attacks inflict normal damage or subdual damage.

When brawlers gain the extra off-hand attack, they do not incur the penalties to their 'to hit' die rolls as described in the combat section as long as both attacks are unarmed attacks. A brawler fighting with a one-handed weapon can make an unarmed attack as an off-hand attack, but the brawler suffers the standard penalties for two-weapon fighting. Likewise, a brawler with a weapon in his or her off-hand gets an extra attack with that weapon, but suffers the usual penalties for two-weapon fighting.

UNARMORED DEFENSE: A brawler knows how to use his or her body for defense, and gains an armor class bonus that increases with experience as indicated on the *Brawler Special Abilities* table.

DEFLECT MISSILES: At 2nd level, brawlers gain the ability to deflect arrows and other non-magical missiles, including but not limited to, arrows, axes, bolas, bolts, bullets, clubs, daggers, darts, hammers, harpoons, javelins, nets, rocks, and spears. The brawler must have at least one hand free to use this ability. When a character would normally be hit with a ranged weapon, the character can make a dexterity check. If the check succeeds, the brawler deflects the weapon and suffers no damage. This can be done once per round for levels 2-6, twice per round for levels 7-11, three times per round for levels 12 to 16 and four times per round for levels 17-20.

The brawler must be aware of the attack to use this ability. An attempt to deflect a ranged weapon counts as a brawler's primary unarmed attack. If a brawler is high enough level to have a secondary unarmed attack, the brawler may still make the secondary attack if the deflect missile ability has only been used once or twice. If three or more missiles are deflected, the secondary attack is considered used. This ability cannot be used against siege weapon ammunition.

DOWN AND DIRTY: The brawler likes to get in close, grab and pin. Thus, at level two he starts to become quite adept at the process. At level 2, the tavern brawler gains a +1 on all attempts to initiate or break free from a grapple, as well as all opposed strength and dexterity checks. This bonus improves to +2 at level 5, to +3 at level 8, and to +4 at level 11.

FAST MOVEMENT: At 3rd level and higher, a brawler moves faster than normal members of his race. A brawler carrying a moderate or heavy load loses this extra speed. See the Brawler Special Abilities Chart for the increase in speed.

KI STRIKE: At 3rd level, a brawler's unarmed attack is empowered with ki. This attack can deal damage to a creature as if from a +1 magic weapon. This ability improves as the brawler rises in levels as follows: +2 at 5th, +3 at 8th, +4 at 12th and +5 at 17th.

SLOW FALL: At 4th level, a falling brawler takes damage from a fall as if the fall were 20 feet shorter than it actually is. The brawler must be within 10 feet of a vertical surface that he or she can use to slow the descent to use this ability.

PURITY OF BODY: At 5th level, a brawler gains +1 to all saving throws versus disease and poison. This saving throw bonus increases by one for every level past 5th. For example, a 10th level brawler receives a +6 bonus. After 10th level, the +1 bonus is gained once every other level to a maximum bonus of +10 at 18th level.

CHOKE HOLD: Starting at level six, the brawler can place a choke hold on an opponent, rendering them unconscious. If the character is able to grapple the opponent and maintain the hold for at least one round, the opponent must make a Constitution Save each round after the first (assuming he is unable to break free) at a CL equal to the brawler's grapple check. Failure means the opponent is rendered unconscious for 1d4 rounds. This unconsciousness is normal, though deep, and the opponent can be roused by vigorous efforts (if an ally spends an entire round shaking, slapping or otherwise stimulating the unconscious character, allow a base Constitution Save to awaken) or taking damage.

STILL BODY: At 6th level, a brawler has mastery over vital bodily functions, and can slow them until he or she appears to be dead. The brawler may maintain this state of feigned death for a number of turns equal to the character's level.

FAST HEALING: At 7th level, a brawler's body naturally heals faster than normal. Each day, a brawler heals 1d4+1 hit points per level as long as rest, sleep and meditation are possible. The brawler must be in a serene environment, under no physical duress or mental stress, must be able to sleep undisturbed for 12 hours, and meditate undisturbed for 6 hours. Food and water should be plentiful.

DEATH CHOKE: At level 12, the brawler gains the most fearsome ability in his repertoire. If he succeeds in performing a successful choke hold on an opponent (rendering his victim unconscious), the tavern brawler can attempt to quite literally choke the life from his victim. Starting on the third round after the victim falls unconscious, and for each additional round that the brawler maintains the hold after that, the victim must make an additional Constitution save with a CC equal to 1/2 the brawler's level or die from suffocation or a broken neck. Each Constitution save after the first suffers a cumulative -1 penalty.

BRAWLER SPECIAL ABILITIES

Level	Unarmored Armor Class	Primary Unarmed Attack	Secondary Unarmed Attack	Fast Movement
1	10	1d4		
2	11	1d6		
3	12	1d6		40
4	12	1d6		40
5	13	1d8		40
6	13	1d8	1d4	50
7	13	1d8	1d4	50
8	14	1d8	1d4	50
9	14	1d10	1d6	50
10	14	1d10	1d6	60
11	14	1d10	1d6	60
12	15	1d10	1d6	60

PRIME ATTRIBUTE: Constitution

HIT DIE: d12

ALIGNMENT: Any

WEAPONS: Aclis, blowpipe, bola, bows, brass knuckles, cat-o-ninetails, cestus, club, dagger, dart, dirk, hand axe, hatchet, javelin, light flail, mace, pole arms, sickle, scythe, sling, spear, spiked gauntlet, staff, whip

ARMOR: None

ABILITIES: Mind over body, stunning attack, unarmed attack, unarmored defense, deflect arrows, fast movement, ki strike, slow fall, purity of body, still body, fast healing, still mind, quivering palm

Level	HD	BtH	EPP
1	d12	0	0
2	d12	+1	1,751
3	d12	+2	4,001
4	d12	+3	8,501
5	d12	+4	20,001
6	d12	+5	40,001
7	d12	+6	80,001
8	d12	+7	160,001
9	d12	+8	325,001
10	d12	+9	550,001
11	+5 HP	+10	750,001
12	+5 HP	+11	1,250,001
13+	250,000 per level		

CHARADE

Charades are warriors who develop knowledge of the illusory arts, casting such spells more to enhance their effectiveness in melee combat rather than as a pursuit all their own. Charades make excellent guardians (when they can be trusted), as their illusions aid in protecting those things that may not be held by strength and steel alone.

PRIME ATTRIBUTES: Strength and Intelligence

ALIGNMENT: Any

HIT DICE: D6

WEAPONS: Any, but two handed weapons prevent spell use

ARMOR: Any

ABILITIES: As Fighter and Illusionist of equal level. * Though not allowed fighters specialization, Charades may *hide* as a Rogue of equal level.

Level	HD	BtH	EPP	Title
1	d6	+1	0	Pretender
2	d6	+2	4,601	Deceiver
3	d6	+3	9,201	Faker
4	d6	+4	18,901	Travester
5	d6	+5	37,801	Joker
6	d6	+6	76,501	Impostor
7	d6	+7	153,001	Master of the Farce
8	d6	+8	306,001	Lord of the Farce
9	d6	+9	612,001	Charade Minor
10	d6	+10	1,000,001	Charade
11	+2 HP	+11	1,500,001	Charade Major
12	+2 HP	+12	1,900,001	Lord Charader
13+	400,000 per level			

CRAFTSMAN

ABILITIES

WEDGE DOOR: A craftsman can wedge a door to try to keep others from getting threw. Anyone trying to bash threw a a door wedged by a craftsman, receives a -1 to their strength check when attempting.

CRAFT EXPERT SHIELD (Wisdom): Craftsmen can craft expert shields without special equipment or a spellcaster. This takes one week to accomplish and requires a CL 10 wisdom check. The materials cost 1 1/3 of the item's listed price.

AXE/HAMMER THROWING: When a craftsman throws a axe or hammer they gain +1" in range and a +1 to hit.

DIG TRENCH (Constitution): A craftsman with a shovel can dig trenches at an incredible speed. The trench can be up to 3 ft. deep and 6 ft. long, and takes 20 minutes to accomplish.

HEAT ROCK ((Wisdom): Using two turns, the craftsman can cause up to 4 square ft. or rock to heat up to 200 degrees. Any wood placed on the rocks catches fire, and anyone walking across the rock barefooted suffers 1d4 points of damage per turn.

CRAFT EXPERT AXE/HAMMER (Wisdom): At 2nd level, the craftsman can craft expert axes or hammers. This takes one week to accomplish and requires a CL 12 wisdom check. The materials cost 1 1/3 of the item's listed price.

BUILD WALL (Constitution): At 2nd level, a craftsman can construct rock walls at an incredible speed. A wall of 3 ft. high and 5 ft. long takes the craftsman 1 hour to build.

STRENGTH: At 2nd level, once per day a craftsman can summon immense strength. They temporarily gain a +4 to strength, that last for 30 minutes.

BASH DOOR: At 2nd level, when a craftsman try to bash down a barred door, they gain a +1 to their strength check.

CRAFT EXPERT MAIL SHIRT (Wisdom): At 3rd level, the craftsman can craft expert mail shirts. This takes one week to accomplish and requires a CL 10 wisdom check. The materials cost 1 1/3 of the item's listed price.

DIG THROUGH WALLS (Constitution): At 3rd level, a craftsman can dig threw stone walls at a rate of 3 square ft. per 30 minutes. Every 30 minutes another wisdom check must be rolled. If the wisdom check fails the tunnel collapses on the craftsman.

DETECT GOLD (Wisdom): At 3rd level, the craftsman can detect the presence of gold within a 100 ft. area.

RESISTANCE TO COLD: At 3rd level, the craftsman receives half damage from cold type spells and effects.

WALL OF STONE (Wisdom): At 4th level, once per week, as a spell-like ability the craftsman can create a wall of stone. This is treated as the spell with the same name. The caster level is the craftsman's level.

ENCHANT AXE/HAMMER (Wisdom): At 4th level, once per week a craftsman can enchant an axe or hammer. This gives the target axe or hammer a 1d6/2 bonus to hit and damage. This ability can not be used on the same axe or hammer more than once.

DETECT JEWELS (Wisdom): At 4th level, the craftsman can detect the presence of jewels within a 100 ft. area.

SUMMON EARTH ELEMENTAL (Wisdom): At 5th level, as a spell-like ability the craftsman can summon an earth elemental. This is treated as the *summon elemental* spell, but as earth only and requires 1d8 turns to summon the elemental. The caster level is the craftsman's level.

TRANSMUTE ROCK TO MUD (Wisdom): At 5th level, as a spell-like ability the craftsman can transmute rock to mud. This is treated as the *transmute mud and rock* spell, but as rock to mud only and requires 4d4 turns to complete. The caster level is the craftsman's level.

ENCHANT ARMOR (Wisdom): At 5th level, once per week a craftsman can enchant armor. This gives the target armor a 1d6/2 bonus. This ability can not be used on the same armor more than once.

CRAFT EXPERT FULL PLATE (Wisdom): At 5th level, the craftsman can craft expert full plate. This takes one week to accomplish and requires a CL 10 wisdom check. The materials cost 1 1/3 of the item's listed price.

PRIME ATTRIBUTES: Wisdom

ALIGNMENT: Any

HIT DICE: d10

WEAPONS: Axe or hammer

ARMOR: Any

ABILITIES: Wedge Door, craft expert shield, axe/hammer throwing, dig trench, heat rock, craft expert axe/hammer, build wall, strength, bash door, craft expert mail shirt, dig through walls, detect gold, resistance to cold, wall of stone, enchant axe/hammer, detect jewels, summon earth elemental, transmute rock to mud, enchant armor, craft expert full plate.

Level	HD	BtH	EPP
1	d10	+1	0
2	d10	+2	2,601
3	d10	+3	5,201
4	d10	+4	10,401
5	d10	+5	20,801
6	d10	+6	42,501
7	d10	+7	85,001
8	d10	+8	170,001
9	d10	+9	340,001
10	d10	+10	500,001
11	+4	+11	750,001
12	+4	+12	1,000,001
13+	250,000 per level		

EXECUTIONER

The Executioner is a part of the castle's paid staff just as the guards, cooks, maids and stable-boys are. The Executioner may not be seen around as often as the others and may fill a role that the rest of the inhabitants would rather not think about, but nevertheless many castles cannot do without him. The Executioner is a gaoler, a torturer, an interrogator and a headsman all in one. He looks after the prisoners, makes sure they stay locked up, questions those that might have information, comes up with ingenious new methods to get answers where they are not forthcoming and dispatches criminals when they have been sentenced to death. Most Executioners prefer the headsman's axe, but others use the hangman's noose, the guillotine or other unsavory methods.

Because of the task he performs, the Executioner tends to be a bit of a loner, preferring the depths of the dungeon to the light of day. This often means that his social skills are not particularly good and his personal hygiene is sadly lacking. Other folk will tend to avoid the Executioner when he comes up to the castle proper, as if his glance means they are next for the chop. Most Executioners love this little bit of power that they have.

He gathers his information by any means possible. Sometimes prisoners talk in their sleep, especially in the delirium brought about by the executioner's cruelest tortures. Sometimes prisoners talk to one another – perhaps just out of a sense of comradeship or even to plot their escape. Because of this, the most experienced executioners train themselves to be adept at lurking around the prison cells, hiding quietly in the shadows, listening out for a whispered word here and there or a muttered bit of dream induced information that might prove useful. In this way, the executioner might also gain some personal knowledge that can be used against his victims or even scotch any escape plans. His skill with locks comes from all of the items and devices that he uses in the course of his daily work.

ABILITIES

WEAPON SPECIALIZATION: As fighter, only the weapon is either a two handed axe or a two-handed sword.

INTIMIDATE: This ability can be used once per day and lasts for a number of rounds equal to the Executioners level. Any person (or humanoid) that the Executioner stares at is subject to a penalty to hit of -1 per three levels of the Executioner. The number of persons that can be affected also increases as the Executioner gains levels, starting at 1 and rising by 1 for each level gained.

INTERROGATION: The Executioner can ask the GM one yes/no question once per day per level and if the victim knows the answer he will give it to him as long as the victim is of a lower level/HD than the Executioner. This only works if the victim is restrained in some way.

TORTURE: The Executioner knows lots of vile and painful ways to extract information from unwilling victims who have not given in to the first round of interrogation. Each day that the Executioner gets to spend on his victim he can strip one level/HD from his victim (representing degeneration, loss of blood, loss of mind and so on, as per the level drain ability of some of the undead). At the end of the day's torture, he can interrogate his victim (as above) and if his victim has been reduced to below the HD of the Executioner, then he gets his answer (if the victim has the answer). The Executioner must state which of his victim's attributes he is attacking with his tortures, (Strength, Dexterity and so on) and the victim gets an appropriate attribute check to resist the torture with a penalty based on the level of the Executioner. He can change the attribute he is working on if the torture goes over to the next day, until he has found his victims weakness. The Executioner only has all options available if he is in his dungeon. If he is 'on adventure' then he will only have portable devices with

him (thumbscrews and the like), which will only be useful against certain attributes (thumbscrews would work against Dexterity, for example). If the Executioner is using improvised devices, then the GM might reduce the effective level of the Executioner.

BEHEADING: This works in the same way as the Assassin's death attack, but can only be carried out with the Executioner's specialist weapon. However, not only does the Executioner have to study his victim for 3 rounds, but the target must also be prone and defenseless at the time of the attack.

LISTEN (Wisdom): By 3rd level, executioners have trained themselves to listen carefully both for prisoners who might be escaping or planning to escape, or for extra bits of information that their interrogation didn't get. Generally a success check indicates that the character has heard some sort of noise. This could be soft sounds like a whisper or a thief sneaking up within 30 feet or in the open or behind a door. Exactly what is heard is generally up to the GM. It takes one round to listen and an executioner can retry any time. Penalties might apply, for example -10 through a stone wall.

OPEN LOCKS (Dexterity): Gained at 3rd level, an executioner can use this ability to open any sort of mechanical lock that would normally require a key to open. A successful check indicates that it has been opened. A merchant can only make one attempt per lock. If that attempt fails the merchant cannot try to open the same lock again until the next level of experience is gained. Lock pick tools of some sort are required to use this ability.

MOVE SILENTLY (Dexterity): Gained at 3rd level, this ability allows the executioner to move so quietly that others cannot hear the movement. The executioner can perform this ability indoors at no penalty, but outdoors at -5. The executioner can move up to one-half normal speed at no penalty. At more than half-speed there is a -5 penalty. It is practically impossible (-20) to move silently whilst running or charging.

HIDE (Dexterity): Executioners gain this ability at 3rd level and use it to lurk in the shadows of their gloomy dungeon passages, listening out for tit-bits of information. Outdoors, they are not good at hiding (-5). A successful check means the executioner is so well hidden as to be almost invisible. The executioner can move up to half-speed and remain hidden, but over this suffers a penalty of -5. If running or charging, it is practically impossible to remain hidden (-20). If a character is being observed, he can't normally hide. If an observer is distracted though, the character can attempt to slip into the shadows. This is at -10 however. An executioner cannot hide unless there is something (deep shadows for example) to conceal the character.

PRIME ATTRIBUTE: Strength

HIT DICE: d10

ALIGNMENT: Not good

WEAPONS: Any

ARMOR: Padded, Leather, Leather Coat, Hide, Studded Leather.

ABILITIES: Weapon specialization, intimidate, interrogation, torture, beheading, open locks, move silently, hide and listen.

Level	HD	BtH	EPP
1	d10	0	0
2	d10	+1	2,251
3	d10	+2	4,501
4	d10	+3	9,001
5	d10	+4	18,001
6	d10	+5	40,001
7	d10	+6	75,001
8	d10	+7	150,001
9	d10	+8	250,001
10	d10	+9	500,001
11	+4 HP	+10	725,001
12	+4 HP	+11	950,001
13+	225,000 EP per level		

GALLOWGLASS

Every respectable Lord or important merchant is in need of a specialized bodyguard - one that puts the lord's well being before their own. The gallowglass is that person. The gallowglass are members of an elite band or order of mercenaries, gone beyond their original roots of mercenary-for-hire, to

form a brotherhood of bodyguards of the highest order. As such they are held in great esteem for their services, which are not cheap.

The Gallowglass is an elite mercenary and bodyguard, skilled in the use of heavy two-handed weapons. He uses a huge 2-handed sword or 2 handed axe as his main weapon, although as a fighter he can use all weapons. The main distinction about a Gallowglass is that he is very loyal to his companions and particularly so to his employer and so the Gallowglass is a highly sought after warrior indeed, held in great esteem by lords, chieftains, kings and anyone else whose body needs guarding. A Gallowglass will always endeavor to protect his employer to the best of his ability, or his traveling companions when not engaged at the time. This protection extends to testing his employers food and drink for poisons or even throwing his own body in the way of potentially killing blows aimed at his employer. Basically, once employed the Gallowglass would never be able to show his face again to another Gallowglass if his charge were killed. The gallowglass will sometimes take up quests for his lord, no matter what the difficulty.

Sometimes a gallowglass will lose his master. If this is simply because the master has ceased to employ the gallowglass then he will seek alternative employment – often by wandering from town to town or if nearby, seeking a house of his order where they often post positions in the great hall. If, for whatever reason they were directly responsible for the death of his master then the gallowglass is summoned before his brotherhood for trial. Gallowglass would often prefer to die defending his employer than face a tribunal. However most are of Lawful alignments. Either way they are bound by honor no matter what alignment they are.

The gallowglass feels most at home with the other warrior-based classes. He feels he shares a common bond when traveling with them. He is especially curious of the Paladins code of honor. The Gallowglass is a close combat-fighting machine. They have a strict code of honor which they must uphold or risk losing their elite status as a gallowglass and the money that comes with being the best. They aren't therefore bothered by things like challenges to combat or some of the things that knights get involved in. They are always covering the backs of their friends and will. If a sworn comrade of the gallowglass were to fall in battle the gallowglass will feel responsible and avenge his friend, where possible, without putting his employer in danger. This must all be taken into account while running a Gallowglass character.

ABILITIES

WEAPON SPECIALIZATION: At 1st level the Gallowglass can choose any two-handed melee weapon in which to specialize (usually the two-handed sword or axe, but they could choose a pole-arm). Once chosen, the weapon cannot be changed. For a Gallowglass between 1st and 6th level, this specialization imparts a bonus of +1 to hit and +1 to damage when using that weapon. At 7th level and the bonus is +2 to hit and damage and at 12th level and above the attack and damage bonus are +3.

PROTECTOR: The gallowglass gains an attack bonus of +1 and a bonus to all saves of +1 whenever he is fighting to defend his employer from specific harm. This could be from other warriors, an assassin or whatever but must be because the attacker is trying to kill or harm the gallowglass' employer or sworn comrade, not the gallowglass himself or anyone else. The GM is the final arbiter on this ability.

POISON RESISTANCE (Constitution): At 1st level a Gallowglass receives a +2 bonus to all saving throws against the effects of poisons. At 5th level, this bonus goes up to +4. At 10th level, this bonus goes up to +6. This is because they have built up a resistance to the effects of poison because of their practice of testing food and drink that might contain poison.

DEFENDER: At 6th level, the gallowglass becomes more skilled at protecting those around him. This might be by making wide sweeps with his sword (or other specialized weapon) or by positioning himself in such a way that it puts the enemy off its intended target. This effectively confers a +1 bonus to the armor class of any friendly (to the Gallowglass) person currently within 5' of the Gallowglass. At 12th level, this bonus goes up to +2.

SELFLESS SACRIFICE: Once per day a Gallowglass can throw himself bodily into the path of a blow or ranged weapon that has struck his employer (or a trusted companion). The player has to decide to do it before the damage has been rolled and in effect he got in the way – taking the damage himself. He has to be within his own move distance of his companion but it doesn't matter if the Gallowglass has already had his action in that round.

SHRUG OFF DAMAGE: At 8th level the gallowglass can ignore or shrug off some of the effect of wounds that he has received in combat. Effectively, he cushioned the shots or lets the adrenaline take over and it is as if he took less damage than he actually did. This ability means that whenever he takes physical damage, he can ignore 1 hit point of the damage taken. At 12th level, this rises to 2 hit points

SENSE DANGER: Becoming more in tune with his senses by 12th level, the gallowglass can detect danger to his person. He can no longer be subject to a thief or assassins sneak attack or back attack damage and is never caught surprised.

PRIME ATTRIBUTE: Strength

HIT DICE: d10

ALIGNMENT: Any

WEAPONS: Any melee

ARMOR: Any

ABILITIES: Weapon specialization, protector, poison resistance, defender, selfless sacrifice, shrug off damage and sense danger.

Level	HD	BtH	EPP
1	d10	0	0
2	d10	+1	2,251
3	d10	+2	4,501
4	d10	+3	9,001
5	d10	+4	18,001
6	d10	+5	36,001
7	d10	+6	72,001
8	d10	+7	150,001
9	d10	+8	300,001
10	d10	+9	600,001
11	+4 HP	+10	725,001
12	+4 HP	+11	900,001
13+	175,000 per level		

MARKSMAN



The marksman is a fighting man who specializes in missile weapons to the detriment of his close combat training. More specifically, he will choose one weapon in which to specialize almost at the cost of all the other weapons.

Most marksmen will choose some sort of bow but some will choose a crossbow or sling (the latter is especially true of halflings). Others might even select a thrown weapon.

Marksmen are highly trained from the very earliest age in their weapon of choice. Virtually as soon as they can walk, they have a weapon placed in their

hands. In some cases this is enforced by some local military statute and in others by parents or by necessity. Only occasionally does a child elect to go into the rigorous regime that is required of this highly specialized class. Every single day, often for hours a day, the child has to practice, practice, practice, loading and reloading on the move or still, prone or kneeling in wind, rain, sun or storm. He is taught how to look after his weapon and even, if needed, to repair it or fashion a new one. It is this dedication that ultimately produces a fighting man that is highly sought after by warlords and kings to fill a specialist role in their armies. With this comes high rewards.

The marksman doesn't wear heavy armor. He doesn't tend to get too involved in melee combat if he can help it and heavy armor tends to hamper his precision with the bow and slow him down, making him useless as a skirmisher or sniper. Likewise his melee weapon choice is more restricted than for a regular fighter. He tends to stick to lighter one-handed weapons and at best a buckler if necessary.

ABILITIES

COMBAT: Marksmen are as skilled as fighters with their weapon of choice and so use the same BtH as fighters. However, with other weapons they are far less skilled and so use the same BtH as clerics.

Weapon proficiency: With their weapon of choice and only a missile weapon, the marksman can gain a +1 bonus on attacks and damage. This bonus increases to +2 to hit and damage at 5th level and +3 to hit and damage at 10th level.

AIMED SHOT: If the Marksman aims at his target for two combat rounds and doesn't move or do anything else in that time and then shoots at and successfully hits his target, he can double the damage caused. This is before modifiers are added. He must take the shot at the end of the three rounds or lose concentration and would have to start again after at least a round of rest. This ability can be combined with extra attack. At 6th level, he needs aim only for one combat round and at 12th level the damage is tripled.

CONCEAL (Dexterity): Marksmen are by nature snipers and skirmishers. They can conceal themselves extremely well in wilderness areas, like rangers.

TRICK SHOT: Once per day (twice at 3rd level, three times at 6th level, four times at 12th level) the marksman can pull out a stunt with his specialized weapon. It is a non- combat stunt and would normally require aiming for up to two combat rounds beforehand. What it does is something like break an apple on a little boys' head, split an arrow that is already stuck in the center of the target or shear the executioner's noose from around a friend's neck. This ability requires a little intervention from the GM to ensure that the trick tried is in keeping with the above and may require a dexterity check or saving throws as applicable. It is not meant to be used in combat at all as any distraction is likely to put the marksman off and it is not designed as an attack – use aimed shot for that. More of a device to 'show-off', earn some money or get friends out of trouble and so on.

EXTRA ATTACK: At 8th level the marksman gains one additional attack each round with his chosen missile weapon. He can attack the same target or a different target.

SHOT-ON-THE-RUN: At 10th level an marksman can make a full move and attack, with his chosen weapon only. He cannot combine this with extra attack.

PRIME ATTRIBUTE: Dexterity

HIT DIE: d10

ALIGNMENT: Any

WEAPONS: Any ranged weapon, hand axe, club, dagger, light hammer, war hammer, light mace, heavy mace, broad sword, falchion, long sword, rapier, scimitar, short sword

ARMOR: Leather armor, padded, studded leather, ring mail, chain shirt, buckler

ABILITIES: Weapon proficiency, aimed shot, conceal, trick shot, extra attack, shot-on-the-run.

Level	HD	BtH(1)	BtH(2)	EPP
1	d10	+1	0	0
2	d10	+2	1	2,001
3	d10	+3	1	4,001
4	d10	+4	2	8,501
5	d10	+5	2	17,001
6	d10	+6	3	34,001
7	d10	+7	3	68,001
8	d10	+8	4	136,001
9	d10	+9	4	272,001
10	d10	+10	5	500,001
11	+4 HP	+11	5	750,001
12	+4 HP	+12	6	1,000,001
13+	250,000 per level			

MONSTER SLAYER



Giant-killer, dragon-slayer, troll-bane, all are examples of epithets given to heroes known for killing such tremendous and deadly foes. Any hero may acquire such a name by virtue of their deeds, there are those heroes who dedicate their lives to the eradication of such monsters. For these few souls, the monster slayers, the destruction of a single chosen prey is a driving, even consuming, passion.

Many monster slayers are the product of tragedy, individuals fiercely devoted to avenging the deaths of loved ones at the hands of certain creatures. Others seek glory and fame in focusing their efforts on combating entities known to be fearsome foes, studying their chosen opponents intently the better to overcome them. Yet others seek out certain monsters to prove their abilities to themselves or others, or to act as defenders of communities often beleaguered by such beasts.

By necessity, monster slayers of any kind are tough, independent, and resourceful individuals. Any significant weaknesses can only lead to a short career and untimely death. Though some slayers may start their careers brash, few remain that way for long if they survive, as they quickly learn that unthinking aggressive action is tantamount to suicide when facing a powerful enemy.

Due to the focus of their activities, be that killing vampires or felling demons, monsters slayers are invariably drawn to adventure, especially those likely to lead them to their favored prey.

Truly formidable when facing their chosen targets, monster slayers are still strong and capable warriors in other regards, making them welcome members of any adventuring party.

ABILITIES

COMBAT PREY: Monster slayers train and study intensely to better combat a single type of opponent, such as dragons, giants, or trolls. When fighting their chosen opponents, monster slayers inflict +1 extra damage per class level.

FAVORED PREY: At 4th level, a monster slayer's training, study, and experience in fighting their chosen prey confers even greater ability in combating them. The monster slayer gains a +2 bonus to hit, AC, and all saves against the opponent type they selected in Combat Prey.

PRIME ATTRIBUTE: Strength

HIT DICE: d12

ALIGNMENT: Any

WEAPONS: Any

ARMOR: Any

ABILITIES: Combat Prey, Extra Attack (as Fighter), Favored Prey

Level	HD	BtH	EPP
1	d12	0	0
2	d12	+1	2,101
3	d12	+2	4,201
4	d12	+3	9,001
5	d12	+4	18,001
6	d12	+5	36,001
7	d12	+6	72,001
8	d12	+7	144,001
9	d12	+8	288,001
10	d12	+9	525,001
11	+5	+10	775,001
12	+5	+11	1,250,001
13+	250,000 per level		

PEASANT HERO



A peasant's life is often brutal, famine-stricken and, above all, short. Far-flung villages must weather constant attacks from raiders and magical creatures, whilst those closer to civilization are often kept under the heel of a noble lord who cares little for the welfare of his subjects. Once in a while, a hero will arise from the ranks of the underclass, daring to fight tremendous odds in the defense of his home, family and people. Though not necessarily a great warrior, the peasant hero has the love of the people on his side and possesses a great deal of bravery. However, such men and women are often identified by the ruling nobility as little more than troublemakers and so many are forced to become outlaws, despite their good hearts and tremendous wills.

ABILITIES

PEASANT WEAPON: Every time a peasant hero gains a new class level, he may select one of the following weapons: carpenter's axe, dagger, quarter staff,

scythe, shortspear, short sword, or war-rake. He gains a +1 bonus to all attack rolls made with this weapon

INSPIRE COMMONERS: At 2nd level, the peasant hero can readily grab the attention of his people and rally them to face a common enemy. By spending an hour making rousing speeches in the village square and making a successful Charisma check, the peasant hero can call forward 4d10 able-bodied 1st level commoners who will willingly follow him into battle against a threat that endangers their entire village. They have no armor, are armed with shortspears and will follow the peasant hero for a single day before heading back to their homes.

HARMLESS BLUFF: The peasant hero soon learns that many mighty warriors and warlords are all too ready to underestimate his abilities, or even dismiss him altogether. At 3rd level, the peasant hero may play on this prejudice before he attacks. He makes a Bluff check, adding his class level as a bonus. If he wins, he will automatically catch his enemy as if he were flat-footed in the first round of combat.

IMPROVISE WEAPON: Driven by desperation in the midst of battle against powerful enemies, the peasant hero can use virtually any portable object as a weapon. The Games Master should adjudicate the damage and critical ranges of the improvised weapon, basing it on a club or great club.

UNCONVENTIONAL SKILL: At 5th level, the peasant hero becomes adept at using his weapon in an unconventional manner that confounds and confuses those with more formal weapons training. The peasant hero gains a +2 bonus to all attack and damage rolls made with one of his Peasant Weapons, as detailed above.

PRIME ATTRIBUTE: Strength

HIT DICE: d8

ALIGNMENT: Any

WEAPONS: All simple weapons.

ARMOR: None

ABILITIES: Peasant weapon, inspire commoners, harmless bluff, improvise weapon, unconventional skill

Level	HD	BtH	EPP
1	d8	+1	0
2	d8	+2	2,001
3	d8	+3	4,001
4	d8	+4	8,501
5	d8	+5	17,001
6	d8	+6	34,001
7	d8	+7	68,001
8	d8	+8	136,001
9	d8	+9	272,001
10	d8	+10	500,001
11	+2 HP	+11	750,001
12	+2 HP	+12	1,000,001
13+	250,000 per level		

ROYAL GUARD



Royal guards are fighters who specialize in protecting nobility.

ABILITIES

WEAPON SPECIALIZATION: At 1st level, the royal guard can choose one weapon with which to specialize. All weapons are eligible, including ranged weapons such as the bow or sling. The Game Master and player should consult to determine which weapons are available for specialization, bearing in mind location and availability.

The royal guard can only choose one weapon with which to specialize. Once chosen, the weapon cannot be changed. For royal guards between 1st and 6th level, this specialization imparts a +1 bonus to hit and a +1 bonus to damage when being used. At 7th level and above, the bonuses increase to a +2 to hit and +2 to damage.

COMBAT DOMINANCE: At 4th level, the royal guard gains an extra attack with any weapon when fighting opponents with 1 hit die at. In order to use this ability, the royal guard must direct all attacks in a combat round against opponents that meet these criteria. The royal guard can split the available attacks among qualified opponents as desired. This ability improves as the royal guard progresses in levels. The royal guard gains an additional attack for every four levels gained after 4th level. So, at 8th level, the royal guard is allowed a total of three attacks, and at 12th level, the royal guard gains four attacks against these opponents. This ability does not combine with the Extra Attack ability described below. This ability is only usable with melee weapons and cannot be applied to ranged combat.

For example, an 8th level royal guard is battling 5 kobolds in a dank cavern. The kobolds are 1hd and have a d4 hit dice type. When it comes time to attack, the royal guard is allowed three swings against the kobolds; one swing for the class and two swings for the Combat Dominance ability. The royal guard can choose to attack one kobold three times or three different kobolds one time each.

EXTRA ATTACK: At 10th level, the royal guard gains one additional attack each combat round with any weapon. This ability does not combine with Combat Dominance. When in a combat where both abilities could be used, the player must choose to use either the Extra Attack or Combat Dominance ability during each round. The Extra Attack ability is usable with melee and ranged weapons.

PRIME ATTRIBUTE: Strength

ALIGNMENT: Any

HIT DICE: d12

WEAPONS: Any

ARMOR: Any

ABILITIES: Weapon specialization, combat dominance, extra attack

Level	HD	BtH	EPP
1	d12	+1	0
2	d12	+2	2,701
3	d12	+3	5,501
4	d12	+4	12,001
5	d12	+5	24,001
6	d12	+6	48,001
7	d12	+7	95,001
8	d12	+8	180,001
9	d12	+9	360,001
10	d12	+10	700,001
11	+5 HP	+11	1,000,001
12	+5 HP	+12	1,300,001
13+	300,000 per level		

SPELLSWORD

Any ex-soldier or trained fighting man can grab himself a sword, helmet and shield and go out and sell his sword- arm to the highest bidder when there is a war on. Such mercenaries are ten-a-penny. Specialist mercenaries like marksmen, the gallowglass and spellswords are always harder to find. Kings, lords and war leaders are prepared to offer a premium when they do find them.

Spellswords are usually fighting men who realize that here is a niche on the battlefield for a warrior who can also cast spells. Whereas wizards tend to stand behind the fighting men (usually far behind, mainly due to their lack of weapons and armor) on the battlefield, the spellword is able to get right in there where the fighting is at. This enables him to react to battlefield situations and use his magic where necessary far more quickly than wizards can from their rear positions. He can also create an element of surprise, because whilst the enemy wizards are often trying their best to negate the effects of the magic of the opposing wizards, the spellword goes unnoticed amongst the fighting men (that is, until he has done the damage and it's too late).

Spellswords then are a unique mixture of a wizard and a warrior and this mix makes them very fine adventurers too, often sought by parties of treasure hunters and so forth. Spellswords are individuals. There is no specialist school of spellswords, like there might be colleges for wizards. So they usually become soldiers and learn their trade in battle and then join a wizards college to learn the basics of magic. Sometimes it is the other way around, but less often. Once they have learned what they can, they practice using magic in their armor. This takes hours of daily training and many give up this exacting regime, going back to being just a fighter or just a wizard. But some dedicated types manage to combine the two disciplines reasonably successfully.

ABILITIES

Wearing the heaviest type of armor has always proved too much for even the most capable spellword and because of the need to maintain their regime of combat training they never gain access to the most potent spells. However, somewhere in there is a balance and spellswords make the most of this.

WEAPON SPECIALIZATION: Spellswords do have a favored weapon, pretty much as fighters, in which they receive a +1 bonus to attack and to damage. At 7th level this increases to +2 attack and damage.

WIZARD SPELLS: Spellswords can choose from the wizard spell list (illusionist for gnomes). They get a bonus 1st level spell if Intelligence is 13-15, and a 2nd level spell with intelligence of 16-17 and 3rd level with intelligence 18.

PRIME ATTRIBUTE: Intelligence

ALIGNMENT: Any

HIT DICE: d8

WEAPONS: Any

ARMOR: Leather, leather coat, padded, studded leather, buckler, small shield

ABILITIES: Weapon specialization as fighter. Wizard spells as below

Level	HD	BtH	EPP
1	1d8	0	0
2	2d8	+1	2,601
3	3d8	+2	5,201
4	4d8	+2	10,401
5	5d8	+3	20,801
6	6d8	+4	42,501
7	7d8	+4	85,001
8	8d8	+5	170,001
9	9d8	+6	340,001
10	10d8	+6	500,001
11	+3 HP	+7	750,001
12	+3 HP	+8	1,000,001
13+	250,000 per level		

SPELLSWORD SPELLS PER DAY

Level	0	1	2	3	4
1	2				
2	2	1			
3	3	1			
4	3	2			
5	3	2	1		
6	4	3	1		
7	4	3	2		
8	4	3	2	1	
9	5	4	3	1	
10	5	4	3	2	
11	5	4	3	2	1
12	5	4	4	3	1

RANGER

WARDEN (Version 1)



Wardens are wilderness warriors dedicated to the capture or extermination of the evil humanoids (goblinoids, orcs, ogres, etc.) that threaten their lands. They study these creatures extensively, so knowing about their weaknesses and habits makes them dangerously effective against them. Wardens are otherwise noted for their outdoors skills, as well as being at home in the wilderness.

ABILITIES

COMBAT MARAUDER: Wardens possess an extraordinary ability to combat their most common foes, humanoids and giants, due to intense training and study of their enemy's fighting techniques. When fighting humanoids (bugbears, gnolls, goblins, hobgoblins, kobolds, orcs and the like) or giants

(giants, ogres and the like), a warden inflicts extra damage. This damage bonus is +1 at first level, with an additional +1 gained at every level beyond first. For example, a 5th level warden would inflict an additional 5 hp of damage for each successful hit against a humanoid or giant. The use of this ability is dependent upon the armor worn. Wearing armors other than those allowed reduces the warden's mobility and swiftness of arm such that he cannot effectively use this ability.

CONCEAL (Dexterity): Wardens can conceal themselves extremely well in wilderness areas. With a successful dexterity check, wardens can camouflage themselves so well as to be unnoticeable by most passers-by. Wardens cannot conceal themselves and move silently at the same time until they reach 5th level. At this level and beyond, a warden can attempt both but must make a successful conceal and move silent check at -5. In this case, movement is reduced to one quarter the normal movement rate. Wardens cannot conceal themselves if being observed, even casually, before the conceal check is attempted. If the observer is momentarily distracted, the warden can attempt to use this ability. While the observer averts its attention, the character can attempt to get to a hiding place of some kind. The attribute check, however, is at a -10 penalty because the character has to move quickly to the hiding place.

This ability cannot be used if armors other than those allowed are worn.

DELAY/ NEUTRALIZE POISON (Wisdom): A knowledge of flora and fauna enables a warden to identify dangerous toxins and their symptoms, and wardens can apply remedies to slow or even nullify their effects. This ability can only be used with natural poisons (animals, plants, fungus, etc.) familiar to the warden – usually those found in the region where the warden spends most of their time, be it forest, desert or mountain. The only manufactured poisons with which a warden is familiar are those produced by their favored enemy (see below). To succeed at this task, the warden must have access to herbs and antidotes. The Game Master must decide if the herbs are available or antidotes can be produced.

On a successful delay poison roll, the warden can temporarily delay the effect of poisons. The onset or continuations of the effects of the poison are delayed for one hour per level of the warden. This does not cure any damage the poison may have already caused. It takes one round to perform this action and the warden may make only one attempt at this task.

If the delay poison roll exceeds the total score needed for success by 6 or more, the warden has successfully neutralized the poison in the victim. The afflicted creature suffers no additional damage or effect from the poison, and any temporary effects are ended, but the neutralization of the poison does not reverse any damage or effects that have already occurred.

MOVE SILENTLY (Dexterity): The warden is able to move silently in wilderness areas with a successful dexterity check. The warden can move up to one-half the character's normal speed at no penalty. At more than one-half and up to the character's full speed, the character suffers a -5 penalty. It's practically impossible (-20 penalty) to move silently while running or charging. Wardens cannot perform this ability indoors. See *conceal* above for information on moving silently while attempting to conceal oneself.

This ability cannot be used if armors other than those allowed are worn.

SCALE (Dexterity): This extraordinary ability allows a warden to climb up, down, or across a dangerous natural slope or inverted incline that others would find impossible to climb. When doing so, the warden moves at one-half the character's normal speed. A failed scale check means that the character makes no progress. A check that fails by 5 or more means that the character falls from the currently attained height and must suffer falling damage. Nothing can be carried in the warden's hands while climbing. When climbing typical natural slopes and inclines, such as steep but rocky hillsides, a warden need not make an attribute check to scale the surface.

This ability cannot be used if armors other than those allowed are worn.

TRAPS (Wisdom): A warden is able to detect and build simple traps in a wilderness environment. When passing within 25 feet of a wilderness trap, a warden is entitled to an attribute check to spot it. When actively searching for traps, the warden receives a +2 bonus to the check. It takes one round to locate a trap in a 5 x 5 foot area, or one turn spent searching to locate a trap in a 25 x 25 foot area. A warden cannot find magical traps with this ability.

A warden can set simple traps in a wilderness environment. These include snares, pit traps and similar devices. Wardens cannot set complicated mechanical traps such as those found on treasure chests or on doorways. On a successful traps check, the warden successfully builds and conceals a snare or pit trap. Snares can capture and hold creatures of up to medium height, and pit traps can be dug to deliver 1d4 points of damage (halved if the creature falling in it makes a successful dexterity saving throw). Wardens can also disable simple wilderness traps (of any type they can build) with little or no effort. No traps check need be made to do this.

SURVIVAL (Wisdom): In wilderness environments, wardens can provide shelter for themselves and others, and can provide decent food and water for several people, all without the need for an attribute check unless it is a large number of people. The warden can forage and hunt for food and water. The warden must spend 8 hours hunting and gathering to produce enough food and water to feed 2-8 people for a day. If the warden wishes to feed or shelter a larger group of people than the die indicate, a successful wisdom check is necessary. If successful, the warden must spend an additional 8 hours gathering food to feed and water an additional 2-8 people. This additional effort allows the warden to gather food and water for up to 4-16 creatures. The warden can only hunt and forage for food twice per day.

For example, a warden is attempting to feed 12 people. For 8 hours of effort, the warden feeds 2-8 people automatically. The result is a 6, so the warden has to feed 6 more people. On a successful wisdom check, the warden can forage for another 8 eight hours and feed 2-8 more people.

In addition to the ability to provide food and shelter in the wilds, a warden can automatically determine where true north lies in relation to the character in normal wilderness environments.

TRACK (Wisdom): The warden can successfully track any creature in a wilderness setting that leaves a discernible trace. They can also determine characteristics about the creature being tracked. With a successful wisdom check, a warden can find and follow a creature's tracks or trail for 5 hours. The warden can also hide tracks at the same level of ability.

When tracking or hiding tracks from humanoids or giants, a warden receives a +2 bonus to the attribute check. The Game Master may apply bonuses or penalties for varying conditions, such as the length of time elapsed since the tracks were made, weather conditions, the number of creatures tracked and whether the tracked creature moved through water or a secret door. A successful track check may also impart information about the creature(s) being tracked. Once a trail is found, a track check can determine the general number and type of creatures being tracked. The number of creatures tracked should be disclosed to the player by using one of the following categories: individuals (1-6), band (6-30), troop (20-100), or army (100+), and also one from the following categories: beast, fey, giant, humanoid, plant, vermin, or other (aberration, construct, dragon, elemental, magical beast, ooze, outsider, shapechanger, or undead). For many creatures, the warden can not identify its exact type; only that it is a creature of such nature until some experience has been gained tracking it. A warden can identify specific animal tracks with no effort. After having tracked a particular type of creature several times, the warden can later identify its tracks. At 3rd level, a warden can identify the specific type of creature(s) being tracked if belonging to one of the following categories and with which the warden has had some interaction: beast, fey, giant, humanoid, plant or vermin.

At 5th level, a warden can ascertain distinguishing characteristics about the creatures tracked, such as whether they are wounded, exhausted, carrying heavy objects or wearing certain armor. The warden might even be able to determine if a spellcaster is in the group being tracked. The marks or characteristics determined are limited only by the Game Master's imagination and desire to provide or enhance story elements during game play.

FAVORED ENEMY: At 6th level, a warden chooses one specific type of creature as a favored enemy. For example, a warden might choose goblin, gnoll or hill giant. The Game Master should require the player to choose an enemy that is consistent with the past history and storylines involving the character; ideally, a type of creature that the character has encountered and fought on several occasions in past adventures.

Knowledge of the favored enemy confers numerous bonuses to the warden's ability checks. When combating a favored enemy, the warden gains additional combat bonuses due to an advanced fighting style developed through the experience of repeatedly fighting that type of creature. The warden gains a +2

bonus to hit against a favored enemy. The warden also receives a +2 bonus to armor class when fighting a favored enemy. Further, when tracking the favored enemy, the warden receives a +2 bonus to the tracking check. The warden is also able to neutralize poisons of the favored enemy, whether manufactured or natural.

The combat bonus of this ability cannot be used if armors other than those allowed are worn.

SPELLS: At 8th level, a warden can cast sovereign spells at a low caster level (warden's level - 8). The spells available are listed on the warden spell list. Each warden can cast a limited number of spells from each spell level per day. The *Warden Spells Per Day Table* shows the number of spells per day a warden may cast for each spell level. Wardens prepare and cast spells by praying for them. This process is covered in greater detail in the *Magic* section.

BONUS SPELLS: High wisdom indicates a greater connection to nature, so wardens with high wisdom gain bonus spells. If the character has a wisdom of between 13-15, they receive an extra 1st level spell. If the wisdom score is 16 or 17, they receive an extra 2nd level spell and if 18 or 19, they receive an extra 3rd level spell. Bonus spells are cumulative.

Bonus spells can only be acquired if the warden is at a high enough level to cast them. For example, a 4th level warden with an 18 wisdom receives four 0 level spells, four 1st level spells and three 2nd level spells. No bonus 3rd level spell is acquired until the warden reaches 5th level.

PRIME ATTRIBUTE: Strength

HIT DICE: d10

ALIGNMENT: Any

WEAPONS: Any

ARMOR: Breastplates, chainmail hauberk & shirt, cuir bouille, greek ensemble, leather, chain coif, leather coat, padded, ring mail, scale mail, studded leather

ABILITIES: Combat marauder, conceal, delay/ neutralize poison, favored enemy, move silently, scale, traps, survival, track

Level	HD	BtH	EPP
1	d10	0	0
2	d10	+1	2,701
3	d10	+2	5,501
4	d10	+3	12,001
5	d10	+4	24,001
6	d10	+5	48,001
7	d10	+6	95,001
8	d10	+7	180,001
9	d10	+8	360,001
10	d10	+9	700,001
11	+4 HP	+10	1,000,001
12	+4 HP	+11	1,300,001
13+	225,000 EP per level		

WARDEN SPELLS PER DAY			
Level	1st	2nd	3rd
8	1		
9	2		
10	2	1	
11	2	2	
12	2	2	1
13	3	2	1
14	3	2	2
15	3	3	2
16*	3	3	3

* Maximum attainable.

WARDEN (Version 2)



Wardens are cousins of rangers, who operate mostly in forests, protecting them from depredations and enemies. Wardens are noted for their archery skills as well as their knowledge of magic upon reaching higher levels. This class is normally a specialty of elves and half-elves, and could be barred to other races, especially dwarves and half-orcs.

ABILITIES

FAST ARCHER: The warden is an exceptional archer, and gains the following benefits when firing with an expert bow:

1. His arrows use the next higher die of damage (e.g. a basic arrow that does 1d6 of damage, does 1d8 in a warden's hands).
2. The warden can fire one additional arrow every two rounds, and at 9th level he can fire two arrows per round.

MOVE SILENTLY (Dexterity): The warden is able to move silently in wilderness areas with a successful dexterity check. The warden can move up to one-half the character's normal speed at no penalty. At more than one-half and up to the character's full speed, the character suffers a -5 penalty. It's practically impossible (-20 penalty) to move silently while running or charging. Wardens cannot perform this ability indoors. See *conceal* above for information on moving silently while attempting to conceal oneself.

This ability cannot be used if armors other than those allowed are worn.

SCALE (Dexterity): This extraordinary ability allows a warden to climb up, down, or across a dangerous natural slope or inverted incline that others would find impossible to climb. When doing so, the warden moves at one-half the character's normal speed. A failed scale check means that the character makes no progress. A check that fails by 5 or more means that the character falls from the currently attained height and must suffer falling damage. Nothing can be carried in the warden's hands while climbing. When climbing typical natural slopes and inclines, such as steep but rocky hillsides, a warden need not make an attribute check to scale the surface.

This ability cannot be used if armors other than those allowed are worn.

SURVIVAL (Wisdom): In wilderness environments, wardens can provide shelter for themselves and others, and can provide decent food and water for several people, all without the need for an attribute check unless it is a large number of people. The warden can forage and hunt for food and water. The warden must spend 8 hours hunting and gathering to produce enough food and water to feed 2-8 people for a day. If the warden wishes to feed or shelter a larger group of people than the die indicate, a successful wisdom check is

necessary. If successful, the warden must spend an additional 8 hours gathering food to feed and water an additional 2-8 people. This additional effort allows the warden to gather food and water for up to 4-16 creatures. The warden can only hunt and forage for food twice per day.

For example, a warden is attempting to feed 12 people. For 8 hours of effort, the warden feeds 2-8 people automatically. The result is a 6, so the warden has to feed 6 more people. On a successful wisdom check, the warden can forage for another 8 eight hours and feed 2-8 more people.

In addition to the ability to provide food and shelter in the wilds, a warden can automatically determine where true north lies in relation to the character in normal wilderness environments.

TRACK (Wisdom): The warden can successfully track any creature in a wilderness setting that leaves a discernible trace. They can also determine characteristics about the creature being tracked. With a successful wisdom check, a warden can find and follow a creature's tracks or trail for 5 hours. The warden can also hide tracks at the same level of ability.

When tracking or hiding tracks from humanoids or giants, a warden receives a +2 bonus to the attribute check. The Game Master may apply bonuses or penalties for varying conditions, such as the length of time elapsed since the tracks were made, weather conditions, the number of creatures tracked and whether the tracked creature moved through water or a secret door. A successful track check may also impart information about the creature(s) being tracked. Once a trail is found, a track check can determine the general number and type of creatures being tracked. The number of creatures tracked should be disclosed to the player by using one of the following categories: individuals (1-6), band (6-30), troop (20-100), or army (100+), and also one from the following categories: beast, fey, giant, humanoid, plant, vermin, or other (aberration, construct, dragon, elemental, magical beast, ooze, outsider, shapechanger, or undead). For many creatures, the warden can not identify its exact type; only that it is a creature of such nature until some experience has been gained tracking it. A warden can identify specific animal tracks with no effort. After having tracked a particular type of creature several times, the warden can later identify its tracks. At 5th level, a warden can identify the specific type of creature(s) being tracked if belonging to one of the following categories and with which the warden has had some interaction: beast, fey, giant, humanoid, plant or vermin.

At 3rd level, a warden can ascertain distinguishing characteristics about the creatures tracked, such as whether they are wounded, exhausted, carrying heavy objects or wearing certain armor. The warden might even be able to determine if a spellcaster is in the group being tracked. The marks or characteristics determined are limited only by the Game Master's imagination and desire to provide or enhance story elements during game play.

FAVORED ENEMY: At 2nd level, then again at 7th and 12th level level, a warden chooses one specific type of creature as a favored enemy. For example, a warden might choose goblin, gnoll or hill giant. The Game Master should require the player to choose an enemy that is consistent with the past history and storylines involving the character; ideally, a type of creature that the character has encountered and fought on several occasions in past adventures.

Knowledge of the favored enemy confers numerous bonuses to the warden's ability checks. When combating a favored enemy, the warden gains additional combat bonuses due to an advanced fighting style developed through the experience of repeatedly fighting that type of creature. The warden gains a +2 bonus to hit against a favored enemy. The warden also receives a +2 bonus to armor class when fighting a favored enemy. Further, when tracking the favored enemy, the warden receives a +2 bonus to the tracking check. The warden is also able to neutralize poisons of the favored enemy, whether manufactured or natural.

The combat bonus of this ability cannot be used if armors other than those allowed are worn.

SPELLS: At 2nd level, a warden can cast druidic spells, then, at 5th level he also gets to learn and cast wizard spells. Each warden can cast a very limited number of spells from each spell level per day. The *Warden Spells Per Day Table* shows the number of spells per day a warden may cast for each spell level. Wardens prepare and cast druid spells by praying for them; and prepare wizard spells before casting them by studying from a spell book. This process is covered in greater detail in the *Magic* section.

BONUS SPELLS: High wisdom indicates a greater divine or spiritual connection with nature, so wardens with high wisdom gain bonus druid spells. Likewise, a high intelligence score provides with bonus wizard spells. If the character has a wisdom of between 13-15, they receive an extra 1st level spell. If the wisdom score is 16 or 17, they receive an extra 2nd level spell and if 18 or 19, they receive an extra 3rd level spell. Bonus spells are cumulative. Bonus spells can only be acquired if the druid is at a high enough level to cast them.

PRIME ATTRIBUTE: Dexterity

HIT DICE: d8

ALIGNMENT: Any good.

WEAPONS: Any

ARMOR: Breastplates, chainmail hauberk & shirt, cuir bouille, greek ensemble, leather, chain coif, leather coat, padded, ring mail, scale mail, studded leather.

ABILITIES: Fast archer, move silently, scale, survival, track, favored enemy, spells.

Level	HD	BtH	EPP
1	d8	0	0
2	d8	+1	2,251
3	d8	+2	4,501
4	d8	+3	9,001
5	d8	+4	19,001
6	d8	+5	40,001
7	d8	+6	80,001
8	d8	+7	160,001
9	d8	+8	270,001
10	d8	+9	500,001
11	+3 HP	+10	725,001
12	+6 HP	+11	950,001
13+	250,000 EP per level		

WARDEN SPELLS PER DAY

Level	Druid Spells				Wizard Spells		
	0	1 st	2 nd	3 rd	0	1 st	2 nd
1							
2	2						
3	2	1					
4	2	1					
5	2	2			1		
6	3	2			1		
7	3	2	1		2		
8	3	2	1		2	1	
9	3	2	2		2	1	
10	4	2	2		2	2	
11	4	2	2	1	3	2	
12	4	2	2	1	3	2	1
13	4	2	2	2	3	2	1
14	5	2	2	2	3	2	2
15	5	3	2	2	4	2	2
16	5	3	2	2	4	3	2
17	5	3	3	2	4	3	2
18	5	3	3	2	4	3	3
19	5	3	3	3	4	3	3
20	5	3	3	3	4	3	3

ROGUE

FREEBOOTER

Freebooters are warriors and rogues of the sea. They plunder and pillage their way across the oceans, attacking merchant vessels and making raids on coastal towns. They live for loot and will rarely refuse an adventure, preferably at sea but if treasure is involved the land is as good as anywhere. At low levels a freebooter will sign on board a pirate (or privateer) ship for a share of the prizes they take, but at higher levels might own a ship of their own.

The life of a freebooter is not easy, for they live in cramped conditions and are often hunted by the authorities as criminals, pirates, murderers and outlaws. With their stinking attire, scarred weather-worn faces, coarse language and rough manners, freebooters are always recognized for what they are. Their lives could just as easily end at the end of a rope or in a dank prison cell as it could on the point of a sword. However, it is the freedom of the seas and the promise of treasure that they might win that keeps them going when others might give up. Freebooters reject the authority and order of civilization and therefore they rarely abide by any code of conduct or law, other than the hierarchy of ship-

board life. Even then, they constantly test the structure of rank, by constant fights for booty or position. Freebooters rarely adhere to any organized religion but might occasionally mutter an oath or curse to an appropriate god of the sea. They tend to get on fine with other fighters and rogues but most other classes bear the stink of authority and are therefore to be avoided or robbed. This is a useful class where sea travel will feature highly in the campaign.

ABILITIES

PATOIS: Pirates and freebooters have their own language, similar to the Rogues Cant.

SEA LORE (Wisdom): This covers all aspects of a typical seaman’s knowledge and training, such as ship-handling, basic navigation skills, knowledge of the tides, the creatures that live in the sea and so on. This ability also provides a +1 bonus to hit and damage any time they are fighting in ship-board actions.

CAROUSE (Constitution): Freebooter cannot resist a bit of drinking, wenching, gambling and generally enjoying themselves when they get home to port. This is a double- edged sword, because sometimes when they should be doing something else, the pull of the tavern is far too much for them. Have them make a Wisdom check when they go within sight of a tavern with a penalty of -1 for every day they have been without a drink. The good news is that they have a +2 tolerance to alcohol (rising to +4 at 6th level and +6 at 12th level). They are also excellent tavern brawlers, gaining +1 to attack rolls during tavern brawls, where only fists, daggers and improvised weapons are being used.

CLIMB (Dexterity): Daily life at sea requires lots of clambering around in the rigging and so on, often in all weathers. This gives freebooters superb climbing skills as well as an excellent sense of balance. They can literally run along slippery narrow beams almost as if their feet were firmly upon the deck. Penalties will apply where the freebooter is wearing heavier armor than armor class 12, like a rogue.

SWIM (Strength): Most sailors can’t swim because they are landlubbers who have been press-ganged into it. Freebooters are professional seamen and so learn very quickly how to keep their heads above water. Penalties apply to swim checks for wearing armor heavier than armor class 12 (as per a rogue).

GOLD LUST: When a Freebooter knows that he is fighting for treasure or a share of the booty, he gains a bonus on his attack rolls. It adds +1 to attack and damage and any saving rolls vs magic that is designed to prevent the Freebooter reaching the treasure. At 6th level it adds +2 and at 12th level it adds +3.

PRIME ATTRIBUTE: Constitution

HIT DIE: d12

ALIGNMENT: Chaotic

WEAPONS: Any

ARMOR: Leather, leather coat, padded, studded leather. (Special, see rogue)

ABILITIES: Patois, sea lore, carouse, climb, swim, gold lust.

Level	HD	BtH	EPP
1	d12	0	0
2	d12	+1	2,251
3	d12	+2	4,501
4	d12	+3	9,001
5	d12	+4	18,001
6	d12	+5	36,001
7	d12	+6	72,001
8	d12	+7	150,001
9	d12	+8	300,001
10	d12	+9	600,001
11	+5 HP	+10	725,001
12	+5 HP	+11	900,001
13+	175,000 per level		

KNAVE

The Knave is a rascal or a varlet of a similar sort to the rogue. Whilst knaves tend to be found in the same sort of haunts as a rogue, they also look upon themselves as slightly higher in status than their more common brethren. They consider themselves as slightly superior, as reflected in their weapon selection. This is by virtue of the fact that Knaves have come from more educated backgrounds and in all cases started out as Wizards (or at least students) but couldn’t stand the course, slipping into slightly easier ways. However, they have clung on to their early training and whilst not as diligent as Wizards, they

nevertheless use some of what they have learned to make their thievery a bit less difficult. Knaves, as Wizards are lazy and as Rogues are less skilled, but still make a useful combination of the two. Knaves acquire bonus spells due to high Intelligence as a Wizard does.

ABILITIES

ROGUE SKILLS: Knaves are more limited than rogues in their skills. At first level, knaves can choose any four of the following rogue abilities and will use those exactly the same as a rogue. At 2nd level, knaves can choose another ability from the list and so on at each level until they have selected all of the rogue abilities. Each time a new ability is selected, that ability is treated as if the knave is 1st level, rather than at the level he is at when he selected it.

- Climb (Dexterity)
- Hide (Dexterity)
- Listen (Wisdom): Hide (Dexterity)
- Move Silently (Dexterity)
- Open lock (Dexterity)
- Pick Pocket (Dexterity)
- Traps (Dexterity)

SPECIAL: Knaves favor light armor as a rogue does. In addition, a knave cannot cast spells at all if wearing heavier armor than a leather coat as this interferes with the intricate arm movements required for casting spells.

BACK ATTACK: At 4th level, a knave gains this rogue ability. However, it is as if he is only first level, needing to get to 8th level before he deals out triple damage and 12th level before he deals out quadruple damage from a successful back attack.

THIEVES CANT: Knaves tend to have difficulty in being accepted into the ‘underworld’ community and therefore cannot learn thieves cant until 5th level.

PRIME ATTRIBUTE: Intelligence
ALIGNMENT: Any
HIT DICE: d6

WEAPONS: Dagger, hand crossbow, knife, long sword, rapier, short bow, short sword.
ARMOR: Leather armor, leather coat and padded (see special rule).
ABILITIES: Climb, open lock, hide, move silently, listen, pick pocket, traps, thieves cant, back attack, wizard or illusionist spells.

Level	HD	BtH	EPP
1	d6	0	0
2	d6	+1	2,001
3	d6	+1	4,251
4	d6	+1	8,501
5	d6	+2	17,001
6	d6	+2	35,001
7	d6	+2	70,001
8	d6	+3	180,001
9	d6	+3	275,001
10	d6	+3	400,001
11	+2 HP	+4	525,001
12	+2 HP	+4	650,001
13+	175,000 per level		

KNAVE SPELLS PER DAY

Level	0	1	2	3	4
1	2				
2	2	1			
3	3	1			
4	3	2			
5	3	2	1		
6	4	3	1		
7	4	3	2		
8	4	3	2	1	
9	5	4	3	1	
10	5	4	3	2	
11	5	4	3	2	1
12	5	4	4	3	1

MERCHANT

Merchants (or more properly Merchant-Adventurers) are not shopkeepers, market traders or peddlers. They have far loftier aims and although they might

settle down a bit later in life to one of these positions it is more likely that they’ll end up knighted and/or very rich with lands and estates of their own. Merchants are generally wealthy gentlemen with the means and ability to raise money to fund expeditions to distant places, with a view to establishing viable trade and trade routes. This might be by way of an overland trek with wagons and pack mules or it could be by sea and all that entails. Because of this merchants often need to hire and associate with sea captains, guards, guides and so on. In their travels, they often join up with other adventurous individuals on the road, from goliards and friars making their way from town to town to earn their keep, to knights and paladins out questing. Merchants tend to get on with most adventurers, but have a keener eye out when rogues are about and when at sea are ever anxious not to cross the path of a freebooter ship.

Merchants are quite capable at defending themselves given their adventurous tendencies but often seek the presence of a fighter or two in their entourage and the wealthier ones will pay for the services of a gallowglass. Their primary skill is in negotiation and trade, though they are explorers and, to a degree rogues and fighters as well. As such they have some skills from several other classes and a fair range of weapons and armor to choose from.

ABILITIES

BARGAIN (Charisma): This is the skill of negotiation for a price – whether that is by barter (exchange of goods) or simply haggling on a price to lower (or increase if selling) it. With a successful roll, at 1st level they can reduce the price of standard equipment and weapons from the list by 3/4 of the listed price. At 4th level, they can buy equipment for 2/3 of the listed price and by 8th level they can bargain the costs down to 1/2 the listed price of goods. Finally at 12th level, merchants can get standard goods for a third of the list price. For other items like rare and magical items and artifacts, the GM will have to make his own judgment as to what would seem reasonable.

DECIPHER SCRIPT (Intelligence): Merchants often need to decipher and interpret legends and secret writings to acquire more knowledge of the lands and potential trade partners and so on. This ability allows the merchant to decipher writing in an unfamiliar language, a message written in an incomplete or archaic form or a message written in code. If the check succeeds, the character understands the general content of the piece of writing. It takes ten turns to decipher each page of script. A merchant can use this ability to decipher and then use an arcane scroll as a wizard or illusionist would, if a successful check is made at a penalty of –10. This ability may not be used by the merchant to decipher and use divine scrolls.

FELLOWSHIP (Charisma): The skill of the merchant to strike up friendships with almost anyone, even if they do not speak the same language – tribal chieftains, bandit leaders, lowly farmers or high ranking nobles. They are all susceptible to the Merchants silver tongue and easy attitude. If the merchant has some cheap gems, jewelry, ale, wine, clothing or some other items of little value, he can add up to +2 to his roll, with the GM’s approval. The merchant always has such items available to him when going to distant parts for purposes of trade. With a successful roll, fellowship works exactly like a charm person spell and can be used against one person or humanoid at 1st level and one extra person or humanoid for each additional level.

MAP LORE (Wisdom): Merchant adventurers are, in part, explorers as they often tread ground that few civilized people have been. They therefore study maps very closely and try to gather as much information about the world (especially the places they are traveling through and to). This ability allows merchants to recall some local knowledge, myths and legends about places. It also provides information about the best roads or trails to use, where towns, cities and ports are, places to avoid and so on. The Merchant is also a skilled cartographer and is able to make maps from places he has been, or even places described to him (the latter might need a more difficult roll though, but that is up to the GM).

MONEY WISE (Wisdom): You cannot fool a canny merchant. They can spot shaved coins, forged notes (if your campaign has notes), separate real silver and gold coins from fake metals and can also tell how many coins are in a purse without needing to open it and sometimes even just by looking at it.

OPEN LOCK (Dexterity): A merchant likes to know about locks, because he tends to be a bit insecure about his money. He always has chests here and there and understands the locking mechanisms very well. He can use this ability to open any sort of mechanical lock that would normally require a key to open. A successful check indicates that it has been opened. A merchant can only make

one attempt per lock. If that attempt fails the merchant cannot try to open the same lock again until the next level of experience is gained. Lock pick tools of some sort are required to use this ability.

LISTEN (Wisdom): Merchants train themselves to listen carefully both for thieves trying to get at their goods and to pick up on subtle nuances when striking a deal. Generally a success check indicates that the merchant has heard some sort of noise. This could be soft sounds like a whisper or a thief sneaking up within 30 feet or in the open or behind a door. Exactly what is heard is generally up to the GM. It takes one round to listen and a merchant can retry any time. Penalties might apply, for example – 10 through a stone wall.

PRIME ATTRIBUTE: Charisma

HIT DICE: d8

ALIGNMENT: Any

WEAPONS: Broadsword, bow, club, dagger, dart, hand axe, hammer, long sword, rapier, scimitar, short sword, sling, spear and staff.

ARMOR: Leather armor, leather coat, padded, ring mail, studded leather, chain shirt.

ABILITIES: Decipher script, open lock, listen, bargain, fellowship, money-wise and map lore.

Level	HD	BtH	EPP
1	1d8	0	0
2	2d8	+1	1,501
3	3d8	+1	3,251
4	4d8	+2	7,501
5	5d8	+2	15,001
6	6d8	+3	30,001
7	7d8	+3	60,001
8	8d8	+4	120,001
9	9d8	+4	240,001
10	10d8	+5	450,001
11	+3 HP	+5	625,001
12	+3 HP	+6	800,001
13+	200,000 per level		

PIRATE

The pirate is the consummate adventurer, a thrill-seeker of the highest order, laughing in the face of danger, throwing caution to the wind, and somehow escaping harm even in the most desperate of situations. Whether riding the waves on the deck of a swift schooner or swinging from a chandelier in a great hall, the pirate lives for excitement.

The pirate may be a swashbuckling adventurer, but she is also capable of great ruthlessness, and when pressed in battle she'll use nasty tactics and unfair techniques to get the better of her enemies. Pirates favor speed and mobility, since they learn to fight on the deck of a ship in all manner of conditions.

A high Dexterity is the pirate's most important ability, as she is restricted to light armor, and many of her class skills rely on this ability. As a combatant, though, no pirate should overlook Strength and Constitution, for these abilities are vital for surviving combats.

Half-elves and humans are the most common pirates as they find it easy to sever their ties to family and homeland. Elves have a natural gift of agility allowing them to navigate the ships and develop the skills at swordplay that put their human and half-elven counterparts to shame. Orcs and half-orcs bring a ruthlessness and capacity for violence that few others can match.

Though pirates may be of any alignment, chaotic pirates are by far the most common. It takes a free spirit to leave everything behind and embrace a life at sea. In ethical terms, pirates lean toward evil since most get by through raiding ships and coastal settlements.

ABILITIES

SPECIAL: Pirates favor light armor since heavier armors are a good way to drown when tossed overboard. Pirates may wear leather armor, a leather coat, or padded armor, and may use small shields without penalty. They may also wear leather helmets. A pirate may wear any other type of armor that confers an armor class higher than 12, but takes a penalty when using class abilities that require checks. The penalty is equal to –1 per point above armor class 12. Restricted helmets and shields impose a –1 penalty. All penalties from inappropriate armor are cumulative.

DIRTY FIGHTING: Pirates abhor a straightforward fight and use every trick they can to defeat their foes. A pirate gains a +4 bonus to attack rolls whenever she uses a close-quarters melee weapon to attack a living creature when adjacent to one of her allies, or that has been feinted (see following).

FEINT (Charisma): A pirate can use misdirection to force an opponent to let down its guard. A successful Charisma check imposes a –2 penalty on her opponent's attack rolls for 1 turn.

ROPE MONKEY (Strength): Pirates are adept at climbing in a ship's rigging. This ability enables a pirate to ascend and descend rigging with astonishing quickness. A successful check allows a pirate to move up or down ropes at one-half her normal movement. A failed check indicates no progress, while a check that fails by 5 or more means the character falls from the height she's attained. While climbing in this way, the pirate can't have anything in her hands, though she may grip a knife or similarly sized weapon in her teeth.

SEA LEGS (Dexterity): Life aboard a ship breeds a familiarity with areas where the footing is uncertain and when the deck rolls underneath. A pirate's movement is never slowed by difficult terrain.

PIRATES LUCK: Pirates are a superstitious lot and are ever-watchful for omens to help them avoid a bout of bad luck. Starting at 3rd level, a pirate may add a special bonus to a single attack roll, check, or saving throw. The bonus is equal to her level –2. She may use this ability once per day and at any time, even after she's rolled the die.

CANNY DEFENSE: Quick and nimble, pirates can avoid the attacks of their enemies with startling ease. At 5th level, when a pirate uses the dodge combat maneuver, she adds her Charisma bonus (if any) to the normal +2 bonus to armor class she ordinarily would gain from dodging.

FAST ON YOUR FEET: A pirate is accustomed to fighting in tight spots and slipping away should the battle turn ugly. Beginning at 7th level, whenever the pirate would disengage hastily, she does not take a –2 penalty to her armor class. When performing a fighting disengagement, the pirate may move up to their movement rate or less away from her opponent.

IMPROVISED FIGHTING: Pirates can make weapons out of anything at hand. At 9th level and higher, a pirate can snatch an unattended object and use it as an improvised weapon. She takes no penalty on the attack roll and the weapon deals 1d3 points of damage.

SCOURGE OF THE SEAS: At 11th level, a pirate gains her very own ship and crew. The ship can be any of galleon size or smaller, and she accumulates 10+2d10 0-level followers as crew and one 3rd-level pirate to serve as first mate. She retains the crew as long as she can pay them. She must spend 2 gp each month for each crewman and 300 gp per month to retain the service of her first mate. Should she fail to pay, her crew abandons her when on land or tries to mutiny while at sea.

PRIME ATTRIBUTE: Dexterity

HIT DICE: d8

ALIGNMENT: Any

WEAPONS: Any

ARMOR: Leather, Leather Coat, Padded (see Special)

ABILITIES: Dirty Fighting, Feint, Rope Monkey, Sea Legs, Pirate's Luck, Canny Defense, Fast on Your Feet, Improvised Fighting, Scourge of the Seas

Level	HD	BtH	EPP
1	d8	0	0
2	d8	+1	2,001
3	d8	+2	4,001
4	d8	+3	8,001
5	d8	+4	16,001
6	d8	+5	36,001
7	d8	+6	72,001
8	d8	+7	150,001
9	d8	+8	250,001
10	d8	+9	500,001
11	+3	+10	750,001
12	+3	+11	1,000,001
13	125,000 per level		

BARBARIAN

DERVISH

The dervish is a desert warrior-mystic, who specializes in stylized dances designed to invoke spiritual guidance and divine blessing. These dance movements have become a part of the dervishes fighting style and whilst still referred to as dances, they are essentially highly effective combat maneuvers, but still seem to inspire some divine intervention. The dervish is primarily nomadic fighting-man but also a spiritual leader of his people and therefore has some clerical powers too.

The dervish wears no armor for it interferes with the complex movements that he must make in order to draw upon the spiritual powers at his disposal. He uses only a limited selection of weapons, preferring weapons that have a sharp edge that he can use to deftly slice his enemies up.

ABILITIES

DANCES: The dervish has a selection of different ‘dance’ moves that can improve his capabilities in combat. Every dance lasts 10 combat rounds. The dervish must continue for a full 10 rounds, even if the combat has finished. He doesn’t necessarily go on attacking, but he must complete the full dance. At the end of the dance, the dervish falls prone and defenseless for one complete round (1minute), physically, emotionally and spiritually drained. At the end of one round of recovery, he is fine and ready to carry on doing stuff. Except where noted, dances can each be used once per day at 1st level, rising to twice at 4th level, three times at 8th level and four times at 12th level.

Dances can be combined. At 4th level, a dervish can combine two dances. At 8th level, he can combine three and at 12th level he can combine four dances. They still last 10 combat rounds. However, he is exhausted for one round per dance in the combination at the end (so if combining 3 dances, he must rest for 3 minutes afterwards).

Weaving Dance: This dance makes the dervish very difficult to hit adding +1 to his armor class at every ‘odd’ level he has attained. So, at 3rd level his armor class will improve by +2, for the full 10 combat rounds of the dance.

Dance of the Cutting Blade: This can only be used with an edged weapon, preferably a scimitar. It adds a bonus of +1 to attacks at every odd level the dervish has attained (so +2 at 3rd level).

Dance of the Nimble Feet: This allows the dervish to move at twice his normal rate for as long as the dance lasts.

Dance of the Whirling Blade: This dance enables the dervish to attack twice in a round. He can attack the same target twice or two different targets. At 12th level he can attack three times in a round.

Dance of Death: This dance is gained at 4th level. The dervish can carry on dancing after falling to 0 hit points or less, even if sustaining more damage whilst dancing. He has to decide to perform this dance immediately upon sustaining the damage that drops him to zero or below. This dance can only be used once per day, whatever the dervishes level. At the end of the 10 combat rounds, he falls to the ground and suffers exhaustion as well as the wound effects of whatever damage he has suffered.

Dance of the Maiming Stroke: This dance enables the dervish to put much more power into the blow. At 1st level it doubles the damage caused. At 8th level it trebles the damage caused. At 12th level it quadruples the damage caused. Of course, the dervish still has to hit his target. This dance can only be used once per day.

TURN UNDEAD: At 3rd level, as cleric

DIVINE SPELLS: As cleric but fewer spells per level. They do get bonus spells for a high wisdom.

PRIME ATTRIBUTE: Constitution

HIT DIE: d12

ALIGNMENT: Chaotic/Good

WEAPONS: Dagger, spear, short sword, scimitar, long sword, short bow, composite short bow, dart, javelin.

ARMOR: None

ABILITIES: Dances, turn undead as cleric, cleric spells

Level	HD	BtH	EPP
1	d12	0	0
2	d12	+1	2,251
3	d12	+2	4,501
4	d12	+3	9,001
5	d12	+4	18,001
6	d12	+5	40,001
7	d12	+6	75,001
8	d12	+7	180,001
9	d12	+8	275,001
10	d12	+9	500,001
11	+5 HP	+10	750,001
12	+5 HP	+11	900,001
13+	200,000 per level		

DERVISH SPELLS PER DAY

Level	0	1	2	3	4
1	2				
2	2	1			
3	3	1			
4	3	2			
5	3	2	1		
6	4	3	1		
7	4	3	2		
8	4	3	2	1	
9	5	4	3	1	
10	5	4	3	2	
11	5	4	3	2	1
12	5	4	4	3	1

HORSE WARRIOR

The horse warrior represents nomadic tribal horseman, that live in clans on the plains or steppes of the world. At times, these clans might merge into tribes or small nations, brought about by a variety of causes. Sometimes a chief or warlord would be instrumental in gathering together a number of clans. Sometimes one strong clan would absorb several smaller clans. The horse warriors are ‘born to the saddle’, so are expert riders and they live in easily transported camps, moving from one site to another as seasons and hunting grounds change. As hunters, their horses tend to be small, fast and agile, enabling the horse warrior to make swift in-and-out attacks, rather than getting too heavily engrossed in a slugging match, in the way a Knight would. They usually ride lightly armored into battle, hurling spears and firing their bows from the backs of their horse. The men at all times are ready for war. Each warrior makes sure his weapons are repaired and ready for immediate use. His bow-strings must be taut and his quivers full of good straight arrows. The chieftains, in periods of peace, organize hunts for further training, for their men had to be prepared at all times to take their weapons and horses and ride off to battle.

To release the men for war, the women are responsible for everything the family owns. In addition to this, the women have to make sure their husband’s war equipment is ready. They have to see that his cloak and his riding boots are always ready for use. The women also have to make sure the warrior’s saddle bags are filled with dried foodstuffs with which a horse warrior could travel for days without taking time from his military objective to seek food. Having said that, some clans allow their unmarried women to go to war too and these women tend to fight just as tenaciously as their male counterparts.

Horse Warriors share some similarities with barbarian cultures and certainly more civilized types tend to look down upon them. They fashion most of their armor and weapons from stuff that is readily available to them, so leather, bone, stone and wood is used a lot. They value traded (or looted) metal weapons highly.

Whilst they are warlike, they are also very spiritual peoples and tend to live at one with nature, rather than plunder nature, like civilized peoples do. Born-to-the-saddle: Similar to the knight, in addition to their starting money, horse warriors begin play with a fully outfitted riding horse, with saddle (if the culture uses them – often horse warriors ride bare back), saddle blankets, saddlebags, bit & bridle, harness. The mounts are faster than most moving at 70’. The mounts are used to being used at the fringes of combat, so there are no penalties to the horse warrior for firing bows or hurling weapons from them.

ABILITIES

HORSEMANSHIP (Dexterity): As per the knight ability

SURVIVAL (Wisdom): As per the ranger ability

TRACK (Wisdom): The horse warrior can successfully track any creature that leaves a discernible trace and determine characteristics about that creature as well. With a successful wisdom check a horse warrior can find and follow a creature’s tracks or trail for 5 hours. The horse warrior can also hide tracks at the same level of ability. The GM may apply bonuses or penalties for varying conditions, such as the length of time elapsed since the tracks were made, weather conditions, the number of creatures tracked and so on.

WEAPON SPECIALIZATION: Like a fighter, a horse warrior can specialize in one weapon at first level. This weapon must be a ranged or hurled weapon (spear, javelin, throwing axe, short bow etc), but the ability is otherwise exactly the same as the fighter ability.

SIMPLE WEAPON/ARMOR MAKING (Dexterity): Horse Warriors can fashion perfectly serviceable weaponry and armor from the hides and bones of creatures that they hunt. Obviously, they need to have killed the right type of creature or have the right materials (wood, stone, feathers, leather, sinew and so on) available to them in the first place and they need the time to do it too. About a day is needed to fashion a serviceable bow and a dozen arrows. Maybe half a day for a good spear or hand axe, or a couple of hours for a solid club. With a failed roll, the weapon could be at –1 to attacks and damage, or will break in combat on a roll of 1 (as a GM you get to choose).

PRIME ATTRIBUTE: Dexterity

HIT DIE: d10

ALIGNMENT: Any

WEAPONS: Hand axe, throwing axe, club, dagger, light lance, light mace, spear, short sword, scimitar, long sword, blowpipe, bolas, short bow, composite short bow, dart, javelin, sling

ARMOR: Leather, leather coat, padded, studded leather, hide, small shield

ABILITIES: Borne-to-the-saddle, survival, track, weapon specialization, simple weapon/armor making.

Level	HD	BtH	EPP
1	d10	0	0
2	d10	+1	2,251
3	d10	+2	4,501
4	d10	+3	9,001
5	d10	+4	18,001
6	d10	+5	36,001
7	d10	+6	72,001
8	d10	+7	150,001
9	d10	+8	300,001
10	d10	+9	600,001
11	+4 HP	+10	725,001
12	+4 HP	+11	900,001
13+	175,000 per level		

BERSERKER

VIKING



Vikings are mariners, explorers, raiders, and Norsemen, though not all northerners are Vikings. Most other people fear the Vikings, who are generally seen as bloodthirsty brutes, notorious for brutality, rape and pillage. Yet, these wild seafarers also retain positive aspects, such as being known for their courage and honor.

ABILITIES

NORTH LORE: Vikings come from northern lands of cold and snow, and are thus used to frigid climates and hazards. They are able, with a successful Wisdom check (+ level and Wis modifier), to predict weather (in arctic climates or cold mountains) a couple of days in advance, to recognize the different types of ice and snow and not fall into crevices, to best protect and shelter from cold, etc.

RAIDER: Vikings are before all raiders interested in looting. As such, whenever they attack some target for the express purpose of looting it, they gain a +1 bonus to their attack and damage rolls, as well as any attribute check related to that looting. This ability applies when fighting people carrying wealth, creatures guarding a treasure, etc. It doesn't apply when merely defending from attack (unless the attacker appears to be carrying wealth), or against animals, even if their pelt or other body parts could be sold. This bonus increases to +2 at 7th level, and +3 at 12th level. In any case, the Raider ability cannot be combined with the Fearless ability, as the viking must have a clear head and keep his purpose in mind, which is not the case when fighting enraged.

SAILOR SKILLS: Vikings are a type of pirates and are thus competent mariners. As such, they know how to maneuver their own northern longships (knarr and drakkar), and remain sure-footed (balance) on moving or slippery ship decks. Both require a Dexterity check (+ level and Dex modifier) in difficult circumstances. Vikings otherwise know navigation and orienteering by the stars and other like methods, plus have basic knowledge of the tides, creatures that live in the sea, etc. This requires an Intelligence check (+ level and Int modifier) in difficult circumstances.

ENDURE COLD: At 3rd level, vikings become inured to cold as if they were continuously protected by an *Endure Elements* spell.

FEARLESS: At 3rd level, vikings become not only immune to fear, but at times even get spirited by things that would terrorize others. Vikings are fatalistic and firmly believe in an already written destiny, so “shouldn’t bother about when their death will come”; then, vikings are used to continuously brave the dangers

and mysteries of unknown lands, thus have learned to tame their fears; lastly, they are obsessed with honor and courage at war, the only way for them to be granted access to the Valhalla in the afterlife. As such, vikings are immune to all fear spells and effects. Furthermore, when a viking is subject to a fear spell or effect, he still rolls a saving throw as normal. If the save is failed, the viking is simply not subject to the fear. However, if he succeeds the save, he becomes keenly aware of the impending danger and gives all he has to overcome it. The bolstered viking gains a +1 bonus to attack and damage rolls against the creature at the origin of the fear for the remainder of the combat against it. This bonus increases to +2 at 7th level, and +3 at 12th level. This bonus is not cumulative with that granted by the Raider ability.

EXPLORER: At 5th level, vikings are used to travel extensively and have learned how to find their way in unknown lands. As such, they can once per day guess the correct direction that will lead them to an outdoor place. This requires some clue, map, information, etc., about the place sought, and then a successful Wisdom check (+ level and Wis modifier).

FRIGHTENING REPUTATION: At 7th level, the appearance of the viking can cause fear in all creatures with 1 HD or less. The viking can control this power, turning it on and off at will. Any characters or creatures who fail a Wisdom saving throw (vs. 12/18 + viking's level) are struck by fear and flee from the viking or surrender to him depending on the circumstances. In addition, all creatures enemy of the viking, and who are within 10 feet of him, suffer a –2 penalty to saves against fear effects.

PRIME ATTRIBUTE: Strength

HIT DICE: d10

ALIGNMENT: Any non-good

WEAPONS: Axes (all types), bow (long, short), club, dagger, flails (all types), hammers (all types), maces (all types), morningstar, spears (all types), staff, swords (bastard, broad, long, short, and two-handed).

ARMOR: Padded armor, leather coat, leather armor, ring mail, hide, studded leather, chain shirt, scale mail, chain mail, and all shields.

ABILITIES: North lore, Raider, Sailor skills, Endure cold, Fearless, Explorer, Frightening reputation.

Level	HD	BtH	EPP
1	1d10	0	0
2	2d10	+1	2,001
3	3d10	+2	4,001
4	4d10	+3	8,501
5	5d10	+4	17,001
6	6d10	+5	38,001
7	7d10	+6	75,001
8	8d10	+7	150,001
9	9d10	+8	300,001
10	10d10	+9	500,001
11	+4 HP	+10	725,001
12	+8 HP	+11	950,001
13+	225,000 per level		

WIZARD

CHARLATAN

There are those who study the arcane arts for power, and those who study for the sake of knowledge and learning. There are also those who learn so as to aid their fellow beings. Finally, there are those who study to make a quick coin or ten. Thus the Charlatan, a Magic User who wants to study other ways of gaining illicit profit or Rogues looking for an adjunct to their skills is born. Charlatans tend to frequent inns, taverns and other places of ill repute using a combination of thievery and magic to get their gold. However, dungeon exploring and adventuring are not beyond their interests, so long as money.... first, last, and foremost.... is assured.

PRIME ATTRIBUTES: Intelligence and Dexterity

HIT DICE: d6

ARMOR: Studded leather or less; no shield.

WEAPONS: Blowpipe, broadsword, cat-o-nine-tails, cestus, club, dagger, dart, light hammer, hand axe, hand crossbow, javelin, knife, light crossbow, longsword, mace, main gache, quarterstaff, rapier, sap, shortbow, short sword, sickle, sleeve tangler, spiked gauntlet, sling, whip

ALIGNMENT: No Lawfuls

ABILITIES: As Rogue and Wizard of equal level. * Though not allowed *sneak attack*, Charlatans may use twice as many 0 level spells as a Wizard of equal level at beginning of play.

Level	HD	BtH	EPP	Title
1	d6	0	0	Huckster
2	d6	+1	2,851	Tramp
3	d6	+1	7,701	Nomad
4	d6	+1	16,401	Drifter
5	d6	+2	32,801	Fraud
6	d6	+2	66,701	Scammer
7	d6	+2	165,001	Swindler
8	d6	+3	250,001	Fast Talker
9	d6	+3	460,001	Grifter
10	d6	+3	675,001	Charlatan
11	+2 HP	+4	1,050,001	Prince of Charlatans
12	+2 HP	+4	1,450,001	King of Charlatans
13+	375,000 per level			

CHRONOMANCER

Chronomancers are arcane spellcasters who are fascinated by the prospect of bending time to their will. They try to study time from a more scientific perspective, and generally do not care about history, and about the ethical problems that arise from modifying past events. Chronomancers are rarely interested in the philosophical questions pertaining to the passing of time. In fact, the chronomancer is usually an opportunist motivated by the power he expects to gain from becoming able to manipulate time with greater efficiency than normal.

ABILITIES

SPELLS: A chronomancer casts arcane spells, though chronomantic magic is inherently different from the wizard's requiring a unique spell list. Like a wizard though, a chronomancer is limited to a certain number of spells of each spell level per day. The *Wizard and Illusionist Spells Per Day Table* shows the number of spells per day a chronomancer may cast. A chronomancer must prepare spells before casting them. This is done by studying spells from a spell book. While studying, the chronomancer decides which spells to prepare. Spell memorization and descriptions are covered in detail in the Magic section.

BONUS SPELLS: With a high intelligence score, a chronomancer gains bonus spells. If the character has an intelligence of between 13-15, they receive an extra 1st level spell. If the intelligence score is 16 or 17, they receive an extra 2nd level spell and if 18 or 19, they receive an extra 3rd level spell. The bonus spells can only be acquired if the chronomancer is at a high enough level to cast that spell level. Bonus spells are cumulative.

For example, a 4th level chronomancer with an 18 intelligence receives four 0 level spells, four 1st level spells, and three 2nd level spells. No bonus 3rd level spell is acquired until the chronomancer reaches 5th level.

PRIME ATTRIBUTE: Intelligence

ALIGNMENT: Any

HIT DICE: d4

WEAPONS: Club, dagger, dart, staff

ARMOR: None

ABILITIES: Spell casting

Level	HD	BtH	EPP
1	d4	0	0
2	d4	+1	2,601
3	d4	+1	5,201
4	d4	+1	10,401
5	d4	+1	20,801
6	d4	+2	42,501
7	d4	+2	85,001
8	d4	+2	170,001
9	d4	+2	340,001
10	d4	+3	500,001
11	+1 HP	+3	750,001
12	+1 HP	+3	900,001
13+	150,000 per level		

DEMONURGIST



The demonurgist is an arcane spellcaster specializing in the summoning and controlling of demons. A demonurgist is normally wholly evil and corrupt, employing the demonic inhabitants of the Abyss to further his goals. Demonurgists are shunned by most, as their paths involve powers best left alone by mortals. Demonurgists are spread far and wide throughout the world. Most keep their identities secret, as the summoning and controlling of Abyssal powers is frowned upon in most all civilized areas.

ABILITIES

SPELLS: A demonurgist casts arcane spells. Like a wizard, a demonurgist is limited to a certain number of spells of each spell level per day. The *Wizard and Illusionist Spells Per Day Table* shows the number of spells per day a demonurgist may cast. A demonurgist must prepare spells before casting them. This is done by studying spells from a spell book. While studying, the demonurgist decides which spells to prepare. Spell memorization and descriptions are covered in detail in the Magic section.

BONUS SPELLS: With a high intelligence score, a demonurgist gains bonus spells. If the character has an intelligence of between 13-15, they receive an extra 1st level spell. If the intelligence score is 16 or 17, they receive an extra 2nd level spell and if 18 or 19, they receive an extra 3rd level spell. The bonus spells can only be acquired if the demonurgist is at a high enough level to cast that spell level. Bonus spells are cumulative.

For example, a 4th level demonurgist with an 18 intelligence receives four 0 level spells, four 1st level spells, and three 2nd level spells. No bonus 3rd level spell is acquired until the demonurgist reaches 5th level.

IMPROVED BINDING: The demonurgist can call an outsider of up to 10HD using the *lesser planar binding* spell. At 5th level, the demonurgist can summon up to 18 HD worth of outsiders using *planar binding*. This increases to 26 HD at 9th level when casting *greater planar binding*.

EVIL INCARNATE: The demonurgist gains a +2 to his caster level when casting evil spells.

STRENGTHEN BINDING: The demonurgist adds +2 the save CL of any *planar binding* spell (including *lesser planar binding* and *greater planar binding*). At 7th level, the bonuses increase to +4. This bonus stacks with any other bonus to the spell's save CL.

DEMONIC VIGOR:At 4th level, the demonurgist gains +2 bonus to all saves against the spells and spell-like abilities of demons. This bonus increases to +4 at 8th level.

DIMENSIONAL ANCHOR: Once per day, the demonurgist can cast *dimensional anchor* to aid in holding a bound creature.

EMPOWERED SUMMONING: At 10th level, once per day, the demonurgist can perform a ritual (this ritual lasts from dusk until dawn, must be done inside a *magic circle against good*, and requires a human sacrifice) that allows him to summon up to 39HD worth of outsiders or elementals (treat as per the *greater planar binding* spell).

PRIME ATTRIBUTE: Intelligence

ALIGNMENT: Any

HIT DICE: d4

WEAPONS: Club, dagger, dart, staff

ARMOR: None

ABILITIES: Improved binding, evil incarnate, strengthen binding, demonic vigor, dimensional anchor, empowered summon

Level	HD	BtH	EPP
1	d4	0	0
2	d4	+1	2,601
3	d4	+1	5,201
4	d4	+1	10,401
5	d4	+1	20,801
6	d4	+2	42,501
7	d4	+2	85,001
8	d4	+2	170,001
9	d4	+2	340,001
10	d4	+3	500,001
11	+1 HP	+3	750,001
12	+1 HP	+3	900,001
13+	150,000 per level		

MAGE

Of all the character classes, the mage is the most versatile. With reasonably comprehensive spellbooks, the mage can be more dangerous than the fighter, more sneaky than the rogue, or a better all-rounder than the cleric. Responsibility for the success and even survival of the entire party often rests on the mage's shoulders - if he wastes a spell or memorizes the wrong one, disaster can ensue for the whole group, whereas by selecting just the right spell at just the right time he can deal with almost any situation successfully, however dire.

ABILITIES

SPELLS: A mage casts arcane spells. Mages can only cast a limited number of spells, from each spell level, per day. The *Mage Spells Per Day Table* lists the number of spells per day a mage may cast of each spell level. For example, a 5th level mage can cast five 0 level spells, four 1st level spells, two 2nd level spells and one 3rd level spell per day.

A mage must prepare spells before casting them by studying from a spell book. While studying, the mage decides which spells to prepare. Spell memorization and spell descriptions are covered in detail in the *Magic section*.

BONUS SPELLS: With a high intelligence score, a mage gains bonus spells. If the character has an intelligence of between 13-15, they receive an extra 1st level spell. If the intelligence score is 16 or 17, the mage receives an extra 2nd level spell, and if 18 or 19, the mage receives an extra 3rd level spell. Bonus spells can only be acquired if the mage is at a high enough level to cast them. Bonus spells are cumulative.

For example, a 4th level mage with an 18 intelligence receives four 0 level spells, four 1st level spells, and three 2nd level spells. No bonus 3rd level spell is acquired until the mage reaches 5th level.

SPECIALIZATION: Specialization allows a mage to cast extra spells from their chosen school, but then they never learn to cast spells from some other schools.

A specialist mage can prepare one additional spell of their specialty school per spell level each day. When learning a new spell from their chosen school, the mage gains a +2 intelligence on their check to learn and the days spent learning a new spell is reduced by 2 (minimum of 16 hours).

The mage must choose whether to specialize and, if they do, choose their specialty at 1st level. At this time, they must also give up two other schools of magic (one school if divination was chosen as their specialty), which become their prohibited schools. Specialization can not be chosen, if the mage is devoted to a school.

A mage can never give up divination to fulfill this requirement.

Spells of the prohibited school or schools are not available to the mage, and they can't even cast such spells from scrolls or fire them from wands. They may not change either their specialization or their prohibited schools later.

Each type of specialist mage has a unique name applied to them. They are as follows.

School	Name
Abjuration	Abjurer
Conjuration	Conjurer
Divination	Divinator
Enchantment	Enchanter
Evocation	Evoker
Illusion	Illusionist
Necromancy	Necromancer
Transmutation	Transmuter

PRIME ATTRIBUTE: Intelligence
ALIGNMENT: Any
HIT DICE: d4
WEAPONS: Club, dagger, dart, staff
ARMOR: None
ABILITIES: Spell casting, specialization

Level	HD	BtH	EPP
1	d4	0	0
2	d4	+1	2,601
3	d4	+1	5,201
4	d4	+1	10,401
5	d4	+1	20,801
6	d4	+2	42,501
7	d4	+2	85,001
8	d4	+2	170,001
9	d4	+2	340,001
10	d4	+3	500,001
11	+1	+3	750,001
12	+1	+3	1,000,001
13	+1	+3	1,250,001
14	+1	+4	1,500,001
15	+1	+4	1,750,001
16	+1	+4	2,000,001
17	+1	+4	2,250,001
18	+1	+4	2,500,001
19	+1	+4	2,750,001
20	+1	+4	3,000,001
21	+1	+4	3,250,001
22	+1	+5	3,500,001
23	+1	+5	3,750,001
24	+1	+5	4,000,001
25+	250,000 per level		

SPELL BOOK: The number of spells that a mage has in their spell book at the beginning of play is equal to the number of spells they can cast at first level. For example, a 1st level mage with 14 Intelligence can cast four 0 level spells and three 1st level spells (2 + 1 bonus). So, the character would begin play with a spellbook containing four 0 level and three 1st level spells. The spells in the spell book can either be chosen by the Game Master, the player, agreement between the two or randomly (*use the Spell List Charts for wizards*).

MAGE SPELLS PER DAY										
Level	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1	4	2								
2	4	3								
3	4	3	1							
4	4	3	2							
5	5	4	2	1						
6	5	4	3	2						
7	5	4	3	2	1					
8	5	4	3	3	2					
9	5	5	4	3	2	1				
10	6	5	4	3	3	2				
11	6	5	4	4	3	2	1			
12	6	5	4	4	3	3	2			
13	6	5	5	4	4	3	2	1		
14	6	6	5	4	4	3	3	2		
15	6	6	5	5	4	4	3	2	1	
16	7	6	5	5	4	4	3	3	2	
17	7	6	5	5	5	4	4	3	2	1
18	7	6	6	5	5	4	4	3	3	2
19	7	6	6	5	5	5	4	4	3	2
20	7	7	6	6	5	5	4	4	3	3
21	7	7	7	6	6	5	5	4	4	3
22	8	7	7	6	6	5	5	4	4	3
23	8	8	7	7	6	6	5	5	4	4
24	8	8	7	7	6	6	5	5	4	4

ONOMANCER

Onomancers are specialized arcane spellcasters that are concerned with the true natures, essences, and especially names of people, places, substances, and things. Their most common business is with the naming of children, boats, and so on, where they have much the same status (and income) as other tradesmen. Moving up from the semi-mundane, the more able practitioners use their spells and other abilities to improve their skills in other areas of magic.

ABILITIES

SPELLS: An onomancer casts arcane spells. Like a wizard, an onomancer is limited to a certain number of spells of each spell level per day. The *Wizard and Illusionist Spells Per Day Table* shows the number of spells per day an onomancer may cast. An onomancer must prepare spells before casting them.

This is done by studying spells from a spell book. While studying, the onomancer decides which spells to prepare. Spell memorization and descriptions are covered in detail in the Magic section.

BONUS SPELLS: With a high intelligence score, an onomancer gains bonus spells. If the character has an intelligence of between 13-15, they receive an extra 1st level spell. If the intelligence score is 16 or 17, they receive an extra 2nd level spell and if 18 or 19, they receive an extra 3rd level spell. The bonus spells can only be acquired if the onomancer is at a high enough level to cast that spell level. Bonus spells are cumulative.

For example, a 4th level onomancer with an 18 intelligence receives four 0 level spells, four 1st level spells, and three 2nd level spells. No bonus 3rd level spell is acquired until the onomancer reaches 5th level.

COMPREHEND LANGUAGES: This power is considered a spell like ability that is always active. If dispelled, it can be reactivated as a free action. If suppressed (as in an anti-magic field), it reactivates when the effect is no longer in force. For all other intents and purposes, it's considered a spell cast at the spell caster's level.

NAME KNOWLEDGE: The Onomancer has a special knowledge of linguistics in general and will never mispronounce a name, speaking a name without difficulty unless under magical compulsion to do so. If deafened, the Onomancer will not mess up the use of a name (or Truename) in a casting attempt.

UTILIZE NAMES OF POWER: The Onomancer can use the names of certain entities to enhance either specific spells or their effects on specific creatures. At Level 1st, 3rd, 5th, and 7th level he or she gets to choose one of the following abilities.

Favored Enemy: The onomancer chooses one specific type of creature as a favored enemy. For example, an onomancer might choose goblin, gnoll or hill giant. The Game Master should require the player to choose an enemy that is consistent with the past history and storylines involving the character; ideally, a type of creature that the character has encountered and fought on several occasions in past adventures. Any spell cast on a favored enemy by the onomancer gets a +4 bonus to the CL to resist the spell's effect.

Named Spell: The Onomancer chooses one specific spell to be enhanced by the name of power. By integrating this spell with the name of power, the spell gains the benefit of requiring only a verbal component whenever cast, though any spell that requires a valuable material component will still require it.

Bonus Truename: The Onomancer can add 1 True name to the number of True Names his Utilize Truename skill allows him. Thus, an 8th level Onomancer with a 20 Intelligence can know up to 8 True Names.

Read Magic: This power is considered a spell like ability that is always active. If dispelled, it can be reactivated as a free action. If suppressed (as in an anti-magic field), it reactivates when the effect is no longer in force. For all other intents and purposes, it's considered a spell cast at the spell caster's level.

KNOW ORDINARY NAME: At Level 3, The Onomancer automatically knows the real (ordinary) name of any being or object he or she can see, even if the user is disguised, protected by a glamor, or attempting to pass himself off as something else. Note that this does not give the Onomancer any knowledge outside of the correct name for the individual.

KNOW ITEM COMMAND WORDS: At Level 6, by touching a magic item that utilizes command words, an Onomancer instantly knows all of the command words for that item. This does not tell the Onomancer what the item or command words do, that will require experimentation.

DETECT PASSWORD (Wisdom): At Level 7, whenever the Onomancer approaches a magically trapped or warded area protected by a specific password, such as an area protected by forbiddance, a symbol, or something, the Onomancer is allowed to make a Wisdom save against the CL of the spell. If he succeeds, he instinctively gains knowledge of the password (and what it's used for), and can vocalize it to access the area or disable the trap.

TONGUES: At Level 8, the onomancer gains the power of tongues. This power is considered a spell like ability that is always active. If dispelled, it can be reactivated as a free action. If suppressed (as in an anti-magic field), it

reactivates when the effect is no longer in force. For all other intents and purposes, it's considered a spell cast at the spell caster's level.

DIVINE WORD: At Level 9, through knowledge of divinities and other cosmic forces, the Onomancer can utilize a divine word once/day—this is a Blasphemy, Dictum, Holy Word, or Word of Chaos. The Onomancer can't utilize a word that is opposed to his or her alignment. For all other purposes, this is considered a spell equal to the caster's level.

POWER WORD: At Level 10, through knowledge of the cosmic forces, the Onomancer gets the ability to utilize power word, stun; power word, blind; or power word, kill, once per day. For all other purposes, this is considered a spell equal to the caster's level.

UTILIZE TRUENAME: One of the laws of the multiverse is that names exist. In primal terms, things have names that the entire multiverse recognizes, a unique key codifying their entire existence. The ancient Egyptians called this Ren, one of the nine pieces of an individual, and the destruction of the name meant the destruction of all other parts—soul, spirit, mind, and body. Of course, Truenames are not the typical names used by mankind, and most people don't even know their own True Names. True names are so complex that they require this skill to understand—ordinary people can't understand or retain knowledge of a true name (save for their own) unless they have this skill.

A person who has this skill can know a number of Truenames equal to the character's intelligence bonus modifier, thus a character with a 18 intelligence can know 4 True Names. Note that these aren't granted "for free" when the skill is taken—the character must perform long and complex research to discern a Truename for a unique individual, and it is a very difficult task. (GM's call, but it is at least a CL 15-25 effort, as well as weeks of research or other spells like Legend Lore or Contact Other Plane)

If a character wants to learn a Truename when his allocated quota is full, he must forget the old True Name. This takes one week to do through an anti-mnemonic purging process, and it prevents that user from ever discovering that Truename again for that individual.

Truenames exist for any form of object or being that was either forged by a sapient or quasi-sapient creature, (such as a mystical sword, or a golem/construct), or any form of creature that is at least semi- intelligent—including elementals, outsiders, and most undead. (This does not include powerful deities, deities have Truenames but they are beyond the understanding of mortals—minor deities, demigods, and things like unique demon lords and arch-devils may be able to have their truenames manipulated by mortals, but that is up to the GM, and it is likely such powerful beings may have a compound Truename, requiring multiple true-name slots to have these effects).

Knowing a unique creature's True Name gives the person the following benefits, provide the caster spends one round speaking the Truename before attempting any of these effects:

- All attempts to scry the creature will automatically succeed, unless actually blocked by powerful warding magic such as *Screen*, or due to planar conditions.
- All Mind-Affecting spells (charms and compulsions), Curses (like Bestow Curse), and spells that transmute the creature (polymorph, petrification), will work automatically, without allowing either Spell Resistance or a saving throw.
- All Conjuration (Calling) spells and any Abjuration spells that banish extraplanar creatures will work without allowing Spell Resistance or a saving throw.

This will not have an effect on other spells, such as most evocation spells that conjure energy attacks, death effects, etc.

PRIME ATTRIBUTE: Intelligence

ALIGNMENT: Any

HIT DICE: d4

WEAPONS: Club, dagger, dart, staff

ARMOR: None

ABILITIES: Comprehend languages, name knowledge, utilize names of power, know ordinary name, know item command words, detect password, tongues, divine word, power word, utilize truename.

Level	HD	BtH	EPP
1	d4	0	0
2	d4	+1	2,601
3	d4	+1	5,201
4	d4	+1	10,401
5	d4	+1	20,801
6	d4	+2	42,501
7	d4	+2	85,001
8	d4	+2	170,001
9	d4	+2	340,001
10	d4	+3	500,001
11	+1 HP	+3	750,001
12	+1 HP	+3	1,000,001
13+	250,000 per level		

PYROMANCER



Fire has long been an important tool for civilization. It provides heat and light during long winter nights, allows blacksmiths to shape and forge iron tools, and is an important weapon against the creatures that lurk amongst the shadows. However, it also poses many dangers. An untended campfire runs out of control and threatens the entire forest. The blacksmith slips and burns his hand, crippling him for life. Fire is both an ally and an enemy, a useful tool that must be always kept under close observation lest it run wild. Pyromancers seek to control the energy of fire and forge it to their use. They view themselves as masters of flame and exult in their ability to burn through foes and wreak massive destruction. Many Pyromancers die trying to force their magic to obey their will. They are known for their brief but spectacular careers, and for each of these wizards who retires at an old age, a dozen more fall in battle.

ABILITIES

SPELLS: A pyromancer casts arcane spells, though pyromaniac magic is inherently different from the wizard's requiring a unique spell list. Like a wizard though, a pyromancer is limited to a certain number of spells of each spell level per day. The *Wizard and Illusionist Spells Per Day Table* shows the number of spells per day a pyromancer may cast. A pyromancer must prepare spells before casting them. This is done by studying spells from a spell book. While studying, the pyromancer decides which spells to prepare. Spell memorization and descriptions are covered in detail in the Magic section.

BONUS SPELLS: With a high intelligence score, a pyromancer gains bonus spells. If the character has an intelligence of between 13-15, they receive an extra 1st level spell. If the intelligence score is 16 or 17, they receive an extra 2nd level spell and if 18 or 19, they receive an extra 3rd level spell. The bonus spells can only be acquired if the pyromancer is at a high enough level to cast that spell level. Bonus spells are cumulative.

For example, a 4th level pyromancer with an 18 intelligence receives four 0 level spells, four 1st level spells, and three 2nd level spells. No bonus 3rd level spell is acquired until the pyromancer reaches 5th level.

LIGHT: At level 1 a pyromancer can cast *light* as an innate ability once per day (twice a day at 3rd level).

CONTINUAL LIGHT: At level 4 a pyromancer can cast *continual light* as an innate ability once a day (twice a day at 7th level).

BLINDING LIGHT: At level 8 a pyromancer can create a blinding light once per day. Any creatures with 1-2 hit die who view the light become permanently blinded. Creatures with 3-6 hit die are blinded for 2d4 rounds, and creatures with 7-10 are blinded for 1d4 round. Creatures with 11 hit die or higher are not affected by this ability. The Pyromancer must look away from the light when activated. If he fails to do so, he will also suffer the ill effects of the light.

PRIME ATTRIBUTE: Intelligence

ALIGNMENT: Lawful

HIT DICE: d4

WEAPONS: Club, dagger, dart, staff

ARMOR: None

ABILITIES: Spell casting, light, continual light, blinding light

Level	HD	BtH	EPP
1	d4	0	0
2	d4	+1	2,601
3	d4	+1	5,201
4	d4	+1	10,401
5	d4	+1	20,801
6	d4	+2	42,501
7	d4	+2	85,001
8	d4	+2	170,001
9	d4	+2	340,001
10	d4	+3	500,001
11	+1 HP	+3	750,001
12	+1 HP	+3	900,001
13+	150,000 per level		

CLERIC

ECCLESIASTIC



The ecclesiastic is the noncombatant counterpart of the cleric. He typically lives in a monastery concentrating on intellectual and spiritual matters, or spends his time in the temple, conducting the daily tasks required by the faith: the ordinary

prayers and rituals, religious ceremonies (marriages, funerals, etc.), sermons, teaching of doctrine to the followers, and watching over the flock's behavior.

ABILITIES

DECIPHER SCRIPT (Intelligence): Ecclesiastics often need to decipher and interpret legends and secret writings to acquire more knowledge. This ability allows the ecclesiastic to decipher writing in an unfamiliar language, a message written in an incomplete or archaic form or a message written in code. If the check succeeds, the character understands the general content of a piece of writing. It takes ten turns to decipher each page of a script. A decipher script check may be made only once per writing. An ecclesiastic may use this ability to decipher and then use an arcane scroll, as a wizard or illusionist would, if a successful check is made at a penalty of –10. This ability may not be used to decipher divine scrolls.

LEGEND LORE (Charisma): Ecclesiastics are lore masters of myth and archaic knowledge. With a successful attribute check, an ecclesiastic gains or remembers some relevant information about local notables, a legendary item, a noteworthy place or any other relevant bit of information. Gaining the information may entail speaking to local inhabitants and/ or doing research. The information might prove useful in diplomacy, entertaining, or otherwise influencing others. The ability also might impart a full or partial understanding of local or secret languages, including rogue's cant, the secret druidic language or ranger signs.

The check will not reveal the powers of a magic item, but may give a hint to its history, general function or activation. The Game Master gauges the challenge level of the check based on whether the knowledge is: 1. Common known by at least a substantial minority of the local population; 2. Uncommon but available, known by only a few people in the area; 3. Obscure, known by few, and hard to come by; 4. Extremely Obscure, known by very few scholars and sages, possibly forgotten by most who once knew it, or possibly known only by those who don't understand the significance of the knowledge.

PREACHER (Charisma): When an ecclesiastic speaks, people usually listen to them. Note that the following abilities can all be used at the same time, but requiring nonetheless a check for each of them as appropriate:

- **Convincing.** When they speak the truth, no one can help believing the ecclesiastic. If an ecclesiastic speaks the truth (including preaching his faith), and succeeds a Charisma check, everyone who hears and understand what he says believes him, fully and sincerely. They thus generally act on his information. (Note this is not predictable, as people can react in strange ways.) This ability however doesn't work if the ecclesiastic is sincerely mistaken.
- **Commanding Speaker.** When they are preaching the Word of their god, nobody can interrupt or gainsay the ecclesiastic. If the ecclesiastic preaches his faith or delivers a message from his deity, and he succeeds a Charisma check, then people must listen quietly. They may leave before he has finished but are still compelled to leave as quietly as possible so as not disturb others. Those sympathetic to his message are reluctant to leave.
- **Preacher's Voice.** An ecclesiastic's voice is unusually powerful and clear. He can be heard clearly over any noise, should he wish to be, provided he succeeds a Charisma check.

SPELLS: An ecclesiastic casts divine spells. The spells available are listed on the ecclesiastic spell list. An ecclesiastic is limited to a certain number of spells of each spell level per day. The *Cleric and Druid Spells Per Day Table* shows the number of spells per day a character of the class may cast. Ecclesiastics prepare spells each day through prayer to their deity or deities, followed by contemplation and study.

BONUS SPELLS: High wisdom indicates a greater divine connection. Ecclesiastics with a high wisdom gain bonus spells. If they have a wisdom of 13-15, they receive an extra 1st level spell. If the wisdom score is 16 or 17, they receive an extra 2nd level spell and if 18 or 19, an extra 3rd level spell. Bonus spells can only be acquired if the ecclesiastic is at a high enough level to cast them. Bonus spells are cumulative.

TURN UNDEAD (Wisdom): An ecclesiastic has the ability to turn, or even destroy, undead monsters. To turn undead, an ecclesiastic must declare the attempt as an attack and then make a successful wisdom attribute check. The character must display a holy symbol toward the undead and utter a prayer, chant or other invocation of the character's deity. Turn undead is considered a special attack and takes one round. Turn undead has a maximum range of 60 feet.

Turning undead consists of channeling divine power. The ability to channel divine power is measured by the ecclesiastic's own willpower. Accordingly, charisma, not wisdom, affects the number of undead creatures that are turned with a successful turn undead check. In most cases, the number of undead turned will be 1d12 plus the ecclesiastic's charisma modifier. When an ecclesiastic is five or more levels higher than the undead being turned, the undead are instead destroyed.

Evil ecclesiastics may, instead of turning undead, control them. An evil ecclesiastic must be at least five levels higher than the hit dice of the undead sought to be controlled. Evil ecclesiastics can also turn paladins.

Turn undead is covered in greater detail in *Turning Undead, pages 118-119*.

WEAPON SELECTION: The ecclesiastic is only allowed to use certain weapons. One weapon must be identical to the major weapon in use by the deity which they worship. If no single deity is worshiped and a pantheon is instead worshiped, weapon selection is limited to the pantheon's major deities or the deity most closely associated with the activities the ecclesiastic intends to undertake.

PRIME ATTRIBUTE: Wisdom

HIT DICE: d6

ALIGNMENT: Any

WEAPONS : Special, club, dagger, light flail, light hammer, light mace, quarterstaff.

ARMOR: Leather armor, leather coat, and padded.

ABILITIES: Decipher script, legend lore, preacher, spells, turn undead.

LEVEL	HD	BtH	EPP
1	d6	0	0
2	d6	+1	2,001
3	d6	+1	4,001
4	d6	+1	8,001
5	d6	+2	16,001
6	d6	+2	32,001
7	d6	+2	65,001
8	d6	+3	130,001
9	d6	+3	270,001
10	d6	+3	400,001
11	+2 HP	+4	600,001
12	+4 HP	+4	800,001
13+	200,000 per level		

ECCLESIASTIC SPELLS PER DAY

Lvl	0	1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th
1	4	2								
2	4	3								
3	4	3	1							
4	4	3	2							
5	5	4	2	1						
6	5	4	3	2						
7	5	4	3	2	1					
8	5	4	3	3	2					
9	5	5	4	3	2	1				
10	6	5	4	3	3	2				
11	6	5	4	4	3	2	1			
12	6	5	4	4	3	3	2			
13	6	5	5	4	4	3	2	1		
14	6	6	5	4	4	3	3	2		
15	6	6	5	5	4	4	3	2	1	
16	7	6	5	5	4	4	3	3	2	
17	7	6	5	5	5	4	4	3	2	1
18	7	6	6	5	5	4	4	3	3	2
19	7	6	6	5	5	5	4	4	3	2
20	7	7	6	6	5	5	4	4	3	3

FRIAR

Friars are Clerics who are committed to a life of poverty and are 'mendicant' nature that is to say that they rely in on the charity of others to support them. They are very worldly and travel around the countryside spreading their teachings and bringing succor to ordinary people. This means they often find themselves in the company of other travelers on the road, such as goliards, merchants, adventurers, harlequins, knaves and rogues.

Friars often beg for the food they need, but are not above using the skills that they might pick up along the way from their traveling companions. Good aligned Friars often seek to right injustices that they come up against and are not above ‘robbing from the rich to give to the poor’ – Friar Tuck being a very good example of this type of Cleric.

ABILITIES

Friars are more limited than rogues in their skills. They gain the following rogue skills at first level.

- Listen (Wis)
- Hide (Dex)
- Move Silently (Dex)
- Open lock (Dex)
- Pick Pocket (Dex)

SPECIAL: Friars favor light armor as a rogue does.

SPELLS: Friars acquire bonus spells in the same way as a standard cleric does, based on their wisdom, that is to say they gain an extra 1st level spell with a wisdom of 13-15, a 2nd level spell with a wisdom of 16-17 and a 3rd level spell with a wisdom of 18.

TURN UNDEAD: At 3rd level, friars gain this clerical ability, as if they were a cleric of 2 levels below their actual level (like a paladin does).

BACK ATTACK: At 4th level, a friar gains this rogue ability. However, it is as if he is only first level, needing to get to 8th level before he deals out triple damage and 12th level before he deals out quadruple damage from a successful back attack.

PRIME ATTRIBUTES: Wisdom

HIT DICE: d8

ALIGNMENT: Any

WEAPONS: Club, dagger, light hammer, light or heavy mace, morningstar, quarterstaff, war hammer

ARMOR: Leather armor, leather coat and padded (see special rule).

ABILITIES: Open lock, hide, move silently, listen, pick pocket, back attack, turn undead and cleric spells as below.

Level	HD	BtH	EPP
1	d8	0	0
2	d8	+1	2,251
3	d8	+1	4,501
4	d8	+2	9,001
5	d8	+2	18,001
6	d8	+2	35,001
7	d8	+3	70,001
8	d8	+3	140,001
9	d8	+4	300,001
10	d8	+4	425,001
11	+3 HP	+4	650,001
12	+3 HP	+5	900,001
13+	175,000	per level	

FRIAR SPELLS PER DAY

Level	0	1	2	3	4
1	2				
2	2	1			
3	3	1			
4	3	2			
5	3	2	1		
6	4	3	1		
7	4	3	2		
8	4	3	2	1	
9	5	4	3	1	
10	5	4	3	2	
11	5	4	3	2	1
12	5	4	4	3	1

HOURI

The houri is a temple maiden, from the same sort of desert regions that the dervish is from. She has a strange place in society. She is a young girl of

ravishing beauty whose role is to provide comfort and succor to those who might visit her temple. Her abilities come from divine and spiritual sources and, similar to the dervish she can perform dances whose moves create a mystical, almost spell-like power. In addition to this, she has kisses, which can bestow blessings upon the recipient and massage, which can heal, in a similar way to the lay on hands ability of a paladin.

The houri is not a martial class at all and does not wear armor as it would interfere with her dance movements, which require extremely subtle and suggestive movements that just couldn’t work in cumbersome clothing, let alone heavy armor. Similarly, weapons are very restricted. The houri will probably use only daggers and maybe darts and slings for self-defense that can be easily concealed.

ABILITIES

MOVE SILENTLY: The houri’s supple body and graceful movements enable her to move so that she is undetected in the same way as a thief does.

HIDE: The houri is also adept at keeping to shadows and concealing herself in a similar way to a thief. Graceful movement: Because of her skill over her own body movement, the houri gets a +2 on saving throws against spells and spell-like effects designed to inhibit her freedom of movement. This rises to +4 at 6th level and +6 at 10th level.

DECIPHER SCRIPT: The houri can read arcane or divine scrolls.

MASSAGES

Message 1: At 1st level, the Houri can lay on her hands to heal wounds. This works in much the same way as the paladin ability except that it can heal 3 hit points per level of the houri per day and it can be divided amongst recipients. However, massaging isn’t immediate and requires at least 1 full round of massage on the individual to be healed.

Message 2: At 2nd level the houri can perform a massage that will remove paralyzing effects upon a person. This requires two full rounds to take effect and can be done once per day.

Message 3: At 3rd level, this requires three full rounds. It removes any diseases on the person it is performed on. This ability can be used once per day.

Message 4: At 7th level, the massage restores drained level and attribute reducing effects. Again it can only be used once per day and has to be performed for four full rounds before it is effective.

Message 5: At 10th level the houri can massage life back into the limbs of a recently dead body. This takes five full rounds and works like the cleric’s ‘raise dead’ spell.

DANCES: The houri has a selection of different ‘dance’ moves that can have spell-like effects. Every dance lasts up to 10 combat rounds. At the end of the dance, the houri falls prone and defenseless for one complete round (1minute), physically, emotionally and spiritually drained. At the end of one round of recovery, she is fine and ready to carry on doing stuff. Except where noted, dances can each be used once per day at 1st level, rising to twice at 3rd level, three times at 6th level and four times at 10th level.

Dance of Fascination: A houri can cause a single individual to become fascinated with her. The person must be able to see the houri clearly and be capable of paying attention. Distractions (such as nearby fighting) may prevent this dance from working. The fascinated character will just stare at her unable to do anything else in the meantime.

Dance of Inspiration: A houri can help her friends in battle. While maintaining the dance, her allies gain +1 bonus to their attack rolls.

Dance of Sanctuary: While maintaining this dance, the houri and one designated person within 5’ of her are protected as if a sanctuary spell has been cast.

Dance of Nimble Feet: Like the dervish dance, this dance enables the houri to move at double her normal move rate for the duration of the dance.

Dance of the Damned: Gained at 5th level. The Houri must dance for the full 10 combat rounds uninterrupted. At the end of the dance, she must then stop

within 5’ of her victim and point her finger at him. Once the accusation has been made, all humans and demihumans within 40’ who witness the whole thing must make saves vs charm opposed by the houris charisma check or immediately attack the victim, with intent to kill. The effects last 3 combat rounds plus one round per point of the houri’s charisma bonus.

Dance of Passion: Gained at 3rd level, this dance makes one person her thrall through the sensual use of her body and sexual attraction. The houri must complete a full dance and then beckon the victim to her embrace. At this point the houri makes a charisma check to succeed and the victim gets to make a will save. Once in her thrall, the victim will follow the houri around like a puppy and do exactly as he is told. He is also at –4 on any saves against her other abilities where saves are required. The thrall will defend her if she is in danger and gets +2 to his attacks and damage rolls whilst doing so. The houri can hold one person in thrall per three levels.

KISSES: Gained at 1st level, kisses are spells that are cast with the somantic component of a kiss. They affect only the single recipient of the kiss but otherwise act as the spell (drawn from all spell lists). No other ingredients are needed and they are divine (like a cleric) rather than arcane. A houri has bonus kisses based upon charisma (13-15 +1 1st level, , 16-17 +1 2nd level and 18 +1 3rd level kiss). At higher levels, the houri can blow her kisses, giving them a range of 30,. These are marked with an asterisk on the table below.

Houri Kisses (Divine)

0-Level Houri kisses

Influence, Luck (+1 on next action only), Cure/Cause Minor Wound (cures 1 hit point)

1st level Houri kisses

Bless/Curse, Command, Cure/Cause Light Wounds, Remove Fear, Charm Person, Sleep, Daze.

2nd Level Houri kisses

Aid, Hold Person, Lesser Restoration, Remove Paralysis, Detect Thoughts, Enfeeblement, Scare

3rd level Houri kisses

Remove Blindness/Deafness, Remove Curse, Remove Disease, Haste, Suggestion, Tongues

4th level Houri kisses

Discern Lies, Neutralize Poison, Restoration, Cure Serious Wounds, Freedom of Movement, Confusion, Emotion

5th level Houri kisses

Atonement, Death Ward, Feeblemind, Dream, Nightmare

6th Level Houri Kisses

Geas, Cure Critical Wounds, Raise Dead.

PRIME ATTRIBUTE: Charisma

HIT DICE: d4

ALIGNMENT: Any

WEAPONS: Daggers, darts, slings

ARMOR: None

ABILITIES: Move silently, hide, graceful movement, decipher script, massage, dances, kisses.

Level	HD	BtH	EPP
1	1d4	0	0
2	2d4	+1	1,501
3	3d4	+1	3,251
4	4d4	+1	7,501
5	5d4	+1	15,001
6	6d4	+2	30,001
7	7d4	+2	60,001
8	8d4	+2	120,001
9	9d4	+2	240,001
10	10d4	+3	450,001
11	+1 HP	+3	625,001
12	+1 HP	+3	800,001
13+	200,000 per level		

HOURI KISSES PER DAY

Level	0	1	2	3	4	5	6
1	3	1					
2	4	2					
3	4*	2	1				
4	4*	3	2				
5	4*	3	2	1			
6	5*	3	3	2			
7	5*	4	3	2	1		
8	5*	4*	3	3	2		
9	5*	4*	4	3	2	1	
10	5*	4*	4*	3	3	2	
11	6*	5*	4*	4	3	2	1
12	6*	5*	4*	4*	3	3	2

LORE WARDEN

Lore Wardens are Clerics who also dabble in the arcane arts as a result of their particular penchant for old tomes, scrolls, books and grimoires. They often bury themselves in libraries, researching old knowledge and as a result Lore Wardens learn a large amount about history, legends, faraway lands and so on. They will often go on long quests in order to uncover more esoteric knowledge. Lore Wardens are often attached to the Church who find their researches invaluable, but many clerical orders despise them because of their affinity with magic. Lore Wardens consider that in order to learn more about the ‘enemy’ it is valuable to be able to use their arts to defend against it.

Lore Wardens spend so much of their time in their books and looking after the church library that they tend to neglect some of their other skills and so are less capable as fighters than regular clerics. They also have fewer clerical spells, but this is made up for by the fact that they also have access to wizard spells. Lore Wardens get bonus cleric spells based upon their wisdom and bonus wizard spells based upon their intelligence. The table shows how many of each type of spell a Lore Warden can cast, which must be kept separate from each other and follow the rules for each different type of spell – arcane and divine. So for example, a first level Lore Warden will have access to 2 ‘0’ level cleric spells each day and 2 ‘0’ level wizard spells each day, making 4 in all.

ABILITIES

DECIPHER SCRIPT: As a bard of equal level

LEGEND LORE: As a bard of equal level

TURN UNDEAD: As a cleric of equal level

LANGUAGES: At 3rd level and then at 6th, 9th and 12th level, the Lore Warden can learn an additional language (spoken and written).

PRIME ATTRIBUTES: Wisdom

HIT DICE: d6

ALIGNMENT: Any

WEAPONS: As cleric

ARMOR: Leather armor, leather coat, studded leather, ring mail, padded and shields

ABILITIES: Decipher script, legend lore, turn undead, cleric spells and wizard spells

Level	HD	BtH	EPP
1	d6	0	0
2	d6	+1	2,601
3	d6	+1	5,201
4	d6	+2	10,401
5	d6	+2	20,801
6	d6	+2	42,501
7	d6	+3	85,001
8	d6	+3	170,001
9	d6	+4	340,001
10	d6	+4	500,001
11	+2 HP	+4	750,001
12	+2 HP	+5	1,000,001
13+	250,000 per level		

LORE WARDEN SPELLS PER DAY

Level	0	1	2	3	4
1	2				
2	2	1			
3	3	1			
4	3	2			
5	3	2	1		
6	3	2	1		
7	4	3	2		
8	4	3	2	1	
9	4	3	2	1	
10	4	3	3	2	
11	4	4	3	2	1
12	5	4	3	2	1

MORTIS

Death is viewed by many to be a deity as well, and none worship that dark force with more fervor than the Mortis. As Priests of Death, they bend their will and energy to the furtherance of that blessed state to as many beings as they can. Though most Mortis' can find those that deserve the blessing of Death more than others....usually those who have crossed them in some manner. The perfect blend of Cleric and Assassin, this class is a poor friend and not someone to trust or turn one's back on.

As noted above, Mortis' are limited to armor allowable to an Assassin if they would perform any Assassin/Rogue skills or functions (such as *open locks*, *backstab*, etc).

PRIME ATTRIBUTES Wisdom and Dexterity

HIT DICE: D6

ALIGNMENT: Any evil

ARMOR: Studded Leather or less and Shield

WEAPONS: Any

ABILITIES: As Assassin and Cleric of equal level. * Though Mortises cannot pray for more than one *cure* spell a day (and only cast on themselves), Mortises project a 1' radius field around themselves that acts as a *sanctuary spell* versus *undead*.

Level	HD	BtH	EPP	Title
1	d6	0	0	Fell Fate
2	d6	+1	4,001	Flayer
3	d6	+1	8,501	Abberant
4	d6	+2	16,001	Eerie
5	d6	+2	32,001	Grimm
6	d6	+3	60,001	Gruesome
7	d6	+3	120,001	Fiend
8	d6	+4	230,001	Morbane
9	d6	+4	450,001	Diabolic
10	d6	+5	625,001	Mortis
11	+2 HP	+5	1,000,001	Mortis Priest
12	+2 HP	+6	1,400,001	Lord of Death
13+	400,000 per level			

PRIEST



The cleric walks a definite path in the world, the path of the warrior-priest, a path beset by physical trials as well as trials of faith. Shielded and armed with more than just faith, the cleric is well charged with dangerous tasks and guardianship. Yet for every cleric that strides forth into the world or guards a temple, there are many more clergy that do not. These holy men and women follow a more sedentary path; they are the priests.

Priests are the main clergy of their religion, those possessed of every bit as much faith and divine favor as clerics, but for whom martial training is not a calling or necessity. Rather, these individuals tend the churches and temples. They serve the spiritual and ritualistic needs of local worshipers, leading them in ceremonies and prayers on days held sacred. They perform the regular rites and blessings of the faith. It is the priests who almost invariably fill most positions in a religion's hierarchy, and indeed usually dominate the leadership of such.

Among some faiths, especially those lacking in any sort of militaristic outlook or appreciation, priests alone form the ranks of the clergy. Such faiths are extremely unlikely to produce the warrior-like clerics. Priests seldom venture out into the open world on the path of adventure, though they prove able companions in those rare cases they do. Though they lack the skill-at-arms the cleric enjoys, their faith is strong, and their magic not to be underestimated.

PRIME ATTRIBUTE: Wisdom

HIT DICE: d4

ALIGNMENT: Any

WEAPONS: Special, club, dagger, staff

ARMOR: None

ABILITIES: Spells (as Cleric), Turn Undead

Level	HD	BtH	EPP
1	d4	0	0
2	d4	+1	1,451
3	d4	+1	3,001
4	d4	+1	5,001
5	d4	+1	10,001
6	d4	+2	20,001
7	d4	+2	40,001
8	d4	+2	80,001
9	d4	+2	160,001
10	d4	+3	250,001
11	+1	+3	375,001
12	+1	+3	575,001
13+	200,000 per level		

PURITAN

Puritans are stern zealots who strive to lead pure lives according to their religious dogma; they are expected to spend their time working, not having fun. However, the main characteristic of puritans, is their absolute rejection of magic, which they abhor and see as the primary source of evil in the world.

ABILITIES

FORBIDDEN MAGIC-USE: Puritans are strictly forbidden to use any sort of arcane magic. Doing so results in the loss of their special abilities, and inability to progress further in levels of Puritan. On the other hand, Puritans will tolerate divine magic when wielded by priests of their own society. They do not see it as evil, but as a crutch for the weak of soul, a stopgap remedy for those who lack the true Puritan's strength of will. Puritans may tolerate (with contempt) a benign use of magic for others, but wholly refuse it for themselves. They see it as the utmost corruption from which they should stay afar to preserve their identity and protect the integrity of their faith. In fact, their own abilities to resist and fight magic come from an inflexible commitment to this belief. Hence, transgressing this taboo results in losing these special abilities. (Remember, this penalty is incurred only for willful misconduct. If a Puritan knows that a magical item is activated by touch, she must not touch it; but if she never saw it before and is unaware of its properties, her magic-resistance will hopefully protect her. A Puritan affected by magic because of failure of her magic-resistance does not necessarily require punishment—only if she willingly desires and accepts the use of magic.)

A Puritan's will is often tested. Examples include: being near death with only a cleric's magical healing to keep him alive; being trapped in a room with a door that only opens with a command word; or falling off a cliff with a gold dragon nearby your only hope of rescue. In such cases, the Puritan will lose XP, plus a temporary loss of magic-resistance. The loss of XP is up to the GM, but should typically be 100 XP per spell level (of spell or magical effect) or per HD of the magical creature. Magic resistance is lost for one day per 100 XP lost. However, willingly using magic to benefit from an obvious advantage in any situation is clearly a betrayal of the Puritan ethic. If using a specific magic item is required to save the world, perhaps the world does not deserve to exist, according to the Puritan ethic. Violating his magic taboo cannot be justified by a good deed.

MAGIC RESISTANCE: Puritans are resistant against all spells and magical effects. It operates continuously and puritans cannot lower it at will. It can also render magical items inert, when held by the puritan (that is, the item does not function magically while held by the Puritan). Puritans have a Magic Resistance equal to 8 + their Puritan level; they reach their maximum magic resistance of 20 at 12th level.

SENSE MAGIC: Puritans can detect magic at will, but this special ability doesn't work like the spell. The puritan must instead concentrate for a full round, then will sense if something is magical (he does not see magical auras as per the *Detect magic* spell). Range is 5 feet per puritan level, in the direction the character is facing. The puritan's level determines how precise this perception is:

- **1st level (basic):** the Puritan can sense that some magic lurks before him, but cannot distinguish what it is exactly. This ability reveals magic as generated by active spells or magical items, but the puritan doesn't know what radiates magic, unless directly touching it with his hands. The Puritan will sense the relative strength of that magic. Multiple sources of magic in the same place will blend as one emanation.
- **3rd level (magic items, active spells):** the Puritan can now determine the source of the magic: item (and which one) or active spell.
- **5th level (magic-users, magic beings):** the Puritan can sense that a person (or creature) is a magic user, even if no spells are active, and no magical items worn. Likewise, he can sense if a creature is of a magical nature.
- **7th level (hidden magic):** the Puritan can sense magical things of a hidden nature (such as non-detection spells or items).
- **9th level (anything magic precisely):** the puritan can sense anything magical in nature, and what it is. However, this knowledge remains basic: this ability cannot determine the school of magic, and or what effects it produces.

RIGHTEOUS STRIKE: Puritans cannot use magical items, including magic weapons. Yet, their magical resistance and hate of magical creatures gives them the ability to hit any creature immune to non-magical weapons, as if they were wielding a magical weapon. As such, at 2nd level, any normal weapon they wield functions normally against normal creatures, but then, due to their hate

and faithful will, they make it work as a +1 weapon against all creatures that are immune to non-magical weapons. This ability confers a bonus to hit and damage, as well as the penetration quality of a magical weapon. This bonus increases to +2 at 5th level, +3 at 8th level, and +4 at 11th level.

FAITH HEALING: Puritans cannot benefit from any form of magic including divine healing. However, at 3rd level, the strength of their indomitable faith gives them regenerative powers. As such, they can once per day heal themselves of 3d4 hit-points. However, this requires to pray uninterrupted for 15 minutes, and to have accomplished something to further their puritan ethic that day (at GM's discretion, but this typically include the slaying of evil magic-users or magical creatures).

CANCEL MAGIC: At 6th level, puritans gain the ability to cancel magic. This ability works exactly as the arcane spell *Dispel magic*, except the dispel check is 1d20 + Charisma modifier + Puritan level. Puritans may use it once per day at 4th level, twice at 6th, and three times at 8th level.

DISABLE SPELLCASTING: At 9th level, puritans gain the ability to sever the bond between a spellcaster, or magic-using or magical creature, and the source of its magic. The target must succeed a Constitution saving throw against 12/18 + the puritan's magic resistance. If the save is failed, the target suffers the following effects for 10 minutes per level of the puritan.

- Creatures normally immune to non-magical weapons lose their immunity.
- Spellcasters cannot cast spells or use spell-like powers. (Ability to use magical items is not affected by this disabling power.)
- The disabling effect may be canceled with the following spells: Limited wish, Greater restoration, and Wish.

GREATER CANCEL MAGIC: this ability works exactly as the arcane spell *Disjunction*. Puritans may use it once per day.

PRIME ATTRIBUTE: Charisma

HIT DICE: d8

ALIGNMENT: Lawful neutral

WEAPONS : Any

ARMOR: Any

ABILITIES: Magic is forbidden, magic resistance, sense magic, righteous strike, faith healing, cancel magic, disable spellcasting, greater cancel magic.

Level	HD	BtH	EPP
1	1d8	0	0
2	2d8	+1	2,501
3	3d8	+2	5,001
4	4d8	+2	10,001
5	5d8	+3	18,001
6	6d8	+4	32,001
7	7d8	+4	60,001
8	8d8	+5	120,001
9	9d8	+6	240,001
10	10d8	+6	450,001
11	+3 HP	+7	625,001
12	+6 HP	+8	800,001
13+	175,000 per level		

PALADIN

AVENGER (Version 1)



Every bit as vile as paladins are heroic, the avenger is the dark twin of those champions of light. Devout, even fanatical followers of the wickedest gods, avengers are capable of any atrocity, any villainy, in service of their divine patrons, furthering the spread of evil and corruption. Unlike paladins, beholden to a code of conduct, anti-paladins are far from being so constrained, their only true inviolate tenets being unwavering faith in their unholy master or mistress, and the drive to spread their patron's particular brand of evil by whatever means necessary. Cunning, treachery, and deception, all are considered worthy tools in the avenger's arsenal, weapons every bit as valuable as the most savage blade.

Within their faith, avengers may serve as guards to cult leaders and temples, or leaders of evil warbands in service to the faith. Although avengers hold good characters in contempt, they are not above associating with such individuals, if only to mislead, betray, and corrupt them. Destroying hope, kindness, and other elements of benevolence is considered a laudable goal, one just as important as spreading evil itself.

Given their diabolical personality, outlook, and fervor, avengers are rightly regarded with hatred and fear, even among many of those serving the same evils; not for nothing do these blackguards have a reputation for brutality, violence, betrayal, and a love of torture. Like paladins, avengers select weapons reflecting those favored by their unholy lords, but unlike paladins they have no compunctions about employing weapons used by thieves, assassins, or at range. Should an avenger betray his dark god, or fall from the pursuit of wickedness, he will suffer greatly. Not only will his powers and mount be stripped from him, but the vengeful god will often arrange for other of their agents to exact a final, excruciating revenge.

ABILITIES

CAUSE DISEASE: At first level, the avenger can inflict a random disease (Con save negates), once per week. This ability can be used twice per week at 6th level, and thrice per week at 12th level.

DETECT GOOD: Beginning at first level, avengers have the ability to detect good in the same manner as the spell. However, this ability is innate and no spell casting is involved. A avenger simply concentrates for one round on an area or individual within 60 feet to perform the ability. The avenger must face toward the area or individual being examined. The avenger can do this as often as desired, but must be able to concentrate for at least one round to do so.

UNHOLY AURA: Avengers emanate an unholy aura that wards against attacks from good, summoned, or conjured creatures. It creates a magical

barrier around the avenger that conveys a +2 bonus to armor class and a +2 bonus on all saving throws against good creatures.

The unholy aura also prevents bodily contact by summoned or conjured creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Evil elementals and outsiders are immune.

UNHOLY VIGOR: The avenger is immune to all diseases, whatever their origin. **Blighted Touch:** An avenger can inflict 2 hit points of damage per avenger level, once per day, simply by touch.

TURN UNDEAD (Wisdom): At 3rd level, the avenger gains the ability to turn or control undead as a evil cleric of 1st level. When making a turn or control check, a avenger adds his "turning level" to the roll, not the character's actual level. This ability improves with each level.

UNHOLY MOUNT: At 4th level, the avenger gains the ability to call an unholy warhorse or other mount. A avenger's deity confers this grace upon the avenger as a reward for faithful service. The unholy mount is unusually intelligent, strong, loyal, and vicious, ready to serve the avenger in pursuit of his villainy. The mount is usually a heavy warhorse. Should the avenger's mount die, a year and a day must pass before another can be called. The Game Master provides information about the mount that responds to the avenger's call.

AURA OF FEAR: At 6th level, an avenger is immune to fear (magical or otherwise). The avenger may also exude fear in a 10 feet radius around them, the effects the same as those of the Remove Fear spell cast in reverse.

SMITE GOOD: Once per day, a avenger of 9th level or higher may attempt to smite good with one normal melee attack. Smite good adds the avenger's charisma modifier (if positive) to the attack roll, and deals 1 extra hit point of damage per level of the avenger. This ability can be used once per day, and only on creatures of good alignment.

UNHOLY WORD: At 12th level, a avenger may channel the unholy voice of his foul patron through him, invoking the effects of the reverse of the Holy Word spell. This ability may only be used once per month.

PRIME ATTRIBUTE: Charisma

HIT DICE: d10

ALIGNMENT: Chaotic evil

WEAPONS: Any

ARMOR: Any

ABILITIES: Cause, disease, detect good, unholy aura, unholy vigor, blighted touch, turn undead, unholy mount, aura of fear, smite good, unholy word (see below for details)

Level	HD	BtH	EPP
1	d10	0	0
2	d10	+1	2,701
3	d10	+2	5,501
4	d10	+3	12,001
5	d10	+4	24,001
6	d10	+5	48,001
7	d10	+6	95,001
8	d10	+7	180,001
9	d10	+8	360,001
10	d10	+9	700,001
11	+4 HP	+10	1,000,001
12	+4 HP	+11	1,300,001
13+	300,000 per level		

AVENGER (Version 2)

The avenger is the antithesis of the paladin, a villain of the basest sort, a servant of demons and evil dreadful gods. Avengers are usually found wreaking havoc in battle, leading bandits, killing, and maiming simply because it pleases them and their patron. Alternatively they may serve as champions for evil cults or sects.

ABILITIES

ANTIPATHY: Even if he tries to disguise or hide under some full-plate armor and helmet, a avenger cannot but exude an aura of unpleasantness and sense of dread. People will naturally shun him. As such, the avenger suffers a -1 penalty to all his Charisma checks (i.e.: skill checks, not saving throws) when dealing

with living beings and good-aligned extraplanar beings. The penalty increases to -2 at 3rd level, -3 at 6th level, -4 at 10th level, and -5 at 15th level.

DARK AURA: The avengers' aura of evil protects them from good, and repels good outsiders (angels and the like). That is, avengers gain a +2 bonus to their AC and saving throws against good creatures. In addition, all good outsiders and magically summoned creatures of good alignment cannot touch them. This operates as long as the avengers do not attack said creatures, or it disrupts the aura for the duration of the encounter.

DARKSIGHT: Avengers can see perfectly well in total darkness. This vision extends up to 60 feet (and also stacks with any racial ability to see in total dark). Things are seen in shades of gray rather than color, but it otherwise functions like normal sight.

TURN & CONTROL UNDEAD (Wisdom): At 3rd level a avenger gains the ability to turn, rebuke, or even control undead monsters as an evil cleric of two levels lower. To turn/rebuke undead, a avenger must declare the attempt as an attack and then make a successful wisdom attribute check. The character must display an unholy symbol toward the undead and order the undead to either flee or remain still. Turn/rebuke undead is considered a special attack and takes one round. Turn/rebuke undead has a maximum range of 60 feet.

Turning/rebuking undead consists of channeling dark energies. The ability to channel such energies is measured by the avenger's own willpower. Accordingly, charisma, not wisdom, affects the number of undead creatures that are turned/rebuked with a successful turn undead check. In most cases, the number of undead turned/rebuked will be 1d12 plus the avenger's charisma modifier. When a avenger is five or more levels higher than the undead being turned/rebuked, the undead may instead be controlled.

Turn undead is covered in greater detail in *Turning Undead*, pages 118-119.

FIENDISH MOUNT: At 4th level, a avenger gains a Nightmare (or any other similar fiendish mount at GM's discretion) to serve him. This mount acts as his faithful steed as long as the avenger remains in the good graces of his deity. Should the mount die, he may call for another one after a year and a day.

At 4th level, the nightmare (or other mount) has no supernatural abilities. It gets the ability to fly and become ethereal only when the avenger is 9th level.

DIMNESS STEALTH: At 5th level, in places away from daylight (such as underground, or inside castles without windows, etc.), or at night outdoors, the avenger gets the Hide and Move Silently ability of a rogue of the same level as himself.

AURA OF FEAR: At 6th level, the appearance of the avenger can cause fear in all creatures with 1 HD or less. The avenger can control this power, turning it on and off (as it were) at will. Any characters or creatures who fail a Wisdom saving throw (vs. 12/18 + avenger level) are struck by fear and flee from the avenger or surrender to him depending on the circumstances. In addition, all creatures within 10 feet of the avenger suffer a -2 penalty to saving throws against fear effects.

SNEAK ATTACK: At 7th level, a avenger has learned to adapt back attack skills to more general situations. When an opponent or victim is aware of the avenger, but unsuspecting of an attack, a avenger can use the sneak attack ability. For example, a avenger could be having a conversation with a potential victim while hiding a poisoned stiletto up his sleeve, intending to strike once a piece of vital information is learned. Or, a avenger could be perched in the shadows of a tree, waiting for the perfect opportunity to fire a crossbow. Unlike the back attack, sneak attack situations do not necessarily require a previously successful hide or move silently check, although the Game Master could require success in one or both, depending upon the circumstances if necessary. The opponent is not allowed to roll for initiative until the round following the attack.

A avenger making a sneak attack gains a +2 bonus to hit and a +4 bonus to damage. Ranged weapons can be used for sneak attacks if the target is within 30 feet. A avenger cannot aim with deadly accuracy from beyond that range. A sneak attack cannot be combined with back attack.

This ability is NOT affected by the avenger wearing armor.

DEMONIC STRIKE: At 10th level, the avenger can once per day imbue his weapon (melee weapon or missile) with power of destruction. The weapon gains a dark malevolent radiance (blade is engulfed in black flames, etc.) that

lasts for up to 1 round per two levels of the avenger, or until the weapon hits a target. Upon hitting, the malevolent radiance inflicts 1 point per level, of negative energy damage in addition to the weapon's damage. The victim gets a Constitution saving throw (vs. 12/18 + avenger level) for half damage.

PRIME ATTRIBUTE: Strength

HIT DICE: d10

ALIGNMENT: Chaotic evil

WEAPONS : Any

ARMOR: Any

ABILITIES: Antipathy, dark aura, darksight, turn/control undead, fiendish mount, dimness stealth, aura of fear, sneak attack, demonic attack.

Level	HD	BtH	EPP
1	1d10	0	0
2	2d10	+1	2,701
3	3d10	+2	5,501
4	4d10	+3	12,001
5	5d10	+4	24,001
6	6d10	+5	48,001
7	7d10	+6	95,001
8	8d10	+7	180,001
9	9d10	+8	360,001
10	10d10	+9	700,001
11	+4 HP	+10	1,000,001
12	+8 HP	+11	1,300,001
13+	300,000 per level		

CRUSADER (Version 1)

Crusaders are virtuous knights and holy warriors, paragons of valor who live by a strict code of honor and uphold good and order. They are the champions of justice and destroyer of evil, protected and strengthened by divine powers. Qualifying for their order is difficult however. Membership requires that a crusader follows a strict code of conduct. Breaching part of the Crusader's code may only result in a loss of their powers.

CRUSADER'S CODE OF CONDUCT

CRUSADERS ARE LAWFUL GOOD: If a crusader knowingly commits a chaotic act, he must confess as soon as possible to a 7th level or higher priest and seek penance. If a crusader knowingly and willfully commits an evil act, his status and powers are stripped permanently. Fallen crusaders become a fighter of the same level, losing any excess experience points they may have. A crusader that commits an evil act against his will (through magic or possession) loses his status and functions as a fighter of the same experience point value until he atones for his deed.

CRUSADERS ARE HUMBLE: They may not carry more than 10 magical items, restricted to one suit of armor, one shield, four weapons (ammunition does not count), and four miscellaneous items. Crusaders can haul and transport magical items such as in saddle bags or a cart, but as an act of humility they can not have on their person more than their restriction. If a crusader encounters an opponent while carrying magical items that exceed his limit, he must drop them before fighting.

CRUSADERS ARE CHARITABLE: They may only keep enough treasure to modestly support themselves, pay servitors a reasonable rate, and maintain a stronghold although a fraction of the funds may be set aside for construction, repair, and emergencies. All excess wealth must be donated to a charitable cause (usually the crusader's church) and may never be given to PCs or NPCs.

CRUSADERS ARE GENEROUS: Crusaders must tithe 10% of their total income to a charitable or lawful good organization every month.

CRUSADERS ARE RIGHTEOUS: Crusaders only employ lawful good henchmen or those who act in a noble manner. Crusaders tolerate characters of any alignment so long as they do no evil in his presence; however, crusaders try to convert non-good followers by setting good examples and through virtuous actions.

ABILITIES

CURE DISEASE: At 1st level, the crusader can cure any disease, no matter the origin, once per week. This ability improves as the crusader rises in levels. At 6th level, the crusader can cure disease two times per week, and at 12th level, three times per week.

DETECT EVIL: Beginning at first level, crusaders have the ability to detect evil in the same manner as the spell. However, this ability is innate and no spell casting is involved. A crusader simply concentrates for one round on an area or individual within 60 feet to use the ability. The crusader must face toward the area or individual being examined. The crusader can do this as often as desired, but must be able to concentrate for at least one round to do so.

DIVINE AURA: Crusaders emanate a permanent divine aura that wards against attacks from evil, summoned or conjured creatures. It creates a magical barrier around the crusader that conveys a +2 bonus to armor class and a +2 bonus on all saving throws against evil creatures. The divine aura also prevents bodily contact by summoned or conjured creatures. This causes the natural weapon attacks of such creatures to fail, and the creatures to recoil, if such attacks require touching the warded creature. Good elementals and outsiders are immune to this effect.

DIVINE HEALTH: The crusader is immune to all diseases, whatever their origin.

LAY ON HANDS: A crusader can cure 2 hit points per level once per day. This ability can be used on the crusader or on others, but the healing cannot be divided among multiple recipients.

TURN UNDEAD (Wisdom): At 3rd level, the crusader gains the ability to turn undead as a cleric of 1st level. When making a wisdom check to turn undead, a crusader adds his “turning level” to the roll, not the character’s actual level. This ability improves with each level, so a 5th level crusader turns undead like a 3rd level cleric, etc.

DIVINE MOUNT: At 4th level, the crusader gains the ability to call a divine warhorse or other mount. A crusader’s deity confers this grace upon the crusader as a reward for faithful service. The divine mount is unusually intelligent, strong, loyal, and ready to serve the crusader in his or her crusade against evil. The mount is usually a heavy warhorse (for a medium-sized crusader) or a war pony (for a small-sized crusader). Should the crusader’s mount die, a year and a day must pass before another can be called. The Game Master provides information about the mount that responds to the crusader’s call.

AURA OF COURAGE: At 6th level, a crusader is immune to fear (magical or otherwise). Allies within 10 feet of the crusader gain a +4 bonus on saving throws against fear effects.

SMITE EVIL: Once per day, a crusader of 9th level or higher may attempt to smite evil with one normal melee attack. Smite evil adds the crusader’s charisma modifier (if positive) to the attack roll, and deals 1 extra hit point of damage per level of the crusader. This ability can be used once per day, and only on creatures of evil alignment.

SPELLS: At 9th level, a crusader can cast divine spells at a low caster level (crusader’s level - 9). The spells available are listed on the crusader spell list. A crusader is limited to a certain number of spells of each spell level per day. The *Crusader Spells Per Day Table* shows the number of spells per day a character of the class may cast. Crusaders prepare spells each day through prayer to their deity or deities, followed by contemplation and study.

BONUS SPELLS: High wisdom indicates a greater divine connection. Crusaders with a high wisdom gain bonus spells. If they have a wisdom of 13-15, they receive an extra 1st level spell. If the wisdom score is 16 or 17, they receive an extra 2nd level spell and if 18 or 19, an extra 3rd level spell. Bonus spells can only be acquired if the crusader is at a high enough level to cast them. Bonus spells are cumulative.

DIVINE HEALING: At 12th level, a crusader can call upon his deity to aid those in need of healing. Divine healing enables the character to wipe away disease and injury. It completely cures all diseases, blindness, deafness, hit point damage and all temporary ability damage. It neutralizes poisons in the subject’s system, so that no additional damage or effects are suffered. It dispels the effects of a *feeblemind* spell. It cures those mental disorders caused by spells or injury to the brain. Only a single application of the ability is needed to simultaneously achieve all these effects. The ability does not remove negative levels, restore permanently drained levels or restore permanently drained ability scores. The crusader can use the ability once per week.

PRIME ATTRIBUTE: Charisma

HIT DICE: d10
ALIGNMENT: Lawful good
WEAPONS: Any
ARMOR: Any

ABILITIES: Cure disease, detect evil, divine aura, divine health, lay on hands, turn undead, divine mount, aura of courage, smite evil, divine healing

Level	HD	BtH	EPP
1	d10	+0	0
2	d10	+1	4,251
3	d10	+2	9,001
4	d10	+3	17,501
5	d10	+4	32,001
6	d10	+5	69,001
7	d10	+6	138,001
8	d10	+7	276,001
9	d10	+8	572,001
10	d10	+9	1,400,001
11	+4 HP	+10	1,500,001
12	+4 HP	+11	1,900,001
13+	300,000 per level		

CRUSADER SPELLS PER DAY

Level	1st	2nd	3rd	4th
9	1			
10	2			
11	2	1		
12	2	2		
13	2	2	1	
14	3	2	1	
15	3	2	1	1
16	3	3	2	1
17	3	3	3	1
18	3	3	3	1
19	3	3	3	2
20*	3	3	3	3

* Maximum attainable.

CRUSADER (Version 2)

The Crusader is a unique class that combines the divine abilities of the Cleric with the martial prowess of the Fighter. Unlike the Paladin, the Crusader class is easier to attain and lacks some of the abilities of the Holy Knights. Crusaders are frequently guards at temples, leading temple guard patrols on missions for their churches, and generally provide mundane military functions that Paladins are too few (and perhaps too haughty) to perform.

PRIME ATTRIBUTES: Strength and Wisdom
HIT DICE: d8
ALIGNMENT: Any
WEAPONS: Any
ARMOR: Any

ABILITIES: As Cleric and Fighter of equal level. *Though not allowed Fighters Specialization, Crusaders may use the Paladin ability of *divine aura* (against an alignment opposite from their own) as a Paladin of equal level.

Level	HD	BtH	EPP	Title
1	d8	+1	0	Supplicant
2	d8	+2	4,251	Petitioner
3	d8	+3	9,001	Believer
4	d8	+4	17,501	Brother
5	d8	+5	32,001	Lay Brother
6	d8	+6	69,001	Deacon
7	d8	+7	138,001	Lord Deacon
8	d8	+8	276,001	Deacon Commander
9	d8	+9	572,001	Prior
10	d8	+10	1,400,001	Crusader
11	+2 HP	+11	1,500,001	Crusader-Commander
12	+2 HP	+12	1,900,001	Crusader Lord
13+	500,000 per level			

TEMPLAR

The Templar (or Warriors of the Temple) differs from their brethren the Paladins in several ways. While the Paladin frequently goes off in search of wrongs to right and the faith to be spread, the Templar’s duty is to his superiors in the clergy. The Templars are alone able to grasp the difficult abilities of

Fighter, Cleric and Wizard. This diligence is quite taxing and requires much devotion and study. As such, they are rarely found outside temples and even then only on errands for the Temple & Order; usually in the company of several Crusaders.

PRIME ATTRIBUTES: Strength, Intelligence and Wisdom

HIT DICE: d8

ALIGNMENT: Any

WEAPONS: Any. However, two handed weapons

ARMOR: Any
prevent spell use

ABILITIES: As Cleric, Fighter & Wizard of equal level

* Though not allowed Fighters Specialization, Templars may use the Knight's Embolden Ability at 1st level, but only upon those others who share his temple's faith.

Level	HD	BtH	EPP	Title
1	d8	+1	0	Penitent
2	d8	+2	6,801	Sentinel
3	d8	+3	14,201	Lay Warden
4	d8	+4	27,901	Warden-Priest
5	d8	+5	55,801	Vigilant Esquire
6	d8	+6	111,501	Knight-Vigilante
7	d8	+7	223,001	Vigilant of the Order
8	d8	+8	446,001	Preceptor
9	d8	+9	912,001	Lord Preceptor
10	d8	+10	1,425,001	Templar
11	+2 HP	+11	2,150,001	Master of the Temple
12	+2 HP	+12	2,900,001	Grandmaster of the Temple
13+	750,000 per level			

BARD

DIVINE BARD

Divine bards are singers with a religious function. With their songs they both praise their faith and mock those untrue to its principles. There is in fact two types of divine bards, depending on the type of faith followed: the *goliard* belongs to the same religions as clerics, and like them casts cleric spells; the *filidh* (plural *filidh*) belongs to the same faith as druids, and like them casts druid spells.

Goliards are sorts of wandering friars who before all denounce the abuses of the Church, yet slander the enemies of the faith all the same. Their ribald songs are often seen as a praise to debauchery, but really are satirical verses aimed at hypocritical priests who do in private what they condemn during the mass. As such, goliards tend to be shunned by the clergy even if they normally only mock unfaithful priests. Goliards are often former religious students who became disgusted by the Church's austerity and hypocrisies. As a result, they rejected being ordained as true priests, instead taking a life of wanderers on the road and practicing their own idea of the religion.

Filidh are before all the keepers of oral traditions and lore in traditional societies. They are blessed with a strong memory and an even stronger voice, and are honored and respected members of their cultures. Poems are the form in which they honor others, and perpetuate the oral history of their clans. For a host mistreating a bard is a great shame and to risk ending up being the target and victim of the bard's satire that can greatly slander a reputation and cause harm to their social standing and credibility.

ABILITIES

SPELLS: Divine bards cast divine spells, and may prepare and cast any spell on the cleric (for goliards) or druid (for filidh) spell list. They prepare and cast spells the same way a cleric / druid does (by praying for them).

BONUS SPELLS: Divine bards gain bonus spells per day if they have a high Wisdom score. With a 13-15 they gain an extra 1st level spell per day; with a 16-17 they also gain an extra 2nd level spell; and with a 18-19 also a 3rd level spell. These spells are gained only when the divine bard is of high enough level to cast them (respectively at 3rd, 6th, and 9th levels).

BARD ABILITIES: Divine bards have the following:

DECIPHER SCRIPT (Intelligence). This is as per the rogue ability. Divine bards can decipher writings in an unfamiliar language or a message written in an incomplete or archaic form. Simple messages require an Intelligence check

(+ level and Int mod.), but more complicated, exotic, or very old texts are at a -5 or -10 penalty, and deciphering arcane writings (to use wizard scrolls for instance) is at a -10 penalty. (Note by the way that divine scrolls may be easily understood, and thus divine bards don't require a Decipher Script check to use them.)

If the check succeeds, the divine bard understands the general content of a text about one page long. If the check fails, the divine bard must make a Wisdom check to see if he avoids drawing a false conclusion about the text. (Success means that he doesn't draw a false conclusion; failure means that he does.) Checks are made secretly, so that the player can't tell whether the conclusion he draws is true or false. Deciphering the equivalent of a single page of script takes 2d4 turns (minutes).

LEGEND LORE (Charisma). Divine bards can make a Charisma check (+ level and Charisma mod.) to see whether they know any relevant information about notable people, legendary items, noteworthy places, history, etc. This check will not reveal the powers of a magic item but may give a hint as to its general function. The GM may use the table below to determine the challenge of the check:

Mod.	Type of Knowledge
+5	Common, known by at least a substantial minority of the local population.
-5	Uncommon but available, known by only a few people in the area
-10	Obscure, known by few, hard to come by.
-15	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

PRAISE (Charisma): Divine bards can create a poem or song praising a creature. Creating such a praise generally takes one hour, and performing it usually takes 5 to 10 minutes. A divine bard can use this ability up to once per day per level. With a successful Charisma check, the divine bard will suitably praise a person, whose honor will be thus enhanced among the listeners. It has two effects: First, the subject of the praise is bolstered by the praise, giving him a +2 bonus to attribute checks, saving throws, and attacks rolls (but not damage) for a number of rounds equal to the divine bard's level. Then, the subject of the praise gains a +2 bonus to all his reaction rolls for 1 hour, from all people who listened to the bard's praise. As the divine bard rises in levels, the bonus imparted increases as well: +3 at 6th level and +4 at 12th level. Traditionally, the divine bard is paid a few gold pieces for this service, as well as being given hospitality on the night he performs the praise. Some divine bards find permanent employment in the service of a clan's lord (filidh) or a monastery (goliards) as religious musicians.

FAITH ABILITY: At 3rd level, divine bards get either the following cleric or druidic ability depending on their faith:

- **Turn Undead (Goliard):** Goliards can turn undead as a cleric of two levels lower (so a 3rd level goliard turns undead as a 1st level cleric).
- **Nature Lore (Filidh):** Filidh can identify animals and plants, determine if water is safe to drink, or find food and shelter as druids do. They derive this ability both from basic druidic training and extensive knowledge.

SATIRE (Charisma): At 6th level, divine bards can create a satire as a sort of curse. Creating such a satire generally takes one hour, and performing it usually takes 5 to 10 minutes. Note that the magical effect of a satire only occurs if the target deserves to be thus mocked. Furthermore, when a divine bard knowingly tries to inflict such a satire against one who doesn't deserve it*, he could lose his class abilities (satire and spells) until atonement is made. There are three sorts of satires, that divine bards get as they rise in level:

- **Curse of Shame:** At 6th level, divine bards can thrice per day thoroughly demoralize a target. The divine bard aims this satire at his target, forcing him to make a Wisdom save against the divine bard's Charisma check (+ level and Charisma modifier). If failed, the victim suffers a -2 penalty to all attribute checks, saving throws, and attacks rolls (but not damage) for 1d4 hours.
- **Enduring Nickname:** At 9th level, divine bards can once per day hang a derisive nickname on a target, that the victim is unable to escape. The divine bard aims this satire at his target, forcing him to make a Wisdom save against the divine bard's Charisma check (+ level and Charisma modifier). If failed, the victim thereafter suffers a permanent -4 penalty to Charisma checks with people aware of the

nickname. It also has the side effect of irritating the victim whenever the nickname is uttered in his presence. Normally, the social life of the victim will be badly affected from that point on. Spells like Remove Curse, Limited Wish or Wish are required to dispel the effects of this satire (and make people eventually forget the nickname).

- **Killing Insult:** At 12th level, divine bards can once per week kill another person with satire. The divine bard aims this powerful satire at his target, forcing the fortunate to make a Wisdom save against the divine bard's Charisma check (+ level and Charisma modifier). If the save is failed, the target dies instantly, shamed to death by the power of the insulting parody of himself.

(*: note that who deserves a satire or not is heavily dependent upon circumstances and also on the divine bard's faith, and as such is left to the GM's discretion.)

PRIME ATTRIBUTE: Charisma.

HIT DICE: d8

ALIGNMENT: Any allowed by their faith, but also goliards must be non-lawful, and filidh part neutral.

WEAPONS: Goliards as clerics (i.e.: club, hammers, maces, morningstar, staff); Filidh as druids (i.e.: club, dagger, dart, hand axe, hammers, scimitar, sling, sickle, spears, swords, and staff).

ARMOR: leather armor, leather coat, padded ring mail, studded leather, chain shirt, and small shields.

ABILITIES: Bard abilities, decipher script, faith ability, legend lore, praise, satire

Level	HD	BtH	EPP
1	1d8	0	0
2	2d8	+1	1,501
3	3d8	+1	3,501
4	4d8	+2	7,501
5	5d8	+3	16,001
6	6d8	+3	34,001
7	7d8	+4	68,001
8	8d8	+5	136,001
9	9d8	+5	272,001
10	10d8	+6	450,001
11	+3 HP	+7	650,001
12	+6 HP	+7	850,001
13+	200,000 per level		

DIVINE BARD SPELLS PER DAY

Level	0	1 st	2 nd	3 rd	4 th
1	2	—	—	—	—
2	3	—	—	—	—
3	3	1	—	—	—
4	3	2	—	—	—
5	3	3	—	—	—
6	3	3	1	—	—
7	3	3	2	—	—
8	3	3	3	—	—
9	4	3	3	1	—
10	4	3	3	2	—
11	4	3	3	3	—
12	4	3	3	3	1
13	4	3	3	3	2
14	4	3	3	3	3
15	5	4	3	3	3
16	5	4	4	3	3
17	5	4	4	4	3
18	5	4	4	4	4
19	6	5	4	4	4
20	6	5	5	4	4

GOLIARD

Wandering students and clerics in medieval England, France, and Germany, remembered for their satirical verses and poems in praise of drinking and debauchery. The goliards described themselves as followers of the legendary Bishop Goliard: renegade clerics of no fixed abode who had more interest in rioting and gambling than in the life of a responsible clergyman.

Goliards like to lead a life on the road, often joining up with other entertainers or adventurers of a like mind. They are often despised by other Clerics, who do

not approve of their antics or, more particularly being the butt of their bawdy songs and rhymes. However, as Clerics they often demand the hospitality of the monasteries, churches and castles that they travel by, paying for their stay with songs and poems about wine, women, nature, pious hymns of enthusiasm for crusades or coarse lampoons on the clergy.

Goliards don't tend to be as strong fighters as bards but, by the same token, are less learned than clerics because of their lifestyle.

ABILITIES

SPELLS: Goliards cast divine spells. The spells available are listed on the cleric spell list. A goliard is limited to a certain number of spells of each spell level per day. The table shows the number of spells per day the character may cast. Goliards must prepare spells each day through prayer to their deity or deities, followed by contemplation and study. Goliards do get bonus cleric spells for a high wisdom, that is with a wisdom of 13-15, +1 1st level spell, 16-17, +1 2nd level spell and wisdom 18, +1 3rd level spell.

DECIPHER SCRIPT (Intelligence): Goliards are actually learned men, scholars and students. Accordingly they often need to decipher and interpret legends and secret writings to acquire more knowledge of their subjects, their lands, their people and so on. This ability allows the goliard to decipher writing in an unfamiliar language, a message written in an incomplete or archaic form or a message written in code. If the check succeeds, the character understands the general content of the piece of writing. It takes ten turns to decipher each page of script. A goliard can use this ability to decipher and then use an arcane or a divine scroll as a wizard, cleric or illusionist would, if a successful check is made at a penalty of -10.

EXALT (Charisma): Gained at 1st level, as the bard ability.

LEGEND LORE (Charisma): Gained at 1st level, as the bard ability.

SATIRE (Charisma): At 6th level, goliards can create a satire as a sort of curse. This takes an hour to compose and then will take 5 minutes to perform. These satires basically mock an individual causing one of three selected effects

- **Curse of shame:** At 6th level, goliards can demoralize a target. The goliard aims his satire at the target and makes a charisma check (with a modifier based on the level of the target). If the satire succeeds the target suffers -2 to all of his attribute checks, attack rolls and saves for d4 hours.
- **Enduring nickname:** At 9th level, the goliard can give a target a derisive nickname, which will stick. The satire is aimed at the target and a successful charisma check (with a modifier based on the target's level) means that the target receives a -4 charisma modifier to all checks with people aware of the nickname. It also has the effect of irritating the person whenever his nickname is muttered in earshot. The social life of the victim will be affected as if cursed from that point on and it will require a remove curse spell to dispel the effects.
- **Killing insult:** At 12th level, goliards can, once per week, kill another person with satire. The goliard aims this powerful satire at his target forcing the unfortunate to die, shamed by the power of the parody of himself. Of course, this requires a charisma check, with a modifier based on the target's level.

TURN UNDEAD: At 3rd level, goliards gain this clerical ability, as if they were a cleric of 2 levels below their actual level (like a paladin does).

PRIME ATTRIBUTE: Charisma.

HIT DICE: d8

ALIGNMENT: Not Lawful

WEAPONS: Club, dagger, light hammer, light or heavy mace, morningstar, quarterstaff, war hammer

ARMOR: Leather armor, leather coat, padded, ring mail, studded leather, chain shirts

ABILITIES: Decipher Script, Exalt, Legend lore and Satire Cleric spells (see below), Turn undead

Level	HD	BtH	EPP
1	d8	0	0
2	d8	+1	2,251
3	d8	+1	4,501
4	d8	+2	9,001
5	d8	+2	18,001
6	d8	+2	35,001
7	d8	+3	70,001
8	d8	+3	140,001
9	d8	+4	300,001
10	d8	+4	425,001
11	+3 HP	+4	650,001
12	+3 HP	+5	900,001
13+	175,000 per level		

GOLIARD SPELLS PER DAY					
Level	0	1	2	3	4
1	2				
2	2	1			
3	3	1			
4	3	2			
5	3	2	1		
6	4	3	1		
7	4	3	2		
8	4	3	2	1	
9	5	4	3	1	
10	5	4	3	2	
11	5	4	3	2	1
12	5	4	4	3	1

HARLEQUIN

Harlequins are two-faced masters of deception, subterfuge, trickery, lies and malicious gossip. Wherever they go, their snake-tongues spread spiteful rumors and blatant innuendo designed to divide their victims and spread fear and discord across the land. Their purposes are usually their own, but in times of war often they will seek the employment of knights, lords, kings and war leaders, who will use their services to create friction and internal squabbles designed to weaken the resolve of the enemy, especially in city sieges, where the harlequin can get at both the city populace as well as its defending soldiers.

Harlequins actually appear quite inoffensive or even happy-go-lucky, often wearing their multi-colored garb as they travel the roads from village to town or castle to city, spreading their particular brand of spiteful gossip wherever they go. Because of their jester-like facades, they are usually taken for wandering entertainers, poets, troubadours and minstrels. Others dress more conservatively, like merchants, aides or envoys. However, these guises are deliberate and intended to win over their audiences and specific individuals. It serves their purposes to appear as innocuous wandering players or peddlers as this way they can insinuate their way into the confidence of their victims. Sometimes the harlequin will seek a wide audience and at other times he has just one victim in mind, but either way the harlequin is usually confident of his ability to bend and manipulate people to his will.

The harlequin is not much of a warrior and usually wears none, or little in the way of armor. His weapons of choice tend to be smaller easily concealed ones so as not to appear too threatening to his victims.

ABILITIES

SHARP SENSES (Wisdom): A harlequin's innate ability to perceive the real from unreal imparts a +1 bonus to all illusion saving throws. The bonus increases to +2 at 4th level, +3 at 7th level and +4 at 10th level.

CASE TARGET (Wisdom): Using this ability, the harlequin is able to find information about a specific person, by detailed observation, and deductive reasoning. A harlequin must spend 1d3x10 minutes observing his victim before a check is allowed. A successful check results in knowledge of the approximate level of the person, distinguishing habits and mannerisms, approximate wealth and other details that the GM might see fit to provide.

DISGUISE(Charisma): The harlequin is an expert at impersonating other individuals or characteristics of general types of people, pretty much as an assassin is able to do. This effort usually requires a few props, a little make up and 1d3x10 minutes of preparation for a general impersonation, if the harlequin is to pass inspection from reasonably close. From a distance, a harlequin can

simply alter his gait, his general stance and pull up a hood to appear pretty much someone else, to all intents and purposes. Where specific individuals are being impersonated, at least 1 month's preparation time must occur to avoid being detected. A disguise can include an apparent change of height and weight of no more than one-tenth of the original build and size of the harlequin. The following penalties are applied to a disguise check, where appropriate: sex difference -2, race difference -2, age difference (per ten years) -2. The GM makes the check secretly, so the harlequin is uncertain of his success.

HIDE (Dexterity): Harlequin's use this ability to lurk in the shadows watching their victims and listening out for tit-bits of information. Outdoors, they are not so good at hiding (-5). A successful check means the harlequin is so well hidden as to be almost invisible. The character can move up to half-speed and remain hidden, but over this suffers a penalty of -5. If running or charging, it is practically impossible to remain hidden (-20). If a character is being observed, he can't normally hide. If an observer is distracted though, the character can attempt to slip into the shadows. This is at -10 however. A harlequin cannot hide unless there is something (deep shadows for example) to conceal the character.

LISTEN (Wisdom): Harlequin's are the masters of the spoken word and therefore it is as important for them to listen as well as to speak. Generally a success check indicates that the character has heard some sort of noise. This could be soft sounds like a whisper or a thief sneaking up within 30 feet or in the open or behind a door. Exactly what is heard is generally up to the GM. It takes one round to listen and a harlequin can retry any time. Penalties might apply, for example -10 through a stone wall.

MOVE SILENTLY (Dexterity): This ability allows the harlequin to move so quietly that others cannot hear the movement. The harlequin can perform this ability indoors at no penalty, but outdoors at -5. The harlequin can move up to one-half normal speed at no penalty. At more than half-speed there is a -5 penalty. It is practically impossible (-20) to move silently whilst running or charging.

DECIPHER SCRIPT (Intelligence): Harlequins often need to decipher and interpret legends and secret writings to acquire more knowledge of their subjects, their lands, their people and so on. This ability allows the harlequin to decipher writing in an unfamiliar language, a message written in an incomplete or archaic form or a message written in code. If the check succeeds, the character understands the general content of the piece of writing. It takes ten turns to decipher each page of script. A harlequin can use this ability to decipher and then use an arcane scroll as a wizard or illusionist would, if a successful check is made at a penalty of -10. This ability may not be used by the harlequin to decipher and use divine scrolls.

LEGEND LORD: As per the bard ability

SILVERTONGUE (Charisma): The harlequin can lie to anybody in a highly convincing manner. Even if the subject of an interrogation by an Executioner, as long as the Harlequin succeeds has roll, he can give a lie as an answer to the question. At 4th level and higher, discern lies spells never work against a harlequin who has succeeded his silvertongue roll.

DISHARMONY: The anti-thesis of the knight's inspire ability, this alters the mood of entire cities or armies and can change the tide of an entire battle. This ability affects up to 12 creatures at 1st level, 25 at 3rd, 50 at 5th, 250 at 7th, 1,000 at 9th and up to 5,000 at 12th level. The persons so affected have a penalty to hit equaling the harlequin's charisma modifier. This ability can be used once per day and lasts a number of rounds equal to the harlequin's level.

DISAFFECT: Gained at 10th level, this is the anti-thesis of the knight's Call-to-arms. This ability causes soldiers to lose their morale and leave their army or citizens to leave their homes. Every month, 2d10 soldiers will leave the enemy army or 3d10 townsfolk will flee a city or alternatively (characters choice) form mobs and go out onto the streets burning, looting and causing general mayhem, whilst making impossible demands of the city authorities.

DOMINANCE: Gained at 12th level, if the harlequin has contact for at least a minute or two each day, he can begin to dominate the life of that person and begin to bend him or her completely to his own will. That person will begin to become listless and lifeless, only perking up in the presence of the harlequin (whom he will defend to his last breath, unless somehow the dominance is broken). After one week, the harlequin becomes that persons very best friend and will be granted a position at his right hand (even if he is the king for

example) and after a month the harlequin could even command that person to kill himself with every chance of success.

PRIME ATTRIBUTE: Charisma

HIT DICE: d6

ALIGNMENT: Any evil

WEAPONS: Dagger, knife, dart, staff, club, light mace, sap, short sword, sling

ARMOR: Padded, leather or leather coat.

ABILITIES: Disguise, sharp senses, case target, decipher script, hide, listen, move silently, legend lore, silver-tongue, disharmony, disaffect, dominance

Level	HD	BtH	EPP
1	1d6	0	0
2	2d6	+1	1,501
3	3d6	+1	3,251
4	4d6	+1	7,501
5	5d6	+2	15,001
6	6d6	+2	30,001
7	7d6	+2	60,001
8	8d6	+3	120,001
9	9d6	+3	240,001
10	10d6	+3	450,001
11	+2 HP	+4	625,001
12	+2 HP	+4	800,001
13+	200,000 per level		

JESTER

Masters of the absurd, jesters are comics, fools, and provokers of thought. Whether roaming from place to place, or serving in the employ of the wealthy and powerful, jesters are entertaining, infuriating, and baffling.

With razor keen wit, an equally sharp tongue, and a healthy disrespect for pomposity and pretension, jesters also serve to deflate those egos over inflated. Their jests and practical jokes lay bear the ludicrousness of life, reminding others, sometimes painfully, that humor always has its place, and that it is entirely possible to take things too seriously. Jesters weave tales, often highlighting the inadequacies of the self-important, while finding much to praise in the truly humble. A jester's words, tales, and jokes have much influence, for with them they can sting, humiliate, and anger, or encourage confidence and appropriate pride.

Their status as fools grants jesters some leeway in their actions. Few civilized individuals of any note will allow a jester's barbed jokes and pranks, even those at their expense, to drive them to harm the jester, especially in public or the sight of their peers. Such a reaction would only lend credence to the jester's points, and humiliate the individual more in the eyes of those around them. Revenge enacted quietly and privately, however, is always a possibility, as some jesters have found to their cost.

Furthermore, many jesters have found that it always pays to be a little canny, if only because some victims of their japes care not what others think, and will only too happily enact revenge on the spur of the moment. Master jugglers and acrobats, displaying outrageous antics and costume, jesters are also superlative physical performers; anyone can play the fool, but only the jester is the master of his craft.

ABILITIES

HUMILIATE (Charisma): Making use of barbed jests, mocking mimicry, and appropriate gestures, the jester can humiliate and infuriate a victim, causing them to lose their composure and act in a far less considered way. With a successful attribute check, a jester can cause a victim capable of understanding him, to suffer a -2 penalty on any action requiring an attribute check, including class ability checks, saving throws, and standard attribute checks. This ability does not affect attack rolls. The victim must be able to see and hear the jester, and must be within 60 feet. The victim may make a Wisdom check (CL equal to the jester's class level) to resist the effects of this ability. The jester can use this ability once per day per level, and maintain the effect for a number of rounds equal to the character's level. As the jester rises in levels, the penalty inflicted increases as well: -3 at 6th level and -4 at 12th level.

MASTER JUGGLER: A jester's ability to juggle becomes so deft that, starting at 3rd level, they gain a +1 bonus to attack and damage when throwing small objects such as clubs, daggers, rocks, and bottles. At 10th level these bonuses both increase to +2. At 4th level, this mastery of juggling also grants the jester the ability to deflect small thrown missiles as per the Monk ability, Deflect

Missiles. However, this ability does only work for such small items as clubs, daggers, bottles, balls, and rocks; it can not be used against projectiles such as arrows or bolts, nor against such large missiles as spears, javelins, or harpoons. This ability can be used once per round at levels 4-8, and twice at levels 9-12.

PRATFALL (Dexterity): See Monk: Slow Fall, but is gained at 1st level, and takes damage as if the fall were only 5 feet shorter, and has no effect on falls greater than 20 feet.

TUMBLING EVASION: If presented with enough space, the character may use his acrobatic prowess to help evade attack, gaining a +4 AC bonus for using the Dodge combat maneuver rather than +2.

PRIME ATTRIBUTE: Charisma

HIT DICE: d6

ALIGNMENT: Any non-Lawful

WEAPONS: Club, dagger, light mace, rock, staff

ARMOR: Padded, leather, ring mail, studded leather

Level	HD	BtH	EPP
1	d6	0	0
2	d6	+1	1,001
3	d6	+1	2,201
4	d6	+1	4,501
5	d6	+2	9,001
6	d6	+2	18,001
7	d6	+2	35,001
8	d6	+3	70,001
9	d6	+3	100,001
10	d6	+3	150,001
11	+2	+4	275,001
12	+2	+4	400,001
13+	120,000 per level		

MOUNTEBANK

Mountebanks are jack-of-all trades, master performers and rogues with many abilities at their disposal to get by in life. Some of them pose as bards, since they generally are expert communicators and trained in artistic skills, among all of what they do. They could however be adventurers, courtiers and schemers among the nobility, as much as they could be minstrels and entertainers.

ABILITIES

CLIMB (Dexterity): This extraordinary ability allows a mountebank to climb up, down, or across a slope, wall, steep incline (even a ceiling with handholds), or unusually angled natural or man made slope or incline that others would find impossible to climb. When doing so, the mountebank moves at one-half the character's normal speed. A failed climb check means that the character makes no progress. A check that fails by 5 or more means that the character falls from the currently attained height, and must suffer falling damage. Mountebanks can not carry anything in their hands while climbing. When climbing typical natural slopes and man made inclines, such as a cliff faces or steep steps, a mountebank does not need to make an attribute check to climb the surface.

This ability is affected by wearing armor not on the armor list for the mountebank.

COUNTERSONG (Charisma): The mountebank can negate magic or abilities that rely on sound or vocal effects. The mountebank makes a Charisma save for all characters affected by vocal abilities within 30 feet. Success means the spell or ability is negated within the area of effect. The mountebank can walk ¼ his speed while using countersong but is interrupted if he takes damage or fails a saving throw. Countersong can be used once per encounter and lasts as long as the mountebank continues speaking. Countersong does not interrupt verbal components or command words but does negate verbal aspects of a spell's description such as speaking a person's name or giving orders to a charmed monster.

DECIPHER SCRIPT (Intelligence): This ability allows a mountebank to decipher writing in an unfamiliar language, a message written in an incomplete or archaic form or a message written in code. If the check succeeds, the character understands the general content of a piece of writing. It takes 2d8 turns to decipher each page of a script. The attempt may be made only once per writing.

A mountebank may use this ability to decipher arcane script if a successful check is made at a penalty of -10. This ability may not be used to decipher divine scrolls.

INCITE EMOTION (Charisma): Mountebanks can perform to inspire the emotions of individuals or groups. When playing before a crowd, every targeted listener makes a Charisma saving throw. If the crowd fails, the mountebank may shift their reaction by one level positively or negatively. A crowd must be non-hostile and focused on the mountebank. The saving throw for large groups should be the average of every creature’s hit dice. The method of this ability must reflect the creature it’s used against and the mountebank must be proficient in that method. A bear could be calmed with music but a joke spoken in common would have no effect on an unintelligent ogre.

INSPIRE COURAGE (Charisma): The mountebank can inspire courage into allies granting bonuses to their abilities. The mountebank can imply a +1 bonus to attack rolls, a +1 bonus to saving throws, or a +2 bonus to morale for all those that hear him within 10 feet per mountebank level. The mountebank must perform for three full rounds, doing nothing else besides performing, and the bonuses are added at the end of the third round. This effect lasts 1 round per level. This ability can only be used once per combat encounter.

LEGEND LORE (Charisma): Mountebanks are lore masters of myth and archaic knowledge. With a successful attribute check, a mountebank gains or remembers some relevant information about local notables, a legendary item, a noteworthy place or any other relevant bit of information. Gaining the information may entail speaking to local inhabitants and/ or doing research. The information might prove useful in diplomacy, entertaining, or otherwise influencing others. The ability also might impart a full or partial understanding of local or secret languages, including rogue’s cant, the secret druidic language or ranger signs.

The check will not reveal the powers of a magic item, but may give a hint to its history, general function or activation. The Game Master gauges the challenge level of the check based on whether the knowledge is: 1. Common known by at least a substantial minority of the local population; 2. Uncommon but available, known by only a few people in the area; 3. Obscure, known by few, and hard to come by; 4. Extremely Obscure, known by very few scholars and sages, possibly forgotten by most who once knew it, or possibly known only by those who don’t understand the significance of the knowledge.

LISTEN (Wisdom): A mountebank can use this ability to listen intently and hear noises that others might not detect, even through an obstacle such as a door. Generally, a successful check indicates that the mountebank has detected some sort of noise. Success indicates the mountebank can hear soft sounds, like a whisper or cat stalking, while outside or in the open and up to a range of 30 feet. It also indicates success if the mountebank is listening for sounds on the other side of a door, but the mountebank must be adjacent to the door. However, exactly what is heard is up to the Game Master’s discretion as each case is unique. If listening through a stone wall, the mountebank suffers a -10 penalty to the check. For other materials, vary the penalty as appropriate. A mountebank can retry this ability once a round.

Only wearing a metal or large helmet affects this ability negatively.

PICK POCKET (Dexterity): A mountebank can use this ability, on a successful dexterity check, to remove the contents of a pocket or pouch (or otherwise take something from a person) without being noticed. Success may require the mountebank to cut the purse or pouch from the target. A penalty to check is equal to the level or hit dice of the targeted victim.

This ability also allows the mountebank to perform “sleight of hand” maneuvers. A successful dexterity check indicates the mountebank has hidden or moved an item in such a manner so that observers are not aware of where the item has been hidden. Such typical maneuvers are hiding a coin, sliding a card up a sleeve, performing the shell game, and the like. A penalty to the check may be applied if there is an observer present that is determined to note where an item is moved. This penalty is equal to the wisdom attribute bonus for the observer.

This ability is affected by wearing armor not on the armor list for the mountebank.

PLAY INSTRUMENT (Charisma): Mountebanks are proficient singers, musicians, and chanters. A mountebank is an expert at one type of oratory or instrumental performance of the player’s choice.

SPELLS: A mountebank casts arcane spells, the same as wizards. Like a wizard, a mountebank is limited to a certain number of spells of each spell level per day. The *Mountebank Spells Per Day Table* shows the number of spells per day a mountebank may cast. A mountebank must prepare spells before casting them,. This is done by studying spells from a spell book. While studying, the mountebank decides which spells to prepare. Spell memorization and descriptions are covered in detail in the Magic section.

BONUS SPELLS: With a high intelligence score, a mountebank gains bonus spells. If the character has an intelligence of between 13-15, he receives an extra 1st level spell. If the intelligence score is 16 or 17, he receives an extra 2nd level spell and if 18 or 19, he receives an extra 3rd level spell. The bonus spells can only be acquired if the mountebank is at a high enough level to cast that spell level. Bonus spells are cumulative.

PRIME ATTRIBUTE: Charisma

HIT DIE: d6

ALIGNMENT: Any non-lawful.

WEAPONS: Any except heavy weapons such as great swords, battle-axes and polearms.

ARMOR: Leather armor, leather coat, padded armor (See special), and chain shirt.

ABILITIES: Climb, Countersong, Decipher script, Incite emotions, Inspire courage, Legend lore, Listen, Pick-pockets, Play instrument.

Level	HD	BtH	EPP
1	1d6	0	0
2	2d6	+1	1,751
3	3d6	+1	3,501
4	4d6	+1	7,001
5	5d6	+2	14,001
6	6d6	+2	25,001
7	7d6	+2	50,001
8	8d6	+3	90,001
9	9d6	+3	15,0001
10	10d6	+3	200,001
11	+2 HP	+4	350,001
12	+4 HP	+4	500,001
13+	175,000 per level		

SPELL BOOK: The number of spells that a mountebank has in his spell book at the beginning of play is equal to the number of spells he can cast at xxx level. For example, a 1st level wizard or illusionist with 14 Intelligence can cast four 0 level spells and three 1st level spells (2 + 1 bonus). So, the character would begin play with a spellbook containing four 0 level and three 1st level spells. The spells in the spell book can either be chosen by the Game Master, the player, agreement between the two or randomly (*use the Spell List Charts starting on page 54 for wizards and page 57 for illusionists*).

Lvl	0	1 st	2 nd	3 rd	4 th	5 th	6 th
1	2						
2	2	1					
3	3	2					
4	3	2	1				
5	3	3	1				
6	4	3	2				
7	4	3	2	1			
8	4	3	3	1			
9	4	3	3	2			
10	5	3	3	2	1		
11	5	3	3	3	1		
12	5	3	3	3	2		
13	5	3	3	3	2	1	
14	5	3	3	3	3	1	
15	5	3	3	3	3	2	
16	5	4	3	3	3	2	1
17	5	4	4	3	3	3	1
18	5	4	4	4	3	3	2
19	5	4	4	4	4	3	2
20	5	4	4	4	4	4	3

TRICKSTER

Many rogues and other charlatans profess themselves to be ‘tricksters’, believing that their sleight of hand is adequate to the task. There exist a few,

however, that take the mantra to an entirely new level- weaving subtle magic into their artful performances. Tricksters delight equally in amusing crowds with their fantastic feats of dexterity, and in confounding enemies with the same performances. There are no schools or seminaries to learn the art- those few with the inclination towards being a true Trickster must seek out the few living practitioners of the art.

Tricksters combine something of the magical abilities of an illusionist or a wizard with many of the key skills of a rogue or thief. They wield no spells that inflict direct hit point damage, nor are they skilful warriors in any sense. In practice, a Trickster should have both a high Dexterity and Intelligence score, to maximize their limited spellcasting.

ABILITIES

SPECIAL: Tricksters favor light armor, as it allows them to better ply their stealth abilities. Tricksters may wear leather armor, a leather coat, or padded armor, and can employ small shields without any penalty to the use of their abilities. They may also wear leather helmets. A trickster may wear any other type of armor, but the character may suffer a penalty when using class abilities and wearing these armors as noted in the ability description. The penalty is equal to -1 for each point above armor class 12 that the armor confers. Restricted helmets and shields cause the trickster to suffer a -1 penalty to all abilities. All penalties are cumulative.

For example, a trickster wearing chainmail, which confers a 15 armor class, suffers a -3 penalty to all ability checks (15-12=3). The same trickster using a large shield suffers a -4 penalty to all ability checks. If the same trickster used a metal great helm as well, the total penalty would be -5.

CANT: Tricksters often use a street language known only to those in the trade, called cant. Code words, hand signals, demeanor, and other signs comprise the cant. The cant can be used to convey complex ideas. The language may vary to some degree both geographically and culturally, making cants unique to each region, city, or even within a city.

This ability is affected by wearing armor not on the armor list for the trickster.

DISGUISE (Charisma): With a successful check in this ability, tricksters can disguise themselves or impersonate people. The ability allows the trickster to impersonate general types of people, as well as individuals. For example, a human trickster might impersonate a taller elf mage, or perhaps a traveler, even though the trickster is a local.

For a general impersonation such as a beggar or merchant, the effort requires a few props, makeup, and 1d3x10 minutes of work to complete. Where specific individuals are being impersonated, at least one month's preparation time is required to avoid detection. A disguise can include an apparent change of height or weight of no more than one-tenth the original height or weight of the trickster. The Game Master makes the character's disguise check secretly so that the character is not sure of its success. The following penalties are applied to a disguise check when appropriate: sex difference -2, race difference -2, and a -2 for an age difference of more than ten years.

A successful disguise does not fool an observer in all instances. Success indicates that the trickster is disguised well enough to fool normal, non-suspicious observers. If a suspicious individual observes the trickster, the Game Master may allow the observer an intelligence check to see through the disguise. If a trickster is impersonating a particular individual, all who know that individual are permitted to make an intelligence check to detect the disguise. If the observer would recognize the impersonated individual on sight, the check is made at -4. If the observer is a friend or close associate, the check is made at -8 and if intimate, the check is at -12.

ESCAPE ARTIST: The Trickster has an uncanny ability to escape any bonds that hold them, possessing the ability to contort their body in unusual ways, and to manipulate fingers and toes with far greater dexterity than is their norm. Tricksters can add their full class level whenever attempting to escape from being tied by ropes, or chains, and are capable of doing so in mere minutes, while even a Trickster might take a few hours.

HIDE (Dexterity): Tricksters use this ability to conceal themselves from others. A successful check means that the trickster is hidden so well as to be almost invisible. The trickster can move up to one-half normal speed and remain hidden. Hide checks suffer no penalty in this circumstance. At more than one-half and up to full speed, the character suffers a -5 penalty to the check

to remain hidden. This penalty is reduced to -4 at 17th level, -3 at 19th level, -2 at 21st level, -1 at 22nd level, and 0 at 24th level. It's practically impossible (-20 penalty) to hide while running or charging.

If the character is being observed, even casually, they cannot hide. If observers are momentarily distracted, though, the character can attempt to hide. While the observer averts its attention from the character, the character can attempt to get to a hiding place. This check, however, is at a -10 penalty because the character has to move quickly to the hiding place. A trickster cannot hide if there is nothing to hide behind or conceal oneself with. Deep shadows can count as concealment at the Game Master's discretion.

Tricksters cannot hide and move silently at the same time until they reach 3rd level. At this level and beyond, a trickster can attempt both but must make a successful conceal and move silent check at -5. In this case, movement is reduced to one quarter the normal movement rate.

This ability is affected by wearing armor not on the armor list for the trickster.

LISTEN (Wisdom): A trickster can use this ability to listen intently and hear noises that others might not detect, even through an obstacle such as a door. Generally, a successful check indicates that the trickster has detected some sort of noise. Success indicates the trickster can hear soft sounds, like a whisper or cat stalking, while outside or in the open and up to a range of 30 feet. It also indicates success if the trickster is listening for sounds on the other side of a door, but the trickster must be adjacent to the door. However, exactly what is heard is up to the Game Master's discretion as each case is unique. If listening through a stone wall, the trickster suffers a -10 penalty to the check. For other materials, vary the penalty as appropriate. A trickster can retry this ability once a round.

Only wearing a metal or large helmet affects this ability negatively.

OPEN LOCK (Dexterity): A trickster can use this ability to open any sort of mechanical lock that would normally require a key to open. A successful check indicates the lock has been opened. This ability requires the use of a set of rogue's tools, including picks, blank keys, wires or other appropriate tools. A trickster may only make one attempt per lock. If that attempt fails, the trickster cannot try to open the same lock again until gaining one more level as it is beyond the current ability of the trickster to pick it.

Only wearing metal or large gloves affects this ability negatively.

PICK POCKET (Dexterity): A trickster can use this ability, on a successful dexterity check, to remove the contents of a pocket or pouch (or otherwise take something from a person) without being noticed. Success may require the trickster to cut the purse or pouch from the target. A penalty to check is equal to the level or hit dice of the targeted victim.

This ability also allows the trickster to perform "sleight of hand" maneuvers. A successful dexterity check indicates the trickster has hidden or moved an item in such a manner so that observers are not aware of where the item has been hidden. Such typical maneuvers are hiding a coin, sliding a card up a sleeve, performing the shell game, and the like. A penalty to the check may be applied if there is an observer present that is determined to note where an item is moved. This penalty is equal to the wisdom attribute bonus for the observer.

This ability is affected by wearing armor not on the armor list for the trickster.

MAGIC TRICKS (Intelligence): At 2nd level, the Trickster gains the ability to perform cantrips from the wizard and illusionist list, picking 2+Int modifier cantrips. They can perform these at will, at a caster level equal to their character level. At 7th level, the Trickster can add 1+Int modifier first level spells, which can be cast a total of three times per day from the following list: *change self, charm person, daze, feather fall, hypnotism, jump, obscuring mist, see invisibility, silent image, sleep, spider climb and ventriloquism*. At 12th level, the Trickster can add 1+Int modifier second level spells, which can be cast twice per day from the following list: *detect thoughts, enhance attribute, hypnotic pattern, invisibility, knock, locate object, magic mouth, misdirection and pyrotechnics*. At 17th level, the Trickster can add 1+Int modifier third level spells, which can be cast once per day from the following list: *clairaudience/clairvoyance, dispel magic, dispel illusion, haste, hold person, major image, nondetection and suggestion*.

STRENGTH OF WILL: At 3rd level, the Trickster gains a +2 bonus to saving throws against illusions and mind-altering magic, which increases by +1 at 7th, 11th, 15th, 19th and 23rd levels.

EVASION: At 6th level, the Trickster gains the ability to automatically evade a single attack or trap that inflicts hit point damage or requires a Dexterity save per day. This must be announced after an attack is successful, but before the damage from the attack is announced. At 13th level, the Trickster can avoid two such attacks in this manner, and at 19th level, they can avoid three attacks made in this fashion.

PRIME ATTRIBUTE: Dexterity

HIT DIE: d6

ALIGNMENT: Any

WEAPONS: Blowpipe, broadsword, cat-o-nine-tails, cestus, club, dagger, dart, light hammer, hand axe, hand crossbow, javelin, knife, light crossbow, longsword, mace, main gache, quarterstaff, rapier, sap, shortbow, short sword, sickle, sleeve tangler, spiked gauntlet, sling, whip

ARMOR: Leather armor, leather coat, and padded (see special rule above)

ABILITIES: Cant, disguise, escape artist, hide, open locks, pick pocket, magic tricks, strength of will, evasion

Level	HD	BtH	EPP
1	d6	0	0
2	d6	+1	1,501
3	d6	+1	3,251
4	d6	+1	7,501
5	d6	+2	15,001
6	d6	+2	30,001
7	d6	+2	60,001
8	d6	+3	120,001
9	d6	+3	240,001
10	d6	+3	450,001
11	+2	+4	625,001
12	+2	+4	800,001
13	+2	+4	975,001
14	+2	+4	1,150,001
15	+2	+5	1,325,001
16	+2	+5	1,500,001
17	+2	+5	1,675,001
18	+2	+5	1,850,001
19	+2	+6	2,025,001
20	+1	+6	2,200,001
21	+1	+6	2,375,001
22	+1	+6	2,550,001
23	+1	+7	2,725,001
24	+1	+7	2,900,001
25+	175,000	per level	

TROUBADOUR

There is magic in poetry and in stories, the way they can inspire people to reach towards impossible goals. Music has its own brand of magic, the manner in which it can mix a mere twelve notes and create pure emotion, talking to the heart and mind without need of words. Such is the magic of the troubadour, a singer of songs and teller of tales, a jack of all trades who finds his knowledge and power not in the dusty halls of a library or the obscure heritage of a strange bloodline, but in the whim of inspiration and the freedom of the roads. The diversity with which he approaches life makes him capable of tackling almost any situation, not as well as a specialist but with sufficient expertise to come out on top.

ABILITIES

CLIMB (Dexterity): This extraordinary ability allows a troubadour to climb up, down, or across a slope, wall, steep incline (even a ceiling with handholds), or unusually angled natural or man made slope or incline that others would find impossible to climb. When doing so, the troubadour moves at one-half the character’s normal speed. A failed climb check means that the character makes no progress. A check that fails by 5 or more means that the character falls from the currently attained height, and must suffer falling damage. Troubadours can not carry anything in their hands while climbing. When climbing typical natural slopes and man made inclines, such as a cliff faces or steep steps, a troubadour does not need to make an attribute check to climb the surface.

This ability is affected by wearing armor not on the armor list for the troubadour.

DECIPHER SCRIPT (Intelligence): Troubadours often need to decipher and interpret legends and secret writings to acquire more knowledge. This ability allows the troubadour to decipher writing in an unfamiliar language, a message written in an incomplete or archaic form or a message written in code. If the check succeeds, the character understands the general content of a piece of writing. It takes ten turns to decipher each page of a script. A decipher script check may be made only once per writing. A troubadour may use this ability to decipher and then use an arcane scroll, as a wizard would, if a successful check is made at a penalty of -10. This ability may not be used to decipher divine scrolls.

EXALT (Charisma): This is the troubadour’s ability to inspire companions and listeners, allowing them to surpass their normal level of performance. Some troubadours invoke this ability through song and music, while others do so through oration, battle cries or sheer acting and demeanor. With a successful attribute check, a troubadour can help allies succeed at a task. The ally gets a +2 bonus on any action requiring an attribute check, including class ability checks, saving throws and standard attribute checks. This ability does not affect attack rolls. The allies must be able to see and hear the troubadour, and must be within 60 feet. The Game Master may rule that certain uses of this ability are infeasible. The troubadour can use this ability once per day per level, and can maintain the effect for a number of rounds equal to the troubadour’s level. As the troubadour rises in levels, the bonus imparted increases as well. It rises to +3 at 6th level, +4 at 12th level and +5 at 18th level.

LEGEND LORE (Charisma): Troubadours are lore masters of myth and archaic knowledge. With a successful attribute check, a troubadour gains or remembers some relevant information about local notables, a legendary item, a noteworthy place or any other relevant bit of information. Gaining the information may entail speaking to local inhabitants and/ or doing research. The information might prove useful in diplomacy, entertaining, or otherwise influencing others. The ability also might impart a full or partial understanding of local or secret languages, including rogue’s cant, the secret druidic language or ranger signs.

The check will not reveal the powers of a magic item, but may give a hint to its history, general function or activation. The Game Master gauges the challenge level of the check based on whether the knowledge is: 1. Common known by at least a substantial minority of the local population; 2. Uncommon but available, known by only a few people in the area; 3. Obscure, known by few, and hard to come by; 4. Extremely Obscure, known by very few scholars and sages, possibly forgotten by most who once knew it, or possibly known only by those who don’t understand the significance of the knowledge.

LISTEN (Wisdom): A troubadour can use this ability to listen intently and hear noises that others might not detect, even through an obstacle such as a door. Generally, a successful check indicates that the troubadour has detected some sort of noise. Success indicates the troubadour can hear soft sounds, like a whisper or cat stalking, while outside or in the open and up to a range of 30 feet. It also indicates success if the troubadour is listening for sounds on the other side of a door, but the troubadour must be adjacent to the door. However, exactly what is heard is up to the Game Master’s discretion as each case is unique. If listening through a stone wall, the troubadour suffers a -10 penalty to the check. For other materials, vary the penalty as appropriate. A troubadour can retry this ability once a round.

Only wearing a metal or large helmet affects this ability negatively.

PICK POCKET (Dexterity): A troubadour can use this ability, on a successful dexterity check, to remove the contents of a pocket or pouch (or otherwise take something from a person) without being noticed. Success may require the troubadour to cut the purse or pouch from the target. A penalty to check is equal to the level or hit dice of the targeted victim.

This ability also allows the troubadour to perform “sleight of hand” maneuvers. A successful dexterity check indicates the troubadour has hidden or moved an item in such a manner so that observers are not aware of where the item has been hidden. Such typical maneuvers are hiding a coin, sliding a card up a sleeve, performing the shell game, and the like. A penalty to the check may be applied if there is an observer present that is determined to note where an item is moved. This penalty is equal to the wisdom attribute bonus for the observer.

This ability is affected by wearing armor not on the armor list for the troubadour.

SPELLS: A troubadour casts arcane spells. Troubadours can only cast a limited number of spells, from each spell level, per day. The *Troubadour Spells Per Day* Table lists the number of spells per day a troubadour may cast of each spell level. For example, a 5th level troubadour can cast three 1st level spells and one 2nd level spell per day.

A troubadour must prepare spells before casting them by studying from a spell book. While studying, the troubadour decides which spells to prepare. Spell memorization and spell descriptions are covered in detail in the *Magic* section.

SPELL BOOK: The number of spells that a troubadour has in their spell book at the beginning of play is equal to the number of spells they can cast at first level. For example, a 1st level troubadour with 14 Intelligence can cast four 0 level spells and three 1st level spells (2 + 1 bonus). So, the character would begin play with a spellbook containing four 0 level and three 1st level spells. The spells in the spell book can either be chosen by the Game Master, the player, agreement between the two or randomly (use the Spell Table for troubadours in the Magic Section).

FASCINATE: At 4th level, a troubadour gains the ability to place a single creature into a trance. The creature to be fascinated must be able to see and hear the troubadour, and the troubadour must also see the creature. The creature must be able to pay attention to the troubadour. The distraction of a nearby combat or other danger will prevent the ability from working. The troubadour can use song or poetics to produce the intended effect on the creature, through music, poetry, chanting, speech, whistling, playing an instrument or any combination of the above, as long as some verbal performance is included. Troubadours can use this ability three times per day, and can maintain the effect for a number of rounds equal to their level.

When a troubadour uses this ability, the target makes a charisma saving throw to resist the troubadour’s spell song. If the saving throw fails, the creature sits quietly and listens to the troubadour for up to the full duration of the effect. While using this ability, a troubadour must concentrate, as if casting or maintaining a spell. While fascinated, the target is treated as if prone and also suffers a -4 penalty to all saving throws and a -5 to armor class. If the creature’s saving throw succeeds, the troubadour cannot attempt to fascinate that creature again for 24 hours. Any threat that is obvious to the fascinated creature, such as the casting of a spell, drawing of a sword or aiming of a weapon automatically breaks the effect.

As the troubadour rises in levels, the power of the fascination increases as well, allowing the troubadour to further influence the listener through suggestion. These specialized uses of the fascinate ability can only be performed on creatures who are under the influence of the troubadour’s fascinate ability. At 5th level, a troubadour may attempt a *charm person* on a fascinated creature. At 8th level, a troubadour may attempt to implant a *suggestion* into a fascinated creature. At 12th level, a troubadour may attempt *antipathy/ sympathy* on a fascinated creature. At 18th level, a troubadour may attempt a *mass suggestion* on fascinated creatures. In each case, the creature receives a saving throw to attempt to resist the spell song.

As the troubadour gains experience, the number of creatures that can be affected by the fascination, or one of its specialized uses, increases. The number of creatures is equal to two fewer than the level of the troubadour. For example, a 4th level troubadour can fascinate 2 creatures, a 6th level troubadour can fascinate 4 creatures, and a 12th level troubadour can fascinate 10 creatures.

EXHORT GREATNESS: At 9th level, a troubadour can inspire greatness in one other creature. For every two levels the troubadour attains beyond 9th, the troubadour can inspire greatness in an additional creature. To inspire greatness, the troubadour must use song, poetry or some sort of oration. The creature to be inspired must be able to hear the troubadour, and must be within 30 feet for the effect to take place. A creature inspired with greatness gains temporary hit points and attack bonuses for as long as the troubadour is within its hearing and the troubadour continues to sing or orate. This effect lasts for one turn, or six rounds, at 9th level, and the duration increases by one additional round for every level beyond 9th. The creature can move out of the 30 foot radius once the exhortation has begun, but it must still be able to hear the troubadour at all times.

The target creature gains a +2 bonus on all ‘to hit’ rolls, and gains temporary hit points as if two hit dice (or levels) higher. Apply the creature’s constitution modifier, if any, to each bonus hit point roll. See the combat section for a detailed explanation of temporary hit points.

PRIME ATTRIBUTE: Charisma
HIT DICE: d6
ALIGNMENT: Any
WEAPONS : Any
ARMOR: Breastplates, chain shirt, cuir bouille, greek ensemble, hide, laminar leather, leather, leather coat, padded, ring mail, studded leather
ABILITIES: Climb, decipher script, exalt, legend lore, listen, pick pocket, spells, fascinate, exhort greatness

Level	HD	BtH	EPP
1	d6	0	0
2	d6	+1	1,501
3	d6	+1	3,501
4	d6	+1	7,501
5	d6	+2	16,001
6	d6	+2	34,001
7	d6	+2	68,001
8	d6	+3	136,001
9	d6	+3	272,001
10	d6	+3	450,001
11	+2 HP	+4	650,001
12	+2 HP	+4	850,001
13+	200,000 per level		

TROUBADOUR SPELLS PER DAY							
Level	0	1st	2nd	3rd	4th	5th	6th
1	2						
2	2	1					
3	2	2					
4	2	2	1				
5	3	3	1				
6	3	3	2				
7	3	3	2	1			
8	3	3	3	1			
9	3	3	3	2			
10	4	3	3	2	1		
11	4	3	3	3	1		
12	4	3	3	3	2		
13	4	3	3	3	2	1	
14	4	3	3	3	3	1	
15	4	3	3	3	3	2	
16	5	4	3	3	3	2	1
17	5	4	4	3	3	3	1
18	5	4	4	4	3	3	2
19	5	4	4	4	4	3	2
20	5	4	4	4	4	4	3

NOBLE

CROWNER

The crowner is usually a minor noble or at the very least comes from a wealthy background and is a person of a reasonable social standing. He is appointed by the king as a recorder of serious crimes, murders and deaths and has the dubious honor of investigating them and pronouncing a verdict once he has made his inquiries. His role is therefore one of an investigator, coroner and judge all in one. Because of this he wields considerable power in the city where he holds office.

ABILITIES

FIND TRUTH (Wisdom): The crowner is very skilled in distinguishing truth from untruth. When he asks a question and receives a reply, he can tell, with an appropriate Wisdom check, whether that person has lied to him or not.

CASE SUSPECT (Wisdom): Using this ability, the crowner is able to find information about a specific person, by detailed observation, and deductive reasoning. A crowner must spend 1d3x10 minutes observing his suspect before a check is allowed. A successful check results in knowledge of the approximate level of the person, distinguishing habits and mannerisms, approximate wealth, whether he seems nervous or is acting suspiciously and other details that the GM might see fit to provide.

SEARCH (Wisdom): The crowner is very good at finding clues and evidence from a thorough search of a body or an area, like a room or the crime scene. Whenever the crowner is actively searching, he gains an additional +2

bonus. This bonus goes up to +3 at 4th level and, +4 at 8th level and +5 at 12th level.

BROW-BEAT: Crowners can use their power and station to intimidate peasants and other lower classes. 0-level characters will be uneasy in the presence of the crowner who uses this ability, shuffling from foot to foot, wringing their hands nervously and generally being submissive. They feel compelled to do as the crowner says, within reason, will answer his questions and undertake to assist where they are able to, even if it means taking time off their own work to do so. It affects one 0-level character per level of the crowner and can be used once per day. At 4th level the ability can be used twice per day, at 8th level it can be used three times, and at 12th level it can be used four times per day. Also, it can be used on higher level npc's at higher levels, so by 5th level it can be used on up to 1st level npc's, and thereafter on npc's of at least 4 levels below that of the crowner.

HUE AND CRY: At 4th level, a crowner is able to raise the hue and cry. What this means is that the crowner can declare anyone as being a murderer, thief or traitor call upon the local population to form a posse to help to seek the accused and restrain him or her when caught. Once the cry goes out, within an hour, the crowner will have a mob of 3d6 + the crowner's charisma bonus (if any) 0-level characters, bearing staffs, pitchforks, cudgels and similar 'weapons'. In each of the next three hours 1d6 further 0-level characters will join the posse each hour. After 5 hours from the start of the hue & cry, if the accused hasn't been found, the mob will begin to dissipate, losing 2d6 of their number per hour until they have all returned to their homes. The Hue & Cry can only be raised once in a day.

DISPENSE JUSTICE: The crowner is an appointed legal representative. At 6th level, the character is authorized to administer justice, arbitrate disputes, perform legal functions and so on. The crowner's decisions are legally binding on all but members of the clergy or paladins and knights of a higher level.

HUNCH: At 8th level, the crowner is so skilled at his investigations that he gains an almost psychic insight into what happened. Once per day, the player can ask the GM for a clue or a lead that will aid his investigation in some way, if he is stuck. He can ask two such questions at 12th level.

PRIME ATTRIBUTES: Wisdom

HIT DICE: d8

ALIGNMENT: Lawful

WEAPONS: Broadsword, bows, club, dagger, hand axe, hammer, long sword, mace, rapier, short sword, scimitar, staff.

ARMOR: Leather armor, leather coat, padded, ring mail, studded leather, chain shirt, scale mail, chainmail, shields (any).

ABILITIES: Find truth, Case suspect, Search, Brow Beat, Hue and Cry, Dispense Justice, Hunch

Level	HD	BtH	EPP
1	d8	0	0
2	d8	+1	1,501
3	d8	+1	3,250
4	d8	+2	7,501
5	d8	+2	15,001
6	d8	+3	30,001
7	d8	+3	60,001
8	d8	+4	120,001
9	d8	+4	240,001
10	d8	+5	450,001
11	+3 HP	+5	625,001
12	+3 HP	+6	800,001
13+	175,000 per level		

HERALD

The College of Heraldry is closely associated with the Nobility. Most young nobles learn the fundamentals of heraldry, and those unlikely to inherit form the majority of college entrants. Most young heralds are employed by noble households, where they are responsible for keeping family genealogies and heraldic arms, and teaching clan history. Heraldry also play an important role as ambassadors, skilled in the etiquette of diplomacy and war. They are given a high degree of political neutrality. When a battle is to be joined, heralds from the opposing camps generally meet to exchange formalities, conduct last-minute negotiations, discuss terms of surrender, etc. If they cannot resolve a dispute by negotiation, rival heralds often watch the battle from the same hill, free of harm. The class of a Herald involves players in the halls of power, acting as councilors

and diplomats for kings and feudal lords. The opportunities for intrigue and high adventure are obvious. Heraldry undergo much of the same training as knights, although they do not have the same opportunities to improve weapon skills. Most of their time and energies are focused on politics, diplomacy, and intrigue.

ABILITIES

INTRIGUE (Charisma): The Herald has a knowledge of current events, gossip, rumor and politics, which gives him some advantage in any situation that involves talking, negotiation, bargaining, haggling, etiquette, acquiring information and even to determine the motives of those with whom he is talking. Make an attribute check in any of these situations with a +2 additional bonus to his charisma check, rising to +3 at 6th level and +4 at 12th level .

AURA OF PEACE (Charisma): In a situation where two opposing forces have requested the Herald to parlay, the Herald can increase the chances of friendly parlay using his skills of diplomacy. If a successful attribute check is made, the Herald's Aura of Peace has spell-like effects. Effectively, the leaders and individuals involved in the parlay are all under the effect of a sanctuary spell requiring charisma checks to take any aggressive action against one another once parlay has been engaged. A saving throw can be made by either side if any provocation requires it (CK discretion). This is a non- magical compulsion created by the Herald's experience mediating discussions.

LEADERSHIP (Charisma): At second level, the Herald is able to begin to get the best out of soldiers and warriors. In a combat situation, provided the Herald himself is not engaged in fighting, soldiers who are on the side of the Herald will gain a bonus to their attacks equal to the charisma of the Herald. The number of soldiers so affected is two per level and the effect will last for one round per level. This ability can be used once per day at 2nd level, twice at 5th level, three times at 8th level and four times at 12th level.

SOOTHING VOICE (Charisma): At 3rd level the Herald is able to avert violence by calming heated and tense situations that have erupted to the point of violence. The Herald gets three attempts; each successive attempt reduces his bonus. When using Soothing Voice, the Herald receives a +4 bonus to his attribute check for the first attempt, a +2 bonus for the second attempt, and no bonus for the third attempt. This ability can only be used when all other options have failed.

TRUSTED (Charisma): At 5th level the Herald can attempt to finagle secret information by using flattery, charm, and deception. The Herald makes an attribute check in order to obtain intelligence that would normally be unavailable, with a challenge rating equal to the level of the target. If the Herald is successful, the individual will, by means direct or indirect, provide heretofore unavailable information, or confirm or deny information.

FRIENDSHIP (Charisma): At 10th level the Herald can attempt to win trust and favor by using flattery and charm. To do so, the Herald makes an attribute check, with a challenge rating based on the level of the target. If the check succeeds, the target regards the Herald as a trusted ally or friend and will heed most suggestions made by the Herald. The ability to make suggestions to the target will fade after a week's time, although the target's opinion of the Herald will remain high. If the Herald wishes to make other suggestions after this time has elapsed, he must make another attribute check.

PEACE BOND: At 12th level the Herald may enter a combative situation where all the combatants are humanoid and, as long as he remains nonthreatening, will not be engaged by any combatant. Traditionally, Heraldry will act as a neutral party during the battle and this allows them to do so without the threat of injury.

PRIME ATTRIBUTE: Charisma

HIT DICE: d8

ALIGNMENT: Lawful

WEAPONS: Broadsword, bows, club, dagger, hand axe, hammer, long sword, mace, rapier, short sword, scimitar, staff.

ARMOR: Leather armor, leather coat, padded, ring mail, studded leather, chain shirt, scale mail, chainmail, shields (any).

ABILITIES: Intrigue, Aura of Peace, Soothing Voice, Trusted, Friendship, Peace Bond

Level	HD	BtH	EPP
1	1d8	0	0
2	2d8	+1	1,501
3	3d8	+1	3,251
4	4d8	+2	7,501
5	+2 HP	+2	15,001
6	+2 HP	+3	30,001
7	+2 HP	+3	60,001
8	+2 HP	+4	120,001
9	+1 HP	+4	240,001
10	+2 HP	+5	450,001
11	+2 HP	+5	625,001
12	+2 HP	+6	800,001
13+	200,000 per level		

Level	HD	BtH	EPP
1	d10	+1	0
2	d10	+2	1,251
3	d10	+3	2,501
4	d10	+4	6,001
5	d10	+5	12,001
6	d10	+6	24,001
7	d10	+7	48,001
8	d10	+8	80,001
9	d10	+9	120,001
10	d10	+10	175,001
11	+4 HP	+11	325,001
12	+4 HP	+12	450,001
13	125,000 per level		

WARNING: THIS CLASS IS OVERPOWERED

ULTRAIST

Ultraists are ultra uber fighter-cleric-wizard-monk-rouge's. They are the cream of the crop, the pick up the litter, the cat's meow. Ultraists were born rich, and were naturally blessed with many traits and skills. Due to this, the ultraist suffers no penalties and they progress rather easily.

ABILITIES

ENHANCED ATTRIBUTES: Ultraists receive a +4 to strength, +2 to dexterity, +4 to constitution, +4 to wisdom (if under 16, raise to 16), +4 to intelligence (if under 16, raise to 16), and a +4 to charisma.

MONK ABILITIES: Ultraists can use all the monk's abilities. At 4th level, treat the ultraist's right hand as a sword of sharpness. At 9th level treat as a vorpal sword. The Ultraist can use the monk's attacks with their left-hand while attacking with a weapon in their right-hand.

ROGUE ABILITIES: Ultraists can use all rogue's abilities. To open locks, the ultraist doesn't require thief's tools, as his fingernails are carefully shaped for use as lockpicks.

SPELL POINTS: Ultraists can cast arcane and divine spells. Ultraists do not memorize spells, they receive spell points instead (100 per level). The cost of casting a spell is 1 point per spell level. Spell points regenerate in a day.

STARTING EQUIPMENT: Ultraists start with the following equipment: bag of holding (type 4), sword of life stealing, cloak of displacement, ring of protection +4, boots of speed, ring of feather falling, and a wand of their choice.

TWO-WEAPON FIGHTING: Ultraists are adept at fighting with two weapons, one in each hand, gaining a +3 bonus to each attack (offsetting in part the two weapon fighting penalties) when using any weapons. Bonuses from Weapon Specialization do apply.

WEAPON SPECIALIZATION: The ultraist is specialized in all weapons. For ultraists between 1st and 6th level, this specialization imparts a +1 bonus to hit and a +1 bonus to damage when being used. At 7th level and above, the bonuses increase to a +2 to hit and +2 to damage.

PRIME ATTRIBUTE: Strength, Dexterity, Constitution, Wisdom, Intelligence, and Charisma

ALIGNMENT: Any

HIT DICE: d10

WEAPONS: Any

ARMOR: Any

ABILITIES: Enhanced attributes, monk abilities, rogue abilities, spell points, starting equipment, two-weapon fighting, weapon specialization.

CLASS CONSTRUCTION

STARTING XP

To calculate the starting XP, the following steps must be taken:

- Start with 0 XP and determine the Hit Dice for the Class. Add the corresponding XP value.
- For BtH, select the appropriate XP value, determined by the Class's BtH progression.
- For Alignment, add 0 if the Class has no alignment restrictions. Add a XP value of -50 if it is restricted to an alignment range such as Lawful, Chaotic or no-Lawful. Select -100 instead if it has a singular Alignment requirement.
- Determine which types of Weapons are available to the class and select the appropriate XP value. Weapons that are added singularly are worth 10 XP each.
- Determine which types of Armor are available to the class and select the appropriate XP value. If the Class has a restriction such as natural materials (Druid) or progressive Armor Class (Monk), use a value of 100 instead.
- Determine the cost of the starting Class Abilities, and add them together to get the XP value.
- Add all previous XP values together to get the classes' starting XP.

HIT DICE	XP
d4	100
d6	200
d8	300
d10	400
d12	500

BtH	XP
As Fighter	600
As Ranger, Barbarian, Monk, Paladin, Knight, or Bard	500
As Cleric or Druid	300
As Rogue or Assassin	200
As Wizard or Illusionist	100

ALIGNMENT	XP
Any	00
Prohibited	-50
Exclusive	-100

WEAPONS	XP
All	250
All Simple	100
Per individual	+10

ARMOR	XP
Light	100
Medium	100
Heavy	100
Shields	50
Special*	100

* Armor restrictions such as natural materials (Druid) or progressive Armor Class (Monk) .

ABILITIES	XP	NOTES
Standard Ability	50	An ability such as a rogue ability, Level 1-3 spell or a +1 to +2 bonus.
Moderate Ability	100	A more powerful ability such as a Level 4-6 spell or a +3 to +4 bonus.
Excellent Ability	150	An even more powerful ability such as a Level 7-9 spell or a +5 or higher bonus.
Outstanding Ability	200	A very powerful ability that gives the class a distinct superiority.
Minor Code	-100	Fairly easy to follow Code of Conduct .
Strict Code	-150	Very restrictive Code of Conduct .
Greater Restriction	-100	A prohibition or restriction that detrimentally affects the abilities of the Class .
Spell Capability	100	The core ability to cast spells. Needs to be taken for all Classes that use Spell Lists.
Divine Spells	Total of All Spells per Day that can be cast at 20th level times 20.	Add all the numbers up of the Cleric Spells per day that can be used at 20th level. Does not include bonus spells. Does include the requirement of preparation. The same goes for Druid Spells but with some limitations that follow.
Arcane Spells	All Spells per Day that can be cast at 20th level multiplied by 40.	Add all the numbers up of the Arcane Spells per day that can be used at 20th level and double the total. Includes the hourly memorization of spells beforehand. This method is used for Wizards and Illusionists, though some limitations may apply.
Limited Spell List	-1000 for Divine -2500 for Arcane	Applicable if the spells are cast from a smaller, restrictive list.
Fast Casting	100	Spells need not be prepared beforehand.
Spell Substitution	50	Allows a predetermined spells to be cast in place of other spells.
Delayed Spell Ability	-100	Can be applied if spell casting ability begins at 4th level. Can be applied with a -20 if it begins at 8th level instead.

XP PER LEVEL

To calculate the XP per level, first start with the starting XP that was calculated in the previous section. Each level's XP from 2 to 10 is double the previous level's XP.

If an ability is acquired or boosted at a level, than the XP for that level is modified by the cost of the ability.

After level 10, the XP for further levels is the classes' starting XP times 140.

CLASS RECONSTRUCTION

This section uses the rules from the previous section to reconstruct the core classes.

STARTING ABILITIES

CLASS	ABILITIES	XP	EQUIVALENT
Fighter	Weapon Specialization	50	Standard Ability
Ranger	Combat Marauder	50	Standard Ability
	Conceal	50	Standard Ability
	Delay/ Neutralize Poison	50	Standard Ability
	Move Silently	50	Standard Ability
	Scale	50	Standard Ability
	Traps	50	Standard Ability
	Survival	50	Standard Ability
	Track	200	Outstanding Ability
Rogue	Back Attack	200	Outstanding Ability
	Cant	50	Standard Ability
	Climb	50	Standard Ability
	Decipher Script	50	Standard Ability
	Hide	50	Standard Ability
	Listen	50	Standard Ability
	Move Silently	50	Standard Ability
	Open Lock	50	Standard Ability
	Pick Pocket	50	Standard Ability
	Traps	50	Standard Ability
Assassin	Case Target	50	Standard Ability
	Climb	50	Standard Ability
	Death Attack	200	Outstanding Ability
	Disguise	50	Standard Ability
	Hide	50	Standard Ability
	Listen	50	Standard Ability
	Move Silently	50	Standard Ability
	Poisons	50	Standard Ability
	Sneak Attack	200	Outstanding Ability
	Traps	50	Standard Ability
Barbarian	Combat Sense	50	Standard Ability
	Deerstalker	50	Standard Ability
	Intimidate	100	Moderate Ability
	Primeval Instincts	100	Moderate Ability
Monk	Mind Over Body	50	Standard Ability
	Stunning Attack	200	Outstanding Ability
	Unarmed Attack	100	Moderate Ability
	Unarmored Defense	100	Moderate Ability
Wizard	Spell Capability	100	Spell Capability
	Arcane Spells	2,000	Arcane Spells
Illusionist	Spell Capability	100	Spell Capability
	Arcane Spells	2,000	Arcane Spells
	Sharp Senses	50	Standard Ability
	Disguise	50	Standard Ability
Cleric	Spell Capability	100	Spell Capability
	Divine Spells	980	Divine Spells
	Turn Undead	100	Moderate Ability
Druid	Bonus Languages	50	Standard Ability
	Nature Lore	50	Standard Ability
	Spell Capability	100	Spell Capability
	Divine Spells	980	Divine Spells
Knight	Birthright Mount	50	Standard Ability
	Horsemanship	200	Outstanding Ability
	Inspire	150	Excellent Ability
Paladin	Code of Honor	-150	Strict Code
	Cure Disease	50	Standard Ability
	Detect Evil	50	Standard Ability
	Divine Aura	150	Excellent Ability
	Divine Health	200	Outstanding Ability
	Lay On Hands	200	Outstanding Ability
Bard	Decipher Script	50	Standard Ability
	Exalt	50	Standard Ability
	Legend Lore	100	Moderate Ability

STARTING XP

	HD	WEAP	ARMOR	ALIGN	BtH	ABILS	TOTAL
Fighter	400	250	350	0	600	50	1,650
Ranger	400	250	250	0	500	350	1,750
Rogue	200	100	150	0	200	600	1,250
Assassin	200	250	150	-50	200	800	1,550
Barbarian	500	250	250	0	500	300	1,800
Monk	500	100	100	0	500	450	1,650
Wizard	100	40	0	0	100	2,100	2,340
Illusionist	100	40	0	0	100	2,200	2,440
Cleric	300	90	350	0	300	1,180	2,220
Druid	300	130	150	-50	300	1,180	2,010
Knight	400	250	350	0	500	400	1,900
Paladin	400	250	350	-100	500	500	1,900
Bard	400	100	250	0	500	200	1,450

ACQUIRED ABILITIES

CLASS	ABILITIES	LVL	XP	EQUIVALENT
Fighter	Combat Dominance	4	200	Outstanding Ability
	Extra Attack	10	200	Outstanding Ability
Ranger	Favored Enemy	6	200	Outstanding Ability
Rogue	Sneak Attack	4	200	Outstanding Ability
Barbarian	Whirlwind Attack	4	200	Outstanding Ability
	Primeval Will	6	200	Outstanding Ability
	Ancestral Calling	10	200	Outstanding Ability
Monk	Deflect Missiles	2	200	Outstanding Ability
	Fast Movement	3	200	Outstanding Ability
	Ki Strike	3	100	Moderate Ability
	Slow Fall	4	50	Moderate Ability (but very limited in usefulness)
	Purity of Body	5	50	Standard Ability
	Still Body	6	50	Moderate Ability (but very limited in usefulness)
	Fast Healing	7	150	Excellent Ability
	Still Mind	9	50	Standard Ability
Druid	Resist Elements	2	50	Standard Ability
	Woodland Stride	3	50	Standard Ability
	Totem Shape	6	200	Outstanding Ability
Knight	Embolden	3	100	Moderate Ability
	Demoralize	5	150	Excellent Ability
	Battlefield Dominance	8	200	Outstanding Ability
	Call-to-Arms	10	200	Outstanding Ability
Paladin	Turn Undead	3	100	Moderate Ability
	Divine Mount	4	100	Moderate Ability
	Aura Of Courage	6	200	Outstanding Ability
	Smite Evil	9	200	Outstanding Ability
Bard	Fascinate	4	50	Standard Ability
	Exhort Greatness	9	200	Outstanding Ability

BOOSTED ABILITIES

Fighter: Weapon Specialization (Level 7), Combat Dominance (Level 8)

Ranger: Combat Marauder (Levels 3-10), Conceal (Level 5), Track (Level 3 and 5)

Rogue: Back Attack (Level 5 and 9), Hide (Level 3)

Assassin: Hide (Level 3), Poisons (Level 3)

Barbarian: Intimidate (Levels 3 and 6), Whirlwind Attack (Level 6)

Monk: Mind Over Body (Levels 3 and 6), Unarmed Attack (Level 6), Deflect Missiles (Level 7), Ki Strike (Levels 5 and 8), Purity of Body (Level 9)

Illusionist: Sharp Senses (Levels 4 and 7)

Druid: Totem Shape (Levels 7 and 8)

Knight: Inspire (Levels 3, 5, 7, and 9), Demoralize (Levels 7 and 9)

Paladin: Cure Disease (Level 6), Turn Undead (Levels 4-10)

Bard: Exhalt (Level 6), Fascinate (Levels 5 and 8)

EXPERIENCE POINT PROGRESSION

FIGHTER	
Level	EPP
1	0
2	1,650
3	3,300
4	6,800
5	13,600
6	27,200
7	54,450
8	109,100
9	218,200
10	436,600
11+	231,000 per level

RANGER	
Level	EPP
1	0
2	1,750
3	3,750
4	7,550
5	15,310
6	30,870
7	61,790
8	123,630
9	247,310
10	494,670
11+	245,000 per level

ROGUE	
Level	EPP
1	0
2	1,250
3	2,550
4	5,300
5	10,800
6	21,600
7	43,200
8	86,400
9	173,000
10	346,000
11+	175,000 per level

ASSASSIN	
Level	EPP
1	0
2	1,550
3	3,200
4	6,400
5	12,800
6	25,600
7	51,200
8	102,400
9	204,800
10	409,600
11+	217,000 per level

BARBARIAN	
Level	EPP
1	0
2	1,800
3	3,700
4	7,600
5	15,200
6	30,900
7	61,800
8	123,600
9	247,200
10	494,600
11+	252,000 per level

MONK	
Level	EPP
1	0
2	1,850
3	4,050
4	8,150
5	16,450
6	33,100
7	66,550
8	133,200
9	266,500
10	533,000
11+	259,000 per level

WIZARD	
Level	EPP
1	0
2	2,340
3	4,680
4	9,360
5	18,720
6	37,440
7	74,880
8	149,760
9	299,520
10	599,040
11+	327,600 per level

ILLUSIONIST	
Level	EPP
1	0
2	2,440
3	4,880
4	9,810
5	19,620
6	39,240
7	76,530
8	157,060
9	314,120
10	628,240
11+	341,600 per level

CLERIC	
Level	EPP
1	0
2	2,220
3	4,440
4	8,880
5	17,760
6	35,520
7	71,040
8	142,080
9	284,160
10	568,320
11+	310,800 per level

DRUID	
Level	EPP
1	0
2	2,060
3	4,170
4	8,340
5	16,680
6	33,560
7	67,320
8	134,840
9	269,680
10	539,360
11+	281,400 per level

KNIGHT

Level	EPP
1	0
2	1,900
3	4,050
4	8,100
5	16,500
6	33,000
7	66,300
8	132,800
9	265,900
10	532,000
11+	266,000 per level

PALADIN

Level	EPP
1	0
2	1,900
3	3,900
4	8,000
5	16,100
6	32,550
7	65,200
8	130,500
9	261,300
10	522,700
11+	266,000 per level

BARD

Level	EPP
1	0
2	1,450
3	2,900
4	5,850
5	11,750
6	23,550
7	47,100
8	94,250
9	188,700
10	377,400
11+	203,000 per level

CLASS DECONSTRUCTION

This is an attempt to deconstruct the classes in the core rules, according the xp listed therein.

INITIAL XP

The initial XP for a class is the listed value for Hit Dice + BtH + Weapons + Armor + Skills.

HIT DICE	XP
d4	150
d6	350
d8	550
d10	750
d12	950

BtH	XP
As Wizard or Illusionist	150
As Rogue or Assassin	250
As Cleric or Druid	350
As Ranger, Barbarian, Monk, Paladin, Knight, or Bard	450
As Fighter	500

WEAPONS	XP
Limited	100
All	250

ARMOR	XP
None	0
Limited	100
All	250

STARTING & LEVEL 2 ABILITIES

CLASS	ABILITIES	XP
Fighter	Weapon Specialization	250
Ranger	Combat Marauder	200
	Conceal	50
	Delay/ Neutralize Poison	50
	Move Silently	50
	Scale	50
	Traps	50
	Survival	50
	Track	200
Rogue	Back Attack	50
	Cant	25
	Climb	50
	Decipher Script	25
	Hide	50
	Listen	50
	Move Silently	50
	Open Lock	50
	Pick Pocket	50
	Traps	50
Assassin	Case Target	50
	Climb	50
	Death Attack	300
	Disguise	50
	Hide	50
	Listen	50
	Move Silently	50
	Poisons	100
	Sneak Attack	50
	Traps	50
Barbarian	Combat Sense	50
	Deerstalker	50
	Intimidate	100
	Primeval Instincts	150
Berserker	Combat Sense	200
	Primal Force	150
Monk	Mind Over Body	50
	Stunning Attack	100
	Unarmed Attack	50
	Unarmored Defense	50
Wizard	Spells (Arcane)	300 * Starting Spells
	Bonus Spells (Arcane)	400
Illusionist	Spells (Arcane)	300 * Starting Spells
	Bonus Spells (Arcane)	400
	Sharp Senses	0
	Disguise	0
Cleric	Spells (Divine)	150 * Starting Spells
	Bonus Spells (Divine)	200
	Turn Undead	200
Druid	Spells (Divine)	150 * Starting Spells
	Bonus Spells (Divine)	200
	Bonus Languages	50
	Nature Lore	50
Knight	Birthright Mount	100
	Horsemanship	500
	Inspire	100
Paladin	Cure Disease	200
	Detect Evil	100
	Divine Aura	200
	Divine Health	200
	Lay On Hands	300
Bard	Decipher Script	25
	Exalt	50
	Legend Lore	25

STARTING XP

	HD	WEAP	ARMOR	BtH	ABILS	TOTAL
Fighter	750	250	250	500	250	2,000
Ranger	750	250	100	450	700	2,250
Rogue	350	100	100	250	450	1,250
Assassin	350	250	100	250	800	1,750
Barbarian	950	250	100	450	350	2,100
Berserker	950	250	100	450	350	2,100
Monk	950	100	0	450	250	1,750
Wizard	150	100	0	150	2,200	2,600
Illusionist	150	100	0	150	2,200	2,600
Cleric	550	100	250	350	1,000	2,250
Druid	550	100	100	350	900	2,000
Knight	750	100	250	450	700	2,250
Paladin	750	250	250	450	1,000	2,700
Bard	750	100	100	450	100	1,500

XP PER LEVEL

XP is doubled every level, usually till 10.

If an ability is acquired at a level, than the XP for that level is modified by the cost of the ability.

Levels 12+ XP sometimes equals the classes level 2 XP times 10.

ACQUIRED ABILITIES

CLASS	ABILITIES	LEVEL	XP
Fighter	Combat Dominance	4	500
Ranger	Favored Enemy	6	4,000
Rogue	Sneak Attack	4	1,000
Barbarian	Whirlwind Attack	4	
	Primeval Will	6	
	Ancestral Calling	10	
Berserker	Primal Fury	3	500
	Primal Might	5	1,200
	Primal Will	8	10,000
Monk	Fast Movement	3	250
	Ki Strike	3	250
	Slow Fall	4	500
	Purity of Body	5	3,000
	Still Body	6	0
	Fast Healing	7	0
	Still Mind	9	5,000
Wizard	????	6	900
Illusionist	????	6	900
Cleric	????	9	20,000
Druid	Woodland Stride	3	250
	Totem Shape	6	1,000
	????	8	40,000
Knight	Embolden	3	0
	Demoralize	5	0
	Battlefield Dominance	8	6,000
	Call-to-Arms	10	0
Paladin	Turn Undead	3	1,000
	Divine Mount	4	1,000
	Aura Of Courage	6	0
	Smite Evil	9	0
Bard	????	3	250
	Fascinate	4	1,000
	Exhort Greatness	9	0

MULTI-CLASSING

MULTI-CLASSING (Method 3)

CHOOSING THE CLASSES

1. Any class can combine with any other class barring alignment restrictions.
2. Up to three classes can be chosen for humans and two for demi-humans.
3. The classes chosen must correspond to a prime attribute.
4. The HP/ dice for each class are rolled together and then averaged, rounding up fractions of .5 or more, dropping any below that.

ADVANCING LEVELS

1. All experience points are divided up equally amongst the classes chosen for the character. For example, if a fighter/thief were to receive 250 experience points, 125 is applied to the fighter class and 125 to the thief class. All fractions are dropped.
2. Once a character acquires enough experience points to progress in one class, they do so. For example, a cleric/wizard has 2,252 experience points in both the wizard and cleric class (they must always be equal), that character advances to 2nd level cleric while remaining a 1st level wizard.
3. When advancing a level, use the Hit Dice type for the class one advanced in to determine the number hit points gained. Using the cleric/ wizard above, the player rolls a d8 for hit points. When the character acquires 2,602 experience points, a d4 is used for hit points.
4. The character level equals the level of the highest class plus half the sum of the levels of the remaining classes (rounded down). So a 4th/ 4th level thief/ fighter has 6 character levels. At the point the 11th character level is gained, hit point accumulation changes. At this point, hit point accumulation is equal to the advancement of the character' classes at 10th level and beyond. For example, a 5th/ 5th fighter/ thief gains a level of thief so gains +2 hit points, when that character gains a level of fighter, they gain +4 hit points.

RESTRICTIONS

1. Multi-classed characters take the best to hit bonus of their respective classes.
2. Multi-classed characters use the least restrictive weapons list for their classes.
3. Multi-classed characters use the most restrictive armor list of their classes.
4. Multi-classed characters can not combine abilities. For example, a fighter's extra attack means that the character can make an extra normal attack and not use that extra attack to deflect missiles, make a back attack or inspire.
5. Starting gold is determined by rolling for each class individually, combining the results and dividing that by the number of classes the character has.

DUAL-CLASSING

Dual-classing is similar to multi-classing only in that the character has several classes. The classes are acquired differently and progression is slightly different. In dual classing, the player's character begins with one class and decides to change careers (so to speak) and add on a different class.

ACQUIRING CLASSES

1. The character must start with one class.
2. The character must progress at least one level in the starting class before adding an additional class to his character.
3. Barring alignment restrictions, any class can be added. Prime attributes do not restrict class choice. A character can have a maximum of three classes but before adding another class, the character must progress at least one level in the most recently added class.

4. Before adding the class and its abilities, the character must undergo training. Before taking the new class, he must earn double the number of experience points required for the new class to reach 2nd level.

Only after this number of experience points have been earned does the character acquire those class abilities.

Furthermore, the character must be working with another character or non-player character of the class to be added and they must be at least 3rd level.

And finally, while in this period of training, they must obey all the restriction of being dual classed (see below). In this case, all abilities and checks associated with the new class are made at -5 and no magic can be used.

For example, a fighter decides to become a thief. After attaining 2nd level as a fighter, the player decides to add the thief class to the character. He then must gain 3000 experience points in cross-over training before adding 1st level thief to his character. Additionally, this 3000 experience points must be earned while the character is under the tutelage of a 3rd level or greater thief. During this training period, the character can use thief abilities (such as pick pockets) but does so at -5 to his check.

5. Once a level has been attained in the new class, the character can apportion experience points in any manner chosen. Thus, level advancement can be uneven.

6. When advancing a level, use the Hit Dice type for the class one advanced in to determine the number hit points gained. Using the fighter/ thief above, the player rolls a d6 for hit points when adding their new class.

7. The character level is the accumulated levels of all the classes. So a 4th/ 4th level thief/ fighter has 8 character levels. At the point the 11th character level is gained, hit point accumulation changes. At this point, hit point accumulation is equal to the advancement of the character' classes at 10th level and beyond. For example, a 5th/ 5th fighter/ thief gains a level of thief so gains +2 hit points, when that character gains a level of fighter, they gain +4 hit points.

RESTRICTIONS

1. Dual-classed characters take the best to hit bonus of their classes.
2. Dual-classed characters use the least restrictive weapons list for their classes.
3. Dual-classed characters use the most restrictive armor list of their classes.
4. Dual-classed characters can not combine abilities. For example, a fighter's extra attack means that the character can make an extra normal attack and not use that extra attack to deflect missiles, make a back attack or inspire.

MULTI-CLASSING (Method 4)

THE PURPOSE

Most Game Masters, at one point or another, will encounter a player who wonders why the character living in his imagination can not easily be brought to life; a player who asks the question, "Why can't my fighter cast spells?" For some Game Masters, the answer is as easy as archetypal play, or simplicity. And, while those answers are perfectly valid, what you are reading now is for those Game Masters who wonder... why can't a fighter cast spells?

While reading the options presented here, it is important to remember why they exist (if you choose for them to exist at all). The purpose of any multi-classing system should never be to gain more power and only rarely should such systems be used simply to create more flexible characters. The goal here is to promote more enjoyable role-playing through more creative characters. The closer a character comes to the image in a player's head, the more life he will breathe into that character.

THE DANGER

As any experienced Game Master will know, there is always the drive for characters to grow in power and abilities. When introducing a multi-classing system, the Game Master must be careful that he does not allow too much too easily. For this reason it is always wise to talk with a player who wishes to run a multi-class character. If the player is simply interested in a more powerful character, then he is on the wrong track. If, however, the player simply

wishes to create something more like the vision in his head, you may have the makings of a memorable character.

Several rules are built into the multi-class systems presented here, which helps to keep multi-class characters from overshadowing single class characters. But the best preventative is a Game Master who only allows such characters for good reason.

THE METHOD

Following is presented two methods for creating multi-class characters. Simultaneous multi-classing is best used to create characters who are skilled at, and actively practicing, multiple talents. Staggered multi-classing is best used to create characters who have given up an old life in search of something new.

UNIVERSAL RULES

The following rules apply to both types of multi-class characters:

1- A multi-class character always uses the best bonus to hit chart available to him. For example, a 5th level fighter/rogue would use the fighter's +5 bonus to hit while a 2nd level fighter/10th level wizard would use the wizard's +3 bonus to hit.

2- A multi-class character may use all armor and weapons available to any of his classes though he still suffers any class related penalties if wearing armor not permitted to all classes. In the case of weapons, the character only suffers penalties should one of the character's classes be restricted due to spiritual or honorable vows, such as the cleric, druid, or knight. The character must always abide by these restrictions or risk breaking his vows.

3- A multi-class character gains the benefits and penalties of all classes such as a fighter's extra attack and a wizard's inability to wear armor while casting spells. The character is, however, unable to combine class abilities. For example, a fighter/assassin may not use the fighter's extra attack to perform a second death attack in a single round. Nor could a fighter/monk combine the extra attack of the fighter with the off-hand attack of the monk in the same round.

SIMULTANEOUS MULTI-CLASSING

When a player wishes to have a simultaneous multi-class character, he must abide by the following rules:

1- The character may start with two classes. Both classes must have different prime attributes and the player must also consider alignment restrictions when choosing classes. For obvious reasons, a paladin/assassin is not a possible combination.

2- The character must take the prime attribute for each of his classes. For example, a fighter/rogue must have both strength and dexterity as prime attributes. Human characters may still choose their third prime attribute as they wish.

3- To gain a level, the character must earn enough experience points to advance in both classes at once. For example, a 1st level fighter/rogue would require 3252 experience points to advance to 2nd level. Additionally, the character suffers a 25% penalty to all experience earned. When the proper amount of experience has been gained, the character advances a level in each of his classes, as modified below.

4- The character averages his hit points by rolling for both classes, dividing each result in half (rounding fractions up), and adding the two together. Any constitution modifier the character may have is applied to the final total. For example, a fighter/rogue, upon gaining a level, rolls 1d10 and gets a result of eight for his fighter class. The player also rolls 1d6 for his rogue class and gets a four. Both results are divided in half and added together for a total of six. If the character has a constitution of 16 (+2 modifier) the final total would be eight hit points. Upon reaching 11th level, the character no longer averages hit points, but instead, uses the most favorable hit point progression.

5- When making checks of any nature, the character does not count the total levels of both classes, but instead, counts as a single class character of his current level. For example, a 2nd level bard/wizard would add only his two levels of bard to the die roll when making a legend lore check as well as only adding +2 to any saving throw he was required to make.

6- When rolling for starting gold, the character must make the standard roll for both classes and add the results together. This number is then divided in half.

STAGGERED MULTI-CLASSING

When a player wishes to have a staggered multi-class character he must abide by the following rules:

1- The character may never have more classes than he has prime attributes. This means a human may eventually have three classes while a demihuman may only have two.

2- The character begins his career with a single class as normal and must advance at least one level before switching to a new class.

3- Upon advancing one level in his current class, the character may choose to begin advancing in a new class. The option to switch classes only exists immediately after gaining a level. If the character continues to advance in his current class after gaining a level he must wait until another level is gained to switch classes. The character's new class must be one for which he has a prime attribute and a character may never have more than one class with the same prime attribute. Additionally, alignment restrictions must be considered when taking new classes. When a character begins to advance in a new class from 1st level it is highly recommended that the Game Master require some form of training or learning period. This could come in the form of non-player character interaction, training costs, or anything else the Game Master believes to be appropriate.

4- If all of the above criteria are met, then the character may begin to gain experience points in a new class. Additionally, the character may choose to return to a class in which he already has levels but is bound by the above restrictions. For example, a 2nd level human fighter begins to advance as a wizard. After gaining at least one level of the wizard class, the character may switch back to his fighter class. However, he must then advance at least one full level before taking a new class or returning to his wizard studies. Experience points may only be gained for one class at a time.

5- As old habits die hard, the change from one class to another makes it difficult for a character to fully rely on his new skills for some time. As such, when a character switches classes (whether it be a new class or returning to a previous class) he suffers a 50% penalty to all experience gained for one level. This penalty is reduced to 25% if the character is returning to a class in which he already has at least ten levels. After one level has been gained in the class the experience penalty is lifted until such time as the character chooses to switch classes again. As can be imagined, such class changes usually stem from necessity and not simply a desire for more power or versatility.

6- The character gains hit points as any single class character would; using the hit die or hit point progression of the class he is currently advancing in. However, the character may never have more than ten total hit dice. For example, a 2nd level fighter/6th level druid would have 2d10 hit points from his fighter class as well as 6d8 hit points from his druid class. Once the character reaches a total of ten levels, he begins to gain hit points according to his current class as if he were an 11th level character.

7- When making a class related check, the character counts only his levels in the appropriate class. When making saving throws and other checks not tied to a class, the character counts only the levels of his highest class. For example, a 2nd level bard/4th level wizard would add only his two levels of bard to the die roll when making a legend lore check but would add +4 to any saving throw he was required to make.

8- The character rolls for starting gold normally, based on his starting class.

MULCI-CLASSING (Method 5)

This optional multi-classing system was designed with this in mind: "Keeping it Simple". It was inspired by the original Fighter/Magic- User class found in the Basic Dungeons and Dragons rulebook: the "Elf."

I advise you to only allow the four "base" classes (Fighter, Cleric, Rogue, and Wizard) to be multi-classable, as other classes are more specialized and focused, and therefore much harder to effectively employ while dividing time with another class. Three notable exceptions I include here (mainly for 1E nostalgia purposes) are the Gnome Rogue- Illusionist, the Half-elf Ranger-Druid, and the Half-orc Cleric-Assassin. That's just my opinion, though, and if you feel your campaign needs Barbarian-Monks, this system is just as easy to

use for stuff like that, too.

Race: I’ve listed suggested races for each multi-class, but this is based more on 1E sensibilities (or literary examples) than on any practical reason. It could be argued that humans aren’t long-lived enough to train in two classes, and that dwarves aren’t inherently magical enough to train in spell- using classes, but this is really dependent on your own campaign, so use your best discretion. For example, I listed human among the races for Fighter-Rogues, for the Swashbuckler/Musketeer-type characters, and with the Cleric-Wizard, for the stereotypical “Master of White Magic”.

Prime Attribute: The multi-class uses the Prime Attributes from both base classes, and the player must select them both. This can reduce the flexibility of the character, but it is a necessary sacrifice for the advantages of multi-classing. If three classes are multi-classed, and the character is non-human (receiving only 2 primes), the GM must rule whether the character must sacrifice the additional prime, or just award it to the player as a “bonus” to compensate for the resulting lag in levels.

Hit Dice: Figure the multi-class’s Hit Dice per level by adding the max result of each base class’s Hit Dice together and dividing by 2 (or 3, in triple-multi-class situations), and then apply the die type most appropriate. For instance, a Fighter (d10, or 10 max) and Wizard (d4, or 4max) yields a result of 7 max hit points per level. Therefore, the Hit Die assigned would be d6+1. If necessary, round down. For hit points gained after 10th level, add the base class hit points and divide by two (or more). Round down if necessary.

BtH: Use the best BtH available from either class. For instance, a Fighter-Rogue would use the Fighter’s BtH progression, not the Rogue’s.

EPP: The multi-class uses the sum total of both base classes to determine the experience necessary to gain each level. For instance, a Fighter (2,001) and Rogue (1,251) multi-class must gain a total of 3,252 exp before leveling. All level-related increases are gained ONLY upon attaining the FULL required experience point total.

Alignment: The multi-class character must abide by the alignment restrictions of both classes. Classes with conflicting alignment requirements (say, Druid and Paladin), should NOT be multi-classed.

Armor: Use the most favorable class to determine allowable armors, but allow for common-sense restrictions according to the base classes. For instance, multi-classes based on Rogue, Monk, or Druid will have some obvious restrictions. I do not impose armor restrictions on multi-classed arcane spell users (another nod to 1E), as this stems mainly from a 2E “nerfing” of Fighter-Magic Users, rather than from any actual literary or legendary examples. Personally, I feel somatic components to be hand-gestures rather than intricate interpretive dance, so I do restrict shield use to keep a hand free, but impose no further restrictions. I have found that low-level characters can’t afford really good armor and high level characters choose between magic chainmail and +8 bracers on a largely cosmetic basis. Single-classed wizards and illusionists don’t use armor for the same two reasons they don’t use greatswords: they have neither the training nor the interest to do so. If, however, it just seems WRONG to you, feel free to disallow armor use to the arcane multi- classes in your campaign.

Weapons: As with armor, use the base class with the best selection and make any common-sense restrictions necessary.

Abilities: The multi-class gains all abilities of each base class, at the same level as the base class. In the interest of “keeping things simple” avoid the urge to rule-combine class abilities in any way. While I’m sure there are some interesting ways to mix druidic shapechanging with assassin death attacks, or whatever, you are probably better off not opening any unnecessary doors of exploitation.

Multi-class Tables: For your convenience, the most common multi-classes are detailed on the following pages, with all the number- crunching done for you already. If you want some other combos, you’re on your own, but it really doesn’t take long to do. Included here are the following multi-classes: Fighter-Wizard, Fighter-Rogue, Rogue-Illusionist, Fighter-Rogue- Wizard, Fighter-Cleric, Rogue-Cleric, Rogue- Wizard, Ranger-Druid, Cleric-Assassin, and Cleric-Wizard.

FIGHTER/WIZARD

(Elf, Half-elf)

Prime Attributes: Strength and Intelligence
Alignment: Any
Hit Dice: d6+1
Weapons: Any
Armor: Any (no shields)
Abilities: As per Core Classes

Level	HD	BtH	EPP	Level/Spells per day
1	d6+1	+1	0	4/2
2	d6+1	+2	4,602	4/3
3	d6+1	+3	9,202	4/3/1
4	d6+1	+4	18,902	4/3/2
5	d6+1	+5	37,802	5/4/2/1
6	d6+1	+6	76,502	5/4/3/2
7	d6+1	+7	153,002	5/4/3/2/1
8	d6+1	+8	306,002	5/4/3/3/2
9	d6+1	+9	612,002	5/5/4/3/2/1
10	d6+1	+10	1,000,002	6/5/4/3/3/2
11	+2hp	+11	1,500,002	6/5/4/4/3/2/1
12	+2hp	+12	2,000,002	6/5/4/4/3/3/2
13+	500,000 per level			

FIGHTER/ROGUE

(Half-elf, Human, Halfling, Half-orc)
Prime Attributes: Strength and Dexterity
Alignment: Any
Weapons: Any
Armor: As Rogue
Abilities: As per Core Classes

Level	HD	BtH	EPP
1	d8	+1	0
2	d8	+2	3,252
3	d8	+3	6,502
4	d8	+4	14,502
5	d8	+5	29,002
6	d8	+6	58,002
7	d8	+7	116,002
8	d8	+8	216,002
9	d8	+9	392,002
10	d8	+10	675,002
11	+3hp	+11	1,075,002
12	+3hp	+12	1,450,002
13+	375,000 per level		

ROGUE/ILLUSIONIST

(Gnome)
Prime Attributes: Dexterity and Intelligence
Hit Die: d4+1
Alignment: Any Chaotic
Weapons: As Rogue
Armor: As Rogue (no shields)
Abilities: As per Core Classes

Level	HD	BtH	EPP
1	d4+1	0	0
2	d4+1	+1	3,852
3	d4+1	+1	7,702
4	d4+1	+1	16,402
5	d4+1	+2	32,802
6	d4+1	+2	66,502
7	d4+1	+2	133,002
8	d4+1	+3	250,002
9	d4+1	+3	460,002
10	d4+1	+3	675,002
11	+1hp	+4	1,075,002
12	+1hp	+4	1,350,002
13+	275,000 per level		

FIGHTER/ROGUE/WIZARD

(Elf and Half-elf)
Prime Attributes: Choose 2: Strength, Dexterity, or Intelligence
Hit Die: d6
Alignment: Any

Weapons: Any
Armor: As Rogue (no shields)
Abilities: As per Core Classes

Level	HD	BtH	EPP	Level/Spells per day
1	d6	+1	0	4/2
2	d6	+2	5,801	4/3
3	d6	+3	11,502	4/3/1
4	d6	+4	24,902	4/3/2
5	d6	+5	49,802	5/4/2/1
6	d6	+6	100,502	5/4/3/2
7	d6	+7	201,002	5/4/3/2/1
8	d6	+8	386,002	5/4/3/3/2
9	d6	+9	732,002	5/5/4/3/2/1
10	d6	+10	1,175,002	6/5/4/3/3/2
11	+3hp	+11	1,825,002	6/5/4/4/3/2/1
12	+3hp	+12	2,450,002	6/5/4/4/3/3/2
13+	625,000 per level			

FIGHTER/CLERIC

(Dwarf, Half-elf, Human)
Prime Attributes: Strength and Wisdom
Hit Die: d8+1
Alignment: Any
Weapons: Any
Armor: Any
Abilities: As per Core Classes

Level	HD	BtH	EPP	Level/Spells per day
1	d8+1	+1	0	3/1
2	d8+1	+2	4,252	4/2
3	d8+1	+3	9,002	4/2/1
4	d8+1	+4	17,502	4/3/2
5	d8+1	+5	35,002	4/3/2/1
6	d8+1	+6	79,002	5/3/3/2
7	d8+1	+7	138,002	5/4/3/2/1
8	d8+1	+8	276,002	5/4/3/3/2
9	d8+1	+9	572,002	5/4/4/3/2/1
10	d8+1	+10	925,002	5/4/4/3/3/2
11	+3hp	+11	1,400,002	6/5/4/4/3/2/1
12	+3hp	+12	1,900,002	6/5/4/4/3/3/2
13+	500,000 per level			

ROGUE/CLERIC

(Half-elf, Half-orc, Halfling)
Prime Attributes: Dexterity and Wisdom
Hit Die: d6+1
Alignment: Any
Weapons: As per Core Classes
Armor: As per Rogue
Abilities: As per Core Classes

Level	HD	BtH	EPP	Level/Spells per day
1	d6+1	0	0	3/1
2	d6+1	+1	3,502	4/2
3	d6+1	+1	7,502	4/2/1
4	d6+1	+2	15,002	4/3/2
5	d6+1	+2	30,002	4/3/2/1
6	d6+1	+3	59,002	5/3/3/2
7	d6+1	+3	118,002	5/4/3/2/1
8	d6+1	+4	220,002	5/4/3/3/2
9	d6+1	+4	420,002	5/4/4/3/2/1
10	d6+1	+5	600,002	5/4/4/3/3/2
11	+2hp	+5	775,002	6/5/4/4/3/2/1
12	+2hp	+6	1,350,002	6/5/4/4/3/3/2
13+	375,000 per level			

ROGUE/WIZARD

(Elf, Half-elf)
Prime Attributes: Dexterity and Intelligence
Hit Die: d4+1
Alignment: Any
Weapons: As per Core Classes
Armor: As per Rogue (no shields)

Abilities: As per Core Classes

Level	HD	BtH	EPP	Level/Spells per day
1	d4+1	0	0	4/2
2	d4+1	+1	3,852	4/3
3	d4+1	+1	7,702	4/3/1
4	d4+1	+1	16,402	4/3/2
5	d4+1	+2	32,802	5/4/2/1
6	d4+1	+2	66,502	5/4/3/2
7	d4+1	+2	133,002	5/4/3/2/1
8	d4+1	+3	250,002	5/4/3/3/2
9	d4+1	+3	460,002	5/5/4/3/2/1
10	d4+1	+3	675,002	6/5/4/3/3/2
11	+1hp	+4	1,075,002	6/5/4/4/3/2/1
12	+1hp	+4	1,450,002	6/5/4/4/3/3/2
13+	375,000 per level			

RANGER/DRUID

(Half-elf)
Prime Attributes: Strength and Wisdom
Hit Die: d8+1
Alignment: Neutral (any)
Weapons: Any
Armor: As per Druid
Abilities: As per Core Classes

Level	HD	BtH	EPP	Level/Spells per day
1	d8+1	0	0	3/1
2	d8+1	+1	4,252	4/2
3	d8+1	+2	8,752	4/2/1
4	d8+1	+3	17,502	4/3/2
5	d8+1	+4	35,002	4/3/2/1
6	d8+1	+5	75,002	5/3/3/2
7	d8+1	+6	145,002	5/4/3/2/1
8	d8+1	+7	330,002	5/4/3/3/2
9	d8+1	+8	525,002	5/4/4/3/2/1
10	d8+1	+9	900,002	5/4/4/3/3/2
11	+3hp	+10	1,250,002	6/5/4/4/3/2/1
12	+3hp	+11	1,600,002	6/5/4/4/3/3/2
13+	400,000 per level			

CLERIC/ASSASSIN

(Half-orc)
Prime Attributes: Wisdom and Dexterity
Hit Dice: d6+1
Alignment: Any non-good
Weapons: Any
Armor: As per Assassin
Abilities: As per Core Classes

Level	HD	BtH	EPP	Level/Spells per day
1	d6+1	0	0	3/1
2	d6+1	+1	4,002	4/2
3	d6+1	+1	8,502	4/2/1
4	d6+1	+2	16,002	4/3/2
5	d6+1	+2	32,002	4/3/2/1
6	d6+1	+3	60,002	5/3/3/2
7	d6+1	+3	120,002	5/4/3/2/1
8	d6+1	+4	230,002	5/4/3/3/2
9	d6+1	+4	450,002	5/4/4/3/2/1
10	d6+1	+5	625,002	5/4/4/3/3/2
11	+2hp	+5	1,000,002	6/5/4/4/3/2/1
12	+2hp	+6	1,400,002	6/5/4/4/3/3/2
13+	400,000 per level			

CLERIC/WIZARD

(Half-elf, Human)
Prime Attributes: Wisdom and Intelligence
Hit Dice: d6
Alignment: Any
Weapons: As per Cleric plus dart.
Armor: Any (no shields)
Abilities: As per Core Classes

Level	HD	BtH	EPP	Level/Spells (Cleric)	Level/Spells (Wizard)
1	d6	0	0	3/1	4/2
2	d6	+1	4,852	4/2	4/3
3	d6	+1	10,202	4/2/1	4/3/1
4	d6	+2	19,402	4/3/2	4/3/2
5	d6	+2	38,802	4/3/2/1	5/4/2/1
6	d6	+3	77,502	5/3/3/2	5/4/3/2
7	d6	+3	155,002	5/4/3/2/1	5/4/3/2/1
8	d6	+4	310,002	5/4/3/3/2	5/4/3/3/2
9	d6	+4	640,002	5/4/4/3/2/1	5/5/4/3/2/1
10	d6	+5	925,002	5/4/4/3/3/2	6/5/4/3/3/2
11	+2hp	+5	1,400,002	6/5/4/4/3/2/1	6/5/4/4/3/2/1
12	+2hp	+6	1,900,002	6/5/4/4/3/3/2	6/5/4/4/3/3/2
13+	500,000 per level				

MULTI-CLASSING (Method 6)

Castles & Crusades was created to be played with characters fitting various archetypes from fantasy and mythology. As such, the original game was not designed to accommodate a character who might fit more than one of archetype.

Because of the game's 'old school' feel and since it draws heavily from games like *Advanced Dungeons & Dragons*, there have already been various attempts to introduce some form of multi-classing to address this issue. While some attempts follow a gestalt style of multi-classing, others try to emulate the ability of changing classes.

Archetypal multi-classing is an attempt to resolve the desire to merge certain archetypes and play what could be considered as a new one. This form of multi-classing also puts in place a system that can allow such a character to exist while keeping in balance with other single-class archetypes. A character created with these guidelines should be viewed as somewhat extraordinary and considered rare.

To accomplish this, it is considered that such a multi-classed character would have a primary focus. This focus, a class archetype, would advance normally. The lesser focus, or class, would advance at half the pace of the primary.

Example: A Fighter/Rogue is primarily a warrior first with some talent as a rogue. A Wizard/Fighter on the other hand is primarily a powerful spell caster, but one with some weapons and melee training. The reverse of that could be a warrior who dabbles in things arcane!

SELECTING THE CLASSES

The option for Archetypal Multi-classing can only be selected during character creation. No more than two classes can be combined together and, of these two classes, one must be selected as the primary class. The remaining class becomes the secondary class. Classes cannot be combined if they conflict with each other due to alignment restrictions.

PRIME ATTRIBUTES

When combining the classes, each class must correspond to a different Prime possessed by the character. A combination of classes with the same Prime requirement is not permitted.

EQUIPPING THE CHARACTER

Multi-classed characters take the least restrictive weapons list but use the most restrictive armor list of the two classes.

Example: Fighter/Wizards can use any weapon but are unable to wear armor.

In order to determine the starting gold for the character, the totals for both classes will need to be calculated. The results are combined and the new total is divided by two.

HIT DICE

In order to determine the hit die type of the character, use the following table and cross-reference the Hit Dice of the two classes in order to get a result. Hit point progression beyond 10th level is represented by the number after the '/' in the table.

Example: A Fighter/Rogue would use d8 for Hit Dice and gain +3 hit points each level beyond 10th.

DICE	d4/1	d6/2	d8/3	d10/4	d12/5
d4/1	d4/1	d4/1	d6/2	d6/2	d8/3
d6/2	d4/1	d6/2	d6/2	d8/3	d8/3
d8/3	d6/2	d6/2	d8/3	d8/3	d10/4
d10/4	d6/2	d8/3	d8/3	d10/4	d10/4
d12/5	d8/3	d8/3	d10/4	d10/4	d12/5

CHARACTER ADVANCEMENT

A multi-classed character advances as a single class and is considered to be the level of their primary class. It is this level that is used whenever a saving throw is required. The level of the secondary class is half that of the primary (rounded down). Skill checks and abilities are dependent on the individual class but abilities from both classes cannot be combined with each other. A character's Bonus to Hit is the best of the two classes and their respective levels.

Example: A 10th level Fighter/Rogue would save as a 10th level character but perform Rogue skills at 5th level. Abilities like Extra Attack and Back Attack could not be combined. If the secondary class is a spell caster, these abilities only begin to manifest at 2nd level.

EXPERIENCE POINT PROGRESSION

EPP for a multi-classed character is calculated by combining the adjusted EPP values for the both classes. An additional level cost adjustment may be required as well. The EPP value for the primary class remains the same as listed in the class description. The EPP value for the secondary class is half the listed value.

The level cost adjustment is 10% (rounded down) of the combined EPP requirement needed to level up. Should the character possess a minimum of 16 in both prime attributes associated with the chosen classes, this cost is waived.

Example: A 1st level Fighter/Illusionist would need a total of 3,300 experience points to advance to 2nd level (2,000 + half of 2,600). A additional 330 experience points would be needed if the character did not meet the attribute requirements.

PERSONALIZATION

NAMES

Names matter. A character's name is their single most obvious identifying mark. Names evoke a sense of culture or place; you expect certain things when you hear a character is named 'Takhara Morimoto' and other things when you

ARTHURIAN NAMES

These names can evoke Arthurian legend and have a nice, old-English feel to them.

d100	Female	Male						
01-02	Ada	Aballach	35-36	Floree	Cath	69-70	Lyonet	Launcelot
03-04	Albione	Accalon	37-38	Florete	Che	71-72	Maledysaune	Lohengrin
05-06	Angharat	Agravain	39-40	Galiene	Daguenet	73-74	Matilda	Maris
07-08	Anglides	Alixandre	41-42	Ganieda	Domingart	75-76	Melissa	Marrok
09-10	Anna	Arthur	43-44	Grisandole	Ector	77-78	Modrona	Meliadus
11-12	Argante	Bladud	45-46	Guinevere	Elidure	79-80	Morcales	Meliodas
13-14	Bedegrayne	Bohort	47-48	Gwendolen	Emyr	81-82	Morgana	Melwas
15-16	Branwen	Brandelis	49-50	Gwendoloena	Escanor	83-84	Morguase	Mordrayans
17-18	Chelinde	Branor	51-52	Igraine	Evrawg	85-86	Nimiane	Mordred
19-20	Clarine	Brehus	53-54	Isabella	Galahad	87-88	Nimue	Osla
21-22	Clarissant	Bryan	55-56	Isolde	Gawain	89-90	Nyneve	Pellinore
23-24	Dummonia	Cabal	57-58	Kundry	Griffith	91-92	Sebille	Percival
25-26	Elaine	Cador	59-60	Laudine	Gringalet	93-94	Sigune	Peredur
27-28	Elizabeth	Caerleon	61-62	Lausanne	Guerehes	95-96	Viviane	Petrus
29-30	Elsa	Caliborne	63-64	Lidoine	Guivret	97-98	Vivien	Rhydderch
31-32	Enygeus	Caliburn	65-66	Lynet	Kadyriath	99-00	Yserone	Uwaine
33-34	Fenice	Caradawc	67-68	Lyonesse	Lancelot			

CELTIC/IRISH NAMES

A good choice for elves, bards, warriors, druids and so on. The last names are a more modern invention and should not be used with more 'primitive' groups of people. They work well for 'rustic' or 'backwoods' characters however.

d100	Male Names (1-3, use first column, 4-6, use second)	Female Names (1-3, use first column, 4-6, use second)	Surnames (1-3, use first column, 4-6, use second)
1	Achaius	Fercetrniui	Archdeacon
2	Adair	Finnegan	Manning
3	Aedan	Flannery	Miley
4	Ailbe	Flynn	Morrissey
5	Alan	Gair	Barry
6	Alaois	Gale	Blake
7	Albany	Gallagher	Mulrooney
8	Albert	Gannon	Bourke
9	Allister	Gaynor	Nagle
10	Amargein	Gilvarry	Boyland
11	Amhlaoibh	Glen	Neylan
12	Aodh	Gofraidh	Buckley
13	Aonghus	Goibniu	O'beirne
14	Arlen	Gordon	O'boylan
15	Austin	Greagoir	O'carey
16	Bain	Heremon	O'boyle
17	Bainbridge	Irving	O'brennan
18	Baird	Jarlath	Cohalan
19	Barry	Jonathan	Collins
20	Bartel	Kearney	O'brien
21	Bartley	Keary	O'buhilly
22	Beacán	Keegan	O'byrne
23	Bearach	Keeley	Commons
24	Belenus	Keenan	O'conlan
25	Blathmac	Keene	O'cahan
26	Bodb	Kellen	O'cahill
27	Bran	Kennedy	O'callaghan
28	Breasal	Kennet.	O'cassidy
29	Bress	Kevin	O'colman
30	Brian	Kieran	O'concannon
31	Bricriu	Korey	O'connellan
32	Brogan	Leachlainn	O'connolly
33	Cahan	Lennan	O'crowley
34	Caoimhin	Léon	O'cullane
			O'cullen
			O'cunigan
			O'dargan
			O'devlin
			O'donnellan
			O'donoghue
			O'donovan
			O'driscoll
			O'duffy
			O'duggan

hear he is named 'Ragnar Vorskaag'. This section is designed to enable the rapid generation of names falling into broad cultural and regional patterns. This method is entirely optional, as the player may choose his or her own name.

NAMES BY CULTURE/REGION

These names can be used for human names or for non-human names when the non-humans have a culture similar to that of humans, or just naming patterns along the same lines. For example, Celtic or Irish names often work for elves, while Scottish and Scandinavian names are often used for dwarves. Halflings in the traditional vein do well with English names.

35	Carlin	Lir	Blinne	Medb	Forde	O'dwyer
36	Cass	Lochlainn	Boann	Mell	Gaffney	O'fahy
37	Cathal	Lúcas	Brazil	Melva	Geary	O'ferrall
38	Cathaoir	Mackenzie	Breck	Melvina	Gilmore	O'foley
39	Ceallachan	Macklin	Breena	Michaela	Gilshenan	O'gara
40	Cedric	Máirtín	Brenna	Mide	Gilténan	O'gorman
41	Cian	Maitiú	Bretta	Moina	Glanchy	O'gormley
42	Ciarrai	Malvin	Brianna	Mór	Griffin	O'grady
43	Cleary	Manannanmaclir	Brina	Moriath	Gunning	O'griffy
44	Coinneach	Mannix	Brit	Morna	Harrington	O'hanlon
45	Coireall	Mayo	Bronagh	Muireann	Hayes	O'hannon
46	Colm	Meilseoir	Bryg	Muirgheal	Hearne	O'hara
47	Colman	Mel	Cahan	Murphey	Holland	O'harraughton
48	Conaire	Mellan	Caireach	Nainsi	Hone	O'hart
49	Conall	Melvin	Cait	Narbflaith	Hughes	O'healy
50	Conán	Merril	Caitriona	Nevina	Hussey	O'heyne
51	Conary	Merritt	Caolinn	Nia	Jennings	O'hickey
52	Conchobhar	Micheal	Caoimhe	Nila	Joyce	O'hoey
53	Connor	Morann	Carmel	Nora	Kavanagh	O'hogan
54	Conor	Morgan	Casidhe	Oona	Keegan	O'keenan
55	Conri	Morven	Ceara	Ornice	Kehoe	O'keily
56	Conway	Moss	Cecily	Padraigin	Kermode	O'kelleher
57	Corrigan	Murtagh	Cliona	Philomena	Kerrisk	O'kennedy
58	Cosgrove	Nechtan	Clodagh	Quincy	Kilpatrick	O'lalor
59	Cowan	Nemhglan	Cochrann	Regina	Kindellan	O'leary
60	Cúmheá	Nevan	Cordelia	Renny	Laverty	O'lennon
61	Cunningham	Niall	Creidne	Rigruroisclethan	Leavy	O'lorcan
62	Curry	Nyle	Dallas	Riley	Linehan	O'loughlin
63	Cúladh	Odhán	Dana	Riognach	Macatilla	O'mahony
64	Daibhéid	Oisín	Darcy	Róise	Macavaddy	O'mannis
65	Daigh	O'neil	Dealla	Ros	Macbreen	O'mara
66	Dearg	Owain	Delaney	Rosemary	Macbride	O'meara
67	Delaney	Padraig	Delbchaem	Sadbh	Maccafferky	O'monahan
68	Demne	Parlan	Doneele	Saorla	Maccannon	O'mooney
69	Desmond	Parthalán	Donnfhlaith	Sarah	Maccarroll	O'moran
70	Devlin	Raegan	Druantia	Sceanbh	Maccarthy	O'moroney
71	Diancecht	Réamonn	Duana	Seana	Maccasey	O'mulally
72	Digby	Reilly	Dubheasa	Seara	Maccloskey	O'mullan
73	Dominic	Renny	Eabha	Seosaimhthín	Maccoghlan	O'mulligan
74	Donald	Roibéárd	Eachna	Shannon	Maccolgan	O'mulvihill
75	Donnchadh	Ronat	Eavan	Silbhe	Maccostello	O'murhila
76	Donnelly	Ross	Edana	Sile	Maccunigan	O'murphy
77	Dow	Ruarc	Eileánóir	Sine	Maccunneen	O'nolan
78	Doyle	Scully	Eileen	Sinéad	Macdonogh	O'phelan
79	Drummond	Séafra	Eimile	Siofra	Macegan	O'quigley
80	Duane	Seán	Eithne	Siomha	Macevinney	O'quinn
81	Dubaltach	Seanán	Elatha	Sive	Macgee	O'rahilly
82	Dubhghlas	Semias	Emer	Sláine	Macgeoghegan	O'scanlan
83	Duer	Seosamh	Ena	Sorcha	Macgeraghty	O'shanahan
84	Duff	Setanta	Erin	Steise	Macgilloway	O'shannon
85	Dugan	Sioda	Erlina	Súsanna	Macgorman	O'shaughnessy
86	Dunham	Siomón	Etain	Taillte	Macgovern	Owens
87	Dwayne	Skelly	Evelyn	Teamhair	Macgowan	Powell
88	Eachan	Strahan	Fainche	Theneva	Macgrath	Quinlevan
89	Earnán	Struthers	Fand	Tierney	Macguane	Raftery
90	Eion	Sualtam	Fedelm	Tipper	Machale	Redmond
91	Eirnin	Teagan	Fethnaid	Treasa	Macinerney	Roarty
92	Énán	Torin	Finnsech	Troya	Mackeogh	Sarsfield
93	Eocho	Torn	Fiona	Tuiren	Mackeown	Shee
94	Eoghan	Treasach	Fionnabhair	Tullia	Macmanus	Shields
95	Eóin	Tremain	Fionnuala	Uathach	Macmurrough	Taaffe
96	Erin	Unseann	Flann	Úna	Macsharry	Terry
97	Eveny	Úistean	Flannery	Ursula	Mactiernan	Traynor
98	Farrell	Uscias	Fuamnach	Vanessa	Magennis	Vaughan
99	Felix	Vailintín	Gemma	Vevina	Maloughney	Wall
100	Feoras	Zephan	Glenna	Wony	Mangan	Whelan

ENGLISH SURNAMES

The following is a large batch of surnames with an appropriate ‘fantasy England’ feel. Combine with either Norman or Saxon first names and damn historical accuracy! Roll 1d6 to determine the column and then roll 1d100 to determine the name.

d100	1	2	3	4	5	6
1	Agnew	Challenger	Gard	Martyr	Ramage	Stocker
2	Aguilar	Chant	Gardiner	Masters	Ramson	Stott
3	Ankers	Chaplin	Gardner	Maufe	Rank	Stretch
4	Argent	Charity	Garlicke	Mauleverer	Raper	Strongitharm
5	Arlott	Chase	Garnett	Mawditt	Rathbone	Stutter
6	Armstrong	Chaundler	Garnon	Meek	Ratter	Suckling
7	Ashman	Chin	Gaylord	Meeke	Raven	Sumner
8	Ault	Clapp	Giddy	Mercer	Reader	Supple
9	Aurifaber	Clark	Girle	Messenger	Redwood	Sutler
10	Ayer	Cleaver	Glass	Mew	Reeve	Swart
11	Balmer	Clerk	Goacher	Midwinter	Rich	Sweetlove
12	Banister	Cockbill	Goldsmith	Mildmay	Ringer	Sweetman
13	Bannerman	Coke	Golightly	Minchin	Roller	Swingler
14	Barber	Collier	Goodbody	Minet	Root	Tabard
15	Barrat	Constable	Goode	Monger	Rouse	Taberer
16	Barrell	Cooke	Goodheart	Monk	Rower	Tait
17	Barrett	Coot	Goodlad	Morehen	Rowsell	Tallemach
18	Bastard	Copestake	Goodspeed	Morrell	Rudd	Tanner
19	Baxter	Corker	Gosling	Mort	Rump	Tapper
20	Bayliss	Corpe	Gossard	Mower	Russ	Tasker
21	Beamer	Coucher	Gotobed	Mudge	Rust	Taylor
22	Beard	Courtauld	Grealey	Mutter	Sacker	Tector
23	Beauclerk	Courtiour	Greathead	Mutton	Sadd	Tepest
24	Becket	Crane	Grieve	Nares	Sadler	Thaxter
25	Beckett	Crass	Grout	Naylor	Saffron	Theaker
26	Belch	Crawcour	Grubb	Neame	Sailer	Thew
27	Belgian	Craze	Grunsell	Nears	Sapper	Thick
28	Belham	Crisp	Guest	Neate	Sargent	Tiller
29	Bellamy	Crocker	Guild	Neave	Scaife	Tisser
30	Belt	Cropper	Hacker	Neck	Scammell	Tisserand
31	Belt	Crozier	Hallmark	Neighbour	Scragg	Tod
32	Bew	Cruse	Hansard	New	Scrimgeour	Tolman
33	Bezzant	Curtin	Hardy	Newman	Scrimshaw	Tooth
34	Bighead	Cypher	Haresign	Newson	Senior	Trant
35	Black	Damson	Hawk	Nott	Service	Trenchard
36	Blacklock	Darke	Hewer	Odam	Sewer	Tricker
37	Blanchard	Darling	Hine	Orpet	Sex	Tricker
38	Blank	Day	Hogg	Osler	Seyler	Trickett
39	Blaxter	Daymond	Hollier	Ostler	Shakeshaft	Tripe
40	Bleakman	Dearman	Hooper	Ostridge	Sharman	Trist
41	Blecher	Debney	Hornblower	Packer	Sharp	Trott
42	Blondell	Dent	Horner	Paige	Sheepshanks	Trouncer
43	Blood	Diver	Hucker	Pakeman	Shere	Truelove
44	Bloom	Dodd	Hunter	Pallister	Sheriff	Trueman
45	Blunden	Dolittle	Hussey	Palmer	Shilling	Tuckerman
46	Bold	Dove	Idle	Palmer	Shingler	Tulk
47	Bonamy	Dowsett	Iremonger	Pape	Shinn	Tumman
48	Bonner	Drake	Jagger	Papigay	Ship	Tupper
49	Boon	Drane	Jenner	Pardey	Shipman	Turk
50	Boorman	Draper	Jucker	Pardey	Shipwright	Turtle
51	Boot	Dray	Keat	Pardner	Shopper	Tyler
52	Boote	Drinkall	Keech	Parker	Shorthose	Tyson
53	Bossey	Driver	Kellogg	Parson	Shortman	Ulman
54	Boucher	Dunn	Kempster	Partridge	Shotbolt	Usher
55	Bourchier	Dyer	Kew	Paternoster	Shoulder	Veal
56	Boutflour	Earl	Kippen	Pear	Shrapnel	Veale
57	Bowie	Earle	Ladell	Pearman	Shrimp	Vender
58	Bowyer	Eld	Lappin	Peart	Shuker	Venner
59	Bradfer	Elder	Large	Peay	Silburn	Vickers
60	Bragge	Evershed	Larter	Pelly	Silk	Virgoe
61	Brasher	Faber	Latimer	Pennyfather	Singer	Wager
62	Brewer	Fair	Lawless	Pennyfeather	Sixsmith	Wagstaff
63	Brewster	Fairbrother	Le Mare	Peregrine	Skinner	Wainwright
64	Bridgeman	Fairhead	Leach	Pester	Skipp	Wakeman
65	Bridger	Falkner	Leadbetter	Petchey	Skipper	Walker
66	Bridle	Fane	Leaf	Pettifer	Slater	Want
67	Brisbane	Farman	Leafe	Physick	Slipper	Waple
68	Brockless	Fauchon	Leal	Pillinger	Smale	Warr
69	Brown	Fellowes	Leane	Pincher	Small	Warrender
70	Browning	Fellows	Leaper	Pinker	Smallbones	Washer
71	Brownsmith	Femister	Leech	Pluckrose	Smith	Waterer

72	Buckman	Fennell	Legate	Plum	Smithers	Waterman
73	Buffard	Fiddler	Leleu	Plummer	Snare	Wax
74	Bull	Fido	Leopard	Pope	Snow	Webster
75	Bullied	Fielder	Letcher	Popejoy	Soan	Welfare
76	Bullinger	Firebrace	Leveson	Popplestone	Soper	Wheat
77	Bullock	Fish	Lightbody	Porcher	Speak	Wheeler
78	Bulmer	Fitch	Lightfoot	Porter	Speake	Whitehead
79	Bunyan	Flann	Limer	Potter	Speare	Whitelegg
80	Burl	Flesher	Lithman	Pratt	Speed	Whiter
81	Buss	Follenfant	Littleboy	Prew	Spencer	Wight
82	Buss	Forest	Littlechild	Prin	Spendlove	Wild
83	Butler	Forester	Locksmith	Procter	Spier	Wildbore
84	Butlin	Fournier	Lockyear	Proffitt	Spindler	Wildgoose
85	Butner	Fowler	Lodder	Proude	Sprackling	Wildman
86	Butters	Franklin	Long	Provost	Spring	Wildsmith
87	Buzzard	Frater	Longman	Prowse	Springall	Winn
88	Caddow	Freeborn	Lovejoy	Prudhom	Springett	Wisdom
89	Cakebread	Freeland	Luff	Prudhomme	Sproat	Witty
90	Cam	Friend	Lymburner	Punter	Spurrier	Woodcock
91	Cannard	Frost	Machin	Purcell	Squier	Woodman
92	Canter	Froude	Male	Purchase	Squiers	Woodward
93	Carder	Frye	Mallard	Purser	Sriddell	Woolman
94	Carman	Fullalove	Mallory	Pyatt	Staneven	Wren
95	Carpenter	Fuller	Mangold	Quaif	Stark	Wrighte
96	Catt	Furminger	Marchant	Quaife	Startup	Yearling
97	Century	Gain	Mariner	Queen	Stearman	Yeoman
98	Chafer	Gaine	Marler	Quick	Stern	Younge
99	Chaff	Gambrill	Marmion	Quilter	Steward	Younger
100	Chaffe	Gape	Marrow	Ramadge	Stith	Youngman

FRENCH NAMES

The names are good for nobles, swashbucklers, knights and makers of cheese.

d100	Male Names (1-3, use first column, 4-6, use second)		Female Names (1-3, use first column, 4-6, use second)		Surnames(1-3, use first column, 4-6, use second)	
1	Achard	Henryet	Ada	Jehannette	Ambre	Frechette
2	Adenet	Herle	Agnesot	Jenne	Ancel	Fruquest
3	Aimery	Hervé	Aienta	Joana	Anelka	Fumon
4	Alard	Huchon	Alamanda	Joana	Arata	Gagnon
5	Alenard	Huet	Alays	Johana	Arnaud	Gaounon
6	Alfonse	Huguelin	Albia	Johaneta	Arquette	Gasnault
7	Alixandre	Hugues	Albigesa	Johanna	Aufort	Gaspard
8	Almaurry	Imbert	Albione	Jois	Auneil	Gassou
9	André	Jacques	Alipson	Juliotte	Auzias	Gauthiot
10	Andriet	Jamet	Alumbors	Katalina	Baudouin	Giner
11	Andry	Jaquemin	Andreva	Katerina	Baudry	Goddatt
12	Anseau	Jaquet	Angelline	Kundry	Beauvallet	Grelot
13	Anthoine	Jaquin	Angharat	Laudine	Bedard	Grosbelhomme
14	Archimbaud	Jean	Anglides	Laura	Benichou	Guichard
15	Arnoul	Jean	Anna	Laurensa	Bernadotte	Guidry
16	Arnoult	Jehan	Anne	Lidoine	Besanceney	Guillemet
17	Artaud	Jocelin	Anthonye	Lisette	Biez	Guizet
18	Aubelet	Josserand	Antoinette	Loise	Billerey	Habig
19	Aubert	Jourdain	Argante	Longabruna	Bisaillon	Harend
20	Aubert	Lambert	Argentela	Loyse	Blanchard	Heinis
21	Aubin	Lancelet	Astruga	Lutz	Blondel	Higounet
22	Barthélemy	Lancelot	Ayba	Lynet	Bobot	Huont
23	Baudrain	Laurens	Azalais	Lyonesse	Boughé	Hurtis
24	Bernard	Lorence	Beatrix	Lyonet	Bouillon	Jacquemin
25	Berthelot	Lorens	Benezeita	Magdalaine	Bourdy	Jarnet
26	Bertran	Lorin	Berengaria	Mahault	Boutard	Jeune
27	Binet	Louys	Berga	Manha	Boutellier	Joilcoeur
28	Bohemond	Loys	Bertranda	Marette	Brasseur	Jospin
29	Boniface	Macaire	Bertrande	Margarida	Breton	Josselin
30	Boniface	Manassier	Bevenguda	Margo	Brisson	Kucheida
31	Brion	Marcel	Blancha	Margot	Brouset	Lambert
32	Brodier	Marcelet	Botille	Marguaritte	Bruneau	Landre
33	Bureau	Marinet	Boyna	Marguerite	Brunet	Langlois
34	Cardin	Martin	Branwen	Maria	Burville	Latour
35	Cassin	Mathé	Cambola	Marie	Buzaine	Latreille
36	Cauchois	Mathelin	Catharina	Marion	Cailteux	Lavergne
37	Charles	Mathie	Catharine	Marqueza	Caree	Lavicq
38	Climent	Mathieu	Catorna	Marta	Carpentier	Le Chanony
39	Colin	Menet	Cauzida	Martine	Carrat	Le Dauphin
40	Conon	Michault	Chelinde	Maurina	Castagnade	Lepercq
41	Conrrart	Mille	Chrestienne	Melissa	Chabroux	Lit

42	Daniel	Moriset	Ciragua	Miquela	Chailly	Lorcy
43	Denis	Nicolas	Clareta	Miracla	Chambon	Loupe
44	Denisot	Nicolas	Claria	Miranda	Charpentier	Masdeu-Arus
45	Domin	Noel	Clarine	Modrona	Charron	Mathou
46	Dragonet	Ogier	Clarissant	Mondette	Chauveau	Matisse
47	Dreux	Olivier	Collette	Morcades	Chirot	Meley
48	Enguerrand	Olivier	Cornille	Morgana	Clouet	Mercie
49	Erard	Orry	Denise	Morguase	Coeur	Mesnard
50	Érard	Othon	Doça	Naudina	Collard	Modeste
51	Estienne	Paën	Domenga	Nicole	Combe	Moirin
52	Eudes	Perrenet	Domenge	Nimiane	Commandeur	Moncelle
53	Eustace	Perresson	Dorian	Nimue	Conil	Monet
54	Eustache	Perrin	Elaine	Nitona	Couperie	Mourge
55	Évrard	Perrot	Elizabeth	Nyneve	Cueff	Oresme
56	Ferry	Phelippot	Elsa	Olyna	Dacier	Othon
57	Fleurent	Philippe	Emmelot	Orgolhosa	Dallons	Pacome
58	Foucaud	Philippe	Englesa	Oudine	Daux	Parrottin
59	Fouet	Phlippot	Estela	Paula	De Carneillon	Paulot
60	Foulques	Pierre	Favia	Peitavina	De Colville	Pelchat
61	Fremmin	Pierrey	Finas	Penota	De Leon	Pellissier
62	Gabriel	Ponce	Floree	Péronne	De Sauveterre	Peloux
63	Galois	Poncelet	Francesa	Perrette	De Villeneuve	Perreau
64	Galoys	Poncellet	Galhardeta	Peyrona	Dcaux	Plesseraud
65	Gamet	Quentin	Galiene	Peyrrine	Dechy	Poudrier
66	Garnier	Raoul	Ganieda	Philipote	Degert	Preaux
67	Garnot	Raoul	Genevote	Philippote	Delacroix	Prins
68	Gassot	Raoulet	Gerarda	Pironne	Delaroux	Rabbi
69	Gauchier	Raymon	Gervaise	Plantée	Delecoeur	Rantaine
70	Gaultier	Regnault	Gileta	Plazensa	Delluc	Rapnouil
71	Geoffroy	Regnier	Gillette	Plourette	Deroulade	Rimbaud
72	George	Remon	Gordana	Poubelle	Despatie	Romary
73	Gerard	Remy	Grardine	Prima	Dispagne	Roufosse
74	Gerart	Renaud	Grisandole	Quatalina	Doleuze	Roupardin
75	Germain	Renier	Guerriera	Raymunda	Donciueux	Rouvière
76	Gieffrin	Richard	Guilberta	Reina	Dor	Rufin
77	Gillebert	Richard	Guilhelma	Resplandina	d'Orty	Sauvaigo
78	Gilles	Richart	Guillemette	Roja	Drafondre	Seigre
79	Gillet	Robert	Guillerma	Rosa	Du Plat	Sérusier
80	Guignes	Roger	Guinevere	Saissa	Dubosc	Sidot
81	Guillaume	Rogier	Guiote	Sazia	Duchesneau	Simenon
82	Guillaume	Rolet	Guiotte	Sebienda	Duèse	Simenton
83	Guillemin	Rotrou	Guiralda	Sebille	Dufresne	Simond
84	Guillemin	Simon	Guirauda	Seguina	Dupuiche	Sireyjol
85	Guillemot	Simon	Guizas	Serena	Duvillard	Soisson
86	Guillot	Simonnet	Gwendolen	Sigune	Duvivier	Sorel
87	Guimart	Symmonet	Gwendoloena	Sobirana	Ega	Soula
88	Guy	Thevenin	Honoré	Steva	Elby	Tarrou
89	Gyeffroy	Thibault	Honorée	Thomasse	Emery	Terblanche
90	Hangest	Thibaut	Huga	Tomasa	Fabre	Tessier
91	Hebert	Thomassin	Isabeau	Tonyma	Farry	Thibedeaux
92	Helie	Thomas	Isabel	Tuffayna	Fauche	Tihon
93	Helyot	Toussains	Isabella	Valentina	Favreau	Tourneur
94	Hennequin	Vilain	Isabella	Viva	Fébre	Trantinon
95	Henri	Vincent	Jacmeta	Viviane	Ferga	Trentin
96	Henriet	Voulo	Jacquelyna	Yolente	Fevre	Vien
97	Henriret	Ymbelet	Jammeta	Ysabeau	Flambeau	Villepreux
98	Henry	Ysambart	Jaquelyna	Ysabel	Focquet	Vinoy
99	Henrryet	Yvon	Jaquette	Ysabelet	Foletier	Vion
100	Henry	Yvonnet	Jeanne	Yserone	Fraigneau	Xavier

GERMAN NAMES

Well-suited for knights, evil nobles, demonologists and guys in heavy armour with scarred faces prone to elaborate plans which never quite work out. The addition of a ‘Van’ or a ‘Von’ prior to the surname is a nice touch. One warning – to English speakers, many German surnames straddle the line between imposing and silly, so re-rolls on the surname table might be important to set the mood. Conrad Van Decker – good name for a knight; Conrad Van Simmendinger – bad name for a knight.

d100	Male Names (1-3, use first column, 4-6, use second)		Female Names (1-3, use first column, 4-6, use second)		Surnames(1-3, use first column, 4-6, use second)	
1	Adalbert	Herbert	Adalgisa	Helga	Abt	Lacksz
2	Adalstan	Heribert	Addie	Hella	Albertz	Lang
3	Adel	Hermann	Adele	Helma	Anschitz	Langenkamp
4	Albrecht	Hjalmar	Adelheid	Helmine	Arlt	Lauterback
5	Alfons	Holger	Adelheidis	Hendrika	Bachert	Leffler
6	Alphonse	Holm	Adelinde	Hennie	Backstedt	Leibenguth
7	Armin	Hrokrest	Adeltrud	Henrietta	Basler	Lieenthal
8	Arndt	Hubert	Aleida	Herta	Bechmann	Lingeman
9	Arne	Humfried	Aleit	Hertha	Becker	Loy
10	Arnim	Huppert	Alfreda	Hettie	Bedurftig	Ludendorff
11	Arnold	Hupprecht	Alina	Hilda	Beer	Ludentz
12	Baldur	Ingo	Alinda	Hildagard	Bentele	Madler
13	Bardolph	Isbrand	Alke	Hildagarde	Bittner	Makk
14	Bartold	Karol	Alwine	Hildegard	Bohland	Mallenbrandt
15	Berg	Konrad	Amalia	Hiskia	Brandl	Matzenkopf
16	Bernd	Korbinian	Amalie	Hlodovicia	Brecht	Mausier
17	Berne	Körbl	Amelia	Huberta	Breitmayer	Meier
18	Berni	Kuhnrat	Amilia	Huette	Brenner	Metterling
19	Berthold	Kurt	Anselma	Ida	Brögen	Milde
20	Brandt	Lambert	Arnilda	Ing	Brönnow	Mohr
21	Bruno	Lamprecht	Asta	Ingrid	Buchner	Mronz
22	Burkhard	Leonhard	Astrid	Irma	Burchard	Nachbauer
23	Carl	Leonhardt	Bathilda	Irmelinda	Burghardt	Nederstatter
24	Conrad	Lothar	Berdina	Irmina	Büttner	Nerlinger
25	Deitleib	Ludger	Berdine	Irmia	Cimerman	Neustatter
26	Dietbold	Ludwig	Bernadina	Karlotte	Damaske	Nickel
27	Dieterich	Luitgard	Bernadine	Karoline	Deardorff	Ohrenstiel
28	Dietmar	Luitger	Bernardina	Kinge	Decker	Pfaff
29	Dietpold	Luther	Bernardine	Kremhild	Derr	Pfeiffauf
30	Dirk	Lutz	Berta	Kriemhild	Dindorf	Plöchl
31	Ditmar	Manfred	Betlindis	Kudrun	Donis	Putzer
32	Eber	Manfried	Brunhild	Kunigunde	Dreifelds	Rauh
33	Eberhard	Meinard	Brunhilde	Leonarda	Duba	Reck
34	Eckbert	Meinhard	Brünhilde	Leopoldine	Eggen	Recker
35	Edelstein	Meinke	Brünhilde	Line	Ehlers	Rehberg
36	Edsel	Meino	Carola	Lorelei	Ehmsperger	Rehn
37	Eduard	Norbert	Carolin	Lotte	Eichmann	Reize
38	Edward	Osvald	Diederike	Louisa	Engel	Ribhegge
39	Egon	Oswaldo	Edeltraud	Lovada	Ettinger	Riske
40	Ehre	Othmar	Edeltrud	Ludovica	Fischer	Rochkes
41	Eino	Otto	Effi	Luise	Flegmann	Rollenhagen
42	Emmerich	Ottokar	Eisi	Lura	Frankenstein	Rositzke
43	Emmo	Ove	Elavina	Lurleen	Frenzel	Rumpelmeier
44	Enno	Poldi	Elberta	Mathilda	Friedel	Rupprath
45	Erchard	Rafe	Elbertine	Mathilde	Freidenreich	Rust
46	Erdmann	Rainhard	Elfi	Matilda	Funck	Sarrazin
47	Erdmut	Ralf	Elfie	Minchen	Geilinger	Sattler
48	Erhard	Ralph	Elfreda	Minetta	Gereke	Sawallisch
49	Eric	Raul	Elfrida	Minna	Gesell	Schafer
50	Erich	Reimar	Elfriede	Norberta	Geserer	Schoffer
51	Erick	Reineke	Elga	Odella	Gespeck	Schaeffer
52	Erik	Reinhard	Elke	Odellia	Gier	Scheideler
53	Ernest	Reinhold	Elki	Odetta	Glass	Schindelar
54	Ernst	Reinmund	Elvira	Odetta	Gnass	Schmaltz
55	Errick	Renz	Erdmute	Odila	Gohmann	Schmidt
56	Ewald	Richard	Erdmuthe	Odilia	Greiser	Schnabel
57	Falk	Robar	Erika	OEelf+strength	Grisar	Schollenberger
58	Fastred	Robert	Erma	Otillia	Grobler	Schramm
59	Ferdinand	Rochus	Ernsta	Otti	Gugler	Schreiner
60	Folke	Roderich	Eveline	Ottilia	Hagel	Schroter
61	Folkhard	Roderick	Franka	Raimunde	Haller	Schwacke
62	Folko	Rodolf	Frauke	Reinheld	Halmer	Schweisser
63	Fredi	Rudbert	Freda	Renilde	Hartzer	Seppelt
64	Freidel	Rudolf	Frederika	Rica	Heck	Shaefer
65	Fridolin	Rupert	Fredrika	Ricca	Heidloff	Sievert
66	Friederich	Ruprecht	Frena	Ricka	Hellekant	Simmendinger
67	Friedhelm	Rutger	Frida	Rikchen	Hellmich	Speker
68	Friedl	Seifrid	Friede	Rike	Herberhold	Sprecher

69	Garek	Siegbert	Friedelinde	Roderica	Heumann	Stegar
70	Gerd	Siegfried	Friederike	Rodericka	Hilgarth	Steigauf
71	Gerhardt	Sieghardt	Garda	Rosalinde	Himmler	Stenz
72	Gerhart	Siegmund	Geertke	Rosamond	Hirtreiter	Strub
73	Gervas	Sigi	Gerda	Rosamunde	Hitzfeld	Teichmann
74	Giselbert	Sigismund	Gerdi	Selda	Hochlat	Theile
75	Gottfried	Sigmund	Gerdie	Sigfreda	Hübsch	Thiessen
76	Gotthelf	Sigo	Gert	Sigrid	Inken	Thul
77	Gotthold	Sikko	Gerta	Sunhild	Isecke	Titz
78	Götz	Sonke	Gertraud	Swanhild	Jedin	Tölle
79	Guildo	Sven	Gilberta	Swanhilde	Jungh-nel	Troger
80	Gunnar	Theobald	Gilbertine	Swenja	Kallenbach	Umstaedter
81	Günther	Till	Gisa	Theda	Kapp	Upert
82	Gustaf	Torsten	Grisel	Thusnelda	Kasler	Vendelin
83	Hagan	Ulf	Griselle	Tilde	Kihlstedt	Videk
84	Harri	Ullric	Gudrun	Trudchen	Kirchbach	Vodek
85	Harro	Ulrich	Gustava	Trudel	Klais	Walma
86	Hartmut	Valter	Hadwigis	Uli	Kleinendorst	Wassermann
87	Hartwig	Waldemar	Haldi	Ulli	Kleinpaul	Wassmeir
88	Hartwin	Walden	Haldis	Ulrike	Kleitsch	Weber
89	Heike	Waldi	Haldisse	Valtraud	Klingberg	Weibrecht
90	Heiko	Waldo	Hallie	Vaubourg	Klosner	Weingertner
91	Heine	Walther	Haralda	Waltrude	Kò chle	Weiss
92	Heinecke	Warnar	Hariette	Wibe	Koch	Weller
93	Heino	Wayland	Harriet	Wiebke	Kochta	Wenck
94	Helfgott	Werther	Harrietta	Wigburg	Korff	Wieck
95	Helfrid	Wieland	Harriette	Wilhelmina	Korner	Wirtz
96	Helmfrid	Wilhelm	Hauke	Willa	Köster	Woetzel
97	Helmfried	Willibald	Hedvika	Willamina	Kruppa	Yacklel
98	Helmut	Wipert	Hedwig	Wilma	Kuehne	Zahn
99	Henke	Wolfgang	Heilwig	Yvonn	Kuijken	Zielke
100	Henning	Wolfram	Heinrike	Zelda	Kümlin	Zoeplf

GYPSY

Good for scoundrels, traders, wanderers, wise women, fortune-tellers, keepers of secret lore, thieves, etc.

d100	Male	Female						
1	Aladar	Anelka	35	Honko	Dyombala	69	Pitti	Lutka
2	Artani	Anuaka	36	Inga	Dyula	70	Plamen	Luza
3	Badu	Armanka	37	Javert	Esmerelda	71	Pulika	Lyalya
4	Bakro	Babina	38	Kako	Gafa	72	Putzina	Lyanka
5	Baul	Belka	39	Kalderasha	Gafica	73	Rajko	Lyuka
6	Beno	Bena	40	Kolev	Gana	74	Rambo	Madoka
7	Bera	Bica	41	Krenar	Golay	75	Rumen	Mala
8	Bersh	Bilya	42	Latco	Grinza	76	Rye	Malaska
9	Beval	Binuca	43	Lel	Guda	77	Shandor	Malika
10	Bexhet	Bizuca	44	Lennor	Jessenia	78	Stefan	Malyoxa
11	Bidshika	Bota	45	Loiza	Kali	79	Stiggur	Mandica
12	Boboko	Botana	46	Luca	Kapica	80	Talpa	Mara
13	Boldor	Boyala	47	Luciano	Kata	81	Tawno	Marca
14	Cam	Briya	48	Luluvo	Katarina	82	Tem	Margayka
15	Camlo	Buna	49	Manciu	Kati	83	Terkari	Marilis
16	Chaine	Carmen	50	Mander	Keza	84	Tina	Patia
17	Chik	Chavali	51	Marcelle	Kica	85	Tobar	Porcelain
18	Coica	Chavi	52	Mario	Kokana	86	Tobbar	Rawnie
19	Comon	Cilyanka	53	Marko	Kolombina	87	Troka	Relisys
20	Dilaver	Cini	54	Merripen	Krizma	88	Tshompi	Rumer
21	Djivan	Cora	55	Mertshak	Krizmarica	89	Tshurkina	Rupa
22	Dodo	Dana	56	Mestipen	Kruca	90	Tshurkurka	Stavo
23	Dukker	Danira	57	Milosh	Kumbriya	91	Tsinoro	Tahnee
24	Duntshi	Dena	58	Mircea	Kuna	92	Vesh	Tauni
25	Durriken	Diamanta	59	Mutshoro	Lina	93	Walther	Tawnee
26	Fonso	Dilinka	60	Nanosh	Loli	94	Yanoro	Tawney
27	Gillie	Dina	61	Nicolae	Loyzi	95	Yarb	Tawnie
28	Grantsha	Domka	62	Oaste	Loza	96	Yayal	Tawny
29	Grofo	Donya	63	Pali	Luga	97	Yiswan	Tekla
30	Guibran	Dooriya	64	Panch	Lukreciya	98	Yojo	Tshaya
31	Gunada	Dudarka	65	Pani	Lula	99	Yokka	Zigana
32	Gunari	Dudee	66	Pardalien	Luludi	100	Zurka	Zurama
33	Hanzi	Dyana	67	Pattin	Luna			
34	Harman	Dyolbana	68	Petsha	Luska			

ITALIAN NAMES

Excellent for noble families, wizards, scholars and other learned types or, on the other hand, for criminals, thugs and gangsters.

d100	Male Names (1-3, use first column, 4-6, use second)		Female Names (1-3, use first column, 4-6, use second)		Surnames(1-3, use first column, 4-6, use second)	
1	Adovardo	Frolio	Lapa	Ermione	Acquaviva	Lagorio
2	Albizzo	Frosino	Dolce	Isabellina	Aguzzi	Landino
3	Aldighieri	Fulino	Aniella	Tita	Albarelo	Langushi
4	Anfrione	Gaddo	Nucca	Lapa	Albertrani	Legnano
5	Anichino	Gamberino	Oxilia	Artemisia	Allucingoli	Levorato
6	Arcolano	Gano	Letteria	Buona	Altabani	Libertini
7	Ardengo	Genovino	Agalina	Teglia	Amato	Liotta
8	Aretino	Gentile	Clementia	Argentina	Ammacapane	Lubiani
9	Aringo	Ghelere	Bina	Armida	Andreucci	Lucchi
10	Aronne	Ghetto	Eutiche	Mella	Annunzio	Luciani
11	Arpo	Ghino	Joanna	Ciecherella	Antonoli	Luciano
12	Arrichino	Ghinozzo	Giada	Savia	Aragazzi	Lulli
13	Arsizio	Ghirigoro	Orabella	Aletea	Argo	Lupino
14	Asparru	Ghoro	Amina	Catherina	Arrighi	Machiavelli
15	Astore	Gierozzo	Romana	Ammanata	Avogadro	Magoni
16	Avveduto	Giotto	Scevola	Andreuola	Azzopardi	Maitani
17	Azzone	Giunto	Letta	Bella	Baggio	Mancina
18	Baccio	Gonzo	Maridonna	Abriana	Baldini	Mancuso
19	Baiardo	Grifo	Ninuccia	Ninuccia	Banditelli	Manetti
20	Banchello	Gualente	Cosetta	Fedora	Barberi	Manin
21	Banco	Guernieri	Aletta	Livia	Bassano	Marchetti
22	Bandetto	Gusme	Leonarda	Mariannina	Bellini	Massari
23	Begni	Iginio	Sarina	Lilla	Benetti	Menicossa
24	Bencivenni	Lapaccino	Cinzia	Costante	Bergomi	Meoli
25	Benghi	Lapino	Nina	Eleonore	Bertolini	Merico
26	Bernassa	Lapo	Prudenza	Lauretta	Betrutti	Miglioli
27	Bettino	Lapuccio	Edita	Grana	Bigica	Miniato
28	Biliottino	Lele	Papera	Luigia	Birindelli	Modica
29	Bindello	Lello	Anatina	Agalina	Boazza	Mondello
30	Bindo	Ligo	Dolce	Antonietta	Bobo	Monero
31	Bizzero	Lino	Leonia	Bandecca	Bolognesi	Moratti
32	Boccio	Maccio	Guerina	Fiametta	Bombacci	Mordasini
33	Borgo	Madore	Taddea	Lucretzia	Bonacelli	Moretti
34	Borgognion	Malacresta	Clarice	Biaggia	Bonello	Moro
35	Bottiglio	Marchionne	Bertana	Brigita	Borghese	Moschino
36	Braccio	Marmuccia	Madelena	Gilia	Bottello	Napoleoni
37	Breusio	Mea	Sophonsiba	Prada	Brando	Natoli
38	Briccoldo	Meglio	Paolina	Immacolata	Brazzi	Niccoli
39	Brigliador	Memmo	Nanna	Fiora	Briatori	Nicoletti
40	Brunaccio	Meno	Urania	Ugolina	Broccoli	Ori
41	Brunellesco	Mico	Rigarda	Agatina	Busenello	Orioli
42	Buccio	Micuccio	Sempronia	Chia	Buso	Oristano
43	Buto	Monaldo	Lena	Edda	Buzzacarina	Padovano
44	Calderino	Morello	Letteria	Placidia	Cafagna	Pallotti
45	Camaino	Moreno	Meloria	Bartolomaea	Cafasso	Panteleo
46	Cambino	Nanne	Amata	Dolorada	Campanaro	Panzanini
47	Cante	Nardo	Emerenzia	Tanina	Carafa	Parini
48	Cardinale	Navanzato	Prasede	Marcellina	Carbonetti	Patriarco
49	Caroccio	Nene	Ciuta	Ciosa	Carlucci	Pedercini
50	Casino	Neso	Mattia	Julitta	Carmelengo	Pellico
51	Catalano	Nigi	Citha	Leonida	Carotta	Peruzzi
52	Cataldo	Nofri	Setembrina	Anunciata	Catone	Pesaresi
53	Cavalcante	Nuccino	Teodosia	Marsilia	Cattaneo	Philarghi
54	Cecca	Olinto	Ammanata	Belinda	Cattarinussi	Pianta
55	Cecchino	Orinolo	Nera	Foresta	Ceraolo	Pierozzi
56	Cederno	Ottobono	Pasqualena	Tessa	Cesti	Pirandello
57	Cenni	Ovidio	Agnesa	Rosangela	Ceccinato	Pisanello
58	Ceo	Pantaleo	Lisabetta	Arminia	Chiappo	Pisano
59	Cetto	Panuzio	Nezetta	Carmina	Chiaromonte	Putignani
60	Chiaromont	Papero	Detta	Egeziaca	Ciaravella	Randi
61	Chiarissim	Papo	Fotina	Talita	Cilento	Ratti
62	Chimenti	Pazzino	Nicolosa	Gostanza	Cingolani	Reni
63	Chimento	Poggino	Lina	Bertilla	Collina	Ricco
64	Chiovo	Puccio	Mariuccia	Etheria	Colombi	Roncero
65	Chirro	Recco	Porzia	Tanina	Corone	Ruggieri
66	Ciango	Remo	Pina	Fina	Cosmo	Runggaldier
67	Ciapo	Rento	Pudenziana	Battista	Crapanzano	Sabre
68	Ciattoro	Renzetto	Rina	Leonara	D'Annunzio	Saia
69	Cima	Renzo	Teglia	Ornetta	Dassu	Salviati
70	Cinello	Rinieri	Marietta	Nezetta	De felitta	Samari
71	Cinozzo	Rinuccio	Anunziata	Anatina	de Giusti	Scacceri

72	Cipolla	Romigi	Ciuta	Clemenza	De Mauro	Schettina
73	Ciuccio	Saladino	Ghita	Gravina	Deangelo	Scolari
74	Ciulo	Schiatta	Stefanina	Prada	Deffenu	Sicho
75	Ciuto	Sicurano	Sitha	Berta	Deodato	Sidoti
76	Coccino	Soderino	Calogera	Carmella	Di natali	Sighel
77	Cola	Sostegno	Fioretta	Salvaza	Dilillo	Sinatra
78	Coluccio	Sozzo	Pelagia	Burlanda	Dini	Sinopoli
79	Compagno	Stagio	Gualterutia	Luciella	Erbetto	Sisto
80	Conetto	Strozzo	Ghinga	Bartolomea	Falconieri	Solari
81	Conte	Tamerighi	Giacoma	Agnesina	Fiesole	Soranzo
82	Corfino	Tano	Vanna	Cesira	Figura	Spano
83	Corsino	Tanuccio	Consilia	Salvagia	Fisichella	Stallone
84	Corso	Tedesco	Lagia	Perna	Fornasari	Tarantino
85	Covone	Tendino	Clarastella	Claricia	Frangipani	Tedaldo
86	Daddo	Tento	Daniella	Elodia	Fuser	Tenucci
87	Dato	Testa	Girolama	Fotina	Galetto	Tibaldi
88	Davanzato	Tieri	Bona	Gabriela	Galimberti	Tilli
89	Doffo	Tinaccio	Papera	Diletta	Gallino	Tiscorinia
90	Dolfo	Tinoro	Reparata	Griselda	Gambachini	Tomba
91	Duti	Toto	Dorotea	Bonaventura	Gamossi	Tramacchi
92	Elvio	Turco	Giachetta	Brunella	Gatlinaro	Traversari
93	Endiro	Uguccione	Nencia	Carissa	Genovese	Turrini
94	Ennio	Vannuccio	Sveva	Chola	Gentili	Vaccarini
95	Ersilio	Ventura	Romilda	Ghita	Ghini	Varone
96	Evio	Verso	Nedda	Armida	Gortana	Verrochio
97	Fantino	Vieri	Epifania	Belloza	Gozzoli	Vettori
98	Fenso	Volta	Iuliana	Luigina	Grasso	Zagallo
99	Fifo	Zorzi	Magdalena	Nedda	Guttuso	Zampieri
100	Fileno	Zuanne	Alicia	Liduina	Labriola	Zoffoli

NORMAN NAMES

An excellent source for names for a pseudo-English setting. These can be used by themselves, or as the names of the ‘upper class’, with Saxon names for the ‘lower class’.

d100	Male Names (1-3, use first column, 4-6, use second)		Female Names (1-3, use first column, 4-6, use second)	
1	Adelardus	Houdéet	Aalina	Geua
2	Aldis	Houdoin	Aaline	Geuecok
3	Alphonsins	Howkin	Aalis	Geva
4	Amauri	Hudd	Adelie	Gisellee
5	Ancelot	Hughoc	Adelin	Griseldis
6	Anchier	Hugin	Adeline	Grishild
7	Anfroy	Hugolinus	Adelisa	Grissel
8	Anselet	Hugue	Adeliz	Grizel
9	Anselmus	Humfery	Aeleis	Guibourc
10	Ansger	Humfrye	Aelis	Guillote
11	Ansiau	Hunfridus	Aelisia	Guiote
12	Armin	Huon	Aenor	Hadwis
13	Armene	Ingelramnus	Aeschine	Haoy
14	Arnaud	Ingelrandus	Ala	Havisa
15	Arnoldus	Ingran	Albray	Hawis
16	Asselin	Job	Albreda	Hawisa
17	Aunger	Joppa	Albree	Hawisia
18	Ausout	Joscelin	Aleneite	Hawys
19	Averardus	Lambelin	Alesone	Helewysse
20	Aymon	Lance	Alianora	Helisende
21	Azémar	Lancelyn	Alice	Heloys
22	Barat	Lanslet	Alicen	Helysoune
23	Basewin	Launceletus	Alicia	Helyssent
24	Batsuen	Launcelot	Aline	Hemin
25	Beavis	Looy	Alisceon	Herleva
26	Bérenger	Louvel	Alison	Housewife
27	Bert	Mainfridus	Alisone	Huguete
28	Bobby	Normannus	Aliss	Husewyf
29	Botolfé	Odinél	Allison	Husewyua
30	Breton	Odo	Alote	Imblen
31	byname	Otho	Alse	Ivette
32	Charle	Otois	Alycie	Jivete
33	Clerebald	Oure	Alyna	Maghenyld
34	Clerenbald	Percyvallus	Alys	Maghtild
35	Degarre	Persivell	Alyson	Mahaut
36	Derric	Raaf	Alysone	Maheut
37	Dick	Rab	Ameline	Mahhild
38	dorogo	Radolf	Amelot	Manel
39	Drew	Raff	Arlette	Manild
40	Engeram	Raimbaut	Ascelina	Mathe
41	Ernold	Rainald	Ascelinne	Matilde

42	Ferant	Ranald	Ascelot	Matilidis
43	Fery	Rand	Asclia	Matty
44	Foucaud	Randall	Athelesia	Maude
45	Fouquaut	Randoul	Atheleys	Maughtild
46	Fouquet	Randull	Athelina	Mautild
47	Francus	Randy	Athelis	Maynild
48	Frery	Ranulphus	Athelisa	Mehenilda
49	Fulcher	Raynerus	Athelisia	Meisent
50	Fulke	Reignolde	Aubreda	Melisenda
51	Fulko	Reimund	Aubrey	Metylda
52	Gales	Reinald	Auelina	Millesent
53	Galfridus	Remfrey	Auicia	Mille
54	Garnotin	Remonnet	Auizia	Millesenta
55	Garrett	Remont	Aveis	Moolde
56	Gautzelin	Renard	Avelyn	Mott
57	Geffrai	Renoldus	Avicia	Motte
58	Ger	Reynard	Avina	Moysant
59	Gerbald	Richier	Berengaria	Mylecent
60	Geroldin	Ricket	Berengière	Mylisant
61	Gerould	Rique	Edelin	Mylla
62	Gervesin	Rolandus	Eleanor	Odolina
63	Geuffroi	Rollo	Eleanora	Oriold
64	Geve	Segar	Elewisa	Oriolda
65	Giff	Serlon	Elewys	Oriolt
66	Gilebin	Serrell	Elia	Rechemay
67	Giradin	Tancred	Eliaior	Richemaya
68	Giraudus	Tebbe	Elinora	Richemeya
69	Godebert	Thancred	Elison	Richoard
70	Godefray	Theobaldus	Elisota	Ricolda
71	Godefroi	Theodric	Ella	Rikilda
72	Godefroy	Thierry	Ellenor	Rochilda
73	Godfery	Tibbott	Ellice	Roes
74	Godfree	Tim	Eloise	Roheis
75	Goisfrid	to	Elyenora	Roheisa
76	Gosfridus	tribe	Elyscia	Roheisia
77	Gualtier	Tybalt	Emelenine	Roos
78	Guiart	Tyon	Emelin	Rosa
79	Guibe	Udo	Emelina	Roseaman
80	Guilielm	Vauquelin	Emelyn	Roseia
81	Guillemet	Vvillequin	Emeny	Rosemond
82	Guillemot	Walkelin	Emlin	Rossamond
83	Guiot	Walt	Emma	Roysia
84	Guyat	Walterius	Emme	Rychyld
85	Gwyhardus	Wariner	Emmelina	Sela
86	Hab	Warinus	Emmeline	Seloue
87	Ham	Warner	Emmete	Selova
88	Hammond	Warnerius	Emonie	Sueteluue
89	Hardi	Wichard	Emota	Sweetlove
90	Hary	Wiliam	Emy	Sweteloue
91	Hemonnet	Wilkie	Emylyna	Sweteloue
92	Hendry	Willelm	Ermintrude	Swethyna
93	Henriot	Willet	Ermyintrude	Swetyne
94	Heriot	Wiscar	Esclairmonde	Tilla
95	Hervoet	Wischard	Esclamonde	Tillie
96	Hewerald	Wylymot	Evelyn	Tillota
97	Hickie	Wymer	Galiene	Tilly
98	Hildebrand	Wymund	Galiene	Williamina
99	Hobb	Ysembert	Ganleya	Wilmetta
100	Holger	Yves	Gelen	Yvette

JAPANESE NAMES

Japanese names are of use, of course, in any games set in a pseudo-Japanese environment. While Ultimate NPCs is designed primarily for use with fantasy games, these names are also very useful in futuristic and cyberpunk settings, especially if combined with non-Japanese surnames (i.e. Takaharo Jones, Nani O'Toole.)

d100	Male Names (1-3, use first column, 4-6, use second)		Female Names (1-3, use first column, 4-6, use second)		Surnames (1-3, use first column, 4-6, use second)	
1	Agatamori	Matabei	Ai	Miyoshi	Abe	Mizuno
2	Akimitsu	Michio	Akane	Mizuki	Adachi	Momotani
3	Akinori	Mitsuzuka	Akiko	Momoko	Aida	Monomono
4	Akio	Miyazaki	Atsuko	Mutsuko	Aihara	Morimoto
5	Akira	Motoyasu	Aya	Mutsumi	Akamatsu	Morioka
6	Atsutane	Munemitsu	Ayame	Nami	Akimoto	Morisue
7	Bakin	Muneyaki	Ayano	Namiko	Akita	Motoori
8	Benjiro	Naganori	Chiaki	Namiyo	Amaya	Motoyoshi
9	Chikao	Nagate	Chikako	Nanami	Arihyoshi	Munkata
10	Daisetsu	Nakamaro	Chikuma	Naomi	Asai	Muraoka
11	Eichi	Nambo	Chiyeko	Nari	Ashikaga	Mutsu
12	Eizo	Nampo	Chizu	Nariko	Atshushi	Naito
13	Fuhito	Naomi	Cho	Narumi	Baisotei	Nakae
14	Fujio	Naoshige	Ema	Nayoko	Bando	Nakajima
15	Fususaki	Naozane	Emiko	Nene	Chiba	Nakanishi
16	Gekkai	Nichiren	Eri	Nomi	Chikamatsu	Nakano
17	Gempachi	Ninsei	Fumiko	Nozomi	Chikanatsu	Nakata
18	Genpaku	Noboru	Ginko	Nyoko	Dazai	Narita
19	Gidayu	Nobuhiko	Hamako	Ochiyo	Doi	Nijo
20	Gihei	Nobuhisa	Hanae	Ochobo	Ebisawa	Nishiwaki
21	Gongoro	Nobuhito	Hanako	Ok	Egami	Noda
22	Gonkuro	Nori	Haniko	Okichi	Eguchi	Nogi
23	Gyo	Norogumi	Haruko	Omitsu	Endo	Nose
24	Haranobu	Okyoito	Hatsue	Raicho	Fuchida	Nozaki
25	Hayato	Omezo	Hideko	Raku	Fugunaga	Ochiai
26	Heizo	Osamu	Hiromi	Reiko	Fukao	Ogura
27	Hidetanda	Otondo	Hiromusi	Reiko	Fukusaku	Ohka
28	Hirokazu	Razan	Hiroshi	Renshi	Funabashi	Ohmiya
29	Hirokumi	Roku	Hisako	Rieko	Fuschida	Oinuma
30	Hiroshige	Ryokai	Hitomi	Rika	Fuse	Okanaya
31	Hirotake	Ryozo	Hitomo	Riku	Genji	Okasawa
32	Hirotsugu	Sadakuno	Honami	Rina	Hama	Okazaway
33	Hisashi	Sadao	Hoshie	Rinako	Hamada	Okimoto
34	Hitomaro	Sakutaro	Hoshiko	Risa	Hanari	Osagawa
35	Ichibei	Sanjuro	Ichi	Ritsuko	Hasimoto	Oyama
36	Ichiyo	Seihachi	Ikuko	Ruri	Hatoyama	Ozawa
37	Iemitsu	Seiichi	Inoe	Ruri	Hattori	Saiki
38	Ienobu	Senzo	Ise	Ryoko	Hayata	Sakanoue
39	Ietsuna	Sharaku	Izuko	Sachi	Hideaki	Sakata
40	Ieyasu	Shigekazu	Joruri	Sadako	Hideki	Sakuraba
41	Ippe	Shigetaka	Jun	Sadako	Hirase	Sanda
42	Isamu	Shigeuji	Junko	Sae	Hirose	Santo
43	Isoshi	Shihei	Kadiri	Sakiko	Honami	Sasakawa
44	Iwazumi	Shoji	Kaede	Sakuko	Horigome	Sato
45	Junkei	Shoko	Kagami	Sakura	Hoshino	Sekine
46	Jurobei	Shumei	Kame-Hime	Sakura	Ichigawa	Senmatsu
47	Juzaburo	Shunsen	Kameko	Sanako	Ichiro	Seo
48	Juzo	Soetsu	Kameko	Sata	Iemochi	Serizawa
49	Kanbe	Sosa	Kaneko	Satoko	Ikoma	Shibaguchi
50	Kanemitsu	Sugimoto	Kaneko	Satomi	Imaizumi	Shibanuma
51	Kanjiro	Tadakuni	Kaoru	Sawako	Inihara	Shigi
52	Kanko	Tadayoshi	Kasuga	Sayoko	Ino	Shimamura
53	Kansuke	Takahashi	Katsue	Seiko	Ippitsusai	Shimohira
54	Kata	Takane	Katsumi	Seka	Irie	Shimon
55	Katsunosuki	Takashi	Kawanomu	Seki	Iriye	Shinko
56	Kazunori	Takeshi	Kazue	Sen-Hime	Ishida	Shinozaki
57	Kazuo	Takesi	Kazumi	Setsuko	Ishiyama	Shinozuka
58	Kazushige	Takuya	Kenshi	Shige	Isoda	Shirahata
59	Keizo	Tamasaburo	Kichi	Shina	Iwakura	Shirai
60	Ken	Tameyori	Kimiko	Shioko	Jimbo	Shiraishi
61	Kenji	Tamotsu	Kin	Shoko	Kahaya	Shirasu
62	Kenkichi	Tanosuke	Kishi	Siki	Kasaya	Shunsen
63	Kenzaburo	Tanyu	Kiyo	Sumi	Katayama	Siagyo
64	Kenzan	Tanzan	Kiyomi	Sumiko	Kate	Soma
65	Kichibei	Tenshin	Kochiyo	Suzue	Kawasawa	Taguchi
66	Kichisaburo	Tetsu	Koiso	Tadako	Kawayama	Taka
67	Kijuro	Tetsunori	Komachi	Tai	Kenmotsu	Takagaki
68	Kikunojo	Thoki	Kumi	Taka	Kentaro	Takamura
69	Kimi	Togai	Kunie	Tamami	Kikkawa	Takayama
70	Kingo	Toichi	Kusuriko	Tara	Kishi	Takemitsu

71	Kitahachi	Toju	Kyoko	Teika	Kita	Takemura
72	Kiyoemon	Tokichiro	Madoka	Teruyo	Kitano	Takeshita
73	Kiyohisa	Tokimune	Mae	Toku	Kobayashi	Takewaki
74	Kiyomasu	Tokutomi	Maemi	Tokuko	Kobi	Takudo
75	Kiyomori	Torajiro	Mai	Tomi	Kodama	Tange
76	Kiyonaga	Toshiki	Makiko	Tomiko	Kogara	Tanuma
77	Kiyonori	Toshiyuki	Man	Tomoe	Koguchi	Tomonaga
78	Kiyosuke	Toyokazu	Mariko	Tomoko	Konda	Toshishai
79	Kohei	Toyokuni	Maru	Toshiko	Koshin	Toyoda
80	Kojuro	Toyoshige	Masago	Towika	Kotoku	Tsukahara
81	Kokan	Toyotomi	Masami	Tsuki	Kunikida	Tsumemasa
82	Kokei	Toyozo	Masumi	Tsukino	Kuroda	Tsunoda
83	Komaro	Tsugahara	Matsu	Tsuya	Kurusu	Tsutomu
84	Konyo	Tsunayoshi	Mayoko	Ume	Kusatsu	Uemura
85	Koreyasu	Tsunetane	Mayu	Umeko	Kuwabara	Uesugi
86	Kunimichi	Tsuneyo	Mayumi	Umeno	Maehata	Ugaki
87	Kunisada	Tsuramatsu	Megu	Wazuka	Maita	Uoya
88	Kuniyoshi	Tsutomu	Megumi	Yaeko	Maruya	Urogataya
89	Kyuso	Tsuyoshi	Michiko	Yoshike	Maruyama	Utagawa
90	Magohachi	Utemaro	Mihoko	Yoshiko	Masuko	Yamabe
91	Maresuke	Yamato	Miiko	Yui	Matano	Yamaguchiya
92	Maro	Yasotaro	Miliko	Yukako	Matoke	Yamanaka
93	Masaaki	Yasunari	Mineko	Yukari	Matsuda	Yamanouchi
94	Masahide	Yohachi	Mino	Yukino	Miki	Yamashita
95	Masakazu	Yoichibei	Mio	Yukio	Minami	Yamato
96	Masaki	Yoriie	Misako	Yumi	Minamoto	Yamazaki
97	Masashige	Yoritomo	Misato	Yuri	Minobe	Yanagawa
98	Masatake	Yoshimitsu	Mitsuyo	Yuriko	Mitsuya	Yokokawa
99	Masayoshi	Yoshinori	Miwa	Yutsuko	Miura	Yokoyama
100	Mashashi	Yoshitoki	Miwako	Yuya	Miyamoto	Yoshifumi

RUSSIAN NAMES

Russian names tend to be less common in fantasy gaming. They are good for big, strong, burly types, folk from the fringes of civilization, often very traditional and given to heavy drinking.

d100	Male Names	Female Names						
1	Adrik	Agafia	35	Karol	Lidija	69	Pavlushshenka	Sashenka
2	Alexei	Agnessa	36	Karolek	Lidochka	70	Pavlya	Sinovia
3	Andrei	Agrafina	37	Kiril	Lubmilla	71	Pyotr	Sinya
4	Andrya	Aleksandra	38	Kiryl	Luda	72	Rurik	Sofiya
5	Bohdan	Anya	39	Kolya	Ludmila	73	Sacha	Sonechka
6	Bolodenka	Asenka	40	Konstantine	Lyuba	74	Semyon	Stefanya
7	Boris	Bohdana	41	Kostenka	Manya	75	Serge	Stephania
8	Borya	Dasha	42	Kostya	Margarete	76	Seriozha	Stesha
9	Boryenka	Dominika	43	Laurentij	Marianne	77	Slavik	Sveta
10	Brencis	Doroteya	44	Lenya	Marinochka	78	Stefan	Tanya
11	Cheslav	Dunyasha	45	Leonide	Maruska	79	Stephen	Tasya
12	Danya	Duscha	46	Lev	Marusya	80	Valerii	Tatiana
13	Deniska	Ekaterina	47	Levka	Masha	81	Valerik	Theda
14	Dima	Elga	48	Levushka	Mavra	82	Vas	Thedya
15	Eduard	Eva	49	Lukyan	Mika	83	Vassily	Theodosia
16	Egor	Fayina	50	Maks	Mila	84	Vasya	Tonya
17	Fabiyan	Feodora	51	Maksimillian	Nadezhda	85	Vitenka	Ursula
18	Faddei	Galine	52	Matvey	Nakita	86	Vladik	Vanya
19	Fadey	Galya	53	Matyash	Nastya	87	Vladik	Varvara
20	Fedor	Helenka	54	Mikhail	Nikita	88	Vladmir	Varya
21	Filip	Helga	55	Misha	Nina	89	Vladmiri	Vasilissa
22	Fredek	Irena	56	Mishe	Ninochka	90	Volodya	Vasya
23	Fyodor	Irina	57	Mishenka	Oksana	91	Yaremka	Velika
24	Fyodor	Ivana	58	Moriz	Oksanochka	92	Yasha	Vera
25	Ganya	Jelena	59	Motka	Olena	93	Yermolay	Vilma
26	Gavrel	Karina	60	Nicolai	Olenka	94	Yuri	Viveka
27	Gavrilovich	Katyuska	61	Nikita	Olga	95	Yurii	Yuliya
28	Gayeff	Kira	62	Oleg	Parashie	96	Yurochka	Zenechka
29	Grisha	Kiska	63	Olezka	Paulina	97	Zhenya	Zenevieva
30	Hedeon	Lanassa	64	Pashenka	Rahil	98	Ziven	Zenya
31	Igoryok	Lara	65	Pavel	Ranevskaya	99	Zivon	Zinerva
32	Ioachime	Larisa	66	Pavla	Ranya	100	Zorya	Zoyechka
33	Ioakim	Larissa	67	Pavlusha	Sabina			
34	Jov	Lidia	68	Pavlushka	Sacha			

SAXON NAMES

Good, solid, English-like names. While useful for any pseudo-English society, they work especially well for the lower classes, with the Norman names serving as apropos to the upper classes.

d100	Male Names (1-3, use first column, 4-6, use second)		Female Names (1-3, use first column, 4-6, use second)	
1	Acwald	Hondscio	Adellufu	Elfswitha
2	Aedbald	Hrothgar	Adney	Enfleda
3	Aegheard	Hrothwulf	Aelflead	Engeled
4	Aethelheard	Hubert	Aelfwynn	Eormenburh
5	Aethelred	Humbeald	Aengifu	Eormengard
6	Aethelulf	Hunbald	Aeschild	Ercongota
7	Aethelwald	Hundine	Aethelgifu	Erkengota
8	Aethelweald	Hunstan	Aethelind	Ermenburga
9	Aethelwine	Hygelac	Aethelthryth	Ermenhilda
10	Aethelwold	Inwaer	Agenilda	Estrid
11	Aethelwulf	Ithamar	Alchfrid	Ethelhild
12	Ailred	Jurmin	Aldreda	Everild
13	Alchfrid	Kennald	Alfild	Freawaru
14	Alcuin	Leofard	Alfilda	Frethesant
15	Aldfrid	Leofing	Alfwen	Freware
16	Aldhere	Leofstan	Alhburg	Fritheswith
17	Aldwulf	Leofwine	Alkeld	Garwynn
18	Aldwyn	Letard	Alkelda	Godehese
19	Ansfrid	Maegenfrith	Aluhburg	Godgyth
20	Aschere	Maldred	Arild	Godlefe
21	Asulf	Mensige	Athilda	Godrun
22	Aylwin	Morcar	Aylyld	Godwyna
23	Badanoth	Odard	Baldehuia	Goldberga
24	Baeldaeg	Oeric	Baldeth	Goldcorn
25	Bedhelm	Ohthere	Baldethiva	Goldcorna
26	Bedric	Ongentheow	Baldhild	Goldeburga
27	Beorcol	Osbeorn	Baldith	Goldrun
28	Beorhtnoth	Osgood	Balethiva	Goldyna
29	Beorhtsige	Osmer	Beadohild	Guthild
30	Beorhtweald	Osrice	Beaduthryth	Haunild
31	Beornfrith	Oswiu	Begilda	Heaththryth
32	Beornheard	Osyth	Beornthryth	Heathuburg
33	Beornheard	Pechthelm	Beornwynn	Hendina
34	Beornnoth	Peohtwine	Berchthild	Herewynn
35	Beornred	Plechelm	Beyhild	Hildeburh
36	Beorthelm	Plegghelm	Birghiva	Hildelida
37	Beorthwulf	Raegenhere	Botild	Hildilid
38	Beorward	Regnheah	Botill	Hiltrude
39	Bercthun	Rumbald	Breguswith	Hounilda
40	Berenwald	Sabert	Bricheve	Hrodwyn
41	Berhtic	Saewig	Brichheve	Hugeburc
42	Berihert	Saewulf	Brichterith	Juthwara
43	Bermund	Saward	Brichtled	Lefsued
44	Berwyn	Selewine	Brichtrethe	Leofgifu
45	Brihteah	Sigbert	Bricteva	Leofrun
46	Brihtwald	Sighere	Bricthiua	Maerwynn
47	Brychan	Swaebhard	Brichtled	Mildoina
48	Burchard	Swaefheard	Brictiua	Mildthryth
49	Burghelm	Sweartling	Brictica	Mindred
50	Caedwalla	Swithin	Brictled	Osgyth
51	Calemund	Tatfrid	Brictwen	Oslafa
52	Cenberet	Theodbeorht	Brightwyna	Osthryd
53	Ceolhelm	Theodric	Brihctiua	Osthryth
54	Ceolmund	Thraesfrith	Brihteue	Quendreda
55	Ceolswith	Thurstan	Brihtgiua	Rafenild
56	Ceolwulf	Tidfrith	Brihtiua	Rimilda
57	Coenwalh	Tidweald	Brithiua	Rimilde
58	Cuthbeorht	Tilhere	Brithiva	Ronilda
59	Cuthhelm	Trygil	Brithreth	Roswitha
60	Cynebeht	Turoc	Brithwen	Saegifu
61	Cynegisl	Uchtred	Burgwynn	Sexhuie
62	Cynemaer	Ufegeat	Burwena	Sidwell
63	Darwin	Waegstan	Burwenna	Somerhild
64	Deorling	Waerferth	Cengifu	Somerild
65	Eadheard	Waerheard	Ceolfriht	Stanfleda
66	Eansige	Walden	Ceolwynn	Stanflede
67	Earconbeht	Waldhere	Coenberg	Stangyth
68	Earconbert	Waldwin	Coenburg	Thedware
69	Eastorwine	Wathsige	Coenburga	Tonild
70	Ecgtheow	Wayland	Cuthburga	Tortgith

71	Ecgwulf	Wealdtheof	Cuthburh	Tortgyth
72	Ekkehard	Westerfalca	Cwenburg	Touillda
73	Eluric	Widmund	Cwenthryth	Touilt
74	Engelard	Wigod	Cynedeall	Turgiuu
75	Engelram	Wigred	Cynehild	Uuordgiue
76	Eoforich	Wihthere	Cyneswith	Waerburh
77	Eoforweald	Wihtraeg	Cynethryth	Wealhburh
78	Eorkonweald	Wilgils	Cyniburg	Wealththeow
79	Eormenread	Wilgisl	Cynwise	Wendreda
80	Eosterwine	Winebald	Denegifu	Wenfleda
81	Erconbert	Winfrith	Denegyth	Wengeua
82	Ernulf	Winnibald	Derehild	Wengewe
83	Erwald	Winsige	Eadburg	Wenyld
84	Everard	Withergild	Eadburh	Weynild
85	Fordwin	Withermund	Eadgifu	Wictiue
86	Freawine	Wolfeius	Eadild	Wigswith
87	Freomund	Wolnoth	Eadwine	Wihtburh
88	Godfrid	Wraecwulf	Eadwynn	Wilcum
89	Godhold	Wulfestan	Ealhburg	Withburga
90	Gumbeorht	Wulfhad	Ealhild	Wlankild
91	Gunuert	Wulfhelm	Ealhswuth	Wlfrun
92	Guthlaf	Wulfhere	Eanflead	Wuderoua
93	Haethbeorht	Wulflaf	Eanfled	Wulburg
94	Herefrid	Wulfred	Earcongota	Wulfgifu
95	Herefrith	Wulfrid	Ecgywynn	Wulflead
96	Herered	Wulmar	Edild	Wulfrun
97	Hereric	Wynbald	Ediltrudis	Wulfrudis
98	Hethin	Wynfrid	Edoma	Wychtleth
99	Hiroc	Wynfrith	Egefride	Wynflead
100	Holbert	Yonwin	Einilda	Wyverun

SCOTTISH NAMES

Rogues, bards, barbarians, bandits and dwarves all work well with Scottish names.

d100	Male Names (1-3, use first column, 4-6, use second)		Female Names (1-3, use first column, 4-6, use second)		Surnames (1-3, use first column, 4-6, use second)	
1	Ail	Graham	Adair	Jaimie	Abbot	Maccasland
2	Aillig	Graham	Adaira	Jamee	Aitcheson	Maccaul
3	Aindreas	Grant	Adairia	Jamey	Allan	Maccause
4	Alastair	Gregor	Aila	Jami	Arrol	Macchlerich
5	Alec	Hay	Aileana	Jamielee	Bannerman	Macchlery
6	Alistair	Haye	Aileene	Jamilyn	Barron	Maccoll
7	Anderson	Hector	Ailsa	Jamison	Baxter	Maccombich
8	Andrew	Henry	Ainsley	Jane	Bean	Macconacher
9	Angus	Innes	Akira	Janet	Beattie	Maccooish
10	Aoidh	Irving	Alexina	Janetta	Begg	Maccormack
11	Aonghus	Jack	Alice	Jannet	Bell	Maccracken
12	Argyle	Jackie	Alison	Janneth	Bethune	Maccraw
13	Arregaithel	James	Ann	Jaymee	Beton	Maccuish
14	Artair	Johnny	Anna	Jaymie	Beveridge	Macculloch
15	Arthur	Joseph	Annabel	Jean	Birse	Maccunn
16	Athdar	Kai	Annabella	Joan	Black	Macdonald
17	Baen	Kam	Ansley	Julia	Brewer	Macduloth
18	Balfour	Kameron	Athdara	Kameron	Burnett	Macfall
19	Balgair	Keith	Barbara	Kate	Burns	Macfergus
20	Balgaire	Kendrew	Beathas	Katie	Cariston	Macgill
21	Beiste	Kendrik	Bessie	Kenna	Carlyle	Macgillivantic
22	Bhalthair	Kendrix	Beth	Kenzie	Carr	Macglashan
23	Bhradain	Kenneth	Betty	Kenzy	Carstarphen	Macgruther
24	Bhraghad	Kenney	Blaire	Kirsty	Cathcart	Macguffie
25	Bhreac	Kenny	Bonni	Kyla	Clement	Machardy
26	Bhric	Kenrick	Bonnie	Lainie	Cluny	Macilvrde
27	Blaine	Kenzie	Bonny-jean	Lair	Cochrane	Macilwhom
28	Blair	Kermichi	Bonny-lee	Laire	Connell	Macinnes
29	Blane	Kieran	Bridget	Lara	Cook	Macinroy
30	Blaney	Kinnon	Cadha	Laren	Corbet	Macinstalker
31	Bothain	Laren	Caillic	Larena	Corstorphine	Macintyre
32	Bothan	Leith	Cait	Laria	Coutts	Mackail
33	Braden	Leith	Caitrin	Leana	Cowan	Mackeamish
34	Bram	Lennox	Cameron	Leslee	Crawford	Mackellar
35	Brice	Leod	Campbell	Leslie	Cullen	Mackerchar
36	Broc	Leslie	Caroline	Lindsay	Cullen	Mackerras
37	Broderick	Logan	Catherine	Linsey	Dalglish	Mackiggan
38	Brodrick	Logen	Cathleen	Lioslaith	Dallas	Mackissock
39	Brodrick	Lorne	Catriona	Logan	Davie	Maclarty
40	Bruce	Lundy	Chrissa	Lorna	Davison	Macleish

41	Brycen	Luthais	Chrissie	Lyndsey	Day	Maclergain
42	Cailin	Lyall	Chrissy	Machara	Dean	Maclucas
43	Caillen	Lydell	Christal	Maggie	Deas	Macmurchie
44	Calan	Macauley	Christie	Maggie	Denoon	Macmurdo
45	Cam	Mack	Christine	Magnus	Denune	Macnamell
46	Cambeul	Malcom	Christy	Mai	Deuchar	Macnee
47	Camden	Malcom	Claire	Maira	Dewar	Macneilly
48	Camdin	Math	Coira	Mairi	Dinwiddle	Macneish
49	Cameron	Monroe	Colina	Maisie	Docharty	Macnicol
50	Campbell	Murdock	Crissa	Maisie	Downie	Macoull
51	Ceard	Murray	Crissie	Malmuira	Duffy	Macpherson
52	Ceardach	Nairne	Crissy	Malmuirie	Duncan	Macphetter
53	Chalmers	Nairne	Cristie	Marcail	Dundas	Macphillip
54	Clach	Neil	Cristy	Margaret	Elder	Macquistan
55	Cleit	Neilan	Cullodena	Marion	Ewing	Macrobie
56	Clennan	Niall	Cullodina	Marjory	Falconer	Macsorley
57	Coburn	Niall	Cumina	Mary	Ferson	Mactaggart
58	Coire	Ogilvie	Dallis	May	Findlayson	Mactary
59	Colin	Ogilvy	Daracha	Mckenna	Forest	Macwhirter
60	Cory	Peter	Deirdre	Minna	Francis	Malloch
61	Crannog	Ramsay	Dolly	Moibeal	Geddes	Mann
62	Crayton	Ramsey	Drew	Moirra	Gibb	Marshall
63	Creighton	Ramzey	Earie	Moire	Gilbride	Massey
64	Cruim	Ramzi	Edeen	Moireach	Gow	Mathie
65	Darach	Ranald	Edina	Morag	Gregorson	Mavor
66	Dave	Robert	Edine	Muirra	Griesck	May
67	David	Ronald	Effie	Nairna	Gruamach	Meikleham
68	Dhoire	Rossiter	Eiric	Nairne	Guthrie	Milne
69	Domhnull	Rosston	Elizabeth	Nairne	Hardy	Morris
70	Donal	Sandy	Elsbeth	Nancy	Higginson	Mow
71	Donald	Scot	Elspeth	Nathaira	Hog	Muir
72	Donel	Scott	Erskina	Nathara	Howison	Muirhead
73	Donnchadh	Scottie	Evanna	Nessa	Hutchinson	Munro
74	Dougal	Scotty	Evina	Nighean	Hutchison	Murchison
75	Douglas	Shaw	Fearchara	Peggy	Inglis	Murdoch
76	Douglass	Skene	Fearcharia	Rachel	Ingram	Nish
77	Dour	Sloan	Fenella	Raoghnaill	Innie	Noble
78	Drummond	Steven	Fia	Robena	Isles	Oliphant
79	Dubh	Stuart	Fiona	Robina	Jardine	O'Shannaig
80	Duncan	Taveon	Firtha	Ruth	Kellie	Raith
81	Edward	Tavey	Flora	Sheila	Kendrick	Rankine
82	Eilig	Tavio	Forba	Sima	Kennedy	Ronald
83	Elliot	Tavis	Gaira	Siusan	Kilgour	Ross
84	Ewan	Tavis	Garia	Skena	Kinnaird	Schaw
85	Farlan	Tavish	Gavenia	Sloan	Kinnieson	Sherry
86	Fibh	Tavon	Gilbarta	Struana	Laidlaw	Sim
87	Fie	Tearlach	Gordania	Subhan	Laing	Small
88	Finlay	Tevin	Grear	Susan	Lambie	Smith
89	Firth	Todd	Grizel	Tavia	Leask	Stevenson
90	Fraser	Tor	Gunna	Teva	Lewis	Summers
91	Frasier	Toran	Helen	Tira	Lonie	Sutherland
92	Frazier	Toren	Inghean	Torey	Lumsden	Suttie
93	Gair	Torence	Inghinn	Torra	Macadam	Tawse
94	Gare	Torey	Iona	Torree	Macalpine	Tullis
95	Gaven	Torion	Iseabal	Torri	Macandrew	Weir
96	Gavyn	Torquil	Ishbel	Tory	Macbain	Wilkie
97	Goraidh	Torran	Isla	Tyra	Macbean	Will
98	Gordain	Torrian	Isobel	Vanora	Macbheath	Williamson
99	Gordon	Torrie	Jaimee	Vika	Macbrayne	Wood
100	Gow	Uisdean	Jaimelynn	Wynda	Maccaa	Yuill

VIKING NAMES

‘May the good Lord take a Viking to you!’ These names are great for raiders, barbarians and, very often, dwarves. Combine these names with the Dwarf Surname chart and produce such doughty stalwarts as Agdir Madhelm or Bera Glumboulder.

d100	Male Names (1-3, use first column, 4-6, use second column)		Female Names (1-3, use first column, 4-6, use second column)	
1	Agdir	Kjartan	Aesa	Ingrede
2	Agmundr	Klakkr	Aldis	Ingrith
3	Alfr	Kleppr	Alfdís	Ingunn
4	Ari	Kolskegg	Alfgifu	Jaddvor
5	Arnbjorn	Konal	Alof	Jodis
6	Arnlaugr	Kormak	Arnbjorg	Joreid
7	Arnulf	Lifsten	Arngunn	Jorunn
8	Aslak	Logmann	Arnora	Kadlin
9	Asmund	Lulach	Arnthrud	Katla
10	Audbjorn	Magni	Asa	Kraka
11	Audulfr	Makglave	Asdis	Ladoga
12	Audun	Mani	Asfrid	Lathgertha
13	Bakki	Modor	Asgerd	Liv
14	Baug	Mugi	Aslaug	Luta
15	Beiti	Mundi	Asleif	Maere
16	Beli	Njal	Asta	MæRta
17	Bergthor	Nor	Astrid	Malmfrid
18	Bersi	Nordmadr	Astridr	Medana
19	Bili	Ohtor	Aud	Moeid
20	Bjalfi	Ola	Audbjorg	Nanna
21	Bjarni	Olrik	Aundur	Nud
22	Blesi	Olvir	Bera	Oddny
23	Bolle	Ordulf	Bergljot	Odindisa
24	Borgar	Otrygg	Bergthora	Ogheart
25	Brotulfr	Ozur	Besje	Oluva
26	Bruse	Ozurr	Bjadmunja	Ormhild
27	Bryndolf	Pallig	Bjartney	Ota
28	Eindridi	Radbard	Borghild	Rafarta
29	Eirik	Ragi	Catla	Ragenhild
30	Ekbirt	Ragnall	Dagna	Ragenild
31	Elif	Reginulfr	Dagny	Raghnil
32	Erlend	Riggall	Disa	Ragna
33	Eyrar	Rollo	Dotta	Ragnelf
34	Eyvald	Saxe	Driva	Ragnhild
35	Faraldr	Saxi	Dyna	Ragnhildr
36	Farmann	Serk	Edit	Rannveig
37	Finnbogi	Sigfus	Elli	Rauenilde
38	Finnvid	Siggi	Ermingard	Ravenild
39	Fraena	Sighulf	Erna	Reynilda
40	Freysteinn	Sigtrygg	Estrith	Ringuar
41	Fridgeir	Sigurd	Fastvi	Rogned
42	Fyrkat	Sigvald	Freya	Runa
43	Gamli	Sindri	Freydis	Runill
44	Geitir	Siward	Freyja	Ryngewar
45	Gellir	Skardi	Frideburg	Saeunn
46	Germund	Skioldung	Frigga	Siegrith
47	Gest	Skirr	Geira	Sigerith
48	Giertjof	Skopti	Gerd	Sigge
49	Gikel	Skroppa	Geyra	Signy
50	Gisli	Skuli	Ginnlaug	Sigrid
51	Gnupa	Snorre	Gjafllaug	Sigvor
52	Grimaldi	Sokni	Goda	Sinna
53	Grimolf	Solvi	Goi	Snaefrid
54	Gripr	Sorr	Gothid	Solveig
55	Gundvast	Stein	Grelauga	Steinunn
56	Gunnolfr	Steingrim	Grima	Stikla
57	Gunulf	Steinkel	Grimhild	Svala
58	Guttorm	Steinolf	Groa	Sverra
59	Gyriar	Stenkil	Gudfrid	Swanilda
60	Hafr	Stigandr	Gudrid	Syflede
61	Hagbard	Sturla	Gudrun	Thjodhild
62	Hakon	Stuv	Gullaug	Thjodhold
63	Halfdan	Styr	Gum	Thora
64	Halldor	Styrkar	Gunnhild	Thorbjorg
65	Hallfred	Sune	Gunnlaug	Thorborg
66	Harald	Surt	Gunnvor	Thordis
67	Hauk	Svan	Gurney	Thorfinna
68	Havard	Sveidi	Gyda	Thorfinna
69	Havvar	Sven	Gyrid	Thorfridr
70	Hedin	Svend	Halla	Thorgerd

71	Hemming	Sverrir	Hallberta	Thorgerd
72	Hergeirr	Syr	Halldis	Thorgunna
73	Herjolf	Thambarsk	Hallveig	Thorgunna
74	Hermund	Thidrandi	Hedvig	Thorhalla
75	Hnef	Thiodulfr	Helga	Thorhalla
76	Hofn	Thorgeir	Herbjorg	Thorhild
77	Hogar	Thorgeirr	Herdis	Thorkatla
78	Hord	Thorgisl	Hervor	Thorleif
79	Hoskuld	Thorvald	Hialp	Thorunn
80	Hring	Thrain	Hild	Thorve
81	Hrodgeir	Tronde	Hildigunn	Thorvor
82	Hrodni	Turgeis	Hildigunnr	Thraslaug
83	Hromundr	Thorir	Hildr	Thura
84	Hrygg	Thurkiltorkell	Hlif	Thurid
85	Hugin	Thurlak	Holmfrid	Thyra
86	Hund	Thormod	Hosvi	Thyre
87	Hunrodr	Thorn	Hrefna	Thyrvi
88	Ingi	Thorstein	Hrodny	Tjotta
89	Ingimar	Torsten	Hugi	Tola
90	Iorundr	Thrandr	Hvarflod	Tove
91	Isolfr	Throst	Inga	Ulfhild
92	Jarl	Tupi	Ingegerdr	Una
93	Johar	Tostig	Ingeleth	Valborg
94	Jomar	Trandil	Ingemund	Valgerd
95	Kalf	Tryggtrue	Ingeride	Vendela
96	Kati	Ufi	Ingerithe	Vigdis
97	Katr	Var	Ingibjorg	Visna
98	Ketilgrimr	Vestgeir	Ingigerd	Yngvild
99	Ketilmund	Vestar	Ingirid	Yri
100	Ketilvast	Walram	Ingolv	Yrsa

DWARF SURNAMES

Dwarves tend to have strong, hard sounding names involving metals, mining and beards. Their first names often come from Viking or Scottish sources, often freely intermixed: Angus Von Rockbeard, for example, or Ulf MacGreystone. Use those tables as source for first names and follow with a family name determined from the lists below. Dwarves are also very family-oriented, so terms indicating descent, such as ‘Mac-’ or ‘-Son’ should be freely added to the name.

Roll once on each column and combine the results as seems best. Feel free to reroll.

d100	First Part	Second Part						
01-02	Ancient	Ale	35-36	Grand	Fall	69-70	Pure	Passage
03-04	Battered	Arm	37-38	Great	Fire	71-72	Rough	Ore
05-06	Beaten	Axe	39-40	Grey	Fist	73-74	Sharp	Pick
07-08	Black	Beard	41-42	Grim	Frown	75-76	Sheer	Pit
09-10	Black	Belly	43-44	Hard	Gem	77-78	Silver	Rock
11-12	Blunt	Boulder	45-46	Heavy	Gold	79-80	Slow	Ruby
13-14	Broken	Boulder	47-48	Huge	Hammer	81-82	Smashed	Rune
15-16	Dark	Brass	49-50	Jagged	Head	83-84	Smooth	Silver
17-18	Deep	Bronze	51-52	Large	Helm	85-86	Strong	Snow
19-20	Dour	Cave	53-54	Lost	Hill	87-88	Tall	Spike
21-22	Elder	Cliff	55-56	Mad	Ice	89-90	Tough	Steel
23-24	Fast	Coal	57-58	Master	Iron	91-92	True	Stone
25-26	Fierce	Coin	59-60	Mighty	Jewel	93-94	Vast	Stone
27-28	Forged	Copper	61-62	Molten	Laugh	95-96	White	Sword
29-30	Frowning	Depths	63-64	Night	Mithral	97-98	Wise	Tunnel
31-32	Glum	Diamond	65-66	Old	Mountain	99-00	Worn	Vein
33-34	Golden	Dragon	67-68	Proud	Nail			

ELF NAMES

Elves tend to be given flowery names – literally. They often are named after plants, trees, nature and so on. These are usually given names and do not always reflect an individual elf’s personality. Roll once on each column and combine the results as seems best. Feel free to reroll. Rolling twice on the same column also works well; this can give names such as Foxpond or Cleardark. As with dwarves, reversing the order of the parts is also possible, giving names such as Foxfallen or Snowquiet.

d100	First Part	Second Part						
01-02	Ancient	Ash	35-36	Good	Ice	69-70	Sharp	Spring
03-04	Black	Axe	37-38	Grand	Knife	71-72	Short	Star
05-06	Bleak	Bear	39-40	Green	Lake	73-74	Simple	Stream
07-08	Blue	Bow	41-42	Grim	Leaf	75-76	Slow	Stump
09-10	Broken	Branch	43-44	Hard	Moon	77-78	Small	Summer
11-12	Clear	Eagle	45-46	Light	Oak	79-80	Smooth	Sun
13-14	Cold	Elm	47-48	Long	Owl	81-82	Soft	Sword
15-16	Cut	Field	49-50	Loud	Park	83-84	Strong	Timber
17-18	Dark	Forest	51-52	Mighty	Pine	85-86	Swift	Tree
19-20	Dull	Fox	53-54	New	Pond	87-88	Tall	Twig
21-22	Elder	Fruit	55-56	Nimble	Pool	89-90	Twisted	Water
23-24	Fallen	Glade	57-58	Old	Raven	91-92	Warm	Water
25-26	Fast	Grain	59-60	Orange	Ripple	93-94	Whisper	Wave
27-28	Fine	Grass	61-62	Quiet	River	95-96	Whole	Wolf
29-30	Fleet	Grove	63-64	Red	Root	97-98	Yellow	Woods
31-32	Gleaming	Hawk	65-66	Rough	Sea	99-00	Young	Yew
33-34	Glistening	Hill	67-68	Rushing	Snow			

ORC AND SIMILAR, NAMES

These names can be used for orcs, goblins, hobgoblins, ogres and other ‘big, tough warrior’ races. Use the syllable table to generate a first name (one syllable for the less intelligent races, 1d3 syllables for the smarter ones) and add a suitable epithet. Very militaristic races may include military rank and affiliation as well: Gragzuk of the Fourth Legion.

d10	1	2	3	4	5	6
1	Grug	Bog	Drog	Dreg	Krag	Grak
2	Zag	Bag	Krig	Dag	Harg	Mog
3	Ug	Bug	Ug	Dug	Vog	Mig
4	Rog	Kag	Og	Drug	Vorg	Mig
5	Rig	Kog	Ag	Darg	Gorm	Mir
6	Kor	Kug	Ig	Dark	Gom	Marn
7	Kron	Gug	Ak	Drak	Grob	Marg
8	Krog	Gag	Zog	Drek	Dorg	Mon
9	Grag	Gog	Zug	Gar	Dorn	Mok
10	Morg	Gig	Krin	Gak	Mag	Mak

PERSONA

A player may find it difficult to portray their characters as anything but stereotypical members of their cultures and classes. However, the details presented in the game are merely representative of the broad traits ascribed to those cultures and professions, and just as people in the real world rarely fit a stereotype exactly, the same is true of characters in *Castles & Crusades*.

Even in cases where a character is fairly typical, many aspects of personality, not to mention background and appearance, may not be mentioned in cultural write-ups, such as sense of humor, personal quirks and preferences, and so on. These present any player with a wide number of ways in which to personalize their character, without contradicting broad cultural descriptions if they don't wish to.

Three factors contribute to the overall quality and depth of any given character: Background, Personality, and Appearance. When creating a character it is not necessary to write chapter upon chapter, painstakingly detailing the character's life, outlook, and appearance, but by simply considering the questions put forward in this article, and writing a handful of short answers, a character can be given a life and personality beyond that of a clichéd stereotype.

Each of the three sections will present twenty appropriate questions, not all of which need be answered, and not all of which will necessarily be applicable. In fact, only a few short answers are truly necessary, as many Players find that their characters develop during play; use of a large number of questions presented in these listings is only really appropriate for those groups desiring extensively detailed characters.

If possible, the Player and GM should work together to create the character, ensuring it is playable and not overly disruptive to the style of game they wish to play.

BACKGROUND

Arguably the most important aspect of character creation, a character's background provides a sense of personal history, and existence, and it is often the character's upbringing and experiences in life that most define their personality and outlook.

Family

- What were the character's parent(s) or guardian like?
- Does the character have any siblings?
- Does the character have a family of their own, or did they?
- Do they ever intend to settle down if they don't?
- What about other relatives; were any memorable for any reasons?
- What is the current status of any of the character's relatives, i.e. alive, dead, missing, estranged, ill, enslaved, imprisoned, etc.?
- Were there any skeletons in the family closet?

Home

- Where was the character raised?
- What was the family's status in terms of wealth, social, and local standing?
- Did the family move at all?
- Does the character have a home of their own?

Childhood/Adolescence

- What was the character like as a child/adolescent?
- Were any childhood/adolescent friends or enemies memorable?
- Were any childhood/adolescence events particularly memorable?
- Did the character learn any skills as a child/adolescent?

Professional History

- Why did the character enter the profession they did?
- How did the character receive their training?
- Did they find any of it particularly difficult or easy?

Has the character done anything particularly notable since completing their training?
What contacts, friends, enemies or mentors did the character make while training, or pursuing their career?

PERSONALITY

The character's personality defines how they are role-played, and should be detailed bearing in mind the character's Background, as described above. Consider how the character's upbringing, family, past experiences, etc. affected their worldview, morality, and so on, and if they turned out the way they did because of, or in spite of, their Background. Consider how they fit their cultural stereotype, and how they differ.

Attitudes

What does the character like/love?
What does the character dislike/hate?
What is the character's attitude to sex?
What is the character's attitude to religion?
What is the character's attitude to magic?
What is the character's attitude to illegal activities?
What is the character's attitude to conflict, physical or otherwise?
Does the character have any misconceptions/bigoted outlooks?

Conceptions

How does the character see themselves?
How do other people see the character?
If the character could be summed up in one word, what would that word be?
What would the character change about themselves, if they could?

Directives

What is the character's greatest fear/worst nightmare? What is the character's greatest hope/dream/aspiration? What motivates the character? Is there anything the character will not do?

Miscellaneous

What is the character's sense of humor like?
Does the character have any hobbies/pastimes?
How does the character relax?
Does the character have any mental or behavioral quirks, flaws, or aberrations?

APPEARANCE

The character's appearance is usually the first thing anyone notices about them, and can say a lot about their personality, profession, and background. Detailing what the character looks like gives the player a good mental image of the character, vital in imagining scenes in the game. The character's appearance also helps other players visualize the character, and enables GMs to determine how NPCs might react to the character. However, the character's appearance need not necessarily reflect all of their qualities, although it will always reflect some; not every warrior looks grim and determined, and not every magician looks thin and bookish, for example. Also bear in mind the exotic and unusual possibilities that alchemical and magical enhancements can present when detailing a character's appearance; such enhancements can be eccentric to say the least.

Physicality

How tall is the character?
What kind of build and proportions does the character have, and are they muscular, toned, scrawny, overweight, etc.?
How much does the character weigh?
What kind of style, color, and texture is the character's head/facial/body hair, if indeed they have hair?
What shape and color(s) are the character's eyes, and are they at all expressive of any given emotion(s)?
What color is the character's skin?
Does the character have any distinguishing marks such as birthmarks, scars, disfigurements, tattoos, or brands, etc.?
What does the character's expression usually convey, i.e. disdain, friendliness, surliness, calm, etc.?
What does the character's voice sound like?
Does the character have any favorite sayings or catch phrases?
How does the character move, walk, and carry themselves?
What would the character like to change about their appearance?
If the character's appearance could be summed up in one word, what would that word be?
How would others generally describe the character's appearance?

Apparel

How does the character dress when relaxing?
How does the character dress when they wish to make an impression?
How does the character dress when traveling?
How does the character dress when working?

Belongings

What item(s) is the character rarely without?
Does the character have any particularly cherished possession(s), such as an heirloom, memento, gift, etc.?

REPUTATION

As characters increase in level, their deeds tend to precede them as storytellers and bards spread tales of their exploits. Any time there is a chance of a character being recognized, the GM makes a Reputation Check using the Intelligence bonus of the NPC, plus the level of the character being recognized. A separate check should be made for each character, unless the party is more important (i.e. a legendary group such as the Knights of the Round Table). In the case of a party Reputation Check, use the average level of all characters in the party, +1 per party member present.

This Reputation check has a CL based on how far from their usual base of operations the party is, and whether or not the character(s) are actively trying to remain discreet. If the check succeeds, the character(s) is recognized, providing a +2 to efforts to be diplomatic, intimidating, or social, or in the cases of infamy, may result in the immediate notification of the proper authorities, or may cause all manner of other troubles for the group, at the GM's discretion.

Game Masters may also assign bonuses to reputation checks for characters who perform great or evil deeds. Players who receive these bonuses should note them on their character sheet, keeping track of bonuses for fame and bonuses for infamy.

CL MODIFIERS FOR REPUTATION

Circumstance	CL Mod.
Less than a mile from normal base of operations	-5
Less than 10 miles from normal base of operations	-2
10-15 miles away from normal base of operations	+1
16-30 miles away from normal base of operations	+2
31-50 miles away from normal base of operations	+3
50-100 miles away from normal base of operations	+5
Over 100 miles away from normal base of operations	+10
Over 500 miles away from normal base of operations	+20
Over 1000 miles away from normal base of operations	+30
Characters are trying to remain discreet	+1 to +5*
Characters are actively calling attention to themselves	-1 to -10*

*Depends on exactly what the characters are doing, at the GM's discretion

SECONDARY SKILLS

EVASION (Dexterity): The skill of Evasion allows a character to avoid detection or if detected to shake off pursuit in a given environment. This environment must be chosen at character creation and are defined as Arctic, Desert, Forest, Jungle, Steppland and Urban). Characters can evade notice or tracking by a non-Ranger or non-Rogue with a successful Dexterity attribute check. The Challenge Level of the check will be equal to the number of persons in pursuit of the character as well as +1 to the CL for any associates with the character who do not have Evasion skill as well.

FISTCUFFS (Constitution): The art of Fisticuffs involves all sorts of unarmed combat such as punching, grappling and pummeling. A character with skill in

fisticuffs gains a +1 to hit when fighting in hand to hand combat while not wielding any weapons.

LEGENDS (Intelligence): Characters with knowledge of legends has heard many of the local rumors or tall tales of a given region where he or she grew up or spent much time living. If a character wishes to find out details on a local tale or legend they gain a +1 to the pertinent attribute check to find out further information.

MONSTROLOGY (Intelligence): The lore of 'Monstrology' defines a skill in which the recipient has studied several monstrous creatures (i.e. non-natural) as defined in the Monsters section. With a successful Intelligence attribute check with a +1 bonus, a character with this skill can identify the creature's primary Special Ability (as defined in M&T) as well as gain a +1 to hit this creature in a melee encounter. The roll only applies to a single encounter and must be re-checked with further encounters of the creature in question.

RIDDLE SOLVING (Wisdom): You are particularly skilled at solving riddles. You delight in opportunities to test your wits against them and sometimes find guilty pleasure in watching others struggle with them. You might also have a riddle or two handy to inflict upon your fellow adventurers during lengthy travels or around the campfire or worse yet, just before turning in for the night.

When using riddle solving to answer a riddle the checks are as follows: CL -5 for eliminating a possible answer before it is used ("I think the answer maybe 'water'. Does that seem right?"), CL 0 for a hint ("You remember a similar riddle where the answer wasn't a word but a single letter."), CL 5 for a straight answer ("You remember hearing this one before. The answer is 'man'").

Another attempt has a CL +10 higher than the last skill check. The possibility for a second chance isn't always there after a wrong answer has been given. For instance a riddle that triggers a trap or a stone golem requesting a specific password probably wouldn't allow a second try.

Gnomes in particular love riddles. They gain a +2 bonus on Riddle Solving checks.

STONEMASON (Wisdom): A worker in stone with this skill is experienced in masonry as well as crude mining techniques. Any construction of stone by a character with this skill can reduce the time period for a given construct to be completed by 10% per attribute bonus point the character has. For a large project overseen by such a skilled person also has its construction costs reduced by the same percentage as well. The stonemason can also determine gradients of tunnels and rooms within dungeons with a successful Wisdom attribute check with a +1 bonus.

SECONDARY SKILLS (Version 2)

This section pertains to the acquisition and application of secondary skills for characters. Secondary skills are bundles of related skill sets that can be possessed by non-player characters and/ or characters. These skill bundles represent a person's ability to perform actions within the ability description with an expertise greater than those without. It is important to note that, when applying this system, the Game Master must be aware that those attempting to perform actions that are covered by a secondary ability or class ability which they do not possess cannot perform them as well as other characters or non-player characters. This allows the secondary abilities to have some meaning in the game. To take a modern example, would it be reasonable for someone lacking the training in corporate tax law to correctly fill out the requisite tax forms for a small corporation, much less a large one? For example, the suborning skill includes the ability to bribe. Consider two characters, Aldous and Bensley, attempting to bribe a local magistrate. Aldous has the suborning skill and Bensley does not. Bribery is a charisma based skill. So both would make a charisma check to determine if they successfully bribe the officer of the law. Because Aldous has the suborning skill, he is allowed to add a bonus to his charisma check. This roll is modified by difficulty and other considerations the Game Master may deem appropriate. The following section describes what secondary skills are in general, how to acquire them, apply secondary skills in the game, adjust rolls, a description of the secondary skills and advice on expanding the list of secondary skills.

WHAT ARE SECONDARY SKILLS

Secondary Skills are really bundles of skills, abilities and capabilities that reflect or incorporate certain sets of social skills, intellectual abilities or physical capacities. For example, bullying affects a character's ability to grapple, intimidate, punch, and threaten opponents. As this example shows,

secondary skills are a broad set of abilities that can be structured under one category. These are abilities or capacities a character has and, by possessing them, better able to perform them than those who do not possess them.

ACQUIRING SECONDARY SKILLS

Secondary abilities are acquired by an expenditure of experience points. A character must expend experience points to gain these abilities. The experience points expended cannot be used for class level advancement. The cost in experience points for skills depends upon the type and level of the skill. Also, skills can be improved upon. The first acquisition of an ability means the character has a level one skill. The second acquisition of that skill indicates the character has a level two ability. These levels can increase as high as the character desires. Each skill level acquisition is considered separate for advancement purposes.

There are three classifications of abilities as pertains to cost: **General Skill**, **Prime Skill** and **Non-Prime Skill**.

GENERAL SKILL: These abilities are open to all.

PRIME SKILL: This ability is prime specific and more easily learned by a character with that prime.

NON-PRIME SKILL: This refers to the acquisition of skills that are prime specific but which the character does not have a prime.

Each Skill has a base cost in experience points. The acquisition of that skill costs that amount. Thereafter cost is the base multiplied by the level one is attaining. For example, acquiring a level three prime skill costs 9,000 experience points. One can only go up a level one at a time. One cannot buy three levels in one fell swoop. Skill levels can only be gained after at least one class level is attained. For example, a 3rd level character can purchase a skill but cannot purchase another skill or skill level until 4th level in the class is attained.

In some cases, an NPC character only, will acquire a randomly determined low level of class ability.

Ability Classification	Cost in Experience Points
Prime Skill	3,000
General	5,000
Non-Prime Skill	8,000

For example, a character acquires one prime specific skill at a cost of 3,000 experience points at 3rd level. The second such skill level then costs 3,000 x 2, for a 6,000 total, and if a third such skill level is acquired it will cost 9,000 experience points total; for 3 levels of the skill.

USING SECONDARY SKILLS

The use of secondary skills in a game will take a creative Game Master. While some of the skills are straightforward, others are not or involve such general concepts as to make specific explanation on when and how to apply them in their myriad forms, meaningless. That said, some explanation must be given. First, to resolve an issue that involves any of the skills mentioned above does not require a skill check. Often time's success is guaranteed or the Game Master knows what the outcome would be. In other cases the Game Master might want to propel the story along some interesting path and allow for it success. Only in those cases in which a chance of failure looms large should a skill check be made. Or, that is, those involving combat. Once it is decided that a chance of failure is possible, then a check must be made.

To make the check, the character acting (such as doing research) simply rolls an appropriate attribute check and adds +2 per skill level of experience. So if a character has 3 levels of skill experience in Thespianism, they are allowed a +6 to their roll. Also, this roll is adjusted by any appropriate attribute modifiers. It is very important to note that the roll IS NOT adjusted by the character's class level.

In some instances the use of a skill causes another to make a saving throw. In this case, the character, monster or non-player character makes a saving throw but modifies the roll by a -2 for each level of skill experience the character has. This is further adjusted for any attribute modifiers. When a saving throw is called for, the character's level or monsters hit dice do affect the roll.

Further, there are always circumstances than need some modification beyond that mentioned above. Unusual circumstances, the weather and pure chance can come into play and affect the chances of success. Also, the difficulty of the situation adjusts the roll. The following is offered as a guideline for deciding these modifications.

Most rudimentary	- 8
Very easy, simple	-6
Often done, routine	-4
Usual / known	-2
Normal demand	0
Somewhat unusual application	+1
Complex /complicated	+3
Demanding / difficult	+5
Very demanding	+7
Extremely difficult	+9
Nearly impossible	+11

SECONDARY SKILL DESCRIPTIONS

The following is a list of the secondary skills available in *Castles & Crusades*. We encourage the Game Master and players to expand upon this list as necessary, modify it or even split the secondary skills up into more discrete units. The latter is discussed in 'Using Secondary Skills.'

AMBUSH (dexterity and wisdom - prime/ dexterity)

This ability allows for concealment (objects or person), hiding (in general) and trap construction. The concealment and hiding act in the same manner as a thief's hide ability. The traps work in the same manner as a ranger's Traps ability. This skill also confers a +2 to all surprise checks. If thieves take this ability, they add an additional +2 to their Hide, Open Lock and Traps ability. If a ranger takes this ability, they gain an additional +2 to all Traps checks.

As a primary ability, for NPC's only, this confers Thief class level of 3-6.

ANIMAL TRAINING & HANDLING (charisma- general)

The knowledge and understanding of natural living creatures. Training applicable to domestic and wild animals of mammalian or avian sort. In regard to training for guarding, hunting, riding, trick performance, etc. Handling applies to virtually all forms of avian and mammalian life. The knowledge and understanding of natural living creatures.

By use of this ability, a character is able to teach a domesticated animal a trick, such as fetching food or other item, or standing watch for extended periods. Under normal circumstances, any simple trick, as noted below, can be taught to an animal in a matter of weeks, with the exact number required being one week per Hit Dice of the animal. Complex tricks require the same amount of time, but are expressed in months. All animals can learn a number of simple tricks equal to their Hit Dice, with a complex trick being considered equal to two simple. In most cases, a check is not required to teach the animal the trick; should a character wish to speed the process, a check is made with a -10 penalty.

Wild animals can be domesticated with a successful check with a +10 penalty as well, but this takes a minimum of one week to as long as one year; depending on the CK's ruling as to difficulty. Afterward, no further check need be made unless the trainer wishes to teach the animal a trick at an accelerated pace. Training an animal to serve another individual requires a period of from one to four weeks familiarization between the new controller and the animal, and a weekly check for success is made with a -3 penalty.

ARTISTIC CAPACITY (wisdom and dexterity-general)

This ability references a character's skill in creating art, including painting, line-drawing, sculpture, and architectural art. This ability also assumes knowledge of art history, art identification, heraldic art, and appraisal of artistic worth.

The areas of this Ability consist of one of the following;

- artistic drawing and painting, sculpting, jewelry making, appraisal of art
- musical composition and performance
- poetry and prose authorship and recital

With the appropriate materials the artist can paint, draw, sculpt (stone or wood), and cast metal with expert skill. The artist has a scholarly knowledge of space, mass, volume, linear perspective, movement, light and shadow, texture and color. The artist can read an escutcheon or identify an object d'art. Skill checks for creating art (dexterity) or identifying art (intelligence) are at a +2 bonus per level of skill, should the Game Master require a check.

BULLYING (strength and charisma - general)

This skill set affects one's ability to grapple, intimidate, punch, and threaten opponents.

If this ability is taken, it affects all grappling, overbearing and pummeling attacks by giving the attacker a +2 to hit per level of the skill. Further, intimidation and threats are non-violent methods of forcing an opponent to bend to one's will. The character or non-player character acted upon (threatened or intimidated) must make a charisma saving throw to be unaffected. This saving throw is adjusted by -2 per ability level of the one initiating the act. If the saving throw is not successful, the effected person will essentially do as requested, refuse to fight or back down from a demand.

As a primary ability, for NPC's only, this confers Fighter class level of 1-4.

BUSINESS (intelligence and wisdom - prime/ intelligence)

This ability relates to one's performance in accounting, banking, commerce, finance, investing, and trading (assures literacy and numeracy). As a practical matter, this ability allows a character to partake in and understand various business dealings, understand the complexities of taxing and licensing and, make better business deals for it. It also allows for the decipherment of contracts and an understanding of bookkeeping.

The Game Master must use their best judgment in the use and application of this ability due to its broad range. However, in general, this allows for a character to have greater knowledge of business practices. As such, any character with this ability should be able to note when they are being offered a bad business deal, poor exchange rates and understanding of the complexities of taxing laws to name a few. When a character is presented with a situation in which a better business deal can be made or business laws might be broken they should be allowed to make either an intelligence check or wisdom check (depending on the circumstance) to determine if they know how to better execute their actions. Further, when making transactions or trying to 'hoodwink' others in business dealings, the recipient of the character's action should make a saving throw at -2 to determine if the character's proposals are accepted. In the latter case this would be when trying to exchange gems or jewelry or other items at inflated or deflated prices.

CONSTRUCTION (intelligence and strength - general)

This ability refers the capacity to build, do carpentry, engineering, build fortifications, masonry, mechanics and assures basic literacy and full numeracy.

This ability allows the character to perform and understand the nature of basic construction. Higher levels of this ability only increase this ability. This ability allows the character to design, build and oversee construction projects, spot shoddy work and make basic repairs to buildings or fortifications. The Game Master must use their best judgment in the use and application of this ability. For example, if a character were looking over the designs for a castle, house or other structure, they might be able to note (with an intelligence check) whether or not the plans have a flaw in them. In another case, the character may be working on a project and very well know how to put together scaffolding such that it is safe or build a complex doorway.

DETECTION (intelligence-general)

The capacity to mentally note facts, including the power of observation and ratiocination.

All having to do with detecting, examining, investigation, observing, searching, and watching, as well as researching and tracking down information. This is an ability similar to that possessed by sleuths of private and public sort.

ESCAPE ABILITY **(dexterity - general)**

This ability allows for distraction, diversion, evasion and sprinting during combat. Possession of this skill set confers a +2 to armor class if a successful dexterity attribute check is made. This modifier is in addition to all other modifiers that normally apply. This skill cannot be used in conjunction with any other action with the following exceptions: dodge, disengaging from combat, evade and for a monk when they are deflecting missiles. One cannot make an attack or cast spells in the round this is used nor use any other class ability. Further, if disengaging from combat, a successful dexterity check indicates that a hasty withdrawal can be made without incurring the armor class penalty or the free swing from an opponent.

ESOTERIC ABILITY **(intelligence - prime/ intelligence)**

This skill references a character's knowledge of ancient history, arcana, artifacts, fables, lost lore, mysteries, occult and relics. This also assures literacy and full numeracy. This skill gives the character or non-player character a range of knowledge in many fields of study that other would not likely know. This ability allows the character an intelligence check to know or at least know where to go to learn about a particular subject or issue related to the above mentioned subjects. It also increases the characters chances of locating items of interest in antique shops, books in libraries or other related activities. In cases in which a character may know of or about a subject and specific knowledge is called for, an intelligence check should suffice to determine if the character knows it. As with all skills, the Game Master needs to use their best judgment on when and how to apply this skill.

As a primary ability, for NPC's only, this confers Magic-user class level of 1-4.

FORGERY ABILITY **(dexterity - prime/ dexterity)**

This ability affects a character's ability to copy, counterfeit, draw duplicates and fake documents. This skill set is fairly restricted to acts of forgery whether deeds of ownership, heraldic symbols, coinage, papers of heritage and even antique paperwork. When used, the must make a successful dexterity check to adequately create a forged item. A failure indicated another attempt must be made. For those on the receiving end of the forged item, they must make an intelligence check at -2 per level of the forger's secondary skill. If it is successful, they note the forgery.

As a primary ability, for NPC's only, this confers Thief class level of 2-5.

JUDGMENT ABILITY **(intelligence and wisdom - prime/ wisdom)**

This ability allows the detecting of deception, evaluating worth, learning, logic, sophistry and assures literacy and numeracy. Judgment covers a wide range of capacities. It can be used to detect lies another is telling, to interpret the meaning of another words, intent, desires and related emotions. Should this ever be necessary, the person possessing this skill must make wisdom check at +2 per level of this skill to detect a lie, the accuracy of another statement, intent etc. Further, judgment allows for the assessment of the accuracy of another's statements. This is done by making an intelligence check at +2 per level of ability. This is, of course, presuming the character possessing the skill can even know the accuracy of that statement. For example, should a non-player character make a false claim about a kingdom which the character knows nothing of, there is little chance he would know the statement was false. However, the character could make a wisdom check to determine if the non-player character were dissimulating.

As a primary ability, for NPC's only, this confers Cleric class level of 2-5.

KNOWLEDGE SPECIALIST **(intelligence-prime/intelligence)**

The Knowledge Specialist has delved deeply into one topic and knows a lot about that topic through either study and/or experience. Knowledge Specialists can be used as sages or professors in the topic that they specialize in. When researching a question concerning their area of specialty, a Knowledge Specialist may make an intelligence check to know the answer to a question or know where to look for the answer.

- The areas of specialization that can be used include:
- Architecture (and construction)
- Engineering (all forms)
- Fauna (including biology)
- Flora (including botany)
- History (local, regional, world, cultural & social)
- History (intelligent races, human & non-human)
- Literature
- Theology

It is up to the Game Master to allow more specific knowledge for more focused fields - a Knowledge Specialist in Taxidermy will know a little bit about mammals (as well as most other animals), but a Knowledge Specialist in Mammals will know a lot about them and very little about preserving their hides.

MILITARY LEADERSHIP **(charisma and intelligence - prime/ intelligence and charisma)**

This ability allows for the control, direction, guidance, logistics, management, organization, planning, strategy and tactics in warfare. It also affects the capacity to organize or circumvent problems that might result from the management of an army. This skill allows for the efficient planning and orchestration of the movement of large bodies of troops. For example, efficient logistics chains are more easily managed and supplies made more available if one possess this skill. The Game Master must their best judgment in the practical application of this skill as it will generally only come into play when the movement of large armies occurs. However, should a character be responsible for the provision of a party, it is likely that the possessor of this skill may not a deficiency. The Game Master should inform the player of this if a successful wisdom check is made. Further, if a knight has this ability, his inspire ability is treated as two levels greater than the class level.

As a primary ability, for NPC's only, this confers Fighter class level of 2-5.



NAUTICAL ABILITY **(dexterity, constitution and intelligence - general)**

This skill set gives the possessor superior knowledge of boating, ship command, diving, fishing (deep and fresh water), navigating, sailing, and swimming. This skill set references abroad range of nautical skills. Should the situation ever arise in which knowledge of the sea, river or lake come to be needed, the character with this skill should minimally have an idea or answers to concerns or issues. Characters with this skill can swim better than others, navigate by the stars or sun, fish and supply food as a ranger, maneuver boats and sail many a sea going craft. All checks used that relate to this skill receive a +2 to the roll. Examples might include intelligence checks for navigating, constitution checks for deep sea diving and dexterity checks for maintaining control of a rudder in a storm.

As a primary ability, for NPC's only this confers Fighter class level of 3-6.

SUBORNING ABILITY
(charisma and intelligence - prime/ charisma)

This skill set relates blackmail, bribery, convincing, diplomacy, ingratiation, influence and lying. This is a social skill that allows the character to more effectively carry out any of the above actions as he or she knows the specialized languages, body motions, traditions and cultures of those he is dealing with. For example, bribing a city official is a delicate task and requires not a small amount of tact. Blackmail may require some specific piece of knowledge or knowledge of how to acquire that information with which the character intends to bribe a non-player character. In all cases, the possessor of this skill is allowed to make a charisma or intelligence (as appropriate and determined by the Game Master) to determine if one is successful at performing it. A failed check indicates the attempt at bribery failed or diplomacy failed. The character receives a +2 for each level of skill they possess.

As a primary ability, for NPC’s only, this confers Thief class level of 3-6.

SWINDLING ABILITY
(charisma and intelligence - prime/ charisma)

This skill refers to the capacity to cheat, deceive, fix (as in contests), fraud, gamble, odds (establishing) and promote events (assuring numeracy). This skill allows the character to perform many tasks related to the swindling others out of their money from cheating at cards, running pyramid schemes, fixing wrestling matches and running the odds on dice games. Whenever a character employs this skill they receive a +2 to their checks per level of experience in the skill. For example, should a character with this skill attempt to cheat at cards, they make an intelligence check and if they succeed, they have succeeded in cheating the opposing players. Of course, using the judgment skill, another character can attempt to discover this deception by making a successful intelligence or wisdom check.

THESPIANISM
(charisma - general)

This ability refers to acting, disguise (makeup), impersonation, mimicry, orating, performing, reciting, singing (assures literacy). This ability indicates a characters capacity to carry off performance acts to entertain a crowd or, in its most unusual circumstance, impersonate another. The ability works as the illusionist’s Disguise. It can also be used to entertain people. How well the performance works. The character makes a charisma check at +2 per skill level and if successful, the audience receives the acting well, if not, boo’s and rotten tomatoes may follow. This check is adjusted by an audience (or individual members) expectations and knowledge.

WOODSMAN
(wisdom-prime)

This skill refers to boating (small), climbing, fishing, hunting, identification (fauna and flora), lumber jacking, survival, tracking and trapping. Acquisition of this ability replicates the Survival and Track abilities of a ranger. Should a ranger take this ability, they receive an additional +2 to all Track checks per level of this skill and an additional +2 to all die rolls for the Survival ability.

As a primary ability, for NPC’s only, this confers Ranger class level of 2-5.

TRAITS

Traits are aspects of a character's personality, background, or physique that make him better at some activities and worse at others. In many ways, traits resemble feats: A character can have only a limited number of traits, and each trait provides some benefit. Unlike feats, however, traits always carry a corresponding drawback. In addition to their game effects, traits suggest characteristics about the character's personality that might lead to interesting roleplaying opportunities. Together with a character's class and feat selection, traits offer a way for game mechanics to encourage deeper character backgrounds and consistent roleplaying.

Traits serve as an interesting starting point for roleplaying, reminding players of their characters' most prominent strengths and weaknesses. However, roleplaying a certain aspect of a character's personality does not require possessing the trait. For example, a paladin can be honest and forthright without the Honest trait. The player should roleplay the character consistently even though the character's honesty has no effect on his skill checks.

A character can begin play with up to two traits, chosen by the player at the time of character creation. Alternatively, the GM can require players to roll on the follow table to determine the traits possessed by their characters.

Character Traits			
d%	Trait		
01-03	Abrasive	50-51	Nightsighted 1
04-06	Absent-minded	52-54	Passionate
07-09	Aggressive	55-57	Plucky
10-11	Brawler 1	58-60	Polite
12-13	Cautious 1	61-62	Quick 1
14-16	Detached	63-65	Reckless
17-19	Dishonest	66-68	Relentless
20-21	Distinctive 1	69-70	Saddleborn
22-24	Easygoing	71-73	Skinny
25-27	Farsighted	74-76	Slippery
28-30	Focused	77-78	Slow 1
31-33	Hard of Hearing	79-81	Specialized
34-36	Hardy	82-84	Spellgifted
37-39	Honest	85-87	Stout
40-41	Illiterate	88-90	Suspicious
42-43	Inattentive 1	91-93	Torpid
44-46	Musclebound	94-96	Uncivilized
47-49	Nearsighted	97-100	Roll again twice2

- 1. Trait has special restrictions (see the text). If you don't qualify, roll again.
- 2. No starting character may have more than two traits. If a player rolls this result two or more times, the player may choose which two traits to keep.

As characters advance in level and ability, they might want to get rid of the traits that they chose at the beginning of play. This is not easy; changing one’s personality requires a lot of work and discipline. This costs a character experience points. Buying off a Trait with XP costs 2,000 XP per level of the character (the older you are, the harder it becomes to effect change in your life). For example, an abrasive character can work on becoming more personable by spending XP to buy off the Abrasive Trait; at first level, the cost to do this is 2,000 XP. At fourth level, the cost to buy off this Trait would be 8,000 XP. This represents the character shifting focus from advancing in her chosen career to making a change in the core of who she is.

If the GM allows it, players may add traits to their characters after 1st level. The GM might allow a player to assign a trait to her character after she has roleplayed the character in a manner consistent with the trait in question, or after a traumatic or life changing experience (after dying, a character might develop the Cautious trait or the Aggressive trait). If the GM includes this option, a character should gain a new trait no more frequently than once every five levels. Since traits add both bonuses and penalties, there is no cost for the acquisition of a new trait, other than the permission of the GM.

ROLEPLAYING OF TRAITS

If a player creates a character with one or more of the traits described here, she has three basic choices for how that trait affects the character's personality.

First, the character might view the trait as a weakness. A character with this view might try to hide the trait or make excuses for his behavior. On the other hand, he might seek out others with the trait to feel better about his own idiosyncrasy.

Second, the character might view the trait as a strength. A character might call attention to the trait, encourage others to act in ways that mimic the trait, or simply assume that those without the trait are less worthy than those who possess it.

Finally, the character might not acknowledge the trait at all. A character might adopt this attitude toward a trait for several reasons, each suggesting something different about the character's background and personality.

- The character might not be aware of the trait; for example, a nearsighted character might not realize that others see better at a distance because his impairment is mild and the onset was so gradual that he never noticed the change.
- The character might be aware of the trait but not want to admit that he possesses it. For example, an abrasive character might realize that his mannerisms affect others, yet find more solace in putting the blame on those whom he offends rather than on himself.

- The character might know but simply not care.

DESIGNING TRAITS

Although this section provides a large number of character traits, a player who wants to create a character with a distinctive personality may ask the GM to design a new trait. If that happens, the GM should keep in mind that the traits variant is only effective if the benefits and the drawbacks of the traits are related. If the drawback and benefit of a trait apply to disparate or unrelated aspects of the game, it becomes too easy for a player to choose a trait for her character that provides a bonus on a commonly attempted ability check or skill check while the corresponding penalty applies to a rarely used or never used aspect of play. For example, a trait that gave a bonus to Armor Class and a penalty on attack rolls would be poor design because spellcasters make very few attack rolls (making the penalty far less severe) yet continuously gain the benefit-of the increased Armor Class.

As long as the GM and player talk about a new trait ahead of time and view it in light of what skills and abilities the character uses most often, this potential pitfall is easy to avoid.

TRAIT DESCRIPTIONS

Each trait in this section includes a benefit, a drawback, any special limitations regarding its selection by a character, and roleplaying ideas for how to incorporate it into your character's personality.

ABRASIVE

You are difficult and demanding in conversation, which tends to oppress those around you.

Benefit: You gain a +1 bonus on Charisma checks to intimidate others.

Drawback : You take a -1 penalty on Charisma checks to be diplomatic or bluff another.

Roleplaying Ideas : Characters with this trait might be loud and abrupt or quiet and sinister, but either way, most find them disconcerting or irritating.

ABSENT MINDED

You are fascinated by knowledge and learning and are capable of pursuing complex trains of thought quite quickly. However, your preoccupation with such thoughts makes you a little less aware of your surroundings.

Benefit : You gain a +1 bonus on Intelligence checks to recall information about a subject, area, person, culture, etc. This bonus stacks with the Bard class's Bardic Lore ability.

Drawback : You take a -1 penalty on Wisdom checks to spot or listen. This penalty applies even to the Rogue and Assassin Listen class ability, and to the Assassin Case Target ability.

Roleplaying Ideas : Characters with this trait might flit from idea to idea, trailing off in mid-sentence or mumbling their way through complex ideas. Conversely, characters with this trait might be extremely articulate but still allow their thoughts to move faster than the pace of a conversation.

AGGRESSIVE

You are quick to initiate combat, and you tend to press the attack once battle is joined. Your enthusiasm makes you a dangerous foe, but you sometimes leave yourself open to blows that a more cautious warrior would avoid.

Benefit : You gain a +2 bonus on initiative checks.

Drawback : You take a -1 penalty to Armor Class.

Roleplaying Ideas : Characters with this trait are often hotheaded and quick to anger, or simply think that the best defense is a quick offense.

BRAWLER

You naturally move close to your opponents when fighting, instinctively grabbing and punching rather than striking with weapons.

Benefit : You gain a +1 bonus on unarmed attack rolls and grapple checks, and may inflict normal damage (1d4) with unarmed attacks.

Drawback : You take a -2 penalty on all other attack rolls.

Special : The bonus from this trait doesn't apply to natural weapons and does not stack with Monk class abilities. Monks are already natural brawlers. If a character with this Trait gains a level in the Monk character class, he loses this trait. This is an exception to the rule regarding the use of experience points to buy off Traits (see p. 1).

Roleplaying Ideas : Characters with this trait often disdain the use of weapons entirely, and some eventually learn more refined martial arts based on their instinctive fighting techniques. Many brawlers might not even be consciously aware that they fight differently from other characters; they simply know that the best way to take someone out of a fight is to grab him or punch him in the face.

CAUTIOUS

You are cautious in combat, even a bit cowardly, and you take more care to defend yourself than others. However, this caution renders you susceptible to fear effects.

Benefit : You gain an additional +1 dodge bonus to Armor Class whenever you use the Dodge or Evade Combat Maneuver, or when fighting defensively (see p. 4).

Drawback : You take a -1 penalty on saving throws made to resist fear effects.

Special : You cannot select this trait if you have immunity to fear or fear effects. If you later gain immunity to fear, you lose the benefit of this trait. This is an exception to the rule regarding the use of XP to buy off traits (p. 1).

Roleplaying Ideas : Characters with this trait might consistently urge talking rather than fighting, or they might do little to encourage that their companions avoid combat and simply remain as far away from foes as possible, using ranged weapons or spells.

DETACHED

You maintain a distance from events that keeps you grounded but limits your reaction speed.

Benefit : You gain a +1 bonus on Wisdom checks.

Drawback : You take a -1 penalty on Dexterity checks.

Roleplaying Ideas : Characters with this trait are likely to be quiet and restrained, but they might be vocal when others falter in their beliefs.

DISHONEST

You are naturally deceitful and insincere with others. You have a talent for lying, but have difficulty convincing others when you do speak truthfully.

Benefit : You gain a +1 bonus on Charisma checks to bluff another.

Drawback : You take a -2 penalty on Charisma checks to be diplomatic.

Roleplaying Ideas : Characters with this trait might be portrayed as crafty liars, or lying might simply be second nature to them, making actually telling the truth a difficult chore.

DISTINCTIVE

You have some distinctive physical feature such as a scar, a prominent nose, a limp, or some similar characteristic that is hard to disguise or conceal.

Benefit : You gain a +1 bonus on Reputation checks. For information on Reputation, see page 4-5.

Drawback : You take a -1 penalty on Disguise checks.

Roleplaying Ideas : Characters with this trait might be sensitive about it, or they might play up its presence to gather attention, sympathy, or notoriety.

EASYGOING

You are naturally friendly and trusting. Others feel comfortable around you, but this trait also makes it more difficult for you to be pushy or suspicious.

Benefit : You gain a +1 bonus on Charisma checks to be friendly, diplomatic, or gain information.

Drawback : You take a -1 penalty on Charisma checks to Intimidate another, and on Wisdom checks to detect falsehoods, lies, or ulterior motives.

Roleplaying Ideas: Characters with this trait might be more easily manipulated in interactions with NPCs, or they might simply prefer not to argue and instead use their natural talent to learn more about the world around them.

FARSIGHTED

You have difficulty focusing on nearby objects, but your distance vision is more keen than normal.

Benefit : You gain a +1 bonus on Wisdom checks related to spotting things in the distance, or on the fly. This bonus stacks with class or racial abilities to notice secret compartments, unusual stonework, or anything hidden.

Drawback : You have a -2 penalty on Wisdom checks to search areas up close. This penalty also affects to class or racial abilities to search for traps, secret compartments, or anything hidden.

Roleplaying Ideas : Characters with this trait might be sensitive about it, or they might simply be oblivious to its presence, having never known any different way of experiencing the world.

FOCUSED

You can keep your attention on a task despite many distractions; however, events in the background pass you by.

Benefit : You gain a +1 bonus on Attribute checks involving concentration. Situations where this applies are at the GM's discretion.

Drawback : You take a -1 penalty on Wisdom checks to spot something hidden or out of place, or to hear unusual sounds unless you are concentrating on the task of listening or searching a specific area.

Roleplaying Ideas : Characters with this trait often seem single-minded or even obsessive in their focus on a specific task.

HARD OF HEARING

You have a slight hearing impairment, and to compensate, you have become more in tune with your other senses.

Benefit: You gain a +1 bonus on Attribute checks involving sight.

Drawback: You take a -2 penalty on Attribute checks involving hearing.

Roleplaying Ideas: Characters with this trait might be sensitive about it, or they might simply be oblivious to its presence, having never known any different way of experiencing the world.

HARDY

You are made of tougher stuff than the average person, but you're not quite as quick to react to dangerous effects.

Benefit: You gain a +1 bonus on Constitution-based saves.

Drawback: You take a -1 penalty on Dexterity-based saves.

Roleplaying Ideas: Characters with this trait might see their physical prowess as normal and look down on less hardy individuals, or they might see it as their duty to play the role of protector and help those less able to endure physical hardship.

HONEST

You are naturally straightforward and sincere. This quality helps you persuade people to your viewpoint, but you have difficulty telling lies and seeing

deception in others.

Benefit: You gain a +1 bonus on Charisma checks to be diplomatic or make the truth work to your advantage.

Drawback: You take a -1 penalty on Wisdom checks to be dishonest or to sense dishonesty in others.

Roleplaying Ideas: Characters with this trait might be naive and too unsophisticated to lie, or they might be aware of worldly matters and simply choose to take a higher ground.

ILLITERATE

You cannot read, but you have devoted yourself to learning other skills.

Benefit: Choose any one attribute that is designated Prime for your character. You gain a +1 bonus on checks using that Attribute.

Drawback: You are illiterate.

Special: Unlike with the barbarian, you cannot become literate by taking a level in any class other than barbarian. You can't select this trait if your character is already illiterate because of race, class, or any other reason.

Roleplaying Ideas: Characters with this trait might be sensitive about not being able to read, or they might not value "book learnin'."

INATTENTIVE

You are alert and skilled at finishing simple tasks quickly, but you have a difficult time dealing with longer, more complex tasks.

Benefit: You gain a +1 bonus on Wisdom checks to spot something hidden or out of place, or to hear unusual sounds unless the listening or searching requires patience and concentration. You also gain a +1 bonus to all Attribute checks involving tasks that can be completed quickly (excluding combat).

Drawback: You take a -1 penalty on Attribute checks involving concentration or focus for more than a few moments, or on ongoing tasks. Situations where this applies are at the GM's discretion.

Roleplaying Ideas: Characters with this trait might flit from subject to subject in conversation, or they might seem typical in most situations but leave most of their long-term projects perpetually unfinished.

MUSCLEBOUND

You are good at almost everything that requires strength, but less adept than most at tasks that require coordination.

Benefit: You gain a +1 bonus on Strength-based Attribute checks.

Drawback: You take a -2 penalty on Dexterity-based Attribute checks.

Roleplaying Ideas: Characters with this trait are likely to solve problems with physical strength rather than through trickery or finesse.

NEARSIGHTED

You have difficulty focusing on distant objects, but your eye for detail is more keen than normal.

Benefit: You gain a +1 bonus on Wisdom checks to search areas up close. This bonus stacks with class or racial abilities to search for traps, secret compartments, or anything hidden.

Drawback: You have a -2 penalty on Wisdom checks related to spotting things in the distance, or on the fly. This penalty also applies to class or racial abilities to notice secret compartments, unusual stonework, or anything hidden.

Roleplaying Ideas: Characters with this trait might be sensitive about it, or they might simply be oblivious to its presence, having never known any different way of experiencing the world.

NIGHTSIGHTED

Your eyes are particularly well suited to using some form of night vision, but they are less well adapted to what others consider normal light.

Benefit: Increase your night vision by one level. If you don't normally have it, you gain Duskvision. Duskvision, in turn, becomes Twilightvision. Twilightvision becomes Darkvision, and Darkvision becomes Deepvision.

Drawback: You take a -1 penalty on all Attribute checks and combat rolls when in areas of bright light.

Roleplaying Ideas: This trait might not affect a character's personality at all, but it might make the character prefer going on underground or nighttime adventures.

PASSIONATE

You are made of tougher stuff than the average person, but you are highly suggestible.

Benefit: You gain a +1 bonus on Constitution-based saves.

Drawback: You take a -1 penalty on Wisdom-based saves.

Roleplaying Ideas: Characters with this trait might be gruff and place extreme value on overcoming physical obstacles, or conversely, their weakness against magical enchantments might leave them fascinated and fearful of such things.

PLUCKY

You have a strength of will not reflected in your limited physical gifts.

Benefit: You gain a +1 bonus on Wisdom-based saves.

Drawback: You take a -1 penalty on Constitution-based saves.

Roleplaying Ideas: Characters with this trait might be annoyingly positive-minded, or they might only show their mental resilience in times of dire need.

POLITE

You are courteous and well spoken.

Benefit: You gain a +1 bonus on Charisma checks made to be diplomatic.

Drawback: You take a -2 penalty on Charisma checks when attempting to intimidate another.

Roleplaying Ideas: Characters with this trait might be honestly polite and kind, or they might simply be adept at mimicking social conventions to get what they want.

QUICK

You are fast, but less sturdy than average members of your race.

Benefit: Your base movement rate increases by 10 feet, and you gain +1 to initiative.

Drawback: Subtract 1 from your hit points gained at each level, including 1st (a result of 0 is possible).

Roleplaying Ideas: Characters with this trait typically try to stay away from physical combat, but a rare few might relish it, striving to see if their superior speed is enough to best hardier warriors.

RECKLESS

You naturally sacrifice accuracy to put more power behind your blows.

Benefit: You gain a +1 bonus on damage rolls after successful melee attacks.

Drawback: You take a -1 penalty on melee attack rolls.

Roleplaying Ideas: Characters with this trait might be loudly passionate about entering combat and overcoming foes through strength of arms, or they might

be quiet and so desperate to avoid confrontation that they put extra effort into every blow in an attempt to end the encounter more quickly.

RELENTLESS

You don't know the meaning of the word "tired." You go all out until you simply can't continue.

Benefit: You gain a +2 bonus on Constitution checks and similar checks made to continue tiring activities or to resist fatigue. In cases of Level Drain, you are entitled to a separate Constitution check to avoid becoming fatigued from the level drain. The CL of this check is equal to the HD of the creature inflicting the level drain.

Drawback: Any effect or condition that would normally cause you to become fatigued instead causes you to become exhausted. See p. 4 for information regarding Fatigue and Exhaustion.

Roleplaying Ideas: Characters with this trait may see others as soft or weak, especially anyone who complains about being tired or fatigued. They might openly scoff at others' weaknesses or might quietly encourage them to "tough it out."

SADDLEBORN

You are a natural in the saddle, but you have little patience for handling animals when not riding them.

Benefit: You gain a +1 bonus on Dexterity checks to ride animals, including animals not normally thought of as mounts.

Drawback: You take a -1 penalty on Attribute checks to handle, train, or otherwise care for animals. See pp. 2-3 for rules for handling animals.

Roleplaying Ideas: Characters with this trait rarely bother to consider animals as good for anything other than mounts, but they are extremely confident about their riding abilities.

SKINNY

You are very slender for your race.

Benefit: You gain a +1 bonus on Attribute checks made to escape from bonds such as rope or shackles. You also use your Dexterity rather than your Strength to attempt to escape from bonds. This trait stacks with appropriate class abilities.

Drawback: You take a -2 penalty on Strength checks to avoid overbearing.

Roleplaying Ideas: Skinny characters tend to be pushed around by tougher types, so those with this trait might be shy, or they might be very defensive when faced with such situations.

SLIPPERY

You are less adept at grappling and wrestling than others of your size and strength, but you are adept at slipping out of another's hold.

Benefit: You gain a +1 bonus on checks to escape a grapple or avoid being grappled.

Drawback: You take a -1 penalty to attempt to grapple another.

Roleplaying Ideas: Characters with this trait might fear close combat, knowing they are less adept grapplers than most opponents. On the other hand, good escape artists with this trait might enjoy baiting larger foes into grappling them, knowing they can easily slip out of the grasp of most foes.

SLOW

You are slow, but sturdier than average members of your race.

Benefit: Add +2 to your hit points gained at each level.

Drawback: Your base movement is halved (round down to the nearest 5-foot interval).

Special: You must have a base land speed of at least 20 feet to select this trait.

Roleplaying Ideas: Characters with this trait tend to be relatively immobile in combat. They typically prefer to wear strong armor (or other protective devices), since it's hard for them to flee a fight.

SPECIALIZED

You have a knack for one kind of work or study, but other tasks are harder for you to accomplish.

Benefit: Choose one specific Background or Secondary Skill. You gain a +2 bonus on checks using the specified Background or skill.

Drawback: You take a -2 penalty on checks using all other Backgrounds or Secondary Skills.

Special: This Trait is only available in campaigns using Backgrounds or Secondary Skills.

Roleplaying Ideas: Characters with this trait often see themselves as elite artists or experts rather than mere professionals, and they might regard their chosen vocation or study as more useful or interesting than other tasks.

SPELLGIFTED

You have a gift for casting spells of certain type. Although your spells in this area are more potent than those of other casters, you are not as effective at casting spells from other schools.

Benefit: Choose a type of magic from the following list: Conjuring/Summoning, Defensive, Divination, Elemental (choose an element), Enchantments/Charms, Illusion, Necromancy/Healing, Offensive (spells that cause direct damage), Transmutation/Alteration. Add 1 to your caster level when casting spells of this type. Some spells may be at the GM's discretion for the category under which they fall.

Drawback: Reduce your caster level by 1 whenever you cast a spell that is not from your chosen school.

Special: Not all spells on the Illusionist's spell list are considered Illusion spells. Color Spray, for example, is an Offensive spell, Fog Cloud could be Defensive or Conjuring/Summoning, and Light could be Enchant, Transmutation, or Conjuring, at the GM's discretion. The GM always has final ruling on what school a spell falls under.

Roleplaying Ideas: Characters with this trait might be loudly vocal about the merits of the school of magic that they understand most readily, or they might feel awkward and out of place around "normal" spellcasters as a result of their unusual aptitude.

STOUT

You are heavy for your race.

Benefit: You gain a +2 bonus on Strength checks to avoid being bull rushed or overrun.

Drawback: You take a -1 penalty on Escape Artist checks.

Roleplaying Ideas: Overweight characters are often bullied, so those with this trait might be shy, or they might be very defensive when faced with such situations. Some turn to humor to defuse such situations, while others become bitter.

SUSPICIOUS

You are naturally suspicious of everyone and everything. While this trait makes you hard to fool, it makes others slightly less likely to agree with you or find you threatening.

Benefit: You gain a +1 bonus on Wisdom checks to detect lies, falsehoods, or ulterior motives in others.

Drawback: You take a -1 penalty on Charisma checks to be diplomatic or intimidate others.

Roleplaying Ideas: This trait might express itself as comic levels of paranoia, or it might make the character quietly cautious about others.

TORPID

You are sluggish and slow to react to danger, but also resistant to others' commands.

Benefit: You gain a +1 bonus on saves against enchantment (compulsion) effects.

Drawback: You take a -2 penalty on initiative checks. Roleplaying Ideas: Torpid characters may be seen as lazy, or as methodical and measured in their actions.

UNCIVILIZED

You relate better to animals than you do to people.

Benefit: You gain a +1 bonus on Charisma checks to handle animals. See pp. 2-3 for rules for animal handling.

Drawback: You take a -1 penalty on Charisma checks to bluff, gather information, or be diplomatic.

Roleplaying Ideas: Characters with this trait are likely to feel awkward in many social situations; that might be expressed as shyness and quiet behavior, or it might be expressed through an overly exuberant need to participate in conversations.

EQUIPMENT

STARTING GOLD

Charade, Gladiator, Monster Slayer, Viking, Warden	30-240gp	(3d8x10)
Avenger, Gallowglass, Puritan	60-240gp	(6d4x10)
Marksman	40-160gp	(4d4x10)
Acrobat, Charlatan, Divine Bard, Executioner, Goliard, Harlequin, Herald, Knave, Jester, Lore Warden, Loremaster, Mimic, Mountebank, Mortis, Pirate, Spellword, Troubadour	30-120gp	(3d4x10)
Avenger, Berserker, Dervish, Friar, Hour, Horse Warrior, Shaman	20-80gp	(2d4x10)
Chronomancer, Demonurgist, Necromancer, Onomancer, Pyromancer, Sorcerer	10-100gp	(1d10x10)
Crusader, Ecclesiastic, Freebooter, Priest, Templar, Witch	20-200gp	(2d10x10)
Noble	80-320gp	(8d4x10)
Crowner, Merchant	50-300gp	(5d6x10)
Ulraist	1,000-4,000	(1d4x4,000)
Coins exchange at the rate listed to the right. All coins equate to about one ounce in weight.		
	Gold (gp)	10gp = 1 pp
	Silver(sp)	10 sp = 1 gp
	Copper(cp)	10 cp = 1 sp

EQUIPMENT TABLES

ARMAMENTS

Cockleshell Suit	800 gp	+4	40 lbs.	4 (w)
Jousting Plate	2400 gp	+10	75 lbs.	6 (w)

Cockleshell Suit: This suit is the Lobstermen's secret weapon. Attached to an air pump, it allows a diver to stay underwater for hours. The biggest liability of the cockleshell suit is the exposed air hose, which can be severed. The hose has an AC 5, hardness 2, and hit points 5.

Jousting Plate: If prone and trying to stand, or trying to perform any remotely agile maneuver such as mounting a steed, the wearer must make a Strength check with a CL of 10 to succeed.

SHIELDS	COSTS	AC	WEIGHT	EV
Shield, Hewing	30 gp	+1	15 lbs.	6
Spiked Buckler	6 gp	+1	3 lbs.	3

Hewing Shield: May be used as a melee weapon (1d6 points of damage); however, if used in this manner, it will not provide its AC bonus for the rest of the round; AC bonus may be applied against three foes per round.

Spiked Buckler: May be used as a melee weapon (1d4 points of damage); however, if used in this manner, it will not provide its AC bonus for the rest of the round, AC bonus may be applied against two foes per round.

WEAPONS	COST	DMG.	RNG.1	WGT.	EV
Axe, Boarding	6 gp	1d6	—	2 lbs.	2
Bill Guisame	15 gp	2d4	—	15 lbs.	5
Belaying Pin	—	1d4	—	1 lbs.	1
Bullwhip	2 gp	1d2	10 ft.	1.5 lbs.	1
Caltrop	3 sp	1	—	.5 lbs.	1
Cinquedea	6 gp	1d5	—	6 lbs.	4
Club, Great	—	1d8	—	6 lbs.	4
Cutlass	20 gp	1d6	—	6 lbs.	5
Fauchard Guisame	8 gp	1d8	—	7 lbs.	5
Fighting Net	10 gp	—	10 ft.	10 lbs.	3
Garrote	—	1d4	—	—	—
Lochaber Axe	10 gp	2d4	—	8 lbs.	5
Pole Axe	8 gp	1d10	—	8 lbs.	5
Spetum (Corseque)	10 gp	1d8	—	6 lbs.	5
Staff Sling	—	1d6	40 ft.	4 lbs.	4

Belaying Pin: Belaying pins are used to secure ropes on ships and can double as bludgeons when no other weapon is near at hand.

Boarding Axe: These are common weapons aboard ships, quickly grabbed up when combat is in the offing.

Bullwhip: Apart from striking, a bullwhip may be used to entangle an opponent's limb or weapon, possibly disarming, unbalancing, or tripping them. Such attempts use the Disarm rules, and require that the attacker make a Strength check at the GM's discretion.

Caltrop: Avoiding a few scattered caltrops only requires that an intelligent being step carefully between them. This halves the running movement rate for 1 round per yards of caltrops traversed. Failure to slow down, notice, or recognize caltrops as a threat necessitates a Dexterity check (CL equal to the number of caltrops strewn in the yard square area). Failure means one has been trodden on, inflicting it's damage. Unless a round is spent removing it, it may inflict further damage, and the hobbled character may move at no more than half walking speed.

Cutlass: The cutlass is a heavy, short-bladed slashing sword with a basket hilt.

Fighting Net: The AC bonus from armor does not apply against attacks with a net. A successful net attack entangles the opponent unless they make a Dexterity save. An entangled opponent suffers a -4 penalty to all actions, and can only move at half speed. Escaping from a net requires a full round and a successful Dexterity or Strength check (CL 10), the later also likely to rip the net open. Alternatively, inflicting at least 8 damage on the net will rend it open.

Gaff: This is a metal hook with a crossbar at the base. It is used to hook fish and lift bales, and occasionally to tear the guts out of enemy sailors.

Garrote: On a successful and unexpected attack from behind, including a Sneak Attack, the garrote begins to strangle its victim. It automatically inflicts its damage each round it is continually applied, and the victim must make a Constitution saving throw each round after the second. Failure results in the victim's immediate death (or unconsciousness at the player's discretion).

Greatlance: The greatlance is a favorite of whalers and marines alike.

Tulwar: A tulwar is a curved sword with a disk pommel, but its blade curves in a direction opposite to that of other such swords. These uncommon weapons hail from a distant chain of islands home to a people reputed for their psionic prowess.

EQUIPMENT	COST	WGT.	EV	CAP.
Aiming Stock	4 gp	4 lbs.	3	—
	+500			
Rummer Modification	gp	—	—	—
Spring-Loaded Bayonet	5 gp	1 lbs.	1	—

Aiming Stock: An aiming stock looks like a pitchfork or military fork, but anyone feeling the poor balance will quickly conclude it is not a weapon itself. Rather, it's an aid to help steady the recoil of some of the firearms and give them increased accuracy. The aiming stock can be jammed into the ground and a musket laid into its V section.

As long as the firer doesn't move from that spot, all attacks made with the firearm gain a +1 bonus to hit. At the moment, the only weapon that benefits from the aiming stock is the Gorgon GG musket.

Rummer Modification: Rummer weapons were first developed by rum-smugglers in the Serpent's Teeth, but they have since gained favor among adventurers. A rummer weapon has a hollow handle or shaft that can be filled with up to six ounces of liquid. Rummer weapons must be able to contain a volume of liquid—spiked chains, nets, slings, and ammunition cannot benefit from this modification.

Spring-Loaded Bayonet: A loaded weapon is a tremendous asset in a fight, but an empty firearm is actually a liability in melee combat. With that in mind, the spring-loaded bayonet is available to those looking for a bit more versatility. A quick flick of a release catch turns a longarm into a spear in an instant. The blade folds under the stock of a Gorgon or a Medusa and can be deployed as a swift action, turning the firearm into a shortspear. The weapons cannot shoot while the bayonet is extended.

POISON	TYPE	DMG.	COST	Onset Time
Amanita Mushroom	Ingested	1d12	180 gp	2d12 hours
Belladonna	Ingested	3d10	650 gp	1d10 minutes
Black Widow Venom	Injury	1d6	100 gp	—
Botulin	Ingested	2d6+2	300 gp	1d6 minutes
Cobra Venom	Injury	2d6	200 gp	—
Curare	Injury	6d6	1,500 gp	—
Cyanide	Any	7d6	1,800 gp	1d6x10 minutes
Digitalis	Ingested	3d8	500 gp	1d3x10 minutes
Dumb Cane	Ingested	1d8	150 gp	1d3x10 minutes
Fugu Toxin	Ingested	2d10	750 gp	1d3x10 minutes
Hemlock	Ingested	2d8	250 gp	1d3x10 minutes
Salamander Toxin	Contact	1d6	100 gp	—
Shellfish Toxin	Ingested	4d6	650 gp	1d3x10 minutes
Stonefish	Injury	3d6	300 gp	—
Tarantula Venom	Injury	1d6+1	120 gp	—
Venom of the Serpent	Injury	7d8	2,000 gp	—

A character's first exposure to a poison forces that character to make a Constitution save or suffer the poison's initial effects. While this does make poisons easy to use, ingested poisons rarely kill with a simple taste and nearly all require digestion and dissemination into the bloodstream before they take their effects. As an option rule, ingested poisons may have a slower onset time to reflect the advantages of using ingested poisons. After a poison is consumed, the victim makes the Constitution save *after* the onset time has elapsed.

SPECIAL ITEMS	COST	WGT.	EV
Abyss Dust	2 sp	—	—
Body Parts	Varies	Varies	Varies
Cadaver	100 gp or more	100-200 lbs.	5
Cask of Captain's Grog	2,000 gp	60 lbs.	5
Marching Powder	50 gp	—	—
Master Hovith's Tired Liver Tonic	140 gp	—	—
Salt Draughts	150 gp	—	—
Snakeweed	1 sp	—	—
Tallowtack	50 gp	—	—

Abyss Dust: The specially treated and ground petals of the sunburst flower, this inhaled powder looks like rich black or deep gray ashes. Users who inhale this substance must succeed on a Constitution save or suffer the initial effects. Ten rounds later, the user must succeed on a second Constitution save or suffer the secondary effects.

- *Initial Effect:* +2 bonus to Intelligence and Charisma for 1 hour.
- *Secondary Effect:* –2 on Wisdom checks and saves for 1d4 hours.
- *Side Effects:* Abyss dust causes hallucinations. Characters under its effects take a –4 penalty on all checks, saves, and attacks for 1d3 hours.
- *Overdose:* If more than one dose is taken in an 8-hour period, the user takes a –4 penalty on Wisdom checks and saves for 1d20 days. Using this drug more than twice in a 24-hour period results in a –4 penalty on Wisdom checks and saves for 1d20 days and a –2 penalty on all other checks, saves, and attacks for 1d6 hours.
- *Addiction:* Extreme.

Manufacturing abyss dust requires 1 sp of snakeweed and a successful Intelligence check. A check requires 1 hour of work.

Body Parts: The price of body parts (arms, legs, torsos, heads) is a fraction of the whole body cost of the creature. An arm or leg costs about 10%, heads about 20%, and torsos start at 20% and go nearly to the full body price, especially for hefty creatures. Humanoid body parts are generally available through the black market.

Cadaver: Human bodies are always available—from the Crematorium, floating in the Underside, or sold in the Black Mark. Generally a poor beggar's remains will cost about 100 gp, since it is a low-risk, non-specific request. Corpses of other races are a bit more costly, with most going for 200 gp and elves going for as much as 1,000 gp. For specific requests, the cost is 100 gp × the corpse's Hit Dice or level. Specific requests such as a particular person can cost as much as double the normal price. A humanoid skeleton, on the other hand, costs half as much as an intact (or mostly intact) corpse.

Captain's Grog: On the wild seas of the Serpent's Teeth, a captain's first concern (after pirates of course) is a mutinous crew. Since the violent overthrow of three whaling vessels at the turn of the last century, many captains have turned to the brew of rum and tropical herbs now called captain's grog. It is an open secret that the crews of naval vessels are routinely issued casks of the grog instead of plain rum, and many captains wouldn't consider sailing without it.

Anyone who drinks a measure of captain's grog at least once a day for a week straight takes a –4 penalty on Wisdom saves. A Constitution save halves these penalties, but a new save must be made after every dose.

A cask holds enough fluid to serve a typical crew drinks for two weeks.

Manufacturing captain's grog requires 500 gp in raw materials and a successful Intelligence check. A check requires 1 day of work.

Marching Powder: This pale yellow powder is a powerful stimulant that helps users overcome fatigue. Users who inhale this substance must succeed on a Constitution save or suffer the initial effects. Ten rounds later, the user must succeed on a second save or suffer the secondary effects.

- *Initial Effect:* User gains a +2 bonus on Constitution checks and saves for 2 hours.
- *Secondary Effect:* –1 penalty on Dexterity checks and saves for 24 hours.
- *Side Effects:* None
- *Overdose:* For each dose taken beyond the first in a 24-hour period, the user must succeed on a Constitution save or take 1d10 points of damage as the marching powder ravages his system.

Manufacturing marching powder requires 25 gp of miscellaneous supplies and a successful Intelligence check. A check requires 1 hour of work.

- *Addiction:* Medium

Master Hovith's Tired Liver Tonic: A foul mixture of kaffee, cheap wine, poppy extract, and a few mysterious ingredients, the Liver Tonic is said to be the ultimate cure for just about any ailment. In truth, it is a potent mixture that leaves its users reeling. Users who drink this substance must succeed on a Constitution save or suffer the initial effects. Ten rounds later, the user must succeed on a second save or suffer the secondary effects.

- *Initial Effect:* –4 competence penalty on all Dexterity checks and saves for 1d6+3 hours. During this time, the target cannot run.
- *Secondary Effect:* –2 competence penalty on all other checks, saves, and saving throws for 1d6+3 hours.
- *Side Effects:* The user gains +5 hit points. These hit points vanish when the initial effects wear off.
- *Overdose:* For each dose taken beyond the first in a 24-hour period, the user must succeed on a Constitution save or pass out in a drunken sleep lasting for 2d12+6 hours. Each dose after the second imposes a cumulative –4 penalty on the save.

Manufacturing the tonic requires 70 gp of miscellaneous supplies and a successful Intelligence check. A check requires 1 hour of work.

- *Addiction:* Low

Salt Draughts: A staple of sea voyages, salt draughts are often packed on board in firkins in case of bad weather or shipwrecks. A dose of this vile concoction allows the imbibor to drink liquids like seawater, vinegar, and even urine as if it were fresh water. The effects of one dose last for 24 hours. In addition, for the first minute after drinking salt draughts, the imbibor also gains a +4 bonus on Constitution saves against poison.

Manufacturing salt draughts requires 75 gp in raw materials and a successful Intelligence check. A check requires 1 hour of work.

Snakeweed: This drug is nothing more than the dried petals of a sunburst flower. Users who inhale this substance must succeed on a Constitution save or suffer the initial effects. Ten rounds later, the user must succeed on a second save or suffer the secondary effects. Snakeweed has a negligible addiction rating.

- *Initial Effect:* +1 bonus on Wisdom saves for 1d3 hours. *Secondary Effect:* 1d4 points of damage.

- *Side Effects:* Snakeweed makes its users sluggish and lethargic. A character under the effects of snakeweed takes a –1 penalty on initiative.
- *Overdose:* If more than one dose is taken within an 8-hour period, the user takes a –2 penalty on all saves and checks for 1d3 hours. Using this drug more than twice in a 24-hour period increases the penalty to –4.

Preparing snakeweed requires 5 cp of raw materials and a successful Intelligence check. A check requires 1 day of work.

- *Addiction:* Low

Tallowtack: This alchemical mixture is highly prized by thieves, spies, and politicians. Those who manufacture it, and those who use it, closely guard its existence due to the nature of its use. Tallowtack has two functions. When applied to solid wax, tallowtack temporarily gives it the consistency of soft leather, making it easily removed from surfaces without breaking. Mixed with liquid wax, tallowtack forms a fast-setting adhesive. Spies and forgers use tallowtack to remove the seal from a document without breaking it and to reattach the seal when they are finished.

FIREARMS

Although these weapons are fast becoming popular, they are still expensive and uncommon at best. Reloading firearms is slow. Powder must be poured down the barrel and the lead shot rammed home. It takes 3 rounds to reload a firearm.

Firearms are still in their infancy, and are not always reliable. Whenever a 1 is rolled on an attack roll made using a firearm, roll another d20 and consult the following table.

FIREARMS MISSFIRE	
Roll	Result
1-3	Kaboom! Weapon explodes and deals its normal damage to you.
4-8	Fouled. The barrel becomes fouled. Before you can use the weapon again, you must spend an hour and succeed on a Dexterity check to clean it out. If the check fails, you may make another 1 hour later
9-12	Jammed. The clockwork firing mechanism jams. Clearing the jam requires 1d6 full-round actions and a successful Dexterity check. If the check fails, you may make another after 1d6 full-round actions spent working on the jam. You may fire the weapon the round after clearing it.
13-16	Weak Charge. You used too little powder to prime the weapon, so the shot is fired with no effect. Reload as normal.
17-20	Failed Ignition. Either the firing mechanism fails to produce a spark or the powder simply fails to ignite. The weapon doesn't go off, but you may fire it again on the following round without having to reload.

If you have iterative attacks, you can only use them if you have several firearms ready to fire and in hand.

Firearms can be magically enchanted like other ranged weapons, but the ammunition cannot. Firearms follow the standard rules for magical item creation and cost. However, they cannot be enchanted with the special abilities Speed or Brilliant Energy.

WET POWDER

One of the greatest limitations of firearms is the vulnerability of black powder to moisture. Not only does this make firearms useless underwater, but they will also misfire or refuse to work even if they are splashed by seawater or dampened by rain and humidity. Keeping one's powder dry is not always easy.

Wet powder is a blend of conventional black powder with fine magnesium filings. It will burn when damp, and even underwater, but does not have the explosive force of conventional black powder in ideal conditions.

Wet powder behaves similarly to conventional powder with the following exceptions:

Out of the water, the weapon damage is reduced by 2 (minimum 1 point of damage), and the weapon's range increment is halved (round down to the nearest 5-foot increment).

In the water, the weapon damage is reduced by 4 (minimum 1 point of damage) and the weapon's range increment is one-quarter its normal distance (round down to the nearest 5-foot increment).

Ammunition that includes wet powder costs three times the normal amount.

CLUBBING FIREARMS

The long reload time of firearms make them less than useful after the first round of combat, especially in close quarters. However, pirates, being such resourceful types, learned to "club" a discharged firearm—grasping it by the barrel and using the wooden stock as a bludgeoning weapon for melee combat.

Clubbed pistols deal 1d4 points of damage, while clubbed muskets and similar weapons deal 1d6 points of damage. You cannot use a swivel gun in this way. Any attack roll that results in a natural 1 using a firearm in this way indicates the weapon is ruined and cannot be fired until repaired, requiring an Intelligence check and raw materials equal to one-half the firearm's list price.

MISSILED & RANGED	COST	DMG.	RNG.	WGT.	EV
FP, Dragon	500 gp	3d8	20 ft.	4 lbs.	3
Ammunition (10)	4 gp	—	—	2-1/2 lbs.	2
FP, Privateer	400 gp	3d6	30 ft.	3 lbs.	3
Ammunition (10)	3 gp	—	—	2 lbs.	2
FP, Stinger	100 gp	3d6	10 ft.	1 lbs.	1
Ammunition (10)	2 gp	—	—	1 lbs.	1
GG, Gorgon	400 gp	4d6	50 ft.	10 lbs.	6
Ammunition (10)	3 gp	—	—	2 lbs.	2
GG, Harpy*	650 gp	3d6	30 ft.	7 lbs.	3
Grenade (1)	25 gp	—	—	1 lbs.	1
GG, Medusa	750 gp	3d6	Specia 1	8 lbs.	3
Ammunition (10)	6 gp	—	—	3 lbs.	3
GG, Titan	1,500 gp	3d8	Specia 1	25 lbs.	5
Ammunition (10)	15 gp	—	—	12 lbs.	4

Weapons marked with an * must be used two-handed.

Dragon FP: This is the biggest type of pistol found in the world. It's named for its huge, smoky discharge that's reminiscent of a dragon's breath.

Gorgon GG: The Gorgon is a musket developed shortly after the Privateer FP.

Harpy GG: This short-barreled weapon uses a simple charge to lob a crude grenade out to some distance. Not exceptionally accurate, it explodes in a 5-foot radius at the point of impact, dealing damage to the creature struck and half this damage to all adjacent targets (secondary targets are entitled to a Dexterity save to halve this damage).

Medusa GG: The Medusa has a shorter barrel than the Gorgon due to its close-support role. Unlike other firearms, it is loaded with a bag of small lead pellets. This sprays out a hail of lead in front of the firer, but has abysmal accuracy. A Medusa's shot fills a 30-foot cone, dealing damage to all targets in the area (Dexterity save half).

Privateer FP: A classic firearm, it is one of the more reliable found in the world, granting a +1 bonus on the misfire table.

Stinger FP: A small discreet weapon, the Stinger FP is light-weight and easily concealed.

Titan GG Swivel Gun: A Titan is too big for a person to wield and so it must be mounted. Like the Medusa, a Titan fires a spray of lead pellets (or, in a pinch, nails or rocks). Ideal for boarding actions, a Titan GG can sweep a deck clear in seconds. Anyone caught in the area of effect takes damage (Dexterity save half). A swivel gun is normally crewed by two men. It takes one man 3 rounds to reload this weapon, or 2 rounds for two men working together.

SERVICES

SERVICE	COST
Docking fees	Varies
Messenger	
Same district	2 cp
One district over	4 cp
Three or more districts away	1 sp
Through Scurvytown	extra 5 cp
Through Bloodsalt	extra 1 gp
Porter	1 cp per block
Rickshaw Ride	
Same district	5 cp
One district over	1 sp
Three or more districts away	2 sp
Through Scurvytown	extra 5 cp
Through Bloodsalt	extra 5 gp
Portage fee	extra 1 cp per bag
Ship's passage	1 cp per league
Whore, poor	1 cp per hour
Whore, average	1 sp per hour
Whore, good	1 gp per hour
Whore, excellent	1+ pp per hour

Docking Fees: Harbormasters charges each ship a fee for docking in the city. The amount varies depending on whether the ship docks in the Marina (the highest fees), the Warehouse District, the Docks, or Scurvytown. In addition, the fees may vary depending on the season. Typically, a ship's captain must pay 1 penny per yard of his vessel per day.

Rickshaw Ride: The price given is for a ride in a rickshaw that transports people around town.

Hireling, Trained: The amount given is the typical daily wage for mercenary warriors, masons, craftsmen, scribes, teamsters, and other trained hirelings. This value represents a minimum wage; many such hirelings require significantly higher pay.

Hireling, Untrained: The amount shown is the typical daily wage for laborers, porters, cooks, maids, and other menial workers.

Messenger: This entry includes horse-riding messengers and runners. Those willing to carry a message to a place they were going anyway may ask for only half the indicated amount.

Ship's Passage: Most ships do not specialize in passengers, but many have the capability to take a few along when transporting cargo. Double the given cost for creatures larger than Medium or creatures otherwise difficult to bring aboard a ship.

MAGIC

ADDING SPLENDOR TO YOUR SPELLS

Magic is one of the cornerstones of *Castles & Crusades*, and provides much of the mystical feel so beloved of the fantasy genre. Unfortunately, despite magic being of such importance to the game, all too many uses of magic in the game are described with no more flair than, "I cast a Fireball spell". As this article explains, spellcasting in the game can be easily made that bit more exotic, enriching the roleplaying experience in the process.

Making magic memorable does take imagination and a little thought, but the result is always worth it, can entertain both of you, the GM, and other players, will certainly enrich the game, and perhaps even garner some additional XP for roleplaying. Anyone can say "I cast a Fireball! A ball of fire flies forth and strikes my target!" but if you can state something like "I invoke Serleran's Searing Orb! A ball of vivid green flame spirals swiftly through the air, shrieking, and the scent of brimstone in its wake!" you've just made the tired old Fireball exciting, and magic as truly magical as it should be.

DESCRIBING THE SPELL: You know what spell you want to cast, and who you want to target, but actually describing the spell's casting and appearance can turn even the most common spell into something of wonder. Just by considering each of the following components of a spell's description, you can make it far more unique. Even the divine magic used by clerics and druids, can be made more appropriate to their patron deities using the guidelines provided below.

APPEARANCE: What exactly does the spell look like? What substance forms the physical aspect of the spell? A Fireball, for example, need not look like a simple ball of flame. It could like a flaming winged skull, a flaming fist, flaming heart, glowing phoenix, etc. It's still a Fireball, but it need not look so basic. Also consider the color or colors of the spell; where magic is concerned you need not adhere to the expected. Why not make the fireball eerie green, blue, purple or even pink? Giving the spell an unusual appearance is entirely permissible, providing it makes no change to the effect of the spell. Another part of the spell's appearance is its motion. If the spell has to cover a distance, how does it do so? Does it simply appear there, or does it travel? Following the Fireball example, does it fly through the air, and if so, does it fly straight, spiral, or zigzag? Does it simply appear out of nowhere to engulf the target? Does it bounce or roll along the ground?

SOUND: What does the spell sound like? Sound accompanies the casting of many spells, and can range from the tinkling of bells to the rumble of thunder, from echoes of chilling laughter, to the crackle and sizzle of energy. Once again, giving just a little thought to this aspect of a spell gives it much more depth, and the sound need not necessarily match the spell. Why not have your Fireball sing as it flies through the air? Once again, providing the sound has no game effect, why not be creative?

SMELL: The least important of the descriptive elements in most cases, describing the scent of the spell can make it seem far more real in the mind's eye. Once again, the scent of the spellcasting, if indeed there is any, can be unique or unexpected. For example, the Fireball may well smell of brimstone, but it could just as easily smell of lavender or anything else you desire.

NAMING THE SPELL: A well-described spell can be made to seem even more unique and impressive, if it's given a different name, although the original spell name should always be placed in brackets afterwards: for example, Serleran's Searing Orb (Fireball). Given the eccentricity and egotism of many spellcasters, it is hardly surprising that even the most mundane of cantrips may often bear flamboyant titles. Precious few magicians, having spent weeks or months in toil creating a new spell, would then give their unique creation a humdrum name like "Fireball". Instead, they would make it grandiose, taking pride in their personal achievement. Giving a newly created spell a good title is satisfying and easy. All spell-titles are composed of one or more of the following components, although two or three components is the optimum.

DESCRIPTIVE TITLE: The most vital part of any spell name informs of the spell's effects, appearance, or less commonly, results, and in many cases, a truly evocative Descriptive Title is often all that's needed to make a spell sound fantastical. When describing the spell, try to avoid the most mundane

descriptions, and choose those less immediately obvious. For example, while "Fireball" does accurately describe the spell producing the ball of fire, it is hardly flamboyant. Take a second to think of alternate or related words that can be used to describe the same thing. In this case, such words as Flaming, Blazing, Incendiary, Conflagrating, Scorching, Burning, Searing, and Lambent, as well as Sphere, Orb, and Globe, are also appropriate substitutes for "Fire" and "Ball". "Searing Orb" sounds far more exotic than "Fireball".

CREATOR'S NAME: A common spell-naming convention, especially as regards the more egotistical or famous creators of spells, is that of appending the individual's name to the front of the spell's title. For example, an infamous pyromancer named Serleran may very well have created the Searing Orb spell, and named it "Serleran's Searing Orb".

EMBELLISHMENT: Spell creators sometimes add certain extravagant descriptors to a spell's title, particularly if especially proud of the spell, or excessively egotistical, as many wizards are. For example, if Serleran was particularly proud of his Searing Orb spell, he might add such a word as Excellent, Magnificent, Superior, Superlative, Brilliant, Triumphant, etc. to the spell's title. It might therefore have been named "Serleran's Triumphant Searing Orb" in this case.

SPELL, INCANTATION, DWEOMER: Another common spell-naming convention is the actual referral to the spell as being a spell, placed before or after the main description. For example, Sazzlemun might have named his Fireball spell, "Serleran's Searing Orb Spell" or "The Spell of Searing Orbs". Alternately, he could have chosen to use a different word, such as Dweomer, Charm, Glamor, Weird, or Incantation, etc.

SCHOOL (SC)

The school of magic that the spell belongs to.

Almost every spell belongs to one of eight schools of magic. A school of magic is a group of related spells that work in similar ways. A small number of spells (arcane mark, limited wish, permanency, prestidigitation, and wish) are universal, belonging to no school.

Abjuration

Abjurations are protective spells. They create physical or magical barriers, negate magical or physical abilities, harm trespassers, or even banish the subject of the spell to another plane of existence.

If an abjuration creates a barrier that keeps certain types of creatures at bay, that barrier cannot be used to push away those creatures. If you force the barrier against such a creature, you feel a discernible pressure against the barrier. If you continue to apply pressure, you end the spell.

Conjuration

Conjurations bring manifestations of objects, creatures, or some form of energy to you, actually transport creatures from another plane of existence to your plane, heal, transport creatures or objects over great distances, or create objects or effects on the spot. Creatures you conjure usually, but not always, obey your commands.

A creature or object brought into being or transported to your location by a conjuration spell cannot appear inside another creature or object, nor can it appear floating in an empty space. It must arrive in an open location on a surface capable of supporting it.

The creature or object must appear within the spell's range, but it does not have to remain within the range.

Divination

Divination spells enable you to learn secrets long forgotten, to predict the future, to find hidden things, and to foil deceptive spells.

Many divination spells have cone-shaped areas. These move with you and extend in the direction you look. The cone defines the area that you can sweep each round. If you study the same area for multiple rounds, you can often gain additional information, as noted in the descriptive text for the spell.

Enchantment

Enchantment spells affect the minds of others, influencing or controlling their behavior.

All enchantments are mind-affecting spells. Two types of enchantment spells grant you influence over a subject creature.

Evocation

Evocation spells manipulate energy or tap an unseen source of power to produce a desired end. In effect, they create something out of nothing. Many of these spells produce spectacular effects, and evocation spells can deal large amounts of damage.

Illusion

Illusion spells deceive the senses or minds of others. They cause people to see things that are not there, not see things that are there, hear phantom noises, or remember things that never happened.

Necromancy

Necromancy spells manipulate the power of death, unlife, and the life force. Spells involving undead creatures make up a large part of this school.

Transmutation

Transmutation spells change the properties of some creature, thing, or condition.

DESCRIPTOR

Appearing on the same line as the school, when applicable, is a descriptor that further categorizes the spell in some way. Some spells have more than one descriptor.

The descriptors are acid, air, chaotic, cold, darkness, death, earth, electricity, evil, fear, fire, force, good, lawful, light, mind-affecting, sonic, and water.

Most of these descriptors have no game effect by themselves, but they govern how the spell interacts with other spells, with special abilities, with unusual creatures, with alignment, and so on.

A mind-affecting spell works only against creatures with an Intelligence score of 1 or higher.

SCHOOLS AND DESCRIPTORS FOR CORE SPELLS

Acid Arrow (Conjuration [Acid]), Aid (Enchantment [Mind-Affecting]), Air/Water Walk (Transmutation [Air]), Airy Water (Transmutation), Alarm (Conjuration), Alarm Clock (Illusion), Alter Self (Transmutation), Alter Size (Transmutation), Angelic Image (Illusion), Animal Friendship (Enchantment [Mind-Affecting]), Animal Growth (Transmutation), Animal Messenger (Enchantment), Animal Shapes (Transmutation), Animate Dead (Necromancy [Evil]), Animate Objects (Transmutation), Antiillusion Shell (Abjuration), Antilife Shell (Abjuration), Antimagic Shell (Abjuration), Antipathy (Enchantment), Antiplant Shell (Abjuration), Arcane Eye (Divination), Arcane Mark (Universal), Astral Projection (Necromancy), Atonement (Abjuration), Awaken (Transmutation), Awe (Abjuration)

Banishment (Abjuration), Barkskin (Transmutation), Bind Elemental (Enchantment [Mind-Affecting]), Binding (Enchantment [Mind-Affecting]), Blade Barrier (Evocation [Force]), Bless (Enchantment [Mind-Affecting]), Bless Water (Transmutation [Good]), Blink (Transmutation), Blur (Illusion), Burning Hands (Evocation [Fire])

Call Lightning (Evocation [Electricity]), Calm Animals (Enchantment [Mind-Affecting]), Chain Lightning (Evocation [Electricity]), Change Self (Illusion), Changeling (Transmutation), Charm Monster (Enchantment [Mind-Affecting]), Charm Person (Enchantment [Mind-Affecting]), Charm Person Or Animal (Enchantment [Mind-Affecting]), Clairaudience/Clairvoyance (Divination), Cloak of Dark Chaos (Conjuration [Darkness]), Clone (Necromancy), Cloudkill (Conjuration), Color Spray (Illusion [Mind-Affecting]), Command (Enchantment [Mind-Affecting]), Command Plants (Transmutation), Commune (Divination), Commune With Nature (Divination), Comprehend Languages (Divination), Cone of Cold (Evocation [Cold]), Confusion (Enchantment [Mind-Affecting]), Consecrate (Evocation [Good]), Contact Other Plane (Divination, Greater), Continual Flame (Evocation [Light]), Control Plants (Transmutation), Control Undead (Necromancy), Control Water (Transmutation [Water]), Control Weather (Transmutation), Control Winds (Transmutation [Air]), Create Food And Water (Conjuration), Create Greater Undead (Necromancy [Death]), Create Undead (Necromancy [Death]), Create Water (Conjuration [Water]), Creeping Doom (Conjuration), Cure Critical Wounds (Conjuration), Cure Light Wounds (Conjuration), Cure Serious Wounds (Conjuration)

Dancing Lights (Evocation [Light]), Dark Chaos (Evocation [Darkness]), Darkness (Evocation [Darkness]), Daze (Enchantment [Mind-Affecting]), Death Ward (Necromancy), Delay Poison (Conjuration), Delayed Blast Fireball (Evocation [Fire]), Detect Chaos, Evil, Good, Or Law (Divination), Detect Illusion (Divination), Detect Magic (Divination), Detect Neutrality (Divination), Detect Poison (Divination), Detect Traps (Divination), Detect Scrying (Divination), Detect Secret Doors (Divination), Detect Snares And Pits (Divination), Detect Thoughts (Divination), Detect Undead (Divination), Dimension Door (Conjuration), Dimensional Anchor (Abjuration), Discern Lies (Divination), Discern Location (Divination), Disintegrate (Transmutation), Disjunction (Abjuration), Dismissal (Abjuration), Dispel Chaos, Evil, Good Or Law (Abjuration), Dispel Illusion (Abjuration), Dispel Magic (Abjuration), Displaced Image (Illusion), Distort Reality (Illusion), Divination (Divination), Dominate Person (Enchantment [Mind-Affecting]), Doubled Treasure (Illusion), Dragon Armor (Illusion), Dragon Bite (Illusion), Dragon Breath (Illusion), Dragon Image (Illusion), Dragon Mark (Illusion), Dragon Mount (Illusion), Dragon Scales (Illusion), Dragon Shadow (Illusion), Dream (Illusion [Mind-Affecting]), Dreaming (Enchantment [Mind-Affecting])

Earthquake (Evocation [Earth]), Emotion (Enchantment [Mind-Affecting]), Endure Elements (Abjuration), Energy Drain (Necromancy), Enhance Attribute (Transmutation), Entangle (Transmutation), Erase (Transmutation), Ethereal Jaunt (Transmutation), Etherealness (Transmutation), Explosive Runes (Abjuration [Force]), Eyes of Fire (Enchantment [Mind-Affecting])

Faerie Fire (Evocation [Light]), Faerie's Glamour (Illusion), Faithful Hound (Conjuration), False Trap (Illusion), False Vision (Illusion), Fear (Necromancy [Fear, Mind-Affecting]), Feather Fall (Transmutation), Feeblemind (Enchantment [Mind-Affecting]), Find The Path (Divination, Greater), Finger of Death (Necromancy [Death]), Fireball (Evocation [Fire]), Fire Seeds (Transmutation [Fire]), Fire Shield (Evocation [Fire or Cold]), Fire Storm (Evocation [Fire]), Fire Trap (Abjuration [Fire]), First Aid (Transmutation), Flame Blade (Evocation [Fire]), Flame Strike (Evocation [Fire]), Flaming Sphere (Evocation [Fire]), Floating Disk (Evocation [Force]), Fly (Transmutation), Fog Cloud (Conjuration), Forcecage (Evocation [Force]), Foresight (Divination), Freedom of Movement (Abjuration)

Gaseous Form (Transmutation), Gate (Conjuration), Geas (Enchantment [Mind-Affecting]), Ghost Sound (Illusion), Ghoul Touch (Necromancy), Globe of Invulnerability (Abjuration), Glyph of Warding (Abjuration), Goodberry (Transmutation), Greater Restoration (Conjuration), Greater Scrying (Divination, Greater), Greater Shadow Conjuration (Illusion [Darkness]), Greater Shadow Evocation (Illusion [Darkness]), Guards And Wards (Abjuration), Gust of Wind (Evocation [Air])

Hallow (Evocation [Good]), Hallucinatory Terrain (Illusion), Haste (Transmutation), Head Fog (Illusion), Heal (Conjuration), Healing Circle (Conjuration), Heat Metal (Transmutation [Fire]), Hold Animal (Enchantment [Mind-Affecting]), Hold Monster (Enchantment [Mind-Affecting]), Hold Person (Enchantment [Mind-Affecting]), Hold Portal (Abjuration), Holy Aura (Abjuration [Good]), Holy Word (Evocation [Good, Sonic]), Humanoid Finding (Divination), Hypnotic Pattern (Illusion [Mind-Affecting]), Hypnotism (Enchantment [Mind-Affecting])

Ice Storm (Evocation [Cold]), Identify (Divination), Idol of Death (Illusion), Illusionary Help (Divination), Illusionary Hounds (Illusion), Illusionary Lions (Illusion), Illusionary Wolves (Illusion), Illusory Script (Illusion [Mind-Affecting]), Illusory Wall (Illusion), Imprisonment (Abjuration), Improved Invisibility (Illusion), Incendiary Cloud (Conjuration [Fire]), Influence (Enchantment [Mind-Affecting]), Insanity (Enchantment [Mind-Affecting]), Insect Plague (Conjuration), Instant Summons (Conjuration), Invisibility (Illusion), Invisibility Sphere (Illusion), Invisibility To Animals (Illusion), Invisibility To Undead (Illusion), Ironwood (Transmutation)

Jump (Transmutation)

Knock (Transmutation), Know Alignment (Divination), Know Direction (Divination)

Legend Lore (Divination, Greater), Lesser Restoration (Conjuration), Levitate (Transmutation), Light (Evocation [Light]), Lightning Bolt (Evocation [Electricity]), Limited Wish (Universal), Locate Creature (Divination), Locate Object (Divination)

Mage Hand (Transmutation), Magical Aura (Illusion), Magic Circle (against Chaos, Evil, Good Or Law) (Abjuration), Magic Jar (Necromancy), Magic Missile (Evocation [Force]), Magic Mouth (Illusion), Magic Stones (Transmutation [Force]), Major Creation (Conjuration), Major Dark Chaos (Transmutation [Darkness]), Major Image (Illusion), Mass Charm (Enchantment [Mind-Affecting]), Mass Heal (Conjuration), Mass Invisibility (Illusion), Mass Suggestion (Enchantment [Mind-Affecting]), Maze (Conjuration), Meld Into Stone (Transmutation [Earth]), Mending (Transmutation), Message (Transmutation), Meteor Swarm (Evocation [Fire]), Mind Blank (Abjuration), Minor Creation (Conjuration), Minor Dark Chaos (Transmutation [Darkness]), Minor Globe of Invulnerability (Abjuration), Minor Image (Illusion), Mirage Arcana (Illusion), Mirror Image (Illusion), Mirror Wall (Illusion), Misdirection (Illusion), Mislead (Illusion), Mnemonic Enhancer (Transmutation), Move Earth (Transmutation [Earth])

Neutralize Poison (Conjuration), Nightmare (Illusion [Mind-Affecting, Evil]), Nondetection (Abjuration)

Obscuring Mist (Conjuration), Open/ Close (Transmutation), Ordain (Transmutation [Good])

Passwall (Transmutation), Pass Without Trace (Transmutation), Permanency (Universal), Permanent Image (Illusion), Persistent Image (Illusion), Phantasmal Killer (Illusion [Fear, Mind-Affecting]), Phase Door (Conjuration), Plane Shift (Conjuration), Plant Growth (Transmutation), Polymorph Any Object (Transmutation), Polymorph Self/Other (Transmutation), Polymorph Other (Transmutation), Power Word Blind (Enchantment [Mind-Affecting]), Power Word Kill (Enchantment [Death, Mind-Affecting]), Power Word Stun (Enchantment [Mind-Affecting]), Prayer (Enchantment [Mind-Affecting]), Prestidigitation (Universal), Prismatic Sphere (Abjuration), Prismatic Spray (Evocation), Prismatic Wall (Abjuration), Produce Flame (Evocation [Fire]), Programmed Image (Illusion), Project Image (Illusion), Protection From Arrows (Abjuration), Protection Chaos, Evil, Good, Law (Abjuration), Protection From Elements (Abjuration), Purify Food And Drink (Transmutation), Pyrotechnics (Transmutation [Fire])

Quench (Transmutation)

Rainbow Pattern (Illusion [Mind-Affecting]), Raise Dead (Conjuration), Ray of Enfeeblement (Necromancy), Read Magic (Divination), Refuge (Conjuration), Regenerate (Necromancy), Reincarnate (Transmutation), Remove Blindness Or Deafness (Conjuration), Remove Curse (Abjuration), Remove Disease (Conjuration), Remove Fear (Abjuration), Remove Paralysis (Conjuration), Repel Metal Or Stone (Abjuration [Earth]), Repel Vermin (Abjuration), Repel Wood (Transmutation), Repulsion (Abjuration), Resilient Sphere (Evocation [Force]), Resist Elements (Abjuration), Restoration (Conjuration), Resurrection (Conjuration), Rope Trick (Transmutation)

Sanctuary (Abjuration), Scare (Necromancy [Fear, Mind-Affecting]), Scorching Ray (Evocation [Fire]), Screen Illusion (Illusion), Scrying (Divination), Secret Chest (Transmutation), Secret Page (Illusion), Secure Shelter (Conjuration), See Invisibility (Divination), Seeming (Illusion), Sending (Evocation), Sequester (Abjuration), Shades (Illusion), Shadow Conjuration (Illusion), Shadow Evocation (Illusion), Shadow Walk (Illusion [Darkness]), Shapechange (Transmutation), Shape Stone Or Wood (Transmutation [Earth]), Shatter (Evocation [Sonic]), Shield (Abjuration [Force]), Shield of Faith (Abjuration), Shillelagh (Transmutation), Shocking Grasp (Evocation [Electricity]), Shout (Evocation [Sonic]), Silence (Illusion), Silent Image (Illusion), Simulacrum (Illusion), Sleep (Enchantment [Mind-Affecting]), Sleet Storm (Conjuration [Cold]), Snare (Transmutation), Solid Fog (Conjuration), Soul Bind (Necromancy), Sound Burst (Evocation [Sonic]), Speak With Animals (Divination), Speak With Dead (Necromancy), Speak With Plants (Divination), Spectral Hand (Necromancy), Spider Climb (Transmutation), Spike Stones (Transmutation [Earth]), Spiritual Weapon (Evocation [Force]), Stinking Cloud (Conjuration), Stone Shape (Transmutation [Earth]), Stone Tell (Divination [Earth]), Storm of Vengeance (Conjuration), Suggestion (Enchantment), Summon Animals (Conjuration), Summon Beasts Or Plants (Conjuration), Summon Elemental (Conjuration), Summon Elemental Swarm (Conjuration), Summon Familiar (Conjuration), Summon Greater Monster (Conjuration), Summon Lesser Monster (Conjuration), Summon Magical Beasts Or Fey (Conjuration), Summon Monster (Conjuration), Summon Planar Ally (Conjuration), Summon Swarm (Conjuration), Sunburst (Evocation [Light]), Symbol (Abjuration)

Telekinesis (Transmutation [Force]), Telepathic Bond (Divination, Greater), Teleport (Conjuration), Teleportation Circle (Conjuration), Teleport Without

Error (Conjuration), Temporal Stasis (Transmutation), Time Stop (Transmutation), Tiny Hut (Evocation [Force]), Tongues (Divination), Transmute Flesh And Stone (Transmutation [Earth]), Transmute Metal To Wood (Transmutation), Transmute Mud And Rock (Transmutation [Earth]), Transport Via Plants (Conjuration), Trap The Soul (Conjuration), Treasure Hoard (Illusion), Tree Stride (Conjuration), Trip (Enchantment), True Resurrection (Conjuration), True Seeing (Divination)

Undetectable Aura (Illusion), Unseen Servant (Conjuration)

Vanish (Transmutation), Veil (Illusion), Ventriloquism (Illusion), Vision (Divination, Greater)

Wall of Fire (Evocation [Fire]), Wall of Force (Evocation [Force]), Wall of Ice (Evocation [Cold]), Wall of Iron (Conjuration), Wall of Stone (Conjuration [Earth]), Wall of Thorns (Conjuration), Wall of Wind (Conjuration [Air]), Ward's Extended Invisibility (Illusion), Ward's Illusionary Portal (Illusion), Ward's Temporary Strength (Transmutation), Warp Wood (Transmutation), Water Breathing (Transmutation), Web (Conjuration), Weird (Illusion [Fear, Mind-Affecting]), Whirlwind (Evocation [Air]), Wind Walk (Transmutation [Air]), Wish (Universal), Word of Recall (Conjuration)

SPELL LISTS

CLERIC SPELLS (Divine)

0-LEVEL CLERIC SPELLS (Orisons)		
1	CREATE WATER	Creates 2 gallons/level of pure water.
2	DETECT CHAOS/	Reveals aura of creatures, spells or
	EVIL/ GOOD/ LAW*	objects.
3	DETECT MAGIC	Detects magical aura and its strength along
		50 ft. path.
4	DETECT POISON	Detects poison in one creature or small
		object.
5	ENDURE ELEMENTS	Protection from natural elements and
		weather.
6	FIRST AID	Bandages bleeding wound.
		+1 on one BtH, saving throw, or attribute
7	GUIDANCE	check.
8	LIGHT	Object shines like a torch.
9	PURIFY FOOD AND	
10	DRINK	Purifies 1 cu. ft./level of food or water.
11	RESISTANCE	Subject gains +1 on saving throws.
11	VIRTUE	Subject gains 1 temporary hp.

1ST-LEVEL CLERIC SPELLS		
1	ANCIENT WISDOM	Restores spirit to its skull.
2	BANE	Enemies take -1 on attack rolls and saves against fear.
3	BLESS*	Allies gain +1 to hit and +1 on saves against fear.
4	BLESS WATER*	Makes holy or unholy water.
5	BRANDING MARK	
6	CADAVER DANCE	Animates skeletons or zombies for 1 day/level.
7	COMMAND	Subjects obey one-word command for 1 round.
8	CURE LIGHT WOUNDS*	Cures 1d8 damage.
9	DEATHWATCH	Reveals how near death subjects within 30 ft. are.
10	DETECT SECRET DOORS	Reveals hidden doors within 60 ft.
11	DETECT UNDEAD	Reveals undead within 60 ft.
12	DIVINE FAVOR	You gain +1 per three levels on attack and damage rolls.
13	DOOM	One subject takes -2 on attack rolls, saves, and checks.
14	ENTROPIC SHIELD	Ranged attacks against you have 20% miss chance.
15	FINAL REST	Prevents corpse being raised as skeleton or zombie.
16	INVISIBILITY TO UNDEAD	Undead can't perceive subject.
17	ORDAIN PROTECTION FROM CHAOS, EVIL, GOOD OR LAW*	Used to sanctify an item or piece of ground
18		+2 AC and saves, plus other defenses.
19	REMOVE FEAR*	Protects from fear; grants new save vs fear.
20	RESIST ELEMENTS	Grants +2 bonus to saves vs selected element.
21	SANCTUARY	Opponents can't attack the caster.
22	SHIELD OF FAITH	Aura grants +2 bonus to AC and saves.
23	SOUND BURST	A pulse of sound that causes 1d8 damage.

2ND-LEVEL CLERIC SPELLS		
1	ABSORB LIFE	
2	ESSENCE	
2	ADMONISH	
3	AID	+1 to hit, +1 on saves against fear, 1d8 temporary hit points.
4	ALIGN WEAPON	Weapon becomes good, evil, lawful, or chaotic.
5	ALMS	
6	AUGURY	Learns whether an action will be good or bad.
7	BEAR'S ENDURANCE	Subject gains +4 to Con for 1 min./level.
8	BONE ARMOR	+7 natural armor bonus.
9	BULL'S STRENGTH	Subject gains +4 to Str for 1 min./level.
10	CONSECRATE*	Makes location holy, turning and harming undead.
11	DARKNESS*	Creates 20 ft. radius supernatural darkness.
12	DEATH KNELL	Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 level.
13	DELAY POISON	Stops poison from harming subject for 1 hour/level.
14	DETECT TRAPS	Reveals traps along a path 50 ft. long.
15	EAGLE'S SPLendor	Subject gains +4 to Cha for 1 min./level.
16	ENTHRALL	Captivates all within 150 ft.
17	FIND TRAPS	Notice traps as a rogue does.
18	GENTLE REPOSE	Preserves one corpse.
19	HOLD PERSON	Holds one person helpless; 1 round/level.
20	KNOW ALIGNMENT*	Places an aura around targets allowing the caster to know their alignment.
21	LESSER RESTORATION	Dispels attribute damage effects for one attribute.
22	LIFE SHARE	Transfers some or all of caster's HP to target.
23	MAKE WHOLE	Repairs an object.
24	MONITOR	
25	NEGATIVE ENERGY ARMOR	
26	OWL'S WISDOM	Subject gains +4 to Wis for 1 min./level.
27	REBUKE	
28	REMOVE PARALYSIS	Frees one creature from paralyzing effects or slow spell.
29	SEEK THE DEAD	Locates desired dead body.
30	SHIELD OTHER	You take half of subject's damage.
31	SILENCE	Negates sound in 15 ft. radius.
32	SPEAK WITH DEAD	Corpse answers questions.
33	SPIRITUAL WEAPON	Divine weapon attacks on telepathic command.
34	TREMOR	
35	UNDETECTABLE	
35	ALIGNMENT	Conceals alignment for 24 hours.
36	ZONE OF TRUTH	Subjects within range cannot lie.

3RD-LEVEL CLERIC SPELLS		
1	ANIMATE DEAD*	Creates and controls undead skeletons and zombies.
2	CONTAGION	Infects subject with chosen disease.
3	CONTINUAL FLAME	Makes a permanent, heatless flame.
4	CREATE FOOD AND WATER*	Feeds three humans (or one horse)/level.
5	CURE SERIOUS WOUNDS*	Cures 3d8 damage.
6	DEEPER DARKNESS	Object sheds supernatural shadow in 60-ft. radius.
7	DEFENSE FROM AGING	Protect target from natural or magical aging.
8	DISPEL MAGIC	Cancels magical spells and effects.
9	FEIGN DEATH	
10	FORTIFY MIND	Four creatures gain Sanity Resistance 5.
11	GLYPH OF WARDING	Inscription harms those who pass it.
12	HELPING HAND	
13	HOLY MIGHT	
14	INVISIBILITY PURGE	
15	LOCATE OBJECT*	Senses direction toward object (specific or type).
16	MAGIC CIRCLE (Against Chaos, Evil, Good, Law)	As 10 ft radius protection spell.
17	MAGIC VESTMENT	Armor or shield gains +1 enhancement per four levels.
18	OBSCURE OBJECT	Masks object against scrying.
19	PRAYER	Allies gain +1 on most rolls, and enemies suffer -1.
20	REMOVE BLINDNESS OR DEAFNESS*	Cures subject.
21	REMOVE CURSE*	Frees person or object from curses.
22	REMOVE DISEASE*	Cures all diseases.
23	SEARING LIGHT	Ray deals 1d8/two levels damage, more against undead.
24	SPELL SACRIFICE	
25	STONE SHAPE	Sculpts stone into any shape.
26	TOUCH OF CORRUPTION	
27	UNDEAD WARDING	Undead cannot enter 100 sq. ft./level.

4TH-LEVEL CLERIC SPELLS		
1	AIR/WATER WALK	Subject treads on air or water.
2	CONTROL WATER	Raises or lowers bodies of water.
3	DENOUNCE	
4	DIMENSIONAL ANCHOR	Bars extradimensional movement.
5	DISCERN LIES*	Reveals deliberate falsehoods.
6	DISMISSAL	Forces a creature to return to native plane.
7	DIVINATION	Provides useful advice for specific proposed actions.
8	DIVINE CONVERSION	
9	DIVINE POWER	You gain attack bonus, +6 to Str, and 1 hp/level.
10	EXORCISM	
11	FREEDOM OF MOVEMENT	Moves normally despite impediments.
12	GIANT VERMIN	Turns centipedes, scorpions, or spiders into giant vermin.
13	HALLOW*	Designates location as holy with array of effects.
14	HEALING CIRCLE*	Cures 2d8 damage in circle around caster.
15	IMBUE WITH SPELL ABILITY	Transfer spells to subject.
16	NEUTRALIZE POISON	Detoxifies venom in or on subject.
17	PLANAR ADAPTATION	
18	REPENTANCE	
19	RESTORATION*	Restores drained level and attribute reducing effects.
20	SENDING	Delivers short message to creature anywhere, instantly.
21	TITHE	
22	TONGUES*	Speak any language.

5TH-LEVEL CLERIC SPELLS		
1	ATONEMENT	Removes burden of misdeeds from subject.
2	BREAK ENCHANTMENT	Frees subjects from enchantments, alterations, curses, and petrification.
3	COMMUNE	Deity answers one yes-or-no question/level.
4	CURE CRITICAL WOUNDS*	Cures 5d8 damage.
5	DEATH WARD	Grants immunity to death spells and effects.
6	DISPEL CHAOS, EVIL, GOOD, LAW*	Grants +4 AC and dispel one spell.
7	DISRUPTING WEAPON	Melee weapon destroys undead.
8	ETHEREAL JAUNT	The caster becomes ethereal for 1 round/ level. Smites foes with a column of flame (1d6/level).
9	FLAME STRIKE	
10	HOLY FEAST	
11	INSECT PLAGUE	Limits vision, prevents spellcasting, inflicts damage.
12	MARK OF JUSTICE	Designates action that will trigger curse on subject.
13	MASS MONITORING	
14	NECROTIC TOUCH	
15	PLANE SHIFT	Up to eight subjects travel to another plane.
16	PLAGUE	All creatures in 1 mile exposed to disease. Restores life to subject who died up to 1 day/lvl ago.
17	RAISE DEAD	
18	SCRYING	Spies on subject from a distance.
19	SLAY LIVING	Touch attack kills subject.
20	SPELL RESISTANCE	Subject gains SR 1 + level.
21	STAFF TO SNAKES	
22	TRUE SEEING	See all things as they really are.

6TH-LEVEL CLERIC SPELLS		
	ANIMATE OBJECTS	Objects attack your foes.
2	BANISHMENT	Banishes 2 HD/level extraplanar creatures.
3	BLADE BARRIER	Blades encircling the caster deal 12d6 damage.
4	CREATE UNDEAD	Ghouls, shadows, ghastrs, wights, or wraiths.
5	DEATH GAZE	
6	DRAIN LIFE	Grant 1 negative level/3 levels.
7	FIND THE PATH*	Shows most direct way to a location.
8	FORBIDDANCE	Blocks planar travel, damages creatures of different alignment.
9	GEAS	Forces creature to fulfill a quest.
10	HEAL*	Cures all damage and most everything else.
11	HEROES' FEAST	Food for one creature/level cures and grants combat bonuses.
12	LIFE	Restores memory and personality to skeleton or zombie.
13	REMEMBERED	
14	LIFELEECH	
15	MANTLE OF PROTECTION	
16	MASS PLANAR ADAPTATION	
17	SEIZE INITIATIVE	
18	SOUL BOND	
19	UNDEATH TO DEATH	Destroys 1d4 HD/level undead (max 20d4).
20	WATER TO WINE	
21	WIND WALK	The caster and the caster's allies turn vaporous and travel fast.
	WORD OF RECALL	Teleports the caster back to designated place.

7TH-LEVEL CLERIC SPELLS		
1	BLASPHEMY	Kills, paralyzes, weakens, or dazes non-evil subjects.
2	CONTROL WEATHER	Changes weather in local area.
3	DESTRUCTION	Kills subject and destroys remains.
4	DICTUM	Kills, paralyzes, slows, or deafens non-lawful subjects.
5	DIVINE SHIELD	
6	DUST	Destroys one undead irrevocably.
7	GREATER RESTORATION	Restores all levels and attribute losses.
8	GREATER SCRYING	As scrying, but faster and longer.
9	HOLY SPEECH	
10	HOLY WORD*	Kills, paralyzes, blinds, or deafens non-good subjects.
11	INSCRIBE YELLOW SIGN	Inscribe symbol that causes madness. Alters item to transport its possessor to the caster.
12	REFUGE	
13	REGENERATE	Subject's severed limbs grow back.
14	REPULSION	Creatures can't approach the caster.
15	RESURRECTION	Fully restores dead subject.
16	WORD OF CHAOS	

8TH-LEVEL CLERIC SPELLS		
1	CLOAK OF CHAOS	+4 to AC, +4 resistance, and SR 4 against lawful spells.
2	CREATE GREATER UNDEAD	Mummies, spectres, vampires, or ghosts.
3	DIMENSIONAL LOCK	Teleportation and interplanar travel blocked for one day/level.
4	DISCERN LOCATION*	Learn exact location of creature or object.
5	EARTHQUAKE	Intense tremor shakes, 50 ft. circular area.
6	FIRE STORM	Raging flame fills area for 1d6/level damage.
7	FORESIGHT	
8	HOLY AURA*	+4 AC and saves, SR 16 against evil spells and more.
9	MASS HEAL*	As heal, but with several subjects.
10	SUMMON PLANAR ALLY	Divinely calls allies up to 16 HD.
11	SYMBOL	Triggered runes have array of effects.

9TH-LEVEL CLERIC SPELLS		
1	ANTIPATHY*	Object or location attracts/repels certain creatures.
2	ASTRAL PROJECTION	Projects the caster & companions into astral plane.
3	ENERGY DRAIN	Subject loses 2d4 levels.
4	ETHEREALNESS	Travel to Ethereal Plane with companions.
5	GATE	Connects two planes for travel or summoning.
6	GREATER CONVERSION	
7	IMPLOSION	Kills one creature/round.
8	MIND BLANK	Immunizes against mental/emotional magic and scrying.
9	MIRACLE	Requests a deity's intercession.
10	SOUL BIND	Traps newly dead soul to prevent resurrection.
11	SUNRISE/NIGHT FALL	
12	TRAP THE SOUL	Imprisons subject within gem.
13	TRUE RESURRECTION	As resurrection, where the remains aren't needed.

CRUSADER SPELLS (Divine)

1ST-LEVEL CRUSADER SPELLS		
1	BLESS*	Allies gain +1 to hit and +1 on saves against fear.
2	BLESS WATER*	Makes holy or unholy water.
3	CREATE WATER	Creates 2 gallons/level of pure water.
4	CURE LIGHT WOUNDS*	Cures 1d8 damage.
5	DETECT POISON	Detects poison in one creature or small object.
6	DETECT UNDEAD	Reveals undead within 60 ft.
7	DIVINE FAVOR	You gain +1 per three levels on attack and damage rolls.
8	ENDURE ELEMENTS	Protection from natural elements and weather.
9	MAGIC WEAPON	Weapon gains +1 bonus.
10	PROTECTION FROM CHAOS, EVIL, GOOD OR LAW*	+2 AC and saves, plus other defenses.
11	READ MAGIC	Read magical writings, scrolls, and spellbooks.
12	RESISTANCE	Subject gains +1 on saving throws.
13	VIRTUE	Subject gains 1 temporary hp.

2ND-LEVEL CRUSADER SPELLS		
1	ADMONISH	
2	BULL'S STRENGTH	Subject gains +4 to Str for 1 min./level.
3	DAYLIGHT	Creates 20 ft. radius supernatural light.
4	DELAY POISON	Stops poison from harming subject for 1 hour/level.
5	EAGLE'S SLENDER	Subject gains +4 to Cha for 1 min./level.
6	LESSER RESTORATION	Dispels attribute damage effects for one attribute.
7	LIFE SHARE	Transfers some or all of caster's HP to target.
8	OWL'S WISDOM	Subject gains +4 to Wis for 1 min./level.
9	PREDICT ATTACK	
10	REMOVE PARALYSIS	Frees one creature from paralyzing effects or slow spell.
11	RESIST ELEMENTS	Grants +2 bonus to saves vs selected element.
12	SHIELD OTHER	You take half of subject's damage.
13	UNDETECTABLE ALIGNMENT	Conceals alignment for 24 hours.
14	ZONE OF TRUTH	Subjects within range cannot lie.

3RD-LEVEL CRUSADER SPELLS		
1	DAYLIGHT*	Creates 20 ft. rad. supernatural bright light.
2	DISCERN LIES*	Reveals deliberate falsehoods.
3	DISPEL MAGIC	Cancels magical spells and effects.
4	HEAL MOUNT	As heal on warhorse or other special mount.
5	HOLY MIGHT	
6	MAGIC CIRCLE (Against Chaos, Evil, Good, Law)	As 10 ft radius protection spell.
7	PRAYER	Allies gain +1 on most rolls, and enemies suffer -1.
8	REMOVE BLINDNESS	
9	OR DEAFNESS*	Cures subject.
9	REMOVE CURSE*	Frees person or object from curses.

4TH-LEVEL CRUSADER SPELLS		
1	BREAK ENCHANTMENT	Frees subjects from enchantments, alterations, curses, and petrification.
2	CURE SERIOUS WOUNDS*	Cures 3d8 damage.
3	DEATH WARD	Grants immunity to death spells and effects.
4	DISPEL CHAOS, EVIL, GOOD, LAW*	Grants +4 AC and dispel one spell.
5	HOLY SPEECH	
6	HOLY SWORD	Weapon becomes +5, deals +2d6 damage against evil.
7	MARK OF JUSTICE	Designates action that will trigger curse on subject.
8	NEUTRALIZE POISON	Detoxifies venom in or on subject.
9	RESTORATION*	Restores drained level and attribute reducing effects.

DRUID SPELLS (Sovereign)

0-LEVEL DRUID SPELLS (Orisons)		
1	CREATE WATER	Creates 2 gallons/level of pure water.
2	DETECT NEUTRALITY	Reveals creatures, spells, or objects.
3	DETECT POISON	Detects poison in one creature or small object.
4	ENDURE ELEMENTS	Protection from natural elements and weather.
5	FIRST AID	Bandages bleeding wound.
6	FLARE	Dazzles one creature (-1 on attack rolls).
7	GUIDANCE	+1 on one BtH, saving throw, or attribute check.
8	KNOW DIRECTION	The caster discerns north.
9	LIGHT	Object shines like a torch.
10	PURIFY FOOD AND DRINK	Purifies 1 cu. ft./level of food or water.
11	RESISTANCE	Subject gains +1 on saving throws.
12	VIRTUE	Subject gains 1 temporary hp.

1ST-LEVEL DRUID SPELLS		
1	ALARM	Wards an area and alerts caster to intruders.
2	ALTER WINDS	
3	ANIMAL FRIENDSHIP	Gain permanent animal companion.
4	BLOODHOUND	
5	BURST ROPE	
6	CALM ANIMALS	Calms animals, beasts, or magical beasts.
7	CLAWS	
8	DETECT ANIMALS OR PLANTS	Detects kinds of animals or plants.
9	DETECT SNARES AND PITS	Reveals natural or primitive traps.
10	ENTANGLE	Plants entangle everyone in 50 ft. circle.
11	FAERIE FIRE	Outlining light +1 to hit and cancels concealment.
12	GOODBERRY	2d4 berries each cure 1 hit point (max 8 hp/day)
13	INVISIBILITY TO ANIMALS	Animals can't perceive warded subject.
14	LONGSTRIDER	Your speed increases by 10 ft.
15	MAGIC FANG	One natural weapon of subject creature gets +1 on attack and damage rolls.
16	MAGIC STONES	Three stones gain +1 attack, deal 1d6+1 damage.
17	NOMAD	Increase time between meals.
18	OBSCURING MIST	Fog surrounds caster, obscuring all sight.
19	PASS WITHOUT TRACE	Subject leaves no tracks or scent.
20	SHILLELAGH	Makes club a +1 weapon (1d6+1 damage).

2ND-LEVEL DRUID SPELLS		
1	ANIMAL MESSENGER	Sends a small animal to a specific place.
2	ANIMAL TRANCE	Fascinates 2d6 HD of animals.
3	AURA OF NEUTRALITY	
4	BARKSKIN	Grants +3 AC, or caster looks like tree. Subject gains +4 to Con for 1 min./level.
5	BEAR'S ENDURANCE	
6	BURNING GAZE	
7	BULL'S STRENGTH	Subject gains +4 to Str for 1 min./level. Subject gains +4 to Dex for 1 min./level.
8	CAT'S GRACE	
9	CHARM PERSON OR ANIMAL	Makes one person or animal the caster's friend.
10	CLOUD SHAPE	Alter the appearance of a cloud.
11	CURE LIGHT WOUNDS*	Cures 1d8 damage.
12	DARKVISION	See 60 ft. in total darkness. Stops poison from harming subject for 1 hour/level.
13	DELAY POISON	
14	ELEMENTAL WEAPON	
15	FIRE TRAP	Opened object deals 1d4 +1/level damage.
16	FLAMING SPHERE	Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.
17	HEAT METAL*	Hot metal damages those who touch it. Holds one animal helpless for 1 round/level.
18	HOLD ANIMAL	Subject gains +4 to Wis for 1 min./level.
19	OWL'S WISDOM	
20	PIT	
21	PRODUCE FLAME	Fire in hand deals 1d4+1 damage, touch or thrown.
22	SOFTEN EARTH AND STONE	Turns stone to clay or dirt to sand or mud.
23	SPEAK WITH ANIMALS	The caster can communicate with animals.
24	SUMMON SWARM	Insect or vermin attack and disrupt foes.
25	TREE SHAPE	You look exactly like a tree for 1 hour/level.
26	TREMOR	
27	TRIP	Sets a magical trap that can be tripped over.
28	WARP WOOD*	Bends and makes wood (weapons, door, etc.) useless.
29	WOOD SHAPE	Rearranges wooden objects to suit you.

3RD-LEVEL DRUID SPELLS		
1	ANIMAL SPEECH	
2	CALL LIGHTNING	Directs lightning bolts (1d10/ level) during storms.
3	CONTAGION	Infects subject with chosen disease. Subject animal obeys silent mental commands.
4	DOMINATE ANIMAL	Creates a bolt of flame with exceptional range.
5	FAR-FLYING FLAME	
6	FEIGN DEATH	
7	ICEBALL	
8	MELD INTO STONE	The caster and the caster's gear merge with stone.
9	NEUTRALIZE POISON	Detoxifies venom in or on subject.
10	PLANT GROWTH*	Grows vegetation, improves crops.
11	PROTECTION FROM ELEMENTS	Absorb 12 points of damage/level from one element.
12	PYROTECHNICS	Turns fire into blinding light or choking smoke.
13	RAY OF ROT	Rot wooden creatures or objects.
14	REMOVE DISEASE*	Cures all diseases.
15	SNARE	Creates and conceals magical trap that binds victims.
16	SHAPE STONE OR WOOD	Sculpts stone or wood into any form.
17	SPEAK WITH PLANTS	The caster can talk to normal plants. Creatures in area take 1d4 damage, may be slowed.
18	SPIKE GROWTH	
19	STONE SHAPE	Sculpts stone into any shape.
20	THORNSTAVE	Causes wooden staff to sprout thorns for double damage.
21	WALL OF WIND	Deflects arrows, smaller creatures, and gases.
22	WATER BREATHING	Subjects can breathe underwater.

4TH-LEVEL DRUID SPELLS		
1	ANTIPLANT SHELL	Keeps plant creatures at bay.
2	BLIGHT	Withers one plant or deals 1d6/level damage to plant creature.
3	BRAMBLE BIND	Causes bramble coil to burst forth and wrap around target
4	CONTROL PLANTS	Talk to and control plants and plant creatures.
5	CURE SERIOUS WOUNDS	Cures 3d8 damage.
6	DISPEL MAGIC	Cancels magical spells and effects.
7	DIVE	Target can withstand perils of depths.
8	FREEDOM OF MOVEMENT	Move normally despite impediments.
9	GIANT VERMIN	Turns centipedes, scorpions, or spiders into giant vermin.
10	QUENCH	Extinguishes non-magical fires or one magic item.
11	REINCARNATE	Brings dead subject back in a random body.
12	REPEL VERMIN	Insects stay 10 ft. away.
13	RESTORE THE BARREN	Restores life and growth to barren soil.
14	SCRYING	Spies on subject from a distance.
15	SLEET STORM	Hampers vision and movement.
16	SPIKE STONES	Creatures in area take 1d8 damage, may be slowed.
17	SUMMON ANIMALS	Calls animals to fight on caster's behalf.
18	THORN ARMOUR	
19	WEATHER'S BLESSING	Protects against weather/makes weather effects twice as bad for target.

5TH-LEVEL DRUID SPELLS		
1	ANIMAL GROWTH*	Animals double in size, HD.
2	AWAKEN	Animal or tree gains human intellect.
3	BALEFUL POLYMORPH	Transforms subject into harmless animal.
4	CALL LIGHTNING STORM	As call lightning, but 5d6 damage per bolt.
5	COMMUNE WITH NATURE	Learn about terrain for one mile/level.
6	CONTROL WINDS	Change wind direction and speed.
7	CURE CRITICAL WOUNDS	Cures 5d8 damage.
8	DEATH WARD	Grants immunity to all death spells and effects.
9	FAST HEALING	Hail deals 5d6 damage in cylinder 50 ft. across and tall.
10	ICE STORM	Insect horde limits vision, inflicts damage, and weak creatures flee.
11	INSECT PLAGUE	Causes tree to grow to full size instantly.
12	SPUR THE SAPLING	Ignore 10 points of damage per attack.
13	STONESKIN	Calls beasts or plants to fight on caster's behalf.
14	SUMMON BEASTS OR PLANTS	
15	TANGLE OF THORNS	
16	TRANSMUTE MUD AND ROCK	Change mud into rock, or vice-versa.
17	TREE STRIDE	Step from one tree to another far away.
18	WALL OF FIRE	Fiery curtain or ring deals damage to those near or passing through.
19	WALL OF THORNS	Thorns damage anyone who tries to pass.

6TH-LEVEL DRUID SPELLS		
1	ANTILIFE SHELL	10 ft. field hedges out living creatures.
2	ELEMENTAL REDIRECTION	
3	FIRE SEEDS	Makes acorns/ berries into re-bursting weapons.
4	FIREBIRD	Create fiery bird.
5	IRONWOOD	Magical wood is strong as steel.
6	LIVEOAK	Oak becomes treant guardian.
7	PREY MARK	Summons powerful carnivore to hunt target.
8	REPEL WOOD	Pushes away wooden objects.
9	SPELLSTAFF	Stores one spell in wooden quarterstaff.
10	STONE TELL	Talk to natural or worked stone.
11	SUMMON ELEMENTAL	Calls 12 HD elemental to service.
12	SWARM FORM	
13	TRANSPORT VIA PLANTS	Move instantly from one plant to another of the same species.
14	WALL OF STONE	Creates a stone wall that can be shaped.

7TH-LEVEL DRUID SPELLS		
1	AURA OF THORNS	
2	CHANGESTAFF	The caster's staff becomes treant-like.
3	CONTROL WEATHER	Changes weather in local area.
4	CREEPING DOOM	Carpet of insects attacks at the caster's command.
5	FIRE STORM	Raging flame fills area for 1d6/level damage.
6	GREATER SCRYING	As scrying, but faster and longer.
7	SUMMON MAGICAL BEASTS OR FEY	Calls magical beings to fight on caster's behalf.
8	SUNBEAM	Beam blinds and deals 4d6 damage.
9	TRANSMUTE METAL TO WOOD	Metal within 40 ft. becomes wood.
10	WIND WALK	The caster and allies turn vaporous and travel fast.

8TH-LEVEL DRUID SPELLS		
1	ANIMAL SHAPES	One ally/ level polymorphs into chosen animal.
2	COMMAND PLANTS	Plants animate and vegetation entangles.
3	FINGER OF DEATH	Kills one subject.
4	REGENERATE	Subject's severed limbs grow back.
5	REPEL METAL OR STONE	Pushes away metal and stone.
6	REVERSE GRAVITY	Objects and creatures fall upward.
7	SHIELD OF LAW	
8	SUNBURST	Blinds within 10 ft., deals 3d6 damage, harms undead.
9	THUNDERBOLTS	
10	WHIRLWIND	Cyclone inflicts damage and can pick up creatures.
11	WORD OF RECALL	Teleports the caster back to designated place.

9TH-LEVEL DRUID SPELLS		
1	ANTIPATHY*	Object or location attracts/repels certain creatures.
2	ASTRAL PROJECTION	Projects the caster & companions into astral plane.
3	EARTHQUAKE	Intense tremor shakes 50 ft. circular area.
4	ELEMENTAL SWARM	Summons multiple elementals.
5	HEAL*	Cures all damage and most everything else.
6	PRISMATIC WALL	Wall's colors have array of effects.
7	RAIN OF TRANQUILITY	
8	SHAMBLER	Summons 1d4+2 shambling mounds to fight for you.
9	SHAPECHANGE	Transforms caster into any creature; can change once per round.
10	STORM OF VENGEANCE	Storm rains acid, lightning, and hail.
11	SUMMON ELEMENTAL SWARM	Summons multiple elementals.
12	SYMPATHY	Object or location attracts certain creatures.
13	WORLD WAVE	

WARDEN SPELLS (Sovereign)

1ST-LEVEL WARDEN SPELLS		
1	ALARM	Wards an area and alerts caster to intruders.
2	ANIMAL MESSENGER	Sends a small animal to a specific place.
3	CALM ANIMALS	Calms animals, beasts, or magical beasts.
4	DELAY POISON	Stops poison from harming subject for 1 hour/level.
5	DETECT ANIMALS OR PLANTS	Detects kinds of animals or plants.
6	DETECT POISON	Detects poison in one creature or small object.
7	DETECT SNARES AND PITS	Reveals natural or primitive traps.
8	ENDURE ELEMENTS	Protection from natural elements and weather.
9	ENTANGLE	Plants entangle everyone in 50 ft. circle.
10	INVISIBILITY TO ANIMALS	Animals can't perceive warded subject.
11	JUMP	Make astounding leaps 1 min/level.
12	LONGSTRIDER	Increases your speed.
13	MAGIC FANG	One natural weapon of subject creature gets +1 on attack and damage rolls.
14	PASS WITHOUT TRACE	Subject leaves no tracks or scent.
15	READ MAGIC	Read magical writings, scrolls, and spellbooks.
16	RESIST ELEMENTS	Grants +2 bonus to saves vs selected element.
17	SPEAK WITH ANIMALS	The caster can communicate with animals.

2ND-LEVEL WARDEN SPELLS		
1	BARKSKIN	Grants +3 AC, or caster looks like tree.
2	BEAR'S ENDURANCE	Subject gains +4 to Con for 1 min./level.
3	CAT'S GRACE	Subject gains +4 to Dex for 1 min./level.
4	HOLD ANIMAL	Holds one animal helpless for 1 round/level.
5	OWL'S WISDOM	Subject gains +4 to Wis for 1 min./level.
6	PIT	
7	PROTECTION FROM ELEMENTS	Absorb 12 points of damage/level from one element.
8	SNARE	Creates and conceals magical trap that binds victims.
9	SPEAK WITH PLANTS	The caster can talk to normal plants.
10	SPIKE GROWTH	Creatures in area take 1d4 damage, may be slowed.
11	WALL OF WIND	Deflects arrows, smaller creatures, and gases.

3RD-LEVEL WARDEN SPELLS		
1	ANIMAL SPEECH	
2	DARKVISION	See 60 ft. in total darkness.
3	NEUTRALIZE POISON	Detoxifies venom in or on subject.
4	PLANT GROWTH*	Grows vegetation, improves crops.
5	REMOVE DISEASE*	Cures all diseases.
6	REPEL VERMIN	Insects stay 10 ft. away.
7	SUMMON ANIMALS	Calls animals to fight on caster's behalf.
8	TREE SHAPE	You look exactly like a tree for 1 hour/level.
9	WATER WALK	Subject treads on water.

WITCH SPELLS (Sympathetic)

0-LEVEL WITCH SPELLS (Orisons)		
1	DANCING LIGHTS	Creates figment torches or other lights.
2	DETECT CHAOS, EVIL, GOOD, OR LAW *	Reveals aura of creatures, spells or objects.
3	DETECT ILLUSION	Detects illusions along 50 ft. path.
4	DETECT MAGIC	Detects magical aura and its strength along 50 ft. path.
5	DETECT POISON	Detects poison in one creature or small object.
6	ENDURE ELEMENTS	Protection from natural elements and weather.
7	INFLUENCE	Temporary charm.
8	LIGHT	Object shines like a torch.
9	MENDING	Makes minor repairs on an object.
10	PURIFY FOOD AND DRINK	Purifies 1 cu. ft./level of food or water.

1ST-LEVEL WITCH SPELLS		
1	ANIMAL FRIENDSHIP	Gain permanent animal companion.
2	BLESS*	Allies gain +1 to hit and +1 on saves against fear.
3	CALM ANIMALS	Calms animals, beasts, or magical beasts.
4	CHANGE SELF	Changes the caster's appearance.
5	CHARM PERSON	Makes one person the caster's friend.
6	COMMAND	Subjects obey one-word command for 1 round.
7	FAERIE FIRE	Outlining light +1 to hit and cancels concealment.
8	GOODBERRY	2d4 berries each cure 1 hit point (max 8 hp/day)
9	OBSCURING MIST	Fog surrounds the caster.
10	PROTECTION FROM CHAOS, EVIL, GOOD OR LAW*	+2 AC and saves, plus other defenses
11	SANCTUARY	Opponents can't attack the caster.
12	SLEEP	Put 2d4 HD of creatures into comatose slumber.
13	SUMMON FAMILIAR	Summons & binds unique companion to wizard.
14	UNSEEN SERVANT	Creates invisible force that obeys the caster's commands.

2ND-LEVEL WITCH SPELLS		
1	ANIMAL MESSENGER	Sends a small animal to a specific place.
2	AUGURY	Learns whether an action will be good or bad.
3	CHARM PERSON OR ANIMAL	Makes one person or animal the caster's friend.
4	CURE LIGHT WOUNDS*	Cures 1d8 damage.
5	DELAY POISON	Stops poison from harming subject for 1 hour/level.
6	FOG CLOUD	Fog obscures vision.
7	HOLD ANIMAL	Holds one animal helpless for 1 round/level.
8	HOLD PERSON	Holds one person helpless; 1 round/level.
9	LOCATE OBJECT*	Senses direction toward object (specific or type).
10	MISDIRECTION	Misleads divinations for one creature or object.
11	SCARE	Panics one creature up to 5 HD.
12	SEE INVISIBILITY	Reveals invisible creatures or objects.
13	SPEAK WITH ANIMALS	The caster can communicate with animals.
14	SPEAK WITH DEAD	Corpse answers questions.

3RD-LEVEL WITCH SPELLS		
1	CLAIRAUDIENCE/ CLAIRVOYANCE	Hear or see at a distance for 1 min./level.
2	FLY	Subject flies at speed of 90.
3	MAGIC CIRCLE (against chaos, evil, good or law)	As protection spell, but 10 ft. radius.
4	NEUTRALIZE POISON	Detoxifies venom in or on subject.
5	NONDETECTION	Hides subject from divination, scrying.
6	PLANT GROWTH*	Grows vegetation, improves crops.
7	REMOVE BLINDNESS OR DEAFNESS*	Cures subject.
8	REMOVE CURSE*	Frees person or object from curses.
9	REMOVE DISEASE*	Cures all diseases.
10	SPEAK WITH PLANTS	The caster can talk to normal plants.
11	SUGGESTION	Compels subject to follow stated course of action.
12	TONGUES*	Speak any language.

4TH-LEVEL WITCH SPELLS		
1	CHARM MONSTER	Makes monster believe it is the caster's ally.
2	CONFUSION	Makes subjects behave randomly for 1 rd/level.
3	CURE SERIOUS WOUNDS*	Cures 3d8 damage.
4	DETECT SCRYING	Alerts caster of magical eavesdropping.
5	DISPEL MAGIC	Cancels magical spells and effects.
6	DIVINATION	Provides useful advice for specific proposed actions.
7	EMOTION	Arouses strong emotion in subject.
8	FEAR	Subjects flee for 1 round/level.
9	LOCATE CREATURE	Indicates direction to individual/type of creature.
10	SCRYING	Spies on subject from a distance.
11	SEEMING	Changes appearance of one person/two levels.
12	SUMMON ANIMALS	Calls animals to fight on caster's behalf.

5TH-LEVEL WITCH SPELLS		
1	ANIMAL GROWTH	Animals double in size, HD.
2	AWAKEN	Animal or tree gains human intellect.
3	CONTROL PLANTS	Talk to and control plants and plant creatures.
4	CONTROL WINDS	Change wind direction and speed.
5	DREAM	Sends message to anyone sleeping.
6	FEEBLEMIND	Subject's Int drops to below an animal's.
7	HOLD MONSTER	As hold person, but any creature.
8	MASS SUGGESTION	Compels one subject/level to follow course of action.
9	NIGHTMARE	Sends vision dealing 1d10 damage, fatigue.
10	POLYMORPH	Gives caster or one subject a new form.
11	POLYMORPH OTHER	Gives one subject a new form.
12	SUMMON BEASTS OR PLANTS	Calls beasts or plants to fight on caster's behalf.
13	TRUE SEEING	See all things as they really are.

6TH-LEVEL WITCH SPELLS		
1	COMMUNE	Deity answers one yes-or-no question/level.
2	CONTROL WEATHER	Changes weather in local area.
3	CURE CRITICAL WOUNDS*	Cures 5d8 damage.
4	FIND THE PATH*	Shows most direct way to a location.
5	GEAS	Forces creature to fulfill a quest.
6	INSECT PLAGUE	Insect horde limits vision, inflicts damage, and weak creatures flee.
7	LEGEND LORE	Learn tales about a person, place, or thing.
8	VEIL	Changes appearance of group of creatures.

7TH-LEVEL WITCH SPELLS		
1	CREEPING DOOM	Carpet of insects attacks at the caster's command.
2	DISCERN LOCATION*	Learn exact location of creature or object.
3	GREATER SCRYING	As scrying, but faster and longer.
4	HEAL*	Cures all damage and most everything else.
5	INSANITY	Subject suffers continuous confusion.
6	MASS CHARM	Multiple creatures believe they are caster's ally.
7	SEQUESTER	Subject is invisible to sight and scrying.
8	VISION	Quickly reveals legends about person, place, or thing.

8TH-LEVEL WITCH SPELLS		
1	ANIMAL SHAPES	One ally/ level polymorphs into chosen animal.
2	ANTIPATHY*	Object or location attracts/ repels certain creatures.
3	COMMAND PLANTS	Plants animate and vegetation entangles.
4	FINGER OF DEATH	Kills one subject.
5	POLYMORPH ANY OBJECT	Changes any creature or object into anything else.
6	REGENERATE	Subject's severed limbs grow back.
7	SUMMON PLANAR ALLY	Divinely calls allies up to 16 HD.
8	SYMBOL	Triggered runes have array of effects

9TH-LEVEL WITCH SPELLS		
1	ASTRAL PROJECTION	Projects the caster & companions into astral plane.
2	BINDING	Array of techniques to imprison a creature.
3	EARTHQUAKE	Intense tremor shakes, 50 ft. circular area.
4	MASS HEAL*	As heal, but with several subjects.
5	MIND BLANK	Subject is immune to mental magic and scrying.
6	SHAPECHANGE	Transforms caster into any creature once per round.
7	SOUL BIND	Traps newly dead soul to prevent resurrection.
8	TRAP THE SOUL	Imprisons subject within gem.

WIZARD SPELLS (Arcane)

0-LEVEL WIZARD SPELLS (Cantrips)		
1	ALARM CLOCK	Create sound of ringing bell at selected future time.
2	ANIMATE ROPE	Makes a rope move at your command.
3	ANATOMICS	Inscribes a personal rune (visible or invisible).
4	ARCANE MARK	
5	BUGS	
6	CLEANING	
7	DANCING LIGHTS	Creates figment torches or other lights.
8	DAZE	
9	DETECT MAGIC	Detects magical aura and its strength along 50 ft. path.
10	DETECT POISON	Detects poison in one creature or small object.
11	EAVESDROP	
12	ENDURE ELEMENTS	Protection from natural elements and weather.
13	ENRICH	
14	ERADICATE	
15	FIRELIGHT	
16	FLARE	Dazzles one creature (-1 on attack rolls).
17	FURRY	Figment sounds.
18	GHOST SOUND	Figment sounds.
19	GHOUL TOUCH	Paralyzes one subject, which exudes stench that makes those nearby sickened.
20	LEGERDEMAIN	
21	LIGHT	Object shines like a torch.
22	MAGE HAND	Five-pound telekinesis.
23	MEASURE TIME	Learn current time, or measure an interval of time.
24	MENDING	Makes minor repairs on an object.
25	MESSAGE	Short, whispered communication at a distance.
26	OPEN/CLOSE	Opens or closes small or light things.
27	ORDER	
28	PRESTIDIGITATION	Performs minor tricks or tasks.
29	RAY OF FROST	
30	RESISTANCE	Subject gains +1 on saving throws.
31	TEMPERATURE	
32	TRANSMOGRIFY	

1ST-LEVEL WIZARD SPELLS		
1	ACID SPLASH	Orb deals 1d3 acid damage.
2	AGE ITEM	Damage item through rapid aging, weapon or armor becomes –1 per 2 levels.
3	ALTER SIZE*	Object or creature grows or shrinks 10%/level (max 50%).
4	ALTER WINDS	
5	AQUEOUS BLAST	
6	BURNING HANDS	1d2 +1/level fire damage.
7	BURST OF HASTE	Target gains extra action and +4 dodge bonus to AC, for one round.
8	BURST ROPE	
9	CHANGE SELF	Changes the caster's appearance.
10	CHARM PERSON	Makes one person the caster's friend.
11	COMPREHEND LANGUAGES	Understands spoken and written languages.
12	DEAD MAN'S EYES	See the last thing the target body saw.
13	DISGUISE CORPSE	
14	DISGUISE SELF	Changes your appearance.
15	ERASE	Mundane or magical writing vanishes.
16	EXPEDITIOUS RETREAT	Your speed increases by 30 ft.
17	FEATHER FALL	Objects or creatures fall slowly.
18	FLASH/BANG	Gain +8 AC for 1 round.
19	FLOATING DISK	3 ft. diameter horizontal disk that holds 1000 lbs.
20	GHOST WRITING*	Hides writing from normal sight. Blinds creatures, outlines invisible creatures.
21	GLITTERDUST	Holds door shut.
22	HOLD PORTAL	Determines single feature of magic item.
23	IDENTIFY	
24	INTOXICATION	
25	JUMP	Make astounding leaps 1 min./level.
26	MAGE ARMOR	Gives subject +4 armor bonus.
27	MAGIC AURA	Alters object's magic aura. Strikes for 1d4+1 damage; +1 missile/two levels.
28	MAGIC MISSILE	
29	MAGIC WEAPON	Weapon gains +1 bonus.
30	MEMORY LAPSE	
31	MISMEASURE TIME	Target acquires incorrect belief about the current time.
32	MOUNT	Summons riding horse for 2 hours/level.
33	ORDAIN	Used to sanctify an item or piece of ground
34	PROTECTION FROM CHAOS, EVIL, GOOD, OR /LAW*	+2 AC and saves, plus other defenses. Read magical writings, scrolls, and spellbooks.
35	READ MAGIC	
36	SEDUCTION	
37	SHIELD	Invisible disc raises AC and blocks magic missiles.
38	SHOCKING GRASP	Electric touch deals 1d8 +1/level damage. Put 2d4 HD of creatures into comatose slumber.
39	SLEEP	
40	SPIDER CLIMB	Grants ability to walk on walls and ceilings.
41	SUDDEN SLOWNESS	Target gets only a partial action and –2 attack, –2 AC penalty, for one round.
42	SUMMON FAMILIAR	Summons & binds unique companion to wizard. Seeing an instant ahead gives +2 to hit, +1 AC to target.
43	TEMPORAL SHEEN	
44	TRUE STRIKE	+20 on your next attack roll.
45	UNHINGE	Target loses 1/1d4 Sanity. Creates invisible force that obeys the caster's commands.
46	UNSEEN SERVANT	

2ND-LEVEL WIZARD SPELLS		
1	ACCELERATE MAGIC	Cause a spell to run out its duration at double the normal rate.
2	ACCELERATE METABOLISM	Fire ray that temporarily reduces target's strength and dex.
3	ACID ARROW	Make ranged attack to deal 2d4/ two lvls acid damage.
4	ARCANE LOCK	Magically locks a portal or chest.
5	BEAR'S ENDURANCE	Subject gains +4 to Con for 1 min./level.
6	BULL'S STRENGTH	Subject gains +4 to Str for 1 min./level.
7	BURNING GAZE	
8	CAT'S GRACE	Subject gains +4 to Dex for 1 min./level.
10	CONTINUAL FLAME	Makes a permanent, heatless flame.
11	DARKNESS*	Creates 20 ft. rad. supernatural darkness. Living creature of 6 HD or less loses next action.
12	DAZE MONSTER	
13	DEEP SLUMBER	Puts 10 HD of creatures to sleep. Damage to target is deferred for 1 round/level.
14	DELAY DAMAGE	
15	DELAY SPELL EFFECT	Cause effect of later spell to be delayed up to 10 minutes/level.
16	DETECT THOUGHTS*	Allows "listening" to surface thoughts.
17	EAGLE'S SPLENDOR	Subject gains +4 to Cha for 1 min./level.
18	ENHANCE ATTRIBUTE*	Raises attribute score for 1 hr/level. Gain 1d10 temporary hp +1/level (max +10).
19	FALSE LIFE	
20	FLAMING SPHERE	Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.
21	FOG CLOUD	Fog obscures vision.
22	FORCEWAVE	
23	FOX'S CUNNING	Subject gains +4 to Int for 1 min./level.
24	GHOST SIGHT	See spirits and ethereal.
25	GLIDE	
26	HEROISM	Gives +2 on BtH, saves, attribute checks.
27	HIDEOUS LAUGHTER	
28	ILLUMINATING ORB	Subject loses actions for 1 round/level.
29	INVISIBILITY	Subject is invisible until attacks.
30	KNOCK*	Magically opens door, item, chest, etc.
31	LAST SIGHT	See last visions of dead creature. Target thinks it's late, distracted and suffers –3 to attacks, saves, abilities, skills for 1 min./lvl
32	LATENESS	Subject moves up and down at the caster's direction.
33	LEVITATE	Senses direction toward object (specific or type).
34	LOCATE OBJECT*	Speaks once when triggered. Creates 1d4+1 decoy duplicates of the caster.
35	MAGIC MOUTH	
36	MIRROR IMAGE	Masks object against scrying.
37	OBSCURE OBJECT	Subject gains +4 to Wis for 1 min./level.
38	OWL'S WISDOM	Makes item seem trapped.
39	PHANTOM TRAP	
40	PIT	
41	PREDICT ATTACK	
42	PROTECTION FROM ARROWS	Subject immune to most ranged attacks. Turns fire into blinding light or choking smoke.
43	PYROTECHNICS	
44	RAY OF ENFEEBLEMENT	–1 to hit and –1 to damage rolls for every four levels of the caster
45	ROPE TRICK	Up to eight creatures hide in extra-dimensional space. Burst deals damage to creatures, more damage to water creatures.
46	SALTBURST	
47	SCARE	Panics one creature up to 5 HD. Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3).
48	SCORCHING RAY	
49	SEE INVISIBILITY	Reveals invisible creatures or objects.
50	SEE THROUGH WALLS	
51	SHATTER	Sonic vibration damages objects or

		crystalline creatures.
52	SLUMBER'S BLESSING	Provides benefits of full night's sleep.
53	SPECTRAL HAND	Creates disembodied glowing hand to deliver touch attacks.
54	TOUCH OF ANXIETY	
55	TOUCH OF IDIOCY	Subject takes 1d6 points of Int, Wis, and Cha damage.
56	WEB	Area fills with sticky webs, trap creatures in 20 ft. X 20 ft. area.
57	WHISPERING WIND	Sends a short message 1 mile/level.

3RD-LEVEL WIZARD SPELLS

1	ARCANE SIGHT	Magical auras become visible to you. Target takes -2 penalty on attacks and checks until end of round.
2	BEWILDER	Makes harder to hit and other effects.
3	BLINK	Gain Wisdom as a prime attribute.
4	BODY OF EYES	Hear or see at a distance for 1 min./level.
5	CLAIRAUDIENCE/CLAIRVOYANCE	Cancels magical spells and effects.
6	DISPEL MAGIC	Attacks miss subject 50%.
7	DISPLACEMENT	
8	ELEMENTAL AURA	
9	EXPLOSIVE RUNES	Deals 6d6 damage when read. 1d6 damage/level in 40 ft. diameter sphere.
10	FIREBALL	Arrows deal +1d6 fire damage.
11	FLAME ARROW	Subject flies at speed of 90.
12	FLY	Subject becomes insubstantial and can fly slowly. Blows away or knocks down smaller creatures.
13	GASEOUS FORM	Doubles move and number of attacks. Holds one person helpless; 1 round/level.
14	GUST OF WIND	
15	HASTE*	
16	HOLD PERSON	
17	ICEBALL	
18	INVISIBILITY SPHERE	Makes everyone within 10 ft. invisible.
19	LIGHT STRIDE	Doubles/halves movements rate.
20	LIGHTNING BOLT	Electricity deals 1d6 damage/ level.
21	MAGIC CIRCLE (against Chaos, Evil, Good, Law)	As protection spell, but 10 ft. radius.
22	MAGIC DARTS	
23	NONDETECTION	Hides subject from divination, scrying.
24	PHANTOM STEED	Magic horse appears for 1 hour/level.
25	PRECISE WEAPON	
26	REPEATED ACTIONS	Force creature to repeat last round's actions continuously.
27	SECOND CHANCE	Allow a die to be rerolled.
28	SEPIA SNAKE SIGIL	Creates text symbol that immobilizes reader.
29	SUSPEND OBJECT	Put one object into suspended animation.
30	STINKING CLOUD	Nauseating vapors that make helpless & limit sight.
31	SUGGESTION	Compels subject to follow stated course of action.
32	SUMMON LESSER MONSTER	Calls 3 HD or less monsters to aid caster.
33	TEMPORAL ANCHOR TO ITEM	Gain SR 5+level vs chronomancy through anchoring to an item.
34	TEMPORAL SHOVE	Target creature misses one partial action, of self or opponent.
35	TIME DISTORTION CUBE	One cube/2lvls of distorted time can be used to attack, ranged touch for d12 dmg.
36	TINY HUT	Creates shelter for 10 creatures.
37	TONGUES*	Speak any language.
38	VISION OF YOUTH	See item or creature as it was in former times.
39	WATER BREATHING	Subjects can breathe underwater. Step aside from time, can only interact with self for 1 minute/level within a single round.
40	WITHDRAW	

4TH-LEVEL WIZARD SPELLS

1	ARCANE EYE	Caster can see with invisible, moving eye.
2	ASCERTAIN SPELLCASTER	Find out who created/cast an item or effect.
3	BLACK TENTACLES	Tentacles grapple all within 20 ft. spread.
4	CASTLING	
5	CHARM MONSTER	Makes monster believe it is the caster's ally.
6	CHRINDOL'S CURSE	Combination of Mismeasure Time and Lateness, lasts 1day/level.
7	CONFUSION	Makes subjects behave randomly for 1 rd/level.
8	DENOUNCE	
9	DETECT SCRYING	Alerts caster of magical eavesdropping. Teleports caster (and 500 lbs.) up to 450 ft.
10	DIMENSION DOOR	
11	DIMENSIONAL ANCHOR	Bars extradimensional movement. Creates a bolt of flame with exceptional range.
12	FAR-FLYING FLAME	Subjects flee for 1 round/level.
13	FEAR	Attackers take damage; protects against cold attacks.
14	FIRE SHIELD*	Opened object deals 1d4 +1/level damage.
15	FIRE TRAP	
16	FOE'S FIRE	
17	GOOD HOPE*	
18	HALLUCINATORY TERRAIN	Makes type of terrain appear like another. Hail deals 5d6 damage in cylinder 50 ft. across and tall.
19	ICE STORM	
20	IMBUE WITH SPELL ABILITY	Transfer spells to subject.
21	LAST BREATH	
22	LOCATE CREATURE	Indicates direction to individual/type of creature.
23	MINOR GLOBE OF INVULNERABILITY	Stops 1st to 3rd-level spell effects.
24	MINOR SEQUENCER	
25	MNEMONIC ENHANCER	Caster prepares or retains additional spells.
26	PLANAR ADAPTATION	
27	POLYMORPH*	Gives caster or one subject a new form.
28	REMOVE CURSE*	Frees person or object from curses.
29	RESILIENT SPHERE	Force globe protects but traps one subject.
30	SCRYING	Spies on subject from a distance.
31	SHARE SENSES	
32	SHOUT	Deafens all within cone and deals 2d6 damage.
33	STONE SHAPE	Sculpts stone into any shape.
34	STONESKIN	Ignore 10 points of damage per attack.
35	SUSPEND CREATURE	Put one creature / 3 levels in suspended animation.
36	TEMPORAL BACKSTEP	Future version of caster travels back one round to gain extra actions now.
37	TEMPORAL SAFE	Keep item safe by sending into future.
38	TIME BLINK	Target pushed randomly forward in time once / 3 levels.
39	TIME LEAP	Move forward in time up to 1 day, may bring others for shorter leap.
40	WALL OF FIRE	Fiery curtain or ring deals damage to those near or passing through.
41	WALL OF ICE	Creates very hard sheet or hemisphere of ice.

5TH-LEVEL WIZARD SPELLS		
1	AGE ANIMAL	Instantly kill a nonmagical beast through rapid aging.
2	AIRY WATER	
3	ALTER GRAVITY	
	ALTERNATE	
4	TIMELINE	Learn secrets by consulting an alternate self.
	DIVINATION	
5	ANIMATE DEAD*	Creates and controls undead skeletons and zombies.
	BALEFUL	
6	POLYMORPH	Transforms subject into harmless animal.
7	BIND ELEMENTAL	Traps elemental to perform task.
		Withers one plant or deals 1d6/level damage to plant creature.
8	BLIGHT	
	BREAK	Frees subjects from enchantments, alterations, curses, and petrification.
9	ENCHANTMENT	
		Poison fog 3 HD or less; 4-6 HD save or die.
10	CLOUDKILL	
11	CONE OF COLD	1d6 cold damage/level.
	CONTACT OTHER	
12	PLANE	Ask questions of extraplanar entity.
	DOMINATE	
13	PERSON	Controls humanoid telepathically.
		Transforms raw materials into finished items.
14	FABRICATE	
15	FAITHFUL HOUND	Phantom dog can guard, attack.
16	FEEBLEMIND	Subject's Int drops to below an animal's.
17	HOLD MONSTER	As hold person, but any creature.
	INTERPOSING	
18	HAND	
	LOWER	
19	RESISTANCE	
20	MAGIC JAR	Enables possession of another creature.
21	MIND FOG	Subjects in fog get -10 to Wisdom checks.
22	PASSWALL	Creates temporary passages through walls.
23	PERMANENCY	Makes certain spells permanent with a cost.
	PLANAR BINDING,	Traps extraplanar creature of 6 HD or less until it performs a task.
24	LESSER	Prevents anyone from viewing or scrying an area for 24 hours.
25	PRIVATE SANCTUM	
		Hides magic chest for caster to retrieve when needed.
26	SECRET CHEST	
27	STRIKING ORB	
	SUMMON	
28	MONSTER	Calls 6 HD or less monsters to aid caster.
29	TELEKINESIS	Lifts or moves 25 lb./level at long range.
30	TELEPATHIC BOND	Link lets allies communicate.
31	TELEPORT	Instantly transports the caster anywhere.
	TEMPORAL	Connect self to another creature, sharing time effects.
32	ANCHOR	
	TEMPORAL	Create barrier of distorted time that slows and confuses those passing through.
33	BARRIER	
		Send target forward in time up to 1 round / 2 levels.
34	TEMPORAL PUSH	
	TEMPORAL	
	SIMULTANEOUSNESS	
35	SS	Merge next d4+2 rounds into one.
	TRANSMUTE MUD	
36	AND ROCK	Change mud into rock, or vice-versa.
		Wall, sphere, or hemisphere is immune to damage.
37	WALL OF FORCE	
38	WALL OF IRON	Creates vertical sheet of tough iron.
39	WALL OF STONE	Creates a stone wall that can be shaped.

6TH-LEVEL WIZARD SPELLS		
1	ACID FOG	Fog deals acid damage.
2	ANALYZE DWEOMER	Reveals magical aspects of subject.
		Creates mobile sphere that negates magic.
3	ANTIMAGIC SHELL	
		Deals 1d6 damage/level; strikes multiple targets.
4	CHAIN LIGHTNING	
5	CONTINGENCY	Sets trigger condition for another spell.
6	CONTROL WEATHER	Changes weather in local area.
		Delay all spells cast by target for 1 round/level.
7	DELAY MAGIC	
8	DISINTEGRATE	Destroys one creature or object.
9	EYEBITE	
10	FEEDBACK	
11	FORCEFUL HAND	
12	FREEZING SPHERE	reezes water or deals cold damage.
13	GEAS	Forces creature to fulfill a quest.
	GLOBE OF	
14	INVULNERABILITY	Stops 1st to 4th level spell effects.
15	GUARDS AND WARDS	Array of magic effects protect area.
		Learn tales about a person, place, or thing.
16	LEGEND LORE	
17	LONGEVITY*	Regain 1d10 of lost years.
18	LUCUBRATION	Recalls spell of 5th level or lower
	MASS PLANAR	
19	ADAPTATION	
		Compels one subject/level to follow course of action.
20	MASS SUGGESTION	
21	MOVE EARTH	Digs trenches and build hills.
		As lesser planar binding, but up to 12 HD.
22	PLANAR BINDING	
23	PROJECT IMAGE	Illusory double can talk and cast spells.
	RECALL FROM THE	Temporarily bring back earlier version of dead creature.
24	PAST	
		Send message to very recent self, changing action in past three rounds.
25	RETRY	
26	SOUL BOND	
27	SPELL IMMUNITY	
28	TEMPORAL DO-OVER	Redo all events of previous round
		As Scry spell, but can view past or future.
29	TEMPORAL SCRYING	
	TIME AND SPACE	
30	FOLDING	Create gate to a distant place.
	TRANSMUTE FLESH	Turns subject creature into statue, or restores petrified creature.
31	AND STONE	
		Destroys 1d4/level HD of undead (max 20d4).
32	UNDEATH TO DEATH	

7TH-LEVEL WIZARD SPELLS		
	ALTERNATE TIMELINE	Send away an enemy to an alternate timeline.
1	BANISHMENT	
2	ARMY OF THE DAMNED	Raises large number of skeletons or zombies.
3	CONTROL UNDEAD	Undead don't attack you while under your command.
4	DELAYED BLAST FIREBALL	1d6 +1/ level fire damage, can delay for 5 rds.
5	EXPLODING ORB	
6	EXPEND	
7	FINGER OF DEATH	Kills one subject.
8	FORCECAGE	Cube or cage of force imprisons all inside.
9	GHOSTLY REVENGE	
10	GRASPING HAND	
11	GREATER SCRYING	As scrying, but faster and longer.
12	HOLD PERSON, MASS	
13	INSTANT SUMMONS	Prepared object appears in the caster's hand.
14	LIMITED WISH	Alters reality within spell limits.
15	MAGE'S SWORD	Floating magic blade strikes opponents.
16	MAGICAL MIRROR	
17	MAGNIFICENT MANSION	Door leads to extradimensional mansion.
18	MASS INVISIBILITY	As invisibility, but affects all in range.
19	PEACEFULNESS	
20	PHASE DOOR	Invisible passage through wood or stone.
21	PIRATE'S BOOTY	Hide a quantity of treasure.
22	POWER WORD STUN	Creatures with up to 120 hp are stunned.
23	RELATIVITY	One-way travel into far future, up to 100 years / level.
24	REVERSE GRAVITY	Objects and creatures fall upward.
25	REVERSE TIME'S RAVAGES	Restores object ruined by time.
26	SEQUESTER	Subject is invisible to sight and scrying.
27	SPELL TURNING	Reflect 1d4+6 spell levels back at caster.
28	STATUE	Subject can become a statue at will.
29	SUMMON GREATER MONSTER	Calls 9 HD or less monsters to aid caster.
30	TELEPORT OBJECT	As teleport, but affects a touched object.
31	TELEPORT OTHER TELEPORT	
32	WITHOUT ERROR	As teleport, but no off-target arrival.
33	TEMPORAL BANISHMENT	Get rid of enemy by sending into far future.
34	TEMPORAL REVERSAL	Reverse direction of travel in time.
35	VANISH	As teleport, but affects a touched object.
36	ZONE OF RETARDED MAGIC	All magic in a 30' radius of target is delayed 1 minute/level.

8TH-LEVEL WIZARD SPELLS		
1	ANTIPATHY*	Object or location attracts/repels certain creatures.
2	BACKLASH	Repeat events of the previous round that damaged a particular target.
3	BINDING	Array of techniques to imprison a creature.
4	CLENCHED FIST	
5	CHRINDOL'S MINOR CHANGE	Change past events, up to 1 month ago, by sending a message to previous self.
6	CLONE	Duplicates a creature.
7	DEMAND	As sending, plus you can send suggestion.
8	DIMENSIONAL LOCK	Teleportation and interplanar travel blocked for one day/level.
9	ENERGY BLADES	
10	ILLUSIONARY FORM: PIT FIEND	
11	INCENDIARY CLOUD	Smoke deals 4d6 damage/rd. and limits vision.
12	IRRESISTIBLE DANCE	Forces subject to dance.
13	MASS CHARM	Multiple creatures believe they are caster's ally.
14	MAZE	Traps subject in extra-dimensional maze.
15	MIND BLANK	Subject is immune to mental magic and scrying.
16	MOMENT OF PRESCIENCE	You gain bonus on single attack roll, check, or save.
17	POLAR RAY	Ranged touch attack deals 1d6/level cold damage.
18	PLANAR BINDING, GREATER	As lesser planar binding, but up to 18 HD.
19	POLYMORPH ANY OBJECT	Changes any creature or object into anything else.
20	POWER WORD BLIND	Creatures with up to 100 hit points are blinded.
21	PROTECTION FROM SPELLS	Confers +8 resistance bonus. Replace character with recent former version, healing damage and negating effects.
22	RESET	Remember current version of item to possibly replace with later.
23	SAVE ITEM STATE	Recipients are Hasted and gain STR/DEX/CON, but age 5% of their lifespan.
24	SOLOMAN'S WARRIORS	
25	SPELL SEQUENCER	
26	SUPPRESS MAGIC	
27	SYMBOL	Triggered runes have array of effects
28	SYMPATHY	Object or location attracts certain creatures.
29	TELEKINETIC SPHERE	As resilient sphere, but you move sphere telekinetically.
30	TELEPORTATION	All creatures inside circle teleport to designated spot.
31	CIRCLE TRAP THE SOUL	Imprisons subject within gem.
32	WARD TIME'S RAVAGES	Retards aging for 1 week.

9TH-LEVEL WIZARD SPELLS		
	ALTERNATE TIMELINE	
1	SUMMONING	Summon an alternate self for aid, at some risk.
2	ASTRAL PROJECTION	Projects the caster & companions into astral plane.
3	CLOUD OF ANNHILATION	
4	CRUSHING HAND	
5	DISJUNCTION	Dispels magic, disenchant magic items.
6	DOMINATE MONSTER	As dominate person, but any creature.
7	ETHEREALNESS	Travel to Ethereal Plane with companions.
8	FREEDOM	Releases creature from imprisonment.
9	GATE	Connects two planes for travel or summoning.
	HOLD MONSTER, MASS	
10		As hold monster, but all within 30 ft.
11	IMPRISONMENT*	Entombs subject beneath the earth.
12	INVULNERABILITY	
13	LEECH YOUTH	Ages victim 10 years while youthening caster 1 year.
14	METEOR SWARM	Multiple fireballs deal damage in path.
15	POWER WORD KILL	One tough subject or many weak ones die.
16	PRISMATIC SPHERE	Multi-colored protective sphere.
17	REFUGE	Alters item to teleport its possessor to the caster.
18	SHAPECHANGE	Transforms caster into any creature once per round.
19	TEMPORAL STASIS	Puts subject into suspended animation.
20	TEMPORALLY TELEPORT OBJECT	Send object anywhere in time.
21	TIME STOP	The caster stops time and acts freely for 1d4+1 rounds.
22	TIME WALK	Travel locally back and forth in time.
23	WISH	Alters reality as desired, but with risk.

CHRONOMANCER SPELLS (Arcane)

0-LEVEL CHRONOMANCER SPELLS (Cantrips)		
	ALARM CLOCK	Create sound of ringing bell at selected future time.
1		
2	MEASURE TIME	Learn current time, or measure an interval of time.
3	MISMEASURE TIME	Target acquires incorrect belief about the current time.

1ST-LEVEL CHRONOMANCER SPELLS		
	ACCELERATE METABOLISM	
1		Fire ray that temporarily reduces target's strength and dex.
2	AGE ITEM	Damage item through rapid aging, weapon or armor becomes -1 per 2 levels.
3	BURST OF HASTE	Target gains extra action and +4 dodge bonus to AC, for one round.
4	NOMAD	Increase time between meals.
5	SUDDEN SLOWNESS	Target gets only a partial action and -2 attack, -2 AC penalty, for one round.
6	TEMPORAL SHEEN	Seeing an instant ahead gives +2 to hit, +1 AC to target.
7	TEMPORAL SHOVE	Target creature misses one partial action, of self or opponent.

2ND-LEVEL CHRONOMANCER SPELLS		
	ACCELERATE MAGIC	
1		Cause a spell to run out its duration at double the normal rate.
2	AUGURY	Learns whether an action will be good or bad.
3	DEFENSE FROM AGING	Protect target from natural or magical aging.
4	DELAY DAMAGE	Damage to target is deferred for 1 round/level.
5	DELAY POISON	Stops poison from harming subject for 1 hour/level.
6	DELAY SPELL EFFECT	Cause effect of later spell to be delayed up to 10 minutes/level.
7	GENTLE REPOSE	Preserve a corpse.
8	LAST SIGHT	See last visions of dead creature.
		Target thinks it's late, distracted and suffers -3 to attacks, saves, abilities, skills for 1 min/lvl
9	LATENESS	Force creature to repeat last round's actions continuously.
10	REPEATED ACTIONS	Allow a die to be rerolled.
11	SECOND CHANCE	Put one object into suspended animation.
12	SUSPEND OBJECT	Gain SR 5+level vs chronomancy through anchoring to an item.
13	TEMPORAL ANCHOR TO ITEM	One cube/2lvls of distorted time can be used to attack, ranged touch for d12 dmg.
14	TIME DISTORTION CUBE	Move forward in time up to 1 day, may bring others for shorter leap.
15	TIME LEAP	See item or creature as it was in former times.
16	VISION OF YOUTH	Step aside from time, can only interact with self for 1 minute/level within a single round.
17	WITHDRAW	

3RD-LEVEL CHRONOMANCER SPELLS		
	ASCERTAIN SPELLCASTER	
1		Find out who created/cast an item or effect.
2	CHRINDOL'S CURSE	Combination of Mismeasure Time and Lateness, lasts 1day/level.
3	HASTE*	Doubles move and number of attacks.
4	PLANT GROWTH*	Grows vegetation, improves crops.
5	SUSPEND CREATURE	Put one creature / 3 levels in suspended animation.
6	TEMPORAL BACKSTEP	Future version of caster travels back one round to gain extra actions now.
7	TEMPORAL SAFE	Keep item safe by sending into future.
8	TIME BLINK	Target pushed randomly forward in time once / 3 levels.

4TH-LEVEL CHRONOMANCER SPELLS		
	AGE ANIMAL	
1		Instantly kill a nonmagical beast through rapid aging.
	ALTERNATE TIMELINE	
2	DIVINATION	Learn secrets by consulting an alternate self.
3	DIVINATION	Provides useful advice for specific proposed actions.
4	LEGEND LORE	Learn tales about a person, place, or thing.
5	TEMPORAL ANCHOR	Connect self to another creature, sharing time effects.
6	TEMPORAL BARRIER	Create barrier of distorted time that slows and confuses those passing through.
7	TEMPORAL PUSH	Send target forward in time up to 1 round / 2 levels.
8	TEMPORAL SIMULTANEOUSNESS	Merge next d4+2 rounds into one.

5TH-LEVEL CHRONOMANCER SPELLS		
1	DELAY MAGIC	Delay all spells cast by target for 1 round/level.
2	PERMANENCY	Makes certain spells permanent with a cost.
3	RECALL FROM THE PAST	Temporarily bring back earlier version of dead creature.
4	RETRY	Send message to very recent self, changing action in past three rounds.
5	TEMPORAL DO-OVER	Redo all events of previous round
6	TEMPORAL SCRYING	As Scry spell, but can view past or future.
7	TIME AND SPACE FOLDING	Create gate to a distant place.

6TH-LEVEL CHRONOMANCER SPELLS		
	ALTERNATE TIMELINE	Send away an enemy to an alternate timeline.
1	BANISHMENT	Repeat events of the previous round that damaged a particular target.
2	BACKLASH	One-way travel into far future, up to 100 years / level.
3	RELATIVITY	Get rid of enemy by sending into far future.
4	TEMPORAL BANISHMENT	Reverse direction of travel in time.
5	TEMPORAL REVERSAL	All magic in a 30' radius of target is delayed 1 minute/level.
6	ZONE OF RETARDED MAGIC	

7TH-LEVEL CHRONOMANCER SPELLS		
	CHRINDOL'S MINOR CHANGE	Change past events, up to 1 month ago, by sending a message to previous self.
1	CHANGE	Replace character with recent former version, healing damage and negating effects.
2	RESET	Remember current version of item to possibly replace with later.
3	SAVE ITEM STATE	Recipients are Hasted and gain STR/DEX/CON, but age 5% of their lifespan.
4	SOLOMAN'S WARRIORS	Quickly reveals legends about person, place, or thing.
5	VISION	

8TH-LEVEL CHRONOMANCER SPELLS		
	ALTERNATE TIMELINE	Summon an alternate self for aid, at some risk.
1	SUMMONING	Kill target by rapidly aging it 100 years/round.
2	QUICKEN AGING	Project astral self into visions of distant times.
3	TEMPORAL PROJECTION	
4	TEMPORALLY TELEPORT	Send object anywhere in time.
5	OBJECT	
6	TIME WALK	Travel locally back and forth in time.

9TH-LEVEL CHRONOMANCER SPELLS		
	CHRINDOL'S MAJOR CHANGE	Change past events, up to ten years ago, by sending a message to previous self.
1	CHANGE	Remember current version of creature to possibly replace later.
2	SAVE STATE	Target is frozen in suspended animation.
3	TEMPORAL STASIS	Travel anywhere in time instantly.
4	TEMPORAL TELEPORT	The caster stops time and acts freely for 1d4+1 rounds.
5	TIME STOP	Target is both disintegrated and erased from history.
6	TRUE DISINTEGRATE	

ILLUSIONIST SPELLS (Arcane)

0-LEVEL ILLUSIONIST SPELLS (Cantrips)		
1	ANATOMICS	
2	ARCANE MARK	Inscribes a personal rune (visible or invisible).
3	BUGS	
4	CLEANING	
5	DANCING LIGHTS	Figment torches or other lights.
6	DETECT ILLUSION	Detects illusions along 50 ft. path.
7	DISGUISE SELF	
8	DRAGON MARK	Creates dragon sounds on other side of door.
9	EAVESDROP	
10	ENRICH	
11	FIRST AID	Bandages bleeding wound.
12	FIRELIGHT	
13	FURRY	
14	GHOST SOUND	Figment sounds.
15	INFLUENCE	Temporary charm.
16	LEGERDEMAIN	
17	LIGHT	Object shines like a torch.
18	MAGICAL AURA	Grants object false magic aura.
19	MESSAGE	Short, whispered communication at a distance.
20	MENDING	Makes minor repairs on an object.
21	ORDER	
22	PRESTIDIGITATION	Performs minor tricks.
23	TEMPERATURE	
24	TRANSMOGRIFY	

1ST-LEVEL ILLUSIONISTS SPELLS		
1	CHANGE SELF	Changes the caster's appearance.
2	CHARM PERSON	Grants +3 AC, or caster looks like tree.
3	COLOR SPRAY	Knocks unconscious, blinds, or stuns 1d4+1 level worth of creatures.
4	DARKNESS*	20 ft. radius of supernatural darkness.
5	DAZE	Creature loses next action.
6	DRAGON ARMOR	Phantom armor grants +1 AC to those touched.
7	DRAGON IMAGE	1d6 damage.
8	ERASE	Mundane or magical writing vanishes.
9	FAERIE'S GLAMOR	Makes another appear as illusionist.
10	HEAD FOG	Victim suffers -4 to hit for 1d4+1 rds.
11	HYPNOTISM	Fascinates 2d4 HD of creatures.
12	ILLUSIONARY HOUNDS	Two hounds distract opponents.
13	INTOXICATION	
14	MEMORY LAPSE	
15	MINOR DARK CHAOS	Whiplike tendrils cause 3 hp damage, lasts 2 rds.
16	OBSCURING MIST	Fog surrounds the caster.
17	READ MAGIC	Read scrolls and spellbooks.
18	SEE INVISIBILITY	Reveals invisible creatures or objects.
19	SILENT IMAGE	Creates minor illusion of your design.
20	UNDETECTABLE AURA	Masks magic item's aura.
21	VENTRILOQUIST	Throws sound or voice.
22	WARD'S TEMPORARY STRENGTH	Strength +1 for 1 turn/level.

2ND-LEVEL ILLUSIONIST SPELLS		
1	ALTER SELF	As change self, plus more drastic changes.
2	ANGELIC IMAGE	Delays undead.
3	BLUR	Attacks miss subject 20% of the time.
4	CURE LIGHT WOUNDS*	Cures 1d8 damage.
5	DARK CHAOS	Whiplike tendrils cause 6 hp damage, last 2 rds.
6	DAZE MONSTER	Living creature of 6 HD or less loses next action.
7	DETECT MAGIC	Detects magical aura & its strength along 50 ft. path.
8	DETECT THOUGHTS	Allows "listening" to surface thoughts.
9	DRAGON BITE	Bite like dragon, 2d6 damage.
10	EYES OF FIRE	Fiery eyes provide light and scare enemies.
11	FALSE TRAP	Makes item seem trapped.
12	FOG CLOUD	Fog obscures vision.
13	HYPNOTIC PATTERN	Fascinates 2d4+1 HD/level of creatures.
14	ILLUSORY ATTACK	
15	INVISIBILITY	Subject is invisible until it attacks.
16	MAGIC MOUTH	Speaks once when triggered.
17	MINOR IMAGE	Image, plus some sounds and smells.
18	MIRROR IMAGE	Creates 1d4+1 decoy duplicates of the caster.
19	MISDIRECTION	Misleads divinations for one creature or object.
20	REMOVE BLINDNESS/DEAFNESS*	Makes subject blind or deaf.
21	SMOKE ROPE	

3RD-LEVEL ILLUSIONIST SPELLS		
1	BLINK	Causes move in and out of ethereal plane and is difficult to hit
2	CONTINUAL FLAME	Makes a permanent, heatless torch.
3	DISPEL ILLUSION	Cancels illusion spells and effects.
4	DISPLACED IMAGE DOUBLED	Creates copy of creature to draw attacks.
5	TREASURE	Viewer believes treasure hoard is doubled.
6	DRAGON MOUNT	Can carry 4 creatures, fly, swim, or walk 60 ft. movement.
7	EXPLOSIVE RUNES	Deals 6d6 damage when read.
8	HALLUCINATORY TERRAIN	Makes one type of terrain appear like another.
9	HOLD PERSON	Holds one person helpless; 1 round/level.
10	ILLUSIONARY HELP	Summons situation aid.
11	ILLUSIONARY WOLVES	Two wolves distract and attack.
12	ILLUSORY SCRIPT	Only intended reader can decipher.
13	INVISIBILITY SPHERE	Makes everyone within 10 ft. invisible.
14	MAJOR IMAGE	As silent image, plus sound, smell & thermal effects.
15	NONDETECTION	Hides subject from divination, scrying.
16	ROPE TRICK	Up to eight creatures hide in extra-dimensional space.
17	SCARE	Panics one creature up to 5 HD.
18	SECRET PAGE	Changes one page to hide its real content.
19	SHADOW STEP	
20	SUGGESTION	Compels subject to follow stated course of action.
21	TONGUES	Speak any language.

4TH-LEVEL ILLUSIONIST SPELLS		
1	CHARM MONSTER	Makes monster believe it is the caster's ally.
2	CONFUSION	Makes subjects behave randomly for 1 rd/level.
3	CURE SERIOUS WOUNDS*	Cures 3d8 damage.
4	DENOUNCE	
5	DRAGON SCALES	+4 AC to caster and allies within 15 ft. radius.
6	EMOTION	Arouses strong emotion in subject.
7	FEAR	Subjects flee for 1 round/level.
8	IDOL OF DEATH	Clay figure absorbs 3 hp melee damage.
9	ILLUSORY WALL	Surface looks real but anything can pass through.
10	IMPROVED INVISIBILITY	As invisibility but can attack & stay invisible.
11	MAJOR DARK CHAOS	Whiplike tendrils cause 10 hp damage, lasts 2 rds.
12	MINOR CREATION	Creates one cloth or wood object.
13	MIRAGE ARCANA	As hallucinatory terrain, plus structures.
14	PHANTASMAL KILLER	Illusion kills subject or deals 3d6 damage.
15	RAINBOW PATTERN	Prevents 24 HD of creatures from attacking or moving away.
16	SECURE SHELTER	Creates sturdy, furnished cottage.
17	SEEMING SHADOW	Changes appearance of one person/two levels.
18	CONJURATION	Shadow monsters attack foes.
19	SOLID FOG	Blocks vision and slows movement.
20	SPECTRAL ATTACK	
21	TREASURE HOARD	Victims grab illusory treasure and run.
22	WARD'S ILLUSIONARY PORTAL	Dimensional portal for items to illusionist's home.

5TH-LEVEL ILLUSIONIST SPELLS		
1	DRAGON BREATH	Breath like dragon for 5d6 damage.
2	DRAGON SHADOW	Shadow grants +2 AC and bites for 3d6 damage.
3	DREAM	Sends message to anyone sleeping.
4	FAITHFUL HOUND	Phantom dog can guard, attack.
5	FALSE VISION	Fools scrying with an illusion.
6	GREATER SHADOW CONJURATION	Strong shadow monsters attack foes.
7	GUARDS AND WARDS	Array of magic effects protect area.
8	HOLD MONSTER	As hold person, but any creature.
9	HUMANOID FINDING	Locates humanoid over far distance.
10	MAJOR CREATION	As minor creation, plus stone and metal.
11	MASS SUGGESTION	As suggestion, plus one/ level subjects.
12	MIRROR WALL	Impenetrable, mirrored wall.
13	NEUTRALIZE POISON	Detoxifies venom in or on subject.
14	NIGHTMARE	Sends vision dealing 1d10 damage, fatigue.
15	PERSISTENT IMAGE	As major image, but no concentration required.
16	PROJECT IMAGE	Illusory double can talk and cast spells.
17	SECRET CHEST	Hides magic chest for caster to retrieve when needed.
18	SHADOW EVOCATION	Mimics certain wizard spells.
19	TRUE SEEING	See all things as they really are.
20	WARD'S EXTENDED INVISIBILITY	Make object invisible for 1 day/lvl.

6TH-LEVEL ILLUSIONIST SPELLS		
1	ANTI-ILLUSION SHIELD	Negates illusions within 10 ft.
2	CLOAK OF DARK CHAOS	Protective shadows cause 15 hp dmg to attackers.
3	CURE CRITICAL WOUNDS*	Cures 5d8 damage.
4	DISFIGURATION	Subject's Int drops to below an animal's.
5	FEEBLE MIND	
6	GREATER SHADOW EVOCATION	Mimics certain wizard spells.
7	ILLUSIONARY LIONS	Two lions distract and attack.
8	MISLEAD	Turns the caster invisible and creates illusory double.
9	PERMANENT IMAGE	Includes sight, sound, and smell. As major image, plus triggered by event.
10	PROGRAMMED IMAGE	Powerful shadow monsters attack foes.
11	SHADES	
12	SHADOW RIDE	
13	VEIL	Changes appearance of group of creatures.

7TH-LEVEL ILLUSIONIST SPELLS		
1	AWE	Enemies suffer loss of 1 in each attribute, loss of primes.
2	HOLD PERSON, MASS	As hold person, but all within 30 ft.
3	INSANITY	Subject suffers continuous confusion.
4	MASS INVISIBILITY	As invisibility, but affects all in range.
5	MAZE	Traps subject in extra-dimensional maze.
6	PEACEFULNESS	
7	POWER WORD STUN	Creatures with up to 120 hp are stunned.
8	PRISMATIC SPRAY	Rays hit subjects with variety of effects. Disperses attribute damage effects for one attribute.
9	RESTORATION*	
10	SEQUESTER	Subject is invisible to sight and scrying.
11	SHADOW WALK	Step into shadow to travel rapidly. Creates clone, but weaker and without all memory.
12	SIMULACRUM	
13	TELEPATHIC BOND	Link lets allies communicate.
14	VISION	Quickly reveals legends about person, place, or thing.

8TH-LEVEL ILLUSIONIST SPELLS		
1	ANTIPATHY*	Object or location attracts/repels certain creatures.
2	DISTORT REALITY	Alters reality within spell limits.
3	INCENDIARY CLOUD	Smoke deals 4d6 damage/rd. and limits vision.
4	FIND THE PATH*	Shows most direct way to a location.
5	ILLUSIONARY FORM: PIT FIEND	
6	MASS CHARM	Multiple creatures believe they are caster's ally.
7	POLYMORPH*	Gives caster or one subject a new form.
8	POWER WORD BLIND	Creatures with up to 100 hit points are blinded.
9	PRISMATIC WALL	Wall's colors have array of effects.
10	SCREEN	Illusion hides area from vision, scrying. Blinds within 10 ft., deals 3d6 damage, harms undead.
11	SUNBURST	
12	TRAP THE SOUL	Imprisons subject within gem.
13	WIND WALK	The caster and the caster's allies turn vaporous and travel fast.

9TH-LEVEL ILLUSIONIST SPELLS		
1	ASTRAL PROJECTION	Moves caster and companions into astral plane.
2	BINDING	Array of techniques to imprison a creature.
3	CLONE	Duplicates a creature.
4	DREAMING	Convinces subject that they are dreaming.
5	HEAL*	Cures all damage and most everything else.
6	HOLD MONSTER, MASS	As hold monster, but all within 30 ft.
7	INCEPTION	
8	MIND BLANK	Subject is immune to mental magic and scrying.
9	POLYMORPH ANY OBJECT	Changes creature or object into anything.
10	POWER WORD KILL	One tough subject or many weak ones die.
11	PRISMATIC SPHERE	Multi-colored protective sphere.
12	REGENERATE	Subject's severed limbs grow back.
13	SYMBOL	Triggered runes have array of effects
14	WEIRD	Fearsome illusion kills subjects in area or deals damage.

NECROMANCER SPELLS (Arcane)

0-LEVEL NECROMANCER SPELLS (Cantrips)		
	ANIMATE DEAD	
1	ANIMALS	
2	DETECT DEAD	Locates hidden corpses.
3	DISRUPT UNDEAD	Deals 1d6 damage to one undead. Caster informed of the type of all undead within range.
4	IDENTIFY UNDEAD	
5	PARTIAL ANIMATION	Animates one leg or arm.
6	SKULL SNARE	A single skull can guard an area.
7	WATCHFUL EYE	Eyeball records all it sees until caster returns.

1ST-LEVEL NECROMANCER SPELLS		
4	ANCIENT WISDOM	Restores spirit to its skull.
5	BONE ARMOR	+7 natural armor bonus.
6	CADAVER DANCE	Animates skeletons or zombies for 1 day/level.
7	CALL UNDEAD	Draw undead within 1 mile per level to caster.
8	CHILL TOUCH	One touch/level deals 1d6 damage and possibly 1 Str damage.
9	DEAD MAN'S EYES	See the last thing the target body saw.
10	GHOST WRITING*	Hides writing from normal sight
11	GRAVE CLAWS	Hands inflict 1d6 damage per attack.
12	PROTECTION FROM UNDEAD	Target warded from attacks by undead.
13	RAY OF PALSY	Ray reduces dex by 1d6+1 point/2 levels.
14	WOUND	Further injuries to target cause more damage.

2ND-LEVEL NECROMANCER SPELLS		
8	ANCIENT SPIRIT	Summon ancient spirit.
9	ANIMATE DEAD, LESSER	See spirits and ethereal.
10	BLEEDING WOUND	Accelerates injuries to living tissue.
11	GHOST SIGHT	
12	GHOUL TOUCH	Paralyzes one subject, which exudes stench that makes those nearby sickened.
13	NEGATIVE ENERGY ARMOR	
14	PESTILENTIAL VAPORS	Noxious gas within 20 feet incapacitates living creatures.
15	RAY OF SACRIFICE	
16	SCARE	Panics one creature up to 5 HD.
17	SENSORY LINK	Caster can see through the eyes of a controlled undead creature.
18	SPECTRAL HAND	Creates disembodied glowing hand to deliver touch attacks.
19	UNDEAD WARDING	Undead cannot enter 100 sq. ft./level.
20	VOICE OF DEATHLY WHISPERS	Caster can project voice through undead.

3RD-LEVEL NECROMANCER SPELLS		
14	ANIMATE DEAD*	Creates and controls undead skeletons and zombies.
15	ARMOR OF UNDEATH	
16	BONETRAPP	
17	ESSENCE TRANSFUSION	
18	FEIGN DEATH	
19	GENTLE REPOSE	Preserves one corpse.
20	HALT UNDEAD	Immobilizes undead for 1 round/level.
21	HEMORRHAGING WOUND	
22	SHADOW TOUCH	Caster gains the ability to drain Str.
23	SPEAK WITH DEAD	Corpse answers questions.
24	UNDEAD CONDUIT	Further spells can be projected through undead.
25	VAMPIRIC TOUCH*	Touch deals 1d6/two levels damage; caster gains damage as hp.
26	WRAITHTOUCH	A necromancer's touch damages his foe's Constitution.

4TH-LEVEL NECROMANCER SPELLS		
10	BOLSTER UNDEAD	Create a blood golem.
11	BONE CONSTRUCT	Shapes bones into various constructions or objects.
12	CONTAGION	Infects subject with chosen disease.
13	ENERVATION	Subject gains 1d4 negative levels.
14	FEAR	Subjects flee for 1 round/level.
15	GHOULISH CURSE	Subject is transformed into a ghoul.
16	HANDS OF DEATH	3d4 chilling hands grapple randomly within 15 feet.
17	WALL OF BONE	A bone wall is created.

5TH-LEVEL NECROMANCER SPELLS		
13	CURSE OF BLOOD	Target loses 1 hp/round for every wound.
14	FACE OF DEATH	Creatures flee, -4 morale penalty to save.
15	HEAT BONE	
16	LIFEELECH	
17	LONGEVITY*	Regain 1d10 years of lost youth.
18	MAGIC JAR	Enables possession of another creature.
19	NECROTIC TOUCH	
20	PLAGUE	All creatures in one mile exposed to disease.
21	RECALL SPIRIT	A spirit can be summoned back to the body it once possessed.

6TH-LEVEL NECROMANCER SPELLS		
11	CREATE UNDEAD	Creates ghouls, ghosts, mummies, or mohrgs.
12	DEATH GAZE	
13	DRAIN LIFE	Grant 1 negative level/3 levels.
14	ROT FLESH	All within 1 ft. radius/level suffer unhealable 1d6/level
15	SHROUD OF DEATH*	
16	UNFETTER UNDEAD	All undead in a 50 ft. radius become uncontrolled.

7TH-LEVEL NECROMANCER SPELLS		
6	CHAIN ENERVATION	
7	CONTROL UNDEAD	Undead don't attack you while under your command.
8	DUST	Destroys one undead irrevocably.
9	ESSENCE SHIFT	Drains life from a target to heal another's' wounds.
10	FINGER OF DEATH	Kills one subject.
11	FROM THE ASHES	Return as undead with of same HD.
12	LEGION OF SKELETONS OR ZOMBIES	Creates 1d6 double-HD skeletons/level 1d4 double-HD or zombies/level.
13	RAISE DEATH HULK	Raises one sunken ship.
14	SOULSTRIKE	Transfers life essence from one body to another.

8TH-LEVEL NECROMANCER SPELLS		
6	CLONE	Duplicates a creature.
7	CREATE GREATER UNDEAD	Mummies, spectres, vampires, or ghosts.
8	DEATH BRINGER	
9	FLESH MADE FOUL	Target gains negative levels and can be transformed into undead creature.
10	HORRID WILTING	
11	IMMORTALITY	Aging stops, immune to poison and disease.
12	LEGION OF GHOULS OR SHADOWS	Creates 1d4 double-HD ghouls/level 1d6 double-HD or shadows/level.
13	SHADOW SKIN	Caster gains damage reduction 10/+1 and can inflict negative levels by touch.
14	SOUL SWITCH	Switch souls between two bodies for 1 day/level.
15	ZEPHYR OF DEATH	

9TH-LEVEL NECROMANCER SPELLS		
6	DEATHLESS ETERNITY	
7	ENERGY DRAIN	Subject loses 2d4 levels.
8	LEGION OF MUMMIES OR WRAITHS	Creates 1d6 double-HD mummies/level 1d4 double-HD or wraiths/level.
9	RAISE CITY	Creates a city of skeletons.
10	RAISE DEATH FLEET	Raises a fleet of death hulks.
11	SOUL BIND	Traps newly dead soul to prevent resurrection.
12	SOUL EXCHANGE	
13	WAIL OF THE BANSHEE	Kills one creature/level.

PYROMANCER SPELLS (Arcane)

0-LEVEL PYROMANCER SPELLS		
1	DANCING LIGHTS	Creates figment torches or other lights.
2	FIRELIGHT	
3	FLARE	Dazzles one creature (-1 on attack rolls).
4	LIGHT	Object shines like a torch.

1ST-LEVEL PYROMANCER SPELLS		
	BRANDING MARK	
1	BURNING HANDS	1d2 +1/level fire damage.
	COMPREHEND LANGUAGES	Understands spoken and written languages.
3	CONTINUAL FLAME	Makes a permanent, heatless flame. Outlining light +1 to hit and cancels concealment.
4	FAERIE FIRE	Attackers take damage; protects against cold attacks.
5	FIRE SHIELD*	Opened object deals 1d4 +1/level damage.
6	FIRE TRAP	
7	FLAME BLADE	
8	FLAMING SPHERE	Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.
9	HEAT METAL*	Hot metal damages those who touch it.
10	PRODUCE FLAME	Fire in hand deals 1d4+1 damage, touch or thrown.
11	PYROTECHNICS	Turns fire into blinding light or choking smoke.
12	READ MAGIC	Read magical writings, scrolls, and spellbooks.
13	SCORCHING RAY	Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3).

2ND-LEVEL PYROMANCER SPELLS		
1	BURNING GAZE	
2	DARKNESS*	Creates 20 ft. radius supernatural darkness.
3	DETECT MAGIC	Detects magical aura and its strength along 50 ft. path.
4	FIREBALL	1d6 damage/level in 40 ft. diameter sphere.
5	FLAME ARROW	Arrows deal +1d6 fire damage.
6	INVISIBILITY	Subject is invisible until it attacks.
7	LEVITATE	Subject moves up and down at the caster's direction.

3RD-LEVEL PYROMANCER SPELLS		
1	CALL LIGHTNING	Directs lightning bolts (1d10/ level) during storms.
2	DISPEL MAGIC	Cancels magical spells and effects.
3	EXPLOSIVE RUNES	Deals 6d6 damage when read.
4	FAR-FLYING FLAME	Creates a bolt of flame with exceptional range.
5	FOE'S FIRE	
6	LIGHTNING BOLT	Electricity deals 1d6 damage/ level.
7	WALL OF FIRE	Fiery curtain or ring deals damage to those near or passing through.

4TH-LEVEL PYROMANCER SPELLS		
1	FLAME STRIKE	Smites foes with a column of flame (1d6/level).
2	HEAT BONE	

5TH-LEVEL PYROMANCER SPELLS		
	CALL LIGHTNING	
1	STORM	As call lightning, but 5d6 damage per bolt.
2	FIREBIRD	Create fiery bird.
3	FIRE SEEDS	Makes acorns/ berries into re-bursting weapons.
4	INCENDIARY CLOUD	Smoke deals 4d6 damage/rd. and limits vision.
5	PERMANENCY	Makes certain spells permanent with a cost.
6	TELEPORT	Instantly transports the caster anywhere.

6TH-LEVEL PYROMANCER SPELLS		
	DELAYED BLAST	
1	FIREBALL	1d6 +1/ level fire damage, can delay for 5 rds.
2	FIRE STORM	Raging flame fills area for 1d6/level damage.

7TH-LEVEL PYROMANCER SPELLS		
1	SUNBEAM	

8TH-LEVEL PYROMANCER SPELLS		
1	PRISMATIC WALL	Wall's colors have array of effects.
2	SUNBURST	

9TH-LEVEL PYROMANCER SPELLS		
1	METEOR SWARM	Multiple fireballs deal damage in path.
2	PRISMATIC SPHERE	Multi-colored protective sphere.

TROUBADOUR SPELLS (Song)

0-LEVEL TROUBADOUR SPELLS (Cantrips)		
1	DANCING LIGHTS	Creates figment torches or other lights.
2	DAZE	Humanoid creature of 4 HD or less loses next action.
3	DETECT MAGIC	Detects magical aura and its strength along 50 ft. path.
4	FLARE	Dazzles one creature (-1 on attack rolls).
5	GHOST SOUND	Figment sounds.
6	KNOW DIRECTION	The caster discerns north.
7	LIGHT	Object shines like a torch.
8	LULLABY	Makes subject drowsy.
9	MAGE HAND	Five-pound telekinesis.
10	MENDING	Makes minor repairs on an object.
11	MESSAGE	Short, whispered communication at a distance.
12	OPEN/CLOSE	Opens or closes small or light things.
13	PRESTIDIGITATION	Performs minor tricks or tasks.
14	RESISTANCE	Subject gains +1 on saving throws.
15	SUMMON INSTRUMENT	Summons one instrument of the caster's choice.

1ST-LEVEL TROUBADOUR SPELLS		
1	ALARM	Wards an area and alerts caster to intruders.
2	ANIMATE ROPE	Makes a rope move at your command.
3	CHARM PERSON	Makes one person the caster's friend.
4	COMPREHEND LANGUAGES	Understands spoken and written languages.
5	DETECT SECRET DOORS	Reveals hidden doors within 60 ft.
6	DISGUISE SELF	Changes your appearance.
7	ERASE	Mundane or magical writing vanishes.
8	EXPEDITIOUS RETREAT	Your speed increases by 30 ft.
9	FEATHER FALL	Objects or creatures fall slowly.
10	GREASE	Makes 10-ft. square or one object slippery.
11	HIDEOUS LAUGHTER	Subject loses actions for 1 round/ level.
12	HYPNOTISM	Fascinates 2d4 HD of creatures.
13	IDENTIFY	Determines single feature of magic item.
14	MAGIC AURA	Alters object's magic aura.
15	MAGIC MOUTH	Speaks once when triggered.
16	OBSCURE OBJECT	Masks object against scrying.
17	READ MAGIC	Read magical writings, scrolls, and spellbooks.
18	REMOVE FEAR*	Protects from fear; grants new save vs fear.
19	SILENT IMAGE	Creates minor illusion of your design.
20	SLEEP	Put 2d4 HD of creatures into comatose slumber.
21	UNDETECTABLE ALIGNMENT	Conceals alignment for 24 hours.
22	UNSEEN SERVANT	Creates invisible force that obeys the caster's commands.
23	VENTRILQUIST	Throws sound or voice.

2ND-LEVEL TROUBADOUR SPELLS		
1	ALTER SELF	As change self, plus more drastic changes.
	ANIMAL	
2	MESSENGER	Sends a small animal to a specific place.
3	ANIMAL TRANCE	
4	BLUR	Attacks miss subject 20% of the time.
5	CAT'S GRACE	Subject gains +4 to Dex for 1 min./level.
6	DARKNESS*	Creates 20 ft. rad. supernatural darkness.
		Living creature of 6 HD or less loses next action.
7	DAZE MONSTER	
	DETECT	
8	THOUGHTS*	Allows "listening" to surface thoughts.
9	EAGLE'S SPLENDOR	Subject gains +4 to Cha for 1 min./level.
10	ENTHRALL	Captivates all within 150 ft.
11	FOX'S CUNNING	Subject gains +4 to Int for 1 min./level.
		Blinds creatures, outlines invisible creatures.
12	GLITTERDUST	
13	HEROISM	Gives +2 on BtH, saves, attribute checks.
14	HOLD PERSON	Holds one person helpless; 1 round/level.
	HYPNOTIC	
15	PATTERN	Fascinates 2d4+1 HD/level of creatures.
16	INVISIBILITY	Subject is invisible until attacks.
		Senses direction toward object (specific or type).
17	LOCATE OBJECT*	
18	MINOR IMAGE	Image, plus some sounds and smells.
		Creates 1d4+1 decoy duplicates of the caster.
19	MIRROR IMAGE	
		Misleads divinations for one creature or object.
20	MISDIRECTION	
		Turns fire into blinding light or choking smoke.
21	PYROTECHNICS	
22	SCARE	Panics one creature up to 5 HD.
		Sonic vibration damages objects or crystalline creatures.
23	SHATTER	
24	SILENCE	Negates sound in 15 ft. radius.
25	SOUND BURST	A pulse of sound that causes 1d8 damage.
		Compels subject to follow stated course of action.
26	SUGGESTION	
27	SUMMON SWARM	Insect or vermin attack and disrupt foes.
28	TONGUES*	Speak any language.
29	WHISPERING WIND	Sends a short message 1 mile/level.

3RD-LEVEL TROUBADOUR SPELLS		
1	BLINK	Makes harder to hit and other effects.
		Makes monster believe it is the caster's ally.
2	CHARM MONSTER	
	CLAIRAUDIENCE/	Hear or see at a distance for 1 min./level.
3	CLAIRVOYANCE	
		Makes subjects behave randomly for 1 rd/level.
4	CONFUSION	
5	DEEP SLUMBER	Puts 10 HD of creatures to sleep.
6	DISPEL MAGIC	Cancels magical spells and effects.
7	DISPLACEMENT	Attacks miss subject 50%.
		Subject becomes insubstantial and can fly slowly.
8	GASEOUS FORM	
		You gain +30 on charisma checks to convince another of the truth of your words, and your lies can escape magical discernment.
9	GLIBNESS	
		Subjects gain +2 on attack rolls, damage rolls, saves, and checks.
10	GOOD HOPE*	
11	HASTE*	Doubles move and number of attacks.
12	ILLUSORY SCRIPT	Only intended reader can decipher.
13	INVISIBILITY SPHERE	Makes everyone within 10 ft. invisible.
		As silent image, plus sound, smell & thermal effects.
14	MAJOR IMAGE	
15	PHANTOM STEED	Magic horse appears for 1 hour/level.
16	SCRYING	Spies on subject from a distance.
17	SEE INVISIBILITY	Reveals invisible creatures or objects.
		Creates new sounds or changes existing ones.
18	SCULPT SOUND	
		Changes one page to hide its real content.
19	SECRET PAGE	
		Creates text symbol that immobilizes reader.
20	SEPIA SNAKE SIGIL	
		The caster can communicate with animals.
21	SPEAK WITH ANIMALS	
	SUMMON LESSER	Calls 3 HD or less monsters to aid
22	MONSTER	caster.
23	TINY HUT	Creates shelter for 10 creatures.

4TH-LEVEL TROUBADOUR SPELLS		
	BREAK	Frees subjects from enchantments, alterations, curses, and petrification.
1	ENCHANTMENT	
2	DETECT SCRYING	Alerts caster of magical eavesdropping.
		Teleports caster (and 500 lbs.) up to 450 ft.
3	DIMENSION DOOR	
4	DOMINATE PERSON	Controls humanoid telepathically.
5	FEAR	Subjects flee for 1 round/level.
	FREEDOM OF	
6	MOVEMENT	Moves normally despite impediments.
	HALLUCINATORY	
7	TERRAIN	Makes type of terrain appear like another.
8	HOLD MONSTER	As hold person, but any creature.
		Learn tales about a person, place, or thing.
9	LEGEND LORE	
		Indicates direction to individual/type of creature.
10	LOCATE CREATURE	
		Changes 5 minutes of subject's memories.
11	MODIFY MEMORY	
		Prevents 24 HD of creatures from attacking or moving away.
12	RAINBOW PATTERN	
13	REPEL VERMIN	Insects stay 10 ft. away.
14	SECURE SHELTER	Creates sturdy, furnished cottage.
	SHADOW	
15	CONJURATION	Shadow monsters attack foes.
		Deafens all within cone and deals 2d6 damage.
16	SHOUT	
	SPEAK WITH	
17	PLANTS	The caster can talk to normal plants.
		Keeps eavesdroppers from overhearing conversations.
18	ZONE OF SILENCE	

5TH-LEVEL TROUBADOUR SPELLS		
1	DREAM	Sends message to anyone sleeping.
2	FALSE VISION	Fools scrying with an illusion.
3	MIND FOG	Subjects in fog get -10 to Wisdom checks.
4	MIRAGE ARCANA	As hallucinatory terrain, plus structures.
5	NIGHTMARE	Sends vision dealing 1d10 damage, fatigue.
6	PERSISTENT IMAGE	As major image, but no concentration required.
7	SEEMING SHADOW	Changes appearance of one person/two levels.
8	EVOCATION	Mimics certain wizard spells.
9	SHADOW WALK	Step into shadow to travel rapidly.
10	SONG OF DISCORD	Forces targets to attack each other.
	SUMMON	
11	MONSTER	Calls 6 HD or less monsters to aid caster.

6TH-LEVEL TROUBADOUR SPELLS		
1	ANALYZE DWEOMER	Reveals magical aspects of subject.
2	EYEBITE	
3	FIND THE PATH*	Shows most direct way to a location.
4	GEAS	Forces creature to fulfill a quest.
5	GREATER SCRYING	As scrying, but faster and longer.
6	HEROES' FEAST	Food for one creature/level cures and grants combat bonuses.
7	IRRESISTIBLE DANCE	Forces subject to dance.
8	MASS SUGGESTION	Compels one subject/level to follow course of action.
9	PERMANENT IMAGE PROGRAMMED	Includes sight, sound, and smell.
10	IMAGE	As major image, plus triggered by event.
11	PROJECT IMAGE	Illusory double can talk and cast spells.
	SYMPATHETIC	Deals 2d10 damage/round to freestanding structure.
12	VIBRATION	
	TRANSMUTE FLESH	Turns subject creature into statue, or restores petrified creature.
13	AND STONE	
		Changes appearance of group of creatures.
14	VEIL	

SPELL DESCRIPTIONS

ABSORB LIFE ESSENCE

SC Necromancy	Level 2 cleric
CT 1	R Touch
D 1 hour/level	SV None
SR no	Comp V, S, M

This spell enables a Cleric to absorb a portion of the life essence of a recently slain individual, restoring 1d8+1 hit points and granting them a +1 bonus to all rolls for the duration of the spell. Additional castings of this spell will not stack with previous castings. This spell is available only to evil clerics.

ACCELERATE MAGIC

SC Abjuration	Level 2 chronomancer, 2 wizard
CT one action	R 50 ft.
D special (halves target's duration)	SV Special
SR no	Comp V, S

This spell causes the targeted magical effect to run through its duration at twice the normal rate. Usually this has the effect of cutting the duration in half, though in some cases (heat metal, for example) it can cause damage to be done more quickly. Note that only the magical field is affected, not any summoned or created creatures-- so this spell cannot be used to _haste_ summoned monsters, for example. The only effect on a summoning spell is to halve the duration.

To affect any spell or effect cast by another creature, a caster must pass an intelligence check, just as in Dispel Magic. Also, only effects that can be dispelled with Dispel Magic are affected by this spell.

ACID FOG

SC Conjunction (Acid)	Level 6 wizard
CT 1 ft.	R 150 ft.; E Fog spreads in 20-ft. radius, 20 high
D 1 round/level	SV none
SR no	Comp V, S, M/DF

Acid fog creates a billowing mass of misty vapors similar to that produced by a solid fog spell. In addition to slowing creatures down and obscuring sight, this spell's vapors are highly acidic. Each round on your turn, starting when you cast the spell, the fog deals 2d6 points of acid damage to each creature and object within it.

Arcane Material Component : A pinch of dried, powdered peas combined with powdered animal hoof.

ACID SPLASH

SC Evocation (Acid)	Level 1 wizard
CT 1	R 5 feet
D 1 round/level	SV Dexterity
SR yes	Comp V, S

This spell allows the Wizard to splash a small quantity of acid upon an enemy, inflicting 1d4+1 damage if they fail a Dexterity save to dodge it, and inflicting 1 hit point per round of damage thereafter for a number of rounds equal to the Wizard's level. This damage also inflicts a 15% chance of spell failure upon any enemy spellcaster.

ADMONISH

SC Evocation (Force)	Level 2 cleric, 2 crusader
CT 1	R 30 feet
D 1 round	SV Wisdom
SR yes	Comp V, S

This spell enables the Cleric to fire rays of non-lethal force, that each do 2d6+Wis subdual damage. Every four levels, the Cleric can fire off another ray, to a maximum of five rays.

ALARM CLOCK

SC Illusion	Level 0 chronomancer, 0 wizard
CT one action	R 50 ft.; T one object
D up to 1 day / level	SV none
SR no	Comp V, S

This spell creates the sound of a ringing bell at a future time designated by the caster. The sound can be heard clearly within 30' and faintly within 60' of the spell's target. If the caster is within 25 ft. range when the alarm goes off, he can silence the bell and delay it another twenty minutes.

ALMS

SC Transmutation	Level 2 cleric
CT 1	R Touch
D Instantaneous	SV N/A
SR no	Comp V, S, M

This spell allows a good-aligned Cleric to transform copper coins into silver coins, or silver coins into gold coins for the purposes of charitable giving to a cause that the deity would approve of. The amount of gold that can be generated by this spell is 5 gp + 1 gp/level. Failure to give the coins for a noble cause will result in a minor rebuke by the deity.

ACCELERATE METABOLISM

SC Necromancy	Level 1 chronomancer, 2 wizard
CT 1 action	R 50 ft.; T One creature
D 1 min/level	SV Constitution negates
SR yes	Comp V, S, M

This spell quickly weakens a target by quickly accelerating its bodily functions, causing extra stress and depriving the body of nutrition. If a touch attack succeeds and the saving throw is failed, the victim becomes weak by suffering a -1 in temporary ability damage to Str and Dex per 2 caster levels (min -1, max -5 each).

AGE ANIMAL

SC Transmutation	Level 4 chronomancer, 5 wizard
CT 1 round	R 50 ft.; T One nonmagical beast, max 1HD/lvl
D Instantaneous	SV Constitution partial
SR Yes	Comp V, S, M

Animals have very short life spans normally. This spell takes advantage of that. By aging the animal to its point of death, the animal targeted has one round left

to live, before it dies of old age. If the animal succeeds in a constitution saving throw, it is affected as by the spell *slow* for two rounds.

Note that certain animals, such as tortoises, actually have life spans comparable with or longer than humanoids; such animals are merely *slowed* for two rounds if they fail their save, and unaffected if they succeed.

AGE ITEM

SC Transmutation	Level 1 chronomancer, 1 wizard
CT 1 action	R 50 ft.; T One nonmagical item, max 10 lbs/lvl
D Instantaneous	SV Dexterity negates (if held by creature)
SR yes (if held by creature)	Comp V, S, M

This spell attempts to damage an item by rapidly aging it hundreds of years. The effect varies based on type of item. Some examples:

Food: rots instantly

Wooden door: takes 1hp/2 caster levels (max 5) of structural damage

Weapon: gains nicks, receives penalty of -1 to hit & damage / 2 caster levels (max 5)

Armor: weakens, receives penalty of -1 AC and additional -1 armor check / 2 caster levels (max 5).

ALIGN WEAPON

SC Enchantment	Level 2 cleric
CT 1	R Touch
D 1 hour/level	SV None
SR no	Comp V, S, M

This ability allows a cleric to grant a weapon an alignment of good, evil, lawful or chaotic. The alignment of the weapon must match the alignment of the cleric-- for example, a lawful good cleric can align a weapon as being lawful or good, but a neutral good character can only align a weapon as good. Aligning a weapon does not do bonus damage, but allows a weapon to overcome the immunities of many creatures. Additionally, if any creature of the opposing alignment attempts to pick up an aligned weapon, they suffer 1d4+1 damage and are unable to wield the weapon.

ALTER GRAVITY

SC Transmutation	Level 5 wizard
CT 1	R Within Sight
D 1 minute/level	SV Strength
SR yes	Comp S,V

This spell enables the wizard to alter the force of gravity in a 20x20 foot area, either forcing creatures towards the ground or making them float helplessly in the air. The creature must make a Strength save to resist the effects of the gravitational shift or face being trapped by the gravitational anomaly. They may make a new Strength save every round they are trapped in the gravitational field. They suffer no damage, and can speak and breathe normally, but are unable to move or use any abilities that require movement on their part.

ALTER WINDS

SC Transmutation (Air)	Level 1 druid, 1 wizard
CT 1	R sight
D 1 hour/level	SV None
SR no	Comp V, S

This spell allows the caster to alter existing winds, either creating or stilling a light wind entirely, or making a strong wind more powerful or lessening its force. You can also shift its direction by one-half cardinal direction, ie, make a north wind north-west.

ALTERNATE TIMELINE BANISHMENT

SC Transmutation	Level 6 chronomancer, 7 wizard
CT 1 action	Range: 150 ft.; T One creature + equipment
D Instantaneous	SV Wisdom negates
SR yes	Comp V, S, M

This spell banishes a creature to a random alternate timeline. Like Temporal Banishment, it can be considered a more humane form of Disintegrate, since it effectively removes the target creature from the game.

ALTERNATE TIMELINE DIVINATION

SC Divination	Level 4 chronomancer, 5 wizard
CT 10 minutes	R personal
D instantaneous	SV none
SR no	Comp V, S, M

With this spell, the caster attempts to talk to an alternate timeline version of himself, who knows some piece of information that the caster wants. This must be something that, in some possible reality, the caster would know. For example, if he wants to know the password to the Thieves' Guild, he might find an alternate reality where he is a thief.

However, this spell can be dangerous to use, since it is possible that the answers may be different in the alternate timeline.

The base chance of a useful answer is 14 + 1 per 5 caster levels; the GM may adjust this depending on how far-fetched the idea that the caster knows the answer in some reality. The caster will never know for sure whether the answer is correct, without independently trying to verify the information.

The caster can cast this spell again to contact a different alternate self with the same question. However, using this spell has the side effect of bringing attention to the existence of the caster's own timeline-- abusers of this spell often find themselves later called with an Alternate Timeline Summoning spell!

ALTERNATE TIMELINE SUMMONING

SC Divination	Level 8 chronomancer, 9 wizard
CT 1 action	R 50 ft.
D 2 rounds / level	SV none
SR no	Comp V, S, M

With this spell, the caster attempts to summon an alternate timeline version of himself, to aid in current battles or tasks. This is an extremely dangerous spell to use, since it is possible that the alternate self may have different opinions about what needs to be done, or even be of a differing alignment.

The caster must roll a wisdom check, CL 10, to choose a correct alternate self-- otherwise, the alternate self summoned may choose to join his opponents (10%) or be so annoyed by the summoning that he will not take any actions other than self-defense (90%).

In addition, a wisdom check, also CL 10, is required in order to get a target of approximately equal power to the caster. If it succeeds, the summoned version will have the same stats as the caster. If it fails, the alternate version will be significantly different. (In effect, use a random NPC, 2d6 levels weaker than the caster.)

If both checks succeeded, the alternate timeline version of the caster will usually have access to this spell as well. Thus a user of this spell will often find himself on the receiving end of it in the near future.

ANALYZE DWEOMER

SC Divination	Level 6 troubadour, 6 wizard
CT 1	R 50 ft.; T One object or creature per caster level
D 1 round/level	SV none or wisdom negates; see text
SR no	Comp V, S, F

You discern all spells and magical properties present in a number of creatures or objects. Each round, you may examine a single creature or object that you can see as a free action. In the case of a magic item, you learn its functions, how to activate its functions (if appropriate), and how many charges are left (if it uses charges). In the case of an object or creature with active spells cast upon it, you learn each spell, its effect, and its caster level.

An attended object may attempt a wisdom save to resist this effect if its holder so desires. If the save succeeds, you learn nothing about the object except what you can discern by looking at it. An object that makes its save cannot be affected by any other analyze dweomer spells for 24 hours.

Analyze dweomer does not function when used on an artifact.

Focus: A tiny lens of ruby or sapphire set in a small golden loop. The gemstone must be worth at least 1,500 gp.

ANATOMICS

SC Transmutation

CT 1

D 1 action

SR no

Level 0 wizard, 0 illusionist

R one person

SV none

Comp S

When this cantrip is cast, the subject will involuntarily emit a body noise or reaction of the caster's choosing. Such simple reactions can be a belch, blink, nod, twitch, yawn, etc; but nothing sophisticated. The somatic component for the cantrip is the caster's finger making a small poking (or twitch, etc.) at the target creature whom the invoker wishes to react to the spell.

ANCIENT SPIRIT

SC Necromancy

CT 10 minutes

D 10 minutes/level

SR no

Level 2 necromancer

R N/A

SV None

Comp V, S, M

With this spell, the necromancer calls up the incorporeal spirit of a dead person. The spirit cannot leave the spot where it was summoned. It can see its surroundings (60 feet Darkvision), and can speak and hear normally. The spirit is under no compulsion to answer questions put to it, but can sometimes be convinced to cooperate with bluffs, threats or deals. It speaks all the languages it knew in life, and has all the memories up to its moment of death as well as knowledge of its afterlife.

Material Comp Incense, a burned offering of mingled blood and wine, and dirt from the grave of the departed.

ANCIENT WISDOM

SC Necromancy

CT 10 minutes

D 1 min/level

SR: No

Level 1 cleric, 1 necromancer

R Touch;T One skull serves as temporary seat for its spirit

SV None

Comp V, S, F/DF

For the duration of the spell, the skull becomes home again to the spirit that once inhabited it. It does not gain mobility or any attacks, nor does it feel physical sensations. It can see what is in front of it (Darkvision to 60 feet), and can hear and speak normally. The spirit is under no compulsion to answer questions put to it, but can sometimes be convinced to cooperate with bluffs, threats or deals. It speaks all the languages it knew in life, and has all the memories up to its moment of death as well as knowledge of its afterlife. If the skull is destroyed before the spell ends, the spirit flees.

Focus: The skull of the spirit to be called.

ANIMAL SPEECH

SC Enchantment

CT 1

D 1 hour/level

SR no

Level 3 druid, 3 warden

R 10 feet

SV None

Comp V, S

A Druid can use this spell to grant one reasonably intelligent mammal or bird the ability to speak in rudimentary language, allowing them to communicate with not only the Druid herself, but her allies.

ANIMAL TRANCE

SC Enchantment

(Mind-Affecting, Sonic)

CT 1

D concentration

SR yes

Level 2 troubadour, 2 druid

R 50 ft.

SV wisdom negates (see text)

Comp V, S

Your swaying motions and music (or singing, or chanting) compel animals and magical beasts to do nothing but watch you. Only a creature with low intelligence can be fascinated by this spell. Roll 2d6 to determine the total number of HD worth of creatures that you fascinate. The closest targets are selected first until no more targets within range can be affected.

A magical beast, a dire animal, or an animal trained to attack or guard is allowed a saving throw; an animal not trained to attack or guard is not.

ANIMATE DEAD, LESSER

SC Necromancy (Evil)

CT 1 round

D Instantaneous

SR no

Level 2 necromancer

R Touch

SV None

Comp V, S, M

This spell functions like the spell Animate Dead, with the following exceptions. The necromancer must touch the corpses he intends to animate. He can only animate the corpses of creatures with 1 HD or less. He can animate one such corpse per caster level, and can control only 1 HD of undead per caster level through this spell. The undead created with this spell count against the 2 HD/level limit of the Animate Dead spell.

Material Component: A paste of ash, black oil and crushed black onyx of at least 10 gp worth, dabbed on a place on the corpse to be animated.

ANIMATE DEAD ANIMALS

SC Necromancy (Evil)

CT 1 round

D 1 day/level

SR No

Level 0 necromancer

R 50 ft.;T One animal corpse

SV None

Comp V, S, M

This spell allows the caster to animate the corpse of an animal of no more than 1 HD. The corpse will follow simple commands, but cannot undertake more complicated task, and is utterly useless in combat. After 1 day per level of the caster, the corpse is consumed by the necromantic energies flowing through it.

Material Component: The corpse to be animated, and an onyx gem worth at least 5 gp, placed inside the corpse. The gem is turned into a worthless pebble after the spell ends.

ANIMATE OBJECTS

SC Transmutation

CT 1

D 1 round/level

SR no

Level 6 cleric

R 150 ft.;T One Small object per caster level; see text

SV none

Comp V, S

You imbue inanimate objects with mobility and a semblance of life. Each such animated object then immediately attacks whomever or whatever you initially designate.

An animated object can be of any nonmagical material. You may animate one Small or smaller object or an equivalent number of larger objects per caster level. A Medium object counts as two Small or smaller objects, a Large object as four, a Huge object as eight, a Gargantuan object as sixteen, and a Colossal object as thirty-two. You can change the designated target or targets as a move action, as if directing an active spell.

This spell cannot animate objects carried or worn by a creature.

Animate objects can be made permanent with a permanency spell.

ANIMATE ROPE

SC Transmutation

CT 1

D 1 round/level

SR no

Level 1 wizard, 1 troubadour

R 150 ft.

SV none

Comp V, S

You can animate a nonliving rope-like object. The maximum length assumes a rope with a 1-inch diameter.

Reduce the maximum length by 50% for every additional inch of thickness, and increase it by 50% for each reduction of the rope's diameter by half.

The possible commands are "coil" (form a neat, coiled stack), "coil and knot," "loop," "loop and knot," "tie and knot," and the opposites of all of the above ("uncoil," and so forth). You can give one command each round as a move action, as if directing an active spell.

The rope can enwrap only a creature or an object within 1 foot of it—it does not snake outward—so it must be thrown near the intended target. Doing so requires a successful ranged touch attack roll (range increment 10 feet). A typical 1-inch-diameter hempen rope has 2 hit points, AC 10, and requires a CL 8 Strength check to burst it. The rope does not deal damage, but it can be used as a trip line or to cause a single opponent that fails a Dexterity saving throw to

become entangled. A creature capable of spellcasting that is bound by this spell must make a concentration check to cast a spell. An entangled creature can slip free with a dexterity check (CL 5).

The rope itself and any knots tied in it are not magical.

The spell cannot animate objects carried or worn by a creature.

AQUEOUS BLAST

SC Transmutation (Water) **Level 1 wizard**
CT 1 **R 60 feet**
D Immediate **SV Strength**
SR no **Comp V, S, M**

A small quantity of water is transmuted into a powerful watery blast that does 1d6+level damage and can knock enemies prone. A successful Strength save means the enemy remains on their feet. At least one litre of water must be available to the caster to use this spell.

ARCANE LOCK

SC Abjuration **Level 2 wizard**
CT 1 **R Touch; T The door, chest, or portal**
touched, **up to 30 sq. ft./level in size**
D permanent **SV none**
SR no **Comp V, S, M**

This spell causes a door, chest, or portal to magically lock itself. The caster can open his own lock without affected it. Breaking the portal or dispelling it negates the spell. A *knock* spell or a wizard four or more levels higher than the caster can temporarily negate the lock for one turn before it resets itself. Extraplanar creatures with 4HD or more can automatically break the spell.

ARCANE SIGHT

SC Divination **Level 3 wizard**
CT 1 **R personal**
D 1 min./level **Comp V, S**

This spell makes your eyes glow blue and allows you to see magical auras within 120 feet of you. The effect is similar to that of a detect magic spell, but arcane sight does not require concentration and discerns aura location and power more quickly.

You know the location and power of all magical auras within your sight. An aura's power depends on a spell's functioning level or an item's caster level, as noted in the description of the detect magic spell. If the items or creatures bearing the auras are in line of sight, you can make wisdom check to determine the school of magic involved in each. (Make one check per aura; CL = spell level or one-half caster level for a nonspell effect.)

If you concentrate on a specific creature within 120 feet of you as a standard action, you can determine whether it has any spellcasting or spell-like abilities, whether these are arcane or divine (spell-like abilities register as arcane), and the strength of the most powerful spell or spell-like ability the creature currently has available for use.

Arcane sight can be made permanent with a permanency spell.

ARMOR OF UNDEATH

SC Necromancy (Death) **Level 3 necromancer**
CT 1 round **R Personal**
D 1 hour or special **SV None**
SR no **Comp V, S, M**

Casting this spell on a corpse that he could otherwise animate, a necromancer can fashion a gruesome armor from the body when he touches it, wrapping it around himself for extra protection. The corpse armor adds a +2 to the necromancer's AC and absorbs 25 points of damage. It also adds +1 to the necromancer's Encumbrance for the duration of the spell. The spell ends as soon as 25 points of damage were absorbed by the armor, or when the spell duration ends.

Material Component: A humanoid corpse of the necromancer's size.

ARMY OF THE DAMNED

SC Necromancy (Death) **Level 7 wizard**
CT 7 **AoE 350 ft diameter circle,**
D permanent **SV none**
SR no **Comp V, S, M (a pint of blood from a relative or descendant of one of the dead).**

Cast on the site of a large conflict, the negative energies of this spell reach out, animating the bodies or skeletons, even reassembling bones long turned to dust, those remains close to the surface digging themselves free. If the battle occurred less than 6 months ago the animated remains will be zombies; otherwise they will be skeletons. The number of animated dead raised depends on the level of battle fought there: Skirmish 3d10; Small Battle 6d12; Major Battle 9d20.

ASCERTAIN SPELLCASTER

SC Divination **Level 3 chronomancer, 4 wizard**
CT one full round **R 1 ft.; T one item, creature, or magical effect**
D instantaneous **SV none**
SR no **Comp V, S**

This spell allows one to determine who cast a particular spell or supernatural effect that is being observed, who created a magical item or an undead creature, etc. The caster must be able to closely study that magic (spell, item, undead, ward), although he does not need touch it. This spell requires a wisdom check with a CL 5. The following modifiers can apply to the CL (which are cumulative):

Famous spellcaster that everyone is likely to know.: -4

Familiarity with the caster -2

Each time this spell had been previously successfully cast on an item/spell of that caster: -1/instance.

Different class (witch vs. priest, priest vs. wizard): +4

Steps were taken to disguise the magical aura: +1 to +4

Material Comp The material component is a pinch of golden dust worth at least 1 gp.

AURA OF NEUTRALITY

SC Abjuration **Level 2 druid**
CT 1 **R Personal**
D 10 minutes/level **SV None**
SR no **Comp V, S**

This spell grants the druid immunity to any alignment based attacks that they might be vulnerable to, while the spell is active.

AURA OF THORNS

SC Transmutation **Level 7 druid**
CT 1 **R 30 feet**
D 1 round/level **SV None**
SR no **Comp V, S**

This spell grants the benefits of the druid's thorn armour spell to all allies within thirty feet.

BACKLASH

SC Transmutation **Level 6 chronomancer, 8 wizard**
CT one action **R 100 ft. + 10 ft/lvl; T 1 creature**
D instantaneous **SV wisdom negates**
SR yes **Comp V, S, M**

This immensely powerful spell can cause the death of even the most powerful of opponents. Any damage done to the target (physical or otherwise) since the same initiative count in the previous round is dealt again to the target. Note that this damage is coming from a single source (the caster), though it is considered to be of the same type as the original damage.

BALEFUL POLYMORPH

SC Transmutation **Level 5 druid, 5 wizard**
CT 1 **R 50 ft.; T One creature**
D permanent **SV constitution negates, wisdom partial (see text)**
SR yes **Comp V, S**

You change the subject into a Small or smaller animal of no more than 1 HD (such as a dog, lizard, monkey, or toad). The subject takes on all the statistics and special abilities of an average member of the new form in place of its own except as follows:

- The target retains its own alignment (and personality, within the limits of the new form's ability scores).
- The target retains its own hit points.
- The target is treated as having its normal Hit Dice for purpose of adjudicating effects based on HD, such as the sleep spell, though it uses the new form's base attack bonus, base save bonuses, and all other statistics derived from Hit Dice.
- The target also retains the ability to understand (but not to speak) the languages it understood in its original form. It can write in the languages it understands, but only the form is capable of writing in some manner (such as drawing in the dirt with a paw).

With those exceptions, the target's normal game statistics are replaced by those of the new form. The target loses all the special abilities it has in its normal form, including its class features.

All items worn or carried by the subject fall to the ground at its feet, even if they could be worn or carried by the new form.

If the new form would prove fatal to the creature (for example, if you polymorphed a landbound target into a fish, or an airborne target into a toad), the subject gets a +4 bonus on the save.

If the subject remains in the new form for 24 consecutive hours, it must attempt a wisdom save. If this save fails, it loses its ability to understand language, as well as all other memories of its previous form, and its Hit Dice and hit points change to match an average creature of its new form. These abilities and statistics return to normal if the effect is later ended.

Incorporeal or gaseous creatures are immune to baleful polymorph, and a creature with the shapechanger subtype (such as a lycanthrope or a doppelganger) can revert to its natural form as a standard action (which ends the spell's effect).

BANE
SC Enchantment
(Fear, Mind-Affecting)
CT 1
D 1 min./level
SR yes

Level 1 cleric
R 50 ft.; AoF All enemies within 50 ft.
SV wisdom negates
Comp V, S, DF

Bane fills your enemies with fear and doubt. Each affected creature takes a -1 penalty on attack rolls and a -1 penalty on saving throws against fear effects.

Bane counters and dispels bless.

BEAR'S ENDURANCE
SC Transmutation
CT 1
D 1 min./level
SR yes

Level 2 cleric, 2 druid, 2 warden, 2 wizard
R touch
SV wisdom negates
Comp V, S, DF

The affected creature gains greater vitality and stamina. The spell grants the subject a +4 bonus to Constitution, which adds the usual benefits to hit points, constitution saves, constitution checks, and so forth.

Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are.

BEWILDER
SC Enchantment
(Mind-Affecting)
CT 1
D 1 round
SR yes

Level 3 wizard
R 25 ft.; T one Creature
SV Wis negates
Comp V

The target of this spell takes a -2 penalty to attack rolls and checks for 1 round. In addition, the target, if it has not yet acted, now goes last in the round.

BLACK TENTACLES
SC Conjuration
CT 1
D 1 round/level
SR no

Level 4 wizard
R 150 ft.; AoF 20-ft.-radius spread
SV dexterity (h)
Comp V, S, M

This spell causes 1d4 black tentacles, plus one per caster level, to spring from any surface including water. Each tentacle is 10 feet long, AC 16, and hit points equals to the caster's maximum.

Any creature in range of the tentacles is automatically struck suffering 2d4 points of damage (half on a successful save and that tentacle is destroyed). On a failed save, the tentacle constricts the target dealing 3d4 points of damage subsequent rounds. Tentacles aren't not intelligent or controlled and have an equal chance to attack living creatures as they do objects.

Material Component: A piece of tentacle from a giant octopus or squid.

BLASPHEMY
SC Evocation (Evil, Sonic)
CT 1
D Instantaneous
SR yes

Level 7 cleric
R 40 ft.;AoF Non-evil creatures in a 40-ft.-radius spread centered on you
SV None or Wisdom negates; see text
Comp V

Any non-evil creature within the area of a blasphemy spell suffers the following ill effects.

HD	Effect
Equal to caster level	Dazed
Up to caster level -1	Weakened, dazed
Up to caster level -5	Paralyzed, weakened, dazed
Up to caster level -10	Killed, paralyzed, weakened, dazed

The effects are cumulative and concurrent. No saving throw is allowed against these effects.

- **Dazed :** The creature can take no actions for 1 round, though it defends itself normally.
- **Weakened :** The creature's Strength score decreases by 2d6 points for 2d4 rounds.
- **Paralyzed :** The creature is paralyzed and helpless for 1d10 minutes.
- **Killed :** Living creatures die. Undead creatures are destroyed.

Furthermore, if you are on your home plane when you cast this spell, non-evil extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the blasphemy. The banishment effect allows a Wisdom save (at a -4 penalty) to negate.

Creatures whose Hit Dice exceed your caster level are unaffected by blasphemy.

BLEEDING WOUND
SC Necromancy
CT 1 round
D 2 rounds/level
SR yes

Level 2 necromancer
R 50 ft.; T One creature
SV None
Comp V, S, F

A more powerful variant of Wound, this spell causes wounds to bleed more profusely. The necromancer must succeed at a ranged touch attack. If successful, the target loses 1 hit point per round for every wound caused during the spell's duration, until the spell ends. Stopping the bleeding prematurely requires the use of healing magic of any level, or a healing check (Game Master discretion) with a CL of 2. The spell has no effect on undead, constructs, animated objects, incorporeal or extraplanar creatures.

Focus: A blade buried with a corpse for at least one month.

BLIGHT
SC Necromancy
CT 1
D instant
SR yes

Level 4 druid, 5 wizard
R touch
SV constitution (h) (see text)
Comp V, S, DF

This spell withers a single plant of any size. An affected plant creature takes 1d6 points of damage per level (maximum 15d6) and may attempt a constitution saving throw for half damage. A plant that isn't a creature doesn't receive a save and immediately withers and dies.

This spell has no effect on the soil or surrounding plant life.

BLOODHOUND
SC Transmutation
CT 1
D 1 hour/level
SR no

Level 1 druid
R Personal
SV None
Comp V, S

This spell temporarily grants the Druid the ability to track by scent, allowing them to add their caster level to any Wisdom checks to track a creature that leaves a scent trail.

BODY OF EYES
SC Enchantment
(Mind-Affecting)
CT 1
D 1 minute

Level 3 wizard
R personal
Comp V, S

For the duration of this spell, Wisdom functions as one of your prime attributes. If it is already a prime ability, when rolling Wisdom checks, you may roll twice and take the better result. The material component is a preserved head or eye of a chameleon, spider, or insect.

BOLSTER UNDEAD
SC Necromancy
CT 1 round
D 10 minutes + 1/level
SR no

Level 4 necromancer
R 150 ft.
SV None
Comp S, M, F

Using this spell, the necromancer can direct more negative energy into any undead creature he controls, bolstering it against turning attempts. The maximum number he can affect with one casting is equal to his caster level. The affected undead are harder to turn, raising the CL of any turning attempt made against them by +4.

Focus: A holy symbol of a deity or entity that favors undead creatures.

Material Component: Dust or distillate of an undead creature at least 4 HD stronger than the target undead, sprinkled over the holy symbol.

BONE ARMOR
SC Necromancy
CT 1 round
D 10 min/level
SR No

Level 2 cleric, 1 necromancer
R Personal
SV None
Comp V, S, M

This spell creates a layer of bony ribs around your arms, legs and torso, as well as a skull-like helmet. This provides you with an armor bonus of +7 against all physical attacks. The Game Master will note the amount of damage blocked by the armor, and after it has blocked twice your caster level in HP, or after the spell duration ends, the armor will fall apart into useless, brittle shards.

Material Component: A piece of bone from a recently (not longer than seven days) slain humanoid.

BONE CONSTRUCT
SC Necromancy
CT 1 turn per 10 cubic feet
D Instantaneous
SR no

Level 4 necromancer
R 50 ft.
SV None
Comp V, S, M

Using this spell, a necromancer can convert up to 10 cubic feet of bones per caster level into some sort of mundane construct. Typical items include walls, chairs, tables, and even bed frames. Virtually any simple item the caster can imagine can be constructed this way. The creation of more complex items (crossbows, clocks, etc.) requires an Intelligence check, with a CL appropriate to the item's complexity. The Game Master will determine how much bone is necessary to fashion an item from.

The results of this spell are completely non-magical items that can be used in combination with the various animation spells, as long as the amount of bone

does not exceed the HD limit of the respective spell. This way, walking chairs, wardrobes with self-moving doors, or animated candle holders can be constructed.

Material Component: The bones used for the creation.

BONETRAP
SC Necromancy
CT 1 round
D Permanent until discharged
SR yes

Level 3 necromancer
R Touch
SV See text
Comp V, S, M

Placing this spell upon a skull or any other large bone of a creature, the necromancer can charge it with a certain amount of negative energy. When this bone is touched, the negative energy will blast fourth and inflict 1D4 points of damage per caster level to anybody within a radius of 10 feet, entitling them to a Dexterity save for half damage.

Material Component: A pinch of dust taken from a vampire or wight.

BRAMBLE BIND
SC Conjuration
CT 1
D 1 turn + 1 turn/lvl,
SR no

Level 4 druid
R 50 ft,
SV See text
Comp S

At the caster's behest, a magical vine sprouts from the ground, bristling with thorns, and wraps itself around a single target unless they make a save (Dex negates). If they become wrapped, they suffer 12 damage minus the value of their armor. Escaping requires a successful Str save, takes an entire round, and inflicts the damage again. The victim may attempt to escape each round.

BRANDING MARK
SC Transmutation (Fire)
CT 1
D 1 day/level
SR yes

Level 1 cleric, 1 pyromancer
R Touch
SV Constitution
Comp V, S

This spell creates an indelible mark of up to six characters upon a creature, inflicting 1d6 damage and lasting for the duration of the spell. The brand can be scraped off, but that will inflict a further 1d6 damage. The brand can be hidden under clothing, but any magic-user (divine or arcane) will sense its presence.

BREAK ENCHANTMENT
SC Abjuration
CT 1 minute
D instant
SR no

Level 4 troubadour, 5 cleric, 4 crusader, 5 wizard
R 50 ft.; T Up to one creature per level, all within 30 ft. of each other
SV see text
Comp V, S

This spell frees victims from enchantments, transmutations, and curses. Break enchantment can reverse even an instantaneous effect. For each such effect, you make a caster level check (1d20 + caster level, maximum +15) against a CL of -4 + caster level of the effect. Success means that the creature is free of the spell, curse, or effect. For a cursed magic item, the CL is 10.

If the spell is one that cannot be dispelled by dispel magic, break enchantment works only if that spell is 5th level or lower.

If the effect comes from some permanent magic item break enchantment does not remove the curse from the item, but it does frees the victim from the item's effects.

BUGS
SC Conjuration
CT 1
D Permanent
SR no

Level 0 wizard, 0 illusionist
R 10 feet
SV none
Comp V

When this cantrip is used, the caster summons one insect for each level of the caster (at least 1) from some other location or planar dimension. The bugs will materialize in whatever location the caster wishes (in line of sight), up to a 30 foot distance from the caster. The bugs are angry when summoned, and will

attack the nearest creature with their normal attack/bite/sting. These will be painful to the recipient, but not actual (hit points) damage will be inflicted.

The reverse of this cantrip, Shoo, will drive an equal number of insects away and cause double the number of insects still remaining in the area to become docile and nonthreatening.

The verbal component of this spell is the uttering of a “bzzz” noise by the caster, or “shoo” for its reverse.

BULL’S STRENGTH

SC Transmutation **Level 2 cleric, 2 druid, 2 crusader, 2 wizard**
CT 1 **R touch; T creature touched**
D 1 min./level **SV wisdom negates**
SR yes **Comp V, S, M/DF**

The subject becomes stronger. The spell grants a +4 bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

Material Component: A few hairs, or a pinch of dung, from a bull.

BURNING GAZE

SC Evocation (Fire) **Level 2 druid, 2 wizard, 2 pyromancer**
CT 1 **R 30 feet**
D 1 round/level **SV None**
SR yes **Comp V, S**

Once cast, this spell allows the caster, during the duration of the spell to emanate fiery beams from their eyes, inflicting 1d6 fire damage on anyone they gaze at. The damage is automatic, but can be countered by spell resistance or fire resistance.

BURST OF HASTE

SC Transmutation **Level 1 chronomancer, 1 wizard**
CT: 1 round **R 50 ft.; Target: One creature**
D 1 round **SV constitution (h) see haste text**
SR yes (h) **Comp: V, S, M**

This spell is the equivalent of the spell Haste, except that it only lasts a single round. It is often useful for spellcasters who are in a combat-heavy situation and wish to transfer one of their actions to a fighter, who can use it more effectively.

BURST ROPE

SC Transmutation **Level 1 druid, 1 wizard**
CT 1 **R Touch**
D Immediate **SV None**
SR no **Comp V**

This spell allows a wizard or druid to spontaneously break through any rope or weak chain that is holding them. Heavy metal chains are unaffected by this spell.

CADAVER DANCE

SC Necromancy **Level 1 necromancer**
CT 1 round **R 50 ft.; T One corpse**
D 1 day/level **SV None**
SR No **Comp V, S, M**

This spell is the minor variant of Animate Dead that serves as a training spell for aspiring necromancers. It is limited to one corpse, with a limited duration, and cannot animate more than 1 HD/level of the necromancer. The undead animated count against the HD limit of the Animate Dead spell as well.

Material Component: The corpse to be animated, and an onyx gem worth at least 10 gp, placed inside the undead. The gem will turn into a worthless pebble once the spell ends.

CALL LIGHTNING STORM

SC Evocation (Electricity) **Level 5 druid, 5 pyromancer**
CT 10 min. plus 1 rd per bolt R 450 ft.
D 10 min./lvl. **SV dexterity half**
SR yes **Comp V, S**

This spell functions like call lightning, except that each bolt deals 5d6 points of electricity damage (or 5d10 if created outdoors in a stormy area), and you may call a maximum of 15 bolts.

CALL UNDEAD

SC Necromancy, **Level 1 necromancer**
Enchantment
CT 1 hour **R 1 mile/level radius**
D 8 hours **SV Yes**
SR Yes **Comp V, S, M**

The necromancer creates a magical beacon that attracts undead in range. Once the ritual is performed, they will make their way to the site with all haste, and remain there for the duration of the spell. Attracted undead are under no special compulsion to be friendly or peaceful, but can be controlled through other methods. Uncontrolled undead will attempt to kill the necromancer, and will follow him unerringly for the spell’s duration if he should leave the site of the ritual.

The necromancer’s level determines the kind of undead attracted by the ritual. From 1st to 5th level, only skeletons and zombies will heed the call. From 6th to 10th level, ghouls, ghosts and shadows will also respond. At 11th level, wights, wraiths and mummies will be compelled, and at 15th level and above, even vampires, spectres and ghosts must follow. Liches and other special undead are completely immune to the call, but may decide to follow it and investigate its source.

Material Component: A small funerary bell (1 gp) and funerary incense (1 gp).

CASTLING

SC Conjunction **Level 4 wizard**
CT Immediate **R Within Sight**
D Instant **SV Intelligence**
SR yes **Comp V, S**

This spell allows the Wizard to instantly switch position with an ally, who can, if they choose, resist the effect with an Intelligence check. If they fail, however, their positions will be switched regardless.

CAT’S GRACE

SC Transmutation **Level 2 troubadour, 2 druid, 2 warden, 2 wizard**
CT 1 **R touch**
D 1 min./level **SV wisdom negates**
SR yes **Comp V, S, M**

The transmuted creature becomes more graceful, agile, and coordinated. The spell grants a +4 bonus to dexterity, adding the usual benefits to AC, dexterity saves, and other uses of the dexterity modifier.

Material Component: A pinch of cat fur.

CHAIN ENERVATION

SC Necromancy (Force) **Level 7 necromancer**
CT 1 round **R 150 ft.**
D Instantaneous **SV None and Dexterity, see text**
SR yes **Comp V, S**

The necromancer fires a bolt of negative energy that can split up after it hit its primary target, and hit others around it. He must make a ranged touch attack against the primary target. If the attack is successful, the target loses 1D4 levels, and the ray splits up, attacking one secondary target per level of the necromancer within 30 feet of the primary target. Secondary targets can escape the burst of negative energy with a successful Dexterity saving throw at a –4 penalty. If unsuccessful, they lose 1 level. Lost levels return at a rate of 1 level/day of absolute rest.

CHILL TOUCH

SC Necromancy **Level 1 necromancer**
CT 1 round **R Touch**
D Instantaneous **SV See text**
SR yes **Comp V, S**

A touch from the necromancer’s hand disrupts the life force of living creatures. Each touch channels negative energy that deals 1d6 points of damage and possibly also 1 point of temporary Strength damage. (A successful Constitution

saving throw negates the Strength damage.) The character can use this attack up to one time per level.

Undead touched by the character suffer no damage or Strength loss, but they must make successful Charisma saving throws or flee as if panicked for 1 d4 rounds +1 round per caster level.

CLAWS

SC Transmutation **Level 1 druid**
CT 1 **R Personal**
D 1 hour/level **SV None**
SR no **Comp V, S**

The Druid's nails harden and grow into sharp claws, allowing them to do 1d4+1 lethal damage per round, rather than the regular 1d2 subdual damage from unarmed attacks.

CLEANING

SC Transmutation **Level 0 wizard, 0 illusionist**
CT 1 **R 4 sq. yards**
D Permanent **SV none**
SR no **Comp S**

This cantrip enables the caster to remove soil or stains from bodies, clothing, equipment, and other small gear within a 10 foot radius. The reverse of this cantrip, Befoul, causes any such locations or objects within the same range to become dirty, smelly, stained, and otherwise dirty.

The somatic component of this spell is a dusting motion with a hand in the direction of the area to be cleaned.

CLENCHED FIST

SC Evocation (Force) **Level 8 wizard**
CT 1 **R 150 ft.**
D 1 round/level **SV none**
SR yes **Comp V, S, F/DF**

As with the other hand spells, *clenched fist* evokes a magical hand, but in this case the hand is always at least as large as a giant's and is curled into a fist rather than held open. The clenched fist strikes one of the magic user's enemies per round, never missing, for so long as the caster concentrates upon it. No other activity is possible while concentrating, and breaking the caster's concentration ends the spell. The fist rolls a d20 to determine damage (it hits automatically): on a roll of 1-12, the fist deals 1d6 hp of damage; on a 13-15, it deals 2d6 hit points, on a roll of 16-19 it deals 3d6 hit points and stuns the opponent for one round, and on a roll of 20+ it deals 4d6 hit points and stuns the opponent for 3 rounds. If the opponent has already been stunned, the d20 roll receives a +4 bonus. As with the other hand spells, the hand has as many hit points as the caster's full hit points.

CLOAK OF CHAOS

SC Abjuration (Chaotic) **Level 8 cleric**
CT 1 **R 20 ft.; T One creature/level in a 20-ft.-**
radius **burst centered on you**
D 1 round/level **SV see text**
SR yes (h) **Comp V, S, F**

A random pattern of color surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by lawful creatures, and causing lawful creatures that strike the subjects to become confused. This abjuration has four effects.

First, each warded creature gains a +4 bonus to AC and a +4 bonus on saves. Unlike protection from law, the benefit of this spell applies against all attacks, not just against attacks by lawful creatures.

Second, each warded creature gains spell resistance 14 against lawful spells and spells cast by lawful creatures.

Third, the abjuration blocks possession and mental influence, just as protection from law does.

Finally, if a lawful creature succeeds on a melee attack against a warded creature, the offending attacker is confused for 1 round (wisdom save negates, as with the confusion spell, but against the save CL of cloak of chaos).

Focus: A tiny reliquary containing some sacred relic, such as a scrap of parchment from a chaotic text. The reliquary costs at least 500 gp.

CLOUD OF ANNIHILATION

SC Evocation **Level 9 wizard**
CT 2 **R Within Sight**
D Instant **SV Charisma**
SR yes **Comp V, S, M**

This spell allows the Wizard to project a greenfire crystal to a certain place, and magically destroy it utterly, releasing energies of incomprehensible power. All targets with 10 HD or fewer within the blast area (100x100 feet) are destroyed utterly, with their bodies annihilated. All targets with 11 HD or greater must make a Charisma save against Death, with those making the save successfully suffering 10d10 fire damage and suffering blindness for 1d4 rounds. This spell requires a greenfire crystal to cast, which costs 8000 gp. The spell is so called for the sizeable mushroom-shaped cloud which forms when the greenfire crystal is annihilated.

CLOUD SHAPE

SC Transmutation **Level 2 druid**
CT 2 **R 3 miles**
D 10 minutes **Comp V, S**

You alter the appearance of a single cloud (or any other natural cloud or plume of non-magical gas, smoke, or mist) to take on any shape you desire. Generally, the affected cloud is visible from anywhere below it in a 5-mile radius (more or less depending on other conditions at the Game Master's discretion).

Cloud shape does not grant viewers any ability to understand written messages in the clouds if they don't know the language. Any attempt at cloud portraiture requires an Intelligence check to determine the accuracy of the portrayal.

Once the spell's duration expires, the cloud slowly (or rapidly) loses its shape over a period of 1d6 minutes. As the cloud unravels, witnesses can still determine the cloud's message or appearance by succeeding on a Wisdom check (–2 penalty per minute that passes after the end of the spell).

While under the effects of this spell, the cloud is resistant to any non magical winds, holding its shape even in a gale. However, magical winds of strong or stronger force disperse the target cloud immediately.

CONTAGION

SC Necromancy (Evil) **Level 3 cleric, 3 druid, 4 necromancer**
CT 1 round **R Touch; T Living creature touched**
D Instantaneous **SV Constitution negates**
SR yes **Comp V, S**

The subject contracts a disease, which strikes immediately (no incubation period). The necromancer infects the subject with blinding sickness, cackle fever, filth fever, mindfire, red ache, the shakes, or slimy doom.

Diseases:

The following diseases share a few traits. The CL is the challenge level used to determine how hard it is to resist the damage caused by the disease. Every day a character is affected by the disease, the character must make another Constitution save or suffer the listed damage again. After two successful saving throws in a row, the character has shaken off the disease and will not suffer any damage anymore. Until the disease is shaken off, and at least half of the suffered ability damage is regenerated by any means, the character cannot move faster than half his movement speed, and is confined to rest.

- Blinding Sickness (CL 5): Infection of the visual nerves, causing 1D4 points of Strength loss. Every time the victim suffers 2 or more points of damage, it must make another Constitution save or turn blind.
- Cackle Fever (CL 5): Symptoms include high fever, disorientation, and bouts hideous laughter. Damage is 1D6 points of Wisdom loss.
- Filth Fever (CL 1): Spreads towards the limbs and poisons the blood. Damage is 1D3 points of Dexterity and Constitution loss.
- Mindfire (CL 1): An infection of the brain, this disease causes 1D4 points of Intelligence loss.
- Red Ache (CL 4): The skin of the infected turns red, bloated and warm. Damage is 1D6 points of Strength loss.
- Shakes (CL 2): Causes uncontrollable tremors in all muscles. Damage is 1D8 points of Dexterity loss.

- Slimy Doom (CL 3): Attacks and dissolves the muscles and tissues, causing 1D6 points of Constitution loss and forcing a second save upon damage to not lose one permanent point of Constitution.

CONTINGENCY

SC Universal	Level 6 wizard
CT 10 minutes	R N/A
D Instant	SV N/A
SR no	Comp V, S

The Contingency spell allows the Wizard to program one spell of level 5 or lower to release when a specific condition is met. When the Contingency is cast, it uses up both the Contingency spell slot and the spell slot of the programmed spell, but can be 'stored' for an indefinite period of time. Only one Contingency can be active at once.

CHRINDOL'S CURSE

SC Enchantment	Level 3 chronomancer, 4 wizard
(Mind-Affecting)	
CT one action	R 25 ft.; T one creature
D 1 day/level	SV intelligence negates
SR yes	Comp V, S

This is one of Chrindol's first time spells, and still most feared. The affected creature loses any sense of time—treat it as if they are constantly under the effects of the spells Mismeasure Time (with no additional saving throws) and Lateness. The creature is aware of the curse, but any attempt they make to somehow be aware of time (purchasing a clock, watching the sun, etc.) will fail—the moment they are told the correct time, they instantly forget it.

CHRINDOL'S MAJOR CHANGE

SC Enchantment	Level 9 chronomancer
CT one day	R personal
D instantaneous	SV none
SR no	Comp V, S

Perhaps one of Chrindol's greatest achievements was this spell. Building upon his minor change spell, he found a way through great personal expenditure to change events far into his past. The caster may change an event in their past. This event may be as far back as ten years. The event must be something the caster had control of at the time, and the change may not always work out the way the caster hopes. Examples include changing what town the character shopped in, which weapon to train in, deciding to create a magical item instead of studying spells, etc.

In effect, the caster is communicating with his past self, instructing him to do something differently. With this powerful magic, the past self is guaranteed to act on the results of the communication.

As with spells like *wish* and *miracle*, the actual effects of this spell are up to the GM, and should be far reaching, and not always what the caster intended.

CHRINDOL'S MINOR CHANGE

SC Abjuration	Level 7 chronomancer, 8 wizard
CT Two Hours	R personal
D instantaneous	SV none
SR no	Comp V, S

Chrindol built upon the abilities of the *Retry* spell by creating this powerful spell. The caster may alter a minor event from his past that may affect the present. The event changed cannot have occurred more than 1 month before the spell is cast. Events such as changing what spells were memorized in the morning, having remembered to buy something at a store, or taking back an insult that led to a fight.

In effect, the caster is communicating with a past self, telling him to do something differently. With this powerful magic, the past self is guaranteed to act on the results of the communication.

As with spells such as *wish* or *miracle*, the effects of this spell are far reaching, and the exact effects should be left up to the GM, and are not always what the caster intended.

CRUSHING HAND

SC Evocation (Force)	Level 9 wizard
CT 1	R 150 ft.; E 10-ft. hand
D 1 round/level	SV none
SR yes	Comp V, S, M, F/DF

This spell calls into existence a large, floating hand much like that summoned by the other hand spells. The crushing hand attacks any foe the caster directs, grabbing it and squeezing with great power. Damage increases as the hand continues to constrict, doing 1d10 points of damage in the first round, 2d10 points of damage in the second and third round, and 4d10 points of damage per round thereafter. As with the other hand spells, the hand has as many hit points as its caster. The caster cannot engage in any other activity while directing the hand.

CURSE OF BLOOD

SC Necromancy	Level 5 necromancer
CT 1 round	R Special, see below
D Instantaneous	SV See text
SR no	Comp V, S

This spell serves as a necromancer's last resort to get revenge on his killer. With his dying breath, he curses his killer, and places him under a permanent Bleeding Wound spell effect that cannot be removed by anything less than a Limited Wish, Wish, a Remove Curse cast by a cleric 3 levels higher than the dying necromancer, divine intervention, or the original caster of the curse. Whenever the target suffers damage equal to his Constitution, he must make a successful Constitution saving throw against the spell, or lose one point of Constitution permanently. The effect of the curse persists even if the necromancer is raised from the dead.

DARKVISION

SC Transmutation	Level 2 druid, 3 warden
CT 1	R Personal
D 1 hour/level	SV None
SR no	Comp V, S

This spell grants the Druid darkvision, as if they were a dark elf or other creature that sees flawlessly in darkness.

DAZE

SC Enchantment	Level 0 wizard, 0 troubadour
(Mind-Affecting)	
CT 1	R 50 ft.
D 1 round	SV Wisdom negates
SR yes	Comp V, S, M

This enchantment clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it.

Material Component : A pinch of wool or similar substance.

DAZE MONSTER

SC Enchantment	Level 2 troubadour, 2 wizard, 2 illusionist
(Mind-Affecting)	
CT 1	R 150 ft.
D 1 rd.	SV intelligence negates
SR yes	Comp V, S, M

This spell functions like daze, but daze monster can affect any one living creature of any type. Creatures of 7 or more HD are not affected.

DEAD MANS EYES

SC Necromancy, Divination	Level 1 wizard, 1 necromancer
CT 1 round	R Touch
D 1 round	SV None
SR no	Comp V, S, M

The necromancer sees the last moment seen by the person before it died. The body may not be older than 3 days per caster level, and the view is that of the person before it died. Anything outside the range of its vision cannot be seen by the necromancer. The vision will be that of the target, including special vision like e.g. Darkvision or vision-related spell effects active at that moment, like True Seeing. At the end of the spell, i.e. the moment of the target's death, the

necromancer must make a Charisma save or pass out for 1D10 rounds from the intensity of the experience.

Material Component: A whole eye from the target creature.

DEATH BRINGER

SC Necromancy **Level 8 necromancer**
CT 30 minutes **R 1 mile burst; T See text**
D Instantaneous **SV Constitution, see text**
SR yes **Comp V, S, F**

Enacting an old ritual, the necromancer has to stab himself into the chest with a specially prepared bone dagger. The wound causes double the normal dagger damage as well as 2 points of Constitution loss. When the ritual is finished, every sleeping creature within 1 mile of the caster is affected by the spell. Creatures with 6 HD or less must succeed at a Constitution saving throw, or die in their sleep, wracked by horrible nightmares. Those who succeed as well as those with more than 6 HD awaken from these nightmares, but will not be able to go back to sleep for the rest of the night.

Focus: The focus for this spell is an expert dagger made completely from the bone of an intelligent creature.

DEATH GAZE

SC Necromancy **Level 6 cleric, 6 necromancer**
CT 1 round **R 30 feet; T One living creature/round**
D 1 round/level **SV See text**
SR yes **Comp V, S, M**

This spell changes the eyes of the necromancer to black orbs with white, skull-like pupils. Each round this spell is in effect, one creature within 30 feet of the necromancer that meets his gaze must make a Constitution saving throw, or be affected as follows: 2 HD or less = Death (no save), 3 – 5 HD = Death (2D6 points of damage on successful save), 6 HD or more = 2D6 points of damage (Constitution negates).

If the gaze is reflected back on the necromancer, he suffers 2D6 points of damage. At the end of the spell, the necromancer must succeed on a Constitution saving throw, or be blinded for 1D6+4 hours.

Material Component: Two black marbles with white skulls painted on.

DEATH KNELL

SC Necromancy (Death, Evil) **Level 2 cleric**
CT 1 **R touch**
D instant (see text) **SV wisdom negates**
SR yes **Comp V, S**

You draw forth the ebbing life force of a creature and use it to fuel your own power. Upon casting this spell, you touch a living creature that has -1 or fewer hit points. If the subject fails its saving throw, it dies, and you gain 1d8 temporary hit points and a +2 bonus to Strength. Additionally, your effective caster level goes up by +1, improving spell effects dependent on caster level. (This increase in effective caster level does not grant you access to more spells.) These effects last for 10 minutes per HD of the subject creature.

DEATHLESS ETERNITY

SC Necromancy **Level 9 necromancer**
CT 1 week **R Personal**
D Instantaneous **SV None**
SR no **Comp V, S, M, F**

This grueling ritual is one of the greatest secrets of necromantic magic, and one of the necessary components of the procedure to attain lichdom. The necromancer must concoct a potion that contains rare and extremely poisonous herbs and chemicals as well as other, more occult ingredients. In a week long ritual, the necromancer prepares his body and soul for the transformation. At the end of the preparation, the potion is consumed and an immediate Constitution saving throw (CL 15) made. If the save is successful, the necromancer turns into a lich while retaining his spellcasting abilities. If it fails, the caster dies, and his soul is trapped in his phylactery as if caught by a Soul Bind spell.

Material Component: A potion containing various ingredients costing at least 250 gp per caster level.

Focus: A container for the life essence of the lich, the phylactery, made from rare and precious materials costing at least 1000 gp per caster level.

DEATHWATCH

SC Necromancy (Evil) **Level 1 cleric**
CT 1 **R 30 ft.; AoF Cone-shaped emanation**
D 10 min./level **SV none**
SR no **Comp V, S**

Using the foul sight granted by the powers of unlife, you can determine the condition of creatures near death within the spell's range. You instantly know whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with 4 or more hit points), undead, or neither alive nor dead (such as a construct).

Deathwatch sees through any spell or ability that allows creatures to feign death.

DEEP SLUMBER

SC Enchantment **Level 3 troubadour, 3 wizard**
(Mind-Affecting)
CT 1 **R 150 ft.**
D 1 tn./lvl. **SV none**
SR yes **Comp V, S, M**

This spell functions like sleep, except that it affects 10 HD of creatures.

DEEPER DARKNESS

SC Evocation (Darkness) **Level 3 cleric**
CT 1 **R 50 ft.**
D one day/level **SV none**
SR none **Comp V, M/DF**

This spell functions like darkness, except that the object radiates shadowy illumination in a 60-foot radius and the darkness lasts longer.

Daylight brought into an area of deeper darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Deeper darkness counters and dispels any light spell of equal or lower level, including daylight and light.

DEFENSE FROM AGING

SC Abjuration **Level 2 chronomancer, 3 cleric**
CT One round **R touch**
D 1 day or until dispelled **SV wisdom negates (h)**
SR yes (h) **Comp V, S, M**

This spell protects a creature from magical and natural aging. If victim of an aging attack, the recipient is protected and the spell immediately ends.

If cast continually on a single target in an attempt to permanently retard aging, it causes great strain on the body. Each day a constitution save must be made at CL 5, or the age-retarding effects of all previous castings of this spell are undone.

This spell can also be used to protect a body from decay, or to preserve meat and vegetables from spoiling.

DELAY DAMAGE

SC Transmutation **Level 2 chronomancer, 2 wizard**
CT one action **R touch; T creature touched**
D 1 round / level **SV wisdom negates**
SR yes **Comp V, S, M**

This spell creates a temporal field around the target, which intercepts any damage done to it and delays it until the expiration of the spell. Both weapon damage and energy effects are delayed, though any magical effects not causing damage (charm, hold, etc) are treated normally. Healing effects are also delayed, so they will take effect at the same time as the damage does. (But this aspect can be turned off: see below.)

A second casting of this spell will NOT further delay the same damage-- all damage done during the duration of the first casting takes effect immediately when it expires, even if the spell is cast again.

The caster can detect the proximity of dead bodies in a path 50' long and 10' wide. The amount of information revealed depends on how long the caster studies the area. 1st round: presence or absence of corpses, 2nd round: number of corpses in the area, 3rd round: exact location of the corpses. If a corpse is out of the caster's line of sight, he only gains the direction.

It takes 15 rounds to sweep a full circle for the presence of corpses.

DICTUM

SC Evocation (Lawful, Sonic) Level 7 cleric

CT 1 **R 40 ft.;AoF Non-lawful creatures in a 40-ft.-radius spread centered on you**
D Instantaneous **SV None or Wisdom negates; see text**
SR yes **Comp V**

Any non-lawful creature within the area of a blasphemy spell suffers the following ill effects.

HD	Effect
Equal to caster level	Deafened
Up to caster level -1	Slowed, deafened
Up to caster level -5	Paralyzed, slowed, deafened
Up to caster level -10	Killed, paralyzed, slowed, deafened

The effects are cumulative and concurrent. No saving throw is allowed against these effects.

- **Deafened** : The creature is deafened for 1d4 rounds.
- **Slowed** : The creature is slowed, as by the slow spell, for 2d4 rounds.
- **Paralyzed** : The creature is paralyzed and helpless for 1d10 minutes.
- **Killed** : Living creatures die. Undead creatures are destroyed.

Furthermore, if you are on your home plane when you cast this spell, non-lawful extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the dictum. The banishment effect allows a Wisdom save (at a -4 penalty) to negate.

Creatures whose HD exceed your caster level are unaffected by dictum.

DIMENSIONAL ANCHOR

SC Abjuration **Level 4 cleric, 4 wizard**
CT 1 **R 150 ft.**
D 1 min./lvl. **SV none**
SR yes (object) **Comp V, S**

A green ray springs from your outstretched hand. You must make a ranged touch attack to hit the target. Any creature or object struck by the ray is covered with a shimmering emerald field that completely blocks extra-dimensional travel. Forms of movement barred by a dimensional anchor include astral projection, blink, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport, and similar spell-like or psionic abilities. The spell also prevents the use of a gate or teleportation circle for the duration of the spell.

A dimensional anchor does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extra-dimensional perception or attack forms. Also, dimensional anchor does not prevent summoned creatures from disappearing at the end of a summoning spell.

DIMENSIONAL LOCK

SC Abjuration **Level 8 cleric, 8 wizard**
CT 1 **R 150 ft.; AoF 20-ft.-radius emanation**
centered **on a point in space**
D one day/level **SV none**
SR yes **Comp V, S**

You create a shimmering emerald barrier that completely blocks extradimensional travel. Forms of movement barred include astral projection, blink, dimension door, ethereal jaunt, etherealness, gate, maze, plane shift, shadow walk, teleport, and similar spell-like or psionic abilities. Once dimensional lock is in place, extradimensional travel into or out of the area is not possible.

A dimensional lock does not interfere with the movement of creatures already in ethereal or astral form when the spell is cast, nor does it block extradimensional perception or attack forms. Also, the spell does not prevent summoned creatures from disappearing at the end of a summoning spell.

DISFIGURATION

SC Illusion (Mind-Affecting) Level 6 illusionist
CT 1 **R Touch**
D 1 day/level **SV Intelligence**
SR yes **Comp V, S**

This spell enables the Illusionist to create a mask of horrible disfigurement upon the subject, making them and all others that see them believe they are truly and completely hideous. The Charisma of the subject for all purposes other than intimidation is lowered by ten points, but to no lower than 1.

DISGUISE CORPSE

SC Necromancy **Level 1 wizard**
CT 10 minutes **R Touch**
D Permanent **SV None**
SR no **Comp V, S**

This spell allows the Wizard to alter the appearance of a corpse, disguising it as another humanoid of similar size.

DISGUISE SELF

SC Illusion **Level 1 wizard, 1 illusionist, 1 troubadour**
CT 1 **R Personal**
D 10 min./level **SV None**
SR no **Comp V, S**

You make yourself—including clothing, armor, weapons, and equipment—look different. You can seem 1 foot shorter or taller, thin, fat, or in between. You cannot change your body type. Otherwise, the extent of the apparent change is up to you. You could add or obscure a minor feature or look like an entirely different person.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of you or your equipment.

A creature that interacts with this illusion gets a Wisdom save to recognize it as an illusion.

DISJUNCTION

SC Abjuration **Level 9 wizard**
CT 1 **R 50 ft.; AoF All magical effects and magic**
items within a 40-ft.-radius burst
D instant **SV wisdom negates (object)**
SR no **Comp V**

All magical effects and magic items within the radius of the spell, except for those that you carry or touch, are disjoined. That is, spells and spell-like effects are separated into their individual components (ending the effect as a dispel magic spell does), and each permanent magic item must make a successful wisdom save or be turned into a normal item. An item in a creature's possession uses its own wisdom save bonus or its possessor's wisdom save bonus, whichever is higher.

You also have a 1% chance per caster level of destroying an antimagic field. If the antimagic field survives the disjunction, no items within it are disjoined.

Even artifacts are subject to disjunction, though there is only a 1% chance per caster level of actually affecting such powerful items. Additionally, if an artifact is destroyed, you must make a CL 10 wisdom save or permanently lose all spellcasting abilities. (These abilities cannot be recovered by mortal magic, not even miracle or wish.)

Note: Destroying artifacts is a dangerous business, and it is 95% likely to attract the attention of some powerful being who has an interest in or connection with the device.

DISPLACEMENT

SC Illusion **Level 3 troubadour, 3 wizard**
CT 1 **R touch**
D 1 round/level **SV wisdom negates (h)**

SR yes (h)

Comp V, M

The subject of this spell appears to be about 2 feet away from its true location. The creature benefits from a 50% miss chance as if it had total concealment. However, unlike actual total concealment, displacement does not prevent enemies from targeting the creature normally. True seeing reveals its true location.

Material Component: A small strip of leather twisted into a loop.

DISRUPT UNDEAD

SC Necromancy	Level 0 necromancer
CT 1 round	R 50 ft.
D Instantaneous	SV None
SR Yes	Comp V, S

The caster collects a tiny amount of positive energy into a scintillating white ray and directs it against any one undead creature. He must make a ranged touch attack to hit his target, and causes 1 d6 points of damage upon a successful hit.

DISRUPTING WEAPON

SC Transmutation	Level 5 cleric
CT 1	R touch
D 1 round/level	SV wisdom negates (h) (object) (see text)
SR yes (h) (object)	Comp V, S

This spell makes a melee weapon deadly to undead. Any undead creature with HD equal to or less than your caster level must succeed on a wisdom save or be destroyed utterly if struck in combat with this weapon. Spell resistance does not apply against the destruction effect.

DIVE

SC Transmutation	Level 4 druid
CT 2	R touch; T one creature
D 1 hour	SV Charisma negates (h)
SR yes (h)	Comp V, S

Dive grants the recipient the ability to withstand the environmental perils of the murky depths. The recipient of this spell gains the ability to breathe underwater, a swim speed equal to one-half the target's speed, and twilightvision for the duration of the spell. In addition, while affected, the recipient can move and attack normally while underwater. *Dive* does not make creatures unable to breathe air. The material component is a tiny bronze bell.

DIVINE CONVERSION

SC Enchantment	Level 4 cleric
(Mind-Affecting)	
CT 2 hours	R N/A
D Permanent	SV Wisdom
SR yes	Comp V, S, M

This spell allows the cleric to bring a willing individual into the good graces of a deity, converting them to the worship of the deity and allowing them to shift their alignment one step towards that of the deity. This ability will remove any divine curses or similar impediments inflicted on the individual at the time of conversion.

DIVINE FAVOR

SC Evocation	Level 1 cleric, 1 crusader
CT 1	R personal
D 1 minute	Comp V, S, DF

Calling upon the strength and wisdom of a deity, you gain a +1 bonus on attack and weapon damage rolls for every three caster levels you have (at least +1, maximum +3). The bonus doesn't apply to spell damage.

DIVINE POWER

SC Evocation	Level 4 cleric
CT 1	R personal
D 1 round/level	Comp V, S, DF

Calling upon the divine power of your patron, you imbue yourself with strength and skill in combat. Your BtH becomes equal to your character level, you gain a +6 bonus to Strength, and you gain 1 temporary hit point per caster level.

DIVINE SHIELD

SC Enchantment	Level 7 cleric
CT 1	R 20 feet
D 1 round/level	SV Wisdom (harmless)
SR no	Comp V, S

This spell allows the Cleric to give an ally a protective barrier around them that gives them immunity to all weapons of +2 or lower magical enchantment and an SR of 15.

DOMINATE ANIMAL

SC Enchantment	Level 3 druid
(Mind-Affecting)	
CT 1	R 50 ft.
D 1 round/level	SV Wisdom negates
SR yes	Comp V, S

You can enchant an animal and direct it with simple commands such as “Attack,” “Run,” and “Fetch.” Suicidal or self-destructive commands (including an order to attack a creature two or more size categories larger than the dominated animal) are simply ignored.

Dominate animal establishes a mental link between you and the subject creature. The animal can be directed by silent mental command as long as it remains in range. You need not see the creature to control it. You do not receive direct sensory input from the creature, but you know what it is experiencing. Because you are directing the animal with your own intelligence, it may be able to undertake actions normally beyond its own comprehension. You need not concentrate exclusively on controlling the creature unless you are trying to direct it to do something it normally couldn't do. Changing your instructions or giving a dominated creature a new command is the equivalent of redirecting a spell, so it is a move action.

DOMINATE MONSTER

SC Enchantment	Level 9 wizard
(Mind-Affecting)	
CT 1	R 50 ft.
D One day/level	SV Wisdom negates
SR yes	Comp V, S

This spell functions like dominate person, except that the spell is not restricted by creature type.

DOOM

SC Necromancy	Level 1 cleric
(Fear, Mind-Affecting)	
CT 1	R 150 ft.
D 1 min./level	SV wisdom negates
SR yes	Comp V, S, DF

This spell fills a single living creature with a feeling of horrible dread that causes it to become shaken (suffering a -2 penalty on all attack, damage, attribute check, and saving throw rolls).

DRAIN LIFE

SC Necromancy	Level 6 cleric, 6 necromancer
CT 1 round	R Touch
D Instantaneous	SV See text
SR yes	Comp V, S, M

With this spell, the necromancer can leech off the power of another living creature and use it to temporarily increase his own. A successful touch attack causes the target to lose 1 level per 3 caster levels of the necromancer. A victim reduced below 0 levels by this spell is slain instantly. The necromancer temporarily adds the levels to himself, gaining 1 Hit Die/level and all increases a he would normally gain with new levels, except for new spells or spell levels. The drained levels also increase the necromancer's caster level. These temporary levels vanish after 1 hour/caster level. The victim must make a Constitution saving throw 24 hours after he was drained, with his lost levels returning on a successful save. If unsuccessful, the levels are permanently lost. A victim slain by this spell will rise as a Wraith 48 hours later and search for its killer, to return the favor.

Material Component: The fang of a vampire.

DUST
SC Necromancy Level 7 cleric, 7 necromancer
CT 1 round R 50 ft.
D Instantaneous SV Charisma partial
SR yes Comp V, S

Collecting positive energy into a devastating spell, the necromancer can utterly destroy one undead creature by uttering this incantation and directing the collected energy at it. The target must make a successful Charisma saving throw, or instantly crumble into dust or fade away. On a successful saving throw, the target still suffers 3D6 +1/caster level points of damage. The spell equally affects corporeal and incorporeal undead. This spell is the reverse form of Finger of Death for the purposes of learning it.

EAGLE'S SPLENDOR
SC Transmutation Level 2 troubadour, 2 cleric, 2 crusader,
 2 wizard
CT 1 R touch
D 1 min./level SV wisdom negates
SR yes Comp V, S, M/DF

The transmuted creature becomes more poised, articulate, and personally forceful. The spell grants a +4 bonus to Charisma, adding the usual benefits to Charisma-based skill checks and other uses of the Charisma modifier.

Arcane Material Component: A few feathers or a pinch of droppings from an eagle.

EAVESDROP
SC Divination Level 0 wizard, 0 illusionist
CT 1 R one small creature
D 1 round/level to a maximum of 10 rounds. SV none
SR no Comp V, S

This cantrip enables the user to hear the conversation of any small group of individuals gathered within a five-foot square area in the caster's line of sight. Casting is done by gazing at the individuals to be spied upon while gently tugging at an earlobe and whispering the word "Hist!" The duration is one round per level of the caster, to a maximum of 10 rounds.

The reverse of this cantrip, Hush, keeps a conversation from being overheard by passersby with the invocation of the command word "Nunya". Anyone wishing to overhear a conversation protected by the Hush cantrip must make a successful Wisdom attribute check to overhear the talk, failure of the roll means that the exchange was too garbled to make out sufficiently.

ELEMENTAL AURA
SC Evocation Level 3 wizard
CT 1 R Personal
D 1 round/level SV None
SR no Comp V, S

This spell creates an aura of elemental power that radiates five feet from you. Anyone who crosses into this space suffers 1d10/level damage up to 10d10 of the elemental type. This spell also grants you complete immunity from damage by that particular element.

ELEMENTAL REDIRECTION
SC Transmutation Level 6 druid
CT: Immediate R 10 feet
D Instantaneous SV Wisdom
SR yes Comp V, S

This spell allows the Druid to trap one elementally-based attack or spell as it is made, and redirect that spell if desired towards another target or harmlessly into the air or ground. For example, this spell allows a Druid to capture a Fireball spell made within ten feet of the Druid, and redirect the Fireball to any other point within sight. This spell can only be used to capture natural elemental attacks or spells of equal or lower level to it.

ELEMENTAL SWARM
SC Conjuration Level 9 druid
CT 10 minutes R 150 ft.; E Two or more summoned creatures, no two of which can be more than 30 ft. apart

D 10 min./level
SV none
SR no Comp V, S

This spell opens a portal to an Elemental Plane and summons elementals from it. The caster can choose the plane (Air, Earth, Fire, or Water).

When the spell is complete, 2d4 Large elementals appear. Ten minutes later, 1d4 Huge elementals appear. Ten minutes after that, one greater elemental appears. Each elemental has maximum hit points per HD. Once these creatures appear, they serve you for the duration of the spell.

The elementals obey you explicitly and never attack you, even if someone else manages to gain control over them. You do not need to concentrate to maintain control over the elementals. You can dismiss them singly or in groups at any time.

When you use a spell to summon an air, earth, fire, or water creature, it is a spell of that type.

ELEMENTAL WEAPON
SC Abjuration (see text) Level 2 druid
CT 1 R Touch
D 1 hour/level SV N/A
SR no Comp V, S, M

This power allows the Druid to align their weapon with one of the classic elements (water, earth, fire or air), making it do 1d6 bonus damage of the appropriate type (cold, acid, fire or lightning) to all enemies, and striking as a +1 magical weapon and doing 2d6 elemental damage to creatures of the opposing element.

ENERGY BLADES
SC Evocation (Energy) Level 8 wizard
CT 1 R N/A
D 10 min/level SV None
SR no Comp V, S

This spell allows the Wizard to create a number of magical energy blades equal to their class level, which act as +5 magical weapons and cut through spell resistance and damage reduction. These weapons can be thrown up to 30 feet, and do 4d8+5 damage. Instead of using the Wizard's standard BtH, the Wizard adds their level to the base attack roll. These energy blades do full damage to incorporeal creatures as well as corporeal ones.

ENERVATION
SC Necromancy Level 4 necromancer
CT 1 round R 150 ft.
D Instantaneous SV None
SR yes Comp V, S

The character must make a ranged touch attack to hit. If the attack succeeds, the subject gains 1d4 negative levels. If the ray strikes an undead creature, it gives that creature 5 temporary hit points per two caster levels (maximum 25 temporary hit points) for 1 hour. The lost levels will return at a rate of 1/day of total rest.

ENRICH
SC Transmutation Level 0 wizard, 0 illusionist
CT 1 R one object
D up to 6 turns SV none
SR no Comp V, S

This cantrip enables the caster to grant one item or object a superior, richer or otherwise better aspect of itself to the senses; be it sight, smell, sound, touch or taste. Thus, mush can be made to taste as if it were fine steak, but the dweomer will not actually affect nutrition or quality. The dweomer can also be used to restore faded hues or to tinge those already colored with a different hue. A rough burlap tunic can be made to have the texture of fine silk or soft cotton. A rotting haunch of meat can be made to smell like roses and an annoying noise can be made to sound like a beautiful melody. But the spell may only effect one sense at any time; so to change both taste and texture the caster would need to use two such cantrips. Needless to say, pleasant things can be made unpleasant as well by the application of this spell.

The somatic and verbal components of this cantrip are to gesture over the item to be enriched and to say “It needs a touch of....” followed by the goal of the en-richening state.

ENTHRALL

Enchantment
(Mind-Affecting, Sonic)

CT 1 round

D 1 hour or less

SR yes

Level 2 troubadour, 2 cleric

R 150 ft.

SV wisdom negates; see text

Comp V, S

If you have the attention of a group of creatures, you can use this spell to hold them spellbound. To cast the spell, you must speak or sing without interruption for 1 full round. Thereafter, those affected give you their undivided attention, ignoring their surroundings. They are considered to have an attitude of friendly while under the effect of the spell. Any potentially affected creature of a race or religion unfriendly to yours gets a +4 bonus on the saving throw.

A creature with 4 or more HD or with a Wisdom score of 16 or higher remains aware of its surroundings and has an attitude of indifferent. It gains a new saving throw if it witnesses actions that it opposes.

The effect lasts as long as you speak or sing, to a maximum of 1 hour. Those enthralled by your words take no action while you speak or sing and for 1d3 rounds thereafter while they discuss the topic or performance. Those entering the area during the performance must also successfully save or become enthralled. The speech ends (but the 1d3-round delay still applies) if you lose concentration or do anything other than speak or sing.

If those not enthralled have unfriendly or hostile attitudes toward you, they can collectively make a Charisma check to try to end the spell by jeering and heckling. For this check, use the Charisma bonus of the creature with the highest Charisma in the group; others may make Charisma checks to assist. The heckling ends the spell if this check result beats your Charisma check result. Only one such challenge is allowed per use of the spell.

If any member of the audience is attacked or subjected to some other overtly hostile act, the spell ends and the previously enthralled members become immediately unfriendly toward you. Each creature with 4 or more HD or with a Wisdom score of 16 or higher becomes hostile.

ENTROPIC SHIELD

SC Abjuration

CT 1

D 1 min./level

Level 1 cleric

R personal

Comp V, S

A magical field appears around you, glowing with a chaotic blast of multicolored hues. This field deflects incoming arrows, rays, and other ranged attacks. Each ranged attack directed at you for which the attacker must make an attack roll has a 20% miss chance (similar to the effects of concealment). Other attacks that simply work at a distance are not affected.

ERADICATE

SC Necromancy

CT 1

D Permanent

SR no

Level 0 wizard

R one small creature

SV none

Components: V, S

When this cantrip is invoked, it may be used to kill any creature of less than 1 hit point, a number of creatures equal to the casters level (at least 1). If the creatures are truly small such as ants or crickets (Game Master’s discretion) an area of 1 cubic foot may be affected for each level of the caster.

The somatic component of this spell is to point in the general area where the pests are lurking with an extended forefinger and the thumb held vertically with the other fingers curled into the palm. The cantrip is invoked when the thumb is brought down to lie upon the forefinger in a quick motion and the verbal component “zap!” is uttered.

ESSENCE SHIFT

SC Necromancy

CT 1 round

D Instantaneous

SR yes

Level 7 necromancer

R Touch

SV Charisma negates

Comp V, S

This spell is the much more potent version of Essence Transfusion. The necromancer can transfer 1D6 hit points from donor subjects to another creature, healing it from any wound it currently suffers. If the donor subjects are not willing, it is allowed a Charisma saving throw to negate the spell effect. If the recipient of the life energy is not willing, the spell fails automatically. The spell cannot transfer more life force than the donor’s current hit points + 10, instantly killing the donor. Also, the necromancer can choose to not bestow the full amount of transferred hit points on the recipient, healing it only partially. The remaining hit points are lost.

ESSENCE TRANSFUSION

SC Necromancy

CT 1 round

D Instantaneous

SR no

Level 3 necromancer

R See text

SV None

Comp V, S, M

With this spell, the necromancer can transfer lifeforce from a willing donor, who can be the necromancer himself, to another creature. Donor, recipient, and necromancer cannot be more than 10 feet apart from each other. The amount of hit points transferred by this spell is equal to the caster level of the necromancer, but cannot exceed the current hit points of the donor. If either donor or recipient are unwilling, the spell automatically fails.

Material Component: Two small, hollow needles

EXORCISM

SC Necromancy

CT 10 minutes/HD of enemy

D Immediate

SR no

Level 4 cleric

R Touch

SV None

Comp V, S, M

This spell allows a Cleric to banish an evil spirit from the body of an individual. The Cleric can only exorcise beings of a HD level equal to or lesser than their own and must make a Constitution save at the end of the exorcism or suffer subdual damage equal to the hit dice of the spirit cast out. The material components for an exorcism include one liter of holy water, and a holy symbol worth at least 50 gp. The holy symbol can be used again, the water is used up in the ritual.

EXPEDITIOUS RETREAT

SC Transmutation

CT 1

D 1 min./level

SR no

Level 1 wizard, 1 troubadour

R Personal

SV None

Comp V, S

This spell increases your base land speed by 30 feet. There is no effect on other modes of movement, such as burrow, climb, fly, or swim.

EXPEND

SC Abjuration

CT 1

D Immediate

SR yes

Level 7 wizard

R 40 feet

SV Intelligence

Comp V, S

This spell allows you to expend up to seven spell levels of a creatures spells, in a configuration you choose. A successful save means that nothing happens.

EXPLODING ORB

SC Conjuration

CT 1

D 10 seconds/level

SR yes

Level 7 wizard

R Sight

SV Dexterity

Comp V, S

This spell creates an orb approximately 1 foot in diameter which the Wizard can freely control as a move action, and position in place before detonating. The Orb will not explode unless it is either touched by a living creature or triggered by the Wizard. When the Orb explodes, it does 1d6 damage/level, with a successful Dexterity save resulting in half damage.

EYEBITE

SC Necromancy (Evil)

CT 1

D see text

SR yes

Level 6 troubadour, 6 wizard

R 50 ft.

SV constitution negates

Comp V, S

This spell allows the caster to make one of four gaze attacks once per round. The attack method is selected during the casting, can be used immediately after casting, and cannot be changed for the duration of the spell. The gaze can be combined with other actions and can be used at will immediately on his turn. Only one creature can be targeted by each gaze and the caster must look at them but the target doesn't have to actually see the caster. All gazes allow saving throws to negate the effect.

- *Charm*: This effect functions as the charm monster spell (as if cast by the caster) and can force charmed creatures to perform suicidal actions. All creatures other than humans, demihumans, and humanoids save with a +2 bonus.
- *Fear*: This effect causes a creature to flee for 1d4 rounds. For one turn per caster level thereafter, the target creature refuses to face the caster and has a 50% chance to do nothing but cower or run for cover if the caster approaches.
- *Sicken*: This effect causes fevers and pain, halving the target's ability scores (creatures without known ability scores deal half damage) and halving movement for one turn per caster level. Reduced ability scores return at a rate of one point per turn of complete rest or one point per hour. Cure disease or heal do not remove the affliction but remove curse or a successful dispel work. Creatures other than humans, demihumans, and humanoids save with a +2 bonus.
- *Sleep*: This effect causes the target to fall into a comatose slumber as the spell sleep but without a restriction to hit dice. Creatures normally subject to the sleep spell save with a -2 penalty.

The caster is subject to his own gaze if reflected. In respect to the charm effect, the caster is paralyzed for the duration or until dispelled.

FABRICATE

SC Transmutation **Level 5 wizard**
CT see text **R 50 ft.; T Up to 10 cu. ft./level (see text)**
D instant **SV none**
SR no **Comp V, S, M**

You convert material of one sort into a product that is of the same material. Creatures or magic items cannot be created or transmuted by the fabricate spell. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If you work with a mineral, the target is reduced to 1 cubic foot per level instead of 10 cubic feet.

You must make an appropriate wisdom check to fabricate articles requiring a high degree of craftsmanship.

Casting requires 1 round per 10 cubic feet (or 1 cubic foot) of material to be affected by the spell.

Material Component: The original material, which costs the same amount as the raw materials required to craft the item to be created.

FACE OF DEATH

SC Necromancy **Level 5 necromancer**
(Mind-Affecting)
CT 1 round **R Personal; T All creatures in a 50 feet radius**
D 1 round/level **SV Charisma negates**
SR yes **Comp V, M**

Calling upon the instinctive fears of death in every living creature, the necromancer masks his face with the countenance of death. Every living creature looking at the necromancer will see the death it fears most, and must succeed on a Charisma save, or flee in abject terror for 1D4 rounds, suffering a -4 penalty on all succeeding Charisma saving throws for the duration and dropping whatever it held with a 75% chance. Creatures that shake off the effect, or succeed in their saving throw must make another one as soon as they look at the caster again. Attackers must make a successful saving throw every round, or fight blind, suffering a -10 to their attack rolls.

Material Component: A white rose and a mouse skull.

FAITHFUL HOUND

SC Conjunction **Level 5 wizard**
CT 1 **R 50 ft.**
D 1 hour/caster level or until SV none
discharged, then 1 round/caster

level (see text)

SR no

Comp V, S, M

You conjure up a phantom watchdog that is invisible to everyone but yourself. It then guards the area where it was conjured (it does not move). The hound immediately starts barking loudly if any Small or larger creature approaches within 30 feet of it. (Those within 30 feet of the hound when it is conjured may move about in the area, but if they leave and return, they activate the barking.) The hound sees invisible and ethereal creatures. It does not react to figments, but it does react to shadow illusions.

If an intruder approaches to within 5 feet of the hound, the dog stops barking and delivers a vicious bite (+10 attack bonus, 2d6+3 points of piercing damage) once per round. The dog also gets the bonuses appropriate to an invisible creature.

The dog is considered ready to bite intruders, so it delivers its first bite on the intruder's turn. The hound cannot be attacked, but it can be dispelled.

The spell lasts for 1 hour per caster level, but once the hound begins barking, it lasts only 1 round per caster level. If you are ever more than 100 feet distant from the hound, the spell ends.

Material Component: A tiny silver whistle, a piece of bone, and a thread.

FALSE LIFE

SC Necromancy **Level 2 wizard**
CT 1 **R Touch**
D 10 minutes/level **SV Intelligence (harmless)**
SR no **Comp V, S, M**

This spell enables a Wizard to grant the target temporary hit points of 1d8+their level. When the target is successfully hit, the temporary hit points are used up before any of their actual hit points. A drop or smear of the caster's own blood is required to cast the spell successfully.

FAR-FLYING FLAME

SC Evocation (Fire) **Level 3 druid, 4 wizard, 3 pyromancer**
CT 1 **R Visual range ;T One creature or object**
D Instantaneous **SV Dexterity negates (object)**
SR yes (object) **Comp V, S**

Far-flying flame creates a bolt of flame that flies from the caster's finger to strike any single target within the caster's sight. The caster's sight may be augmented with eyes of the eagle or other effects to improve his natural vision, but visions based on scrying or similar effects do not aid in targeting this spell. Far-flying flame does 1d4 points of damage per level of caster (maximum 10d4) and has a chance of setting anything flammable it hits on fire. The bolt flies in a parabolic arc and, thus, can be seen coming from a distance, allowing the target time to get out of the way, hence a Dexterity save negates all damage. Also because of that parabolic arc, the bolt requires overhead clearance equal to 1/3 the distance the bolt travels, normally making it only useful outdoors.

FAST HEALING

SC Transmutation **Level 5 druid**
CT 1 **R Touch**
D 1 round/level **SV None**
SR no **Comp V, S**

This spell grants the Druid or one of her allies with the ability to heal 1+Con bonus hit points per round for the duration of the spell.

FEEDBACK

SC Abjuration (Energy) **Level 6 wizard**
CT 1 **R 60 feet**
D 1+Int modifier rounds **SV Intelligence**
SR yes **Comp V, S**

This spell allows a Wizard to fire a bolt of energy which disrupts spellcasting, inflicting two hit points of damage for each spell level the Wizard casts in a round: if a Wizard casts a 6th level spell, they lose 12 hit points. It also imposes a spell failure rate of 50%. The victim gets one chance to make an Intelligence saving throw- if they succeed, the spell inflicts two hit points of damage for the highest level of spell they can cast, but then does no further damage.

FEIGN DEATH

SC Necromancy
CT 1 round
D 10 minutes/level
SR yes

Level 3 cleric, 3 druid, 3 necromancer
R Touch
SV Charisma negates
Comp V, S, M

This spell allows the necromancer to put one creature into a cataleptic state that resembles death. The subject can hear, smell and taste, but cannot feel or see while in this spell, neither does it need to breathe, eat, or drink while under the spell's influence. Any damage suffered while under this spell is halved, and the subject is immune to paralyzation, energy drain and mind-affecting effects. Poison only affects the subject if the poison's effect lasts longer than the spell duration, and the subject is allowed the normal saving throw against it.

Material Component: A dried chrysalis

FINAL REST

SC Necromancy
CT 1
D permanent
SR no

Level 1 cleric
R touch
SV none
Comp V, S, M (metal coins to be placed on the corpse's eyes)

Positive energies are woven into a single corpse with this spell, blessing it so that it can never be raised as a skeleton or zombie, though the body cannot be older than a number of days equal to the caster's level.

FIND TRAPS

SC Divination
CT 1
D 1 min./level

Level 2 cleric
R personal
Comp V, S

You gain intuitive insight into the workings of traps. You can find traps just as a rogue can. In addition, you gain a find traps bonus equal to one-half your caster level (maximum +10) while the spell is in effect.

Note that find traps grants no ability to disable the traps that you may find.

FIREBIRD

SC Conjuration (Fire)
CT 10 minutes
D 1 hour

Level 6 druid, 5 pyromancer
R 25 ft.; **E** one firebird
Comp V, S

You create a quasi-real birdlike creature composed of roaring flames. It resembles a giant eagle with red, orange, and white flames in place of feathers, and even has a saddle and bridle. It acts immediately when it appears on your turn. It responds to simple mental commands and can be ordered to attack your enemies or bear you as a rider. You and you alone can ride the creature safely; any other creature mounted on the firebird takes 1d6 points of fire damage each round. For as long as you ride the firebird, you gain a +1 luck bonus on all saving throws and immunity to fire. The material component is a pound of volcanic ash which is used to draw a diagram around a bloodstone (worth 50 gp)

A *firebird* has the following statistics.

FIREBIRD

NO. ENCOUNTERED: 1–4

SIZE: Large

HD: 4 (d10)

MOVE: 10 ft., 160 ft. (fly)

AC: 15

ATTACKS: 2 Claws (1d6 plus 1d6 fire), beak (1d8 plus 1d6 fire)

SPECIAL: Fiery Attacks, Twilightvision, Unnatural Aura

SAVES: P

INT: Average

TYPE: Magical Beast

TREASURE: None

XP: 60+4

Unnatural Aura (Su) Animals will not willingly approach within 30 feet of a *firebird*, and if forced to do so, they must succeed on a Wisdom save or become terrified (must flee) for as long as they remain within 30 feet and for 4 rounds thereafter.

Fiery Attack (Su) A firebird's natural attacks deal an extra 1d6 points of fire damage.

FIRELIGHT

SC Evocation (Fire)
CT 1
D 1 round
SR no

Level 0 wizard, 0 illusionist, 0 pyromancer
R 1/3' line
SV none
Comp S

The firelight cantrip enables the caster to invoke a small tongue of flame from their finger of up to 4 inches in length. While small, the flame is quite hot and can ignite combustibles as if a flaming taper were in contact with the items.

The reverse of this Cantrip, Snuff, snuffs out a small flame of equal size to the firelight; usually a lantern or candlelight.

The gesture used to invoke this cantrip is a snapping motion with the finger to be lit and thumb.

FLAME ARROW

SC Transmutation (Fire)
CT 1

Level 3 wizard, 2 pyromancer
R 50 ft. **T** Fifty projectiles, all of which must be in contact with each other at the time of casting
SV none
Comp V, S, M

D 10 min./level
SR no

You turn ammunition (such as arrows, bolts, shuriken, and stones) into fiery projectiles. Each piece of ammunition deals an extra 1d6 points of fire damage to any target it hits. A flaming projectile can easily ignite a flammable object or structure, but it won't ignite a creature it strikes.

Material Component: A drop of oil and a small piece of flint.

FLAME BLADE

SC Evocation (Fire)
CT 1
D 1 min./level
SR yes

Level 2 druid, 1 pyromancer
R 0 ft.
SV none
Comp V, S, DF

A 3-foot-long, blazing beam of red-hot fire springs forth from your hand. You wield this blade-like beam as if it were a scimitar. Attacks with the flame blade are melee touch attacks. The blade deals 1d8 points of fire damage +1 point per two caster levels (maximum +10). Since the blade is immaterial, your Strength modifier does not apply to the damage. A flame blade can ignite combustible materials such as parchment, straw, dry sticks, and cloth.

The spell does not function underwater.

FLAMING SPHERE

SC Evocation (Fire)
CT 1
D 1 round/level
SR yes

Level 2 druid, 2 wizard, 1 pyromancer
R 150 ft.
SV Dexterity negates
Comp V, S, M/DF

A burning globe of fire rolls in whichever direction you point and burns those it strikes. It moves 30 feet per round. As part of this movement, it can ascend or jump up to 30 feet to strike a target. If it enters a space with a creature, it stops moving for the round and deals 2d6 points of fire damage to that creature, though a successful Dexterity save negates that damage. A flaming sphere rolls over barriers less than 4 feet tall. It ignites flammable substances it touches and illuminates the same area as a torch would.

The sphere moves as long as you actively direct it (a move action for you); otherwise, it merely stays at rest and burns. It can be extinguished by any means that would put out a normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push aside unwilling creatures or batter down large obstacles. A flaming sphere winks out if it exceeds the spell's range.

Material Component s: A bit of tallow, a pinch of brimstone, and a dusting of powdered iron.

FLARE

SC Evocation (Light) **Level 0 druid, 0 wizard, 0 pyromancer, 0 troubadour**
CT 1 **R 50 ft.**
D Instantaneous **SV Constitution negates**
SR yes **Comp V**

This cantrip creates a burst of light. If you cause the light to burst directly in front of a single creature, that creature is dazzled for 1 minute unless it makes a successful Constitution save. Sightless creatures, as well as creatures already dazzled, are not affected by flare.

FLASH/BANG

SC Evocation (Darkness) **Level 1 wizard**
CT 0 **R personal**
D 1 round **Comp V**

Flash/bang surrounds you with thick smoke granting you a +8 bonus to your Armor Class.

FLESH MADE FOUL

SC Necromancy (Death) **Level 8 necromancer**
CT 1 round **R 50 feet; T One living creature**
D Instantaneous **SV None**
SR yes **Comp V, S, M**

Channeling an immense amount of negative energy into one target, the necromancer can outright kill nearly every living creature and, if successful, transform it into an undead creature of his choice. He must make a successful ranged touch attack against the target, and causes the loss of 1d4 levels +1 per 4 caster levels. If the target's levels/HD are reduced to 0 or below, it is killed instantly, and transformed into an undead creature of the necromancer's choice, up to the levels/HD the target had in life. The undead creature is under the necromancer's permanent control, and only one such undead can be created and controlled through this spell.

Those surviving the spell will regain their lost levels normally.

Undead creatures targeted by this spell will have all lost hit points restored, damaged or lost limbs replaced, and be immune to all turning attempts for 1 hour after the casting.

Material Component: The material component for this spell is the heart of an intelligent creature that died of a disease, famine, violence or magic.

FOE'S FIRE

SC Evocation (Fire) **Level 4 wizard, 3 pyromancer**
CT 1 **R 50 ft.**
D 1 round/level (see text) **SV Constitution half**
SR yes **Comp V, S, M/DF**

If the caster succeeds at a ranged touch attack, the target's body bursts into flames. The target suffers 3d6 points of damage or half damage if he succeeds at his initial Constitution saving throw. Anyone within five feet of the target will also take 1d6 points of heat damage with no saving throw. The foe's fire continues to deal similar damage each round until it is extinguished or the spell's duration ends. Each round that the flames are in effect, the victim must roll a new Constitution save to determine if he takes half or full damage that round.

The target can try and beat the flames out by using a full-round action. If he succeeds in a Dexterity check at a CL equal to the saving throw CL of the spell, the victim manages to extinguish the flames. Other creatures can help to beat out the flames; every person who spends a full-round action attempting to put the fire out may attempt a Dexterity check to extinguish the flames.

If the fire burns for more than two full rounds, each round after the second it will deal the same damage to the target's personal gear as it deals to the target.

Material Component: A piece of sulfur.

FORBIDDANCE

SC Abjuration **Level 6 cleric**
CT 6 rounds **R 150 ft.; AoF 60-ft. cube/level**
D permanent **SV see text**
SR yes **Comp V, S, M, DF**

Forbiddance seals an area against all planar travel into or within it. This includes all teleportation spells (such as dimension door and teleport), plane shifting, astral travel, ethereal travel, and all summoning spells. Such effects simply fail automatically.

In addition, it damages entering creatures whose alignments are different from yours. The effect on those attempting to enter the warded area is based on the alignment relative to yours (see below). A creature inside the area when the spell is cast takes no damage unless it exits the area and attempts to reenter, at which time it is affected as normal.

- *Alignments identical:* No effect. The creature may enter the area freely (although not by planar travel).
- *Alignments different with respect to either law/chaos or good/evil:* The creature takes 6d6 points of damage. A successful wisdom save halves the damage, and spell resistance applies.
- *Alignments different with respect to both law/chaos and good/evil:* The creature takes 12d6 points of damage. A successful wisdom save halves the damage, and spell resistance applies.

At your option, the abjuration can include a password, in which case creatures of alignments different from yours can avoid the damage by speaking the password as they enter the area. You must select this option (and the password) at the time of casting.

Dispel magic does not dispel a forbiddance effect unless the dispeller's level is at least as high as your caster level.

You can't have multiple overlapping forbiddance effects. In such a case, the more recent effect stops at the boundary of the older effect.

Material Component: A sprinkling of holy water and rare incenses worth at least 1,500 gp, plus 1,500 gp per 60-foot cube. If a password is desired, this requires the burning of additional rare incenses worth at least 1,000 gp, plus 1,000 gp per 60-foot cube.

FORCEFUL HAND

SC Evocation (Force) **Level 6 wizard**
CT 1 **R 150 ft.; E 10-ft. hand**
D 1 round/level **SV none**
SR yes **Comp V, S, F**

This spell creates a powerful, magical hand similar to that of the spell *interposing hand*. Unlike the *interposing hand*, the forceful hand can push opponents or objects. The hand can move a creature weighing 500 lbs or less. It reduces the speed of a creature between 500 and 2,000 lbs to no greater than 10 ft / round, and it slows the movement of creatures heavier than 2,000 lbs but smaller than 8,000 lbs to one-half. As in the case of the *interposing hand*, the *forceful hand* has as many hit points as the caster.

FORCEWAVE

SC Evocation **Level 2 wizard**
CT 1 **R Sight**
D Instant **SV Dexterity (area blast)**
SR yes **Comp S, V**

The Wizard designates a point within his sight range to serve as the focal point of the Forcewave. All targets within 20 feet of that point must make a Dexterity save to avoid the blast effect, which does 1d10+level damage and forcibly moves the target outwards in a cardinal direction of the Wizard's choice a number of feet equal to the Wizard's level. A successful Dexterity save results in half damage and no movement.

FORESIGHT

SC Divination **Level 8 cleric**
CT 1 **R 30 feet**
D 5 minutes/level **SV N/A**
SR no **Comp V, S, M**

This spell enables the Cleric to gain a limited degree of precognition, granting them a singular random glimpse of the potential future, as well as giving them certain advantages for a limited period of time. Their ability to better predict the location of an enemy in a combat situation gives them a +1 bonus to attack and damage, and their enhanced senses give them the equivalent of darkvision, and a +2 bonus to all checks involving the use of hearing, sight or touch. They

cannot be flanked, back attacked or sneak attacked while the spell is active. They can use their Wisdom modifier to add to their Initiative roll.

FORTIFY MIND

SC Enchantment	Level 3 cleric
(Mind-Affecting)	
CT 2	R 25 ft.
D 1 hour	SV Wisdom negates (h)
SR yes (h)	Comp V, S

You grant up to four creatures Sanity Resistance 5 so that if the warded creatures would lose Sanity, it first reduces the Sanity loss by its Sanity Resistance. The effects of this spell stack with any other Sanity Resistance a creatures may have. The material component is a bag of snakeweed (5 gp)

FOX’S CUNNING

SC Transmutation	Level 2 troubadour, 2 wizard
CT 1	R touch
D 1 min./level	SV intelligence negates (h)
SR yes	Comp V, S, M/DF

The transmuted creature becomes smarter. The spell grants a +4 bonus to Intelligence, adding the usual benefits to Intelligence-based attribute checks and other uses of the Intelligence modifier. Wizards (and other spellcasters who rely on Intelligence) affected by this spell do not gain any additional bonus spells for the increased Intelligence, but the save CLs for spells they cast while under this spell’s effect do increase.

Arcane Material Component: A few hairs, or a pinch of dung, from a fox.

FREEZING SPHERE

SC Evocation (Cold)	Level 6 wizard
CT 1	R 450 ft. (see text)
D instant or 1 round/level (see text)	SV dexterity (h) (see text)
SR yes	Comp V, S, F

Freezing sphere creates a frigid globe of cold energy that streaks from your fingertips to the location you select, where it explodes in a 10-foot-radius burst, dealing 1d6 points of cold damage per caster level (maximum 15d6) to each creature in the area. An elemental (water) creature instead takes 1d8 points of cold damage per caster level (maximum 15d8).

If the freezing sphere strikes a body of water or a liquid that is principally water (not including water-based creatures), it freezes the liquid to a depth of 6 inches over an area equal to 100 square feet (a 10-foot square) per caster level (maximum 1,500 square feet). This ice lasts for 1 round per caster level. Creatures that were swimming on the surface of frozen water become trapped in the ice. Attempting to break free is a full-round action. A trapped creature must make a CL 10 Strength check to do so.

You can refrain from firing the globe after completing the spell, if you wish. Treat this as a touch spell for which you are holding the charge. You can hold the charge for as long as 1 round per level, at the end of which time the freezing sphere bursts centered on you (and you receive no saving throw to resist its effect). Firing the globe in a later round is a standard action.

Focus: A small crystal sphere.

FROM THE ASHES

SC Necromancy (Death)	Level 7 necromancer
CT 1 week ritual	R Personal
D Instantaneous	SV None
SR no	Comp V, S, M

This spell is a necromantic contingency that, once placed on the caster, enables him to rise as an undead creature in the case of his death. At the moment of his death, the necromancer must make a Charisma saving throw. If successful, the spell reanimates him as an undead creature with HD equal to his level, and all abilities he had in life. His Creature Type will change to Undead, with all associated strengths and weaknesses: immunity to mind-affecting effects, poison, sleep, paralysis, stunning, disease, and death effects; turning, rebuking, commanding and all magical effects that affect undead will affect the caster. Furthermore, the caster cannot gain any more experience points or rise in class levels. He is locked in the state he was in at the moment of his death. He does not gain any other special abilities from his state of undead. If the saving throw

is unsuccessful, the necromancer is turned into a mindless undead creature with HD equal to half his level (rounded down). A 13th level necromancer might turn into an unusually strong allip, wraith, or a mummy; a 16th level caster might turn into a vampire, etc.

The casting of the spell is a 1-week long ritual that involves imbibing a potion made from pieces and essences of a variety of undead creatures, leaving the necromancer helpless for 10 –1/3 Constitution points days. The spell can also be used as a part of the ritual to turn a spellcaster into a lich.

Material Component: A potion consisting of pieces of skeletons, zombies, ghouls, wights, mummies and vampires, and the collected essences of allips, shadows, ghosts and wraiths. The potion cannot be purchased; it must always be prepared freshly before the ritual.

FURRY

SC Transmutation	Level 0 wizard, 0 illusionist
CT 1	R one creature
D permanent	SV none
SR no	Comp V

This cantrip, originally created by apprentices looking to pull pranks on each other (and occasionally their Masters) it has nonetheless been found to have some useful applications. As the name implies, the spell causes a creature’s (or object’s) hair to grow and thicken. Thus a beard can be grown in an instant, hair lengthened to desired length, a bear skin rug made to become a mat of shag of up to a foot in length! Its more practical use is in its reverse, Trim, in which hair can be reduced or removed at the same 1 foot rate.

The somatic invocation of this cantrip is for the caster to point at the area to be effected and make either a slowly raising finger to initiate growth or a sweeping away gesture (for the reverse).

GENTLE REPOSE

SC Necromancy	Level 3 necromancer, 2 chronomancer
CT 1 round	R Touch
D 1 day/level	SV None
SR no	Comp V, S, M

The caster preserves the remains of a dead creature so that they do not decay. Doing so extends the time limit on raising that creature from the dead. Days spent under the influence of this spell don’t count against the time limit. The spell also works on severed body parts and the like.

Material Component: A dab of embalming fluid on the corpse to be preserved.

GIANT VERMIN

SC Transmutation	Level 4 cleric, 4 druid
CT 1 which	R 50 ft.; T Up to three vermin, no two of can be more than 30 ft. apart
D 1 min./level	SV none
SR yes	Comp V, S, DF

You turn three normal-sized centipedes, two normal-sized spiders, or a single normal-sized scorpion into larger forms. Only one type of vermin can be transmuted (so a single casting cannot affect both a centipede and a spider), and all must be grown to the same size. The size to which the vermin can be grown depends on your level; see the table.

Caster Level	Vermin Size
9th or lower	Medium
10th-13th	Large
14th-17th	Huge
18th-19th	Gargantuan
20th or higher	Colossal

Any giant vermin created by this spell do not attempt to harm you, but your control of such creatures is limited to simple commands (“Attack,” “Defend,” “Stop,” and so forth). Orders to attack a certain creature when it appears or guard against a particular occurrence are too complex for the vermin to understand. Unless commanded to do otherwise, the giant vermin attack whoever or whatever is near them.

GHOST SIGHT

SC Necromancy **Level 2 wizard, 2 necromancer**
CT 1 round **R Personal**
D Concentration + 3 rounds **SV None**
SR no **Comp V, S**

Using this spell, the necromancer can see all spirits, incorporeal and ethereal creatures as if they had solid physical form, up to the limit of his line of sight. He can also target them with magical attacks, including ranged touch attacks.

GHOST WRITING*

SC Necromancy **Level 1 wizard, 1 necromancer**
CT 3 rounds **R Touch**
D Permanent **SV None**
SR No **Comp S, F**

With the help of this spell, the necromancer can hide messages or records from uninvited eyes. Ghost Writing is completely invisible to the naked eye, and other means of divination or detection reveal only the presence of the writing, but not the content. The necromancer can hide one page of writing per caster level with this spell. If dispelled, the writing turns back to normal.

The reverse of this spell, Ghost Candle, reveals messages or writing hidden with the Ghost Writing spell.

Focus: A pen made from humanoid bone. The reverse spell needs a small candle made from the tallow of a humanoid.

GHOSTLY REVENGE

SC Necromancy **Level 7 wizard**
CT 1 **R Touch**
D 1 hour/level **SV None**
SR yes **Comp V, S**

This spell creates a ghost from the corpse of a slain creature, which will systematically hunt down and attack its killer. The ghost will not attack its creator, but it will attack any other individuals in the path of its revenge.

GHOULISH CURSE

SC Necromancy **Level 4 necromancer**
CT 1 round **R Touch**
D Instantaneous **SV Constitution negates**
SR yes **Comp V, S, M**

This spell is one of the most gruesome curses a necromancer can lay on a living creature. With a simple touch of his hand, he can cause a transformation in the target that will change it into a ghoul after an amount of days equal to the target's levels/HD. The target is allowed an immediate Constitution save at the start of the transformation, and at the start of every day during the transformation. A successful save indicates that the transformation process has been stopped. A Remove Curse or more powerful magic, like Wish, can have the same effect.

Material Component: A piece of rotten flesh of the target's species.

GLIBNESS

SC Transmutation **Level 3 troubadour**
CT 1 **R personal**
D 10 min./level **SV none**
SR no **Comp S**

Your speech becomes fluent and more believable. You gain a +30 bonus on charisma checks made to convince another of the truth of your words.

If a magical effect is used against you that would detect your lies or force you to speak the truth the user of the effect must succeed on a wisdom check to succeed. Failure means the effect does not detect your lies or force you to speak only the truth.

GLIDE

SC Transmutation **Level 2 wizard**
CT 1 **R Personal**
D 1 minute/level **SV None**
SR no **Comp V, S**

Casting this spell enables the wizard not only to avoid any falling damage, but also to move 40 feet in any direction of their choice while falling.

GLITTERDUST

SC Conjunction **Level 2 troubadour, 2 wizard**
CT 1 **R 150 ft.; AoF Creatures and objects within**
10- **ft.-radius spread**
D 1 round/level **SV Wisdom negates (blinding only)**
SR no **Comp V, S, M**

A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades.

Any creature covered by the dust takes a -40 penalty on Hide checks.

Material Component : Ground mica.

GOOD HOPE*

Enchantment **Level 3 troubadour, 4 wizard**
(Mind-Affecting))
CT 1 **R 150 ft.;T One living creature/level, no two**
of **which may be more than 30 ft. apart**
D 1 min./level **SV Wisdom negates**
SR yes **Comp V, S, M (for reverse)**

This spell instills powerful hope in the subjects. Each affected creature gains a +2 bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls.

The reverse of this spell is *crushing despair*. This spell causes great sadness in the subjects. Each affected creature takes a -2 penalty on attack rolls, saving throws, attribute checks, and weapon damage rolls.

Material Component: A vial of tears.

Good hope and crushing despair counter each other.

GRASPING HAND

SC Evocation (Force) **Level 7 wizard**
CT 1 **R 150 ft.**
D 1 round/level **SV none**
SR yes **Comp V, S, F/DF**

This spell is a more powerful evocation of the forceful hand spell, acting in the same manner but able to hold motionless a creature of up to 1,000 lbs or move creatures with twice the force of a forceful hand.

GRAVE CLAWS

SC Necromancy **Level 1 necromancer**
CT 1 round **R Personal**
D 1 round/level **SV None**
SR no **Comp V, S**

This spell turns the hands and fingernails of a necromancer into strong claws with sharp, black nails at the end, enabling him to dig through earth or clay at a rate of 5 ft./round. If used in an attack, the Grave Claws cause 1D6 points of damage.

GREATER CONVERSION

SC Enchantment **Level 9 cleric**
(Mind-Affecting)
CT 12 hours **R 30 feet**
D Instantaneous **SV Wisdom**
SR yes **Comp V, S, M**

This powerful spell, when cast upon a willing recipient, allows them to immediately be converted to the worship of the deity of the cleric, changing their alignment to within one step of the deity. This spell can convert a n avenger into a full paladin, or a good-aligned cleric into an evil-aligned cleric of the same level. This spell requires the use of an enchanted holy symbol worth at least 2000 gp.

GUIDANCE

SC Divination **Level 0 cleric, 0 druid**

CT 1
D 1 minute or until
discharged
SR yes

R touch
SV wisdom negates (h)
Comp V, S

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 bonus on a single attack roll, saving throw, or attribute check. It must choose to use the bonus before making the roll to which it applies.

HALT UNDEAD

SC Necromancy
CT 1 round

Level 3 necromancer
R 150 ft.; T Up to three undead, no two of
which can be more than 30 ft. apart
SV See text
Comp V, S, M

D 1 round/level
SR yes

This spell renders up to three undead creatures immobile. Non-intelligent undead get no saving throw; intelligent undead do. If the spell is successful, it renders the undead immobile for the duration of the spell. The effect is broken if the halted creatures are attacked or take damage.

Material Component: A strand of spider silk and a bit of garlic.

HANDS OF DEATH

SC Necromancy
CT 1 round

Level 4 necromancer
R 50 ft.; T Area of 30 sq. feet/level
SV Constitution partial, see text
Comp V, S, Focus

D 1 round/level
SR yes

The necromancer surrounds himself with a field of ghostly claws reaching up out of whatever surface he stands on. One casting creates 1D4 claws per caster level, spread out evenly over the area of effect. These claws attack any living creature except for their caster, as well as ethereal creatures. Incorporeal creatures cannot be attacked. Every attacking claw must make a Touch attack, using the BtH of the necromancer (for ease of play, assume 2 claw attacks per 30 square feet). On a successful hit, a claw causes 1D4 points of damage, and forces the victim to make a Constitution save, or suffer another 1D4 points of damage and loss of a point of Constitution. Lost Constitution can be regenerated at a rate of 1 point per day of total rest.

Arcana Focus: A preserved human or humanoid Hand

HEAL MOUNT

SC Conjuraction
CT 1
D instantaneous
SR yes

Level 3 crusader
R touch
SV wisdom negates
Comp V, S

This spell functions like heal, but it affects only the crusader's special mount (typically a warhorse).

HEAT BONE

SC Necromancy (Fire)
CT 1 round
D Instantaneous
SR yes

Level 5 necromancer, 4 pyromancer
R Touch; T Creature touched
SV See text
Comp V, S, M

The necromancer causes the target's bones to heat up, causing 1d8 points of damage per level. The target is allowed a Constitution saving throw to halve the damage. If the victim suffers 60 points of damage or more from the spell, it must make a second Constitution saving throw, or suffer 1D4 points of damage per round from brittle bones and dry joints whenever it fights or moves faster than a crawl. This effect can be removed by a Heal spell, or when half of the suffered heat damage is healed by any means.

Material Component: A human or humanoid bone and a paste made from ground chili peppers, sulfur and lamp oil.

HELPING HAND

SC Evocation
CT 1
D 1 hour/level
SR no

Level 3 cleric
R 5 miles
SV none
Comp V, S, DF

You create the ghostly image of a hand, which you can send to find a creature within 5 miles. The hand then beckons to that creature and leads it to you if the creature is willing to follow.

When the spell is cast, the hand appears in front of you. You then specify a person (or any creature) by physical description, which can include race, gender, and appearance but not ambiguous factors such as level, alignment, or class. When the description is complete, the hand streaks off in search of a subject that fits the description. The amount of time it takes to find the subject depends on how far away she is.

Distance	Time to Locate
100 ft. or less	1 round
1,000 ft.	1 minute
1 mile	10 minutes
2 miles	1 hour
3 miles	2 hours
4 miles	3 hours
5 miles	4 hours

Once the hand locates the subject, it beckons the creature to follow it. If the subject does so, the hand points in your direction, indicating the most direct feasible route. The hand hovers 10 feet in front of the subject, moving before it at a speed of as much as 240 feet per round. Once the hand leads the subject back to you, it disappears.

The subject is not compelled to follow the hand or act in any particular way toward you. If the subject chooses not to follow, the hand continues to beckon for the duration of the spell, then disappears. If the spell expires while the subject is en route to you, the hand disappears; the subject must then rely on her own devices to locate you.

If more than one subject in a 5-mile radius meets the description, the hand locates the closest creature. If that creature refuses to follow the hand, the hand does not seek out a second subject.

If, at the end of 4 hours of searching, the hand has found no subject that matches the description within 5 miles, it returns to you, displays an outstretched palm (indicating that no such creature was found), and disappears.

The ghostly hand has no physical form. It is invisible to anyone except you and a potential subject. It cannot engage in combat or execute any other task aside from locating a subject and leading it back to you. The hand can't pass through solid objects but can ooze through small cracks and slits. The hand cannot travel more than 5 miles from the spot it appeared when you cast the spell.

HEMORRHAGING WOUND

SC Necromancy
CT 1 round
D 1 round/level
SR yes

Level 3 necromancer
R Touch; T One living creature
SV Constitution negates
Comp V, S, F

A stronger variant of Bleeding Wound, this spell infuses the target with so much negative energy that every wound caused during the spell duration will cause a loss of 1 Constitution point as well due to massive amounts of blood loss and tissue destruction from the slightest source of damage.

Focus: A blade drenched in the poison of a venomous snake for at least one month.

HEROES' FEAST

SC Conjuraction
CT 10 minutes
D 1 hour plus 12 hours
(see text)
SR no

Level 6 troubadour, 6 cleric
R 50 ft.; E Feast for one creature/level
SV none
Comp V, S, DF

You bring forth a great feast, including a magnificent table, chairs, service, and food and drink. The feast takes 1 hour to consume, and the beneficial effects do not set in until this hour is over. Every creature partaking of the feast is cured of all diseases, sickness, and nausea; becomes immune to poison for 12 hours; and gains 1d8 temporary hit points +1 point per two caster levels (maximum +10) after imbibing the nectar-like beverage that is part of the feast. The ambrosial food that is consumed grants each creature that partakes a +1 bonus on attack rolls and wisdom saves and immunity to fear effects for 12 hours.

If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

HEROISM

SC Enchantment Level 2 troubadour, 3 wizard
(Mind-Affecting)
CT 1
D 10 min./level
SR yes (h)

This spell imbues a single creature with great bravery and morale in battle. The target gains a +2 bonus on attack rolls, saves, and attribute checks.

HIDEOUS LAUGHTER

SC Enchantment Level 2 wizard, 1 troubadour
(Mind-Affecting)
CT 1
D 1 round/level
SR yes

This spell afflicts the subject with uncontrollable laughter. It collapses into gales of manic laughter, falling prone. The subject can take no actions while laughing, but is not considered helpless. After the spell ends, it can act normally.

A creature with an Intelligence score of 2 or lower is not affected. A creature whose type is different from the caster's receives a +4 bonus on its saving throw, because humor doesn't "translate" well.

Material Component : Tiny tarts that are thrown at the target and a feather that is waved in the air.

HORRID WILTING

SC Necromancy Level 8 necromancer
CT 1 round
D Instantaneous
SR yes

Desiccating living tissue, the caster causes limbs and bodies to wither and die, dealing 1 d8 points of damage per caster level. Creatures that are reduced to 0 hit points by this spell are killed, the remains conserved as though exposed to extremely dry heat. This spell is especially devastating to water elementals and plant creatures, who receive a penalty of -2 to their saving throws.

HOLD PERSON, MASS

SC Enchantment Level 7 wizard, 7 illusionist
(Mind-Affecting)
CT 1
D 1 round/level
SR yes

This spell enables a Wizard or Illusionist to render a number of small or medium-sized humanoids equal to their class level completely immobile. They can breathe and speak, but cannot move or execute any other physical actions. The Illusionist version of this spell merely convinces them that they are frozen in place.

HOLD MONSTER, MASS

SC Enchantment Level 9 wizard, 9 illusionist
CT 1
D 1 round/level
SR yes

This spell enables a Wizard or Illusionist to render a number of monsters equal to their class level completely immobile. They can breathe and speak, but cannot move or execute any other physical actions. The Illusionist version of this spell merely convinces them that they are frozen in place.

HOLY FEAST

SC Conjuration (Good) Level 5 cleric
CT 1
D 1 hr/level
SR no

This spell allows a cleric to turn a regular meal into one that magically restores those that partake in it. Those who partake in this feast will heal a number of hit points equal to the cleric's level, plus their Wisdom modifier and have any poisons or diseases purged from their bodies. It will also make the food taste uncommonly excellent- even if it is bread, turnips and water, it will taste like the finest bread, the purest water, the most succulent ... turnips. The evil version of this spell, unholy feast can alter an ordinary meal into one that tastes extraordinary, but inflicts damage and introduces a disease into the system of those who partake in it.

HOLY MIGHT

SC Enchantment (Good) Level 3 cleric, 3 crusader
CT 1
D 1 round/level
SR no

This spell grants a Cleric a boost to their Strength, Dexterity and Constitution statistics. If the physical statistic in question is a prime, the boost is 1d4+1, if it is not, it is a boost of 2. The Cleric gains all the benefits of these boosted statistics.

HOLY SPEECH

SC Enchantment Level 7 cleric, 4 crusader
(Mind-Affecting)
CT 1
D 1 minute/level
SR yes

This spell allows the Cleric to become incredibly charismatic, allowing him or her to effectively cast charm person on a number of people equal to twice his character level. The influence gained by this power, however, can only be used for a purpose congenial to that of the deity or philosophy that the cleric reveres- if it is misused, it will almost certainly elicit a Major Rebuke from the deity.

HOLY SWORD

SC Evocation (Good) Level 4 crusader
CT 1
D 1 round/level
SR no

This spell allows you to channel holy power into your sword, or any other melee weapon you choose. The weapon acts as a +5 holy weapon (+5 bonus on attack and damage rolls, extra 2d6 damage against evil opponents). It also emits a magic circle against evil effect (as the spell). If the magic circle ends, the sword creates a new one on your turn as a free action. The spell is automatically canceled 1 round after the weapon leaves your hand. You cannot have more than one holy sword at a time.

If this spell is cast on a magic weapon, the powers of the spell supersede any that the weapon normally has, rendering the normal enhancement bonus and powers of the weapon inoperative for the duration of the spell. This spell is not cumulative with bless weapon or any other spell that might modify the weapon in any way.

This spell does not work on artifacts.

Note: An expert weapon's bonus to attack does not stack with an enhancement bonus to attack.

ICEBALL

SC Evocation (Cold) Level 3 wizard
CT 1
D Instant
SR yes

The Wizard or Druid creates a blast of pure cold energy, which freezes an enemy in place upon contact, unless they succeed immediately on a Strength save against paralysis. A successful save results in 1d8 cold damage. The paralysis endures for 1d4+1 rounds. The victim is not killed by this, but simply held in place by ice, suffering 1d8 cold damage per round. Each round, the target or an ally can make a Strength check to break them free. Every 4 levels, the paralysis effect is increased by one round.

IDENTIFY UNDEAD

SC Necromancy	Level 0 necromancer
CT 1 round	R 60 ft.
D Instantaneous	SV None
SR no	Comp V, S

With this spell, the caster can divine the nature of any undead he is facing. The spell immediately informs him of the type of all undead with Hit Dice no greater than the caster's level in a quarter circle with a range of 60 feet, starting at the caster.

ILLUMINATING ORB

SC Evocation (Light)	Level 2 wizard
CT 1	R N/A
D 10 minutes/level	SV None
SR yes	Comp V, S

This spell summons up a small orb of light, which can be controlled as a free action, which illuminates ordinary darkness and can be used to counter supernatural darkness, upon which the orb is destroyed.

ILLUSIONARY FORM: PIT FIEND

SC Illusion	Level 8 wizard, 8 illusionist
CT 1	R Personal
D 1 round/level	SV Intelligence
SR no	Comp V, S, M

This spell allows you to give yourself the illusory form of one of the most powerful creatures in existence, the Pit Fiend. You will take on the appearance of the fourteen-foot tall demon, and will gain the equivalent of its aura of terror power. Provided an enemy fails its saving throw, you will also have access to the base attack of the Pit Fiend (2 claw attacks at 2d6+6 damage, one tail slap at 2d4+3 damage with a reach of 10, with a +26 BTH!) and have an armour class of 30. You do not, however, gain access to any of the Pit Fiend's other powers or spell-like abilities with this spell, however.

ILLUSORY ATTACK

SC Illusion	Level 2 illusionist
CT 1	R 25' + 10'/lvl
D 2 rounds	SV Intelligence negates
SR yes	Comp V, S

This spell allows the illusionist to create an illusory attack in a mode of his choosing which automatically strikes the spells intended target and causes 1d6 points of damage if the saving throw is failed (e.g. a caster might shoot an imaginary meteor or bite with illusory fangs). If this initial save is made the spell has no effect.

In addition, the target must save again the following round or suffer 1 pt of damage, plus an additional 1pt of damage for every two levels of the caster over first level (e.g. +2 at 3rd).

This additional damage will be related to the manner of attack chosen E.g. if a 5th level caster chose to send an illusory spear of ice at the target and the saves were failed then on the second round the target would suffer a further 3 pts of cold damage (other possibilities are bleeding, poisoning etc.)

IMBUE WITH SPELL ABILITY

SC Evocation	Level 4 cleric, 4 wizard
CT 10 mins.	R Touch
D Permanent until discharged	SV Wisdom negates
SR yes	Comp V, S, DF

You transfer some of your currently prepared spells, and the ability to cast them, to another creature. Only a creature with an Intelligence score of at least 5 and a Wisdom score of at least 9 can receive this bestowal. Only cleric spells from the schools of abjuration, divination, and conjuration (healing) can be transferred. The number and level of spells that the subject can be granted depends on its Hit Dice; even multiple castings of imbue with spell ability can't exceed this limit.

HD of Recipient	Spells Imbued
2 or lower	One 1st-level spell
3-4	One or two 1st-level spells
5 or higher	One or two 1st-level spells and one 2nd-level spell

The transferred spell's variable characteristics (range, duration, area, and the like) function according to your level, not the level of the recipient.

Once you cast imbue with spell ability, you cannot prepare a new 4th-level spell to replace it until the recipient uses the imbued spells or is slain, or until you dismiss the imbue with spell ability spell. In the meantime, you remain responsible to your deity or your principles for the use to which the spell is put. If the number of 4th-level spells you can cast decreases, and that number drops below your current number of active imbue with spell ability spells, the more recently cast imbued spells are dispelled.

To cast a spell with a verbal component, the subject must be able to speak. To cast a spell with a somatic component, it must have human-like hands. To cast a spell with a material component or focus, it must have the materials or focus.

IMMORTALITY

SC Necromancy	Level 8 necromancer
CT 12 hours	R Personal
D Permanent	SV None
SR no	Comp V, S, M

This coveted spell stops the flow of time in the necromancer's body, halting the aging process for as long as the spell is in effect. It also renders the necromancer immune against natural poisons and diseases. The necromancer continues to age mentally, gaining all bonuses associated with it, but suffers none of the physical penalties.

Material Component: A Periapt of Wisdom

IMPLOSION

SC Evocation	Level 9 cleric
CT 1	R 50 ft.; T One corporeal creature/round
D concentration (up to 4 rounds)	SV constitution negates
SR yes	Comp V, S

You create a destructive resonance in a corporeal creature's body. For each round you concentrate, you cause one creature to collapse in on itself, killing it. (This effect, being instantaneous, cannot be dispelled.)

You can target a particular creature only once with each casting of the spell.

Implosion has no effect on creatures in gaseous form or on incorporeal creatures.

INSCRIBE YELLOW SIGN

SC Enchantment (Mind-Affecting)	Level 7 cleric
CT 1 round	R touch; E one Yellow Sign
D permanent	SV Wisdom partial
SR no	Comp V, S

You inscribe a potent version of the Yellow Sign, the symbol of the Unspeakable One. Any living creature with an Intelligence of 3 or higher that gazes upon the sigil automatically loses 1/1d4 Sanity and must succeed on a Wisdom save or lose an additional 1d4+1 Sanity. Creatures that fail this save by 5 or more take a -2 penalty on attack rolls and checks for 10 rounds, while those that fail by 10 or more are affected as if by the *fear* spell for 10. The material components are mercury and phosphorous plus powdered lead, sulfur and arsenic with a total value of 5,000 gp

Nonmagical Yellow Signs

Inscribe Yellow Sign allows a spellcaster to create a powerful version of the more mundane sigil used by cultists of the Unspeakable One, and although this is the preferred method to honor the King in Yellow, few cultists have the power or means to cast this spell let alone the mental resolve to gaze upon its uncanny form for long. Thus, many cultists make do by inscribing a mundane Yellow Sign, packing the carving with gold, sulfur, or some other yellow substance. Generally, this symbol is no more powerful than any other religious symbol or image employed by divine spellcasters, however, the inscriber may attempt a CC 25 level check to call upon the Unspeakable One's attention while scribing. If this check succeeds, the Yellow Sign becomes imbued with malevolent power. Henceforth, all spells cast adjacent to the sign are cast at +1 caster level. As well, anyone who looks upon the empowered sigil loses 0/1 Sanity. Destroying the Yellow Sign Once inscribed—mundane, empowered, or

magical—the Yellow Sign can be destroyed as any other inscription, such as by tearing the parchment, shattering the stone, or burning the painting.

INCEPTION

SC Illusion (Mind-Affecting) **Level 9 illusionist**
CT 1 **R N/A**
D Immediate **SV Intelligence**
SR yes **Comp V, S**

This spell can only be used while having entered into another subject's dreams using the dreaming spell, but allows the illusionist to plant suggestions at a deep enough mental level that the idea appears to be the subject's own creation. The results of this if successful may not be immediate, but are extraordinarily life-changing- the subject may immediately change alignment, willingly abdicate their lands and titles or follow a similarly dramatic change, while fully believing it was their idea. The spell involves going very deeply into the subconscious, and the Illusionist must succeed at an Intelligence check modified by the hit dice of the creature, or suffer severe mental damage, losing 1d4 Intelligence, Wisdom and Charisma points permanently.

INTERPOSING HAND

SC Evocation (Force) **Level 5 wizard**
CT 1 **R 150 ft.**
D 1 round/level **SV none**
SR yes **Comp V, S, F**

This spell creates a magical hand with the same number of hit points as the caster. The caster can cause the hand to be as small as his or her own, or as large as a shield. The caster selects a foe, and the hand will place itself between the caster and that particular enemy, moving so rapidly that it cannot be avoided. It is strong enough to hold back any creature weighing 200 lbs or less and will slow heavier opponents to half movement. The movement rates of opponents of truly massive size (such as dragons) will be adjudicated by the GM, being slowed to a quarter movement rate or pushing the hand aside entirely.

INTOXICATION

SC Enchantment **Level 1 wizard, 1 illusionist**
(Mind-Affecting)
CT 1 **R Touch**
D 10 minutes/level **SV Intelligence**
SR yes **Comp V, S**

This spell immediately renders the subject mildly intoxicated, as if they had one too many alcoholic beverages. They suffer a -1 penalty to Dexterity, Intelligence and Wisdom rolls, but gain a +1 bonus to Charisma rolls. They suffer a -1 penalty to attack rolls, but gain a +1 bonus to damage rolls.

INVISIBILITY PURGE

SC Evocation **Level 3 cleric**
CT 1 **R personal**
D 1 min./level **SV none**
SR no **Comp V, S**

You surround yourself with a sphere of power with a radius of 5 feet per caster level that negates all forms of invisibility.

Anything invisible becomes visible while in the area.

INVULNERABILITY

SC Abjuration **Level 9 wizard**
CT 1 **R Personal**
D 1+Int modifier rounds **SV None**
SR no **Comp V, S**

This spell grants the Wizard immunity to all magical spells that cause hit point or attribute damage, and to all magical weapons of +4 or lower enchantment. The Wizard gains SR of 15 against all other spells, unless they actively wish to be affected by them.

IRRESISTIBLE DANCE

SC Enchantment **Level 6 troubadour, 8 wizard**
(Mind-Affecting)
CT 1 **R touch; T Living creature touched**
D 1d4+1 rounds **SV none**
SR yes **Comp V**

The subject feels an undeniable urge to dance and begins doing so, complete with foot shuffling and tapping. The spell effect makes it impossible for the subject to do anything other than caper and prance in place. The effect imposes a -4 penalty to Armor Class and a -10 penalty on dexterity saves, and it negates any AC bonus granted by a shield the target holds.

LAST BREATH

SC Necromancy **Level 4 wizard**
CT Immediate **R Personal**
D 1 round **SV None**
SR no **Comp V, S**

This spell allows a Wizard to remain conscious and active for one round after suffering damage reducing him to below 0 hit points. Upon the end of the round, the Wizard will collapse and immediately begin dying, with all attempts to stabilize him made at a -2 penalty.

LAST SIGHT

SC Divination **Level 2 chronomancer, 2 wizard**
CT one minute **R touch**
D 1 minute/level **SV none**
SR no **Comp V, S, M**

Finding out information can be tricky when your informant is dead. However, even the knowledge of who killed the informant can be helpful in tracking them down, or completing a task.

This spell allows its caster to see through the eyes of the corpse to watch its last visions. The caster watches the visions as a tape playing in reverse, starting at the instant point of death and going to previous times. For every minute of time spent watching, the caster can see a minute of sights through the corpse's eyes.

The visions are skewed over time, so the longer the corpse has been dead, the fuzzier and harder to understand the visions will be. A wisdom check is required (CL = the number of days the corpse has been dead). This spell can only be attempted once by a given caster on a given corpse.

LATENESS

SC Enchantment **Level 2 chronomancer, 2 wizard**
(Mind-Affecting)
CT one action **R 50 ft.; T one creature/2 lvs, with INT > 5**
D 1 minute/level **SV intelligence negates**
SR yes **Comp V, S, M**

This spell causes the target to become drastically confused about what the time is, and convinced that they are late for something they need to do (an appointment with a superior, going on shift as a guard, or something similar.)

Creatures from barbaric cultures who have no concerns with set times are not immune to this spell: maybe they are late to arrive at a communal buffalo kill, forgot to bow to their chief and must rush back to make up for this transgression, etc.

Unlike Mismeasure Time, this enchantment is strong enough that affected creatures will not be swayed by clocks, the sun, etc, and will remain convinced until the duration expires.

If the creature is in combat, it will not suddenly disengage, but will become preoccupied with its lateness and suffer a -3 distraction penalty to attack rolls, saving throws, ability checks, and skill checks.

If the creature is not in combat or facing hostile enemies, it will immediately begin moving towards some distant location in the belief that it is 'late'.

LEECH YOUTH

SC Necromancy **Level 9 wizard**
CT 1 **R touch**
D permanent **SV Constitution negates**
SR yes **Comp V, S**

Leeching the life essence of a living character of less or equal HD or level, and full HP, the caster ages them 10 years, placing them in a coma for a day, killing them outright if such aging would take them beyond their natural lifespan. This stolen life essence physically youthens the caster by 1 year, though they do not lose any knowledge, skill, or ability.

LEGERDEMAIN

SC Illusion	Level 0 wizard, 0 illusionist
CT 1	R one small item
D 1 round	SV none
SR no	Comp S

This cantrip enables the caster to secret or cause to appear a small object in his hand without seeming to do so. The item created to appear from nowhere is illusory, and will disappear in 1 round.

The gesticulations of bringing forth or casting away the item are all the somatic gestures necessary for this cantrip.

LEGION OF GHOULS OR SHADOWS

SC Necromancy (Death)	Level 8 necromancer
CT 1 round	R A circle 40 ft. in diameter
D Instantaneous	SV None
SR no	Comp V, S, M, F

As Legion of Skeletons or Zombies, but the necromancer can create either 1d6/caster level ghouls or 1d4/caster level shadows, both with double the normal hit points.

Material Component: The material component is at least 20 pieces of rotting human or humanoid meat to create ghouls, or at least 20 candles made from human or humanoid tallow.

Focus: A horn made from human or humanoid bone.

LEGION OF MUMMIES OR WRAITHS

SC Necromancy (Death)	Level 9 necromancer
CT 1 round	R A circle 40 ft. in diameter
D Instantaneous	SV None
SR no	Comp V, S, M, F

Like the spell Legion of Skeletons or Zombies, but creates either 1 d3 wraiths/level or 1 d4 mummies/level. The created undead have double the normal hit points.

Material Components: A hundred pulverized scarab stones for mummies, or ash of a hundred burned corpse shrouds for wraiths.

Focus: A crown made of iron and gold, a scepter and an amulet depicting a death deity, all blessed by a death priest.

LEGION OF SKELETONS OR ZOMBIES

SC Necromancy (Death)	Level 7 necromancer
CT 1 turn	R A circle with a 10 feet/level radius around the caster
D Instantaneous	SV None
SR no	Comp V, S, M, F

Using this spell, the necromancer can create a small army of skeletons or zombies, provided there are enough corpses in range. The spell creates either 1D6 skeletons or 1D4 zombies per level of the necromancer. The created undead have double their normal HD and are under the necromancer's control. If cast in a desecrated graveyard (e.g. from an Unhallow spell), the number of undead created with this spell is doubled.

Material Component: The material component is at least 20 pieces of rotting human or humanoid meat to create ghouls, or at least 20 candles made from human or humanoid tallow.

Focus: A horn made from human or humanoid bone.

LIFE REMEMBERED

SC Necromancy	Level 6 cleric
CT 1	R touch
D 1 day/lvl,	SV none
SR no	Comp V, S, M (an article significant to the undead's former life)

Touching the desired undead skeleton or zombie, the caster restores its previous consciousness and identity, including memories and personality. Unless the

animated dead is a known individual, the GM should feel free to determine its personality, experience, etc. themselves.

LIFE SHARE

SC Necromancy	Level 2 cleric, 2 crusader
CT none	R touch
D instant	SV none
SR no	Comp V, S

Touching a character of any alignment not opposed to their own, the caster transfers as many of their own F though the character's HP may not exceed their normal limit, nor can the character refuse the gift of HP.

LIFEELECH

SC Necromancy	Level 6 cleric, 5 necromancer
CT 10 minutes	R Personal
D Instantaneous	SV None
SR no	Comp V, S, F

This spell is used by depraved necromancers to prolong their own life with the life force of other creatures. The target creature must be of the same race as the necromancer, and helplessly bound during the whole casting of the spell. At the end of the casting, the necromancer plunges a ceremonial dagger into the heart of the victim, killing it instantly, and siphons its life away into himself. For every HD/level of the victim, the necromancer stops his own aging process for one month, staving off the physical deterioration while gaining all mental bonuses associated with aging.

The slain creature can only be raised by the use of Resurrection, True Resurrection, Wish or a Miracle. Raise Dead has no effect on a creature slain by Lifeleech.

Focus: A ceremonial dagger worth at least 500 gp.

LIGHT STRIDE

SC Transmutation	Level 3 wizard
CT 1	R touch
D 1 day/5 lvls,	SV Int negates
SR yes	Comp V, S, M (a feather/a small lead sphere worth 1 cp)

This spell insinuates arcane energies into the character, doubling their movement rate as they become capable of tremendous strides. Cast in reverse as Heavy Stride, this spell makes a character's legs feel as heavy as stone, halving their movement.

LIVEOAK

SC Transmutation	Level 6 druid
CT 10 minutes	R touch
D one day/level	SV none
SR no	Comp V, S

This spell turns an oak tree into a protector or guardian. The spell can be cast on only a single tree at a time; while liveoak is in effect, you can't cast it again on another tree. The tree on which the spell is cast must be within 10 feet of your dwelling place, within a place sacred to you, or within 300 feet of something that you wish to guard or protect.

Liveoak must be cast on a healthy, Huge oak. A triggering phrase of up to one word per caster level is placed on the targeted oak. The liveoak spell triggers the tree into animating as a treant.

If liveoak is dispelled, the tree takes root immediately, wherever it happens to be. If released by you, the tree tries to return to its original location before taking root.

LONGEVITY*

SC Necromancy	Level 6 wizard, 5 necromancer
CT 1 hour (1	R Touch; T Living creature touched round for the reversed spell)
D Permanent	SV See text
SR yes	Comp V, S, M

The creature touched by the necromancer immediately regains 1D10 years of lost youth, losing all physical effects of aging, but retaining all experience, wisdom and knowledge gained in those years. A creature reduced to an age

before his birth is allowed a Constitution saving throw to ignore the spell effect, or be reduced to a newborn infant.

The reverse of the spell, Quick Aging, ages the touched creature by 1D10 years, causing it to suffer all physical consequences of the new age without gaining experience, wisdom or knowledge from it. A successful Constitution save negates the effect. Material Component: A drop of infant's blood, a drop of mercury and a butterfly cocoon for Longevity, the hair of an old man, a splinter of wood and a chip of rock for Quick Aging.

LONGSTRIDER

SC Transmutation	Level 1 druid, 1 warden
CT 1	R personal
D 1 hour/level	Comp V, S, M

This spell increases your base land speed by 10 feet. It has no effect on other modes of movement, such as burrow, climb, fly, or swim.

Material Component: A pinch of dirt.

LOWER RESISTANCE

SC Abjuration	Level 5 wizard
CT 1	R Within Sight
D 1 round/level	SV Intelligence
SR no	Comp S,V

This spell enables the Wizard to lower the SR of any creature by 1d6 + the Wizard's Intelligence modifier, making them more vulnerable to their spells.

LUCUBRATION

SC Transmutation	Level 6 wizard
CT 1	R personal
D instant	SV none
SR no	Comp V, S

You instantly recall any one spell of 5th level or lower that you have used during the past 24 hours. The spell must have been actually cast during that period. The recalled spell is stored in your mind as through prepared in the normal fashion.

If the recalled spell requires material components, you must provide them. The recovered spell is not usable until the material components are available.

LULLABY

SC Enchantment (Mind-Affecting)	Level 0 troubadour
CT 1	R 150 ft.
D 1 round/level, concentration	SV Wisdom negates
SR yes	Comp V, S

Any living creature within a 10 ft. area that fails a Wisdom save becomes drowsy and inattentive, taking a -5 penalty on Listen checks and a -2 penalty on Wisdom saves against sleep effects while the lullaby is in effect. Lullaby lasts for as long as the caster concentrates, plus up to 1 round per caster level thereafter.

MAGE ARMOR

SC Conjuration (Force)	Level 1 wizard
CT 1	R touch
D 1 hour/level	SV wisdom negates (h)
SR no	Comp V, S, F

An invisible but tangible field of force surrounds the subject of a mage armor spell, providing a +4 armor bonus to AC.

Unlike mundane armor, mage armor entails no armor check penalty, arcane spell failure chance, or speed reduction. Since mage armor is made of force, incorporeal creatures can't bypass it the way they do normal armor.

Focus: A piece of cured leather.

MAGE'S SWORD

SC Evocation (Force)	Level 7 wizard
CT 1	R 50 ft.
D 1 round/level	SV none

SR yes

Comp V, S, F

The caster evokes a magical sword into being and can wield it by exerting his or her will. While doing so, he or she cannot cast spells, use magic items, or move, although the spell does not end if the magic user's concentration is broken; the sword simply does not attack during that round. The sword attacks as a fighter one-half the caster's level (and always hits on a natural 19 or 20), and it can hit creatures that can ordinarily be hit only with magic weapons. The damage caused by the sword is considerable; it inflicts 5d4 hp against size S and M creatures, or 5d6 against larger creatures. The sword can be dispelled by dispel magic.

The material components for the spell cost 500 gp or more.

MAGIC DARTS

SC Transmutation (Force)	Level 3 wizard
CT 1	R 60 feet
D 1 round/level	SV None
SR yes	Comp V, S, M

This spell allows a Wizard to transform standard darts into +2 magical weapons, which do 1d6 damage, instead of the standard 1d3 for darts. These darts can be thrown up to 60 feet, and a Wizard can throw two of them per round. A Wizard can transform a number of darts equal to their class level with this spell.

MAGIC FANG

SC Transmutation	Level 3 druid, 3 warden
CT 1	R Touch
D 10 minutes/level	SV None
SR no	Comp V, S

This spell makes the Druid's natural weapons, or those of their allies strike as magical weapons. The enchantment gained increases by +1 every 5 levels.

MAGIC VESTMENT

SC Transmutation	Level 3 cleric
CT 1	R touch
D 1 hour/level	SV wisdom negates (h) (object)
SR yes (h) (object)	Comp V, S, DF

You imbue a suit of armor or a shield with an bonus of +1 per four caster levels (maximum +5 at 20th level).

An outfit of regular clothing counts as armor that grants no AC bonus for the purpose of this spell.

MAGIC WEAPON

SC Transmutation	Level 1 wizard, 1 crusader
CT 1	R Touch
D 1 hour/level	SV None
SR no	Comp V, S

This allows you to bestow an ordinary weapon with a +1 enchantment, boosting damage and attack and overcoming the immunities of several creatures.

MAGICAL MIRROR

SC Divination	Level 7 wizard
CT 1 hour	R N/A
D 1 minute/level	SV N/A
SR no	Comp V, S, M

This spell transforms a regular mirror into a magical mirror, allowing a wizard to commune with an extraplanar being or a deity (or one of the deity's representatives). The being will appear, and will usually allow the mortal to ask questions freely, and will typically answer fully and in detail, though it may choose simply to say 'yes' or 'no'. It may choose to answer or not to answer, but it cannot tell a lie. It will often demonstrate an answer by showing visual images, rather than verbally telling the individual. Though the being cannot actively act against the caster while being questioned, it can of course do so if it desires once the questioning is finished. A figurine or image of the being you desire to summon worth at least 2000 gp is required to cast this spell.

MAGNIFICENT MANSION

SC Conjuration	Level 7 wizard

CT 1 **R 50 ft.; E Extradimensional mansion, up to three 10-ft. cubes/level**
D 2 hours/level **SV none**
SR no **Comp V, S, F**

You conjure up an extradimensional dwelling that has a single entrance on the plane from which the spell was cast. The entry point looks like a faint shimmering in the air that is 4 feet wide and 8 feet high. Only those you designate may enter the mansion, and the portal is shut and made invisible behind you when you enter. You may open it again from your own side at will. Once observers have passed beyond the entrance, they are in a magnificent foyer with numerous chambers beyond. The atmosphere is clean, fresh, and warm.

You can create any floor plan you desire to the limit of the spell's effect. The place is furnished and contains sufficient foodstuffs to serve a nine-course banquet to a dozen people per caster level. A staff of near-transparent servants (as many as two per caster level), liveried and obedient, wait upon all who enter. The servants function as unseen servant spells except that they are visible and can go anywhere in the mansion.

Since the place can be entered only through its special portal, outside conditions do not affect the mansion, nor do conditions inside it pass to the plane beyond.

Focus: A miniature portal carved from ivory, a small piece of polished marble, and a tiny silver spoon (each item worth 5 gp).

MAKE WHOLE

SC Transmutation **Level 2 cleric**
CT 1 **R 50 ft.; T One object of up to 10 cu. ft./ level**
D n/a **SV n/a**
SR n/a **Comp V, S**

This spell functions like mending, except that make whole completely repairs an object made of any substance, even one with multiple breaks, to be as strong as new. The spell does not restore the magical abilities of a broken magic item made whole, and it cannot mend broken magic rods, staffs, or wands. The spell does not repair items that have been warped, burned, disintegrated, ground to powder, melted, or vaporized, nor does it affect creatures (including constructs).

MANTLE OF PROTECTION

SC Enchantment **Level 6 cleric**
CT 1 **R Personal**
D 1 round/level **SV N/A**
SR no **Comp V, S, M**

This spell allows a cleric to create a magical mantle around themselves, protecting them from any manner of harm inflicted upon them. It allows Clerics to make saving throws as if all of their stats were Prime Attributes. This spell requires the use of an expensively made garment, of at least 250 gp in value, which will be destroyed at the end of the spell.

MARK OF JUSTICE

SC Necromancy **Level 5 cleric, 4 crusader**
CT 10 minutes **R touch; T creature touched**
D permanent (see text) **SV none**
SR no **Comp V, S, DF**

You draw an indelible mark on the subject and state some behavior on the part of the subject that will activate the mark. When activated, the mark curses the subject. Typically, you designate some sort of criminal behavior that activates the mark, but you can pick any act you please. The effect of the mark is identical with the effect of bestow curse.

Since this spell takes 10 minutes to cast and involves writing on the target, you can cast it only on a creature that is willing or restrained.

Like the effect of bestow curse, a mark of justice cannot be dispelled, but it can be removed with a limited wish, miracle, remove curse, or wish spell. Remove curse works only if its caster level is equal to or higher than your mark of justice caster level. These restrictions apply regardless of whether the mark has activated.

MASS MONITORING

SC Divination **Level 5 cleric**
CT 1 **R 30 feet**

D 2 hours/level
SV Wisdom
SR yes **Comp V, S**

This spell acts as Status, but effects all individuals within a 30-foot radius.

MASS PLANAR ADAPTATION

SC Transmutation **Level 6 cleric, 6 wizard**
CT 1 **R 30' radius**
D 2 hours/level **SV None**
SR no **Comp V, S**

This spell is like Adapt to Plane, but effects all individuals within a 30-foot radius.

MEASURE TIME

SC Divination **Level 0 chronomancer, 0 wizard**
CT 1 action **R 450 ft.; T self**
D instantaneous **SV none**
SR no **Comp S**

There are two uses for this spell. First, it can be used to determine the current date and time, down to a thousandth of a second.

Second, it can be used to determine the exact amount of time, down to the thousandth of a second, between two events observed by the caster. Thus, for example, it can be used to precisely time a horse in a race. The events can be at Long range, as long as they are in the caster's line of sight. The maximum interval that can be measured this way is 1 hour per level.

MEMORY LAPSE

SC Enchantment **Level 1 wizard, 1 illusionist**
(Mind-Affecting)
CT 1 **R Touch**
D Permanent **SV Intelligence**
SR yes **Comp V, S**

This spell allows the caster to erase memories of the last short while from an individual. The amount of time that can be erased from the memory is equal to one minute per level.

MIND FOG

SC Enchantment **Level 5 troubadour, 5 wizard**
(Mind-Affecting)
CT 1 **R 150 ft.; E Fog spreads in 20-ft. radius, 20**
ft. **high**
D 30 minutes and 2d6 rounds **SV wisdom negates**
(see text)
SR yes **Comp V, S**

Mind fog produces a bank of thin mist that weakens the mental resistance of those caught in it. Creatures in the mind fog take a -10 penalty on Wisdom checks and wisdom saves. (A creature that successfully saves against the fog is not affected and need not make further saves even if it remains in the fog.) Affected creatures take the penalty as long as they remain in the fog and for 2d6 rounds thereafter. The fog is stationary and lasts for 30 minutes (or until dispersed by wind).

A moderate wind (11+ mph) disperses the fog in four rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The fog is thin and does not significantly hamper vision.

MINOR SEQUENCER

SC Universal **Level 4 wizard**
CT 1 **R N/A**
D Instant **SV N/A**
SR no **Comp V, S**

This spell allows the Wizard to program 2 spells of levels 1 or 2 simultaneously, using up castings of both spells, along with the Sequencer when originally cast. Once cast, these spells can be cast simultaneously at any point during that day or thereafter. For example, this spell could allow two Magic Missiles to be cast, or a Mage Armour spell combined with Invisibility. Only one Sequencer can be active at a time.

MIRACLE

SC Evocation

CT 1

D See text

SR yes

Level 9 cleric

R See text

SV see text

Comp V, S, XP (see text)

You don't so much cast a miracle as request one. You state what you would like to have happen and request that your deity (or the power you pray to for spells) intercede.

A miracle can do any of the following things.

- Duplicate any cleric spell of 8th level or lower.
- Duplicate any other spell of 7th level or lower.
- Undo the harmful effects of certain spells, such as feblemind or insanity.
- Have any effect whose power level is in line with the above effects.

If the miracle has any of the above effects, casting it has no experience point cost.

Alternatively, a cleric can make a very powerful request. Casting such a miracle costs the cleric 5,000 XP because of the powerful divine energies involved. Examples of especially powerful miracles of this sort could include the following.

- Swinging the tide of a battle in your favor by raising fallen allies to continue fighting.
- Moving you and your allies, with all your and their gear, from one plane to another through planar barriers to a specific locale with no chance of error.
- Protecting a city from an earthquake, volcanic eruption, flood, or other major natural disaster.

In any event, a request that is out of line with the deity's (or alignment's) nature is refused.

A duplicated spell allows saving throws and spell resistance as normal, but the save CLs are as for a 9th-level spell. When a miracle duplicates a spell that has an XP cost, you must pay that cost. When a miracle spell duplicates a spell with a material component that costs more than 100 gp, you must provide that component.

XP Cost: 5,000 XP (for some uses of the miracle spell; see above).

MISMEASURE TIME

SC Enchantment

CT one action

D 10 minutes/lvl

SR yes

Level 0 chronomancer, 1 wizard

R 50 ft.; T one creature

SV intelligence negates

Comp V, S, F

This spell causes a target to become confused about the current time, thinking it is up to 1 hour per level earlier or later (the caster decides the exact error in time.) This may cause storekeepers to close early, guards to leave their post and go off-shift, innkeepers to undercharge rent, etc. The affected creature is otherwise mentally lucid, and when the duration is up will realize that they were wrong about the time.

If the target is somehow informed of the true time; for example: told by an ally, looks at a clock or other measuring device before the duration ends, or exits a building and observes the height of the sun; they get an additional saving throw. If it succeeds, the spell effect ends immediately. If it fails, the spell will last for its full duration, and no additional saves will be gained.

MODIFY MEMORY

SC Enchantment

(Mind-Affecting)

CT 1 round (see text)

D permanent

SR yes

Level 4 troubadour

R 50 ft.; T One living creature

SV wisdom negates

Comp V, S

You reach into the subject's mind and modify as many as 5 minutes of its memories in one of the following ways.

- Eliminate all memory of an event the subject actually experienced. This spell cannot negate charm, geas/quest, suggestion, or similar spells.
- Allow the subject to recall with perfect clarity an event it actually experienced.
- Change the details of an event the subject actually experienced.
- Implant a memory of an event the subject never experienced.

Casting the spell takes 1 round. If the subject fails to save, you proceed with the spell by spending as much as 5 minutes (a period of time equal to the amount of memory time you want to modify) visualizing the memory you wish to modify in the subject. If your concentration is disturbed before the visualization is complete, or if the subject is ever beyond the spell's range during this time, the spell is lost.

A modified memory does not necessarily affect the subject's actions, particularly if it contradicts the creature's natural inclinations. An illogical modified memory is dismissed by the creature as a bad dream or a memory muddled by too much wine.

MOMENT OF PRESCIENCE

SC Divination

CT 1

D 1 hour/level or until

discharged

SR no

Level 8 wizard

R personal

SV none

Comp V, S

This spell grants you a powerful sixth sense in relation to yourself. Once during the spell's duration, you may choose to use its effect. This spell grants you an bonus equal to your caster level (maximum +25) on any single attack roll, attribute check, or saving throw. Alternatively, you can apply the bonus to your AC against a single attack. Activating the effect doesn't take an action; you can even activate it on another character's turn if needed. You must choose to use the moment of prescience before you make the roll it is to modify. Once used, the spell ends.

You can't have more than one moment of prescience active on you at the same time.

MONITOR

SC Divination

CT 1

D 2 hours/level

SR yes

Level 2 cleric

R Touch

SV Wisdom

Comp V, S

This ability allows you to keep tabs on the individual you cast the spell on, giving you their location within half a mile and stating whether their condition is 'excellent', 'good', 'fair', 'poor' or 'critical'.

MOUNT

SC Conjuration

CT 1 round

D 2 hours/level

SR no

Level 1 wizard

R 50 ft.

SV none

Comp V, S, M

You summon a light horse or a pony (your choice) to serve you as a mount. The steed serves willingly and well. The mount comes with a bit and bridle and a riding saddle.

Material Component: A bit of horse hair.

NECROTIC TOUCH

SC Necromancy

CT 1 round

D Instantaneous

SR yes

Level 5 cleric, 5 necromancer

R Touch; T Creature touched

SV Constitution negates

Comp V, S

Sheathing his hands in necromantic energies, the caster can cause the tissues of the target to slowly rot away, poisoning its blood at the same time. The target must make a successful Constitution saving throw, or suffer necrotic wounds that blacken and rot, sending poison into his bloodstream. Every round, the target suffers 1D8 points of damage from tissue rot, and loses 1 point of Strength and Constitution, until it dies from hit point loss or attribute loss, whichever occurs first. The effect of the spell can be neutralized with a successful healing check. The CL of the check is the number of rounds that the spell was in effect already. A successful check causes 1D4 points of damage for

each round that the spell was in effect already, due to healthy tissues being excised and body fluids being leached out to draw out the poison. Also, a Heal spell will cure the victim immediately. The debilitating effects of the poisoning can be selectively treated by a ranger's potions or an assassin's antitoxin, as well as the 4th level spell Neutralize Poison, but the target will be poisoned again one round after the treatment if the necrotic flesh is not removed as well.

NEGATIVE ENERGY ARMOR

SC Necromancy Level 2 cleric, 2 necromancer
CT 1 round R Personal
D 1 round/level SV Dexterity partial
SR yes Comp V, S, M

The necromancer is wreathed in a crackling black aura of negative energy. Any opponent attacking the necromancer with his bare hands or natural weapons (claws, fangs, etc.) suffers 1D6 +1/level points of damage through the negative energy. A successful Dexterity save will halve the damage (rounded up). The armor does not react to attacks with melee weapons, and the necromancer cannot use it to cause this damage through his own unarmed attacks. It is purely defensive. Also, the armor does not render the caster immune to physical damage. A successful hit will still cause normal damage to the necromancer. Undead attacking the caster will not be affected by this spell, since they are powered by Negative Energy, but they will not be healed by the Negative Energy surrounding the necromancer either.

The reverse of this spell, Positive Energy Armor, causes similar damage only to undead attackers.

Material Component: A piece of the bone of an undead creature, a thin sheet of gold (1 gp) for the reverse spell.

NOMAD

SC Necromancy Level 1 chronomancer, 1 druid
CT one round R touch
D special SV constitution negates (h)
SR yes (h) Comp V, S, M

This spell drastically increases the length of time required between meals. The recipient only requires food and drink once every 12 hours per the caster's level, up to 7 days. Also, secondary poison damage is delayed for up to one hour per caster level.

If the recipient has an unusual metabolism to start with, this spell affects accordingly.

OBSCURE OBJECT

Abjuration Level 1 troubadour, 3 cleric, 2 wizard
CT 1 R Touch; T One object touched of up to 100 lb./level
D 8 hours SV Wisdom negates
SR yes Comp V, S, M/DF

This spell hides an object from location by divination (scrying) effects, such as the scrying spell or a crystal ball. Such an attempt automatically fails (if the divination is targeted on the object) or fails to perceive the object (if the divination is targeted on a nearby location, object, or person).

Arcane Material Component : A piece of chameleon skin.

ORDER

SC Conjunction (Force) Level 0 wizard, 0 illusionist
CT 1 R 1' cube
D special SV none
SR no Comp S

By use of this cantrip, the caster can cause any small assembly of items to automatically order themselves into neat piles, rows or other such collections as desired. Examples of such would be a small pile of different nails, a few dozen coins of different make/metal, and such like. The reverse of this spell, "Chaos", causes an already ordered set of variable items to become hopelessly enmeshed or mixed. This cantrip may also be cast on most any set of ordered items such as threads, wool fibers, herbs in a pouch or any such similar material.

The somatic invocation for this spell is the gesture of the caster's hand in a smooth horizontal motion with palm flat and facing down (for Order) or wiggled back and forth with fingers curled (for Chaos).

OWL'S WISDOM

SC Transmutation Level 2 cleric, 2 druid, 2 warden, 2 wizard
CT 1 R touch
D 1 min./level SV wisdom negates
SR yes Comp V, S, M/DF

The transmuted creature becomes wiser. The spell grants a +4 bonus to Wisdom, adding the usual benefit to Wisdom-related skills. Spellcasters who receive owl's wisdom do not gain any additional bonus spells for the increased Wisdom, but the save CLs for their spells increase.

Arcane Material Component: A few feathers, or a pinch of droppings, from an owl.

PARTIAL ANIMATION

SC Necromancy (Evil) Level 0 necromancer
CT 1 round R 50 ft.
D 10 minutes/level SV None
SR No Comp V, S

This spell animates part of a corpse, giving movement to a single limb or facial feature, for example a leg, an arm, the mouth or an eye. The movements of the animated part are under the control of the caster. Casting it twice on a corpse's leg grants a slow, lurching movement (10 ft. speed) to the target. The animated body part has a bonus to hit equal to half of the caster's bonus to hit. If it can grab (e.g. an arm or a mouth), it counts as 1 HD to break its grasp. It only takes 1 point of damage to destroy an animated body part.

PEACEFULNESS

SC Enchantment (Mind-Affecting) Level 7 wizard, 7 illusionist
CT 1 R Sight
D 5 minutes/level SV Charisma
SR yes Comp V, S

This spell instills feelings of peace and benevolence in one character, and if previously hostile, they will become friendly towards you. Creatures that were previously friendly will fall over themselves to help you, though they will not do anything inherently suicidal to gain your favor. The spell ends, however, if they are attacked by you or one of your allies.

PHANTOM STEED

SC Conjunction Level 3 troubadour, 3 wizard
CT 10 minutes R 0 ft.
D 1 hour/level SV none
SR no Comp V, S

You conjure a Large, quasi-real, horselike creature. The steed can be ridden only by you or by the one person for whom you specifically created the mount. A phantom steed has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound. It has what seems to be a saddle, bit, and bridle. It does not fight, but animals shun it and refuse to attack it.

The mount has an AC of 18 and 7 hit points +1 hit point per caster level. If it loses all its hit points, the phantom steed disappears. A phantom steed has a speed of 20 feet per caster level, to a maximum of 240 feet. It can bear its rider's weight plus up to 10 pounds per caster level.

These mounts gain certain powers according to caster level. A mount's abilities include those of mounts of lower caster levels.

- *8th Level:* The mount can ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.
- *10th Level:* The mount can use water walk at will (as the spell, no action required to activate this ability).
- *12th Level:* The mount can use air walk at will (as the spell, no action required to activate this ability) for up to 1 round at a time, after which it falls to the ground.
- *14th Level:* The mount can fly at its speed (average maneuverability).

PHANTOM TRAP

SC Illusion Level 2 wizard
CT 1 R touch
D permanent SV none

POLAR RAY

SC Evocation (Cold)

CT 1

D instant

SR yes

Level 8 wizard

R 50 ft.

SV none

Comp V, S, F

A blue-white ray of freezing air and ice springs from your hand. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d6 points of cold damage per caster level (maximum 25d6).

Focus: A small, white ceramic cone or prism.

PREY MARK

SC Conjunction

CT 2

D 1 day/lvl,

SR no

Level 6 druid

R 150 ft.

SV none

Comp S, M (something belonging to the target)

Summoning the most powerful carnivore within range to their side, the caster sets the creature on the victim's trail. The animal believes the scented victim to be the most delicious prey it has ever encountered, and will pursue the victim until it devours them, is slain, or the spell ends.

PREDICT ATTACK

SC Divination

CT 1

D 1 round/level

SR no

Level 2 wizard, 2 crusader

R Personal

SV N/A

Comp V, S

This spell grants the Wizard incredible insight into the attack patterns and capabilities of a monster, and allows the Wizard to come up with countermeasures for their attacks. This grants the Wizard a +2 bonus to armour class and all saving throws against one enemy for the duration of the spell.

PRECISE WEAPON

SC Transmutation

CT 1

D 1 hour/level

SR no

Level 3 wizard

R Touch

SV None

Comp V, S

This spell allows the Wizard to make a weapon score a critical hit on 19 as well as 20, and to do bonus damage equal to the Wizard's Intelligence modifier with all attacks. A weapon so altered is to be considered a +1 magical weapon for purposes of overcoming immunities.

PRIVATE SANCTUM

SC Abjuration

CT 10 minutes

D 24 hours

SR no

Level 5 wizard

R 50 ft.; AoF 30-ft. cube/level

SV none

Comp V, S, M

This spell ensures privacy. Anyone looking into the area from outside sees only a dark, foggy mass. Darkvision cannot penetrate it. No sounds, no matter how loud, can escape the area, so nobody can eavesdrop from outside. Those inside can see out normally.

Divination (scrying) spells cannot perceive anything within the area, and those within are immune to detect thoughts. The ward prevents speech between those inside and those outside (because it blocks sound), but it does not prevent other communication, such as a sending or message spell, or telepathic communication, such as that between a wizard and her familiar.

The spell does not prevent creatures or objects from moving into and out of the area.

Private sanctum can be made permanent with a permanency spell.

Material Component: A thin sheet of lead, a piece of opaque glass, a wad of cotton or cloth, and powdered chrysolite.

PROTECTION FROM SPELLS

SC Abjuration

CT 1

four

Level 8 wizard

R touch; T Up to one creature touched per levels

D 10 min./level

SR yes (h)

SV wisdom negates (h)

Comp V, S, M, F

The subject gains a +8 bonus on saving throws against spells and spell-like abilities (but not against supernatural and extraordinary abilities).

Material Component: A diamond of at least 500 gp value, which must be crushed and sprinkled over the targets.

Focus: One 1,000 gp diamond per creature to be granted the protection. Each subject must carry one such gem for the duration of the spell. If a subject loses the gem, the spell ceases to affect him.

PROTECTION FROM UNDEAD

SC Necromancy (Good)

CT 1 round

D 1 minute/level

SR no

Level 1 necromancer

R Touch

SV None

Comp V, S, M

This spell creates a barrier around the target at a distance of one foot that moves with the target. The barrier grants a +2 bonus to AC and a +2 bonus to all saves, against the attacks and abilities of undead creatures. It also blocks all attempts by undead to possess or mentally control the warded creature, similar to the Protection from Evil spell.

Material Component: A bit of Holy Water sprinkled over the target.

QUICKEN AGING

SC Necromancy

CT one round

D 1 round/level

SR yes

Level 8 chronomancer

R touch; T creature touched

SV constitution partial

Comp V, S, M

This spell rapidly increases the physical aging of the target, aging it 100 years per round. Humans and most humanoids will die from this effect in 1-2 rounds.

Creatures that make their saving throw only age 5 years per round.

RAIN OF TRANQUILITY

SC Abjuration

CT 1

D 1d4+Wisdom mod rounds

SR no

Level 9 druid

R Sight

SV Wisdom (harmless)

Comp V, S, M

One of the most powerful druidic spells, the Rain of Tranquility allows them to create a huge but gentle rain, affecting a 100x100 area which heals the Druid's allies and all animals and plants in the area for 1d10+Wis modifier hit points while the rain is active, as well as cleansing away any poisons, diseases or curses on the creatures or the land surrounding them. Any natural animals or plant creatures attacking the Druid or their allies will immediately stop and become friendly or indifferent to the Druid. Plants dying of drought and natural or unnatural plant diseases will be returned to the peak of health. There is a 10% chance that any individual ally of the druid or wilderness creature that is slain will be raised from death, provided their body is whole. The material component for this spell is one liter of totally pure water.

RAISE CITY

SC Necromancy

CT 1 day

D Instantaneous

SR no

Level 9 necromancer

R Special

SV Constitution (see text)

Comp V, S, M

One of the most powerful necromantic rituals, this spell can make a ruined and destroyed settlement come back to unlife. The necromancer must cast this spell on an abandoned settlement that has not had any sentient inhabitants for at least 50 years. From the dust and ashes, he can call up a number of skeletons depending on the size the settlement was before it was abandoned. A small village will yield 60 – 600, a town between 800 – 8000, a city between 1000 and 10000 skeletons. All undead are under the perfect control of the necromancer, and their HD are doubled for the purpose of being turned while inside the ruins of the settlement. The skeletons cannot range further from the ruins where they were raised than 20 miles +1 per caster level, and if they try, they immediately crumble to bone dust.

The strain of this ritual ages the caster for 1 day for every skeleton animated by it. A successful Constitution saving throw reduces this aging to one-tenth.

Material Component: Items from the settlement worth at least 5000 gp, destroyed in the ritual.

RAISE DEATH FLEET

SC Necromancy Level 9 necromancer
CT 1 day R 1000 feet
D Instantaneous SV None
SR no Comp V, S, M

This more powerful version of the Raise Death Hulk spell is a veritable spectacle of a necromancer’s power. Within reach of the spell, a necromancer can raise one sunken ship per level as a Death Hulk, complete with crew. The fleet is under the necromancer’s complete control.

Material Component: The corpse of a renowned sea captain, clad in garments worth at least 10,000 gp, sent to sea in a small boat. The corpse is consumed in supernatural flames during the casting.

RAISE DEATH HULK

SC Necromancy Level 7 necromancer
CT 1 hour R 1000 feet
D Instantaneous SV None
SR no Comp V, S, M

One of the most impressive spells in a necromancer’s portfolio, this spell raises a sunken ship within reach from the bottom of the sea and turns it into a fully seaworthy vessel crewed by either zombies or skeletons, depending on how long the ship was under water, and under the caster’s full control.

Material Component: The corpse of a ship captain, consumed by supernatural flames during the ritual’s casting.

RAY OF FROST

SC Evocation (Cold) Level 0 wizard
CT 1 R 50 ft.
D instant SV none
SR yes Comp V, S

A ray of freezing air and ice projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.

RAY OF PALS

SC Necromancy Level 1 necromancer
CT 1 round R 50 ft.
D 1 minute/level SV See text
SR yes Comp V, S

A charcoal-black ray springs from the fingers of the necromancer, who must succeed at a ranged touch attack to hit the target. A successful hit causes the target to lose 1D6 points of Dexterity, plus 1 per two caster levels, for the duration of the spell. A successful Constitution save reduces the duration of the spell to 1 round/level. The target’s Dexterity cannot be reduced below 1 by this spell.

RAY OF ROT

SC Transmutation Level 3 druid
CT 2 R 25 ft.; T one creature or object
D instantaneous SV constitution negates
SR yes Comp V, S

Upon casting this spell, the ray unerringly strikes your target, dealing 3d6 points of damage to a wooden creature or object it strikes. If the object or creature is reduced to 0 hit points, it collapses into a pulpy mass of black goo. The material component is a shipworm encased in amber.

RAY OF SACRIFICE

SC Necromancy Level 2 necromancer
CT 1 round R 150 ft.; T One ray/2 levels
D Instantaneous SV None
SR yes Comp V, S

Drawing forth some of his own life force, the necromancer creates a ray of scintillating positive energy that deals 2D4 points of damage to undead creatures on a successful ranged touch attack. For every 2 caster levels past 1,

the necromancer can create another ray. For each ray he creates, the necromancer loses 1 HP himself. He can direct all rays against one target, or against different targets no more than 30 feet apart from each other. The targets must be designated before Spell Resistance is checked or attacks are rolled.

REBUKE

SC Enchantment Level 2 cleric
(Mind-Affecting)
CT 1 R 60 feet
D 1d4+1 rounds SV N/A
SR yes Comp V, S

This spell allows a Cleric to attempt to turn an evil creature that is neither undead or extraplanar in origin. The Cleric must make a Wisdom check with the difficulty increased by the creature's hit dice. If successful, the creature is turned for 1d4+1 rounds. This spell cannot be used to destroy a creature, however.

RECALL FROM THE PAST

SC Necromancy Level 5 chronomancer, 6 wizard
CT one round R 25 ft.
D 10 minutes/level SV none
SR no Comp V, S, M

This spell summons a character from the past who is now dead. The caster must have the corpse or skeleton of that character to cast the spell upon. When the character comes back, he is of a level relevant to the caster's level, even if in his life the character had eventually reached a higher level of experience. Simply, the spell recalls the character from a former time. However, if the character never was of the requested level, he appears at the peak of his capacities.

Caster level	Character level
9 th	3 rd
13 th	5 th
17 th	7 th
20 th	9 th

The spell doesn't bring any equipment along. If any clothing and equipment are on the corpse used for casting, the character will be clothed in them, with some possible problems of differences of size. The character otherwise only has a clouded memory of who he was, but will be surprised to suddenly find himself in this place. Nonetheless he will feel compelled to regard the caster as if affected by a *Charm Monster* spell. When the spell ends, the character disappears, leaving behind the normal corpse. This corpse may be reused to recall the character again, but at each calling, the character doesn't remember any precedent call, and none of them may affect his past life in any way.

Note that the character, if later resurrected, will not gain any experience points for actions performed under the effects of this spell, since they will not be remembered.

Material component: The focus of this spell is a corpse; note however, that for this spell being of real interest, the corpse must be that of someone who had an appropriate class, level, and personality when he was alive. Bringing back a feeble and low-level peasant won't be very useful.

RECALL SPIRIT

SC Necromancy Level 5 necromancer
CT 1 hour R Touch
D Instantaneous SV Charisma negates
SR yes Comp V, S, F

This spell recalls a spirit back into the body it inhabited. It may be cast on a body that has lost its spirit through spells such as Magic Jar or Astral Projection, or into the soulless corpse that was used to create an undead creature. In the last case, the undead may attempt a Charisma save to negate the effect, failure indicates the spirit has returned and will, enraged at the mistreatment of its former shell, destroy the undead creature in the subsequent round.

Focus: A live rook.

RELATIVITY

SC Transmutation
CT one action

Level 6 chronomancer, 7 wizard
R 50 ft.; T one creature + equipment (up to 10lbs/lvl)
SV wisdom negates
Comp V, S, M

D instantaneous
SR yes

This spell transports the target forwards in time up to 100 years per caster level. This is a more precise effect than Temporal Banishment, and the caster can control the exact amount of time by which the target is moved forward.

REPEATED ACTIONS

SC Enchantment
CT one action
D one round/level
SR yes

Level 2 chronomancer, 3 wizard
R 25 ft.; T one creature
SV intelligence negates
Comp V, S

The caster creates a small, localized time loop centered on the target's mind that causes it to repeat their previous round's actions indefinitely. The victim must repeat these same actions each round while under the influence of this spell.

Note that if the previous actions cannot be repeated, the target will attempt its best approximation. If it has used up a spell, it will make the motions to continue casting it, even though this will have no effect. If the target it attacked has teleported or moved too far away, it will aim at the empty air where the target was standing.

If the repeated action is movement, the affected creature will continue moving in a straight line at the same speed, repeatedly bumping into any obstacle if their path is blocked.

If the repeated action was an attack, the creature will do their best to continue attacking the same target even if it has moved. The only non-repeated action that the character may take is a partial move action to remain engaged with a combat foe, if the repeated action includes a melee attack. This action will be taken automatically if necessary.

Also, any dice that had to be rolled will be rolled again as normal each round — this spell cannot be used, for example, to cause an ally to repeat last round's critical hit!

REPENTANCE

SC Enchantment
(Mind-Affecting)
CT 1
D 1 round/level
SR yes

Level 4 cleric
R Touch
SV Charisma
Comp V, S

Casting this spell compels an individual to kneel and confess any serious wrongdoings they have done in the last 48 hours. If they are attacked during this time, however, they will defend themselves normally.

RESET

SC Transmutation
CT one action
D instantaneous
SR yes

Level 7 chronomancer, 8 wizard
R touch; T one creature
SV constitution negates
Comp V, S, M

This spell replaces the subject by a former version of herself from a past up to 1 minute per level ago, thus suppressing everything that happened to her in the meantime. As such, if the subject suffered damage, poisoning, or any other traumatic event, these vanish; as disappear the same way any beneficial spell that could have been cast, and all knowledge and experience that was gained in the meantime.

In fact, this is not as if they were removed. Rather, the version of the subject who suffered or benefited from these events is replaced by a version who did not live them, but instead jumped into the future and replaced the current character. Note that such a time jump is disorienting, as the subject doesn't understand what happens; so she will suffer a -4 penalty to all her rolls for 1d6 rounds unless making a wisdom saving throw vs. a CL 0. Otherwise, this spell only affects living subjects, and not their equipment.

Note that it is very difficult to restore a character from a precise round in battle: this requires a wisdom check at CL 20. It is much safer to reset the target to its state before the battle began, which requires no skill check.

Also, if a Chronomancer casts this spell on himself, the spell slot is still considered expended, even though the earlier self does not remember ever casting it!

RESISTANCE

SC Abjuration

Level 0 troubadour, 0 cleric, 0 druid,
1 crusader, 0 wizard
R Touch
SV Wisdom negates
Comp V, S, M/DF

CT 1
D 1 minute
SR yes

You imbue the subject with magical energy that protects it from harm, granting it a +1 bonus on saves.

Resistance can be made permanent with a permanency spell.

Material Component : A miniature cloak.

RESTORE THE BARREN

SC Necromancy (Earth)
CT 1
D see text
SR no

Level 4 druid
R touch; AoE 50 ft diameter circle
SV none
Comp V, S, M (a seed and a drop of water)

Touching an area of barren ground, the caster channels life-giving energies into it, immediately making it capable of supporting life. The enriched soil immediately grows a layer of moist grass. The continued wellbeing of the soil and grass then becomes subject to normal natural forces and tending.

RETRY

SC Transmutation
CT one action
D instantaneous
SR no

Level 5 chronomancer, 6 wizard
R personal
SV none
Comp V, S, M

The caster may change an action performed within the last 3 rounds. In effect, the chronomancer is sending a message to his past self.

For example, if a chronomancer cast a Lateness spell in the previous round, and did not realize the target was undead (and thus immune to mind-affecting spells), he can tell his past self to cast Temporal Force Cube instead.

Events changed should follow the same basic course due to temporal momentum, excepting what the caster directly affects based on that one changed action.

REVERSE GRAVITY

SC Transmutation
CT 1
D 1 round/level
SR no

Level 8 druid, 7 wizard
R 150 ft.; AoF Up to one 10-ft. cube per two levels (S)
SV none (see text)
Comp V, S, M/DF

This spell reverses gravity in an area, causing all unattached objects and creatures within that area to fall upward and reach the top of the area in 1 round. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it in the same manner as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly, until the spell ends. At the end of the spell duration, affected objects and creatures fall downward.

Provided it has something to hold onto, a creature caught in the area can attempt a dexterity save to secure itself when the spell strikes. Creatures who can fly or levitate can keep themselves from falling.

Arcane Material Component: A lodestone and iron filings.

REVERSE TIME'S RAVAGES

SC Necromancy
CT 1
D permanent
SR no

Level 7 wizard
R 50 ft.
SV none
Comp V, S, M (a tiny crystal hourglass worth 5 gp that timed the passage of at least a year)

Using this spell, the caster undoes time on the desired object, bringing it back to its pristine, original condition, crumbled remains reassembling, dust reconstituting, ink and paint refreshing, and so on. The caster's level determines how old a remain can be restored

Caster Level	Age of Object
9-11	2 years
12-14	20 years
15-17	200 years
18-20	2,000 years
21-23	20,000 years
24-26	200,000 years
27+	2,000,000 years

ROT FLESH

SC Necromancy **Level 6 necromancer**
CT 1 round **R 1 foot/level; T Circle of necrosis around the**
 caster
D Instantaneous **SV Constitution negates**
SR yes **Comp V, S**

This spell functions like the 5th level spell Necrotic Touch, only that it affects every living creature in a circle with 1 foot/level radius around the necromancer.

SALTBURST

SC Conjunction (Force) **Level 2 wizard**
CT 1 **R 400 ft.; A 10-ft.-radius burst**
D instantaneous **SV Constitution half**
SR yes **Comp V, S**

All creatures in the area take 2d4 points of damage. Creatures of the plant type or with the water subtype instead take 2d8 points of damage.

SAVE ITEM STATE

SC Transmutation **Level 7 chronomancer, 8 wizard**
CT one hour **R touch; T one nonliving item, up to 10**
 lbs/lvl
D until discharged **SV none**
SR no **Comp V, S, M**

This spell is similar to Save State, but only affects a single item.

SAVE STATE

SC Transmutation **Level 9 chronomancer**
CT one hour **R touch; T one willing creature + equipment**
 (up to 10lbs/lvl)
D until discharged **SV wisdom negates (h)**
SR yes (h) **Comp V, S, F**

This powerful spell allows a creature and its carried equipment to be 'saved', so at some point in the future, the creature can be replaced with this earlier version of itself. It is always the caster, not the target creature, who discharges this spell-- to discharge it, and replace the creature with its former self, it is a standard action that requires the caster's touch.

Note that any items that have been removed from the target creature after the casting of the spell will disappear and return to the target creature upon discharge.

SCULPT SOUND

SC Transmutation **Level 3 troubadour**
CT 1 **R 50 ft.;T One creature or object/level, no**
two **of which can be more than 30 ft. apart**
D 1 hour/level **SV Wisdom negates (object)**
SR yes (object) **Comp V, S**

You change the sounds that creatures or objects make. You can create sounds where none exist, deaden sounds, or transform sounds into other sounds. All affected creatures or objects must be transmuted in the same way. Once the transmutation is made, you cannot change it.

You can change the qualities of sounds but cannot create words with which you are unfamiliar yourself.

A spellcaster whose voice is changed dramatically is unable to cast spells with verbal components.

SEARING LIGHT

SC Evocation **Level 3 cleric**
CT 1 **R 150 ft.**
D instant **SV none**
SR yes **Comp V, S**

Focusing divine power like a ray of the sun, you project a blast of light from your open palm. You must succeed on a ranged touch attack to strike your target. A creature struck by this ray of light takes 1d8 points of damage per two caster levels (maximum 5d8). An undead creature takes 1d6 points of damage per caster level (maximum 10d6), and an undead creature particularly vulnerable to bright light takes 1d8 points of damage per caster level (maximum 10d8). A construct or inanimate object takes only 1d6 points of damage per two caster levels (maximum 5d6).

SECOND CHANCE

SC Transmutation **Level 2 chronomancer, 3 wizard**
CT one action **R personal**
D Max 1 hour/level (Until **SV none**
discharged) **Comp V, S, M**
SR no

This spell enables the caster to, at some point in the future, quickly jump to a very recently diverged alternate timeline. In practical terms, it lets the caster cause a d20 roll to be rerolled at some point in the future.

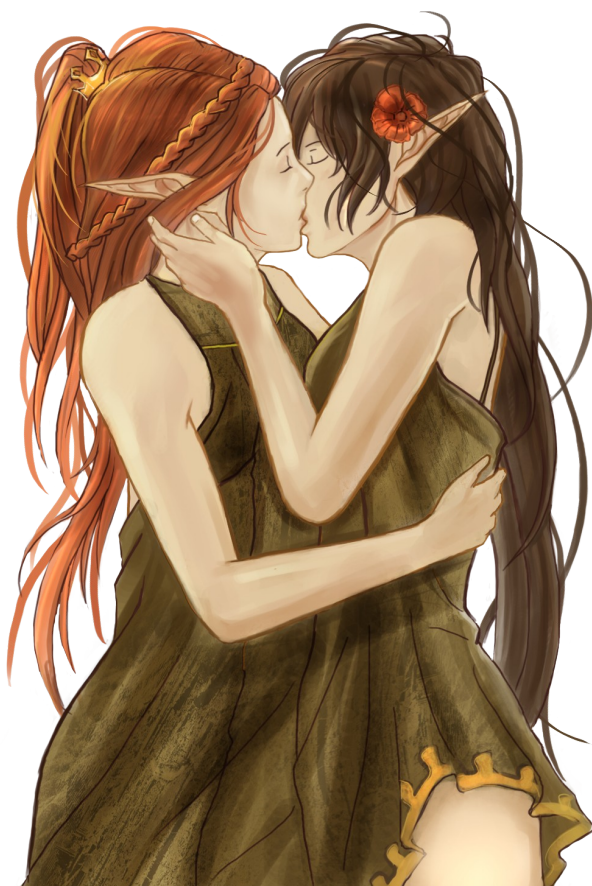
This is similar to a cleric's Good Fortune domain power, except that the roll can be one done by another creature as long as the target is observing it. For example, suppose a chronomancer casts this spell on himself. Then, later he observes a rogue companion set off a trap during a disarm attempt. He can discharge this spell to let the rogue re-roll his Disable Device.

A single caster can only have one instance of this spell active at a time. (i.e., he can't cast it ten times to store up ten re-rolls for later.)

SEDUCTION

SC Enchantment **Level 1 wizard**
(Mind-Affecting)
CT 1 **R 6 feet; T 1 person (with max 1/level HD)**
D 1 min./lvl **SV none**
SR yes **Comp V, S**

This spell causes the affected person to cast aside all weapons, armor, and clothing, in an attempt to seduce the caster, leaving the victim virtually defenseless against attacks from the caster or any other character or creature.



SEE THROUGH WALLS

SC Divination **Level 2 wizard**
CT 1 **R Personal**
D 1 minute/level **SV none**
SR no **Comp V, S**

This spell grants a Wizard a 2x2 foot invisible 'peephole' through which they can see what is on the other side of a wall. This spell will only grant a peephole through a particular, specific wall, and not sight through walls generally. The 'peephole' cannot be seen by other creatures, but can be detected with the appropriate spells.

SEEK THE DEAD

SC Divination **Level 2 cleric**
CT 1 hr. **AoE 5 mile diameter circle**
D see text **SV none**
SR no **Comp V, S**

Assuming a posture for prayer and quietly uttering a mantra for an hour, the character receives a vision of where the corpse they are trying to locate is to be found, if it is within the area of the spell. If the caster possesses part of, or an item belonging to, the creature whose corpse they are trying to locate, the CT is reduced to 30 mins.

SEIZE INITIATIVE

SC Enchantment **Level 6 cleric**
CT Immediate **R 30 feet around caster**
D Instantaneous **SV Wisdom (harmless)**
SR no **Comp V, S**

This spell gives all allies within thirty feet of the cleric a boost to their Initiative Rolls equal to the Cleric's Wisdom modifier. Once prepared, the spell goes off immediately when entering a combat situation, unless the Cleric chooses intentionally to suppress the spell. The spell only remains active for one day, however.

SENSORY LINK

SC Necromancy **Level 2 necromancer**
CT 1 round **R Touch**
D 10 minutes/level **SV None**
SR no **Comp V, S**

By casting this spell, the necromancer becomes able to see and hear through the eyes and ears of a controlled undead creature he has animated himself. The link does not impart special sensory abilities (e.g. darkvision), or additional sensory input except sight and sound. Only one Sensory Link may be maintained at the same time, and the maximum range for it to work is 1 mile. If the affected undead goes beyond that range, the link immediately breaks.

SEPIA SNAKE SIGIL

SC Conjuration (Force) **Level 3 troubadour, 3 wizard**
CT 10 minutes **R touch; T One touched book or written work**
D permanent or until discharged; until released or 1d4 days + one day/level (see text) **SV dexterity negates**
SR no **Comp V, S, M**

When you cast sepia snake sigil, a small symbol appears in the text of one written work such as a book, scroll, or map. The text containing the symbol must be at least twenty-five words long. When anyone reads the text containing the symbol, the sepia snake springs into being and strikes the reader, provided there is line of effect between the symbol and the reader.

Simply seeing the enspelled text is not sufficient to trigger the spell; the subject must deliberately read it. The target is entitled to a save to evade the snake's strike. If it succeeds, the sepia snake dissipates in a flash of brown light accompanied by a puff of dun-colored smoke and a loud noise. If the target fails its save, it is engulfed in a shimmering amber field of force and immobilized until released, either at your command or when 1d4 days + one day per caster level have elapsed.

While trapped in the amber field of force, the subject does not age, breathe, grow hungry, sleep, or regain spells. It is preserved in a state of suspended animation, unaware of its surroundings. It can be damaged by outside forces (and perhaps even killed), since the field provides no protection against physical injury. However, a dying subject does not lose hit points or become stable until the spell ends.

The hidden sigil cannot be detected by normal observation, and detect magic reveals only that the entire text is magical.

A dispel magic can remove the sigil. An erase spell destroys the entire page of text.

Sepia snake sigil can be cast in combination with other spells that hide or garble text, such as secret page.

Material Component: 500 gp worth of powdered amber, a scale from any snake, and a pinch of mushroom spores.

SHADOW RIDE

SC Transmutation (Darkness) **Level 6 illusionist**
CT 1 **R 5 yards**
D special **SV Intelligence negates**
SR yes **Comp V**

This spell allows the caster to merge with the shadow of any other sentient creature of animal intelligence or greater, provided it is larger than a housecat.

The caster cannot move independently of the host creature but can only be struck by magical weapons, spells and other special attacks (such as dragon breath or a shades claws). He retains his current AC for such purposes.

The host creature's shadow remains the appropriate size for the host but becomes the shape of the caster and is noticeable (by the host or onlookers) if a successful wisdom check is made. GM's may add to the CL of this check in particularly dim or crowded conditions as they deem appropriate.

The caster can see, hear, speak and cast spells while he rides. The spell lasts 1 turn/lvl but the duration is reduced by 1 round for each level of spell cast while riding a creature thus.

Friendly creatures may deliberately fail their save against this spell.

At the end of the spell the caster is expelled from the targets shadow, wherever that may be.

SHADOW SKIN

SC Necromancy (Darkness) **Level 8 necromancer**
CT 1 round **R Personal**
D 1 hour/level, **SV None**
Special
SR yes **Comp V, S**

Infusing his body with negative energy and intermingling it with his own life force, the necromancer’s skin takes on an ashen tone while gaining potent protective powers. For the duration of the spell, the necromancer is immune to all energy-draining effects and cannot be hurt by any but magical weapons. Also, opponents attacking unarmed or with natural weapons automatically lose one level/HD if they hit the necromancer. The necromancer can in turn make touch attacks that cause the loss of one level on a successful hit. Lost levels are regained normally.

SHADOW STEP

SC Conjuraton (Darkness) **Level 3 illusionist**
CT 2 **R 30'+ 10'/lvl**
D Special **SV Intelligence negates or (h)**
SR yes **Comp V, S**

By means of this spell the caster can transport himself to a new location, emerging via a creature within his line of sights shadow.

The caster can take up to 15 lb/lvl of non-living equipment (plus familiars) with him. The shadow used in this transport must be of a living creature of animal intelligence or greater and be at least as large as a house cat. Any creature used in this manner will be aware it's shadow has been thus used if successful with a save versus illusion.

The caster can “step” from shadow to shadow so long as the spells duration lasts, at a rate of 1 shadow step per round. He moves on his initiative roll each round and re appears instantly at his desired location. A caster cannot attack on the same round in which he "steps", it is considered a full action. He can be attacked normally before or after this time (e.g. if he rolled an initiative of 6, he might be attacked by any roll faster than that before he steps, or by any score slower than that at his new location).

Great or short distances might be covered in this manner and travel is considered to be via the plane of shadow and can be blocked by things which would normally block such travel.
This spell does not function in total darkness.

The material component of this spell is a black gemstone (onyx, obsidian, agate, spinel etc) of no less than 10 gp value. One is consumed for every individual “step”.

SHADOW TOUCH

SC Necromancy (Darkness) **Level 3 necromancer**
CT 1 round **R Touch; T One creature**
D Until discharged **SV Constitution halves**
SR yes **Comp S**

This spell grants the necromancer the ability to drain Strength from his target, similar to that of the Shadow. On a successful touch attack, the necromancer drains 1D6 +1 per two caster levels points of Strength from his target. On a successful Constitution save, the Strength loss is halved. A creature whose Strength is reduced to 0 dies and returns 1D4+1 rounds later as a Shadow under the necromancer’s control. The necromancer can control up to twice his levels in HD of Shadows created with this spell, but they count against his 2HD/level limit for the Animate Dead spell.

SHAMBLER

SC Conjuraton **Level 9 druid**

CT 1 **R 150 ft.; E Three or more shambling**
mounds, **no two of which can be more than 30 ft. apart**
 (see text)
D Seven days or seven months **SV none**
(see text)
SR no **Comp V, S**

The shambler spell creates 1d4+2 shambling mounds with 11 HD each. The creatures willingly aid you in combat or battle, perform a specific mission, or serve as bodyguards. The creatures remain with you for seven days unless you dismiss them. If the shamblers are created only for guard duty, however, the duration of the spell is seven months. In this case, the shamblers can only be ordered to guard a specific site or location. Shamblers summoned to guard duty cannot move outside the spell’s range, which is measured from the point where each first appeared.

The shamblers have resistance to fire as normal shambling mounds do only if the terrain is rainy, marshy, or damp.

SHARE SENSES

SC Divination **Level 4 wizard**
CT 1 **R -**
D 10 minutes/level **SV None**
SR no **Comp V, S**

This spell allows you to see, hear and smell what your familiar does, through their eyes, rather than yours.

SHIELD OF LAW

SC Abjuration (Lawful) **Level 8 cleric**
CT 1 **R 20 ft. ; T One creature/level in a 20-ft.-**
radius **burst centered on you**
D 1 round/level **SV see text**
SR yes (h) **Comp V, S, F**

A dim, blue glow surrounds the subjects, protecting them from attacks, granting them resistance to spells cast by chaotic creatures, and slowing chaotic creatures when they strike the subjects. This abjuration has four effects.

First, each warded creature gains a +4 bonus to AC and a +4 bonus on saves. Unlike protection from chaos, this benefit applies against all attacks, not just against attacks by chaotic creatures.

Second, a warded creature gains spell resistance 14 against chaotic spells and spells cast by chaotic creatures.

Third, the abjuration blocks possession and mental influence, just as protection from chaos does.

Finally, if a chaotic creature succeeds on a melee attack against a warded creature, the attacker is slowed (wisdom save negates, as the slow spell, but against shield of law’s save CL).

Focus: A tiny reliquary containing some sacred relic, such as a scrap of parchment from a lawful text. The reliquary costs at least 500 gp.

SHIELD OTHER

SC Abjuration **Level 2 cleric, 2 crusader**
CT 1 **R 50 ft.**
D 1 hour/level **SV wisdom negates (h)**
SR yes (h) **Comp V, S, F**

This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. The subject gains a +1 bonus to AC and a +1 bonus on saves. Additionally, the subject takes only half damage from all wounds and attacks (including that dealt by special abilities) that deal hit point damage. The amount of damage not taken by the warded creature is taken by you. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level draining, and death effects, are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject.

If you and the subject of the spell move out of range of each other, the spell ends.

Focus: A pair of platinum rings (worth at least 50 gp each) worn by both you and the warded creature.

SHROUD OF DEATH*

SC Necromancy	Level 6 necromancer
CT 1 round	R 150 ft.; T Emanation of 10 feet/level radius
D Permanent until dispelled	SV See text
SR yes	Comp V, S, M

Infusing an area of 10 feet per caster level radius with negative energy, the necromancer creates a slightly dusky shroud over the area that negates all healing (including fast healing), regeneration and curative magic, including effects that heal ability damage, level drain, nonlethal damage, and restore lost limbs. All damage suffered within this area is increased by 50%. Light becomes dim and indistinct, and every creature inside the area is treated as 1/4 concealed from ranged attacks from outside. Undead suffer no penalties from sunlight and gain Regeneration 1 while inside the area. Every living creature inside the area of effect is allowed a Constitution saving throw to negate the effect for one round.

The reverse of the spell, Mantle of Life, infuses the area of effect with positive energy, granting every living creature within a healing rate of 1 point/hour, doubling regeneration rates, and allowing curative spells to heal the maximum amount of damage. The range of light sources is increased by 50%. Undead creatures suffer 50% increased damage while inside the area, and those with a sensibility to sunlight suffer the effects of exposition to it twice as fast.

Material Component: Crushed black onyx worth at least 500 gp and flesh from an undead creature for the Shroud, crushed white onyx worth at least 500 gp for the Mantle.

SKULL SNARE

SC Necromancy	Level 0 necromancer
CT 1 round	R Touch
D Instantaneous	SV None
SR No	Comp V, S, M

Using this spell, the caster enchants a single skull to guard a single specified area of no more than 10 feet radius. It can move inside this area in a very clumsy fashion and will automatically attack any creature but the caster entering the area.

The skull attacks with a BtH of +0 and causes 1 point of damage with a successful attack. It also clamps down on its victim, reducing its speed to one-half normal until destroyed. The skull is considered to have an AC of 10 and 1 hit point, and cannot be enchanted again once it has been destroyed.

The material component for this spell is one skull of a medium-size creature.

SLAY LIVING

SC Necromancy (Death)	Level 5 cleric
CT 1	R touch
D instant	SV constitution partial
SR yes	Comp V, S

You can slay any one living creature. You must succeed on a melee touch attack to touch the subject, and it can avoid death with a successful constitution save. If it succeeds, it instead takes 3d6 points of damage +1 point per caster level.

SLUMBER'S BLESSING

SC Necromancy	Level 2 wizard
CT 1	R 50 ft.
D 8 hrs,	SV Intelligence negates
SR yes (h)	Comp V, S, M (brass bell)

When subjected to this spell, the character feels refreshed and energetic, but instantly suffers from exhaustion (-2 penalty to all attacks and saves) when the spell ends, and must sleep for eight hours. This spell may be cast multiple times on the same character, but they must sleep eight hours for every casting if they are to avoid the exhaustion penalty. Characters unable to sleep will not be able to regain their arcane spells. This spell counters Sleep on one creature.

SMOKE ROPE

SC Conjuration (Darkness)	Level 2 illusionist
CT 1	R 5' level. Rope length is 10 yards + 5'/lvl
D 1 trn + 1trn/lvl	SV Intelligence negates
SR yes	Comp V, S, M

This spell creates a thin (4" diameter) torrent of rope-like smoke anywhere within 5'/lvl of the caster. The caster must choose at the time of casting whether the rope is to be "anchored" (equivalent of hemp rope being tied about a sturdy tree) at either or both ends or "free". The magic of this spell allows the smoke rope to be anchored in thin air if so desired. Once set, this "anchor" point cannot be moved.

If unanchored the rope can be picked up, tossed, moved etc, behaving much like normal, hemp rope.

A friendly creature must pass a save vs. arcane magic to believe the rope into reality for himself, an unfriendly creature must successfully disbelieve it to ignore it for himself.

Material component is a pinch of soot or ash.

SOFTEN EARTH AND STONE

SC Transmutation (Earth)	Level 2 druid
CT 1	R 50 ft.; AoF 10-ft. square/level; see text
D instant	SV none
SR no	Comp V, S, DF

When this spell is cast, all natural, undressed earth or stone in the spell's area is softened. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded or chopped. You affect a 10-foot-square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot. Magical, enchanted, dressed, or worked stone cannot be affected. Earth or stone creatures are not affected.

A creature in mud must succeed on a dexterity save or be caught for 1d2 rounds and unable to move, attack, or cast spells. A creature that succeeds on its save can move through the mud at half speed, and it can't run or charge.

Loose dirt is not as troublesome as mud, but all creatures in the area can move at only half their normal speed and can't run or charge over the surface.

Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before.

While soften earth and stone does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls.

A moderate amount of structural damage can be dealt to a manufactured structure by softening the ground beneath it, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed.

SOLOMAN'S WARRIORS

SC Transmutation	Level 7 chronomancer, 8 wizard
CT one action	R 50 ft.; T one living creature/level
D 1 minute/level	SV constitution negates
SR yes	Comp V, S, M

This spell speeds up the metabolism of the target creatures, making them ideal warriors. They are affected as if by a Haste spell, and gain 2d4+2 points Metabolism bonus to each of Strength, Dex, and Con, for the duration of the spell.

However, this spell also has a major disadvantage: the target is aged 5% of its race's average lifespan each time the spell is cast. Only a Wish or Miracle can undo this aging effect.

Any creature targeted by this spell instinctively knows it will have a negative effect; summoned, conjured, or hired creatures will always try to resist it, and will usually turn hostile if they fail.

SOUL BIND

SC Necromancy

CT 1

D permanent

SR no

Level 9 cleric, 9 witch

R touch

SV none

Comp V, S, M, DF

This spell draws the soul from a dead body and places it into a gem (of at least 5000gp value). The victim must have been deceased for no longer than 1 round per caster level. Once the soul is contained in the gem, it cannot be returned to life via *clone*, *raise dead*, *reincarnation*, *resurrection*, *true resurrection*, or even a *miracle* or a *wish*. Only destroying the gem can free the soul.

SONG OF DISCORD

SC Enchantment

(Mind-Affecting, Sonic)

CT 1

radius

D 1 round/level

SR yes

Level 5 troubadour

R 150 ft.; AoF Creatures within a 20-ft.-spread

SV wisdom negates

Comp V, S

This spell causes those within the area to turn on each other rather than attack their foes. Each affected creature has a 50% chance to attack the nearest target each round. (Roll to determine each creature's behavior every round at the beginning of its turn.) A creature that does not attack its nearest neighbor is free to act normally for that round.

Creatures forced by a song of discord to attack their fellows employ all methods at their disposal, choosing their deadliest spells and most advantageous combat tactics. They do not, however, harm targets that have fallen unconscious.

SOUL BOND

SC Necromancy

CT 1

D 1 hour/level

SR yes (but can ignore)

Level 6 wizard, 6 cleric

R N/A

SV Intelligence or Wisdom (Can ignore)

Comp V, S

This spell enables the Wizard or Cleric and another individual to become bonded together, allowing them to communicate telepathically. In addition to this, the Wizard passes on half of all damage inflicted upon him to the other party. An unwilling individual can make a save to avoid this effect.

SOUL EXCHANGE

SC Necromancy

CT 10 minutes

D Instantaneous

SR yes

Level 9 necromancer

R 150 ft.

SV Charisma negates

Comp V, S, M

A more powerful version of Soul Switch, this spell allows the necromancer to permanently exchange the souls of two living creatures. This exchange cannot be reversed except by a Wish, or another casting of Soul Exchange. The physical abilities, special attack forms and modes of transport as well as the extraordinary abilities of the new body are gained, supernatural or spell-like abilities are not gained, while the own mental abilities are retained. The necromancer also incurs the risk of going insane in the process, with a chance of 1% per HD/level involved in the exchange of being affected as by a Feeblemind spell.

Material Component: A perfect diamond worth at least 100000 gp. The diamond is not destroyed in the casting, so it can be reused.

SOUL SWITCH

SC Necromancy

CT 1 round

D 1 day/level

SR yes

Level 8 necromancer

R Touch

SV Charisma negates

Comp V, S, M

The necromancer switches his soul into the body of his target, while the target's soul remains in the necromancer's body. The target is allowed a Charisma saving throw to negate the spell. Each retains his mental attributes, while using the physical attributes of the new body. The necromancer cannot use any extraordinary, supernatural or spell-like ability of his new body, and only physical modes of movement are usable. The switch ends with the spell duration, unless one of the partners is killed, or on a different plane of existence when the spell duration ends. The caster can undo the switch by making a successful Charisma saving throw.

Material Component: A perfect diamond worth at least 10000 gp per level/HD of the target.

SOULSTRIKE

SC Conjuration

CT 1 round

D Instantaneous

SR yes

Level 7 necromancer

R 50 ft.; T One living creature

SV Constitution partial

Comp V, S, M

Casting this spell, the necromancer conjures a host of lost souls, howling and moaning, up from the netherworld, to attack the target of this spell. The souls swarm the victim and pass through it, causing 3D6+3 points of Constitution loss. The victim is allowed a Constitution saving throw to reduce the lost amount to 1D6+1 points. If the victim's Constitution is reduced to 0, its soul is ripped from its body by the lost souls and taken along to the netherworld from whence they came. A victim slain in this manner cannot be raised by a mere Raise Dead, but a Reincarnation, Resurrection or more powerful magic will bring it back to life. Unless buried in hallowed ground, victims of the Soulstrike will return as wights with as many HD as they had in life, hunting for their killer to take revenge.

SPECTRAL ATTACK

SC Illusion

CT 1

D Special

SR yes

Level 4 illusionist

R 30'+ 10'/lvl

SV Intelligence negates

Comp V, S

Spectral Attack allows the caster to launch a spectral attack in a form of his choosing (e.g. breathing fire or roaring like a giant). This attack automatically hits a single selected target for every 2 caster levels over first (e.g. 2 at 3rd, 3 at 5th etc up to a maximum of 10 targets).

This attack causes 1d6 points of damage per caster level and causes a secondary effect, chosen by the caster.

This effect can be:

- Blindness for 1d4+1 rounds;
- Stunned or deaf for 2d4 rounds;
- Target knocked or dragged 5d6 feet in a direction of the casters choosing.
- A subsequent round of damage causing 1d6 damage.

E.g. A caster might call down a thunderclap which strikes and deafens an opponent or breathe acid on them causing more damage on the next round.

If the target saves they suffer 1d4 points of damage plus 1 point for every 2 levels over 1st (e.g. +2 at 3rd, + 3 at 5th etc.) and no secondary effects.

SPELL IMMUNITY

SC Abjuration

CT 1

D 1 round/level

SR yes

Level 6 wizard

R Touch

SV Intelligence (harmless)

Comp V, S, M

This spell grants the target complete immunity to all spells in one school of magic for the duration of the spell. Only one Spell Immunity effect can be active on one individual at a time. A spell scroll of the relevant school must be consumed to power the spell.

SPELL RESISTANCE

SC Abjuration

CT 1

D 1 minute/level

SR no

Level 5 cleric

R Touch

SV None

Comp V, S

This ability grants spell resistance equal to 10 + Wisdom modifier to the individual whom the Cleric touches. They can choose to suppress this ability to receive favorable spells.

SPELL SACRIFICE

SC Universal

CT 1

D 1 day

SR no

Level 3 cleric

R Touch

SV None

Comp V, S

This ability allows the Cleric to sacrifice a third-level spell slot in order to power the spellcasting of another magic-user, allowing them to cast a 1st through 3rd level spell for 'free'.

SPELL SEQUENCER

SC Universal	Level 8 wizard
CT 1	R N/A
D 1 day	SV N/A
SR no	Comp V, S

This spell allows the Wizard to store two spells of Level 7 or lower to cast when desired as a standard action. In preparing a Spell Sequencer, the Wizard must cast both of those spells in addition to the Spell Sequencer spell itself. Only one Spell Sequencer can be active at a time.

SPELL TURNING

SC Abjuration	Level 7 wizard
CT 1	R Personal
D Until expended or 10 min./level	SV None
SR no	Comp V, S, M/DF

Spells and spell-like effects targeted on you are turned back upon the original caster. The abjuration turns only spells that have you as a target. Effect and area spells are not affected. Spell turning also fails to stop touch range spells.

From seven to ten (1d4+6) spell levels are affected by the turning. The exact number is rolled secretly.

When you are targeted by a spell of higher level than the amount of spell turning you have left, that spell is partially turned. The subtract the amount of spell turning left from the spell level of the incoming spell, then divide the result by the spell level of the incoming spell to see what fraction of the effect gets through. For damaging spells, you and the caster each take a fraction of the damage. For nondamaging spells, each of you has a proportional chance to be affected.

If you and a spellcasting attacker are both warded by spell turning effects in operation, a resonating field is created.

Roll randomly to determine the result.

d%	Effect
01-70	Spell drains away without effect.
71-80	Spell affects both of you equally at full effect.
81-97	Both turning effects are rendered nonfunctional for 1d4 minutes.
98-100	Both of you go through a rift into another plane.

Arcane Material Component : A small silver mirror.

SPIKE STONES

SC Transmutation (Earth)	Level 4 druid
CT 1	R 150 ft.
D 10 min./lvl.	SV see text
SR no	Comp V, S, DF

This spell causes stone formations around the caster (such as stone walls, floors or natural strata) to form into long and narrow points of sharpened stone. The spellcaster can effect a 20 x 20 foot area per level. These points of stone remain unobtrusive until someone other than the caster happens upon them. In this case, they can deal damage and impede movement. The sharpened stones cause 1d8 damage to the unwary. Those carefully searching for the stones must make successful intelligence check at -1 per level of the druid who cast the spell to notice them. A creature moving through the area takes damage for each 5 feet of movement. Those aware of the stones but who move through the area anyway take 1d4 damage per 10 feet.

SPELLSTAFF

SC Transmutation	Level 6 druid
CT 10 minutes	R touch
D permanent until discharged	SV wisdom negates (object)
SR yes (object)	Comp V, S, F

You store one spell that you can normally cast in a wooden quarterstaff. Only one such spell can be stored in a staff at a given time, and you cannot have more

than one spellstaff at any given time. You can cast a spell stored within a staff just as though it were among those you had prepared, but it does not count against your normal allotment for a given day. You use up any applicable material components required to cast the spell when you store it in the spellstaff.

Focus: The staff that stores the spell.

SPIKE GROWTH

SC Transmutation	Level 3 druid, 2 warden
CT 1	R 150 ft.; AoF One 20-ft. square/level
D 1 hour/level	SV dexterity partial
SR yes	Comp V, S, DF

Any ground-covering vegetation in the spell's area becomes very hard and sharply pointed without changing its appearance.

In areas of bare earth, roots and rootlets act in the same way. Typically, spike growth can be cast in any outdoor setting except open water, ice, heavy snow, sandy desert, or bare stone. Any creature moving on foot into or through the spell's area takes 1d4 points of piercing damage for each 5 feet of movement through the spiked area.

Any creature that takes damage from this spell must also succeed on a dexterity save or suffer injuries to its feet and legs that slow its land speed by one-half. This speed penalty lasts for 24 hours or until the injured creature receives a cure spell (which also restores lost hit points).

SPUR THE SAPLING

SC Transmutation	Level 5 druid
CT 1	R touch
D 1 turn	SV none
SR no	Comp S, M (a handful of natural thorns)

Focusing the forces of nature on a single tree seed he has placed, tossed, or found, the caster causes it to grow to its full size in a single round. The seed must be able to reach a soil or earth surface within 1-ft of it. The tree's growth causes it to smash at impediments with Strength 25, splintering wooden structures, splitting some stone and rock, and denting metal. CT 1, R 50 ft, D instant, Sv none, SR no, Comp V, S, M (a tree seed). Thornstave Drawing upon the energies in the wooden staff or club he is touching, the caster causes it to sprout extremely hard spikes on one end, making it inflict double damage for the spell's duration. A weapon effected by this spell counts as magical while it is in effect.

STAFF TO SNAKES

SC Transmutation	Level 5 cleric
CT 1	R Touch
D 1 round/level	SV None
SR no	Comp V, S, M

This ability gives the Cleric the ability to transform a staff into 1d4+1 poisonous snakes, which act according to the caster's will. Once the spell's duration is over, the snakes crumble into what looks like sawdust- the staff does not reform. If a magical staff is transformed, all of the snakes gain a bonus to hit and damage with their bite attacks equal to the enchantment of the staff.

STATUE

SC Transmutation	Level 7 wizard
CT 1 round	R touch; T Creature touched
D 1 hour/level	SV wisdom negates (h)
SR yes (h)	Comp V, S, M

A statue spell turns the subject to solid stone, along with any garments and equipment worn or carried. In statue form, the subject gains hardness 8. The subject retains its own hit points.

The subject can see, hear, and smell normally, but it does not need to eat or breathe. Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body. Chipping is equal to a mere scratch, but breaking off one of the statue's arms constitutes serious damage.

The subject of a statue spell can return to its normal state, act, and then return instantly to the statue state (a free action) if it so desires, as long as the spell duration is in effect.

Material Component: Lime, sand, and a drop of water stirred by an iron bar, such as a nail or spike.

STRIKING ORB

SC Conjuration (Light) **Level 5 wizard**
CT 1 **R N/A**
D 1+Int mod rnds./+1 rnd. **SV Dexterity**
per 5 levels
SR yes **Comp V, S**

This spell creates a glowing orb, which the Wizard can control freely as a move action, striking as a +1 magical weapon and inflicting 4d6+1 damage upon any enemy it hits. No attack roll is used, a Dexterity save prevents damage. The Striking Orb can move up to 40 feet per round.

STONE SHAPE

SC Transmutation (Earth) **Level 3 cleric, 3 druid, 4 wizard**
CT 1 **R touch; T Stone or stone object touched, up to**
10 cu. ft. + 1 cu. ft./level
D Instantaneous **SV none**
SR no **Comp V, S, M/DF**

You can form an existing piece of stone into any shape that suits your purpose. While it's possible to make crude coffers, doors, and so forth with stone shape, fine detail isn't possible. There is a 30% chance that any shape including moving parts simply doesn't work.

Material Component : Soft clay, which must be worked into roughly the desired shape of the stone object and then touched to the stone while the verbal component is uttered.

STONESKIN

SC Abjuration **Level 5 druid, 4 wizard**
CT 1 **R touch**
D see text **SV wisdom negates (h)**
SR yes (h) **Comp V, S, M**

This spell grants the target complete immunity to 1d4 physical attacks plus 1 attack per two levels. Damage dealing spells that aren't a function of weapons, such as *fireball*, *magic missile*, or *lightning bolt*, aren't affected by this spell. Multiple castings are not cumulative; a new casting will replace the previous casting. The duration is permanent until dispelled or no protection remains.

Material Component : Granite and diamond dust sprinkled on the target's skin.

SUDDEN SLOWNESS

SC Transmutation **Level 1 chronomancer, 1 wizard**
CT one action **R 50 ft.; T one or more creatures (as Slow spell)**
D 1 round **SV constitution negates**
SR yes **Comp V, S, M**

This spell has the same effects as the *Slow* spell, but lasts only a single round.

SUMMON INSTRUMENT

SC Conjuration **Level 0 troubadour**
CT 1 **R 0 ft.**
D 1 min./level **SV None**
SR no **Comp V, S**

This spell summons one handheld musical instrument of your choice. This instrument appears in your hands or at your feet (your choice). The instrument is typical for its type. Only one instrument appears per casting, and it will play only for you. You can't summon an instrument too large to be held in two hands.

SUNBEAM

SC Evocation (Light) **Level 7 druid, 7 pyromancer**
CT 1 **R 60 ft.; AoF Line from your hand**
D 1 round/level or until all beams are exhausted **SV Dexterity negates and half (see text)**
SR yes **Comp V, S, DF**

For the duration of this spell, you can use a standard action to evoke a dazzling beam of intense light each round. You can call forth one beam per three caster

levels (maximum six beams at 18th level). The spell ends when its duration runs out or your allotment of beams is exhausted.

Each creature in the beam is blinded and takes 4d6 points of damage. Any creatures to which sunlight is harmful or unnatural take double damage. A successful Dexterity save negates the blindness and reduces the damage by half.

An undead creature caught within the beam takes 1d6 points of damage per caster level (maximum 20d6), or half damage if a Dexterity save is successful. In addition, the beam results in the destruction of any undead creature specifically harmed by bright light if it fails its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

SUNRISE/NIGHTFALL

SC Evocation (Light) **Level 9 cleric**
CT 1 **R Sight**
D 1 hour/level **SV None**
SR no **Comp V, S, M**

This spell allows the cleric to simulate the rising of the sun or the fall of night in an area of one mile around the cleric, granting all of the benefits and penalties of either bright daylight or night. Among other things, this spell can immediately destroy most undead creatures, or sustain them when they normally would be unable to act. By timing the spell properly, a cleric can maintain daylight or darkness conditions for an extremely long time.

SUPPRESS MAGIC

SC Abjuration **Level 8 wizard**
CT 1 **R Touch**
D 2 hours/level or Permanent **SV Intelligence**
SR yes **Comp V, S**

This spell allows a powerful Wizard to temporarily strip another arcane spellcaster of all magical power, forbidding them from casting any spells. If the spellcaster succeeds in their save, their next spell will fail, but no further penalty is suffered. If a spellcaster of ten levels or more lower than the caster fails their save, their spellcasting ability is lost permanently, with only a wish or miracle being able to restore their spellcasting power.

SUSPEND CREATURE

SC Transmutation (Force) **Level 3 chronomancer, 4 wizard**
CT one action **R 150 ft.; T up to 1 living creature / 3 levels, no two more than 30 feet apart**
D 1 minute / level **SV wisdom negates**
SR yes **Comp V, S, M**

Suspend Creature is similar to a *Temporal Stasis* spell, except that it has a duration limited to 1 minute per level, and can affect multiple creatures. As such, the subjects are placed into a state of suspended animation. For them, time ceases to flow and their condition becomes fixed. This has the side effect that no force, magic, or other effect can affect or harm them in any way (even telepathic reading cannot pierce them because time has stopped to pass for them). They likewise cannot be moved, except by a great strength: multiply by 10 the amount of strength required to move them (including the momentum of stopped time they are in); and a flying creature caught in mid-air would not fall brutally, but very slowly as if affected by a *Feather Fall* spell. The subjects are unaware of what happens; and when the spell ends, it seems to them that they jumped into the future and missed the appropriate in-between minutes.

The spell can affect creatures up to Large size. Larger creatures are not affected by this spell. For the same reason that no magic can affect suspended creatures, *Permanency* cannot make *Suspend Creature* permanent.

Author's note: this spell may seem very similar to Hold Person/Monster spells, but is in fact much different. While a "held" creature may be harmed, a "suspended one" is totally impervious to damage. As such, while Hold Person/Monster could be used to help kill a target, this spell cannot be used to such ends. In fact, ingenious spellcasters could use that property in many creative ways (like for instance save a nearly dying ally on the battlefield).

SUSPEND OBJECT

SC Transmutation (Force) **Level 2 chronomancer, 3 wizard**
CT one action **R 150 ft.; T one nonliving object, up to 10lbs/lvl**
D 1 minute / level **SV dexterity negates (if object held)**
SR yes (if object held) **Comp V, S, F**

This spell works exactly as *Suspend Creature*, but affects non-living matter only. An item affected by this spell cannot be altered, but cannot be used either. Like suspended creatures, the object can be moved, but as if it weighed ten times as much, and its edges feel dulled due to the time distortion—so weapons will be basically useless. Also, no magical powers of the item can be activated, if it is magical.

In fact, the main purpose of this spell is not to protect an item from natural decay, but from any accident that could happen to it in extreme circumstances. It can also be used offensively, to prevent an enemy from using an important item.

Items affected by *Suspend Object* do not get a saving throw. However, if the targeted item is held by a creature, the creature gets a Dexterity saving throw to negate the spell.

SWARM FORM

SC Transmutation **Level 6 druid**
CT 1 **R Personal**
D 1 round/level **SV None**
SR no **Comp V, S**

This spell allows the Druid to take on the physical form of a swarm of insects, in which the Druid retains their full hit points but gain immunity to weapon-based attacks and can move at 50. Moving onto a person, the Druid can inflict 4d6 damage upon them a round and inflict a spellcasting penalty of 80% upon them. The Druid cannot cast any spells while in this form. The Druid can transform back into their regular form at any time.

SYMPATHETIC VIBRATION

SC Evocation (Sonic) **Level 6 troubadour**
CT 10 minutes **R touch**
D Up to 1 round/level **SV none (see text)**
SR yes **Comp V, S, F**

By attuning yourself to a freestanding structure such you can create a damaging vibration within it. Once it begins, the vibration deals 2d10 points of damage per round to the target structure. (Hardness has no effect on the spell's damage.) You can choose at the time of casting to limit the duration of the spell; otherwise it lasts for 1 round/ level. If the spell is cast upon a target that is not freestanding the surrounding stone dissipates the effect and no damage occurs.

Sympathetic vibration cannot affect creatures (including constructs). Since a structure is an unattended object, it gets no saving throw to resist the effect. Focus

A tuning fork.

SYMPATHY

SC Enchantment **Level 9 druid, 8 wizard**
(Mind-Affecting)
CT 1 hour **R 50 ft.; T One location (up to a 10-ft. cube/level) or one object**
D 2 hours/level **SV wisdom negates (see text)**
SR yes **Comp V, S, M**

You cause an object or location to emanate magical vibrations that attract either a specific kind of intelligent creature or creatures of a particular alignment, as defined by you. The particular kind of creature to be affected must be named specifically. A creature subtype is not specific enough. Likewise, the specific alignment must be named.

Creatures of the specified kind or alignment feel elated and pleased to be in the area or desire to touch or to possess the object. The compulsion to stay in the area or touch the object is overpowering. If the save is successful, the creature is released from the enchantment, but a subsequent save must be made 1d6×10 minutes later. If this save fails, the affected creature attempts to return to the area or object.

Sympathy counters and dispels antipathy.

Material Component: 1,500 gp worth of crushed pearls and a drop of honey.

TANGLE OF THORNS

SC Transmutation **Level 5 druid**
CT 1 **R Sight**
D 1 round/level **SV Strength**
SR no **Comp V, S**

This spell acts similarly to the spell entangle, trapping all enemies in in a 50x50 area aggressively moving thorns, but unlike entangle, this spell also does 1d8+1 damage per round to all targets, as well as 1 Constitution damage from the heavy bleeding caused by the razor sharp thorns. A successful Strength save breaks the target out of the tangle of thorns, and can be made each round they are trapped in them.

TELEKINETIC SPHERE

SC Evocation (Force) **Level 8 wizard**
CT 1 **R 50 ft.; E 1-ft.-diameter/level sphere, around creatures or objects**
centered
D 1 min./level **SV dexterity negates (object)**
SR yes (object) **Comp V, S, M**

This spell functions like resilient sphere, with the addition that the creatures or objects inside the globe are nearly weightless. Anything contained within an telekinetic sphere weighs only one-sixteenth of its normal weight. You can telekinetically lift anything in the sphere that normally weighs 5,000 pounds or less. The telekinetic control extends from you out to medium range (100 feet + 10 feet per caster level) after the sphere has succeeded in encapsulating its contents.

You can move objects or creatures in the sphere that weigh a total of 5,000 pounds or less by concentrating on the sphere. You can begin moving a sphere in the round after casting the spell. If you concentrate on doing so (a standard action), you can move the sphere as much as 30 feet in a round. If you cease concentrating, the sphere does not move in that round (if on a level surface) or descends at its falling rate (if aloft) until it reaches a level surface, or the spell's duration expires, or you begin concentrating again. If you cease concentrating (voluntarily or due to failing a Concentration check), you can resume concentrating on your next turn or any later turn during the spell's duration.

The sphere falls at a rate of only 60 feet per round, which is not fast enough to cause damage to the contents of the sphere.

You can move the sphere telekinetically even if you are in it.

Material Component: A hemispherical piece of clear crystal, a matching hemispherical piece of gum arabic, and a pair of small bar magnets.

TELEPORT OBJECT

SC Conjuration **Level 7 wizard**
CT 1 **R touch; T One touched object of up to 50 lb./level and 3 cu. ft./level**
D instant **SV wisdom negates (object)**
SR yes (object) **Comp V**

This spell functions like teleport, except that it teleports an object, not you. Creatures and magical forces cannot be teleported.

If desired, the target object can be sent to a distant location on the Ethereal Plane. In this case, the point from which the object was teleported remains faintly magical until the item is retrieved. A successful targeted dispel magic spell cast on that point brings the vanished item back from the Ethereal Plane.

TELEPORT OTHER

SC Conjuration **Level 7 wizard**
CT 1 **R Sight**
D Instant **SV Intelligence**
SR yes **Comp S, V**

This spell allows a Wizard to teleport an unwilling subject within sight range to any other location within sight instantly. The target receives a single opportunity to resist the teleportation, and then is instantly teleported to that location.

TEMPORAL ANCHOR

SC Transmutation

CT one action

D 1 round / level

SR yes

Level 4 chronomancer, 5 wizard

R 50 ft.

SV wisdom negates

Comp V, S, M

This spell allows the caster to temporally anchor himself to another creature. Any temporal effects that move the creature in time (Push, Teleport, Accelerate/Decelerate, Wandering) affect the caster as well. Note that if the duration of the anchor runs out while an ongoing effect (such as Time Walk) is in place, the anchor is broken and the caster may be stranded in an alternate time.

TEMPORAL ANCHOR TO ITEM

SC Abjuration

CT one action

D 1 hour / level

SR yes

Level 2 chronomancer, 3 wizard

R 50 ft.; T one creature + one item

SV dexterity negates

Comp V, S, M

This spell temporally anchors the target to a designated item (no more than 10lbs/lvl). This causes the target creature to become resistant to temporal effects, giving an SR = 5 + (weight of item/10) vs. any Chronomancy effect, provided that the item is not affected or destroyed.

If a temporal effect penetrates this SR, or the target travels more than 1 mile from the anchoring item, the effect is dispelled.

Note that this spell is not powerful enough to drag the target creature along if the target item is affected by a chronomancy effect-- such an effect dispels the temporal anchor. This means the anchoring effect is dispelled if the item is in the possession of the target creature, and someone casts a spell that affects "one creature + equipment".

TEMPORAL BACKSTEP

SC Transmutation

CT one action

D instantaneous

SR no

Level 3 chronomancer, 4 wizard

R personal; T self + equipment

SV none

Comp V, S, M

This unusual spell must be declared the round BEFORE it is cast, since it allows the caster to step back one round in time. The caster acts normally in the current round, but in the next round, he will cast this spell, step back in time, and be present in the current round again. In effect, this spell enables him to act twice in the current round.

But it is a little more complex than that:

It is easiest to describe this spell from two points of view. Let's call the current round Round 0, and the next round Round 1.

TO THE CASTER: In Round 0, he acts normally. In Round 1, he casts the spell, and steps backwards in time, also walking up to his normal move (in space). While traveling backwards, he appears as a phantasm, and cannot interact with any physical object. When he reaches Round 0 again, he begins moving forward in time, and is able to take a normal round of Round 0 actions, as well as continuing to act normally during Round 1 and beyond.

TO EVERYONE ELSE: In Round 0, a second copy of the caster suddenly appears, and the caster gets two complete sets of actions in this round. The second copy of the caster immediately splits into two (so there are now THREE of the caster), one of which appears as a ghostly phantasm. During Round 1, the ghostly image walks backwards into the original caster, who is casting this spell, and then both are gone (as if disintegrated). The one remaining copy of the caster continues to exist, and acts normally again during Round 1 and thereafter.

This effect can be illustrated in the "world line" diagram below. The vertical axis is time, and the horizontal axis is space.

```
r1  A  C
    |  / \
    | /   \
    | /     \
r0  S  B
-----
```

S = Caster in Round 0. Takes normal actions, but declares he will do a Temporal Backstep next round.

A = Caster in Round 1. Casting Temporal Backstep.

B = Caster in Round 0 again, for the second time.

C = Caster in Round 1 again, where he will (finally!) continue on to Round 2.

There are some major disadvantages to using this spell. If any area effects occur while there are multiple copies of the caster, *both* forward-moving copies of himself take the damage, so in effect the caster takes 2x damage by the end of Round 1. And if the original caster is stopped from casting the spell during Round 1, the 'duplicates' pop out of existence, and any damage or effects cast by them are undone: damage is healed, destroyed objects are magically mended, etc. (The magic of this spell inherently prevents paradoxes in this way.)

In addition, if there are any magical effects on the caster, they go through 3 extra rounds of duration during the course of this spell. (Round 1 first time, Round 1-0 backwards travel, Round 0 again).

TEMPORAL BANISHMENT

SC Transmutation

CT one action

D instantaneous

SR yes

Level 6 chronomancer, 7 wizard

R 50 ft.; T one creature

SV charisma negates

Comp V, S, M

This powerful spell pushes the target forward in time by a random amount, up to 10,000 years. Effectively it can be used as a more humane form of Disintegrate, removing an enemy without actually causing any physical harm. Of course, a powerful Chronomancer may be able to return using other spells.

TEMPORAL BARRIER

SC Transmutation

CT one action

D 1 round / level

SR yes (if touching wall)

Level 4 chronomancer, 5 wizard

R 25 ft.; T wall, up to 10x10/level

SV intelligence negates (if touching wall)

Comp V, S, M

This creates a thin barrier of time shaped to desire by the caster at the time of casting. It cannot be touching any creature when created. The wall appears to be a swirling, distorted mass of air.

Anyone trying to pass through the wall must save or be affected as if *Slow* and *Chrindol's Curse* had been cast upon them. Indeed, it was from studying these barriers that Chrindol discovered how to cast his curse.

This does not stop any attacks (physical or magical) that go through the wall in either direction, but does grant all targets to such attacks a +4 to AC and dexterity saves.

TEMPORAL DO-OVER

SC Transmutation

CT one action

D instantaneous

SR no

Level 5 chronomancer, 6 wizard

R personal

SV none

Comp V, S, M

This powerful spell allows the caster to jump to an alternate timeline, where events of the past round happened differently. In effect, time is rolled back one round, and all events of the previous round are rerolled.

This applies to *all* events, not just actions taken by the caster: every attack roll by anyone is rerolled, every saving throw rerolled, etc. Creatures may even choose to take different actions than before, in reaction to the different results from the dice, although nobody (except the caster) will have any memory of the previous results of the redone round.

The rollback goes to the point just after the caster's initiative of the previous round, so the caster himself does not actually gain any additional actions. And although the caster will probably choose another action besides casting this spell again, the spell slot is still considered expended.

TEMPORAL PROJECTION

SC Transmutation

CT 30 minutes

D See Text

SR yes

Level 8 chronomancer

R Touch

SV none

Comp V, S, M

This spell allows time travel on a spiritual mode rather than an actual physical time travel. It is somewhat similar to *Astral Projection*, and as such frees the caster's spirit from her physical body to allow her to project an astral body into another epoch of the same plane. The caster can bring the astral forms of other

creatures with her, provided they are linked in a circle with the caster at the time of the casting. These fellow travelers are dependent upon the character and must accompany the character at all times. If something happens to the character during the journey, the companions are stranded wherever the character left them.

The caster projects her astral self into the Time Plane, leaving the character's physical body behind in the present in a state of suspended animation. The spell projects an astral copy of the subjects and their equipment onto the Time Plane. Since this plane touches upon all epochs, the caster can travel astrally to any of these other times as she wishes. Then, they can enter any of the past or future epochs by forming a new physical body in that time and place. There is however a major difference with actual physical time travel: the characters are not projected into an actual epoch, but rather in the "shadows of time". As such, time travels through this spell can only be informational, because whatever the characters do in these "shadows of time", it won't affect real history. The spell works as follows:

- 1) *Time Destination*: The caster must choose a time and place on the same plane, which he wants to visit. However, since this is a spiritual rather than a physical travel, the characters form a material body not in the targeted area, but into the version of the *Cavern of the Ages* that is related to that time, place, and protagonists (including the time travelers, as well as the persons that the casters wanted to know about).
- 2) *Cavern of the Ages*: The *Cavern of the Ages* is created by the spell, and thus only exists for the characters and until the spell ends. It appears as an immense cavern filled with enormous smoky crystals. These crystals are very important in that they hold images of the possible alternate times that the cavern gives access to. The more defined and distinct those images, and the more probable or possible that alternate history could be as related to the real one. Conversely, dim and blurred images show an alternate timeline unlikely to have existed, or that could possibly exist in the future. Then, there are several exits out of the cavern. Some are large and ease of access, when others are small, and maybe even too narrow for a gnome being able to crawl into. All these exits lead to the alternate possible histories of the same place and characters, with the more impracticable exits leading to the more improbable version of that history. The crystals near these exits display the images of what occur in the alternate reality where they lead. Note that small and narrow exits are difficult to find (requiring Search checks), while the true version of the past is accessed via a large and very obvious opening.
- 3) *Shadows of Time*: The exits are tunnels that lead into the time and place first sought by the caster. However, any alternate history reached, as well as the real past, are only "shadows of time". That means that the character will be able to do anything they want in such places, it won't affect in any way the real history. Also, the more improbable the version of that history, the more shadowy will appear the world and creatures around them. An impossible alternate history would appear as a blurred mass of inform shadows.

When there exist two dissimilar but extremely probable histories in the past, it may indicate that a time traveler actually changed history through alteration of events. The only practical use of visiting such shadows of time, is to get information without risks of modifying history, and to learn what could happen (or could have happened) "if"...

This spell otherwise functions like *Astral Projection*, with regard to silver cord, spell duration, etc.

Material component: A set of precisely cut gems worth at least 1,000 gp, plus a 5 gp nugget of silver for each person to be affected.

TEMPORAL PUSH	
SC Transmutation	Level 4 chronomancer, 5 wizard
CT one action	R 25 ft. + 5 ft./lvl
D instantaneous	SV strength special
SR yes	Comp V, S

This spell throws the target creature and all of it's carried gear forward in time up to 1 round per every two levels of the caster (5 rounds maximum). The amount must be decided during the casting of the spell. The creature reappears at the same location unless it is occupied physically, whereupon it is displaced to the nearest unoccupied location (5 ft square). If the target succeeds in its saving roll, then the caster must also save or it is he who is thrown forward in time.

TEMPORAL REVERSAL	
SC Transmutation	Level 6 chronomancer, 7 wizard
CT one action	R 25 ft. + 5 ft./lvl; T one creature + equipment
D permanent	SV wisdom negates
SR yes	Comp V, S, M

It is recommended that this spell only be allowed for NPCs, due to the difficulty of a GM handling it without total knowledge of future PC actions! This spell causes the target creature to be reversed in time, traveling backwards relative to the rest of the universe. (See Temporal Backstep for a description of one round of backwards travel.)

While traveling backwards, the creature cannot interact with any physical object, and appears as a ghostly backwards-moving phantasm.

Unlike Temporal Backstep, this effect does not automatically turn the target around in the right direction-- they are traveling back in time forever, unless they have or find a spell to reverse them again.

TEMPORAL SAFE	
SC Divination	Level 3 chronomancer, 4 wizard
CT one action	R touch; T 1 nonliving object, up to 10lbs/caster lvl
D Up to 1 year/lvl	SV dexterity negates (if held by creature)
SR yes (if held by creature)	Comp V, S

This spell causes the target to be pushed forward in time, by an amount designated by the caster. The most common use is to keep an item safe until needed -- once affected, the object is immune from theft or interference until it reappears. However, the spell can also be used offensively, to deprive an enemy of a weapon or magic item.

TEMPORAL SCRYING	
SC Divination	Level 5 chronomancer, 6 wizard
CT one hour	R See text
D 1 minute/level	SV none
SR yes	Comp V, S, F

This spell allows its caster to see and hear some creature, which may be at any distance and may be in the past or future. The difficulty depends on how far away in time the vision is, how familiar the caster is with the given subject in the given time, and what sort of physical connection the caster has to the creature. Note that unlike a normal Scry spell, this does not allow any magic to be cast through the scrying.

The base CL to scry successfully is 5, subject to the following (cumulative) modifiers.

Situation	Adj.
Looking into the future	+5
1+ year in the past/future	+1
10+ years in the past/future	+1
100+ years in the past/future	+1
1000+ years in the past/future	+1
Caster met subject	-1
Has been within 1 month of target time	-2
Caster knows subject well	-1
Has a likeness or picture of subject	-1
Has a possession of subject	-2
Has a body part of subject	-3

TEMPORAL SHEEN	
SC Transmutation	Level 1 chronomancer, 1 wizard
CT one action	R touch
D one minute/level	SV intelligence negates (h)
SR yes (h)	Comp V, S, M

This spell takes the powers of time and creates a physical covering around the creature touched. This covering causes time to bend slightly, causing the recipient to see where opponents (and allies) will be an instant before they are there. This allows them to better judge their attacks and defenses, giving a +2 bonus to all attack rolls and a +1 bonus to AC for the duration of the spell.

TEMPORAL SHOVE

SC Transmutation Level 1 chronomancer, 2 wizard
CT one action R 50 ft.; T one creature or item (10lbs/lvl item)
D one partial action (may be delayed) SV dexterity negates

SR yes Comp V, S, M

The targeted creature or item will be pushed ahead in time, disappearing for the duration of one round and reappearing in the same place. During this interval the item or creature is completely gone, and nothing can affect it. The effect can be delayed to the initiative of any creature in the caster's sight.

For example, suppose the chronomancer sees that a dragon is attacking an allied fighter. He can cast this spell on the fighter, declaring that he will hold the effect until the dragon's initiative. Then, upon the dragon's initiative, the fighter will disappear, avoiding the breath weapon the dragon was about to unleash on its adversaries. The fighter will reappear just in time for the dragon to attack him next round.

Alternatively, the chronomancer can cast the spell on the dragon, optionally delaying until the dragon's initiative.

TEMPORAL SIMULTANEOUSNESS

SC Transmutation Level 4 chronomancer, 5 wizard
CT one action R personal
D see Text SV none
SR no Comp V, S, M

This spell distorts time in such a way that the caster lives the next 1d4+2 rounds not in a linear fashion (as normally), but in simultaneity at some point in time during the spell duration. It works as follows: when the spell is cast, roll 1d4+2: this is the number of rounds affected. During this number of rounds the caster disappears from the current reality. However, at some point in the meantime (randomly determined on a d3, d4, or d6 as relevant) he reappears, bringing along all the selves that should have existed at each round. So, during that round a number of duplicates of himself equal to the number that was rolled, can operate simultaneously. They can do anything they want for a full round as normal.

Note that they will be displaced just enough so they do not occupy the same physical space. If one is damaged or healed, the 'future' selves may also be affected.

For example, suppose this spell is cast and 3 versions of Chronomancer Joe appear on round 2. One of them is 'Round 1 Joe', one is 'Round 2 Joe', and one is 'Round 3 Joe'. A dragon, not knowing which to attack, hits Round 2 Joe for 50 points of damage, killing him. Round 1 Joe is not affected, but Round 2 Joe and Round 3 Joe both fall down dead, and at the end of the spell, Joe reappears dead.

On the other hand, suppose a cleric casts Aid on Round 1 Joe just before the dragon attack, giving him 10 temporary hit points. Round 2 Joe also has these hit points, which are just enough to prevent him from being killed, though the dragon brings him to -5 hit points. Round 3 Joe falls, and bleeds, bringing Joe's total to -6 hit points when the spell ends. If the cleric had targeted Round 3 Joe instead, the Aid would have come too late, and Joe would still be dead!

TEMPORAL TELEPORT

SC Transmutation Level 9 chronomancer
CT one action T as Teleport spell
D instantaneous SV wisdom negates
SR yes Comp V, S, M

This spell allows the caster (and possibly some companions) to travel anywhere in time. Note that there is no spatial component to this teleportation, so the caster will appear in the exact same place at the alternate time. If the space is occupied at the selected time, the targets will be displaced to the nearest free location.

It is difficult to precisely travel into the past. A wisdom check must be made, CL 15. The caster gets a bonus of +4 if this is a time to which he has previously traveled.

If this check fails, roll a d4 to determine the number of years by which the teleportation was off. For every five points by which it failed, increase the die size by one category. And if a natural 1 was rolled, the caster has accidentally teleported the targets to the Elemental Plane of Time.

TEMPORALLY TELEPORT OBJECT

SC Transmutation Level 8 chronomancer, 9 wizard
CT one action R 50 ft.; T one nonliving item, max 10lbs/lvl
D instantaneous SV dexterity negates (if item held)
SR yes (if item held) Comp V, S, M

This is similar to the Temporal Teleport spell, except that it only affects a single nonliving item. The chance and consequences of failure are the same as described under the Temporal Teleport spell.

TEMPERATURE

SC Transmutation Level 0 wizard, 0 illusionist
CT 1 R 1' cube
D special SV none
SR no Comp V, S

A cantrip of this nature allows the caster to cause non-living liquid or solid material to change its ambient temperature up to 60 degrees F. warmer or cooler than it was originally, with freezing being the maximum lower limit possible. The temperature change lasts only one round, but the item so affected will take time to return to its original (or room) temperature. Thus mugs of beer can be chilled, food can be warmed, etc. at the invocation of the cantrip.

The components to perform this dwomeer are to wave the casters hand at the item to be ensorcelled and to say "Hot" or "Chill", or "Warm" as desired.

THORN ARMOUR

SC Transmutation Level 4 druid
CT 1 R Touch
D 1 round/level SV Constitution
SR no Comp V, S, M

This spell grants the Druid a +3 bonus to their armour class, as barkskin, but also inflicts 1d4+1 damage automatically to any enemy that hits the Druid. The enemy must also make a successful Constitution save or lose 1 Constitution point from the bleeding created by the thorns.

THORNSTAVE

SC Transmutation Level 3 druid
CT 1 R touch
D 1 turn SV none
SR no Comp S, M (a handful of natural thorns)

Drawing upon the energies in the wooden staff or club he is touching, the caster causes it to sprout extremely hard spikes on one end, making it inflict double damage for the spell's duration. A weapon effected by this spell counts as magical while it is in effect.

THUNDERBOLTS

SC Transmutation (Energy) Level 8 druid
CT 1 R 60 feet
D 10 minutes/level SV Wisdom
SR no Comp V, S

This spell allows the Druid to transform ordinary javelins into mighty thunderbolts, which can be thrown up to 60 feet and strike as +5 magical weapons, doing 4d8+5 damage and punching through spell resistance and damage reduction. All enemies must make a Wisdom save when struck or be blinded and deafened by the impact. The druid can transform up to 1d10+Wis modifier javelins in this manner.

TIME AND SPACE FOLDING

SC Transmutation Level 5 chronomancer, 6 wizard
CT 1 minute R 5 feet; T 10'x10' opening
D Concentration, max 1 round / level SV none
SR no Comp V, S, M

This spell allows a magical gate to be created between two distant points in space. Note that it does not actually enable travel through time.

It works by taking advantage of the folded nature of space-time to connect two distant points. The gate created is a square opening with a maximum size of 10 feet by 10 feet, with borders appearing as shifting distortions one foot wide. In effect this is a sort of window through which you can see what is in the other place. The gate is bi-directional in that it allows sight and travel from one side to the other in either direction. One can peer through this window to see in the other distant place, and anyone or anything that moves through is instantly transported there.

The caster may hold the gate open only for a brief time (no more than 1 round per caster level) and must concentrate on doing so or end the planar connection. The gate opens 5 feet in front of the caster, while the other side of the gate opens 5 feet in front of the place the caster wants. However, the gate doesn't always open where the caster wants, especially if the caster is not very familiar with the place he wants to reach. To see how well the spell works, roll d% and consult the table below.

Familiarity	On Tgt	Off Target	Similar Area	Aging Chance	Aging Amount
Very	01–97	98–99	100	2%	1 year
Studied	01–94	95–97	98–100	5%	1d4 years
Seen	01–88	89–94	95–100	10%	1d6 years
Seen Once	01–76	77–88	89–100	15%	1d8 years
Described	01–52	53–76	77–100	25%	1d10 yrs
False	—	—	01–100	30%	1d12 yrs

Familiarity: "Very familiar" is a place where the caster has been very often and where he feels at home. "Studied carefully" is a place the caster knows well, either because he has been there often or has used other means to study the place. "Seen casually" is a place that the caster has seen more than once but with which he is not very familiar. "Viewed once" is a place that the caster has seen once, possibly using magic. "Description" is a place whose location and appearance the caster knows through someone else's description, perhaps even from a precise map. "False destination" is a place that doesn't exist. When opening the gate to a false destination, the caster always gets a similar area rather than rolling d%, since there is no real destination for the character to hope to arrive at or even be off target from.

On T The gates opens to where the caster wants.

Off T The gate opens at a random place away from where the caster wants, in a random direction. Distance off target is 1d10 x 1d10% of the distance that was to connect the two places. The GM determines the direction off target randomly.

Similar Area: The gate opens in an area that is visually or thematically similar to the target area. Generally, it opens in the closest similar place, but since the spell has no range limit, it could conceivably be anywhere across the globe.

Aging: As this spell warps time in order to connect the two places, there are chances that anyone who passes through the gate could be affected by aging effects. Check the chance when the spell is cast. Then, if positive roll the relevant die each time someone or something (including characters' equipment) goes through the gate.

Material component: a silken handkerchief embroidered with the image of a door with golden threads. This must be an expert item costing no less than 500 gp.

TIME BLINK

SC Transmutation	Level 3 chronomancer, 4 wizard
CT one action	R 50 ft.; T one creature
D 1 blink / 3 levels	SV dexterity negates
SR yes	Comp V, S, M

This spell causes the target to be pushed forward in time 1d3+1 rounds, once for every three levels of the caster. When the target is affected by this spell, it will disappear, only to reappear randomly 1d3 rounds later in the same location. Once reappearing, it will remain for one round, then disappear again.

Note that the affected creature will have no knowledge of any events that have occurred during its absence.

TIME DISTORTION CUBE

SC Transmutation	Level 2 chronomancer, 3 wizard
CT one action	R 50 ft.; T one cube / 2 levels
D instantaneous	SV constitution half
SR yes	Comp V, S, M

This spell creates small cubes of distorted time, 6-inch cubes where time quickly moves forwards at random rates. They can be hurled by the caster to cause physical damage to a target (caused by its flesh being torn apart as it ages at varying rates), using a ranged touch attack. Each cube does 1d12 points of damage if it hits.

TIME LEAP

SC Transmutation	Level 2 chronomancer, 4 wizard
CT One full round	R 0; T Caster + 2 willing creatures / lvl + one round per additional traveler
D instantaneous	SV none
SR no	Comp V, S, M

The caster is able to briefly ride the flows of time into a point in the future where they return to the normal flow of time. During this ride, the caster's body, clothing, and equipment appear in a ghostly form, but cannot be harm to affected sort of a *wish* or *miracle*. The time that the caster will return must be chosen during the casting of the spell, and cannot be more then one day or less than one round.

For an additional casting time of one round per passenger, the caster can elect to take additional travelers with him. The caster can take up to two persons (including himself) per level. However, the extra persons cause less flexibility in length of time jumped. For each additional person taken, the maximum time spent is decreased by ½ (2 people – up to ½ day, 3 people – up to 6 hours, 4 people – up to 3 hours, etc.). The minimum time forward remains the same no matter how many persons are take with the caster. Anyone traveling with the caster must be willing and touching the caster at the time of casting.

TIME WALK

SC Transmutation	Level 8 chronomancer, 9 wizard
CT Ten minutes	R personal; T Caster + equipment
D 1 day subjective time / level	SV none
SR no	Comp V, S, M

It is recommended that this spell only be allowed for NPCs, due to the difficulty of a GM handling it without total knowledge of future PC actions! This is similar to Temporal Reversal, except that the caster can change direction backwards and forwards in time as a standard action.

As with other Wandering-type Chronomancy, the character appears to be a ghostly phantom when traveling backwards, and cannot interact with any physical objects. However, solid objects that exist continuously (such as walls or floors) do block the character's movement.

TITHE

SC Transmutation	Level 4 cleric
CT 1	R Touch
D Instantaneous	SV N/A
SR no	Comp V, S, M

This spell allows a Cleric to transform a number of silver pieces equal to their class level into an equivalent number of gold pieces. This spell is intended largely to assist clerics in their necessary living expenses. Clerics that use this spell know full well that the silver pieces are considered to be simply a down payment, and that eventually they will be expected to pay back the sum, either through their share of a treasure or through service.

TOUCH OF ANXIETY

SC Enchantment (Mind-Affecting)	Level 2 wizard
CT 1	R Touch
D 1 round/level	SV Intelligence
SR yes	Comp V, S

With a simple touch, the Wizard can give another person an incredible sense of the Wizard's power and personal charisma. This bizarre feeling of familiarity reduces their Charisma saving throw by 2 against the Wizard and by 1 against

any other individual, as they become dissociated and somewhat anxious about the situation. If the Wizard has a positive Charisma modifier, that individual's save against Fear is lowered further by that amount.

TOUCH OF CORRUPTION

SC Necromancy **Level 3 cleric**
CT 1 **R Touch**
D 2 hours/level **SV Wisdom**
SR yes **Comp V, S**

With this spell, an evil cleric can 'grant' a victim an SR of 12 against all healing and restoration spells, as well as barring any healing from rest during the duration of the spell.

TOUCH OF IDIOCY

SC Enchantment **Level 2 wizard**
(Mind-Affecting) **R touch; T Living creature touched**
CT 1 **SV No**
D 10 min./level **Comp V, S**
SR yes

With a touch, you reduce the target's mental faculties. Your successful melee touch attack applies a 1d6 penalty to the target's Intelligence, Wisdom, and Charisma scores. This penalty can't reduce any of these scores below 1.

This spell's effect may make it impossible for the target to cast some or all of its spells, if the requisite ability score drops below the minimum required to cast spells of that level.

TRANSMOGRIFY

SC Transmutation **Level 0 wizard, 0 illusionist**
CT 1 **R one creature/item**
D 1 turn/level **SV none**
SR no **Comp V**

By means of a transmogify cantrip, the caster alters the substance of one small organic object or creature to another item, though they must be of similar natures. That is, a feather can be changed to a bird, a bird to a flying squirrel, a rose to a daffodil, etc. Each form alteration requires a separate casting of the transmogify cantrip. The cantrip will not cause more than a 50% increase or decrease in size or mass and the effect will last for a time period of 1 turn per caster level. Depending on the radical nature of the change invoked, the Game Master may reduce the spell duration appropriately; or even allow the object/creature a saving throw.

Another casting of this cantrip will return the object or creature to their natural state before the duration has expired. The gesticulation to transmogify an item is to simply wave the casters hand at the item to be ensorcelled and to call out the name of the item it is to become.

TREE SHAPE

SC Transmutation **Level 2 druid, 3 warden**
CT 1 **R personal**
D 1 hour/level **SV none**
SR no **Comp V, S, DF**

By means of this spell, you are able to assume the form of a Large living tree or shrub or a Large dead tree trunk with a small number of limbs. The closest inspection cannot reveal that the tree in question is actually a magically concealed creature. To all normal tests you are, in fact, a tree or shrub, although a detect magic spell reveals a faint transmutation on the tree. While in tree form, you can observe all that transpires around you just as if you were in your normal form, and your hit points and save bonuses remain unaffected. You gain a +10 bonus to AC but have an effective Dexterity score of 0 and a speed of 0 feet. You are immune to critical hits while in tree form. All clothing and gear carried or worn changes with you.

You can dismiss tree shape as a free action (instead of as a standard action).

TREE STRIDE

SC Conjuraction **Level 5 druid**
CT 1 **R personal**
D 1 hour/level or until
expended; see text **SV none**
SR no **Comp V, S, DF**

You gain the ability to enter trees and move from inside one tree to inside another tree. The first tree you enter and all others you enter must be of the same kind, must be living, and must have girth at least equal to yours. By moving into an oak tree (for example), you instantly know the location of all other oak trees within transport range (see below) and may choose whether you want to pass into one or simply step back out of the tree you moved into. You may choose to pass to any tree of the appropriate kind within the transport range as shown on the following table.

Type of Tree	Transport Range
Oak, ash, yew	3,000 feet
Elm, linden	2,000 feet
Other deciduous	1,500 feet
Any coniferous	1,000 feet
All other trees	500 feet

You may move into a tree up to one time per caster level (passing from one tree to another counts only as moving into one tree). The spell lasts until the duration expires or you exit a tree. Each transport is a full-round action.

You can, at your option, remain within a tree without transporting yourself, but you are forced out when the spell ends. If the tree in which you are concealed is chopped down or burned, you are slain if you do not exit before the process is complete.

TREMOR

SC Evocation (Earth) **Level 2 cleric, 2 druid**
CT 1 **R 60 feet**
D Instant **SV Dexterity**
SR no **Comp V, S**

This spell creates an intensely localized earthquake in a 10x10 area. Anyone caught in the area must make a successful Dexterity save or be knocked prone, and suffer 1d4 damage.

TRUE DISINTEGRATE

SC Transmutation **Level 9 chronomancer**
CT one action **R 150 ft.; T one creature or object**
D permanent **SV charisma partial**
SR yes **Comp V, S, M**

This spell not only disintegrates its target, but completely erases all traces (past and present) of its existence. Written documents will be altered, memories erased, etc, as though the target had never been born or created. Only the caster will remember the original target's existence, and it will be a dreamlike recollection. Even a True Resurrection cannot bring the target back, since no clear memory of the creature exists. (Only Wish or Miracle can reverse this effect.)

Note that this may not always bring about the outcome the caster intended! For example, suppose in a heated battle against the Temple of Lolth, a chronomancer casts True Disintegrate on the high priestess. If she fails her save, the priestess will disappear as intended—but, in the rewritten history that is now created, someone else would have risen to the position of high priestess, and attained approximately the same level of power. So the current battle will still be going on, and the chronomancer may find that he has not gained any tactical advantage at all, and is merely fighting a different high priestess.

If the target makes their saving throw, they are affected as if by an ordinary Disintegrate. This means they will need to make one more saving throw, vs. that effect.

TRUE STRIKE

SC Divination **Level 1 wizard**
CT 1 **R personal**
D see text **SV none**
SR no **Comp V, F**

You gain temporary, intuitive insight into the immediate future during your next attack. Your next single attack roll (if it is made before the end of the next round) gains a +20 bonus. Additionally, you are not affected by modifiers applied to attackers trying to strike a concealed target.

Focus: A small wooden replica of an archery target.

UNDEAD CONDUIT

SC Necromancy Level 3 necromancer
CT 1 round R 150 feet
D 1 minute/level SV None
SR no Comp V, S, M

Strengthening the bond between himself and a controlled undead creature, the necromancer can project his spells through the undead creature. In effect, for the duration of the spell, the undead creature serves as the „caster“ for any further spells the necromancer casts through the link between himself and it.

Material Component: A small onyx and a piece of charcoal, connected with a piece of black string or wire.

UNDEAD WARDING

SC Necromancy, Abjuration Level 3 cleric, 2 necromancer
CT 1 minute R Area of 100 square feet/level
D 1 hour/level SV Charisma negates
SR yes Comp V, F

By placing carefully prepared talismans, the necromancer can ward an area against the passage of any undead creature. Undead attempting to enter the warded area must make a Charisma save in order to succeed, otherwise their passage is blocked. If they are forced into the warded area against their will, they can do nothing but attempt to leave it by the fastest possible means. The spell lasts until the duration ends, or until one of the talismans is removed. No undead can touch the talismans, but a living creature can remove them easily, ending the spell immediately. If an undead creature with more Hit Dice than the necromancer's caster level succeeds on its saving throw and forces entry into the warded area, all talismans are destroyed immediately and the spell ends.

Focus A set of carefully prepared talismans that display protective writing, worth at least 100 gp. Examples are bones carved with runes, paper amulets covered in blessed scripture with special ink, or specifically prepared holy items (symbols, prayer beads, etc.).

UNDEATH TO DEATH

SC Necromancy Level 6 cleric, 6 wizard
CT 1 round R 150 ft.; AoF Several undead creatures within a 40-ft.-radius burst
D Instantaneous SV wisdom negates
SR yes Comp V, S, M/DF

This spell functions like circle of death, except that it destroys undead creatures as noted above.

Material Component: The powder of a crushed diamond worth at least 500 gp.

UNDETECTABLE ALIGNMENT

SC Abjuration Level 1 troubadour, 2 cleric, 2 crusader
CT 1 R 50 ft.
D 24 hours SV Wisdom negates (object)
SR yes (object) Comp V, S

An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination.

UNFETTER UNDEAD

SC Necromancy Level 6 necromancer
CT 1 round R 150 ft.; T 50 feet emanation radius
D Instantaneous SV Charisma negates
SR yes Comp V, S, F

Attacking the bonds between a controlled undead and its master, the necromancer can sever these bonds with this spell. All undead creatures within the area of effect become uncontrolled, unless their master succeeds at a Charisma saving throw.

Undead affected by Unfetter Undead are harder to control for some time afterwards, and any attempt to bring them back under control suffers a –4 penalty for 1 hour after the spell.

Focus: A golden knife or sickle worth at least 100 gp.

UNHINGE

SC Enchantment Level 1 wizard
(Mind-Affecting)
CT 1 R 25 ft.; T one living creature;
D instantaneous SV see text
SR yes Comp V, S

The subject of *unhinge* loses 0/1d4 Sanity points.

VIRTUE

SC Transmutation Level 0 cleric, 0 druid, 1 crusader
CT 1 R touch
D 1 min. SV constitution negates (h)
SR yes (h) Comp V, S, DF

The subject gains 1 temporary hit point.

VISION OF YOUTH

SC Divination Level 2 chronomancer, 3 wizard
CT one action R 25 ft.
D 1 minute/level SV intelligence negates
SR yes Comp V, S, F

A *Vision of youth* spell shows the caster an item or creature as it was in former times. The caster may choose to see it as it was when newly born /created. He can also choose to see a specific age (stating the number of days, months, years, etc. backward in time from now).

It is possible to see different ages, but no more than one per minute (of spell duration). If the caster asks for a time during which it did not yet exist, he instead sees the item or creature as it was when born /created. This vision has a duration of 1 minute per level, and visually replaces (and moves with) the current aspect of the creature or item upon which the spell is cast. A disguised creature gets a +2 to its saving throw, +4 if the disguise is magical, and +6 in cases of a *Polymorph* type spell. If the save is failed, the caster sees the creature without its disguise, as it was in the selected time.

Material Comp a pinch of gold powder worth at least 1 gp.

VOICE OF DEATHLY WHISPERS

SC Necromancy Level 2 necromancer
CT 1 round R Touch
D 1 round/level SV None
SR No Comp V, S, M

This spell allows the necromancer to project his voice from one corporeal undead creature under his control. The maximum distance between the necromancer and the undead proxy for the spell to work is 1 mile.

Material Component: The tongue of a sentient creature.

Special: If the necromancer uses the undead creature's own tongue in the casting, the maximum distance between them is multiplied by the necromancer's caster level.

WAIL OF THE BANSHEE

SC Necromancy Level 9 necromancer
(Death, Sonic)
CT 1 round R 50 ft.
D Instantaneous SV Constitution negates
SR yes Comp V

The necromancer emits a terrible scream that kills living creatures that hear it. He can affect up to 1 creature per caster level within range, creatures closest to him are affected first. Undead creatures, constructs, extraplanar creatures and creatures who cannot hear him are not affected by this spell.

WALL OF BONE

SC Necromancy
CT 1 round

D Instantaneous
SR no

Level 4 necromancer

R 150 ft.; **T** Bone wall with a surface of 25 sq. feet/level

SV None

Comp V, S, M

With this spell, the necromancer calls up a vertical wall made of bone, anchored to the ground. The wall has a thickness of 1 inch per 4 caster levels, by halving the thickness; the surface area of the wall can be doubled. Every 5-foot square has 10 hit points per inch of thickness. The side facing the necromancer is smooth, featureless bone, while the other side features a forest of bony arms reaching out from the wall to attack everybody within 5 feet of the wall. 1D3 arms/round will attack any one creature within range, using the BtH of the necromancer and causing 1D6 points of damage on a successful hit.

If attacked, the wall will be hit automatically, but ignores the first 5 points of damage from any source. A section whose hit points are reduced to 0 is breached. Attempting to break through the wall with sheer force requires a Strength check with a CL of 4 +1/inch of thickness

Material Component: An arm bone from a human or a humanoid creature.

WARD TIME'S RAVAGES

SC Abjuration
CT 1

D 1 week
SR yes (h)

Level 8 wizard

R touch

SV none

Comp V, S, M (a golden hourglass filled with diamond dust worth 75+ gp)

An invisible energy field surrounds the character subjected to this spell, completely retarding their aging while the spell is in effect, also providing a save against any aging effects the character might encounter, even if such do not normally allow for a save. If the character is slain while the spell is still in effect, it will still continue to protect the body until its duration ends.

WATCHFUL EYE

SC Necromancy
CT 1 round
D 1 hour
SR No

Level 0 necromancer

R Touch

SV None

Comp V, S, M, F

This spell enchants an eye to watch and magically remember all that passes before it. It cannot move, has a vision range of 60 feet, and does not gain any special vision unless further enchanted. Eyes from creatures with special vision abilities retain that ability when enchanted.

When the eye is picked up, the caster sees all it has seen for as long as the spell lasts, and can control the flow of images. The eye's function is impaired by any kind of blocking, and if it is magically blinded, the caster must make the saving throw as if he was the victim of the effect.

Focus: A preserved eye.

WATER TO WINE

SC Transmutation
CT 1
D Permanent
SR no

Level 6 cleric

R 30 feet

SV N/A

Comp V, S, M

This spell allows a cleric to transform water into any other liquid substance known to the cleric, such as wine, oil, acid, or any other comparable liquid. The Cleric can transform ten litres per cleric level of one substance into the other. This ability can also be used to transform any other liquid, such as acid, oil, or wine, into pure water.

WEATHER'S BLESSING

SC Abjuration
CT 4
D 1 hour/lvl.
SR yes

Level 4 druid

R touch

SV Wisdom negates

Comp V, S, M (five leaves knotted together by their stems/a dry stone that has been left in a storm and in a desert)

Blessed by the caster, the character effected by this spell may completely ignore natural weather effect, rain, wind, driven sand, natural lightning, and even

natural heat suffering no impediment or damage. Rain simply refuses to touch the character, wind whistles around them, lightning does not harm them, and they lose no more water than usual due to heat. Cast as a curse, weather doubles its intensity and effect in regard to the character. This slows them twice as much, soaks them in twice as much water, creates a need for twice as much water to be drunk in conditions of heat, causes 1 hp extra damage per dice of damage inflicted, and so on. The victim also automatically fails their saves against any weather-based spells while this spell is in effect.

WHISPERING WIND

SC Transmutation (Air)
CT 1

D No more than 1 hour/level
or until discharged (destination is reached)

SR no

Level 2 troubadour, 2 wizard

R 1 mile/level ; **AoF** 10-ft.-radius spread

SV none

Comp V, S

You send a message or sound on the wind to a designated spot. The whispering wind travels to a specific location within range that is familiar to you, provided that it can find a way to the location. A whispering wind is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates.

You can prepare the spell to bear a message of no more than twenty-five words, cause the spell to deliver other sounds for 1 round, or merely have the whispering wind seem to be a faint stirring of the air. You can likewise cause the whispering wind to move as slowly as 1 mile per hour or as quickly as 1 mile per 10 minutes.

When the spell reaches its objective, it swirls and remains in place until the message is delivered. As with magic mouth, whispering wind cannot speak verbal components, use command words, or activate magical effects.

WITHDRAW

SC Transmutation
CT one action
D 1 minute/level
subjective time
SR yes

Level 2 chronomancer, 3 wizard

R personal

SV intelligence negates

Comp V, S

This spell puts the caster slightly apart from the normal flow of time, giving her 1 minute/level of time within a single round. As such, the caster seems to be put in a sort of haze, and if she interacts in any way with anything around her (including just walking or speaking to someone else), it will put an end to the spell.

For the round of 'real' time (to outside observers) that the spell is in effect, the caster cannot benefit from AC bonus due to dexterity or use of a shield (meaning dodging, moving, etc.), or will likewise break the spell. In fact, while in this state the caster may only do simple actions such as thinking, reading, or manipulating pieces of her equipment. She may also cast spells, but only Divination spells, or spells cast on herself only; spells that would require to interact with the environment ends the Withdraw spell.

WOOD SHAPE

SC Transmutation
CT 1
larger
D instant
SR yes (object)

Level 2 druid

R touch; **T** One touched piece of wood no than 10 cu. ft. + 1 cu. ft./level

SV wisdom negates (object)

Comp V, S, DF

Wood shape enables you to form one existing piece of wood into any shape that suits your purpose. While it is possible to make crude coffers, doors, and so forth, fine detail isn't possible. There is a 30% chance that any shape that includes moving parts simply doesn't work.

WORD OF CHAOS

SC Evocation
(Chaotic, Sonic)
CT 1
ft.-
D instant
SR yes

Level 7 cleric

R 40 ft. ; **AoF** Nonchaotic creatures in a 40-radius spread centered on you

SV none or wisdom negates; see text

Comp V

Any non-chaotic creature within the area who hears the word of chaos suffers the following ill effects.

The effects are cumulative and concurrent. No saving throw is allowed against these effects.

HD	Effect
Equal to caster level	Deafened
Up to caster level -1	Stunned, deafened
Up to caster level -5	Confused, stunned, deafened
Up to caster level -10	Killed, confused, stunned, deafened

- Deafened: The creature is deafened for 1d4 rounds.
- Stunned: The creature is stunned for 1 round.
- Confused: The creature is confused, as by the confusion spell, for 1d10 minutes. This is a mind-affecting enchantment effect.
- Killed: Living creatures die. Undead creatures are destroyed.

Furthermore, if you are on your home plane when you cast this spell, non-chaotic extraplanar creatures within the area are instantly banished back to their home planes. Creatures so banished cannot return for at least 24 hours. This effect takes place regardless of whether the creatures hear the word of chaos. The banishment effect allows a wisdom save (at a -4 penalty) to negate.

Creatures whose HD exceed your caster level are unaffected by word of chaos.

WORLD WAVE

SC Abjuration	Level 9 druid
(Earth or Water)	
CT 10 minutes	R Sight
D 1 hour/level	SV None
SR no	Comp V, S

This spell allows the Druid to call up a massive wave of either earth or water to move the Druid across large distances swiftly, damaging all in its path. The wave forms a stable platform of approximately 10x10, allowing the Druid to take allies with them, and the wave travels at a steady speed of 50 mph. All structures in the path of the wave are destroyed, and if they are too strong to be destroyed, are simply travelled over. All living things that stand in the path of the wave suffer 10d10 crushing damage and are pushed aside. The druid can control the wave if she is awake, but the wave will continue to travel in a straight path if the party is asleep. The druid can stop the progress of the wave at any time, and the wave will automatically stop at a large body of water (if earth) or a shoreline (if water).

WOUND

SC Necromancy	Level 1 necromancer
CT 1 round	R 50 ft.; T One creature
D 2 rounds/level	SV Constitution negates
SR yes	Comp V, S, Focus

With this spell, the necromancer infuses the tissues of the target with a minute amount of negative energy, making it more prone to take damage and accelerating injuries.

If the target fails its Constitution save, for the duration of the spell every successful hit will cause one extra point of damage. The spell has no effect on undead, constructs, animated objects, incorporeal or extraplanar creatures.

Material Components: A knife that was buried with a corpse for at least one week.

WRAITHTOUCH

SC Necromancy	Level 3 necromancer
CT 1 round	R Touch; T One living creature
D Until discharged	SV Constitution halves
SR yes	Comp V, S

The necromancer calls weakening necromantic energies to sheath his hands. On a successful touch attack, these energies discharge and cause the target to lose 1D6 +1/2 caster levels points of Constitution. The target is allowed a Constitution save for half damage. If the target is reduced to a Constitution of 0 through this spell, it is overwhelmed by the deadly energies and dies. There is a 5% chance per HD/level of the victim that it will rise as a Wraith 1D4 days after its death, but not under the necromancer's control. These Wraiths will try to hunt down their killer to take revenge on him.

ZEPHYR OF DEATH

SC Necromancy	Level 8 necromancer
CT 1 round	R 100 ft.; T Living creatures in a 100 foot cone
D Instantaneous	SV Charisma negates
SR yes	Comp V

Whispering words of death, cruelty and the madness of destruction on a soft breeze past his enemies and instilling mindless fear and panic into their minds, the necromancer can slay 1 d4 HD per caster level of living creatures below 10 HD that stand in a cone of 100 feet length in front of him. Those creatures closest to him are affected first, and all are allowed a Charisma saving throw to negate the effect. Creatures with 10 or more HD are immune against the effect. Those successfully resisting the effect are instead paralyzed by their own fears as if affected by a Hold Monster spell.

ZONE OF RETARDED MAGIC

SC Transmutation	Level 6 chromancer, 7 wizard
CT one action	R 150 ft.; AoF 30' radius
D 1 minute/level	SV none
SR yes	Comp V, S, F

Any spell or supernatural effect that is cast (including from a magical item) in the area of effect will occur only at the end of *Zone of Retarded Magic*. So, if several spells are cast there until *Zone of Retarded Magic* ends, all these spells will occur simultaneously when the duration of *Zone of Retarded Magic* is over.

Note that if a spell targets a creature or object within the zone, and the target leaves the zone, the spell takes effect immediately, even if the Zone of Retarded Magic still has duration remaining.

ZONE OF SILENCE

SC Illusion	Level 4 troubadour
CT 1 round	R personal ; AoF 5-ft.-radius emanation centered on you
D 1 hour/level	SV none
SR no	Comp V, S

By casting zone of silence, you manipulate sound waves in your immediate vicinity so that you and those within the spell's area can converse normally, yet no one outside can hear your voices or any other noises from within. This effect is centered on you and moves with you. Anyone who enters the zone immediately becomes subject to its effects, but those who leave are no longer affected.

ZONE OF TRUTH

SC Enchantment	Level 2 cleric, 2 crusader
(Mind-Affecting)	
CT 1	R 50 ft.; AoF 20-ft.-radius emanation
D 1 min./level	SV wisdom negates
SR yes	Comp V, S, DF

Creatures within the emanation area (or those who enter it) can't speak any deliberate and intentional lies. Each potentially affected creature is allowed a save to avoid the effects when the spell is cast or when the creature first enters the emanation area. Affected creatures are aware of this enchantment. Therefore, they may avoid answering questions to which they would normally respond with a lie, or they may be evasive as long as they remain within the boundaries of the truth. Creatures who leave the area are free to speak as they choose.

CREATING HIGH LEVEL CHARACTERS

We've all been there. Its game night, and the players all arrive at the table to begin the regular *Castles & Crusades* campaign. But wait! Your Game Master has just purchased TL20: Terrible Tragedy at TrollCon! (module designed for Character levels 10-12), and he/she is just dying to run it tonight. Problem? The average character level in your party is 4th! Cries of "Killer Game Master!" and "I'm leaving!" fill the game room...

"No problem people..." Your Game Master soothes one and all. "You guys can just roll up some 10-12th level characters and we'll run TTT as a one-shot!"

"Ok..." the only slightly mollified players grumble. "But how do we do that? Can I have a double heavy warhorse? By 10th level I ought to have the Pinky Finger of Dire Fairies, or the Hand Crossbow of Drow Scimitar-Wielder Slaying, or..." Etc., etc. ad nauseum. What to do?

Below is provided a system to not only create a high level character in a short amount of time, but also provide a reasonable amount of equipment and loot acceptable for a character of their given level. Additionally, the tables should provide a small amount of history and background for the player to flesh out as much as they wish. In fact, with the below system a character can be generated that could even become a regular in an ongoing campaign.

NOTE: An astute reader will notice that the below system provides a chance in any given period for the character to "die" during adventuring. Well, yes... (putting on the Old Dragon Hat) "Back in the day, it wasn't a good RPG unless you can die during character generation! You kids today just have it too easy! Why I once ran...0-level Man at Arms...with a bum knee...into Valley of Horrors...uphill, both ways...through 30 feet of Green Slime...blah, blah, blah." <G>

Now that the above is over, you can always change the "death" to an injury, maybe reducing the character's Constitution score by 1 or something. This way, there's a penalty without being lethal. Now, without further procrastination, on to the system!

STARTING OUT

A character begins adventuring at the age appropriate for their race to become a young adult. Each path of expertise takes years to attain, and this time varies from race to race and class to class.

The Time Adventuring is further subdivided into 4 "epic" periods, with each Epic period providing one cycle of rolls on the tables below. After the Expertise period is completed (4 Epic periods), the character can decide to begin play or enter another Expertise period.

An Epic period's length of time is variable depending on the race in question as noted below:

LENGTH IN YEARS

PC Race	Young Adult	Expertise Period	Epic Period
Dwarf	35	28 yrs	7 yrs
Elf	100	104 yrs	26 yrs
Gnome	50	50 yrs	12.5 yrs
Half-Elf	(as chosen race)		
Halfling	22	12 yrs	3 yrs
Half-Orc	12	4 yrs	1 yr
Human	14	6 yrs	1.5 yrs

Resolution of an Epic period is carried out in three steps:

1. determine Overall Adventuring activity
2. determine specific Adventuring activity
3. determine outcome of the Adventure.

The four rolls listed below are the checks to determine the course and success/failure of an Epic period. Unless otherwise stated, all checks are rolled on a 12-sided die.

EXPLANATION OF TERMS

Survival: This is the roll to determine if a PC survives the Epic Period that they are rolling for. It is the first roll, because if the PC is killed then there is little point in rolling the rest of the period. NOTE: A Game Master may waive 'death' on a failed survival roll and instead leave the PC with a grievous (permanent) injury or stat reduction as viewed appropriate by the Game Master.

Renown: This is a number that quantitatively measures the fame and repute of the Player Character in the performance of the adventure in question. Each point of Renown may be 'spent' as an extra roll on the Loot or Magic Item table after all periods are rolled for but before play begins. Any Renown points remaining after character generation are lost.

Advance: This roll determines if the PC has gained a level in their class during this period of time. Due to the vagaries of activities and plain bad luck, an Epic period adventuring does not necessarily guarantee level advancement.

Loot: During the course of adventuring, Player Characters inevitably gain monetary reward. A success on the Loot Roll provides an immediate roll on the Loot Table for the PC before continuing on in the character generation process.

PATTERN OF ROLLS

The below is a outline format of the method of die rolls and the appropriate tables.

I. Roll on the General Adventuring Period

a. Determine results as modifiers to subsequent rolls on the Specific Adventuring Table.

1. If "Special" results, go directly to the Special Table and apply results; then return to I.

II. Roll on the Specific Adventuring Table, keeping track of the number of Advancement success rolls, Loot Rolls, Renown rolls and Survival rolls. For the last, consult the Game Master if death or injury will result.

a. Return to II. Above until the 4 Epic Periods are rolled, then return to I. For the roll of another General Adventuring Period.

b. Keep careful track of the years the Character ages based on their race. The Game Master may apply penalties due to aging as appropriate.

III. Once the Character has achieved the desired level (and/or age) then the Loot rolls are generated on the Loot Table, Magic Items determined on the Magic Table, and Renown points spent on either Loot or Magic Item rolls as desired.

IV. Begin Play with Higher level character.

GENERAL ADVENTURING TABLE

D8	Cleric	Knight	Fighter	Ranger	Wizard	Rogue
0-1	Danger!	Danger!	Danger!	Danger!	Danger!	Danger!
2	Danger!	Danger!	Danger!	Danger!	Danger!	Danger!
3	Danger!	Danger!	Danger!	Danger!	Wanderer	Danger!
4	Danger!	Danger!	Danger!	Danger!	Wanderer	Danger!
5	Wanderer	Danger!	Danger!	Danger!	Wanderer	Danger!
6	Wanderer	Wanderer	Wanderer	Wanderer	Wanderer	Danger!
7	Wanderer	Wanderer	Wanderer	Wanderer	Wanderer	Wanderer
8	Wanderer	Wanderer	Special	Wanderer	Special	Special
9	Special	Special	Special	Special	Special	Special

Knight= Includes Paladins

Magic-User= Includes Wizards & Illusionists

Ranger= Includes Druids & Barbarians

Rogue= Includes Assassin, Monk & Bard

Modifiers: A +1 is gained if the Character's Prime Attribute is 16+. Conversely, a -1 penalty is deducted if the Character's Prime Attribute is 8 or less.

Danger! This reflects an adventuring period of peril, either by choice of the Character or imposed on them by circumstance. If the roll indicates Danger! And the Specific Adventuring Activity rolls come up as either Bounty, Guard or War; then the PC gains an extra +1 to the Advancement roll for that subsequent Epic Period.

Wandering= This denotes a Player Character's adventuring period spent traveling near and far, for new sights and experiences. If the roll indicates Wandering And the Specific Adventuring Activity roll results in either Mystery, Urban or Wilderness; then the PC gains an extra +1 to see if Loot is acquired during the subsequent Epic Period.

Special= A result of "Special" means that the Player Character obtains some truly spectacular event during their Adventuring period. Instead of moving to the Specific Adventuring Tables, the die is rolled on the Special Adventure Table and the results applied to the PC. Then the General Adventuring Table is rolled on again. Note that unlike other results, this only ages the Character as if only one Epic Period resulted, not the usual 4 that comprise the Adventuring Period.

SPECIFIC ADVENTURING

D12	Cleric	Knight	Fighter	Ranger	Wizard	Rogue
0	Wild	Wild	Wild	Wild	Wild	Wild
1	Wild	Wild	Wild	Wild	Wild	Wild
2	Wild	Wild	Wild	Wild	Wild	Wild
3	Trin	Trin	Wild	Wild	Mystery	Wild
4	Bounty	Bounty	Bounty	Bounty	Bounty	Bounty
5	Urban	Urban	War	Mystery	Grd	Urban
6	Grd	Grd	Grd	War	Grd	Mystery
7	Grd	Grd	Grd	Grd	Grd	Grd
8	Grd	War	Grd	War	Grd	Trin
9	Trin	Trin	Trin	Trin	Trin	Trin
10	Urban	Urban	Urban	Bounty	Urban	Bounty
11	Bounty	Mystery	Mystery	Urban	Mystery	Wild
12	Trin	War	Mystery	Urban	Urban	Wild
13	Trin	Urban	Mystery	Urban	Urban	Wild

Modifiers: A +1 is gained if the Character's Prime Attribute is 16+. Conversely, a -1 penalty is deducted if the Character's Prime Attribute is 8 or less.

Abbreviations:

Bounty=Bounty Hunting; Grd= Guardian/Garrison; Mystery= Mysterious investigations; Trin= Training for Class/Skill; Urban= City Adventures; War= Warfare, fought as soldier; Wild= Wilderness adventuring

SPECIAL ADVENTURE

D6	Fighter/Knights	Wizards/Clerics	Others
1	Contact	Scholarly Pursuit	Contact
2	Noble Deed	Dungeon	Mighty Haul
3	Dungeon	Discovery	Dungeon
4	Dungeon	Grand Quest	Grand Quest
5	Save the Day	Save the Day	Save the Day
6	Mighty Haul	Contact	Discovery
7	PC Choice	PC Choice	PC Choice

Definitions:

Choice: Choose any one of the following as desired.

Contact: PC gains the friendship of one NPC of import in the campaign. Exact NPC and situation to be determined by the DM.

Discovery: PC makes an important discovery. This can be from research, a new combat style, or unraveling a mystery. Gain 3 Renown points.

Dungeon: The PC spent their Epic period clearing out a hive of scum and villainy. This can be a dungeon, a bandit lair, or an orc village. Gain 3 Renown points.

Grand Quest: The PC succeeded in a grand quest for the benefit of many. Gain 3 Renown points.

Mighty Haul: The PC acquired much loot; either from a treasure haul, thievery, inheritance, etc. Gain two extra rolls on the Loot table.

Noble Deed: The PC performed a noble deed of great renown. This need not be combat, and might even be an act similar to the others on the list. Gain 2 Renown points.

Save the day: The PC was instrumental in helping many avoid dire consequences by their timely intervention, gain 2 Renown points.

Scholar: The PC spent time in research and study. This allows the PC to gain 1-3 previously unknown spells, check w/DM for details.

Modifiers: A +1 is gained if the Character's Prime Attribute is 16+. Conversely, a -1 penalty is deducted if the Character's Prime Attribute is 8 or less.

EPIC ADVENTURING PERIOD RESOLUTION

Ranger

	Trin	Mystery	Urban	Bounty	Wild	War
Survival	auto	4+	5+	5+	6+	6+
Renown	none	1 2+	8+	9+	5+	6+
Advanc	(4+)	(6+)	8+	9+	6+	(6+)
e						
Loot	7+	none	7+	8+	5+	6+

Modifiers: For survival, a modifier of +1 allowed if any Prime Requisite is 16+; Advance in level gains a +1 modifier if Class Prime is 16+

Rangers in Guardian/Garrison use the Fighter Guardian/Garrison Chart

Fighter/Knight/Cleric

	Training	Mystery	Urban	Bounty	Wild	Guardian	War
Survival	auto	4+	5+	5+	6+	6+	auto
Renown	none	12+	9+	10+	6+	none	6+
Advance	(4+)	(6+)	8+	9+	6+	(7+)	6+
Loot	11+	none	7+	8+	5+	none	10+

Modifiers: For survival, a modifier of +1 allowed if any Prime Requisite is 16+; Advance in level gains a +1 modifier if Class Prime is 16+

Wizard/Illusionist

	Training	Mystery	Urban	Bounty	Wild	Guardian
Survival	auto	4+	4+	5+	6+	auto
Renown	none	none	10+	11+	7+	none
Advanc	(4+)	(6+)	9+	10+	7+	(7+)
e						
Loot	8+	none	7+	7+	6+	none

Modifiers: For survival, a modifier of +1 allowed if any Prime Requisite is 16+; Advance in level gains a +1 modifier if Class Prime is 16+

Rogue

	Training	Mystery	Urban	Bounty	Wild	Guardian
Survival	3+	4+	4+	5+	6+	auto
Renown	none	none	9+	8+	5+	none
Advanc	(4+)	(7+)	8+	7+	6+	(9+)
e						
Loot	6+	none	7+	6+	5+	none

Modifiers: For survival, a modifier of +1 allowed if any Prime Requisite is 16+; Advance in level gains a +1 modifier if Class Prime is 16+

LOOT TABLE

d10	Cleric	Knight	Fighter	Ranger	Wizard	Rogue
-1	10	0	25	10	25	50
0	25	10	50	25	50	75
1	50	25	100	50	100	150
2	100	50	200	100	200	300
3	200	100	300	200	300	400
4	300	150	400	300	400	500
5	400	200	500	400	500	600
6	500	250	600	500	600	700
7	500	300	700	600	700	800
8	600	350	700	650	700	800
9	600	350	700	650	700	800
10	700	400	800	700	800	900
11	800	500	900	800	900	1000
12	900	600	1000	900	1000	1100
13	1000	650	1100	1000	1100	1200
14	1100	700	1200	1100	1200	1300

Modifiers: +1 if Prime Attribute is 13+; +2 if Class Prime Attribute is 18; -1 if the Character's Class Prime is 8 or less; -2if the character Advanced in that period.

*All numbers are in gold pieces; or whatever coinage is used as the standard mode of exchange in your campaign.

MAGIC TABLE

d12	Cleric	Knight	Fighter	Ranger	Wizard	Rogue
0	none	none	none	none	none	none
1	none	none	none	none	none	none
2	scroll	none	none	none	scroll	none
3	scroll	Armor	Wpn	MM	scroll	wpn
4	Ptn	ptn	ptn	ptn	ptn	ptn
5	Arm	ring	Wpn	Wpn	ring	MM
6	wpn	swd	arm	swd	ring	ring
7	arm	swd	wpn	wpn	arm	arm
8	Arm	Arm	Arm	Arm	MM	Arm
9	Arm*	Wpn*	Swd	Swd	RSW	MM
10	wpn*	arm*	Swd	Swd	RSW	MM
11	RSW	Swd*	wpn*	Wpn*	RSW	Wpn
12	RSW	Swd*	Swd*	Wpn*	RSW	Wpn
13	special	special	special	special	special	special

Modifiers: +1 if Class Prime is 16+, -1 if no Advancement this period

*= The player is allowed to re-roll once upon the resulting table if the original result is unacceptable.

Abbreviations: arm= Armor; wpn= miscellaneous weapon; swd= sword; RSW= Rod/Staff/wand; ptn= potion; MM= Miscellaneous Magic(roll 1d6-1 for table)
Special= Upon this roll, the Player may choose which magic item table they wish to roll on.

THE CONTINUING CAMPAIGN

After the four Epic periods have been determined for a given Adventuring period in the character's life, the Player will roll again for another Adventuring period until the PC is at the level desired for play. Keep careful track of the PC's age and the various and sundry effects this will have on statistics during play.

MULTICLASS CHARACTERS

For PCs who are multiclassed, the PC will roll an Adventuring period for the first class (4 Epic periods) and then roll another Adventuring period for the second class (and a third for the third class if necessary, and so on.) as needed. Note that even though the character is multiclassed, the age time is cumulative.

RETURNING TO THE CAMPAIGN (Already in Progress)

Upon completing the final Adventuring period (as desired by the player) prior to play, each player should prepare a "Character History" that incorporates the adventures rolled in the Epic periods and loot/magic gained, embellishing as needed (with Game Master approval) to fit the various roles into a concise and interesting back-story. Then, get ready for higher level adventuring!

COMBAT

ADDING MAGNIFICENCE TO YOUR MELEE

All too often, combat in the game consists of little more than "I hit him with my sword", "I do 7 Hit Points of damage". With the dramatic opportunities that combat presents in *Castles & Crusades*, this monotonous approach fails to enliven the game, or fire the imagination. Roleplaying need not stop when combat begins, as this article demonstrates.

Combat in *Castles & Crusades* can, and should, be as gripping and exciting as any fight scene in an action movie, and if given as much thought and effort as possible, will take its place alongside any other roleplaying scene for a sense of character and drama.

BE DESCRIPTIVE

Combat is full of sensations. Describe the grunts and cries of combatants, the thud and clash of weapons, the expressions on the faces, the moves opponents make, their actions and reactions, the sounds and smells. No combatant is ever completely aware of everything going on around them in a fight. A good GM trick is to occasionally, secretly, tell one player that their character notices something another character doesn't, such as a pit they may be about to step backwards into, a hidden sniper drawing a bead on them, an opponent blindsiding their unsuspecting friend, and so on, and give them a round or two to do something, even if only to quickly shout a warning. This trick can bolster the sense of camaraderie and teamwork among the players surprisingly well, and adds more dynamism to the conflict.

THE ARE ALWAYS CONSEQUENCES

Only psychopaths and other miscreants enter combat at the drop of a hat. Use of force should be appropriate to the situation, and bear in mind the character's outlook on life. Like people in the real world, the inhabitants of fantasy worlds are almost always aware of the possible consequences of their actions, and whether their actions run counter to morality, local law, etc. Lethal force should only be used when faced with little recourse, unless the character is a deviant, or a native of a particularly violent culture, or race, such as an ore.

For example, someone using a knife in a barroom brawl would be considered a sick thug, unless their assailants were also brandishing such lethal weapons. Characters who behave in violent fashion, or react with disproportionate force, should expect to be reviled, hunted, imprisoned, or executed, by local authorities, relatives and allies of their victims, and so on. Consequences are something every character should expect.

THE ENVIRONMENT

One of the most overlooked aspects of any combat, and the first that should be born in mind, is the actual location of the fight. Considering the characters' surroundings for a moment can add a whole new dimension to a conflict. Ask yourself such questions as: Are there potential obstacles or obstructions that can be ducked behind, jumped on, off, or over, interposed between the attack and target, or that might impede a combatant, such as boulders, tables, pillars, trees, or balconies?

Are there perils in the surroundings that might harm, kill, or otherwise inconvenience an incautious or unlucky combatant, such as a cliff-edge, open pit, lava flow, untriggered trap, or patch of ice?

Does the environment in any way prohibit the use of certain weapons, or make their use more difficult? Some weapons, for example, require considerable space to be swung effectively, such as greatswords, so a fight in a short, narrow corridor would make their use very difficult. Similarly, fighting in close formation may make it hazardous to use some weapons, as the space needed to use them may be occupied by an ally. Weather conditions, such as powerful gales, thick fog, etc. can make the use of missile weapons problematic at best, and even melee combat can be effected if you can't see any opponent more than a yard away, or if a lot of flying debris, sand, etc. makes life difficult.

With a good grasp of the environment comes the ability to bring it into the conflict. Imagine how it can be used to the benefit and/or detriment of the

combatants. Opponents can be forced towards perils, boulders can be used as cover, and so on. A terrible result on any roll during the combat may also involve the environment somehow, such as a trip or blunder into an object, suddenly finding oneself maneuvered to the brink of the lava flow or a missed attack resulting in the weapon getting stuck in a tree or pillar.

BYSTANDERS

The presence of bystanders during a fight is also often overlooked. Crowds often gather to watch fights, and may goad the opponents on, and even place wagers on the outcome. Not only can bystanders get in the way, they can easily be hit by stray shots or blows, taken hostage or used as shields by nefarious individuals, or even enter the combat themselves on either side, or against both, the classic example of which is the local military or law enforcement attempting to stop the conflict and incarcerate the combatants. Firing into any melee, whether bystanders or involved or not, is a difficult and dangerous proposition, due to the continual movement of the combatants. Missed shots may easily hit an unintended target, such as an ally.

Aside from intelligent bystanders, there are always cases of animals becoming involved somehow. Herd animals may stampede, posing a threat to everyone, while a predator may leap unexpectedly into a melee, in the hopes of taking a wounded individual on the periphery of the fight. Certain motive plants can also provide an added element to a fight, especially if they are not recognized as such from the onset.

IMPROVISE

The sword the character bears is not their only weapon. Try and add the occasional unarmed strike into a combination of blows; it is more interesting, and can surprise an unsuspecting opponent. A swift kick can force an opponent back, giving the character room to maneuver or flee, while a solid punch can stun, and a headbutt can bring you in so close that your opponent cannot bring any weapon larger than a dagger to bear.

The character should also exploit the environment of the fight. Many objects, such as chairs, rocks, ropes, nets, wall hangings, or pots of oil, may be used as impromptu clubs, missiles, entangling implements, incendiaries, and so on. For instance, rugs may be pulled from under assailants, barrels of oil spilled to create slick patches, or chandeliers shot down to fall on assailants below. Even an unskilled or unarmed combatant can be terribly effective if they make intelligent use of their surroundings.

IT'S NOT THE SIZE OF WEAPON, IT'S HOW YOU USE IT

The majority of weapons can be used to perform a variety of strikes, in a variety of ways. Give some thought as to what form an attack takes. Is it a thrust, a lunge, a wild swing, an overhead blow, a feint, or a backhanded swipe? A weapon can even be used in unorthodox ways: a strike may be made with the flat of the blade, possibly subduing or intimidating an opponent; a staff may be used to thrust; a subdual blow can be made with a weapon's handle or pommel; many melee weapons can even be thrown if the situation is desperate enough.

Consider how a combatant can be taken out of the fight quickly without necessarily being gradually bludgeoned or sliced in a protracted melee. Opponents can be disarmed, tripped, pinned, grappled, thrown, knocked out, entangled, or knocked over, for instance.

Few combats should ever be to the death; only the most deeply stupid, insane, frenzied, or foolishly courageous combatants will continue fighting when badly wounded or outclassed. A hasty retreat is a key survival strategy for practically every living being.

Particularly bloodthirsty or lethal maneuvers, such as attempts to slice an opponent's head off, pierce their eyes, or eviscerate them should be rare, and used only when dramatically appropriate. Should players continually attempt such maneuvers against every opponent, they should expect all the NPCs they attack to fight them in like fashion.

MOTION IS CONTINUOUS

The way that some combats are conducted, it is hard to imagine the combatants doing much more than standing toe-to-toe and trading blows. In truth, combat is fluid, and continually in motion. Bear some thought as to how the characters move about, and how this can be used to advantage or disadvantage.

Do they try and outflank an opponent, or move to a better attacking position? Do the combatants circle each other warily? Do they attempt to close in, or move away? How do they dodge: duck, sidestep, roll, or leap? Do they press an opponent, forcing them back, or yield and give ground? Do they charge or leap into a fight, weapon raised high, calmly walk forward, or wait for their opponent to come to them?

Once again, the environment is very important when considering the motion of the various characters. Chandeliers or ropes may be swung from, sails slid down with a dagger, pillars ran around, tables dived under, jumped on, and so on. Although anyone can roll, leap, or dive, some actions can be made particularly impressive by use of motion, cartwheeling, backflipping, somersaulting, or going into elaborate springs and rolls.

Combatants who find themselves on the ground may be in peril if their opponent is still standing, and may be forced to roll or flail wildly in an attempt to avoid being struck, and provide themselves with the moment needed to regain their feet. Motion in certain environments can add a whole new dimension, quite literally, to a fight. Airborne combats, for example, can feature attacks from above, below, diving attacks, swoops, and so on, while underwater combats also occur in three dimensions, but slow down motion, and make non-thrusting weapons far less effective.

REPARTEE

Just because the action has started, it doesn't mean that the talking has ceased. Characters should engage in appropriate dialogue when fighting, hurling expletives, insults, and imprecations at opponents, shouting warnings and encouragement to colleagues, screaming battle-cries, engaging in the cut and thrust of witty repartee with like-minded antagonists, and so on. Just as players speak the words of their characters when roleplaying any other situation, they should do so here.

FLESH WOUNDS OR TORRENTS OF BLOOD?

The damage opponents suffer can be as detailed or vague as befits the gaming group's tastes, playing style, and campaign style. Never simply state the amount of Hit Point damage inflicted by any blow—describe it. Small amounts of damage comparative to the character's Hit Points might be cuts, nicks, grazes, bruises, etc. while heavy damage can result in bone-crunching impacts, or deep gashes, causing blood to flow.

COLLATERAL DAMAGE

A battle can take a serious toll on the surrounding environment, and the effects are worth thinking about. Use of fire in any form may ignite combustibles, and cause a hazard. Attacks that miss their intended target may hit something else, thereby damaging it, and the use of items as cover, fighting platforms, etc. will almost certainly result in them being damaged. A fight will practically always leave signs of its occurrence, even if only in the form of splashes of blood.

ARMOR DAMAGE

In the course of adventuring, armored PCs frequently pit their skill and resolve against fell monsters whose teeth and claws (and sometimes weapons) can pummel a PC to within a hitpoint or two of mortal peril. However, *Castles & Crusades* does not have a system to accurately reflect this wear and tear on armor. Therefore I would like to suggest the following two systems to remedy the situation. The first suggestion is a simpler system than the second, but the latter provides a bit more realism and accuracy, though requiring more bookkeeping by both players and Game Masters alike.

SYSTEM I: CRITICAL HITS

When a target is struck with a 'critical hit' (i.e. a 20) the AC of their armor degrades by one point. That is, leather armor hit by a critical will move from AC 13 to AC 12. This damage remains until repaired (check with your GM for time & cost). Any armor reduced to AC 10 is destroyed and cannot be repaired. Ordinary shields may be substituted, interposed to spare one's armor any AC reduction, but in such a case the shield is destroyed.

Please note that the above rules apply only to normal armor and shields. Enchanted armor and shields 'heal' themselves as part of their enchantment and subsequently behave as normal equipment as noted in the rules. As such, magic shields may not be 'sacrificed' to save armor.

SYSTEM II: ACCUMULATED DAMAGE

If damage sustained in a single attack equals or exceeds a creature's armor "Hitpoint Rating" (see table below), then the armor must survive a saving throw or be reduced in protective effectiveness.

Armor failing this saving throw is reduced by one Armor Class rating until repaired. If the armor is reduced to AC 10 then the armor is destroyed, and another suit must be obtained. However, beneficially, anytime the Hitpoint Rating of a creature's armor is exceeded, and the save is failed, then the Hitpoint Rating of the armor reduces the damage caused by the attack. So, if a creature wearing leather armor (hitpoint rating of 2) takes damage, and its armor fails its saving throw, then this reduces its armor of AC 13 to 12, but 2 hitpoints of damage are mitigated.

SHIELDS

Shields are handled a bit differently than worn armor. If a character takes a hit, then any shield wielded automatically reduces damage by one hit point. That damage reduction can be increased to the limit of the shield's maximum Hitpoint Rating (determined by shield type), as determined by the Player Character, but this option must be declared before any damage is rolled. If a shield is reduced to 0 HP then the shield is destroyed.

Please note that the above rules apply only to normal armor and shields. Enchanted armor and shields 'heal' themselves as part of the enchantment and subsequently behave as normal equipment as noted in the rules.

Armor	AC	HP	Save#
Cloth	11	1	17+
Padded	11	2	17+
Leather	12	2	16+
Ring Mail	13	3	15+
Leather, Boiled	13	3	15+
Hide	13	4	15+
Leather, Studded	13	3	15+
Chain Shirt-Hauberk	14	6	14+
scale mail	14	7	14+
Breastplate	15	7	13+
chain mail	15	8	13+
banded mail	16	9	12+
Splint mail	16	11	12+
1/2 Plate	17	13	11+
3/4 Plate	17	12	11+
Full Plate	18	14	10+

Shield	Hit Points
Shield	1
Buckler	2
Small, wooden	3
Small, metal	4
Large, wooden	5
Large Metal	6

Notice that to determine Saving Throws, I took the AC advantage (i.e.studded leather adds +3 to AC 10) and subtracted it from 18 to get the throw. Other armors can be used,with the throws using the above formula. Hit points for any new armors must be determined by the GM with the above table as a guideline.

ARMOR REPAIR

Armor may be repaired with a successful INT attribute check for those who would have such knowledge of armor and its function (Fighters, Knights, Paladins, Dwarves, and perhaps certain Clerics),the use of adequate tools (CK's discretion),and the following time:

ARMOR DAMAGED	TIME TO REPAIR
Cloth, Padded	2 turns per AC drop
Leather (all)	30 minutes/turns per
AC drop	
Scale or Ring mail	1 hour per AC drop
chain or banded mail	4 hours per AC drop
plate (all) & breastplate	1 day per AC drop@
@ = Must have access to Blacksmith's tools and a forge or foundry.	

The maintenance of armor was ever the primary concern (some might say obsession) of the Medieval warrior and I hope the above systems give some help in simulating this vital aspect of combat and its results on the armor and shields of your players.

DEFENSE BONUS

Defense Bonus				
Level	A1	B2	C3	D4
Use column A for monk, illusionist, rogue in armor, or wizard.				
Use column B for assassin, bard, ranger or unarmored rogue.				
Use column C for barbarian or druid.				
Use column D for cleric, knight, fighter or paladin.				
1 st	+0	+1	+2	+4
2 nd	+0	+1	+2	+4
3 rd	+1	+2	+3	+5
4 th	+1	+2	+3	+5
5 th	+1	+2	+3	+5
6 th	+2	+3	+4	+6
7 th	+2	+3	+4	+6
8 th	+2	+3	+4	+6
9 th	+3	+4	+5	+7
10 th	+3	+4	+5	+7
11 th	+3	+4	+5	+7
12 th	+4	+5	+6	+8

In the standard rules, a character’s skill at attacking gets better as he goes up in level—but not so his skill at avoiding attacks. Characters rely on armor and an ever-growing collection of magic items to protect them in combat. But what about campaigns in which it’s not common or appropriate for characters to go everywhere in full plate?

This variant system is particularly appropriate for swashbuckling or stealth-based campaigns, for settings in which firearms are common, for seafaring campaigns (in which the characters would rather not wear armor for fear of drowning), or any other setting in which armor is not worn on a day-to-day basis—even by adventurers.

THE CLASS DEFENSE BONUS

In this variant, every character has a defense bonus based on his character level. The defense bonus applies to Armor Class. The defense bonus does not stack with other bonuses to AC, such as armor bonus, shield bonus, natural armor bonus, and so forth. If wearing armor, the character gains either the AC from the armor, or his natural Defense Bonus, not both. The sole exception to this is the Rogue, who may stack his Defense bonus with armor bonus, provided he is wearing light armor. If wearing armor, the Rogue uses Column A to determine Defense Bonus. If unarmored, the Rogue uses Column B (see Table: Defense Bonus).

Unlike an armor bonus, a defense bonus does improve a character’s AC against touch attacks.

A character’s defense bonus is derived from his character level and class, as shown on Table: Defense Bonus. For a multiclass character, use the highest defense bonus of those offered by the character’s classes. For example, a 2nd-level barbarian has a defense bonus of +4. If the character gains a level of cleric (becoming a 2nd-level barbarian/1st-level cleric), her defense bonus increases to +7, because the cleric’s +7 at 3rd character level is better than the barbarian’s +5 at 3rd character level.

Defense Bonus For Other Classes	
Armor Proficiency	Defense Progression
None	Column A
Light	Column B
Light and medium	Column C
All	Column D

For classes not mentioned here, determine a character’s class defense bonus based on the armor proficiency granted by the class (and only that gained from the class—you can’t take an Armor Proficiency feat to improve your defense bonus). Consult Table: Defense Bonus For Other Classes; the defense bonus progression refers to the indicated column on Table: Defense Bonus.

Creature Defense Bonuses	
Armor Proficiency	Defense Bonus
None	+0
Light	+1
Light and medium	+2
Light, medium and heavy	+4

MONSTER DEFENSE BONUS

Monsters do not have inherent defense bonuses unless they also have levels in a class or are normally proficient with armor. When calculating a monster’s defense bonus to AC, do not include the monster’s base HD or level adjustment (if any).

For example, a typical green dragon, gargoyle or black pudding has no class levels and is not proficient with any armor. Such creatures do not get a defense bonus.

If a creature is proficient with one or more types of armor, however, it gains a defense bonus. See Table: Creature Defense Bonuses.

If a creature has levels in a class, it gains a defense bonus just like any other character with a class. This bonus does not stack with any defense bonus the creature may have from armor proficiency.

For instance, giants are considered proficient with whatever type of armor (light, medium or heavy) they are described as wearing. Hill giants, described as wearing hide armor, therefore have a +2 defense bonus (hide armor is medium armor). Since this is lower than the +3 bonus of hide armor, the typical hill giant probably prefers to wear his armor. A 1st-level hill giant barbarian, however, would have a defense bonus of +4, and would benefit from discarding his hide armor (though he’d gain a higher armor bonus by putting on chainmail or a breastplate).

Behind The Curtain: Class Defense

Using the defense bonus variant in your game means that sometimes, at least, characters won’t want to wear armor—their defense bonus provides them with free protection that’s just as good as armor. Funds that would otherwise be spent improving a character’s armor can instead be spent on other gear, which means the characters’ power level will increase slightly.

Characters may still desire the properties of a specific kind of magic armor or of armor special abilities. Be prepared to create new magic items, such as cloaks, robes, vests, or vestments, to support those desires.

Clearly, the class defense system is best for characters who must choose between going unarmored and risking arcane spell failure—sorcerers and wizards in particular.

Spells that affect metal are less useful under this system, since metal armor is less common.

Touch attacks are less effective under this system, since most characters’ touch ACs are significantly higher than in a standard game.



GAME MASTERING

CREATING FANTASTIC NAMES

Some of the appeal of imaginative literature comes from the exotic worlds and characters it conjures up. One way it distances itself from the everyday world is by using unfamiliar and evocative names. If the characters are Sally, Bill, and Fred, you are rooted in the mundane. If they are Hyssome, Drythe, and Rimsall, you are obviously beyond the fields we know, and the stage is set for wonders. The same applies to role-playing games using imaginative settings.

So, how does one come up with exotic names, especially for entire worlds? And how does one ensure the names are right for the places and people depicted? The trick with fantastic names is finding the right balance between the familiar and the exotic, meeting expectations without getting into a rut. If names are too unfamiliar, it's easy to confuse them; if they're too familiar, they might not help to evoke the setting. In either case, the wrong names may detract from the effect you try to create.

Unusual spelling can work in books at times, because you can see the words on the page: Sylver and Jhuleeyahn look and feel different from Silver and Julianne. In role-playing games, though, the names are spoken, so strange spelling is not enough. Rather, the names must sound different.

A variety of methods are used to create fantastic names: adapting names from historical or mythological sources, twisting and recombining both common and rare words and interesting names, playing with word associations, and dredging up names from the subconscious. (All of these contributed over the years to the generic fantasy names lists!) The English language is a good source for creativity in this line: just combine or alter a few words imaginatively. C.S. Lewis created a race, marshwiggles, and an individual of the species, Puddleglum, this way. (Notice that the words he chose give precisely the correct tone for both; the marshwiggles are slightly comical, and Puddleglum is amusingly doleful.) English has the largest vocabulary of any language, at half a million words. Sadly, not much of it is used today, whether through the alleged demands of modern life or the dumbing down effect of inferior education practices, banal and denatured reading matter, and the brain-dead mass media. Perhaps the thin grey gruel of modern prose explains why many hunger for the generally richer fare of fantasy. In fact, the average English speaker today has only one-fifth the vocabulary of an average speaker in the time of Spenser or Shakespeare. This leaves many perfectly good words gathering dust - but we can, at least, adapt them for creating names. A good place to start is assembling simple, underused words like hex, pyx, dole, nab, wend, weft, nub, nib, wen, fen, tine, trull, tilth, treen, pent, mor, dor, oast, mulct, and so on (a Scrabble dictionary may help). They can be combined to give words that are unfamiliar enough to be exotic, are usually easy to pronounce, and may even have meaning. In fact, almost any archaic, obsolete, and literary words can be used both to name and to help characterise creatures, cultures, and so on. Take 'scug', old slang for a graceless schoolbrat: a perfect name, or part of one, for an irritating goblin-like creature. Parts of speech can be changed to create names, too: something that prowls (verb) can be called a 'prowl' (noun).

Sometimes names so created are more or less random, which is fine if there are few names to create: all that is needed is to keep them pronounceable. In an attempt to depict societies and nations, though, names of particular peoples should show discernable patterns.

FANTASTIC FICTION

Role-playing games are largely based on fiction, and can take cues from it. There is a long tradition of authors inventing names. Some of the many now used in real life include Miranda, Vanessa, Fiona, and Wendy. Not all creations are as successful, even in fantasy fiction, where imagination and wonder should crowd thick upon the page. At worst, tin-eared hacks have churned out derivative dross involving barbarians with names like Barf and Krud. At best, though, the names produced are pure poetry: sound, rhythm, and hints at meaning combine to produce the perfect name for the character or place.

Five excellent writers of the fantastic who are also, not wholly by chance, consistently deft at coining and using names are: Lord Dunsany, Fritz Leiber, Clark Ashton Smith, J.R.R. Tolkien, and Jack Vance. (Two other writers, Edgar Rice Burroughs and Lin Carter, also show a fine knack for devising apt names,

although their writing might not be as stellar.) Dunsany, Leiber, Smith, and Vance write works that range from lyrical to ironic, and the names suit the mood. Many of their names are inspired by Arabic, Greek, Hebrew, Norse, and Celtic sources; Vance draws on English, French, and Italian as well. Each writer adds a great deal of imagination and poetry to these base materials to invent a large number of very apt names: as the least example, Vance calls a fairy damsel Twisk, which suits her flighty character perfectly.

Tolkien filled his created world with different types of names, and shows a poet's care in their choice. Sometimes the name comes from an uncommon word: Bilbo means a sword of notable temper. The names for dwarves and some other characters are taken or derived from the dwarves of Nordic myth. Elves (Teutonic) or alfar (Nordic) were described in myth as creatures more well-proportioned than man, but are not named in the original tales where they appear, so their names had to be made up. Tolkien went to the extent of making up languages as well. He used various old languages as a foundation for his own, and the names within them; for instance, basing the two Elvish dialects on Finnish and Welsh. The sounds used suggest the nature of the people depicted. Orcish is coarse and vicious. Dwarvish sounds guttural; stone- strong and down to earth. Elvish sounds musical, beautiful, noble. The older English of the Rohirrim makes them seem more in touch with nature, the more Latinate English (and Elvish) sounds of Gondor makes its citizens seem more refined. It's hard to go past Tolkien as an exemplar, but of course your dwarves, elves, and so on don't have to be like those in his fiction. Poul Anderson, for example, created quite different elves in his fantasies. Some traits, such as elegance, remain universal in all depictions. (This is part of meeting expectations: if you make your 'elves' into coarse, brutal cannibals, then they aren't really elves any more, they're mislabelled orcs.)

Obviously, an author should spend time and effort to get the right names for his races and characters. Making up names that are lyrical, heroic, or redolent with menace is part of his job. While he can take some time to get things right, though, a system is needed for wholesale production of names in strange settings.

LANGUAGES?

In most fantasy worlds, it is desirable to have groups of names that sound similar and distinct from other groups and that suit the races or species that use them. You could go to the extent of inventing new languages for the human cultures and fantasy races of your world, as Tolkien did. It is one way of getting a set of consistent sounds, but creating individual languages for the human races and the many name-using types of sentient beings in a typical campaign, would keep a dedicated linguophile busy for years. Creative energies can be better spent.

We can use some aspects of language to create distinct name groups, without actually having to create a language. As far as grammar goes, the only thing we need from it for personal names is to distinguish between the sexes, and the best way to do this is by their endings. For instance, you may decide that in the imaginary Caraesian culture, men's names always end in -ej, -ef, or -ou and women's names end in -aj, -af, or -ai. Grammar might also affect the order of place-name elements, whether you say 'Black Land' or 'Land, Black'.

Each language uses only a subset of the vast variety of noises, or phonemes, that humans can make when speaking. English has about 40 unique phonemes, German 44, and Hawai'ian 18; one African language has over 100. The characteristic set of these phonemes and the frequency, order, and combinations in which they are used are what makes a language sound the way it does. Phonemes are sound units like letters, and awkward to manipulate, but if we work with syllables, we get something that is easier to handle, and suitable for use in tables such as those in this section of the book. All that remains is to choose the right sounds.

THE CURSE OF THE APOSTROPHE

Without going into it at length, there are some things to avoid when creating fantastic names. One that stops most people is the dreaded 'unpronounceable'. Some writers, presumably in an attempt to create a truly alien flavour, have produced names such as T'rxzssxy-rzxl't'ss'ry. This sort of thing is pretty much pointless in a game where you have to speak the name out loud. Even if you could pronounce it, it's unfamiliar enough to confuse players and overtax the gamemaster. Some names, such as those of demons, should be difficult to pronounce, not to mention utterly unpleasant and dangerous; but even staggeringly glottis-wrenching tongue-twisting polysyllabic sesquipedalian gargantuosities should, if it is possible to pronounce them with human vocal cords at all, be spelled with a few vowels.

Misused apostrophes are a small but deadly part of unpronounceable names. They can be useful to show breaks between vowels, or sometimes glottal stops. Most often in fantastic fiction, though, they mean an unstressed neutral syllable, somewhere between /uh/ and /ih/. So T`plok would be pronounced tih-Plokk. One in a made-up name might be considered debatable; more than one is unforgiveable.

In the real world, most clumsy, awkward, or unfamiliar names are simplified in short order. The name of the pirate flag, Jolly Roger, is supposedly such a corruption of the French jolie rouge, from the ‘pretty red’ colour of the original piratical ensign before the skull and crossbones became common. And if jolie rouge is hard to pronounce, forget T`rxzssrxy-rzxlt’ss’ry - whatever it is will be called Trixie at best.

TYING IT TOGETHER

No book or game could possibly deal with the huge number of cultures and languages on Earth in depth, so usually only a few are featured in any work. All that matters for game purposes is that distinctive groups have names that can be told apart, and hint at their nature. Even in fantastic settings, humans tend to be the most diverse of races, and others are more homogenous. Other species tend to substitute for more exotic human cultures. Fantasy and science fiction races necessarily extrapolate from humanity (after all, there are none in the real world to use as models). They often accentuate one or more of its aspects: nobility, grace, refinement, cruelty, arrogance, crudity, and so on. We expect fantastic names (and, by implication, languages) to reflect this, perhaps more clearly than for human names.

A name for a fairy should be diaphanous and delicate, light as thistledown, all gauze and gossamer. For an ogre or giant it should be a weighty bludgeon, iron-ribbed and brutal. For a dragon, it should be massive and magnificent, containing in its coils arrogant power, scaled splendour, brooding fire. That’s easier said than done! It would be nice to have a machine where one could add quantities of such qualities in proportion, crank a handle, and turn out the perfect name for whatever being was described. Sadly, none exists.

We can, however, make a good start with what we know already from myth, fiction, and reality, using familiarity and phonaesthesia to create the effect we want. Invented names are sound-patterns, and suggesting meaning through sound is part of what makes a name just right for a dragon, dwarf, or damsel. For instance, orcs and ogres and their kin are typically coarse, crude, and nasty. We might expect their language and names to be guttural and unpleasant. For the fair folk, on the other hand, we might use clear, fluid, and clean sounds to produce pleasant names. We can use heavy-sounding phonemes for larger beings, lighter sounds for smaller ones, and so on, keeping in mind the overall effect. Thus the semi-random tables following involve syllables with certain sounds, grouped according to euphony and traditional associations.

Sentient beings less like humans (both in science fiction and fantasy) often resemble Earth species with which we are familiar, and it is usual to give them languages and names based on the noises such species make: snakes and lizards hiss, owls hoot, frogs croak. This is not mere cliché: the vocal apparatus of homologous species should probably make similar sounds. Names for silent things such as octopi and plants can be decided based upon what we want to convey by the sounds together with a bit of imagination. (Now, let’s see, what’s suitable for a leafy bush... Russel?)

Note that hybrid creatures can combine the forms of man, animal, plant, insect, or whatever in various ways. Creatures with human heads (such as a centaur or naga) might use human or human- like languages and names. Speaking animals, creatures with animal heads on human bodies (such as minotaurs), or those who blend bipedal shape with animal attributes (such as lizard- men or cat-people) would be more likely to use names with the species-peculiar sounds suggested.

A number of possible races, species, and archetypes are suggested hereafter. Names from folklore and fiction are given for some. Tables and lists for systematic generation of fantastic names are provided for each: these combine

ONE-SYLLABLE NAMES

Aind, Ainn, Airk, Aitze, Ald, Ance, Anxe, Ard, Ashf, Aulg, Aun, Aure, Authe, Baelt, Bakh, Bal, Balt, Balthe, Barg, Barll, Bauce, Baysc, Beek, Beele, Berl, Bersch, Beyn, Bhozt, Birme, Birr, Bjanc, Blaen, Blize, Blouch, Blurk, Blynze, Bokk, Borl, Borse, Brahl, Brakk, Bralk, Brang, Brann, Branth, Brem, Bress, Breun, Briint, Brill, Brize, Brod, Broik, Brolt, Bront, Broozh, Brosck, Broud, Brud, Brule, Brun, Bulse, Bunth, Byar, Byst, Caer, Cail, Canth, Carn, Cayrl, Ceyt, Chaeng, Chail, Chaith, Chal, Chalm, Charg, Cham, Chave, Chayle, Chaze, Cheal, Cheev, Chel, Chern, Cherze, Chezl, Chilk, Chlenk, Choalg, Choje, Chor, Chorl, Chorsk, Chounce, Chraq, Chrarr, Chrem, Chrent, Chriyb, Chroad, Chud, Chuz, Claed, Clart, Clesh, Cloup, Clour, Clowr, Coll, Corb, Corje, Corm, Corme, Crade, Creeg, Croold, Croyn, Cthon, Cush, Daalx, Dahr, Daig, Dal, Darm, Darsh, Darze, Dashf, Dask, Datz, Daug, Dawl, Deelth, Deerch, Derd, Derle, Dest, Deuth, Dex, Dhaant, Dherl, Dhoul, Dhuul, Dhuur, Dinz, Dlak, Dlask, Dliir, Doag, Dolc, Dorse, Dralg, Dram, Dran, Drance, Drath, Drax, Draygg, Dreact, Dreed, Dreeg, Dreen, Dreev, Drelm, Drelth,

appropriate sounds simply. If you want to change them, do so; if something’s not to your taste, alter it. Blank tables are provided for your own variations.

GENERIC FANTASY

These generic fantasy lists have over 9000 invented names ready to use; millions if you create compound names like Darth- Bator, Thulsa Vader, Ulan Doom, or Shangri-la. They are meant to provide a trove of instantly usable names for most fantasy campaigns. The names are vocables, sounds with no intrinsic meaning - any rude utterances in foreign tongues are accidental! They tend towards heroic and exotic sounds, with some whimsy. Possibly not all will appeal to everyone, but they should be speakable, and most can be used for both people and places. The names are sorted by approximate length, into one-syllable, two-syllable, three-syllable, and multi-syllable lists (of about 1100, 4500, 2900, and 600 names).

Personal names: The lists can be used as is for fantasy human names, with bynames and so on added as required. Use them for family names as well, if you wish. For science fiction settings, list names could be mixed with standard personal or family names, to give Derokain Black, Hazel Sindiris, and the like.

Place names: Many names can be used as is for places, especially longer ones. Otherwise, you can simply use them with descriptive terms, adding ‘-an’ or ‘-ian’ if you want to use them adjectivally. For instance, you could have the Naall River or the Craters of Naall or Naallian Hills. Stand-alone names could have a topographical element added to indicate what they refer to, for instance, in the villages of Naalham, Naalton, or Naalwick.

PRONUNCIATION

The names were not written down using a precise phonetic system, but should be easy enough to pronounce. The approximate number of syllables should give a hint, but the usual uncertainties of English are left largely intact. Some intentional things: an ‘e’ ending a word is silent if not accented. An accent shows that adjacent vowels are voiced distinctly, where ambiguity is possible (so Zoë rhymes with Joey, not Joe). A double vowel indicates the syllable is drawn out. An h may indicate rough breathing or change a vowel’s value like an accent (so Ruk rhymes with luck, but Rukh with book, or rūk).

CHOOSING A NAME

If you have something specific in mind - a short name for a warrior, a long name for a waterway, a compound name for a wizard - just choose from the appropriate lists. If you want a name at random, choose from the whole lot, or roll a d20 on the Generic Fantasy Names table below, then choose a name from the indicated syllable list or lists.

GENERIC FANTASY NAMES		
D20	Syllables	Examples
01-02	One	Birme, Targ
03-11	Two	Marath, Wyxef
12-16	Three	Esmeril, Faldian
17	Multi	Narzelduin, Rhazazarak
18	One + Two	Jal Gadoc, Voon Coax
19	Two + One	Zirin Thorm, Jandix Slaunce
20	Any Compound	Hax Alarion, Tsai-Jal, Polorrurn Drinn

Feel free, of course, to adjust the table and results to suit your campaign. Some names may seem obviously place or person, male or female, heroic or ironic, rustic or urbane. If the name seems ill-suited to its intended use, choose a nearby name (something on the line may fit), or change it (add or remove a feminine ending, say). Names that seem too whimsical by themselves may nonetheless work well in compounds. Relegate any you dislike to hirelings, hicks, and hounds. It helps to get a handful of names at once for groups of people or places, so you can assign them most appropriately. Ensure there is variety enough to tell those in a group apart easily (different lengths, starting letters, endings).

Drerle, Drewm, Drilm, Drinn, Drism, Drissth, Drix, Droale, Drojj, Drom, Droxe, Droy, Drun, Drust, Druuth, Dryle, Drynn, Drythe, Dvarch, Dwesk, Dzairn, Dzij, Dzym, Eeb, Eenthe, Elb, Emp, Ence, Ench, Eng, Enz, Ept, Erd, Esk, Faig, Falthe, Fanch, Faoth, Fard, Faum, Faz, Feant, Feej, Felg, Fernsh, Fesk, Fess, Feth, Fimth, Fize, Flast, Flatch, Flayre, Flerd, Flersh, Flisp, Florn, Fompt, Fousk, Fraine, Frakk, Fralg, Frast, Fregg, Frem, Fressk, Fretch, Frex, Frike, Frile, Frism, Frold, Frone, Fronx, Frook, Frool, Froy, Frush, Fryx, Fulm, Fyahn, Fyast, Fyorb, Fzek, Fzron, Gair, Galthz, Gand, Gane, Gann, Gart, Gath, Gault, Gawle, Gax, Genze, Gerd, Gez, Gharl, Ghea, Ghenz, Ghorl, Ghorx, Gilft, Gilm, Gire, Glaar, Glain, Glarch, Glaux, Gleeth, Gleev, Gleft, Glekke, Glem, Glice, Glip, Glish, Glith, Gloard, Gloob, Gloorsh, Glosk, Glund, Glyre, Glyth, Gnarre, Golm, Gond, Gorm, Gosp, Goste, Graal, Grall, Greel, Greeld, Greelp, Grend, Grilf, Grimp, Groad, Grond, Groolsh, Gruon, Grux, Gthuu, Gtze, Gwisp, Gwith, Gwosk, Gyorrr, Gyz, Haag, Haar, Haask, Hade, Hadj, Halk, Halm, Hane, Harb, Harch, Harg, Harx, Hauke, Haux, Hawlx, Hax, Heerf, Hersh, Hetze, Hezz, Hisk, Hize, Hjorr, Hlare, Hlor, Hoag, Hob, Horl, Horm, Hosh, Hraak, Hrailk, Hreen, Hrine, Hroon, Hrume, Hruse, Huxx, Hythe, Ingg, Jaarge, Jadd, Jaerth, Jaig, Jaim, Jal, Jalth, Jance, Jand, Jant, Janx, Jard, Jark, Jarn, Jask, Jath, Jauce, Jaus, Jauth, Jaze, Jeel, Jekk, Jend, Jenx, Jerd, Jern, Jexx, Jhang, Jhaulk, Jhor, Jhure, Jinch, Jind, Jinz, Jirle, Joorm, Jorm, Jorn, Jronnd, Jurze, Jusk, Juzz, Jyfe, Jyin, Kaerr, Kaid, Kal, Kamn, Kand, Kang, Kank, Karn, Karth, Karze, Kaune, Kedj, Keek, Keig, Kell, Kelph, Kerce, Kerm, Kerst, Kesp, Keth, Kez, Khaiz, Khal, Khand, Kharb, Kharsp, Khern, Khif, Khond, Khôr, Khorst, Khrev, Kinch, Kish, Kiv, Kjeld, Klaff, Klaz, Kleed, Kloob, Kloohn, Klyne, Kmool, Knaar, Knut, Kolff, Kolg, Konv, Koss, Koul, Krake, Krall, Kranj, Krax, Kreel, Krej, Kremp, Krey, Krile, Krinch, Kroff, Kroll, Krompf, Kuest, Kull, Kulm, Kuon, Kuum, Kvon, Kwask, Kwaz, Kyre, Lach, Laev, Lan, Lantz, Larnste, Lartz, Laur, Lawrg, Layje, Leet, Lenx, Leth, Llin, Liss, Lod, Loec, Lonn, Loord, Loosk, Lound, Luhr, Lumbb, Lurs, Lyrr, Lysk, Maarth, Maec, Maelv, Magh, Mald, Mant, Manth, Mantz, Marb, Mard, Mayxe, Meand, Meeth, Melg, Meln, Merrt, Merzh, Mesp, Mirsp, Mirx, Miskt, Mlô, Mointh, Mool, Moork, Moorthe, Mord, Morl, Moskt, Mox, Mulse, Murlk, Murste, Myrrhne, Naall, Naar, Naaz, Naer, Naik, Naine, Nairx, Nalm, Nanx, Naois, Naphk, Nar, Narct, Narrm, Naulk, Naxx, Naze, Nelq, Nem, Nemn, Nerrz, Ngai, Nime, Nirft, Nisp, Nithe, Noerth, Nolph, Nool, Noom, Norb, Norle, Noth, Nraeve, Nulth, Nurb, Nuss, Nyalg, Nyalk, Nym, Nynx, Olth, Omm, Omn, Ooon, Ord, Orld, Ornce, Oth, Ounde, Ourne, Paaz, Palch, Parn, Parth, Parzt, Path, Pelk, Pell, Pesm, Phad, Phairn, Phant, Phlarn, Phong, Photz, Phral, Phul, Pirz, Pjanth, Plange, Plaz, Plegg, Plind, Plomb, Plorze, Plumf, Pluun, Pnidd, Poile, Pome, Pould, Praige, Presk, Prike, Prokk, Prook, Prya, Pryle, Prynne, Psarn, Ptenx, Pulge, Pume, Qaau, Quaar, Quagh, Quaild, Quaisth, Qual, Qualt, Quant, Quanz, Quaoph, Quarl, Quast, Quech, Qued, Quelg, Quelm, Querk, Quigg, Quilg, Quol, Quonj, Quool, Quorze, Quune, Quynd, Raask, Rahm, Raine, Raisth, Ralce, Rald, Rast, Raunt, Raupt, Rax, Raxt, Rayche, Raz, Reelce, Reendt, Relth, Relz, Rez, Rhath, Rhaze, Rhiss, Rhom, Rhorn, Rhyll, Rifk, Rilm, Rilx, Rimsk, Rimth, Riss, Rith, Rix, Rodr, Rodst, Roen, Rogg, Rolm, Rolx, Roul, Rull, Rulm, Rult, Rumche, Runce, Ruor, Ruusque, Ruz, Ryke, Rynx, Ryond, Rythe, Saar, Saech, Saedd, Sairgh, San, Sange, Sarg, Sark, Sarl, Sarn, Sarpt, Skroine, Scroot, Scrylfe, Scryme, Sculp, Scuss, Scyrth, Sdor, Seelt, Seif, Sen, Sente, Sfite, Shad, Shar, Sharg, Sharm, Sharn, Sheb, Sheel, Shenn, Shenx, Sherth, Shilm, Shind, Shont, Shren, Shune, Shurm, Shuuth, Shyang, Skarn, Skart, Skeen, Skerr, Skorle, Skraf, Skrafe, Skrib, Skrift, Skroi, Skyre, Slaar, Slanc, Slark, Slarm, Slask, Slounce, Slaur, Sleer, Slent, Slike, Slith, Sloif, Slogr, Slorn, Sluff, Slynd, Smeke, Smete, Smink, Smold, Snabe, Snard, Snarr, Sneath, Snurch, Soick, Solm, Sool, Soorve, Sorl, Sorm, Sorn, Sosz, Sounx, Sparll, Splynd, Sprake, Squalj, Sran, Srend, Sroon, Stalb, Starl, Stelk, Strangg, Strix, Strom, Strowl, Stuhr, Styche, Styre, Suntz, Suule, Suusht, Svinse, Swaerk, Swyst, Syle, Syoll, Taede, Tael, Tak, Tal, Tanj, Targ, Targh, Tark, Tarl, Tath, Taus, Tavv, Taze, Tchel, Tchern, Tchoum, Tebs, Teelk, Teern, Teirn, Telg, Telk, Terb, Terre, Tez, Thaad, Thaarn, Thad, Thaed, Tham, Thand, Thang, Thapp, Thard, Thark, Thask, Thaugh, Thaum, Thaurh, Thawn, Thax, Theed, Thesk, Thevv, Theyz, Thirrf, Tholk, Thorm, Thosk, Thoure, Thrak, Thralf, Thrand, Thrasp, Thrawl, Thrawn, Thrax, Thrilce, Thrizz, Throck, Thromb, Throsp, Thull, Thuu, Tlôn, Toal, Tog, Tol, Tolg, Tolm, Tooz, Torb, Torje, Torm, Torr, Torsk, Torth, Trahl, Treel, Treesk, Trell, Trem, Treys, Trild, Trilse, Trinx, Trojj, Tronf, Trost, Troyne, Trulm, Tsai, Tsang, Tselm, Tsleg, Tspoy, Tsrome, Tthann, Tull, Tvash, Twez, Twillx, Tyae, Tyfe, Tyog, Tzank, Tzoy, Ulm, Urst, Vaar, Vaersl, Vaist, Valg, Valtch, Vand, Vansh, Var, Vard, Varl, Vask, Vass, Vath, Vaulx, Vaus, Vaxx, Vayze, Veb, Veed, Veeth, Vegg, Vek, Velb, Venk, Venth, Verle, Vesp, Veth, Vilt, Vipt, Viri, Virx, Visk, Viss, Vist, Viith, Vlack, Vlux, Vleft, Vloongh, Vohm, Volg, Vool, Voon, Voor, Vor, Vorg, Vorl, Vorque, Vorse, Vort, Vrahk, Vrain, Vramp, Vreng, Vrilx, Vrosk, Vroyce, Vuul, Wertz, Wheld, Whimk, Whirx, Whoord, Wix, Woise, Wome, Woom, Worrh, Wrahz, Wraime, Wrax, Wrhye, Wrold, Wrost, Wurlp, Wyast, Wye, Wynv, Wyrn, Xaayr, Xaen, Xaif, Xain, Xalm, Xan, Xarle, Xas, Xau, Xean, Xelb, Xenve, Xerth, Xill, Xin, Xinsce, Xis, Xive, Xix, Xord, Xoth, Xush, Xyle, Xysc, Yad, Yagre, Yaim, Yand, Yarl, Yauce, Yeb, Yeerk, Yend, Yenj, Yest, Yhalm, Yhe, Yhem, Yifth, Yilb, Yivv, Yoort, Yoth, Yrr, Yund, Yush, Yuun, Zaar, Zahn, Zaidh, Zaift, Zaike, Zaive, Zand, Zang, Zao, Zaon, Zaoth, Zar, Zash, Zeft, Zeige, Zek, Zell, Zelm, Zelth, Zend, Zha, Zhash, Zhayce, Zherl, Zhirth, Zhool, Zhorm, Zhuul, Zil, Zilge, Zinn, Zixt, Zlante, Zlaque, Zlar, Zold, Zook, Zool, Zoor, Zor, Zorl, Zorn, Zoth, Zoul, Zreethe, Zull, Zusque, Zwerl, Zynx, Zyx

TWO-SYLLABLE NAMES

Aahdret, Aarlen, Aasren, Aastrasl, Aban, Abbith, Ablif, Aboas, Abrance, Abrax, Abryn, Abyok, Acear, Acfyst, Achekk, Achelse, Achlarg, Achren, Achriiss, Ackvold, Acram, Acu, Adaon, Addanc, Adeil, Adire, Adlay, Adlen, Adlon, Admel, Adoin, Adon, Adrek, Adreln, Adrich, Adrilc, Adurthe, Aduush, Aealim, Aeddian, Aedha, Aedir, Aedlynx, Aeiran, Aelis, Aelma, Aemon, Aenet, Aenth, Aeprox, Aeren, Aerind, Aerkoon, Aerkour, Aerlithe, Aeron, Aeryle, Aethlyr, Aethon, Afenk, Affraig, Afraaj, Agburz, Ageen, Aghil, Aghill, Aglin, Agroth, Agwyn, Agyorl, Ahmré, Aia, Aiaia, Aibmab, Aidajn, Aiden, Aidon, Aigol, Ailcaer, Ainké, Ainzu, Airmid, Aislinn, Aislithe, Aiza, Aizan, Ajaak, Ajnaic, Akaal, Akar, Akem, Akhtar, Akif, Akii, Akir, Aklo, Akon, Akoorb, Akrain, Akshooth, Akthrain, Akvar, Alao, Alarre, Albaize, Albin, Albrif, Aldende, Aldlor, Aldlum, Aldon, Aldor, Aldreb, Aldred, Aldren, Aldryn, Aldtas, Alenthe, Alfarn, Algus, Alif, Aling, Aljic, Aljric, Allaire, Allar, Almaer, Almeir, Almen, Alodd, Alsob, Altin, Altur, Alver, Alya, Amact, Amair, Ambard, Ambeln, Ambril, Ameste, Amfik, Amkir, Ammdar, Ammek, Amoyl, Amphoth, Amrath, Amren, Amyrg, Amzar, Anach, Anar, Anaz, Ancharl, Anclaar, Anctash, Andell, Andjez, Andon, Andore, Andorh, Andrad, Andreth, Androlg, Andrys, Andval, Anghra, Anglame, Angleem, Anglock, Anglor, Angmor, Angtai, Anhlaw, Aniggg, Anin, Anjak, Anjos, Anken, Ansher, Ansoj, Anson, Antar, Antarn, Anthor, Antrim, Antrisp, Anvar, Anvnyen, Anxrin, Anzire, Aopharz, Aophim, Aquill, Ara, Araar, Aradh, Arak, Aran, Araste, Araz, Arbal, Archam, Archech, Archite, Arcus, Ardann, Ardesh, Ardlen, Ardoth, Ardune, Ardwar, Ardwil, Ardwide, Areest, Arell, Argin, Argorm, Argrath, Arhnaal, Aribé, Arick, Arjhag, Arkal, Arkham, Arklow, Arkrog, Arlan, Arlbeth, Arldon, Arlya, Armast, Armorn, Armyze, Arna, Arnhor, Arnid, Arnlor, Arnrost, Aroinz, Arrah, Arrhod, Arshel, Artheen, Arthex, Artor, Artus, Arun, Arvel, Arvilc, Arvol, Arvox, Arweld, Aryem, Aryft, Aryon, Aryph, Aryus, Arzang, Arzi, Asberl, Ascelle, Aschar, Aschka, Asco, Âsē, Asgar, Asgorn, Ashan, Ashane, Ashbarl, Ashed, Ashild, Ashlann, Ashnyn, Ashord, Ashtah, Ashur, Askar, Aspand, Asrai, Astei, Astem, Astha, Astran, Astrin, Atang, Atar, Atdeel, Ateng, Athald, Athar, Athcroj, Athlas, Athlos, Athmar, Athquom, Atlatmp, Atlank, Atmaas, Atmeh, Atmog, Atox, Atraaf, Atrend, Atsal, Attor, Atyar, Atyre, Auchstyr, Auchur, Aucir, Audric, Aundan, Aunxar, Aurawn, Aureth, Auxid, Avane, Avarr, Averk, Avoon, Avorn, Awndale, Axaane, Axos, Aya, Aydras, Ayen, Ayin, Ayir, Ayla, Aylmer, Ayriish, Ayshun, Ayshung, Azal, Azash, Azeal, Azen, Azgoth, Azhrarn, Azlon, Azlyn, Azmael, Azorn, Azoth, Azra, Azraq, Azrean, Azreck, Azter, Azzay, Babdar, Baccruz, Baelil, Bahar, Baiar, Baiern, Baikaen, Baiposk, Bakan, Bakra, Balain, Balaz, Baldhur, Baldrim, Balmurr, Balkar, Balok, Balour, Banek, Banffoge, Bannheld, Bannor, Baraell, Bardel, Barduy, Baren, Barim, Barind, Barldsy, Barlom, Barlon, Barltan, Barnar, Barood, Baros, Barrenc, Barrin, Bertain, Basfric, Basim, Basmol, Bassinath, Bassto, Bastarre, Batrosque, Bayven, Bayzell, Bazan, Bazit, Beclaen, Bedane, Bedese, Beejlam, Begnus, Belan, Belaz, Belcoir, Beleth, Belgaua, Belic, Beljan, Bellom, Belmul, Belnarth, Belor, Belom, Belot, Belrain, Belstos, Belthan, Belthiis, Belwilg, Bengol, Bēol, Beolj, Beras, Berclad, Bercol, Berik, Berild, Berim, Berith, Berlyne, Berrec, Bersem, Bershar, Bertrenk, Berzik, Bethmel, Beyash, Beyus, Bezgrael, Bezpar, Bhoorva, Biferb, Biilar, Bildesh, Billosch, Bilmar, Bindle, Biraad, Birain, Bireln, Birta, Bisel, Bjanni, Blauthike, Bleran, Bleskran, Blonjerg, Blorvind, Blunyc, Bodvar, Boēd, Boggrah, Bolaoz, Bolthorn, Borale, Boren, Borgald, Borin, Borlaith, Borlas, Borlid, Borlo, Borngah, Borzer, Boshan, Bothar, Botro, Boupfar, Bowjen, Boyarl, Braagen, Bracca, Braeklarn, Bragen, Brahan, Brakkon, Brala, Brali, Brallu, Bralma, Brandar, Brandec, Brangweij, Branthu, Brantys, Branvaol, Branzan, Brascand, Brasslin, Braxen, Braxtor, Brealij, Bredhal, Breedast, Bregem, Brehen, Breitsoj, Brelkrov, Brenen, Brenlan, Brestej, Brethil, Brettia, Brevlyn, Brevta, Brielle, Brindax, Brindence, Brintu, Brinys, Brislyn, Brithael, Brithric, Brobal, Brohnnin, Brona, Broosin, Broxus, Brufod, Brundelx, Bryapka, Brynit, Buckyrald, Bulvet, Burcan, Burrigaut, Bwermolc, Byeloor, Bylys, Byrkast, Byzar, Cadairn, Caddax, Cadel, Cadfrel, Cadrach, Cadreth, Caecyn, Caedfer, Caelis, Caerron, Caillean, Caiphul, Cairon, Caldel, Calensch, Calkdaev, Calmic, Calnor, Calunn, Calyz, Calzan, Camain, Cambree, Camdlon, Camsar, Candla, Candrak, Canelb, Cangmor, Canthar, Cantrasc, Caopha, Caostri, Caranth, Carbrod, Cardelv, Carfheen, Carlasc, Carlinx, Carnax, Carnly, Carnool, Caroin, Carquel, Carthis, Caskeil, Castlon, Cathlaid, Caveesm, Cavorn, Cavoise, Cavis, Caynarv, Cayrin, Cazber, Cazyach, Cedrim, Cedrisk, Ceilerse, Celbarb, Cemtruo, Cenyth, Ceraik, Cerceyon, Cerdun, Cerlint, Cernor, Cernon, Cerra, Cessair, Cevir, Ceylunn, Chadan, Chadlor, Chadzik, Chaemor, Chagor, Chalar, Challem, Challeth, Chalvir, Chambarr, Changtsai, Chanoth, Chanti, Chaöl, Charatze, Charnyx, Charresh, Charyd, Chaska, Chaulet, Chavir, Chayim, Chazane, Chazgel, Cheldor, Chelim, Chelprey, Chelshrike, Chendil, Chenean, Chenoa, Cherla, Chessene, Chevonde, Chezil, Chial, Chian, Chigran, Chimu, Chimzil, Chirril, Chirthiz, Chitrind, Chlangi, Chlodig, Chlorild, Chordash, Chorrin, Chrezel, Chungaez, Chunjan, Chyvil, Cidran, Cilmar, Cinctraic, Ciraf, Cirkir, Cirkak, Cista, Civar, Civan, Clafaug, Clarinn, Cleedis, Clendlim, Clenvred, Cligra,

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Korthoon, Koruk, Korusk, Korvar, Kosjourn, Kothar, Koxir, Kozzir, Kraatin, Krallorn, Krana, Krangar, Kranorn, Krantheer, Krantor, Kredhal, Kregnux, Krelgar, Krentomzh, Kressen, Krexnahr, Krillon, Krissenq, Kroëld, Krotald, Krotar, Krotem, Kruchaen, Krynerl, Kugar, Kuldrah, Kulik, Kulleest, Kulxel, Lunatht, Kuldghar, Kurgnar, Kuruz, Kurvos, Kushish, Kydra, Kyladz, Kylcrum, Kylix, Kyllam, Kymen, Kyrake, Kyrmo, Kyrsha, Kysho, Laabron, Laarskim, Laconde, Laëll, Lagu, Lailaske, Laithare, Lakis, Lalan, Lalit, Lalun, Lampor, Lanaan, Landish, Landreth, Langbar, Lanreex, Lancscitt, Lanteld, Lantis, Lantos, Lanvilt, Lanyeth, Lanzee, Lanzept, Larbrun, Laresm, Larid, Larind, Larkrosp, Lasquor, Lathir, Lathmarc, Latra, Laudrin, Laxar, Laydor, Layek, Lazelle, Ledmai, Leela, Leena, Leerank, Leesclar, Leggwyt, Leghast, Lehun, Leistorn, Lembarl, Lemgaar, Lemtarn, Lendra, Lensith, Lenzeel, Lephais, Lephern, Leqquan, Lerdeln, Lerlya, Lermest, Lerquint, Lestin, Letek, Lexan, Lextraa, Leystorne, Lherache, Lhusark, Liance, Libourne, Lidrill, Lilir, Lilnid, Liltar, Limdal, Limhoth, Limka, Limson, Lindarl, Lindlorn, Linlaith, Linmer, Linor, Linspar, Lintan, Lintra, Liosse, Liphrodd, Lirram, Lishran, Liskeel, Lissar, Lissstar, Lissra, Liston, Lisvorn, Litheem, Lithrad, Littwyst, Lixelle, Lixeth, Lixter, Lizki, Lobror, Logas, Lohmi, Loiarl, Loomar, Loorin, Loorzig, Loraem, Loral, Lorbis, Lorrhin, Lorrin, Lorvra, Lothliv, Louwend, Lovoz, Loxzor, Luast, Lubist, Lucenne, Lufraut, Lumas, Lumfa, Lunzar, Lurand, Lurash, Lurin, Luscan, Lutril, Luzfel, Lyanec, Lyeüm, Lylix, Lyra, Lyrin, Lyron, Maaga, Macra, Macrad, Maefon, Maegwin, Maerraent, Magalph, Maghan, Maglone, Magmarl, Magnyck, Mahhri, Mahrik, Maidah, Maidak, Mairish, Maisa, Maisan, Majan, Makamb, Makisp, Malak, Malasc, Malber, Malboe, Malda, Maldock, Malfar, Malgrah, Malheme, Malinsp, Malkorf, Malnurb, Malthen, Maltheus, Malthgri, Malthor, Malvisp, Malwer, Malzhé, Mandrask, Manggrim, Mankril, Manthi, Manton, Maöl, Mapyn, Marack, Maraide, Marasp, Marath, Marax, Marclaw, Marcoorg, Mardhrene, Mardix, Mardur, Mareft, Marhalk, Marhart, Marjaan, Markryn, Marlath, Marlock, Marneec, Maroosh, Marost, Marrek, Marthal, Marrrhan, Marril, Marslin, Marslai, Martheel, Marul, Marvold, Marwhool, Mascrox, Maskrulp, Masplern, Masply, Masquoor, Masryn, Massac, Mastram, Mastrith, Mastruse, Mathgi, Mathlin, Mattraw, Matzin, Maulam, Maundrib, Maudax, Maustere, Mavasce, Mavic, Mavkert, Mavour, Maxil, Mayern, Maylern, Maylin, Mayrime, Mazzyott, Medarm, Meder, Medist, Meeratz, Meffroa, Meffron, Meglos, Megwen, Mejea, Mekosp, Melaunce, Meldresc, Meleas, Melib, Melisk, Meljam, Melkur, Melleg, Mellore, Melnayl, Melnyth, Melshiv, Melslem, Melviig, Mendra, Mengisp, Menksoor, Menna, Mephyr, Merdim, Merewyn, Merkal, Merkan, Merley, Mermold, Mermoth, Merngar, Merophe, Merresh, Merrest, Merrost, Merryn, Mershun, Mersic, Mersna, Merssan, Merthyr, Merweld, Mesrah, Mesrawn, Mestorl, Mestrin, Methnos, Metrosq, Mevid, Mezard, Mhoran, Mhordaal, Mhovair, Mhurdaal, Mhyrrail, Mianth, Mibris, Micrum, Mida, Midor, Mifrax, Migglin, Mijar, Mijhyk, Mikird, Mileem, Milzrik, Mimur, Minom, Minvra, Mynal, Miraad, Mirach, Mircheld, Mirdain, Mirdij, Mirdole, Mireth, Mirglisch, Mirhaz, Mirikke, Mirja, Mirjanth, Mirjenz, Mirkaise, Mirkin, Mirla, Mirrash, Mirrin, Mirrym, Mirtrax, Miryash, Mishaar, Mishim, Miskin, Miskul, Misrach, Miszlar, Mithbrin, Mithlerb, Mitrel, Mivarch, Mivrid, Miwarl, Mixtry, Mizarl, Mizma, Mizrab, Mlenjas, Mlocber, Mlodach, Moda, Mogorn, Moirulsc, Molez, Mollith, Molnyx, Molrin, Molvig, Molvind, Mommur, Monmar, Moondar, Moonrith, Moorith, Moorlow, Moormish, Moran, Morax, Morcal, Morchiss, Mordak, Mordlaw, Mordoc, Mordyle, Moreth, Morgath, Morgleeg, Morglin, Morgmar, Morgim, Morhain, Morix, Morktar, Morla, Morlig, Morlosc, Mormith, Morrhan, Morsklon, Morssen, Mortan, Morthyld, Morvaen, Moryak, Moshaol, Mosyerl, Moyank, Mozoorb, Mrossard, Mubfusc, Mubur, Mudanc, Mudaz, Muhlenk, Muilt, Mungin, Munin, Murgaist, Murhsan, Mustile, Muuthas, Mygon, Myndax, Myrii, Myrmar, Myronce, Myrrim, Myrvarth, Myrya, Mysind, Mysmak, Naadem, Naadra, Naafa, Naalvad, Naasjerth, Nabdoor, Nabol, Nadar, Nadhil, Nadin, Nagai, Naghir, Nagist, Nagvar, Nahar, Nahoul, Naia, Naidel, Naidis, Naidule, Naidusk, Naion, Naisnim, Naithool, Nakrea, Nalbis, Naldecc, Nalkleth, Nalray, Naimail, Namat, Namoin, Namvert, Nandrufl, Namphruk, Nantarh, Naök, Napolx, Naras, Nardalg, Naren, Narev, Nargath, Narjath, Narkrisst, Naron, Narqui, Narsok, Narthold, Nartloth, Narvi, Narvik, Nasank, Nasir, Natchai, Natchren, Natein, Nathlim, Nathor, Nathraq, Nautcheb, Navai, Navairin, Navar, Navesm, Nazaarl, Ndola, Nebcherl, Nebron, Nectesc, Neelix, Neepmire, Nefhorn, Negert, Negort, Nelat, Nelbron, Nelesck, Nelynn, Nemstere, Nemweal, Nenaire, Nengret, Nephard, Nephog, Neri, Nerish, Neruus, Nerveer, Nesbin, Neshkem, Nesser, Nestra, Nesvan, Nethelb, Netskra, Nevlyn, Newhar, Nexoz, Nextar, Nexxar, Neywode, Nezuel, Nezzdak, Niand, Nibine, Nibor, Niconde, Nictroi, Nida, Nifeld, Nigil, Nigräl, Nijim, Nijis, Nikusp, Nilgorn, Nilnoi, Nimbol, Nimir, Nimon, Nimrede, Nindiss, Nireal, Nirel, Nirhain, Nirhath, Nirloge, Nimir, Nisherj, Nishla, Nishmir, Nishran, Nissac, Nissal, Nithilt, Nithlom, Nitra, Nivenk, Nivgrom, Nixin, Nizoon, Nizten, Nogaarn, Nokelm, Nolfig, Noloq, Nolthar, Noorlim, Norahl, Nordell, Nordran, Norfroib, Norin, Noroj, Norstoj, Novvulse, Noxot, Nrial, Nuad, Nubweft, Nuendo, Nuhar, Nulka, Nulvlch, Nummag, Nurgan, Nurzek, Nuscolg, Nushla, Nuuzsal, Nuxile, Nuzain, Nyankra, Nyassaed, Nybron, Nyconth, Nydaur, Nyeon, Nylray, Nynaave, Nyra, Nyren, Nysra, Oaffleg, Oakine, Oailse, Oalyn, Oarine, Obron, Obtin, Ocarg, Oedjert, Oeglath, Oejes, Oenu, Oerusk, Oggran, Ogmarx, Ogstlang, Ohmir, Ohmoul, Ohrool, Ohwhon, Ohya, Olanc, Olbrod, Olcind, Oldaar, Oldac, Oleird, Olesk, Olgeerd, Olisch, Olix, Olney, Olthang, Oluode, Olvoor, Omag, Omazd, Ombaast, Omdret, Omfelx, Omkraum, Omoq, Omron, Onchorl, Ondar, Onilsh, Oninsp, Onolk, Onvrix, Oonglax, Ooxaith, Opaor, Opchel, Opild, Opmar, Opult, Oqueln, Orasch, Orayl, Orbern, Orbohst, Orbwelt, Ordol, Orgoch, Orgrool, Orhomb, Orinde, Orisse, Orix, Orjasp, Orkuuz, Orli, Orlim, Ormdrad, Ormerd, Ormuuz, Ornault, Ornith, Oroon, Orpax, Orrisk, Orsind, Orskog, Ortain, Orthmar, Ortholt, Orthroy, Ortkuz, Orvulse, Orwelt, Orxlorn, Osgleft, Oshraal, Oshpel, Ospin, Osresp, Ossiz, Ossvule, Osthandl, Othast, Ottlan, Ovaile, Ovar, Owat, Owelft, Owlin, Ouxroul, Oxdren, Oxiv, Oxoar, Ozur, Padath, Palaor, Palew, Palifte, Palvem, Palzac, Pamar, Paminsk, Panarre, Pancraf, Pandak, Pandire, Paneesh, Pangaz, Paono, Paraerg, Parbha, Pargask, Pargus, Parmist, Parnon, Paroul, Parrsath, Paslaive, Paxilp, Pazot, Peaflood, Pelas, Pelase, Pelcourj, Pellin, Pelnos, Pelvest, Pemnarsc, Pendoir, Pendra, Pengarth, Pengron, Peraule, Percaal, Perdin, Perdis, Perisk, Perlask, Perral, Perred, Perrinx, Perthald, Perzec, Pevel, Pexul, Pezloch, Phaithor, Phaleg, Phanstern, Phaoivance, Pharan, Phargon, Pharvis, Phatum, Phayra, Phenquor, Phesjan, Phinerc, Phinna, Phisid, Phlome, Pholgon, Phondath, Phynynx, Phyzent, Pidnubb, Pilark, Pilkarn, Pirkrod, Pittheus, Planget, Plitkin, Pluroign, Pnakord, Poddle, Pohlon, Pohnoor, Poroon, Porsthil, Portlusce, Praamon, Praarin, Prabaar, Pravdile, Pressar, Presta, Pretil, Prilsorn, Pritantte, Pritjan, Prollel, Proter, Prothoon, Psattor, Psirrim, Pteron, Pulaaz, Pulisk, Pumish, Purrdiste, Puuhilsk, Puvas, Pyalvar, Pyra, Pyrafe, Pyreyn, Pyrjus, Pyular, Pyzzim, Qraatin, Quaestrin, Quagel, Quagrith, Quaive, Quaman, Quamrith, Quanan, Quanthon, Quantra, Quavire, Quardan, Quargom, Quarnos, Quarouth, Quasha, Queageth, Quedrech, Queeden, Queeyat, Quekal, Quelade, Queldrim, Quelges, Quelneth, Quelthar, Quembras, Quenna, Querkez, Querlo, Queryl, Quesan, Quesparl, Quesrol, Quevros, Queygo, Quiddel, Quidre, Quigmoss, Quilmose, Quinault, Quindel, Quinga, Quinid, Quintarl, Quirrak, Quirvell, Quisrym, Quizlo, Quolbin, Quondoan, Quoddreus, Quysa, Raaxis, Raband, Rabern, Rablaen, Rabuur, Raccyx, Racere, Radalt, Raddel, Radeld, Raën, Raëss, Raethel, Raevact, Rafain, Rafam, Rafarn, Rafmarth, Raftwen, Rafur, Ragdra, Ragen, Rago, Rahaz, Raina, Raïre, Raishauer, Raistlig, Raistoc, Rajan, Rajin, Raju, Rakeeg, Rakhan, Rakhaz, Rakheer, Rakkim, Raksipre, Rakhthi, Ralik, Ralir, Ralisc, Ralith, Ralkeev, Ralvord, Ramat, Ramath, Ranax, Randar, Randor, Ranghen, Rangvair, Rani, Ranid, Ranousse, Ranthur, Ranûk, Ranyem, Rascha, Rascrag, Raslak, Rasmoth, Rastagg, Rastak, Ratai, Rater, Rathdome, Rathgor, Rathlede, Rathor, Raudal, Raudell, Ravann, Ravoe, Ravthek, Raxar, Raxen, Razdan, Razdel, Razul, Rebec, Reddorm, Redlac, Redleth, Reeval, Reevast, Regwelf, Relem, Rellskar, Rellzer, Relmnar, Relmund, Relthar, Remerst, Remist, Renair, Rendkett, Rendlorn, Renjik, Renlaw, Renna, Renquil, Resfirth, Reskem, Resna, Ressif, Restid, Reteher, Retor, Retraaj, Reuzor, Revas, Reyga, Reyna, Rezbain, Rezhar, Rhamaine, Rhandain, Rhavée, Rhaxdan, Rhenea, Rheya, Rhila, Rhiorn, Rhobban, Rhodelx, Rhojann, Rhylash, Riaal, Riak, Ribos, Ridun, Ridya, Rience, Rifdos, Rifgild, Rigar, Riklak, Riksul, Rila, Rillif, Rillu, Rilmorn, Rimchoze, Rimnaaj, Rimsall, Ringool, Rinquel, Rinthmaw, Ripurth, Risnys, Ristang, Riswod, Rivalke, Rivarsh, Rivcol, Riveld, Riverle, Rivlin, Rivoold, Rivrook, Rivvid, Rixel, Rixju, Rizhad, Rizeck, Roäk, Roakey, Roandat, Robforz, Rocaltz, Rodan, Rodhar, Roële, Roëll, Roethord, Rofloef, Rokeel, Rolthar, Rôlyat, Rontayn, Roolethn, Roqual, Rorkar, Rother, Roujat, Rowael, Roxhaast, Royanec, Royskar, Rubarj, Rubiss, Rudrisk, Ruidh, Rukhjan, Rukuz, Rublowe, Rulmool, Rumaal, Rupaic, Ruspey, Rurik, Rusgar, Rusic, Ruther, Ruusul, Ruvald, Ruwen, Ryalas, Ryarn, Rynell, Rynrys, Rysta, Sabak, Sabal, Sabfane, Sabhel, Sabon, Sabrok, Sador, Sadrouth, Saerdon, Saerulsc, Safrance, Safrine, Sagard, Saglamne, Saia, Saihail, Saijax, Salir, Sallese, Samand, Samar, Sambrea, Samler, Sanald, Sanan, Sanar, Sandice, Sangol, Sankor, Sanpalk, Sanrind, Sanrow, Sansal, Santlor, Santrul, Saphyx, Sarbrid, Sarcyn, Sardrum, Sarel, Sarex, Sarfinn, Sargash, Sarik, Sarla, Sarlyn, Sarmuld, Sarnax, Sarode, Saroon, Sarthath, Sarthay, Saruul, Sarvan, Sateer, Sathla, Saudraal, Saugrib, Savak, Savar, Savaunce, Savay, Savot, Savryn, Saxar, Scamire, Scarloth, Scaroth, Scarvlin, Schabith, Scharay, Sclava, Scolath, Scradast, Scrilisp, Searan, Seckba, Sedrim, Seethenn, Segrold, Seheitt, Sejar, Selar, Seldar, Selgren, Selith, Selkind, Selnor, Selris, Selthen, Sember, Sembriith, Semer, Semisk, Sena, Sendrej, Sendure, Sengeld, Senrin, Senter, Sentix, Seonce, Sephrone, Seplacc, Sepriim, Seraan, Seranth, Seray, Serdu, Sereste, Serlar, Sermer, Seroz, Serrof, Serryx, Sersoom, Sertase, Seskel, Sethar, Sethchell, Sethjen, Sethran, Sfaël, Sfennec, Sferaj, Sforakh, Shabrum, Shadar, Shagold, Shahile, Shaifar, Shalun, Shalvir, Shamad, Shanfa, Sharaq, Sharaz, Sharak, Sharrel, Sharva, Sharzik, Shastor, Shathak, Shaxa, Shaydayl, Sheerah, Shembis, Shenesk, Shetrax, Shezael, Shiaf, Shialk, Shila, Shilex, Shimar, Shimglor, Shimren, Shintar, Shirak, Shivan, Shiza, Sholmeg, Shruumint, Shryffin, Shudleet, Shurik, Shurrug, Shyden, Shylath, Siade, Sibvir, Sidron, Sierl, Sila, Silcham, Sildeed, Silgast, Siljenk, Silmat, Silon, Silphane, Silruum, Silure, Silvasp, Silvryn, Simbrul, Sindhi, Siol, Siralk, Sithing, Sium, Skaaro, Skagra, Skarazk, Skarloch, Skayla, Skedrea, Skeltrin, Skilon, Skorafe, Skurin, Slanslar, Slanthar, Slarood, Slaskren, Slavgar, Slazor, Slekla, Slesheg, Slesynx, Slijash, Slorac, Slurvaum, Smarag, Smerdis, Smialv, Snargai, Snayrod, Sneitad, Snurlix, Sobeck, Sodarg, Solael, Solbar, Soldine, Solis, Solohe, Solok, Solos, Soltar, Sombrid, Sophald, Sorak, Sorgas, Sormtor, Sorquoon, Sorren, Sorven, Sorza, Sotar, Soveh, Soydil, Spalant, Spandrell, Sparveld, Sperax, Spereld, Spirach, Splinvek, Sprimaïne, Squamgreve, Srajsken, Sraknis, Sramine, Srebold, Sreeva, Srendix, Srennant, Sriddoth, Sroika, Sroweb, Sryxla, Stajesse, Staffess, Starklyn, Staygus,

Steeglorn, Stengos, Stereth, Steylin, Sthygron, Stielle, Stirgan, Stornrafe, Strakhan, Strakkar, Streggen, Struquill, Stryast, Strylax, Subreen, Suggnar, Sujaim, Sulgra, Sulji, Sulmsy, Sulnseir, Sundoth, Sunjeade, Surast, Surigg, Surjan, Surpy, Susstark, Susteelk, Susur, Sutekh, Suukeeg, Suulkas, Suunall, Suvaal, Suvrin, Svringal, Swarflig, Swarro, Swendril, Swiez, Syanor, Sybra, Sylfrix, Sylvine, Sylvyn, Symnar, Syphtar, Syrag, Syran, Syssahz, Syzaash, Taarna, Tabrind, Tachel, Tacrine, Tadra, Taedel, Taennyn, Taeral, Taeya, Tagor, Taher, Tahrun, Taiwine, Talanth, Talar, Taldar, Taleeg, Taled, Talesm, Talgan, Talgraine, Talgyr, Talisk, Talith, Talor, Talthran, Talune, Talven, Talver, Tamar, Tamnuz, Tamone, Tamoon, Tamriss, Tanchilt, Tandro, Tanha, Tanisk, Tanlin, Tando, Tanoor, Tanry, Tanûr, Taniel, Tanielor, Taosar, Taoyot, Taran, Tarath, Tarax, Tarcen, Tareth, Tarik, Tarin, Tarisk, Tarith, Tarkand, Tarkrog, Tarlmar, Tarnor, Taron, Taroyin, Tarqu, Tarkas, Tasharg, Tashforn, Tashlex, Tashu, Tashuul, Tasrak, Tasselt, Tasvoor, Taulin, Taval, Tavan, Tavon, Taxlon, Tayerl, Taylin, Tayrsil, Tazen, Tazine, Tchasko, Tealryn, Teawar, Tebish, Tedra, Teekah, Teekug, Teerlin, Tefaz, Tefleur, Tegan, Tegglyn, Tegoth, Teiresh, Teirna, Telaer, Telast, Telcam, Telett, Telgas, Telgrest, Telkarr, Tellan, Telnar, Telnoom, Telsar, Telva, Telzley, Temorg, Tempros, Tened, Tenelle, Tenjal, Tenlor, Tenna, Tensfar, Tentil, Teode, Terare, Terglaw, Tergon, Terlkin, Terlyn, Ternasse, Terragg, Terris, Tershar, Terslond, Tesin, Teslan, Tevrin, Teyvrit, Thabou, Thadrum, Thaiduk, Thaki, Thalarn, Thalax, Thaldok, Thamin, Thandart, Thandrov, Thandusc, Thangor, Tharbad, Tharbolt, Tharij, Tharis, Tharjun, Tharkesh, Tharquist, Tharsna, Tharxac, Thaskam, Thaval, Thavarl, Thawilton, Thaxid, Thaxis, Thaxmool, Thaxnar, Thayvudd, Theandra, Thebek, Thebor, Theleb, Thelin, Thelred, Themnon, Theras, Therbur, Therak, Therras, Therat, Thervoh, Thesi, Thesstor, Thibkern, Thimmoz, Thinhla, Thiob, Thios, Thirlain, Thirrid, Thomilt, Thondrac, Thorgeir, Thornix, Thorskal, Thorzart, Thorzyl, Thoskold, Thoye, Thranor, Thraxil, Thremek, Thremix, Thringish, Thrinyr, Thrykar, Thryxeer, Thugar, Thuldodge, Thulsa, Thurdiss, Thuvagalt, Thyra, Thyzlont, Tiaft, Tiak, Tian, Ticham, Tiffrod, Tihan, Tika, Tilal, Tilir, Timaas, Timak, Timdos, Tira, Tiralle, Tirhthri, Tirkan, Tirnor, Tirouv, Tirvil, Tislim, Tisreth, Tisseth, Tithesb, Tivaln, Tlembic, Tlichgo, Tlishat, Tobar, Todyc, Toglank, Tokath, Tokkreft, Tokraz, Tolgarm, Toma, Tonom, Torak, Torang, Torbelt, Torbold, Torden, Toreth, Torghai, Tormir, Torsund, Torthar, Torvin, Torxar, Toscrath, Tourrhok, Tovak, Tovis, Toxathe, Tozjroch, Traalyr, Traken, Tramorn, Trantain, Trantle, Trasven, Travech, Trazom, Tredek, Treeplin, Treffaun, Trefoin, Treizeng, Tremas, Treof, Treslont, Tressak, Trevarq, Trevul, Tricoj, Tridusk, Trilinn, Trisgil, Tristak, Trithax, Triveark, Trizdtho, Troiom, Tromest, Tronvel, Troulnden, Trujko, Tsalit, Tsvan, Tsojjan, Tsojwar, Tsojak, Tsurak, Tsurak, Tuane, Tuchar, Tudlech, Tueezinth, Tugan, Tulkas, Tulsom, Tuntix, Turan, Turmasc, Turmis, Turvoost, Turweld, Turzeal, Tuuraj, Tvejas, Twenja, Twinaile, Twixtib, Tyasaj, Tydwyk, Tylark, Tylith, Tylnen, Tymarl, Tymdrak, Tyrbast, Tyrdon, Tyreen, Tyrgyre, Tyrinx, Tyrlon, Tyrum, Tzichrism, Tzilen, Tziphrin, Udraam, Ufang, Ufoin, Ulak, Ulfade, Ullfrax, Ulli, Ulmyst, Ulos, Ulphar, Ulsplasm, Umbrask, Umbresk, Umchor, Umleer, Ummice, Undreet, Unfegg, Ungax, Unstrix, Unstrix, Untveld, Unza, Uqbar, Urdaa, Urdain, Urdal, Urdryce, Urlyn, Urrind, Urthryn, Urtond, Urwoon, Urzvir, Ushnee, Usquik, Ussart, Ussfaal, Ussit, Ussit, Ustilt, Ustar, Ustiln, Ustlin, Ustor, Ustorne, Ustrelm, Uxsald, Uthmal, Uthnor, Uvorne, Uzfon, Uzum, Vacla, Vadein, Vadelrij, Vadri, Vadru, Vaeddyn, Vaelythe, Vaern, Vagar, Vaighthlu, Vaitarr, Valan, Valaz, Valbard, Valek, Valen, Valeth, Valgaard, Valgar, Valgarv, Valka, Valkarth, Valken, Valkesh, Valkis, Valkyr, Valmisce, Valreque, Valtarb, Valthoth, Valyn, Vamert, Vamfede, Vanache, Vane, Vanger, Vannak, Vannyn, Vanra, Vantsled, Vanyar, Vaona, Varat, Varda, Vareth, Varga, Varka, Varlik, Varmon, Varmyr, Varna, Varnac, Varnar, Varnax, Varnaz, Varos, Varrow, Varsta, Vartoor, Vasaav, Vascais, Varsind, Vathan, Vathar, Vathek, Vaudric, Vayas, Vaydir, Vayi, Vazar, Vazdo, Veaxe, Veena, Vegreth, Vekil, Velaunce, Veldan, Veldin, Velex, Velkind, Velnard, Velsant, Velsard, Velsin, Vembrex, Venast, Vendik, Venguld, Venklar, Vennec, Vennsor, Venscoth, Ventori, Venzra, Veor, Verek, Verisse, Verla, Verlis, Verner, Vernet, Vernil, Veror, Verren, Vercence, Vervitz, Verwantz, Vervax, Verzod, Veskin, Vestwinch, Veyen, Vherla, Viass, Vibsoom, Vibur, Vilgrax, Vilraj, Vilsa, Vilthod, Viltor, Viltore, Vingverd, Virainth, Viran, Virdla, Viscanth, Visharn, Viskrek, Vissir, Vistar, Vistarl, Vithmard, Viux, Vixa, Vixai, Vixlim, Vlastov, Vlitchek, Vluise, Vlustra, Volcilde, Voldor, Volnir, Vomquind, Vonir, Voozale, Vordnaz, Vorgan, Vorplen, Vorrnor, Vorshak, Vortice, Vosklune, Votom, Votrax, Voxarl, Vozkoog, Vratund, Vreeleth, Vregom, Vrithon, Vrumtuun, Vryxnir, Vuespra, Vuestri, Vulpix, Vuranc, Vurick, Vurog, Vuron, Vuubul, Vynda, Vymael, Vywyn, Vzoris, Wadziq, Waeytef, Wairbren, Walgwim, Wallibt, Walscrin, Wanelf, Wanjok, Wannach, Wanruum, Wanthim, Warbosk, Warell, Warisk, Warthan, Waryn, Wastur, Waylra, Waznak, Weardlon, Wedjeeg, Wedra, Weftig, Weftorb, Weitvan, Welfrede, Welmek, Welndar, Wemsin, Wendath, Weppel, Werclam, Werin, Weshap, Weskin, Westra, Wewkin, Wextri, Whilfig, Whilmor, Wicore, Wilnir, Wilnem, Wilzech, Wirreth, Wirzanth, Wistril, Witrix, Witrost, Wizlow, Wolcham, Wolkoon, Wolnihr, Worlit, Wraxil, Wrybeck, Wryplax, Wryxerg, Wubneft, Wulfrit, Wurflense, Wusheig, Wuunal, Wuxorn, Wychnor, Wylvin, Wyndbrel, Wyndra, Wyrgon, Wyriss, Wysholt, Wyvrax, Wyxer, Xadair, Xaedra, Xaelinth, Xaharl, Xaidis, Xaitchek, Xaldreth, Xalkhas, Xalla, Xallath, Xameld, Xanax, Xanbarg, Xandar, Xandrix, Xanille, Xanna, Xanos, Xanrei, Xanthon, Xarafe, Xarakh, Xarek, Xasim, Xaudrin, Xavest, Xavin, Xawnis, Xaxul, Xayide, Xeebract, Xeerha, Xejem, Xela, Xeldon, Xellosp, Xenerge, Xenir, Xephar, Xerra, Xerxisp, Xerys, Xexal, Xhagrim, Xhaibar, Xhomdroll, Xhoral, Xihil, Xion, Xiplin, Xiri, Xirrip, Xloris, Xoncarg, Xopon, Xoris, Xormeer, Xothun, Xovro, Xudeet, Xulan, Xundrah, Xustral, Xyás, Xyást, Xybeuth, Xycort, Xydorn, Xydra, Xygbenth, Xyhaek, Xykrog, Xylance, Xylarz, Xylvorm, Xymoyl, Xytrin, Yaalder, Yaathab, Yadarl, Yaddith, Yadel, Yadreth, Yadurk, Yaglaid, Yagmoon, Yaklar, Yaklin, Yako, Yakthoob, Yammoth, Yamphut, Yandorn, Yaöth, Yarat, Yarel, Yari, Yarin, Yarnis, Yarram, Yastoz, Yaten, Yathec, Yavarre, Yavood, Yavroun, Yazlar, Ycore, Yeafosk, Yeifolk, Yeldoj, Yeldrai, Yeoft, Yeoun, Yerdeen, Yergal, Yerkel, Yernool, Yethler, Yewrapt, Yexil, Yezrik, Yhemnis, Yhemog, Yhoudeh, Ylash, Yildiz, Yilkeyr, Yimzuem, Yinaun, Yiod, Yirod, Yivthi, Ymar, Ymarl, Yodkin, Yojra, Yombris, Yoorzamp, Yoppulse, Yorim, Yorlask, Yorrak, Yoskan, Yosneth, Yothir, Yottoa, Yrdirr, Yrgash, Yrgil, Yrinth, Yrlmar, Yrvoor, Yuktal, Yuleng, Yurisp, Yuvib, Yuzan, Yween, Zaalit, Zabal, Zabil, Zadko, Zadam, Zadool, Zaelken, Zaery, Zaffar, Zagrosk, Zahur, Zaihra, Zalethe, Zalmic, Zalthen, Zamar, Zamewl, Zamind, Zamog, Zamray, Zanak, Zaneer, Zangor, Zanza, Zantain, Zanthu, Zantir, Zantyen, Zanurb, Zarak, Zaranthe, Zardal, Zardence, Zardirm, Zardox, Zargoi, Zaric, Zarlou, Zarmarl, Zarouk, Zarphaut, Zarquar, Zarquemf, Zarros, Zarthule, Zastor, Zatarl, Zatheen, Zathras, Zathu, Zatoum, Zausric, Zavach, Zavak, Zavel, Zaviv, Zaxweer, Zayarn, Zaydrim, Zebor, Zebulse, Zedresk, Zefteel, Zehain, Zehir, Zekal, Zeldaph, Zeligad, Zelgen, Zelisp, Zelked, Zelmarch, Zelmix, Zelvand, Zembis, Zengard, Zentos, Zeraa, Zerai, Zeraki, Zermish, Zerric, Zervid, Zesdick, Zessain, Zethrel, Zhaizald, Zhakoor, Zhalore, Zhantaine, Zhapris, Zharmeale, Zharvek, Zhassa, Zhawend, Zhaya, Zheral, Zhirek, Zhiem, Zhiroq, Zhirquis, Zhrog, Zhomrach, Zhoreb, Zhrana, Zigmoth, Zikuyth, Zilar, Zilmork, Zircir, Zindor, Ziom, Zirin, Zishuun, Zislun, Zisurgh, Zlanté, Zlatos, Zofram, Zoides, Zojan, Zohldrom, Zolfiran, Zoltaft, Zomra, Zondar, Zoorkon, Zopine, Zorac, Zorith, Zorlan, Zorthal, Zosarde, Zrufend, Zugdin, Zugoth, Zuril, Zusdhrun, Zuukan, Zuegnaz, Zyjin, Zyla, Zylaax, Zylyn, Zyrel, Zyrelx, Zytan, Zyxim

THREE-SYLLABLE NAMES

Aathoklaa, Abalore, Abeli, Abreyxorn, Abrisen, Acaena, Acamar, Acarnod, Ackia, Acozer, Acravel, Actinor, Adalon, Adalrik, Adanac, Adasho, Adelin, Adelir, Adembal, Aderak, Aderel, Aderyn, Adhara, Adhirman, Adia, Adian, Adiol, Aditu, Adlaron, Admarlen, Adnirrin, Adnoren, Adracea, Adraeran, Adraewyth, Adrasta, Adrena, Adriphaas, Aelarim, Aerissa, Aeruin, Aetharyn, Aexien, Afaellan, Agador, Agaki, Agari, Agella, Agerquon, Agetan, Agexa, Aginor, Agior, Agnaska, Agraia, Agrasline, Agrasol, Agrias, Agristair, Ahina, Ahorra, Aidaron, Aililry, Ainnatic, Aioula, Aircristir, Aistomar, Ajasonde, Akajur, Akashic, Akasta, Akenchi, Akhrida, Akiina, Akirga, Akirku, Akritas, Akura, Akvaron, Alamak, Alanik, Alanyx, Alardan, Alaris, Alarynd, Alathen, Alatvair, Alaxa, Alaztyr, Albara, Albaral, Alberist, Alberon, Alceon, Alceor, Alchica, Aldachur, Aldaka, Aldamir, Aldirim, Aldrella, Aleasna, Aleaxa, Aleena, Aleidar, Alembis, Alera, Aleva, Alfanan, Alhana, Alidar, Aliet, Aliyfan, Alinaeus, Alindra, Alixa, Aljarik, Alkaios, Allindren, Allomir, Alloran, Almarisc, Almeron, Alnavor, Alshagrel, Altavan, Altoralan, Altria, Alucard, Alzamar, Alzarin, Amadis, Amadix, Amafer, Amaja, Amakelb, Amanster, Amaremne, Amarette, Amatin, Amazya, Ambrezul, Amelis, Amerill, Amether, Amethi, Amharad, Amilin, Aminak, Amintor, Amlieth, Amolithe, Amarin, Ampenden, Amramyr, Anandra, Anara, Anartig, Anashea, Anatsath, Ancelyn, Ancifer, Andaraan, Andistair, Andolan, Andrasha, Andula, Aneelen, Anfara, Anferas, Anfesef, Angalli, Angemon, Anghyrud, Anhalus, Anici, Anina, Ankrista, Annoxin, Anraculd, Anroana, Ansvlan, Ansuki, Antalyaar, Antarlest, Anterra, Antesri, Anthlamar, Antraneyk, Anzera, Apelnin, Aphitheia, Apporrosch, Aquiel, Aquorren, Aradek, Aragaj, Araglas, Arakbaal, Arakhreen, Arakin, Araldar, Aralik, Aramil, Aranan, Aranis, Arathorb, Araxis, Arbadrul, Arbalac, Arbalon, Arbitan, Arboran, Arcastor, Archolach, Ardalanx, Ardanos, Ardatha, Ardaxil, Ardalin, Ardilex, Ardiseng, Ardisa, Aregel, Arenith, Arestel, Arfandas, Argethlam, Arghesos, Argion, Argoel, Argolin, Arhanen, Ariann, Arianth, Aribeth, Arien, Arion, Arioth, Ariseph, Arismacht, Aristea, Arivid, Arkadit, Arkaris, Arkavyn, Arkissar, Arkurel, Arlana, Arleano, Arleost, Arlomma, Arokair, Arolant, Arozan, Arpiax, Arrashad, Arrelask, Arrenol, Arriam, Arridor, Arrivid, Arrosas, Arrossai, Arshashi, Arshavir, Artitheia, Artlexu, Arura, Arvanor, Arvirask, Aryion, Arzeela, Ascarleth, Ascaveen, Ascomeld, Asgarath, Asherild, Ashikri, Ashilja, Ashnisci, Ashrodu, Asilun, Asius, Aslior, Asmacul, Asmictir, Aspaaleed, Asparind, Asphodal, Aspolyme, Asquilla, Astaedi, Astalon, Astea, Astinus, Astraëa, Asurzel, Atalis, Atazra, Athana, Atheran, Athermoj, Athina, Athnolan, Athrasomb, Athrilas, Atlavan, Atorin, Atralan, Atraxon, Atrajal, Attanir, Atticog, Aturin, Atyoto, Aurever, Aurian, Auridra, Aurina, Aurion, Auxebaz, Avalzaunt, Avandir, Avarath, Avasceen, Avenaar, Aveole, Averdall, Avereem, Avernide, Avessèd, Avesur, Avori, Avriax, Avronil, Awennes, Axanar, Axarun, Aximil, Ayaren, Ayesra, Azaka, Azakour, Azanakh, Azanor, Azarmax, Azatta, Azella, Azergal, Azfotha, Azilos, Azmarbi, Azmeren, Azolem, Azrabel, Azriaz, Azrienne, Aztira, Azuva, Azuzu, Baeglyndven, Bahnsiath, Bakailis, Bakiar, Balandix, Balanjik, Balathol, Balazar, Balderon, Baledor, Baloward,

Baltarreg, Bandibras, Banira, Banjasah, Banjicoy, Banrodi, Bantirgen, Baraca, Barahir, Baramai, Barbardon, Barixid, Barjazan, Barolio, Barsimmern, Bartosca, Barzolo, Basfui, Basidrix, Baslayan, Basliard, Batiach, Baudefloy, Bayazin, Bayidon, Bazakel, Baziran, Beäbrae, Becheton, Bedivere, Behamkai, Belaraz, Belarba, Belathgert, Beldara, Beldaran, Belegern, Belensarl, Belgarath, Belida, Belimu, Belinzith, Belistra, Belithin, Bellinus, Belloram, Belmalar, Belmatar, Benalath, Beorilf, Beoshar, Berazan, Berefex, Berethan, Beriam, Berlemdo, Bermulan, Berterin, Besagen, Bestagar, Bethalus, Beztevil, Bilamarj, Birectzin, Birimi, Birrtezir, Bisuneh, Bithritrilb, Blascarro, Boålod, Boåzye, Bolangi, Bolgodar, Boradrend, Borvazan, Bordvedo, Boridorn, Borivig, Boroqual, Borosov, Boruja, Brelidiar, Breyugar, Brindelviix, Brinzindis, Brirelin, Brofothin, Bruyefol, Bundetlan, Burangald, Byjagan, Caadausid, Cadrillan, Cadxiel, Caglaree, Caladon, Caladra, Calandol, Calandra, Calara, Caldiza, Calial, Calian, Calibarz, Caliburr, Calimen, Calinor, Calinhor, Caliroon, Calrohir, Calvari, Calyreg, Camorba, Camrenard, Candelisce, Candalta, Canteril, Capsia, Caradin, Caraman, Carano, Carastac, Cardannor, Cardriman, Carejjar, Carenac, Caribros, Carvirras, Casliet, Cassira, Castivin, Cathloda, Cauluden, Cavrello, Cazago, Cazrogozt, Cedethea, Cedruin, Celasi, Celedrax, Celedrdrir, Celenorb, Celephais, Celimbse, Celissar, Celmiac, Celria, Cemendur, Ceomyr, Cerastes, Cerdotur, Cereden, Ceremeb, Cerindar, Cernaia, Cerrivald, Cerrlemere, Cervetar, Chakjalom, Chalberyne, Chandalla, Charizar, Charovis, Chasergha, Chatony, Chavrenard, Chayuleth, Chedynas, Chemedis, Cherinra, Cheshinif, Chesifith, Chexotah, Chiranin, Chirophanx, Chirystad, Chissaera, Choriaal, Chrystara, Cialrak, Ciarna, Ciliath, Cillegra, Cimpelis, Ciriial, Cirilar, Cisorid, Claraven, Clarian, Clymerice, Colperat, Colverslyne, Conridas, Coramur, Corcoran, Cordago, Corisur, Cormannon, Coromis, Corraemer, Corstanis, Coyasal, Cramorul, Crayeera, Credori, Cresbaral, Crodolan, Cromora, Crondowys, Cruirmox, Cryssindlyn, Cthasia, Cnubucol, Curtifer, Cveralisf, Cyarium, Cynalis, Cynara, Cyrilla, Cyrrisil, Daakrasef, Dabnavar, Dacarim, Dagaldsain, Dagorla, Daiavend, Dakkiaha, Dakokan, Dalarthra, Dalimir, Dallandra, Dallibren, Dalmaxen, Damarel, Damia, Damisen, Dammarlet, Damria, Danatren, Danbrelaj, Daqualor, Daragard, Darandril, Darani, Darimpelg, Darioj, Darisimp, Darnien, Daruda, Darusor, Darvenel, Darvien, Dasanay, Dasyani, Dathanja, Dauroat, Daximyr, Dazaroth, Deglavar, Dekreon, Delalea, Delandim, Delaquothe, Delcades, Delgadjas, Delgari, Deliard, Delitra, Delmonda, Delonos, Delsinar, Demelsävre, Deminar, Demitheia, Dendera, Denivra, Deowrix, Deralten, Derian, Derisurm, Derokain, Descelet, Desnema, Desthia, Destrino, Devabril, Devaia, Devaren, Deviscind, Devyna, Dezelglim, Dharijor, Diagar, Diamel, Diastul, Diazrax, Diniwim, Dional, Dismarntir, Distana, Distiva, Diurnad, Divior, Doälva, Dokessin, Dolitan, Dolskior, Domagren, Domovoy, Doniale, Donivesh, Dorana, Doravin, Doraxa, Dorether, Dorgrian, Dorianth, Dorosard, Drafarna, Draglios, Dralgamor, Drelbaran, Dreleone, Dreower, Drusmirak, Druycalid, Durathor, Duruis, Dusoto, Duvalin, Dvereys, Dygardo, Eberyn, Ecarnis, Echengar, Echredrisk, Edalcor, Edamar, Edaris, Edeera, Edeiric, Edelan, Edromon, Eemonil, Eermiaw, Efelin, Efiath, Egarun, Egeanin, Eglashor, Eglathorm, Ehlmargis, Eilinud, Einnara, Ekisha, Elaara, Eladain, Elanja, Elanlir, Elantir, Elardoand, Elayess, Elbasant, Elbrian, Elcaros, Eldikohl, Eldimyr, Eldivren, Eleaseth, Eleniin, Elerasc, Eleril, Elesfar, Elexna, Elhanter, Elharta, Elhiri, Eliaazh, Elindel, Elion, Elisפש, Ellissim, Elistan, Eljendril, Ellamoin, Ellanath, Ellendar, Ellidyr, Elmeric, Elmradra, Ennavor, Elnoë, Elorix, Elriseth, Elrodin, Elrowan, Elsandar, Elverus, Elzirtha, Emeresc, Emistar, Emparyn, Emraël, Enchasol, Endelaer, Endeltrad, Endoyarl, Endremen, Engkalat, Enifrax, Enliack, Ennorath, Enoëre, Ensocand, Enzoray, Eolair, Eolglyu, Eomer, Eosin, Eowine, Eralith, Erbarax, Erdegren, Ereäd, Ereboen, Eregin, Ereia, Ereidan, Ereimid, Eresbor, Ergamarl, Erian, Erihim, Erijin, Erilind, Erilyth, Erimewin, Eriptil, Erizael, Erjesko, Erkollo, Erlata, Erliskan, Ermentej, Ermiod, Ermizard, Erobor, Erraxam, Errixi, Ersazern, Erudin, Eruna, Escaloth, Eshorden, Eskedar, Eslenix, Esmeril, Essamor, Esselin, Estelom, Estulman, Esyorna, Ethayan, Ethilrist, Ettellam, Euralen, Eurayo, Evarul, Evedben, Eveltur, Evenor, Everan, Everard, Evidor, Evrilet, Ewugan, Exior, Exorric, Ezirith, Ezpiras, Ezrabar, Fabliian, Faerlasdar, Fafmalan, Fajhorjom, Falamund, Falazarm, Faldian, Faledra, Falias, Faliorn, Fallonar, Falmalin, Famaryl, Famiryah, Farammil, Fanarar, Farathar, Farazwen, Farendal, Farezal, Farias, Farinda, Farovlem, Farreflan, Farrian, Fassander, Fassiral, Fathanor, Fathimlas, Favular, Fayenned, Felacroy, Felectos, Felendos, Felentir, Felinstrod, Felladin, Fellathor, Fellazoor, Felmarus, Felvia, Fenhalut, Fenkkara, Feollan, Feraanty, Ferazhin, Ferdithir, Ferena, Ferescha, Feridmir, Feridoth, Ferilken, Ferkiel, Fermandra, Fermazeth, Ferozak, Ferrandry, Ferrinox, Fertimqui, Fesanor, Fesmaran, Fethijom, Fethorval, Fezmiraht, Fiaminch, Fiantzin, Fiathna, Fiensar, Fierex, Filigal, Filrena, Finaefin, Findegil, Finmanal, Finrhabar, Fiollix, Fionlex, Fiorag, Fiori, Fiosthan, Firandaal, Firimar, Firmirus, Fivrenesse, Flacoë, Fluimorl, Foäshroud, Fomorisk, Fonesco, Fontaera, Forambad, Forizuld, Forontë, Forrandir, Foxiklin, Fozdollo, Fraajior, Fragadin, Freälaf, Frinilex, Frosserthil, Frugansej, Fuareece, Fulinas, Fulmerack, Fumorak, Furoral, Fusial, Gadino, Gaffindur, Gaherist, Gaianac, Galassad, Galedrej, Galeeya, Galeia, Galendil, Galhambraj, Galhandan, Galiel, Galjiu, Gallaia, Galorin, Galrion, Galthien, Galtiran, Galvaris, Gambrefax, Gamorrand, Ganatus, Ganelon, Ganoraz, Ganscion, Ganzadahl, Garagrim, Garalden, Garathgen, Garduil, Gardulkar, Garemo, Garflion, Garlenon, Garriech, Garziot, Gastenmil, Gatlatas, Gatzeiros, Gavendra, Gavilen, Gefandrall, Gelsgiath, Genteras, Gerergol, Gerexi, Geskrivus, Gevanarth, Ghiella, Gidyrha, Gildanar, Gilennan, Gilfangron, Giljiran, Giltsanos, Gimika, Gipideur, Girazi, Giridal, Giridyne, Giritel, Girkirath, Gisorath, Gisirral, Gisselek, Givirtirk, Gizarak, Gizbion, Gizherae, Gledrion, Gleocyn, Gleyander, Gliranna, Glirifingril, Goibhniu, Golexar, Goloë, Gonseevin, Gontomir, Goranna, Gorazky, Goraldis, Gorias, Gorion, Goronwy, Goronyr, Gorova, Gorthokon, Graginar, Graliath, Gredanost, Griarnix, Griotam, Grissejan, Groliiax, Gualat, Guilmar, Gulifrith, Gurnarok, Gwyrion, Gydrian, Gymnivus, Gyrelyest, Hacouleda, Hadowrak, Hafranel, Haielva, Haijannod, Hajandin, Hakatri, Halibarn, Halios, Haliwyn, Halveron, Halvia, Hamadar, Hamancen, Hamavand, Hanamere, Haneran, Hanorayn, Hanrassu, Hantaira, Haplana, Haprisa, Harana, Harandash, Harezek, Hargranar, Harigran, Harnahad, Harobel, Harondar, Haromaril, Harsinna, Hartien, Hartazan, Hasalgar, Hasprion, Hathlizu, Hathvoril, Hautilim, Hautulin, Hauxpomel, Haxmaraun, Haxmaspar, Haxmered, Hazelet, Hazazel, Hazharat, Haziran, Hedrapake, Heereos, Hekeren, Helbathil, Helobaine, Helphaged, Helziatz, Hemgarel, Henalur, Herecham, Heriganj, Heriol, Hessevet, Hethica, Heuleanar, Hexavren, Hexelin, Hiabaid, Hiassveil, Hifridil, Higlaia, Hilio, Himurlem, Hintyrit, Hiodrix, Hizirin, Hokryäh, Holmarun, Horbajir, Horlabo, Hralfecca, Hriocet, Hulterna, Hurjaël, Huvatal, Hyalipitar, Hyarantar, Hydrestin, Hylamet, Hylarel, Hylissa, Hyphorond, Hyraskel, Hyrkalla, Hyzaspes, Iahaun, Iarlen, Iasho, Ibecon, Ibgali, Ibrana, Ibrax, Ibricole, Icanaar, Icavra, Icera, Ichandrik, Ichindar, Idarlan, Iffallon, Igiaru, Ijevthla, Ikarin, Ikirkar, Ilabrem, Ilairam, Ilarmin, Ildezir, Ilenfal, Ilfangir, Ilfinir, Ilgaeldar, Ilkir, Ilimvair, Ilkernë, Ilkyarzim, Illana, Illara, Illiarn, Illsuin, Illuanc, Illuridan, Ilkaroque, Ilnitel, Ilrehjan, Ilumaar, Ilvelisk, Imaia, Imajin, Imashla, Imaydra, Imedet, Imikeer, Imilxime, Imisard, Immelanx, Immoreth, Immornam, Imnatris, Imrahran, Imravog, Imrazixt, Imzia, Inayiss, Indreju, Ingrenux, Inhectin, Inidar, Inifael, Inifox, Ininay, Inisalex, Inkilist, Inkotai, Innoäk, Inora, Insallace, Intaphka, Inzellene, Ioga, Iolan, Iombar, Iosaz, Iosdil, Iperi, Iphara, Ipholar, Ipolok, Iptasor, Irankar, Irathar, Ireneemp, Irial, Irian, Iriboth, Iriga, Irmaskor, Irmistib, Irphilin, Irriosce, Irshirkur, Isaelsu, Isamar, Isarma, Isbexa, Isencal, Isgreminir, Ishmira, Ishnitra, Isiki, Iskarrine, Iskimi, Iskiret, Isodrost, Isotu, Isromant, Isotha, Issakra, Issanthal, Issevox, Issimrak, Istengrem, Istensanth, Isthentild, Istheol, Isthiol, Istidom, Istijed, Istroval, Isuxnen, Itharna, Ithelus, Ithimryr, Ithineg, Ithober, Iventhax, Ivrisshel, Iwrandia, Ixambel, Ixanthis, Ixarine, Ixcavar, Ixium, Iyenna, Iyiskek, Izpiizzi, Jabarla, Jablomeed, Jaelmura, Jafila, Jagadis, Jagaroeh, Jahaurin, Jakalar, Jakarhul, Jakendar, Jakharal, Jakronib, Jalaran, Jalatha, Jaleana, Jaligar, Jalisharn, Jalnio, Jalvochin, Janceä, Jandagar, Jandenor, Janien, Janniel, Jaralar, Jarantin, Jaratryne, Jardilan, Jarien, Jarioth, Jaronris, Jascelat, Jascenant, Jaslan, Jassolid, Jathfar, Jathlabra, Jathzoril, Jaukulmar, Jaurelin, Javennae, Javrezac, Jazaeron, Jejaneel, Jeleeys, Jelerish, Jelgriion, Jemadar, Jemkoleng, Jeoric, Jeoster, Jeprana, Jertezan, Jervida, Jessabra, Jevalor, Jevedic, Jevorin, Jevrian, Jhessala, Jhinilak, Jianthi, Jidesa, Jifrusni, Jijinjic, Jilarna, Jilitha, Jillaro, Jingar, Jiriselk, Jiruik, Jivessla, Jivizet, Jixannil, Jizuret, Joäsa, Joplezno, Jorian, Joriel, Jorodrin, Josafyre, Jothaugan, Jothera, Jozranal, Jranahaz, Juarin, Jumeon, Juramanx, Jussondrel, Juxeccan, Juzawik, Kacinen, Kadishir, Kahora, Kairaku, Kajabor, Kajua, Kalandrin, Kaledath, Kalvaro, Kamisu, Kamundam, Kandonak, Kandonin, Kapasin, Karaël, Karamis, Karanchir, Kardakar, Kardotha, Karela, Karezhame, Karimeg, Karogan, Kasiran, Kasluna, Kastana, Kastauët, Kastukras, Kathanal, Katryzaj, Katumar, Kazellor, Kazuon, Kedrinal, Kelmon, Kelmerveld, Kelraiog, Kelvixa, Kemmergen, Kerannix, Kerason, Kerasun, Kerendul, Kerfina, Kernamald, Keroona, Kerrekil, Kerrihaude, Kestramel, Kexraneas, Khadera, Khalidür, Kharisden, Khelaret, Khorenym, Khosilin, Khuraram, Khurkula, Kiarak, Kiaskek, Kifadli, Kinbulser, Kinjeon, Kintarna, Kioxug, Kireoj, Kirias, Kiriok, Kirithul, Kirrevi, Kiuspou, Kizarlon, Klandisar, Klirundon, Kodoki, Korachon, Korasal, Kortien, Korvaron, Kotajad, Kothenai, Kovaia, Kozanga, Krasgalad, Krienna, Krisilal, Krytelgaz, Kuiju, Kydomor, Kylara, Kylinsra, Kymelin, Kymorel, Kyrembra, Kyvaran, Kyveler, Laaraban, Lacoumox, Lacion, Ladamur, Ladestro, Laesina, Lafera, Lagaram, Lagova, Lahanolt, Laklanot, Lalaia, Lalthilan, Lamidris, Lamifer, Lamizjax, Lampralur, Lamrella, Lanisor, Lanival, Lanstrea, Lantakrel, Lantamar, Lanumel, Lappeleme, Laprimal, Larana, Laranel, Larilect, Larion, Larquinip, Lascynthis, Lasirusk, Lataffin, Lattremmond, Lazadon, Ledmial, Legaaruks, Lelatha, Leledish, Lendela, Lendoweer, Leodaan, Leojith, Leoptrin, Leptenar, Leptredin, Leranorb, Lessefren, Lethrian, Levasim, Lhyrrhana, Liamar, Liambra, Liammeck, Lianairn, Liansra, Lianvrin, Liarxa, Liavec, Liembra, Lilasta, Lilkaui, Lilthia, Limbria, Linargan, Linnaker, Lionus, Liossoor, Liquemar, Lirotzin, Lisimbra, Lissara, Lissflore, Lithuir, Lithyulin, Litoefor, Liydala, Lizenna, Lizinra, Llanaanu, Loëra, Logano, Lorana, Lorenvra, Lorient, Lozeneth, Luciet, Lucimer, Lunzia, Lurepusc, Luspilkir, Luthirring, Luuranoth, Lydalay, Lymandal, Lynaya, Lyndré, Lynxias, Lypilla, Lyrallor, Lyrian, Lyrossa, Lyrozi, Lythian, Lythratole, Lyzeary, Maalkeyan, Maceon, Madalaur, Madiglim, Madora, Maerleetas, Maeronyx, Mafranic, Magezatt, Magithel, Maglethom, Magylin, Mahelas, Majaelith, Makana, Malaësse, Malaioc, Malambard, Malandor, Malasire, Malasquor, Malavok, Malbrosac, Maldagon, Malechan, Malestrin, Malgadarn, Malhantis, Malhemar, Malidryth, Malifrin, Malisken, Mallaran, Maloroc, Malsanon, Mamvier, Mandrezool, Manjalem, Mannanon, Mantragan, Maöndat, Mapiran, Mardieth, Maridan, Maridisp, Marindro, Marinus, Marivik, Marliok, Marmaranx, Marmeron, Marniel, Marredix, Marsarok, Marsineh, Martanzix, Maruis, Mashalla, Masira, Massoran, Mathannil, Matzirik,

Maunestin, Mavira, Maxander, Maxtibel, Mazegus, Mazesra, Mazian, Mazivel, Medarinn, Medrahar, Medvergaal, Mehalet, Mejarlan, Mekeesha, Melamnir, Melapis, Melasdar, Melikkhaz, Meliune, Melliorn, Melorond, Memisaire, Menalor, Mendobarl, Menelvaour, Meodas, Meraleph, Merama, Meramel, Meranshu, Meraudax, Meriag, Meridyn, Meriel, Merilec, Merinar, Merinard, Merivran, Merkalo, Merlicence, Merresil, Mercsianthe, Mertamet, Mesegrim, Mesetrofa, Mevedet, Mewreddan, Mezedan, Mezerel, Mezlehet, Mezlethil, Mezrian, Mezrenain, Mezvorax, Mialdere, Mialorn, Midela, Mierah, Mikramil, Milicseth, Minaxa, Minrioth, Miranei, Mirantilb, Mirelith, Mirenta, Miriel, Mirieth, Mirintha, Mirion, Mirreschade, Mirrsomi, Misella, Misiplum, Misirim, Mithelos, Moälroc, Mobrias, Moieddin, Moisian, Molhanni, Mondestin, Moramin, Morannel, Morilimth, Morleved, Mormindar, Morofar, Morozam, Morrixan, Mosbelo, Movellan, Moxfiel, Mrankali, Mredisu, Mujeket, Mulciner, Mumivor, Murbahir, Murias, Murinja, Mustesra, Mylbdenir, Mylenost, Myllara, Myloryx, Myractus, Myrmelesc, Myrrhismir, Myrstica, Myruken, Myvior, Naadien, Nabronyb, Naëska, Nagarax, Naiagard, Najikim, Nambolar, Namezlioth, Namien, Nappolanc, Naramant, Naranlob, Naraven, Narecan, Naretha, Narfalax, Narimas, Narisdaat, Narissa, Narotham, Narothun, Narabhar, Narseldax, Nasmerul, Nateera, Nathogan, Natrifer, Nauthzegam, Naveiruz, Navislorn, Navithesk, Nefaroyn, Negula, Nelibar, Nelphina, Nelthenti, Nelveren, Nemarhaz, Nemisen, Nereitra, Nerevaunt, Nerian, Nerida, Neryonid, Netharna, Nethoël, Neveena, Nexian, Nexlio, Niascynth, Nidoran, Nienra, Niggollo, Nilchauntif, Nilmio, Nimandest, Nimfiralth, Nimiax, Ninozain, Niomakh, Nisamon, Nisaqua, Nissafen, Nitharna, Nithikin, Nitoda, Nivilan, Nizarar, Nizared, Noldiruth, Nolteera, Nooranda, Norian, Norvandre, Noumader, Novrima, Noxalwan, Nuanvi, Nuarban, Nujriha, Nulagdi, Nuskuron, Nyrana, Nysorat, Obatz, Obelnid, Ocmias, Odimos, Offenalke, Ogola, Ohranjat, Ojavi, Ojilinx, Okalder, Okpala, Oktavisp, Olamar, Olbenos, Oldarane, Oldrinben, Olican, Ollascet, Olnefkin, Olondin, Olonthos, Oloru, Oloxem, Olybris, Omaldras, Omaphel, Omarna, Omarithis, Omberdal, Ombriand, Ommarisk, Omosdur, Omziec, Onaldrus, Oneira, Onfivlen, Oniack, Onjedrit, Onoxim, Oolevran, Oomia, Oorandehle, Oquilda, Oradrad, Orbasdron, Orbeleez, Orbitan, Orchellor, Orebus, Oremex, Orenai, Orennem, Oridyr, Oriob, Oristkel, Orithreyn, Orivaen, Orlantsu, Orliend, Orlopem, Orluan, Ormadzel, Ormarit, Ormion, Ornulaa, Orodel, Oromrath, Orovar, Orovune, Orpirrhis, Orreminsk, Ortazan, Osgoran, Oskana, Osmoril, Osoyir, Ossfenness, Otargol, Othaldon, Otralinx, Oujanglor, Ouraia, Ovarasc, Ovelleau, Oveselm, Ovranos, Ovrenor, Oxavar, Oxavart, Oxruël, Ozatris, Ozgethern, Ozmirall, Ozingol, Palabell, Palarna, Palegain, Palidral, Palimbrust, Palinor, Panafig, Pandaxes, Pandelee, Pandeleur, Paomelna, Pardyereyk, Pargascir, Parlion, Paskorran, Pastengral, Pavadah, Pavandor, Paxijanc, Paxilla, Pazaleeb, Peladon, Peledor, Pelendur, Peleod, Peleze, Peliast, Pelizon, Pellingale, Pelmercest, Pelmergol, Pelsiffra, Penengvik, Peradal, Peraga, Perendan, Perendor, Peridor, Peripril, Perisgrim, Peristaad, Perligon, Pernian, Perridex, Persimmid, Perushka, Peslvar, Petreban, Phaidonaz, Phaneon, Pharethyn, Phariol, Pharnioth, Phascalon, Phesian, Phiarsuk, Philizim, Phiniak, Phiressa, Phoosrotex, Phoseter, Phramberzond, Phranzulet, Piapiar, Pievalp, Pillia, Pioma, Pirigal, Pirilaud, Pirinweal, Piritosk, Pisçion, Pishior, Pithibryl, Piynameer, Plamias, Plenchiel, Poinellay, Poinembet, Polassar, Polorrurn, Porodo, Porsenna, Potadu, Priligel, Progneti, Ptamrid, Ptelian, Pteraphon, Pulsavra, Pyrenda, Pyrtolosc, Pytholtus, Quaeleon, Quagrana, Qualbian, Qualhasan, Quanaöck, Quandel, Queegani, Quenter, Quentezard, Queoddy, Queridra, Queroë, Quersemel, Quilium, Quilverex, Quinibus, Quisifrix, Quolatha, Quolessip, Quoranül, Quyzacorm, Raascia, Racassar, Rackafel, Radasman, Radelon, Radula, Raivalar, Rajiten, Rajurno, Rakmyrral, Rakshilan, Ralanzur, Ralisimp, Ralmanor, Ralystra, Ramura, Ranessin, Ranicroy, Ranifice, Ranomar, Rasalet, Rashemba, Rassdolim, Rasseglin, Rassfydel, Rastilon, Ravathene, Ravenor, Raverail, Ravimo, Raxia, Razamor, Raziell, Reänkal, Reepifer, Regalorj, Regimir, Reldorin, Releza, Relikin, Relion, Rellevirk, Relliapt, Relundar, Rendeptir, Renzelath, Reonin, Requick, Rescorage, Resmenalse, Retalkin, Rethia, Revenal, Rezmyra, Rhakotis, Rhendalin, Rhaciend, Rhimaya, Rhimeren, Rhisala, Rhomiscele, Rhydolyn, Rhyölar, Riasine, Riatar, Riatha, Rickata, Rigisil, Rigonav, Riimara, Rilatha, Riliditai, Rilmara, Rilmorban, Rinxfantir, Riordan, Riolar, Riolba, Riscintell, Risgana, Risia, Risrinam, Rithotarl, Rixian, Rizifire, Rocapeste, Rodifel, Rodion, Roënen, Rokefyre, Romela, Romenom, Rondolla, Rophelon, Rophendir, Rosmarlind, Rouädh, Rovlerac, Rozeeldin, Rugiel, Ruhria, Rumilan, Runian, Rusaadi, Rusalma, Rusitholk, Ruvasam, Ruvatro, Ryözile, Rynian, Rynristas, Rynryris, Ryxarro, Sabrazza, Sabriel, Sabtimon, Sadabel, Sadeera, Sadonel, Safarrinx, Saffinka, Sagamir, Saguil, Saïnda, Sajaerix, Salaarus, Salathir, Salclias, Salina, Salinen, Salioct, Salitlan, Salmorin, Salrissa, Samalend, Samerlan, Sancia, Sannasara, Sanorye, Sanpellen, Sanseran, Sanzhara, Saqavar, Sarandere, Saraxa, Sardanak, Sarendril, Sargadal, Sariya, Sarkinos, Sarkozza, Sarlian, Sarmasar, Saroë, Sarozak, Sarrier, Sarrofo, Sarsicaul, Sartenna, Sarupha, Saschalon, Sathlatta, Satrothan, Savëma, Savretos, Savria, Scathanar, Scesefna, Sebandune, Selamvra, Selestor, Selial, Selidro, Selior, Selmiar, Selnara, Selnia, Selsabar, Selverel, Semarsen, Semdalice, Semmagel, Semurquan, Sendara, Senoster, Seorra, Sepiroth, Seprenal, Sepria, Serakel, Serambast, Seramir, Serefic, Serrios, Sertumen, Servelen, Serydran, Seskandal, Sevandir, Sevandor, Severique, Severlesk, Sevlasnë, Seytarin, Sfaeriqua, Sferalan, Sferio, Shaikala, Shalimed, Shameera, Shanatherl, Shanderzoth, Sharajsha, Sharbremit, Shardovan, Sharretal, Shaxeän, Shehallem, Shekkazad, Sherethis, Sherina, Sherotha, Shevrian, Shibema, Shiennith, Shildakor, Shimjian, Sholgonda, Shragonach, Shrymaroyne, Shurakai, Shushila, Sialtaan, Sianar, Siandar, Siannem, Sidanzar, Siendred, Sientij, Sientrib, Siflana, Sigilla, Silfer, Silfest, Silivis, Silmriell, Silvarak, Silvrnom, Simara, Simblo, Simirling, Simisthir, Simrana, Simusha, Sindaract, Sindirisi, Sindiroq, Simhadak, Sinira, Sinoprin, Stortlen, Sioshorl, Sirelu, Sirenel, Sirgamesc, Sirifrix, Sirinar, Sisimar, Sisimbra, Siugorn, Sjalara, Skalidra, Skelalack, Skelogha, Skelother, Skesira, Slanarra, Slanria, Slenlior, Slevindralsk, Slyrmegnel, Sofrego, Sofurin, Soledin, Solfellan, Soliroq, Solliot, Solmerip, Soltharan, Somagar, Sondaardrel, Sondrelen, Soomerak, Soquallin, Sorasta, Sormian, Sozmerold, Srandelix, Sravoorin, Steraval, Sthinalle, Stiaver, Stivernach, Sudevim, Sufranar, Suilim, Sujorgni, Sukratak, Sulathaag, Sulethri, Suliene, Sulien, Sulimo, Sulkanar, Sulkari, Sulronë, Surmaris, Suruay, Suzamil, Svidalan, Swangoren, Sweiborla, Sylvetane, Symaril, Syriol, Syzirept, Szivistri, Taalivex, Tabusaad, Tadasli, Tafashic, Taimbara, Taladere, Talareme, Talarin, Talertus, Talien, Taliess, Talieux, Talion, Talislance, Talmora, Taloxar, Taloxi, Talunon, Tamavold, Tamias, Tamioj, Tamlivran, Tamnithir, Tanafin, Tanakord, Tanier, Tanjalas, Tanjara, Tanseral, Tanviu, Tarakus, Taramag, Taramos, Tardelin, Tariaj, Tarkenthos, Tarmesorn, Tarmioc, Taroya, Tasardy, Taslihot, Tassafert, Tassiran, Taumonar, Taveli, Tavista, Tayaren, Teänyn, Tegana, Tegleron, Teirajan, Teirishir, Telarna, Telcyra, Teldrua, Telegris, Telendys, Teleura, Telnarzim, Temeris, Temeslin, Temmosus, Temontel, Tenadas, Tenidrist, Teotsir, Terasiln, Terejoen, Terena, Terquaalen, Terrenus, Terthelej, Terthyrkrim, Tervaën, Tesmarrak, Tevala, Tezarim, Thadarin, Thalafer, Thalaras, Thalira, Thalladyle, Thameera, Thamiel, Thanalar, Tharamoon, Tharnia, Tharomyl, Tharoval, Thellikkin, Thelodin, Thereski, Thieras, Thierny, Thirindon, Thithrama, Thithrivar, Thixagan, Thlenerden, Thlunarna, Thoorana, Thrabanquo, Thumithar, Thumatoth, Thuuvanar, Tiabrell, Tiachul, Tianan, Tiaosut, Tiata, Tiazan, Tiefkol, Tifulgar, Tigrana, Tirages, Tiregam, Tirelev, Tirion, Tirlimist, Tirrasthu, Tissawane, Titia, Tivadul, Tiveran, Tivriex, Tiyagar, Tizvian, Tolarim, Tolarme, Tolenka, Tolibell, Toramus, Torbera, Torgassin, Torlion, Tormitran, Toroäsh, Toroman, Torquenyx, Torresind, Torsamant, Torzundus, Tothirnal, Tralien, Tralquien, Traviod, Tredestin, Trellium, Trenaevs, Trilajo, Trinezhan, Triolus, Trisdestrin, Troviawn, Trydaron, Trysador, Tsacramal, Tsalkoril, Tuilleth, Tulio, Tuniger, Turmalin, Turobel, Turvesin, Twanalor, Twillessin, Tylostreen, Tyldora, Tylena, Tyradin, Tyrrathis, Tyrtura, Tzaroli, Ualock, Ubdakon, Udanax, Udanib, Udefoin, Udrahar, Udria, Ufanort, Ufial, Ugivor, Uilda, Uilric, Uixet, Ukinorn, Ulanthas, Ulember, Ulendal, Ullifan, Ulnavell, Ulnaxdra, Ullrepin, Uloënce, Umaspin, Umbrageed, Umbrina, Umerac, Umeri, Umikrel, Umistal, Undalryn, Unedrinj, Unkalisk, Unstoffel, Uraör, Urghazkoy, Urhankren, Urimnor, Urjalum, Urjaya, Urmalgis, Urrelor, Urzunift, Uscrumine, Usegar, Ushamtar, Usigul, Uskanast, Ussala, Ussolec, Ustaleaugh, Uthudain, Utoel, Uveena, Uxavis, Uxinor, Uxuvi, Uzileth, Uziprost, Uzirin, Uzisloj, Vacruëx, Vakrissa, Valabar, Valadan, Valagarth, Valandrib, Valarend, Valarom, Valaxis, Valdera, Valfoxel, Valina, Valion, Valistes, Vallia, Valmerac, Valphanar, Valserna, Valterla, Valthomé, Vanamon, Vanara, Vanathil, Vandelex, Vanegrin, Vangrahzmid, Vantarad, Varamanx, Varamid, Varamis, Varcantis, Varchimas, Varkellit, Varlandel, Varraël, Varrakel, Vashlion, Vasmarro, Vaudirek, Yayemis, Vedaraf, Veezproä, Velaila, Velanac, Velija, Velina, Velior, Velissa, Velozma, Velvermeld, Vendramyr, Veneska, Venithros, Venmarenc, Vercazyde, Vereedra, Verence, Vereska, Verethest, Verissrad, Verolant, Verowa, Vervadesce, Ververine, Veslomere, Vetrengarr, Vettemis, Vhiallon, Viastin, Viastra, Videla, Videssos, Viero, Vilirast, Vilrokin, Vilscelyn, Viomer, Virandisp, Virenar, Virensa, Virjaurok, Virosanne, Virthuren, Vismarun, Visperime, Vixuad, Vixuël, Vizina, Vladilesk, Vlarobaal, Voiope, Vojeera, Voldisterre, Volkazen, Volmaran, Voluru, Vonidar, Voozcoreme, Voranor, Vorchazel, Vorelgin, Vorien, Vornica, Vornovas, Vorquemard, Vorunir, Vorvados, Vosmerrel, Vossari, Vozmarald, Vrepimus, Vrilestamn, Vristamor, Vuëthar, Walpsinore, Wandalar, Wanestka, Wantorak, Wardlanof, Warlwier, Warrigel, Wascramin, Wasmöet, Watreyan, Wazerac, Wedonal, Welmerel, Wendower, Werrelet, Wescunok, Weverin, Wexavin, Whallifron, Whearius, Whibmistle, Wianna, Wicardod, Widzoonaev, Wignaja, Wiinecot, Winian, Wodhrian, Woringel, Woxethoon, Wrodlan, Wurzemand, Wyliath, Xadamos, Xadogar, Xaisuruk, Xalorof, Xanafel, Xanalver, Xanbiah, Xania, Xantenmec, Xanxia, Xaraata, Xargusull, Xarthia, Xeelafarl, Xeelona, Xeggessem, Xelica, Xemeret, Xemindar, Xenia, Xeralisk, Xerdelisse, Xerechron, Xhalsadan, Xhanazlet, Xhodrovan, Xibalba, Xiifrani, Ximahlt, Ximakran, Ximodi, Xirian, Xirijasp, Xoänon, Xomdiral, Xorandor, Xoryalan, Xyaria, Yaimondar, Yakovar, Yaktodah, Yalduvar, Yaliath, Yallarna, Yallorin, Yalveron, Yamala, Yamindra, Yandalar, Yandahra, Yaralet, Yariol, Yarzolept, Yashengzeb, Yathagault, Yathoric, Yathorlak, Ybalil, Ybranan, Yeltranal, Yeluö, Yemantal, Yemoloth, Yerdien, Yegolod, Yevjarel, Yfremoon, Ygristan, Yhantuör, Yldeyaste, Ymarisce, Ymbria, Yncarim, Yohonough, Yonraloth, Yoplossa, Yoredan, Yormexoon, Yranthis, Yratos, Yrcanos, Yronthol, Yrwelos, Yryloth, Ythlyra, Ythribond, Yurnada, Yusperal, Yuzigral, Zaaumontel, Zadamun, Zadipan, Zadrowane, Zagrenxa, Zaharibif, Zajrenja, Zakiwya, Zalagi, Zalanath, Zalazar, Zalberek, Zalremy, Zamberel, Zamblezur, Zamora, Zamordax, Zamorla, Zanatir, Zanestra, Zangabal, Zanindil, Zanreynad, Zantifer, Zanzinel, Zaraan, Zaranave, Zaranax, Zarfaano, Zarimar, Zathmandar, Zayzazi, Zazamanc, Zazumel,

Zazwinoon, Zebalan, Zefaeran, Zefrondus, Zelemorn, Zeldigadis, Zellinet, Zelmarine, Zelprothon, Zemanthel, Zemirtol, Zenaxa, Zenilyeth, Zenithral, Zenorsha, Zentrigar, Zeosard, Zephiron, Zequiel, Zeranoj, Zhelavon, Zhemaeta, Ziacalt, Zifidin, Zilkorlaz, Ziraldra, Zirdarbis, Zirzihin, Zoälmar, Zoändrik, Zoävar, Zochiad, Zodolin, Zoltaren, Zominor, Zoramus, Zoranji, Zorashad, Zorayas, Zorestrel, Zorewyr, Zoroma, Zoromesh, Zosmindo, Zotaqaan, Zotheera, Zozminod, Zubvuysa, Zulaeram, Zulpirek, Zurenkin, Zurliban, Zydaraf, Zylarthen, Zyramythe, Zytavirk

MULTI-SYLLABLE NAMES

Abadapnyr, Abrethendar, Acrasian, Adario, Adieseth, Adilikor, Adinalar, Adriaxa, Afelanidd, Aforvalon, Agiora, Agreliwin, Aguidran, Aguilla, Aikikia, Akitarka, Alanahetra, Alarion, Alartia, Alarurigu, Alcidio, Aldarian, Alelakon, Aleshmara, Aletorim, Aleuworust, Alianala, Alicindra, Allessanya, Alorassanz, Amafeyan, Amathenar, Amdaramast, Amiria, Amriffien, Anaumiantis, Anelofar, Angetenar, Angurvidel, Animeldio, Anixido, Ankitarla, Ansamanthion, Ansimantar, Anspiladri, Antillia, Aphiana, Aptolcater, Aprinuptium, Aquilia, Aradlumé, Araleddek, Aramanzom, Aramestor, Arania, Arazederu, Arazynxa, Ardzefurith, Arezia, Arhilian, Arianroth, Ariaria, Ariaxoc, Arismaspia, Ariyava, Armalisrah, Aroxian, Arrolian, Arsevalin, Artalien, Aruzustin, Arzangiran, Asalirin, Asarlia, Asicia, Aslambarash, Aslerion, Asthania, Asuricorm, Atarana, Athiana, Athlebasia, Athoriel, Atiaran, Aulurien, Avalenar, Avanimmerl, Avelembai, Aviathar, Axajaxas, Azeledim, Azgelazgus, Aziria, Barosathlom, Barylophar, Bazkalia, Beledira, Belintraia, Belrablion, Borosiyan, Bradullio, Brodalcaflar, Cajarrida, Calaneüs, Calasapia, Caldiloran, Caleria, Calgalcandar, Calidundarios, Calliwelleran, Calmamelis, Caratrothis, Carthazian, Casrinian, Cassrimello, Cauditricëä, Cerelama, Chaestebalon, Chalirio, Chaölthanesch, Chisirion, Cinariyan, Cinnarath, Cirthavion, Coäberul, Coëxitaq, Corancoän, Coreliad, Corrilisan, Cossario, Crotimian, Cuidurjau, Cymoria, Dajuvius, Dakrolidur, Dameraxia, Daraviel, Daraztheon, Darsimala, Darsurion, Dassalpian, Daxxihidil, Delrinian, Demasaran, Demeriolet, Devaloka, Diamerune, Dicadoran, Didoria, Dinrudromon, Dirinnia, Dolohies, Dophinrian, Dornatentorl, Drevixibrind, Drexorvion, Duralica, Dyskilian, Eälisen, Eätinor, Ebriany, Eclaramon, Efarion, Efiranlas, Egajia, Eglaharant, Eglantarask, Elantargin, Elarial, Eleglorross, Elianna, Elisdriel, Elivinté, Ellyria, Elortaöl, Eltaria, Elverion, Elysia, Emelesis, Emelsyna, Enstarlamyn, Entalaroth, Epimissia, Erejitha, Eremiess, Erengazor, Erigia, Erivalda, Escalinian, Escamorid, Eschurioz, Esmerashard, Esnaramik, Etheriasa, Etianor, Etybrinel, Ezaltarem, Ezellohar, Faedulias, Falastien, Falerio, Falyrias, Farsemnithal, Favaijeness, Felarica, Felmarien, Feresilmar, Fiarazio, Fiespegar, Fimalemuén, Finactias, Fiormezath, Firvintilis, Flamorriwisp, Flaxifyglar, Foäzekov, Folsalino, Frixalissa, Fusafandra, Fuvusarooz, Gafflorinos, Galathanax, Galdviara, Galirhyalen, Gambriamthus, Ganthelios, Ganvarathimyr, Garlinian, Gauribanon, Gazaforen, Geluruëm, Gemaleon, Ghondalioim, Giavicel, Gikishika, Gorvonia, Halremsolath, Hanciara, Harfelengol, Hatuina, Hazrathsimoon, Hazrinivra, Herazibrax, Hiabezur, Hidolebni, Hipalonin, Hizzlechaltezeme, Hlantremiër, Hovancomi, Hurania, Hyfeäntio, Ibalettri, Idrilla, Ilerendi, Igadiax, Iglithebem, Ilanayom, Ilerida, Ilirisiya, Ilizio, Illemestri, Ilminaris, Impelia, Inikia, Intheänereon, Ionellza, Iongua, Iophroster, Iptameela, Irgasia, Iskarnia, Iuzator, Ixiosyne, Izmirodon, Jachoriac, Jakanuim, Jаланochlan, Jaleduin, Jandrebliaeh, Jaralectan, Jarchesmadis, Javethiel, Jelanjazor, Jemalkhiri, Jemarixtesen, Jirchesmiod, Juaxmanar, Jurelisma, Kadarion, Kagilia, Kalenizin, Kalienlod, Kalpalanin, Kandathama, Kanthamio, Karamia, Kardamordax, Karethezam, Karisempatur, Karriasal, Karthassily, Kastrevelda, Katanmaral, Kemeroxel, Keolotrest, Keremelar, Kerisiar, Khalatulajax, Khrysarlion, Kikianik, Kiralizur, Kishidega, Koquilgion, Kryslaria, Lalarian, Lamamelis, Lamdiraka, Lamirila, Lamotridac, Lantessorax, Larasajan, Laschiantria, Lauaxeta, Laziarlan, Lemesprie, Leoniax, Lepeduin, Lialasia, Liqulioss, Lirissia, Locramaël, Ludurafet, Luithiole, Lyzalian, Lyzeoldir, Mahieriel, Majezreäl, Malabderas, Malantiggar, Malevila, Malyremeth, Manariasc, Maranduax, Marassumar, Maresedin, Marillia, Marzaranax, Mathranislom, Maudrosnia, Mayulisas, Medricaeldo, Meliabrak, Meliadoul, Melidium, Meliofard, Melismondé, Melkandoro, Melozathel, Melusinnia, Merenias, Meresinapt, Mermiculex, Metebelvis, Mianjira, Milinderra, Mirelassar, Mirianis, Mirtagarkarit, Moäthyalond, Momelsia, Morasina, Morciana, Moriliem, Morilioth, Muathazaglimid, Mylakhrión, Myrraxion, Myrristica, Naburios, Nanieroj, Narasia, Narjiona, Narragazkara, Narzelduin, Nemmaridus, Nempifermal, Nervovius, Nevalrimyr, Nevinlemnus, Nichoriam, Nimrathetel, Nissebaral, Nizilium, Nohbirrian, Octramadus, Ohirial, Okarbia, Okpralio, Olemerrin, Oloscendivarn, Onnurian, Opacalia, Orathiris, Orbicritis, Orialex, Oriastus, Orissanat, Ormallivir, Ormeria, Orriaza, Orroptio, Orthaxifer, Orviliach, Otolvian, Pactusina, Palzyriax, Panaxcrador, Panthioleed, Paolalian, Pelemurto, Pelluxia, Pemelojurg, Pemulinaan, Perjauruan, Phayzelobion, Phomechelion, Phorissital, Piartamisk, Pirouëtta, Pluzemelar, Pomivarnoën, Pyrvinrian, Quanamelis, Quarlusian, Quelidia, Quelizantor, Querrulian, Quetradendith, Rajanthesina, Rakanamet, Ramantasset, Ranasceleb, Rasanathan, Rathelemen, Ravannifer, Reondoresin, Rhazazarak, Rhiadirask, Roxifalcor, Rozalroäth, Ruälia, Rudliptalin, Rufomella, Rulinian, Runevara, Ruzultrejest, Rylissilin, Saboorakel, Sadonakai, Saegdondakhar, Salletifian, Sandurion, Sanoreya, Sapelintir, Sarantimar, Sarathia, Sarpemetheän, Sarrabhluil, Sartenia, Saterbia, Scarliherin, Scoramanté, Semnegarius, Serejarand, Seremnaria, Seriasist, Serilia, Seriona, Shadarabar, Sharadjelamir, Sharajamar, Shelarinnisse, Shelmorian, Sireelia, Sirezvia, Siriena, Sirulia, Sorolonex, Soromyrium, Sorosilmar, Sphallurian, Sreltaneema, Sulparia, Suularaba, Sylixia, Tallosia, Tamarien, Tapromethyna, Tarachien, Taralian, Tarismiria, Tasambekeer, Tayenias, Telaswiral, Telaznemor, Temilion, Teniliak, Tercyrian, Thetalia, Thorosiaz, Tiaskelu, Tifalium, Tinzlactiaeh, Tiriala, Tirunriyek, Tivantemar, Toraxoran, Torellian, Tormosian, Trystaria, Tsaliveren, Tsardatsira, Tuivoreth, Ugalius, Uguesilar, Uirugan, Ulakrugir, Ulkarien, Ullibunda, Ultharnarath, Umasdalen, Umicia, Unaramand, Unlasnulkai, Unorrehod, Unuvia, Upalumo, Uraösin, Uttosembuluz, Uxulinak, Valarindio, Valarion, Valaronai, Valeauviej, Varcassian, Veladamar, Velorian, Venzafurome, Vercerenos, Veridia, Vialora, Vilcarien, Vimbrodelthion, Vincarian, Virunia, Vistramisorn, Vreniriab, Vruthalidrom, Vyjeremanx, Vyrania, Werzamerand, Wiernamal, Wrosceltiar, Wyjezinellb, Xacuahatl, Xaeximinar, Xalaibisad, Xalisuri, Xaralien, Xaralyna, Xarilia, Xasseldasene, Xavanimar, Xemelenos, Xilvemzarad, Xiomriest, Xorlanterond, Xorosa, Yamidala, Yamovelhas, Yannaavalka, Yarbithresin, Yarmidrian, Yavilana, Yazarrahaj, Yetlioro, Yormanien, Yssarion, Yzaniva, Zabarianx, Zaharsian, Zalrevliaf, Zanzarathool, Zatakruan, Zaulizanir, Zavalliar, Zavalniax, Zekundaloth, Zekundemar, Zelissinfra, Zelobindio, Ziandela, Zicarecem, Zimenaechu, Zofelliara, Zoramatoh, Zulaaria, Zuralion, Zuruxeno, Zuzusilmar, Zwimolio, Zwyäclemon, Zyrrissalantisar

STRANGE SYLLABLES

These syllable tables are meant not to be names in themselves (although you could use some for that purpose), but to be used to construct names of a certain character. They can be combined as you wish, or added as a prefix or suffix to other names in this book - as honorifics, or name-parts to differentiate between groups or expand the potential names in a set.

A pair of smooth syllables could make a suitable name for an exotic eastern city, say, Oom Yath. Maybe the lost people of the plateau have names that mix two syllables of different types in a particular pattern: Am-Ghaz, Sheb-Yi, and so on. Hyphenating the syllables of a name makes us say it with multiple stresses; this is arresting because we are used to a single stress per name. Two or three hyphenated harsh syllables, like Ar-Jax-Krag, is a fitting style for a barbaric species.

To get a random syllable from a table, roll d% and cross- reference the row and column on the 10's and 1's dice. For instance a roll of 42 on the Harsh table gives Jeg.

HARSH										
d%	1	2	3	4	5	6	7	8	9	0
10	Ad	Ak	Ar	Ax	Bact	Chog	Chud	Dar	Derg	Dir
20	Dra	Drix	Dutt	Erd	Gid	Glak	Gna	Gner	Gnild	Gog
30	Grakk	Grux	Guz	Hatr	Hauk	Hdra	Hex	Hust	Ig	Jask
40	Jax	Jeg	Ka	Kag	Kank	Khur	Klut	Kolch	Kon	Kor
50	Kosk	Kra	Krag	Kru	Lak	Lat	Lig	Lut	Makt	Mlok
60	Mulk	Naax	Nabd	Nek	Nex	Nid	Nox	Nub	Nud	Nux
70	Ok	Org	Osk	Pec	Pent	Plag	Pyx	Rek	Sark	Ska
80	Skeg	Skek	Skut	Strak	Sut	Szat	Tchad	Telg	Ter	Thauc
90	Tog	Tok	Tor	Urg	Usk	Ust	Ux	Vax	Vekk	Vog
00	Vurg	Xag	Xeg	Xug	Yawg	Yed	Zet	Zixt	Zok	Zuk

NEUTRAL										
d%	1	2	3	4	5	6	7	8	9	0
10	Ald	Arn	Asth	Ba	Baad	Bal	Banth	Bhur	Bol	Chun
20	Del	Din	Djal	Dloth	Dole	Dom	Dor	Drul	Duhl	Fen
30	Fer	Fith	Flar	Fren	Gaw	Ghaz	Gho	Golm	Gren	Han
40	Harj	Harl	Harn	Hath	Haz	Henj	Hsar	Ilb	Irb	Jad
50	Jos	Kan	Kiz	Kho	Krell	Kull	Mar	Mox	Na	Nal
60	Nath	Nau	Naz	Neb	Nen	Nind	Nuth	Ob	Orn	Pand
70	Pulm	Ran	Saad	Sharn	Sheb	Shenx	Shup	Silch	Snal	Taw
80	Teh	Tev	Thad	Thang	Tild	Tine	Treen	Trell	Trogh	Trilt
90	Trul	Tsanth	Tscho	Tsith	Tu	Tul	Ur	Weft	Weng	Xal
00	Xin	Xun	Yahb	Yan	Yest	Yos	Za	Zilx	Zon	Zor

SMOOTH										
d%	1	2	3	4	5	6	7	8	9	0
10	Am	Az	Eesh	Ell	Erm	Esh	Hoom	Hu	Ith	Izz
20	Leng	Lesh	Lim	Lith	Lomb	Loal	Loor	Lor	Lull	Mai
30	Mal	Mo	Mong	Mor	Morm	Moth	Moy	Mu	Mul	Mung
40	Murr	Nam	Neesh	Om	Ong	Oob	Oom	Oor	Ooth	Orth
50	Oth	Phal	Phol	Rhan	Rohm	Ru	Ruum	Ruz	Sarm	Sha
60	Shai	Shan	Shar	Shim	Sho	Shol	Shoth	Sile	Smuu	Soom
70	Soor	Su	Suun	Syth	Thaa	Thal	Thay	Theem	Thir	Thom
80	Thule	Thuu	Um	Uth	Vehm	Vesh	Vho	Vil	Vith	Vooz
90	Voth	Voum	Vur	Wush	Xool	Yah	Yath	Ye	Yi	Yoh
00	Yom	Yoth	Yu	Zem	Zha	Zhai	Zil	Zo	Zoi	Zuul

VARIOUS										
d%	1	2	3	4	5	6	7	8	9	0
10	An	Asf	Atht	Bau	Bel	Besh	Boa	Chiv	Dal	Darth
20	Dith	Dos	Drau	Drax	Dro	Elb	Faer	Faerl	Ferz	Flaj
30	Foum	Ful	Fuln	Gath	Gen	Ghi	Ghul	Goch	Gul	Ight
40	Inth	Jabb	Jal	Jiv	Karg	Khal	Koh	Kraa	Kyor	Larn
50	Leil	Lek	Lerr	Leth	Lil	Liv	List	Lol	Luss	Luth
60	Misk	Mour	Myrrh	Nlaa	Nluu	Oast	Pan	Pancz	Pav	Pertz
70	Quin	Rath	Reen	Rew	Rorn	Sarn	Sind	Skex	Slaur	Snik
80	Sund	Tal	Tam	Tau	Tende	Thig	Trip	Tsai	Ul	Vaed
90	Val	Vel	Veld	Vitze	Vos	Vree	Wyx	Xan	Xem	Xin
00	Xirth	Yimp	Yisb	Yisg	Yorn	Yss	Zent	Zhar	Zorr	Zuze

DRUG ADDICTIONS

The characteristics of certain forms of addiction are summarized on the following table.

ADDICTIONS		
Addiction Rating	Satiation Period	Penalties
Negligible	1 day	No Penalty
Low	10 days	–1 to Dexterity checks and saves
Medium	5 days	–1 to Dexterity and Wisdom checks and saves
High	1 day	–2 to Dexterity, Constitution, and Wisdom checks and saves
Extreme	1 day	–3 to Strength, Dexterity, Constitution, and Wisdom checks and saves

Upon initial exposure (any time a character imbibes or applies the drug with an addiction rating), the character must succeed on a Constitution save or become addicted. Instead of having an incubation period as with diseases, a drug has a satiation period, which is the length of time a single dose remains effective in a character’s system. Addiction, if not satisfied by further doses of the drug, imposes significant penalties unless the user succeeds on a Constitution check.

Addiction Rating: Each drug is rated according to its addictive potential, from lowest (negligible) to highest (extreme). Sometimes, an individual’s long-term addiction raises a drug’s addiction rating for that individual. Drugs with a negligible rating are not subject to this change. Stronger drugs increase their addiction rating by one step for every two full months a character remains addicted to the drug. A character who recovers from an addiction and later becomes addicted again to the same drug does so at the addiction rating the drug had just prior to his earlier recovery.

Satiation: Each time a user takes a drug to which he is addicted, he is satiated and staves off withdrawal symptoms for the time indicated on the table. Whenever the satiation period expires before the user takes another dose, the

Constitution save takes a –2 penalty. The dose that causes a character to become addicted counts for the purpose of tracking the satiation period.

Damage: An addicted user who is not satiated takes the indicated amount of ability damage each day unless the character succeeds on a Constitution saving throw.

Recovery: If a character makes two successful saving throws in a row, he has fought off the addiction and recovered, and takes no more damage from withdrawal symptoms. A *restoration* spell might negate some or all of the penalties imposed by an addiction, but the next day the victim may take additional penalties if he continues to fail his Constitution saves. *Remove disease* immediately causes a user to recover from an addiction, but does not remove the penalties. *Heal* causes recovery and removes all penalties from the addiction.

FATIGUE AND EXHAUSTION

In general, a character becomes fatigued if he suffers 75% of his current hit points (round down) in damage, or if he fails a Constitution check for any reason related to pushing the body beyond its normal limits. Many diseases (GM’s discretion) and all Energy Drain attacks result in fatigue. The exact effects of fatigue and exhaustion are explained below.

EXHAUSTED

An exhausted character moves at half speed and takes a –4 penalty to Strength and Dexterity, and must make a Constitution check at the end of each round in which any sort of strenuous activity occurs, with a cumulative penalty of -1 per consecutive round of strenuous activity. Failure means the character passes out. After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.

FATIGUED

A fatigued character can neither run nor charge (can only move up to his base movement rate) and takes a -2 penalty to Strength and Dexterity. Doing

anything that would normally result in fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued. The only exception to this is in the case of diseases that cause fatigue. In such cases, diseased characters generally remain fatigued until the disease is treated or cured.

INSANITY AND MADNESS

This optional system allows you to introduce an element of dark horror into your *Castles & Crusades* game. In campaigns using these rules, characters gain a new attribute called Sanity. This statistic functions like an ability score in some ways, but it has its own unique mechanics that represent the character's descent from a stable and healthy mental state into confusion, dementia, and mental instability. As a character encounters monsters, witnesses horrible acts, masters forbidden knowledge, or casts spells, his Sanity score, and his corresponding ability to function as a normal member of his race, deteriorates. This gradual descent is balanced in part by the powers that characters gain each time they overcome a horrific foe or grow in skill and expertise, but even as those characters grow in power, they know or fear that an even greater peril lies ahead—the threat of becoming permanently insane.

WHAT IS SANITY?

Sanity is the natural mental state of ordinary life. Normal mental balance is endangered when characters confront horrors, entities, or activities that are shocking, unnatural, and bewildering. Such encounters cause a character to lose points from his Sanity score, which in turn risks temporary, indefinite, or permanent insanity. Mental stability and lost Sanity points can be restored, up to a point, but psychological scars may remain.

Insanity occurs if too many Sanity points are lost in too short a time. Insanity does not necessarily occur if Sanity points are low, but a lower Sanity score makes some forms of insanity more likely to occur after a character experiences an emotional shock. The character's Sanity may be regained after a few minutes, recovered after a few months, or lost forever.

A character may regain Sanity points, and even increase his Sanity point maximum. However, increasing a character's levels in Forbidden Lore always lowers his maximum Sanity by an equal amount.

FORBIDDEN LORE

The Sanity rules assume that some knowledge is so alien to human understanding that simply learning of its existence can shatter the psyche. While magic and nonhuman races form an everyday part of a character's life, even a seasoned adventurer cannot conquer or understand some things. Knowledge of these secrets and creatures is represented by a new ability available to all characters that goes hand in hand with a character's Sanity score: Forbidden Lore.

This type of knowledge permanently erodes a character's ability to maintain a stable and sane outlook, and a character's current Sanity can never be higher than 99 minus the levels the character has in Forbidden Lore. This number (99 minus Forbidden Lore levels) is the character's maximum Sanity.

Forbidden Lore: You know That Which Should Not Be Known. You have had horrible supernatural experiences and read forbidden tomes, learning truly dark secrets that have challenged everything you thought you knew. Since these revelations defy logic or commonly accepted fact, it does not matter how intelligent or wise you are when using this skill—only how much exposure to these dark secrets themselves you have experienced.

Check: Roll 1d20 and add your skill level to the roll. Compare the result to the following table to determine the quality of information you have learned. Generally, you may use Forbidden Lore to divine the answers to questions about horrible deities and terrifying secrets lurking at the edge of reality.

Levels	Information
1–10	Secret information
11–20	Obscure information
21+	Extremely obscure information

Try Again: No. The check represents what you know, and thinking about a topic a second time doesn't let you know something that you never learned in the first place.

Special: You acquire levels in Forbidden Lore by reading forbidden tomes or having experiences with horrible creatures. Each level you gain in this skill permanently reduces your maximum Sanity by 1 point; the more you know about the horrible truths underlying reality, the less capable you are of leading a normal life.

A character's first episode of insanity (that is, an occurrence of temporary or indefinite insanity) bestows 2 levels in Forbidden Lore, thereby lowering his maximum Sanity by 2 points. Each time a character fails a Sanity check and endures another episode of insanity, he gains an additional level in Forbidden Lore.

For example, Alaina has 2 levels of Forbidden Lore after reading a strange manuscript. She then steps outside, sees a fiend, and goes indefinitely insane, her raving mind failing to understand the strange creature she has encountered. Since she has never gone insane before, she gains 2 levels of Forbidden Lore. Her maximum Sanity is now 95 (99 minus 4 levels of Forbidden Lore).

Sanity points measure the stability of a character's mind. This attribute provides a way to define the sanity inherent in a character, the most stability a character can ever have, and the current level of sane rationality that a character preserves, even after numerous shocks and horrid revelations.

Sanity is measured in three ways: starting Sanity, current Sanity, and maximum Sanity. Starting and current Sanity cannot exceed maximum Sanity.

STARTING SANITY

A character's starting Sanity equals his Wisdom score multiplied by 5. This score represents a starting character's current Sanity, as well as the upper limit of Sanity that can be restored by curative magic. After creation, a character's current Sanity often fluctuates considerably and might never again match starting Sanity. A change in a character's Wisdom score changes his starting Sanity in terms of what treatment can restore. Current Sanity, however, does not change if Wisdom rises or falls.

A character's current Sanity score fluctuates almost as often as (and sometimes much more often than) his hit points.

MAKING A SANITY CHECK

When a character encounters a gruesome, unnatural, or supernatural situation, the Game Master may require the player to make a Sanity check using percentile dice (d%). The check succeeds if the result is equal to or less than the character's current Sanity.

On a successful check, the character either loses no Sanity points or loses only a minimal amount. Potential Sanity loss is usually shown as two numbers or die rolls separated by a slash, such as 0/1d4. The number before the slash indicates the number of Sanity points lost if the Sanity check succeeds (in this case, none); the number after the slash indicates the number of Sanity points lost if the Sanity check fails (in this case, between 1 and 4 points).

A character's current Sanity is also at risk when the character reads certain books, learns certain types of spells, and attempts to cast them. These Sanity losses are usually automatic (no Sanity check is allowed); the character who chooses to undertake the activity forfeits the indicated number of Sanity points.

In most cases, a new Sanity-shaking confrontation requires a new Sanity check. However, the Game Master always gets to decide when characters make Sanity checks. Confronting several horribly mangled corpses at one time or in rapid succession may call for just one Sanity check, while the same corpses encountered singly over the course of several game hours may require separate checks.

GOING INSANE

Losing more than a few Sanity points may cause a character to go insane. If a character's Sanity score drops to 0 or lower, she begins the quick slide into permanent insanity. Each round, the character loses another point of Sanity. Once a character's Sanity score reaches -10, she is hopelessly, incurably insane. Curative magic can be used to stabilize a character on the threshold of permanent insanity.

A Game Master's description of a Sanity-shaking situation should always justify the threat to a character's well-being. Thus, a horde of frothing rats is

horrifying, while a single ordinary rat usually is not (unless the character has an appropriate phobia, of course).

At the Game Master’s option, a character who has just gone insane may have an insight into the situation or entity that provoked the insanity. The player needs to make a Wisdom check to gain the insight. Information provided by this sudden burst of awareness is up to the Game Master, but it may include something about a creature’s origin or a fact about its nature (feeding habits, natural habitat, weakness), a clue to the identity of a murderer at a murder scene, or some hint at a location of great importance.

MAXIMUM SANITY

Levels in Forbidden Lore simulate a character’s comprehension of aspects of the dark creatures at the edges of reality. Once gained, this horrible knowledge is never forgotten, and the character consequently surrenders mental equilibrium. A character’s Sanity weakens as his comprehension of these hidden truths increases. Such is the way of the universe.

A character’s current Sanity can never be higher than 99 minus the character’s levels in Forbidden Lore. This number (99 minus Forbidden Lore levels) is the character’s maximum Sanity.

LOSS OF SANITY

Characters ordinarily lose Sanity in a few types of circumstances: when encountering something unimaginable, when suffering a severe shock, after casting a spell or when learning a new spell, when being affected by a certain type of magic or a particular spell, or when reading a forbidden tome.

SANITY RESISTANCE

Each character has a Sanity Resistance equal to his character level. This number is the amount of Sanity loss a character can ignore when he encounters a creature that requires a Sanity check.

ENCOUNTERING THE UNIMAGINABLE

When people perceive creatures and entities of unspeakable horror, this experience costs them some portion of their minds, since such creatures are intrinsically discomfiting and repellent. We never lose awareness of their slimy, fetid, alien nature. This instinctive reaction is part and parcel of humans, elves, dwarves, and other humanoid races. In this category, we can include supernatural events or agents not always recognized as specifically devoted to the dark gods, such as hauntings, zombies, vampires, curses, and so on.

Table: Sanity Loss from Creatures provides some default Sanity loss values for encountering creatures, based on their type and size. These are only default values—the Game Master can and should adjust individual monsters he deems more or less horrible than others of their size.

In addition, certain types of monstrous behavior might force additional Sanity checks, much like those described under **Severe Shocks**. For instance, an aboleth is an unnerving sight, but watching one transform your best friend with its slime should certainly force another check, with losses appropriate to the situation.

In most games, no character should need to make a Sanity check when encountering an elf, dwarf, or other standard humanoid race, or for encountering domesticated or otherwise commonplace animals. In some cases, even humanoid races such as orcs and goblins might be so common as to not cause Sanity loss either.

SANITY LOSS FROM CREATURES				
Monster Type	Monster Size			
	S	M	L	
Aberration, dragon, extraplanar, ooze, undead	1/1d4	1/1d6	1/1d10	
Elemental, fey, plant, vermin	1/1d4	1/1d6	1/1d8	
Construct, giant, magical beast, monstrous humanoid, shapechangers	0/1d4	0/1d6	1/1d6	
Animal, beast, humanoid*	0/1	0/1	0/1d4	

*Only animals, beasts, or humanoids of truly bizarre or ferocious appearance force such a check.

SPECIFIC MONSTERS AND SANITY

Some monsters have additional or variant special abilities when using the Sanity variant.

Allip

The allip’s madness ability causes the loss of 2d6 Sanity points rather than the normal effect.

MONSTROUS CHARACTERS AND SANITY

In most cases, the Game Master does not need to keep track of a monster’s Sanity score, but sometimes, especially when in the hands of a player, monsters need Sanity scores just as other characters do.

Although most campaigns that use the Sanity variant limit players to creating characters from the standard player character races, it’s still easy to envision a world where one or two monstrous races are so common or so integrated into the culture of other races that the Game Master wants to present them as viable player character options. In these cases, the monsters available as player character races should never provoke a Sanity loss from other characters or NPCs, and these creatures should have a Sanity score and track their Sanity losses just like characters made with the standard PC races. A monster should never lose Sanity for seeing others of its race (specters don’t lose Sanity when encountering other specters, and so on). In all cases, what causes Sanity loss for a specific creature is in the hands of the Game Master.

SEVERE SHOCKS

A shocking sight of a more mundane nature can also cost Sanity points. Severe shocks include witnessing an untimely or violent death, experiencing personal mutilation, losing social position, being the victim of treachery, or whatever else the Game Master decides is sufficiently extreme. **Table: Severe Shocks** gives some examples of severe shocks, and the Sanity loss each one provokes.

OPTIONAL RULES: CASTING SPELLS

Magic relies on the physics of the true universe. By casting spells, characters visualize the unimaginable, warping their minds to follow alien ways of thought. These visualizations wound the mind. Although spellcasters expose themselves to such traumas voluntarily, they are shocks all the same.

In this variant, casting a spell drains a certain amount of Sanity. This rule represents the fact that spellcasting forces the mind into strange patterns and thought processes with which it is poorly equipped to deal. The Game Master can choose from the three options presented in the following table, deducting a low, moderate, or extreme number of Sanity points from a character who casts a spell. In a campaign featuring low Sanity loss, a spellcaster is rarely penalized for casting a spell, especially if the Game Master also chooses to give characters Sanity Resistance in such cases. In a campaign featuring moderate Sanity loss, spellcasters face a slightly higher risk of insanity than members of other classes, even if they have Sanity Resistance. When using this option, players should, for the most part, choose spellcasting levels only as multiclass options. In a campaign featuring extreme Sanity loss, spellcasters have a difficult time participating in adventures regularly because they find it hard to use their classes’ primary abilities without soon going insane.

SEVERE SHOCKS	
Loss	Situation
0/1d2	Surprised to find mangled animal carcass
0/1d3	Surprised to find human corpse
0/1d3	Surprised to find human body part
0/1d4	Finding a stream flowing with blood
1/1d4+1	Finding a mangled human corpse
0/1d6	Awakening trapped in a coffin
0/1d6	Witnessing a friend’s violent death
1/1d6	Seeing a ghoul
1/1d6+1	Meeting someone you know to be dead
0/1d10	Undergoing severe torture
1/d10	Seeing a corpse rise from its grave
2/2d10+1	Seeing a gigantic severed head fall from the sky
1d10/d%	Seeing an evil deity

In addition to the guidelines presented for each campaign option above, the Game Master is free to impose additional modifiers on the Sanity loss caused by spells of a certain type or even individual spells. Here are some example conditions that a Game Master could choose to incorporate into a game.

Divine spells cost 5 additional Sanity points to cast.

Druids suffer only half the Sanity loss from spellcasting (round fractions up).

Healing spells drain no Sanity when cast.

The *invisibility* spell, and any variation thereof, costs 1 additional Sanity point to cast.

Spells involving the creation of undead cost 2 additional Sanity points to cast.

Spellcasters of some classes follow the guidelines of one campaign option, while spellcasters of other classes follow the guidelines of another campaign option.

SANITY-AFFECTING MAGIC

The following types of magic and specific spells have different or additional effects when the Sanity variant is in use. For the effects of healing spells and magical means of recovering Sanity, see Restoring Sanity with Magic, later in this section.

FEAR EFFECTS

Whenever a spell, creature, or other factor produces a fear effect that causes its target to become shaken, frightened, or panicked, replace the saving throw to avoid the effect (if applicable) with a Sanity check. On a failed check (and sometimes even on a successful one), the subject loses a number of Sanity points rather than experiencing the normal effect of the magic. The following chart provides a summary of the Sanity loss associated with each spell that has the fear descriptor:

Spell	Sanity Loss on a Failed Check	Sanity Loss on a Successful Check
Fear	2d6	1
Scare	1d6	1
Symbol (fear)	2d6	—

In this variant, *remove fear* does not automatically suppress an existing fear effect on its subjects, but if it is cast on a creature that lost Sanity because of a fear effect within the last 24 hours, that Sanity loss is halved (to a minimum of 1 point) and the creature’s current Sanity is adjusted accordingly.

ILLUSIONS

Illusions, when they are believed, cause Sanity loss just as if the real horrific monster or event were present. The Game Master can reduce the Sanity loss caused by illusions (or eliminate it entirely) if such spells appear frequently in the campaign.

Sanity Loss from Spellcasting

SANITY LOSS FROM SPELLCASTING

Spell	Level	Low Sanity Loss	Moderate Sanity Loss	Extreme Sanity Loss
1 st	1		2	1d6
2 nd	2		4	2d6
3 rd	3		6	3d6
4 th	4		8	4d6
5 th	5		10	5d6
6 th	6		12	6d6
7 th	7		14	7d6
8 th	8		16	8d6
9 th	9		18	9d6

Example Forbidden Tomes

Examination Period	Spells Contained	Initial Sanity Loss	Sanity Loss on Completion	Forbidden Lore Levels Gained
1 week	0	1	1d4	1
1 week	1	1d4	1d4	1
1 week	2	1d4	2d6	1
2 weeks	1d4	1d6	2d6	2
2 weeks	1d6	1d10	2d6	2
2 weeks	3	1d6	2d6	2
2 weeks	1d6+1	1d6	2d6	3
3 weeks	1d4+1	1d10	2d6	2
3 weeks	1d6	1d6	2d10	2
3 weeks	1d4+5	1d10	3d6	3

CONTACT OTHER PLANE

When using the Sanity variant, characters casting this spell risk a loss of Sanity instead of Intelligence and Charisma. Whenever a character casts this spell, she must make a Sanity check. If the check fails, the character loses Sanity depending on the plane that the character was trying to contact, according to the following table. Unlike the Intelligence and Charisma reduction caused by the normal version of this spell, the Sanity loss does not go away after a week—the loss is permanent until restored by another spell.

Plane Contacted	Sanity Loss
Elemental Plane	1
Astral Plane	2
Outer Plane, demigod	1d6
Outer Plane, lesser deity	2d6
Outer Plane, greater deity	4d6

COMMUNE

When using the Sanity variant, replace this spell’s components with a Sanity check (1d6/3d6), made immediately after the spell’s duration expires.

INSANITY

Instead of experiencing this spell’s normal effect, characters who fail the saving throw to resist the spell become permanently insane (but suffer no Sanity loss).

SUMMON ELEMENTAL, ELEMENTAL SWARM, ET AL

If a character summons a monster that causes Sanity loss, he suffers the usual Sanity loss for casting the spell and must also make a Sanity check because of the monster’s presence.

SYMBOL OF INSANITY

Instead of experiencing this spell’s normal effect, characters who fail the saving throw to resist the symbol become permanently insane (but suffer no Sanity loss).

FORBIDDEN TOMES

Obscure tomes add levels to a character’s Forbidden Lore ability and may teach arcane spells. Studying and comprehending these books causes all that we know to become like shadows. The burning power of a greater reality seizes the soul. Whether we try to retreat from the experience or hunger greedily for more, it destroys our confidence in what we once believed, opening us up to the all-encompassing truths of dark deities.

For each such book encountered, the Game Master must set the examination period, the number of spells contained in it, the Sanity loss that occurs upon beginning the examination, the Sanity loss that occurs upon completion of the examination, and the levels of Forbidden Lore gained from studying the book. While the Game Master is free to set these parameters at any values that he feels are appropriate for the campaign or adventure, **Table: Example Forbidden Tomes** provides some suggested combinations of each of these parameters.

GETTING USED TO AWFULNESS

Never underestimate the ability of the sentient mind to adapt, even to the most horrific experiences. Reading and rereading the same bit of disturbing text or seeing the same horrible image over and over eventually provokes no further loss of Sanity. Within a reasonable interval of play, usually a single session of the game, characters should not lose more Sanity points for seeing monsters of a

particular sort than the maximum possible points a character could lose from seeing one such monster. For instance, the Sanity loss for seeing a single human zombie is 1/1d6. Thus, in the same game day or in the same play session, no character should lose more than 6 Sanity points for seeing any number of zombies. Keep in mind that the interpretation of “reasonable interval” will vary by Game Master and situation. When it feels right, the Game Master should rule that the horror is renewed and points must be lost again.

Learning or casting spells never becomes a normal occurrence. No matter how many times a character casts a spell, no matter what the time interval between castings may be, the Sanity loss is always the same. This point is also true for anything that a character does willingly. For example, if brutally murdering a friend costs 2/1d10 Sanity, this loss is incurred each time, even if the character loses the maximum possible points (10) after the first such murder he commits.

TYPES OF INSANITY

Character insanity is induced by a swift succession of shocking experiences or ghastly revelations, events usually connected with dark gods, creatures from the Outer Planes, or powerful spellcasting.

Horrifying encounters can result in one of three states of mental unbalance: temporary, indefinite, and permanent insanity. The first two, temporary insanity and indefinite insanity, can be cured. The third, permanent insanity, results when a character’s Sanity points are reduced to –10 or lower. This condition cannot be cured.

TEMPORARY INSANITY

Whenever a character loses Sanity points equal to one-half her Wisdom score from a single episode of Sanity loss, she has experienced enough of a shock that the Game Master must ask for a Sanity check. If the check fails, the character realizes the full significance of what she saw or experienced and goes temporarily insane. If the check succeeds, the character does not go insane, but she may not clearly remember what she experienced (a trick the mind plays to protect itself).

Temporary insanity might last for a few minutes or a few days. Perhaps the character acquires a phobia or fetish befitting the situation, faints, becomes hysterical, or suffers nervous twitches, but she can still respond rationally enough to run away or hide from a threat.

A character suffering from temporary insanity remains in this state for either a number of rounds or a number of hours; roll d% and consult **Table: Duration of Temporary Insanity** to see whether the insanity is short-term or long-term. After determining the duration of the insanity, roll d% and consult either **Table Duration of Temporary Insanity** or **Table: Long-Term Temporary Insanity Effects** to identify the specific effect of the insanity. The Game Master must describe the effect so that the player can roleplay it accordingly. Successful application of curative magic may alleviate or erase temporary insanity.

DURATION OF TEMPORARY INSANITY		
d%	Temporary Insanity Type	Duration
01–80	Short-term	1d10+4 rounds
81–100	Long-term	1d10×10 hours

Temporary insanity ends either when the duration rolled on **Table: Duration of Temporary Insanity** has elapsed, or earlier if the Game Master considers it appropriate to do so.

After an episode of temporary insanity ends, traces or even profound evidence of the experience should remain. No reason exists why, for instance, a phobia should depart from someone’s mind as quickly as a warrior draws his sword. What remains behind after a brief episode of temporary insanity should exert a pervasive influence on the character. The character may still be a bit batty, but her conscious mind once again runs the show.

SHORT-TERM TEMPORARY INSANITY	
d%	Effect
01–20	Character faints (can be awakened by vigorous action taking 1 round; thereafter, character is shaken until duration expires).
21–30	Character has a screaming fit.
31–40	Character flees in panic.
41–50	Character shows physical hysterics or emotional outburst (laughing, crying, and so on).
51–55	Character babbles in incoherent rapid speech or in logorrhea (a torrent of coherent speech).
56–60	Character gripped by intense phobia, perhaps rooting her to the spot.
61–65	Character becomes homicidal, dealing harm to nearest person as efficiently as possible.
66–70	Character has hallucinations or delusions (details at the discretion of the Game Master).
71–75	Character gripped with echopraxia or echolalia (saying or doing whatever those nearby say or do).
76–80	Character gripped with strange or deviant eating desire (dirt, slime, cannibalism, and so on).
81–90	Character falls into a stupor (assumes fetal position, oblivious to events around her).
91–99	Character becomes catatonic (can stand but has no will or interest; may be led or forced to simple actions but takes no independent action).
100	Roll on

TEMPORARY SANITY EFFECTS	
d%	Effect
01–10	Character performs compulsive rituals (washing hands constantly, praying, walking in a particular rhythm, never stepping on cracks, constantly checking to see if crossbow is loaded, and so on).
11–20	Character has hallucinations or delusions (details at the discretion of the Game Master).
21–30	Character becomes paranoid.
31–40	Character gripped with severe phobia (refuses to approach object of phobia except on successful Wisdom check).
41–45	Character has aberrant sexual desires (exhibitionism, nymphomania or satyriasis, teratophilia, necrophilia, and so on).
46–55	Character develops an attachment to a “lucky charm” (embraces object, type of object, or person as a safety blanket) and cannot function without it.
56–65	Character develops psychosomatic blindness, deafness, or the loss of use of a limb or limbs.
66–75	Character has uncontrollable tics or tremors (–4 penalty on all attack rolls, checks, and saves, except those purely mental in nature).
76–85	Character has amnesia (memories of intimates usually lost first).
86–90	Character has bouts of reactive psychosis (incoherence, delusions, aberrant behavior, and/or hallucinations).
91–95	Character loses ability to communicate via speech or writing.
96–100	Character becomes catatonic (can stand but has no will or interest; may be led or forced into simple actions but takes no independent action).

As a variant rule, if the amount of Sanity lost exceeds the character’s current Wisdom score, consider the temporary insanity to always be of the long-term variety.

INDEFINITE INSANITY

If a character loses 20% (one-fifth) or more of her current Sanity points in the space of 1 hour, she goes indefinitely insane. The Game Master judges when the impact of events calls for such a measure. Some Game Masters never apply the concept to more than the result of a single roll, since this state can remove characters from play for extended periods. An episode of indefinite insanity lasts for 1d6 game months (or as the Game Master dictates). Symptoms of indefinite insanity may not be immediately apparent (which may give the Game Master additional time to decide what the effects of such a bout of insanity might be).

Table: Random Indefinite Insanity is provided as an aid to selecting what form a character’s indefinite insanity takes. (The mental disorders mentioned in

this table are explained later in this section.) Many Game Masters prefer to choose an appropriate way for the insanity to manifest, based on the circumstances that provoked it. It's also a good idea to consult with the player of the afflicted character to see what sort of mental malady the player wishes to roleplay.

RANDOM INDEFINITE INSANITY	
d%	Effect
01–15	Anxiety (includes severe phobias)
16–20	Dissociative (amnesia, multiple personalities)
21–25	Eating (anorexia, bulimia)
26–30	Impulse control (compulsions)
31–35	Mood (manic/depressive)
36–45	Personality (various neuroses)
46–50	Psychosexual (sadism, nymphomania)
51–55	Psychospecies
56–70	Schizophrenia/psychotic (delusions, hallucinations, paranoia, catatonia)
71–80	Sleep (night terrors, sleepwalking)
81–85	Somatoform (psychosomatic conditions)
86–95	Substance abuse (alcoholic, drug addict)
96–100	Other (megalomania, quixotism, panzaism)

The state of indefinite insanity is encompassing and incapacitating. For instance, a schizophrenic may be able to walk the streets while babbling and gesticulating, find rudimentary shelter, and beg for enough food to survive, but most of the business of the mind has departed into itself; she cannot fully interact with friends, family, and acquaintances. Conversation, cooperation, and all sense of personal regard have vanished from her psyche.

It is possible for characters with indefinite insanity to continue to be played as active characters, depending on the form their madness takes. The character may still attempt to stumble madly through the rest of an adventure. However, with her weakened grasp on reality, she is most likely a danger to herself and others.

As a general rule, a character suffering from indefinite insanity should be removed from active play until she recovers. At the Game Master's discretion, the player of the character might be allowed to use a temporary character until the end of the story. Whether this "stand-in" character is an incidental NPC in the adventure, a character of the same level as the rest of the group, one or two levels below the rest of the characters, or even a 1st-level character, is up to the Game Master. If a character goes indefinitely insane near the end of an adventure, the Game Master may decide to set the next adventure to begin after the insane character has recovered.

Characters suffering from indefinite insanity are in limbo, unable to help themselves or others. Curative magic can be used to restore Sanity points during this period, but the underlying insanity remains.

After recovery, a victim retains definite traces of madness. For example, even though a character knows she is no longer insane, she might be deathly afraid of going to sleep if her insanity manifested itself in the form of terrifying nightmares. The character is in control of her actions, but the experience of insanity has changed her, perhaps forever.

The following offers descriptions of many specific mental disorders. Where appropriate, suggested modifiers to characters' attack rolls, saves, and checks are also given.

ANXIETY DISORDERS

Even a seasoned adventurer feels anxious before braving a dragon's cave, and the farmers in the village might worry that their crops will not survive until harvest. These fears are a normal, natural part of living in a danger-filled environment, but in some cases these anxieties overwhelm an individual, causing inactivity, distress, and even severe behavioral problems. When fear and anxiety overwhelm a character for a prolonged period of time, the character suffers from an anxiety disorder. The most common forms of anxiety disorders are described in the following section.

Generalized Anxiety Disorder: The character suffers from a variety of physical and emotional symptoms that can be grouped into certain categories.

- *Motor Tension:* Jitteriness, aches, twitches, restlessness, easily startled, easily fatigued, and so on. All attack rolls and all checks and

saves involving Strength, Dexterity, or Constitution take a –1 penalty.

- *Autonomic Hyperactivity:* Sweating, racing heart, dizziness, clammy hands, flushed or pallid face, rapid pulse and respiration even when at rest, and so on. All attack rolls, saves, and checks take a –2 penalty.
- *Expectations of Doom:* Anxieties, worries, fears, and especially anticipations of misfortune. All attack rolls, saves, and checks take a –2 penalty.
- *Vigilance:* Distraction, inability to focus, insomnia, irritability, impatience. All saves and checks involving Intelligence, Wisdom, or Charisma take a –4 penalty.

Panic Disorder (Panic Attack): This illness is marked by a discrete period of fear in which symptoms develop rapidly. Within minutes palpitation, sweating, trembling, and difficulty in breathing develop, strong enough that the victim fears immediate death or insanity. Burdened with the recurrence of these episodes, she fears their return. This reaction often leads to agoraphobia.

Agoraphobia (Fear of Open Places): The character becomes very nervous outside familiar surroundings and must make a Wisdom saving throw in order to leave home or engage socially. This may be linked to panic disorder (see above) or to a related phobia, such as uranophobia (fear of heaven), baraphobia (fear of gravity), or xenophobia (fear of strangers).

Obsessive-Compulsive Disorder: This illness manifests in one of two main forms, obsessive thoughts or compulsive actions; some characters exhibit both.

- *Obsessions:* The character cannot help thinking about an idea, image, or impulse incessantly, often involving violence and self-doubt. These ideas are frequently repugnant to the character, but they are so strong that during times of stress she may be unable to concentrate on anything else, even if doing so is necessary for her survival. Obsessive impulses can be very dangerous when combined with auditory hallucinations, since the "voices" may urge the character to take some dangerous or hostile course of action.
- *Compulsions:* The character insists on performing ritual actions, such as touching a doorward at left, right, and top before passing through it. Though she may agree that the actions are senseless, the need to perform them is overpowering and may last for 1d10 rounds. Even in times of great stress, the character may ignore her survival in order to perform the actions.

Post-Traumatic Stress Disorder: After a traumatic event, perhaps even years later, the character begins to relive the trauma through persistent thoughts, dreams, and flashbacks. Correspondingly, the character loses interest in daily activities. She may return to normal once the memories have been thoroughly explored and understood, but that process may take years.

Phobia or Mania: A character afflicted by a phobia or a mania persistently fears or desires a particular object or situation. She realizes that the reaction is excessive and irrational, but the fear or attraction is strong enough that she avoids or is drawn to the stimulus.

- *Phobia:* A Wisdom check is required for a character to be able to force herself into (or remain within) the presence of the object of her phobia, and even then the character takes a –2 penalty as long as the object of fear remains. In severe cases, the object of the phobia is imagined to be omnipresent, perhaps hidden—thus, someone with severe acrophobia (fear of heights) might be frightened when in an enclosed room on the upper story of a building, even if there were no window or other way to see how high up the room was. As many phobias exist as one cares to notice or name.
- *Mania:* Manias are rarer than phobias. A character affected by a mania is inordinately fond of a particular stimulus and takes great pains to be with it or near it. When the character's sexuality is involved, the mania may be termed a fetish. Thus, teratophobia would be an inordinate fear of monsters, while teratophilia would be an unhealthy (possibly sexual) attraction to them.

DISSOCIATIVE DISORDERS

Individuals suffering from dissociative disorders cannot maintain a complete awareness of themselves, their surroundings, or time. The disorder often involves some great previous trauma that is too terrible to remember. Characters who have gone insane from an encounter with powerful monsters often suffer from some form of dissociative disorder.

Dissociative Amnesia: This is the inability to recall important personal information, brought on by a desire to avoid unpleasant memories. The character must make a Wisdom check to recall such details or the cause of the amnesia. Since the horror of evil creatures and disturbing truths is the probable cause of this amnesia, as an optional rule the Game Master may choose to reset the character's levels in Forbidden Lore to +0 and her maximum Sanity to 99 while this disorder holds sway; the horror returns only when the character's memories do.

Dissociative Fugue: The character flees from home or work and cannot recall her past. Once the flight halts, the character may assume an entirely new identity.

Dissociative Identity Disorder (Multiple Personality Disorder): The character appears to harbor more than one personality, each of which is dominant at times and has its own distinct behavior, name, and even gender. The player needs to keep track of the character's different personalities. (Each one has the same ability scores and game statistics, but different goals, outlooks, and attitudes.)

EATING DISORDERS

These disorders can be incredibly debilitating and even lead to starvation. They are conditions that may continue for many years, sometimes continually endangering the patient.

Anorexia Nervosa: The character has an overpowering fear of becoming fat and consequently loses weight, resulting in Constitution damage (at a rate of 1d8 points per week). Even when she is no more than skin and bones, the character continues to see herself as overweight. Without intervention, she may literally starve herself to death.

Bulimia Nervosa: The character frequently eats large amounts of food during secret binges. An eating episode may continue until abdominal distress or self-induced vomiting occurs. Feelings of depression and guilt frequently follow such episodes.

IMPULSE CONTROL DISORDERS

These disorders include compulsive gambling, pathological lying, kleptomania (compulsive stealing), and pyromania (the compulsion to set fires).

Intermittent Explosive Disorder: The character is recognizably impulsive and aggressive, and at times gives way to uncontrollable rages that result in assault or destruction of property.

MOOD DISORDERS

These disorders affect the victim's attitude and outlook. Mild mood disorders can be almost impossible to detect without prolonged contact with an individual, but severe disorders usually have noticeable symptoms.

Depression: Symptoms of this illness include changes in appetite, weight gain or loss, too much or too little sleep, persistent feeling of tiredness or sluggishness, and feelings of worthlessness or guilt, leading in severe cases to hallucinations, delusions, stupor, or thoughts of suicide. All attack rolls, saves, and checks take a -3 penalty. A predisposition to use alcohol or other mood-altering substances in an attempt at self-medication exists. A character suffering from severe chronic depression may give up virtually all effort from feelings of hopelessness—for example, deciding not to get out of bed for two years.

Mania: The character has a fairly constant euphoric or possibly irritable mood. Symptoms include a general increase in activity, talkativeness, increased self-esteem to the point of delusion, decreased need for sleep, being easily distracted, willingness for dangerous or imprudent activities, delusions, hallucinations, and bizarre behavior. All attack rolls, saves, and checks take a -3 penalty. A predisposition to use alcohol or other substances in an attempt at self-medication exists.

Bipolar Mood Disorder: The character oscillates between mood states, sometimes staying in one mood for weeks at a time, sometimes rapidly switching from one to another.

PERSONALITY DISORDERS

These long-term disorders have almost constant effects on a character's behavior, making it difficult for him to interact with others and often making him unpleasant to be around as well. This is an important point to keep in mind when roleplaying—few players want to spend time with another player character suffering from a personality disorder. In game terms, the character takes a -4 penalty on all Charisma checks.

Antisocial: Short-sighted and reckless behavior, habitual liar, confrontational, fails to meet obligations (job, bills, relationships), disregards rights and feelings of others.

Avoidant: Oversensitive to rejection, low self-esteem, socially withdrawn.

Borderline: Rapid mood shifts, impulsive, unable to control temper, chronic boredom.

Compulsive: Perfectionist, authoritarian, indecisive from fear of making mistakes, difficulty expressing emotions.

Dependent: Lacks self-confidence; seeks another to look up to, follow, and subordinate herself to ("codependent").

Histrionic: Overly dramatic, craves attention and excitement, overreacts, displays temper tantrums, may threaten suicide if thwarted.

Narcissistic: Exaggerated sense of self-importance, craves attention and admiration, considers others' rights and feelings as of lesser importance.

Passive-Aggressive: Procrastinator, stubborn, intentionally forgetful, deliberately inefficient. Sabotages own performance on a regular basis.

Paranoid: Jealous, easily offended, suspicious, humorless, secretive, vigilant; exaggerates magnitude of offenses against oneself, refuses to accept blame.

Schizoid: Emotionally cold, aloof, has few friends; indifferent to praise or criticism.

Game Masters should realize that, while these traits may work for an interesting NPC from whom the players must extract information or a favor, their antisocial nature makes them ill-suited for members of an adventuring party.

PSYCHOSEXUAL DISORDERS

Recognizable disorders of this type include transsexualism (a belief that one is actually a member of the opposite sex), impaired sexual desire or function, nymphomania and satyriasis (inordinate and uncontrollable sexual appetite in women and men, respectively), and paraphilia (requirement of an abnormal sexual stimulus, such as sadism, masochism, necrophilia, pedophilia, exhibitionism, voyeurism, fetishism, or bestiality).

Most of these disorders could make players of the afflicted characters uncomfortable, and thus are not appropriate for most roleplaying groups, although they can make for striking (if unpleasant) NPCs.

PSYCHOSPECIES DISORDERS

These disorders are specific to fantasy environments and involve the sufferer believing that she is a different type of creature. A victim might believe that she is a construct (and therefore immune to critical hits) or any other creature type that she has encountered. When a victim has a psychospecies disorder associated with a creature that has specific weaknesses (for example, a human thinking he's a vampire), then the victim's behavior changes become more noticeable (such as a fear of holy symbols and sunlight).

SCHIZOPHRENIA AND OTHER PSYCHOTIC DISORDERS

A psychotic character experiences a break with reality. Symptoms can include delusions, hallucinations, and cognitive impairment. In general, only alchemical substances or magic can treat these kinds of disorders. Note, however, that many psychotic characters suffer from the delusion that nothing is wrong with them, and hence they feel no need to take their medication.

Schizophrenia: A schizophrenic character's attention span and ability to concentrate are greatly diminished; to reflect this, the character takes a -4 penalty on any check requiring attentiveness. Symptoms include bizarre delusions, paranoia, auditory hallucinations ("hearing voices"), incoherent speech, emotional detachment, social withdrawal, bizarre behavior, and a lack of the sense of self. A schizophrenic character may fit into one of the following categories.

- *Undifferentiated:* Impaired cognitive function, emotional detachment.
- *Disorganized:* Inappropriate behavior, shallow emotional responses, delusions, hallucinations.
- *Catatonic:* Mutism (loss of ability to talk), extreme compliance, absence of all voluntary movements, complete immobility ("statuism").

- **Paranoid:** Delusions of persecution, illogical thinking, hallucinations.

Symptoms from more than one type can occur in the same individual, along with mood disorders. For example, catatonic schizophrenics sometimes have manic episodes of extreme activity alternating with periods of complete withdrawal. Schizophrenia brought on by sudden stress is called acute schizophrenia; characters who go insane and babble of vast global conspiracies usually are diagnosed as suffering from “acute paranoid schizophrenia.”

Other Psychotic Disorders: By some definitions, all severe mental illnesses are classified as psychoses, including mood disorders, dementia, and anxiety disorders. This section deals with some of the interesting behavioral syndromes that may turn up in your game.

- **Amok:** “Running amok,” an outburst of violence and aggressive or homicidal behavior directed at people and property. Amnesia, return to consciousness, and exhaustion occur following the episode. During a killing spree, the character utilizes whatever weapons are on hand.
- **Boufee de Tirant:** Sudden outburst of aggressive, agitated behavior and marked confusion, sometimes accompanied by visual and auditory hallucinations or paranoia.
- **Brain Fog:** Impaired concentration and feelings of fatigue, pains in the neck and head, a sense that worms are crawling inside one’s head.
- **Ghost Sickness:** Weakness, loss of appetite, feelings of suffocation, nightmares, and a pervasive feeling of terror, attributed as a sending from witches or malign otherworldly powers.
- **Piblokto:** “Arctic madness,” wherein the afflicted rips off clothing and runs howling like an animal through the snow.
- **Susto:** A variety of somatic and psychological symptoms attributed to a traumatic incident so frightening that it dislodged the victim’s spirit from her body.
- **Taijin Kyofusho:** “Face-to-face” phobia, an intense anxiety when in the presence of other people; fearfulness that one’s appearance, odor, or behavior is offensive.
- **Voodoo Death:** Belief that a hex or curse can bring about misfortune, disability, and death through some spiritual mechanism. Often the victim self-fulfills the hexer’s prophecy by refusing to eat and drink, resulting in dehydration and starvation.
- **Wacinko:** Anger, withdrawal, mutism, and immobility, leading to illness and suicide.
- **Wendigo Syndrome:** The afflicted believes she is a personification of the Wendigo, a cannibalistic creature with an icy heart.
- **Shared Paranoid Disorder:** The character takes on the delusional system of another paranoid individual from being in close contact with that person.

SLEEP DISORDERS

These disorders include insomnia (character has difficulty falling asleep or staying asleep) and narcolepsy (character frequently falls asleep, almost anywhere and at inappropriate times). Characters performing demanding tasks such as engaging in combat or casting a spell may, when stressed, need to make Constitution checks to stay awake and not put themselves in a dangerous situation.

Night Terrors: A sleeping character wakes after a few hours of sleep, usually screaming in terror. Pulse and breathing are rapid, pupils are dilated, and hair stands on end. The character is confused and hard to calm down. Night terrors are similar to ordinary nightmares, but much more intense and disruptive.

Somnambulism: Sleepwalking. As with night terrors, this behavior occurs in the first few hours of sleep. An episode may last up to 30 minutes. During the episode, the character’s face is blank and staring, and she can be roused only with difficulty. Once awake, she recalls nothing of the activity.

SOMATOFORM DISORDERS

A somatoform disorder may be diagnosed when a character experiences physical symptoms that cannot be explained by an actual physical injury or disease.

Somatization Disorder: The character suffers from a physical ailment or disease-like effect, with symptoms ranging from dizziness and impotence to blindness and intense pain. A Wisdom check cannot identify any physical cause for the symptoms, and magical healing has no effect. The victim does not believe that her symptoms represent a specific disease. All attack rolls, saves, and checks take a –2 penalty.

Conversion Disorder: The character reports dysfunctions that suggest a physical disorder but, though they are involuntary, the symptoms actually provide a way for the victim to avoid something undesirable or a way to garner attention and caring, a condition called Munchausenism. Symptoms range from painful headaches to paralysis or blindness. With the condition known as Reverse Munchausenism, a character projects ill health onto others and may even arrange injuries or illnesses for them so that she can thereafter take care of them. All attack rolls, saves, and checks take a –2 penalty.

Hypochondriasis: The character believes she suffers from a serious disease. No physical cause for reported symptoms can be found, but the character continues to believe that the disease or condition exists, often with serious consequences to her normal life.

Body Dismorphic Disorder: The character suffers from perceived flaws in appearance, usually of the face, or of the hips or legs. Behavior may alter in unexpected ways to cover up the flaws or to calm anxieties.

SUBSTANCE ABUSE DISORDER

A character with a substance abuse disorder finds solace in using a drug, becomes addicted to it, and spends much time maintaining, concealing, and indulging the habit. A character under the sway of such a substance should feel the personal struggle daily. Wisdom saving throws might be used to resist or succumb symbolically to cravings, especially just before periods of stress (for example, just before a confrontation or likely battle with evil cultists). All attack rolls, saves, and checks take a –2 penalty because of withdrawal symptoms. Sanity losses could occur from binges or bad trips. Some characters might find that drugs promote communication with alien entities and deities, and that dreams about them become ever more vivid and horrifying. Conversely, such substances might function as medications, deadening a character’s fears and offering temporary defenses against Sanity loss.

OTHER DISORDERS

Other disorders exist in common parlance, but most of these are actually symptoms or specific instances of disorders already mentioned. These include quixotism (seeing the supernatural everywhere, even in the most mundane surroundings), panzaim (seeing the most extraordinary events as ordinary and rational), and megalomania (delusions of power, wealth, fame, and ability).

PERMANENT INSANITY

A character whose Sanity score falls to –10 goes permanently insane. The character becomes an NPC under the control of the Game Master.

A character with permanent insanity may be reduced to a raving lunatic or may be outwardly indistinguishable from a normal person; either way, she is inwardly corrupted by the pursuit of knowledge and power. Some of the most dangerous cultists in the world are characters who have become permanently insane, been corrupted by forbidden knowledge, and “gone over to the other side.”

A character might be driven permanently insane by forces other than dark gods or forbidden knowledge. In such cases, moral corruption need not necessarily occur. The Game Master might decide to consider different sorts of permanent insanity, rolling randomly or choosing from among the mental disorders on **Table: Random Indefinite Insanity**.

A character who has gone permanently insane can never be normal again (in some campaigns, a permanently insane character can be cured with the aid of powerful magic). She is forever lost in her own world. This need not mean a lifetime locked away from society, merely that the character has retreated so far from reality that normal mental functions can never be restored. She might be able to lead, within restricted bounds, a more or less normal life if kept away from the stimulus that triggers strong responses in her individual case. Yet a relapse may come quickly. Her calm facade can be destroyed in seconds if even the smallest reminder of what it was that drove her mad disturbs her fragile equilibrium. In any event, the eventual fate of a permanently insane character is a matter for individual Game Masters and players to decide.

GAINING OR RECOVERING INSANITY

A character’s Sanity score can increase during the events of a campaign. Although a character’s Sanity score can never exceed 99 minus her levels in Forbidden Lore, her maximum Sanity and current Sanity can exceed her starting Sanity.

LEVEL ADVANCEMENT

A character's current Sanity can become higher than her starting Sanity as a result of gained levels; whenever a character gains a new level, she rolls 1d6 and adds the result to her current Sanity. Some Game Masters may feel such self-improvement to be antithetical to this variant's dark tone, and thus may not allow it. Others may allow it if the player can roll over her character's current Sanity points after the character gains a level. Most Game Masters should find the question to be of no consequence, since characters continue to go insane regardless of how many Sanity points they gain. This is a point for players to be aware of, but not to worry about.

STORY AWARDS

The Game Master may decide to award increases in a character's current Sanity if they foil a great horror, a demonic plan, or some other nefarious enterprise.

RESTORING SANITY WITH MAGIC

The way that Sanity loss and magic healing interact can greatly affect the feel of your game. At one extreme, the Game Master can rule that magic can easily cure Sanity loss, in which case Sanity becomes little more than a specialized version of "mental hit points" that includes some neat side effects (insanity). In such a case, characters can usually restore themselves to full Sanity with a day or two of rest and spellcasting.

At the other extreme, the campaign might be structured so that magical healing can do little or nothing to restore Sanity, and even powerful divine spellcasters capable of curing the most deadly physical malady shy away from those encounters that might drain away Sanity points. The spells that can potentially restore Sanity points are discussed in the following sections. The Game Master should feel free to choose which of these spell effects are present in the game, but once established, these effects should not be changed in mid-campaign.

ATONEMENT

Although this spell does not usually restore Sanity, it can be used in those rare cases when a character's own actions inadvertently lead to an evil act that causes the character to lose Sanity points. If a quest or geas is combined with the *atonement* spell, Sanity points are not restored until the task is completed. A successful use of the *atonement* spell can restore all Sanity lost through the direct result of the evil acts for which the character atones.

HEAL

In addition to its normal effects, *heal* restores 10 Sanity points and removes all forms of temporary insanity.

MIND BLANK

While the spell is in effect, the subject is immune to Sanity loss.

RESTORATION

If the caster chooses, *restoration* can restore 1d6 Sanity points per two levels to the target creature (max 5d6) instead of having its normal effect.

WISH

This spell can restore a character to maximum Sanity even if his current Sanity has dropped to -10. *Wish* even heals permanent insanity.

ALCHEMICAL TREATMENTS

The Game Master should decide whether rare herbs and alchemical substances can provide the same benefits that modern psychiatric drugs can deliver. The Game Master need only decide how easily he wants characters to overcome Sanity loss and insanity effects. Once the desired tone of the campaign is known, the Game Master can determine whether alchemical treatment is available. The Sanity variant assumes that skilled alchemists can create substances that offer the same benefits that psychiatric drugs can provide.

As long as a character can afford the correct herbs and alchemical substances and is able to ingest them, the symptoms of indefinite insanity can be ignored. Ingesting these alchemical substances and drugs does not make a character immune or even particularly resistant to further Sanity losses. An Intelligence check is needed to accurately prepare the correct herbs and substances, and administer the correct dosage.

DO

Long-term alchemical treatment can restore lost Sanity points. For each month the character takes an accurately prescribed concoction, she regains 1d3 Sanity points. Long-term treatment can never raise a character's current Sanity above her starting Sanity.

RANDOM ADVENTURE GENERATOR

This generator is intended as a tool that gives a Game Master the bare outline of an adventure. A quick series of die rolls will give you the basic theme of an adventure, which can then be tailored for your specific campaign style. For example, a campaign centered in the High Fantasy tradition will have very specific needs, and differ greatly from a swords-and-sorcery campaign.

LEARNING FROM SCREENWRITING

The basic format for the random adventure seed is the dramatic core taken from screenwriting: all plots can be boiled down the following sentence:

"The main characters must **[DO SOMETHING]**, but have to contend with **[COMPLICATIONS]** while being confronted by **[OPPOSITION]**."

This is the basic structure of any story, whether it is filmed, written, presented in a comic book, or roleplayed. The variables change, providing a wide array of possibilities. For this Adventure Seed Generator, however, we'll expand that basic structure even further, allowing for a wider variation. So, the basic dramatic structure of our RPG adventures will read more like this:

"The main characters must **[DO]** **[SOMETHING]**, at **[LOCATION]**, but have to contend with **[COMPLICATIONS]** while being confronted by **[OPPOSITION]**."

The main difference between the standard format and the one presented above is that the location of the adventure has been added as a variable, and, more importantly, **[DO SOMETHING]** has been split into **[DO]** **[SOMETHING]**.

Let's explain that a little bit further.

The "do something" is the focus of the adventure -- it's what drives the action. Making it a single category under this system will only result in 64 possibilities (by cross referencing two d8 rolls). However, after splitting the "do" (the verb) and the "something" (the subject) into two categories, that means that each have 64 possibilities, and can combine for a total of 4096 different results.

For example, take these: "Rescue the Princess", "Find the Treasure," and "Defeat the Demon." Under this new system, these three focii can be split, giving you those same results, but also additional ones such as "Find the Princess," "Rescue the Demon" etc.

This can, admittedly, lead to some odd results, such as "Rescue the Demon"....but fantasy stories are filled with strange stories and bizarre plots. As a GM, that phrase, which on its surface seems odd, begins to generate all sorts of ideas for me. Why would the PCs have to rescue a demon? Who would they be rescuing it from? Is the demon truly evil? What of his captors?

HOW TO USE THIS GENERATOR

This type of system provides the Game Master with a framework...a springboard for the development of the Game Master's own ideas. The adventure concepts generated by this system will still need to be fully fleshed out, populated with stat'd NPCs, etc...but this system will give you a starting point from which to work.

To use the Random Adventure Seed Generator, the Game Master rolls two eight-sided dice, and cross-referencing the results on each of 5 category tables: *Do*, *Something*, *Location*, *Complications* and *Opposition*.

As stated before, *Do* provides you with the verb, *Something* provides you with the subject. Together, they form the focus of the adventure. *Location* gives you where the adventure takes place, *Complications* are those things that arise during the adventure to hinder the player-character's progress, and *Opposition* is the force or individual that is actively going against the PC's efforts.

Each category has 64 possibilities, so this system allows for 1,073,741,824 different combinations...more than enough to give any fantasy campaign ideas to last for its entire run.

	1	2	3	4	5	6	7	8
1	Assassinate	Assist	Find	Retrieve	Race	Negotiate with	Join	Steal
2	Combat	Discover	Protect	Attack	Serve	Defend	Take	Escape From
3	Guide	Avenge	Liberate	Foil	Guard	Explore	Journey to/with	Create
4	Chase	Quest For	Escort	Rescue	Meet	Resist	Repel	Safeguard
5	Disguise	Travel with	Deliver	Defeat	Investigate	Support	Destroy	Battle
6	Move	Track	Aid	Assault	Get Past	Flight	Protect	Trap
7	Conceal	Obliterate	Encounter	Oppose	Speak with	Observe	Fight	Locate
8	Strike	Reveal	Beset	Shield	Contend with	Infiltrate	Kill	Save

SOMETHING

	1	2	3	4	5	6	7	8
1	Angel	Demon	Treasure	Wizard	God	Army	Monster	New Race
2	Princess	Magical Event	Barbarian	Warrior	Magic	Dragon	Guards	Government
3	Thief	Organization	Merchant	Stranger	Artifact	Dungeon	Humanoid	Abberation
4	Fiend	Giant	Secret	Woman	Noble	Kingdom	Castle	Outsider
5	Magical Beast	Enemy	Warlord	Item	Man	Child	Weapon	Love Interest
6	Soldiers	Undead	Gem or Jewel	Secret	Construct	Creature	Animal	Sorcerer
7	Bard	Villain	Ally	Rival	Priest	Ruler	Magic Item	Humanoid
8	Monk	Rogue	Village	Peasants	Oracle	Map	Monster	Prophecy

LOCATION

	1	2	3	4	5	6	7	8
1	Mountain	Jungle	Battlefield	Frontier	Wasteland	Fortress	City	Underground
2	The North	Castle	Villain's Liar	Desert	Ocean	Dungeon	Plains	Nearby Kingdom
3	Another Plane	Distant Kingdom	Wizard's Tower	Ship	City	Cavern	Monster's Lair	Stronghold
4	Ruins	Village	Outlands	Secret Location	Forest	Palace	Swamp	Tomb
5	Bazaar	Keep	Temple	Foreign Land	Evil Land	Tavern	Guild Hall	Dungeon
6	Road	Hamlet	Port	Cave	Subterranean City	Border	Sepulcher	Lost City
7	Underworld	Trade Route	Woods	Hills	Fane	Town	Across the sea	Sky
8	Citadel	The South	Dungeon	The West	Manor	Catacombs	The East	Vault

COMPLICATIONS

	1	2	3	4	5	6	7	8
1	None	Betrayal	Rivalry	Trap	Royal influence	Magical Event	Trickery	Religion
2	Travel	Squabbling	Distractions	Abduction	Barriers	War	Diplomacy	Ambush
3	Magic	Race	Monsters	Politics	Thief	Mystery	Vendetta	Fear
4	Mistaken Identity	Power Struggle	Enemy	Travel problem	Criminals	Superstition	Drugs	Construct
5	Language	Battle	Weather	Side-tracked	Misdirection	Bureaucracy	Insanity	Enemies
6	Interference	Attention	Exploration	Equipment failure	Military influence	Gods(s)	Invasion	Money
7	Monsters	Getting Lost	Red Herring	Disaster	Guild Influence	Interest Parties	Recurring NPC	Differing PC motivations
8	Spies	Legal Trouble	Lack of Trust	Desperation	Love Interest	Puzzles	Double-Cross	Riddles

OPPOSITION

	1	2	3	4	5	6	7	8
1	Government official	Barbarian	Gang	Mercenary	Spy	Sorcerer	Construct	Guild
2	Creature	Enemy	Villain	Criminals	Dragon	Outsider	Assassin	Monster
3	Ruler	Shadowy Figure	Wizard	Warrior	Humanoid	Warlord	Undead	Abberation
4	Former Ally	Stranger	Watchmen	Military	Veteran	None	Giants	Outlaw
5	Humanoid	Priest	Thief	Magic-User	Demon/Devil	Merchant	Invader	Traitor
6	Dragon	War	Enemy	Monster	Lunatic	Recurring NPC	Gods	Cult
7	Fanatic	Conspiracy	Nation	Magical Beast	Adventurer	Enemy	Humanoid	Time
8	Friend	Mastermind	Hazardous Environment	Artifact	Puzzle	Champion	Immortal	Roll Twice

EXAMPLES

Grabbing a couple 8-sided dice, I come up with the following results using the Random Adventure Generator:

My first set of rolls: **1-4, 1-3, 2-6, 7-2, 6-1**

This gives me the following result:

“The main characters must **[RETRIEVE]** **[A TREASURE]**, at **[A DUNGEON]**, but have to contend with **[GETTING LOST]** while being confronted by **[A DRAGON]**.”

Pretty straightforward fantasy adventure there -- the standard dungeon-crawl for treasure, with the added problems of the party getting lost, and the main opposition of the dungeon being a Dragon.

Let's see if we can come up with something a bit more unusual. Our next set of rolls: **5-4, 8-8, 1-6, 3-4, 8-4**.

This gives me the following result:

“The main characters must **[DEFEAT]** **[A PROPHECY]**, at **[A FORTRESS]**, but have to contend with **[POLITICS]** while being confronted by **[AN ARTIFACT]**.”

That's definitely more unusual! Giving some thought to the result, I come up with the following idea for an adventure:

The PCs are hired to bring supplies to a Fortress on the frontier. When they arrive, they discover that the garrison posted at the fortress is preparing to abandon their post. They have received word of a Barbarian horde approaching, and that the Barbarian warlord is armed with an Artifact -- the Lance of Alatyr. There is a prophecy that the wielder of the lance shall become the ruler of the world, and as such, the soldiers are afraid to stand against the horde.

The PCs must figure out a way to convince the soldiers to remain at their posts, and to defeat not only the oncoming barbarians, but their artifact-wielding warlord as well.

One last set of rolls: **2-8, 4-7, 1-5, 8-3, 1-1**

This gives me the following result:

“The main characters must [ESCAPE FROM [A CASTLE], at [A WASTELAND], but have to contend with [LACK OF TRUST] while being confronted by [GOVERNMENT OFFICIAL].”

This is a good alternative to the “PCs meet in a tavern” method of kicking off a campaign: The PCs are captives at a prison on the middle of a wasteland, where the Kingdom puts Enemies of the State. They must overcome their distrust of their fellow prisoners and figure out a way to escape, all the while contending with the Governor of the Prison.

RIDDLES

“Ahhhhrrggghhh!”, the dwarf raged, “By me father's beard I ‘ate these things!” “Grimwal please!” Xander hissed, “You’ll bring the rest of the wizard’s forces down on us!”

“Let ‘em come!” Grimwal bellowed, tossing his magic hammer from hand to hand, “I’ll take somethin’ to bash over the ‘aff-witted ramblings of some ‘aff-witted mage any ol’ day!”

The young ranger renewed his paces, back and forth, before the fountain which dominated the center of the circular room. The reason for the dwarf’s raging stood at the center of the fountain; a statue standing all silent, waiting for an answer to the riddle it bore upon a marble plaque held in granite hands. We would have left the room already if it wasn’t for what lined it; all along the walls, set at intervals, were small alcoves lined with gold, jewels, and countless treasures. It was the wizard’s main vault we were standing in. We were sure of that. And all that stood between us and the treasure were ten magic barriers and one little answer to one little riddle we were sure would drop them all.

But even I was beginning to lose my patience.

“Xander, Be still.” I muttered.
“I’m thinking.” The ranger snapped back.
“Well do it in one place!”

I had finished cleanin’ the last of the goblin blood an’ guts off of my blade. Already I could feel it askin’ for more. It knew there was more of the nasty things close by and if we didn’t go after them soon it would make me go after them.

We were all getting a little anxious, my sword included. Grimwal crept towards one of the barriers, licking his lips. He raised his hammer and made a weak gesture towards the barrier. I knew what was coming next.

“Couldn’t we?” He offered, “Couldn’t we just bash-”
“We’re not bashing anything!” Xander snapped, “Just step away from the alcove and let me think!”
“You’ve been thinking...” The dwarf muttered as he slumped against the wall.

Grimwal looked over at me, eyebrows raised in hopeful expectation. He made another gesture towards the barrier with his hammer. I gently shook my head no. The dwarf huffed, crossed his arms and tried his best to look crossed at the world.

I moved closer to the fountain, hoping that a shift in position might cause a shift in my thinking. I stared at the fountain’s pool and the spout in the statue’s mouth.

“Where’s the water?”

The other two turned to look at me, then at the pool. It was bone dry. It looked as if it had been for years.

“That’s it!” The ranger shouted, slapping himself on the head.

His eyes shot to the plaque. “Three lives have I. Gentle enough to soothe the skin, Light enough to caress the sky, Hard enough to crack rocks. It’s water! The answer’s water!”

“It’s not water!” Scoffed the dwarf. “Three lives. Water’s not livin’...”
“It’s not literal.” Stressed Xander. The dwarf crumpled up his face at the term. “It’s not exactly what it says.” The ranger explained. “That’s the nature of riddles.”

“Alright then, why aren’t the barriers droppin’?”

Xander glanced at the ten magic barriers. The treasure was still safely locked away.

“Maybe it’s what it wants?” I offered.
“Maybe we have to give the fountain some water.”
“I got it its water.” Grumbled the dwarf. Xander tried to stop him, but it was too late. Grimwal was already emptyin’ himself into the fountain.
“Grimwal no!”
“What, it’s got water in it!” The dwarf chuckled. “Well it’s got ale in it and ale’s got water in it...”

The barriers collapsed and the treasure fell into the room.

“Ha!” Bellowed the dwarf as he hiked up his pants. “Let’s see the wizard’s magic wand do that!”

I had to laugh myself. It was the first time the dwarf’s rash actions didn’t bring a world o’ hurt down upon our heads.

That’s when the steel plate slid down over the door. An’ all o’ black rock lake started drainin’ in on us from above.

“I hate riddles!” Grimwal managed to spout, then he was lost in a torrent of water, along with Xander and me, an any chance I had o’ feedin’ my sword or my money pouch...

From the ancient Riddle of the Sphinx to the riddle on the doors to Moria, riddles have played an important and enduring part in our myths and fantasies for ages. It’s no surprise that they play an important role in RPGs as well. In environments laden with swords and sorcery, riddles present obstacles not to be overcome by brawn or brains but by wit. They serve to fill a gap in the action and often present a unique challenge for even the most skilled and able adventuring party.

Part of their appeal in RPGs is that it’s one of the few times we ourselves truly make the crossover into the RPG world. Our success in overcoming a riddle obstacle lies not in a score on a character sheet or the luck of a die roll but solely upon our own problem solving skills. Even the most dedicated role player will step out of character for a moment when answering a riddle. Most view it as a challenge directed at them rather than the character that they’re playing. Thus even Mongo the Barbarian with a 6 intelligence and a 5 wisdom can still provide the solution. Should this be the case? Maybe. Maybe not...

The following riddles have been collected from numerous sources. They have been gathered here due to the fact that their content and solutions fit well into a fantasy gaming environment (in other words, you won’t find one with an answer like ‘airplane’ or ‘computer’).

The answers are separate from the main text so that you might try your hand at solving them first on your own.

After the riddle list is a look at riddle solving as a skill. The concept being that if a party gets stumped by a particularly perplexing riddle a character with the riddle solving skill might be entitled to a hint or even the solution. This is offered as a means to keeping the players in character even when encountering riddles, or as a way of allowing the game to progress through a riddle encounter that has even the players stumped.

THE RIDDLES

Riddle #1

Who makes it, has no need of it. Who buys it, has no use for it. Who uses it can neither see nor feel it.

Riddle #2

It is said among my people that some things are improved by death. Tell me, what stinks while living, but in death, smells good?

Riddle #3

What goes through the door without pinching itself? What sits on the stove without burning itself? What sits on the table and is not ashamed?

Riddle #4

Whilst I was engaged in sitting, I spied the dead carrying the living.

Riddle #5

I know a word of letters three. Add two, and fewer there will be.

Riddle #6

I give you a group of three. One is sitting down, and will never get up. The second eats as much as is given to him, yet is always hungry. The third goes away and never returns.

Riddle #7

Always hungry, I must always be fed,
The finger I lick Will soon turn red.

Riddle #8

If a man carried my burden He would break his back. I am not rich, But leave silver in my track.

Riddle #9

Until I am measured I am not known,
Yet how you miss me When I have flown.

Riddle #10

When set loose I fly away, Never so cursed As when I go astray.

Riddle #11

Each morning I appear To lie at your feet, All day I will follow No matter how fast you run, Yet I nearly perish In the midday sun.

Riddle #12

My life can be measured in hours, I serve by being devoured. Thin, I am quick, Fat, I am slow, A gust of wind my dreaded foe.

Riddle #13

I am seen in the water If seen in the sky, I am in the rainbow, A jay's feather, And lapis lazuli.

Riddle #14

Glittering points That downward thrust, Sparkling spears That never rust.

Riddle #15

You heard me before, Yet you hear me again, Then I die, 'Till you call me again.

Riddle #16

Three lives have I. Gentle enough to soothe the skin, Light enough to caress the sky, Hard enough to crack rocks.

Riddle #17

You can see nothing else, When you look in my face, I will look you in the eye and I will never lie.

Riddle #18

With thieves I consort, With the vilest, in short, I'm quite at ease in depravity; Yet all divines use me, And savants can't lose me, For I am the center of gravity. You can't have anything without me. What am I?

Riddle #19

As a whole, I am both safe and secure. Behead me, and I become a place of meeting. Behead me again, and I am the partner of ready. Restore me, and I become the domain of beasts.

Riddle #20

What does man love more than life?
Fear more than death or mortal strife?
What the poor have, the rich require, and what contented men desire, What the miser spends and the spendthrift saves, all men carry to their graves?

Riddle #21

I build up castles. I tear down mountains.
I make some men blind, I help others to see. What am I?

Riddle #22

Ripped from my mother's womb,
Beaten and burned, I become a blood-thirsty slayer What am I?

Riddle #23

What is no man yet bares man's form? Dies each night, by day reborn.
A silent companion it voices no needs, sometimes follows sometimes leads.

Riddle #24

Silently I speak my tale; stiff is my spine, my body pale. Examine me and you'll find leaves though I no thing of nature be. Though my outside may seem quite plain, inside I hold a wonderland. What am I?

Riddle #25

Forward I am heavy, yet backwards I am not. The answer's revealed if properly sought. What am I?

Riddle #26

It is in rock yet not in stone; it is in marrow but not in bone. Although it is no thing dead or living, it can be found in taverns drunk and drinking. Always sober never sick the answer to the riddle is part of the trick.

Riddle #27

I weaken great men for hours each day; show them strange visions while held in my sway. It takes them each night, though day takes them back. None suffer to have me, but do from my lack. What am I?

Riddle #28

Bright as diamonds, Loud as thunder,
Never still, A thing of wonder.

Riddle #29

At night they come without being fetched. By day they are lost without being stolen.

Riddle #30

I never was, always to be, No one ever saw me, nor ever will, and yet I am the confidence of all, who put off their plans until my arrival.

Riddle #31

Runs over fields and woods all day,
Under the bed at night sits not alone,
With long tongue hanging out, A-waiting for a bone.

Riddle #32

The beginning of eternity, The end of time and space, The beginning of every end, And the end of every place.

Riddle #33

Two brothers we are, great burdens we bear, all day we are bitterly pressed;
I am a window, I am a lamp, I am clouded, I am shining, and I am colored; set in white, I fill with water and overflow.
I say much, but I have no words.
What am I?

Riddle #34

I went into the woods and got it, I sat down to seek it, and I brought it home with me because I couldn't find it

Riddle #35

I have two arms, but fingers none. I have two feet, but cannot run. I carry well, but I have found I carry best with my feet off the ground. What am I?

Riddle #36

I am the heart that does not beat. If cut, I bleed without blood. I can float, but have no fins. I can sing, but have no mouth.

Riddle #37

In marble halls as white as milk, Lined with a skin as soft as silk, Within a fountain crystal-clear, A golden apple doth appear. No doors there are to this stronghold, Yet thieves break in and steal the gold.

Riddle #38

I am both Mother and Father. I am seldom still, yet I never wander. I never birth nor nurse. What am I?

Riddle #39

What is one thing that all wise men, regardless of their religion or politics, agree is between heaven and earth?

Riddle #40

This is as light as a feather but no man can hold it for long. What is it?

Riddle #41

I turn my head and you may go where you want. I turn it again; you will stay till you rot. I have no face, but I live or die by my crooked teeth. Who am I?

Riddle #42

I have rivers without water, Forests without trees, Mountains without rocks, Towns without houses. What am I?

Riddle #43

There was a king who owned two dragons. One that was good virtuous, and one that was bad sinful. Should these two dragons ever fight which one will win?

Riddle #44

At the end of a 1000 mile march, of what one thing should a good commander be sure of before engaging in battle?

Riddle #45

I walk all day on are head.
What am I?

Riddle #46

What goes round the house and in the house but never touches the house?

Riddle #47

What is it that you can keep after giving it to someone else?

Riddle #48

What is round as a dishpan, deep as a tub, and still the oceans couldn't fill it up?

Riddle #49

The more you take, the more you leave behind. What are they?

Riddle #50

What goes round and round the wood but never goes into the wood?

Riddle #51

I have a little house in which I live all alone. It has no doors or windows, and if I want to go out I must break through the wall.

Riddle #52

Scarcely was the father in this world when the son could be found sitting on the roof.

Riddle #53

There are four brothers in this world that were all born together. The first runs and never wearies. The second eats and is never full. The third drinks and is always thirsty. The fourth sings a song that is never good.

Riddle #54

Poke your fingers in my eyes and I will open wide my jaws. Linen cloth, quills, or paper, my greedy lust devours them all.

Riddle #55

What is that which goes with a carriage, comes with a carriage, is of no use to a carriage, and yet the carriage cannot go without it?

Riddle #56

It stands on one leg with its heart in its head.

Riddle #57

It's been around for millions of years, but it's no more than a month old. What is it?

Riddle #58

As I went across the bridge, I met a man with a load of wood which was neither straight nor crooked. What kind of wood was it?

Riddle #59

What belongs to you but others use it more than you do?

Riddle #60

What fastens two people yet touches only one?

Riddle #61

What is put on a table, cut, but never eaten?

Riddle #62

What holds water yet is full of holes?

Riddle #63

Lives without a body, hears without ears, speaks without a mouth, to which the air alone gives birth.

Riddle #64

What goes into the water red and comes out black?

Riddle #65

There were five men going to church and it started to rain. The four that ran got wet and the one that stood still stayed dry.

Riddle #66

Brothers and sisters have I none but that man's father is my father's son.

Riddle #67

I bind it and it walks. I loose it and it stops.

Riddle #68

A cloud was my mother, the wind is my father, my son is the cool stream, and my daughter is the fruit of the land. A rainbow is my bed, the earth my final resting place, and I'm the torment of man.

Riddle #69

A white dove flew down by the castle. Along came a king and picked it up handless, ate it up toothless, and carried it away wingless.

Riddle #70

What is it that you will break even when you name it?

Riddle #71

What is it the more you take away the larger it becomes?

Riddle #72

What goes into the water black and comes out red?

Riddle #73

When one does not know what it is, then it is something; but when one knows what it is, then it is nothing.

Riddle #74

Who works when he plays and plays when he works?

Riddle #75

All about the house, with his lady he dances. Yet he always works, and never romances. What is he?

Riddle #76

This old one runs forever, but never moves at all. He has not lungs nor throat, but still a mighty roaring call. What is it?

Riddle #77

A very pretty thing am I, fluttering in the pale-blue sky. Delicate, fragile on the wing, indeed I am a pretty thing.

Riddle #78

To cross the water I'm the way, for water I'm above. I touch it not and, truth to say, I neither swim nor move.

Riddle #79

What ship has no captain but two mates?

Riddle #80

My teeth are sharp, my back is straight, to cut things up it is my fate. What am I?

Riddle #81

Weight in my belly, trees on my back, nails in my ribs, but feet I do lack. What am I?

Riddle #82

What is it that has four legs, one head and a foot?

Riddle #83

What can bring back the dead, make us cry, make us laugh, make us young; is born in an instant yet lasts a lifetime?

THE ANSWERS

Riddle #	Answer
1	A Coffin
2	A Pig (Ham)
3	Sunlight
4	A Wagon or Coach
5	The word "Few"
6	Wood, Fire, Smoke
7	A Fire or Flame
8	A Snail
9	Time
10	An Arrow
11	Your Shadow
12	A Candle
13	The Color Blue
14	An Icicle
15	An Echo
16	Water
17	A Mirror
18	The Letter "V"
19	The Word "Stable"
20	Nothing
21	Sand
22	Iron
23	A Man's Shadow
24	A Book
25	The word "Ton"
26	The Letter "R"
27	Sleep
28	A River or Waterfall
29	The Stars
30	Tomorrow
31	A Shoe or Boot
32	The Letter "E"
33	An Eye
34	A Splinter
35	A Wheelbarrow
36	Wood
37	An Egg
38	A Tree
39	The Word "And"
40	Your Breath
41	A Key
42	A Map
43	The one the King feeds the most
44	That it was the other army that just finished the 1000 mile march.
45	A nail in a horseshoe
46	The sun
47	Your word
48	A sieve
49	Footsteps
50	The bark of a tree
51	A dragon in an egg
52	Fire, smoke
53	Water, fire, earth, wind
54	Shears (or scissors)
55	Noise
56	A cabbage or lettuce
57	The moon
58	Sawdust
59	Your name
60	A wedding ring
61	A pack of cards
62	A sponge
63	An echo
64	A red hot poker
65	Body in coffin, and bearers
66	My son
67	A sandal
68	Rain
69	Snow melted by the sun
70	Silence
71	A hole
72	A lobster
73	A riddle
74	A bard

75	A broom
76	A waterfall
77	A butterfly
78	A bridge
79	Courtship
80	A saw
81	A boat
82	A bed
83	A memory

MONSTERS

AWAKENER

NO. ENCOUNTERED: 1
SIZE: Small
HD: 3 (d6)
MOVE: See below
AC: 16
ATTACKS: Special (see below)
SPECIAL: Awakening, Domination, SR 10
SAVES: M
INT: High
ALIGNMENT: Chaotic Evil
TYPE: Undead (Extraordinary)
TREASURE: As Host
XP: 65+3

The awakener is a special form of ghost/lich created by the minions of a lord of the undead. This being has its spirit form magic jarred into a piece of jewelry such as a circlet, bracelet, etc. of suitable size. This item is the creature's focus and is usually of valuable and of exquisite manufacture. It radiates evil to any who scry for its presence.

Awakeners can only be destroyed by either breaking the focus (a *detect magic/evil* spell with an intelligence check to discover the focus) or if the spirit within the focus is attacked directly. Any physical damage, damages the awakener's host only, but mental attacks (*spiritual weapon*, *feeblemind*, etc.) affects the awakener directly. *Magic missile* affects both spirit and body, but only 1 hp of damage per missile effects the awakener itself, the rest damages the host. The awakener's host always has 3 hit dice and 16 armor class. If a host is destroyed (fire, spells, sword play) the awakener moves to occupy another host.

Combat: An awakener will enter an area rife with bodies (a graveyard, battlefield, or similar area) and begin its work. It will try and transfer itself to the most powerful undead it creates to assure its survival. An awakener cannot attach itself to a living host nor can it awaken more than 1 undead total until it merges with an undead host. The undead an awakener creates has one intelligence rank higher than a normal creature of its type, but is under the control of the awakener.

Domination: The awakener can seize control of any creature it is placed upon, or within one square mile of its focus, if said creature has an intelligence rating of 2 or less. As many of the undead they awaken have little to no intelligence, this suits the creature well and usually places itself on a zombie, skeleton, or other such creature to insure control. It takes the awakener 2-12 rounds to find a new host and 4 further rounds to bring it to life. It can awaken a zombie or skeleton that has been killed. It despises the intelligent undead such as vampires and will do its best to destroy such undead rivals.

Awakening: Awakeners also have the ability to animate one of the following groups of undead per week: 6 skeletons or zombies or 2 ghouls or 1 ghast or wraith or 1 mummy/month.

If the awakener is destroyed, the undead continue in their activity, but revert to normal intelligence for their type and if non-intelligent will perform the last orders given to them by the awakener.

Spell-Like Abilities: Awakeners can cast the following spells 1/day: *Darkness*, *cause light wounds* and *telepathic bond*.

BAG O'BONES

NO. ENCOUNTERED: 1
SIZE: Large
HD: 5 (d8)
MOVE: 30 ft.
AC: 15
ATTACKS: 1-6 Claw (1d4), or by weapon
SPECIAL: Telepathic Slave, Turn Resistance, Skeletal Resilience
SAVES: P
INT: None
ALIGNMENT: Neutral
TYPE: Construct
TREASURE: 3
XP: 200+5

The bag o' bones appears as a skeletal colossus of various human and animal bones grafted together in odd patterns to create a yellowed bone figure of grotesque proportions and terrible aspect. Its eye sockets glow with amber light whenever it is being controlled by its master and will move to fulfill its orders with deadly precision. It is a result of the blending of the necromantic arts of the undead with the alchemical lore of golem creation. It is used predominantly by necromancers as guardians due to its resistance to turning and its ease of control. The creating necromancer is able to telepathically communicate with it and if necessary guide its actions. The bag o' bones has little intelligence on its own, usually only able to follow simple commands similar to those given to skeletons or zombies.

The creation of such a monster requires expensive ingredients (at least 10,000gp) and months of preparation equal to a stone golem and requires the assistance of both a high level cleric and a master wizard coordinating their powers.

Combat: As a bag o' bones is an assembly of several skeletons, it can have 1-6 different attacks depending on the number of arms grafted onto the form, though if there are more than 4 the bag o' bones suffers a -1 penalty to all attacks while being controlled by its creator (due to the awkwardness of coordinating such limbs).

Telepathic Slave: When under the control of the necromancer who created it, it has the intelligence score of the necromancer and makes all intelligence, wisdom and charisma saves as the necromancer. This is also a liability, as any spells that effect such statistics will effect the necromancer instead of the bag o' bones.

Turn Resistance: Due to its construction with the use of both necromantic and golemic arts, the bag o' bones is turned as an 8 hit dice monster.

Skeletal Resilience: Bag o' bones only take 1/2 damage from edged weapons (such as swords) and piercing weapons (such as arrows), but blunt mass weapons do full damage.

BAT

NO. ENCOUNTERED: 10-50
SIZE: Diminutive
HD: 1/4 (d8)
MOVE: 5 ft., 40 ft. (fly)
AC: 16
ATTACKS: —
SPECIAL: Blindsight 20 ft., Twilight Vision
ATTRIBUTES: Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 4
SAVES: P
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: None
XP:



Bats are nocturnal flying mammals. The statistics presented here describe small, insectivorous bats.

Blindsight: A bat notices and locates creatures within 20 feet. Opponents still have 100% concealment against a creature with blindsense.

BLOOD HOUND

NO. ENCOUNTERED: 1-4
SIZE: Medium
HD: 2 (d12)
MOVE: 40 ft.
AC: 15
ATTACKS: Tongue Lash (1d6), Claw (1d6)
SPECIAL: Trip, Blood Drain, Undead
SAVES: P
INT: Inferior
ALIGNMENT: Neutral Evil
TYPE: Undead
TREASURE: Nil
XP: 27+2

Created from a lithe human corpse, stripped of its skin so as to ease movement, the entrails removed to reduce weight, a blood hound is no hound at all, but a necromantic attack beast. The joints of the arms and legs are twisted and re-set, permitting the blood hound to deftly crawl swift and low to the ground. The tongue is set with a hollow tip of sharp bone, and reattached with its base inside the mouth rather than down the throat, giving the blood hound a piercing tongue attack that it can use in close quarters. This tongue is also used to drain a victim's blood, replenishing the blood hound's necrotic flesh and permitting it to retain its flexibility.

Combat: Blood hounds lash with their piercing tongue, and claw with ragged, filthy, bone-like talons. They often attempt to wrap their tongue around an opponent's leg and drag them down to the ground.

Blood Drain: Any tongue attack that inflicts the full 6 points of damage attaches to the victim and begins to drain its blood, automatically causing 1d4 points of damage per round. Pulling out the tongue requires a strength save, which may be made each round. Alternatively, the tongue may be severed by a slashing attack (AC 10, 6 damage to sever; this damage is not subtracted from the blood hound's HPs, but does prevent it using its tongue attack). For each point drained from a victim, a blood hound heals one hit point. A fully healed blood hound is satiated when it drains a victim of 36 hit points. A blood hound must use this ability every few weeks, or it will die.

Trip: A blood hound can attempt to drag an opponent to the ground when it makes a successful tongue lash. The opponent is allowed a save versus dexterity to resist being pulled to the ground, automatically losing initiative the next round.

BONE PILE

NO. ENCOUNTERED: 1
SIZE: Large
HD: 5 (d12)
MOVE: 10 ft.
AC: 13
ATTACKS: Slash (2d6)
SPECIAL: Bone Mass, Undead
SAVES: P
INT: None
ALIGNMENT: Neutral
TYPE: Undead
TREASURE: 3
XP: 180+5

On rare occasions, when many animated skeletons are destroyed, the lingering necromantic energies coalesce, drawing the shattered fragments of bone and detritus towards them, creating an amorphous mass of broken bones and bone splinters that lashes out at any living things moving nearby. Adventurers have been surprised to find the shattered remnants of vanquished skeletons striking back at them.

Combat: Bone piles seldom move from the area in which they animated, only moving slowly towards living things nearby, striking out unthinkingly.

Bone Mass: Bone piles, being flexible, yielding collections of bone pieces, only take half damage from all weapons.

CRAB, MONSTROUS

NO. ENCOUNTERED: 1-12
SIZE: Medium
HD: 3 (d8)
MOVE: 30 ft., 20 ft. (swim)
AC: 16
ATTACKS: 2 Claw (1d4+2)
SPECIAL: Constrict, Improved Grab, Darkvision 60 ft., Water Dependency
ATTRIBUTES: Str 14, Dex 12, Con 14, Int 0, Wis 10, Cha 2
SAVES: P
ALIGNMENT: Neutral
TYPE: Vermin
TREASURE: Nil
XP: 40+3

This creature has a rounded body covered with stubby projections and long spindly spider-like legs. Two monstrous claws protrude from the front of its body.

Monstrous crabs are omnivores and spend most of their time combing the ocean floors for food. Many act as vegetarians and sustain themselves on a diet of algae, fungus, and water-based plants, while others act as scavengers or predators. Some have been known to actively hunt giant clams and snails (the monstrous crab pries the shell open and devours the fleshy innards). Still others prefer to dwell in coastal waters and prey upon land-based creatures that wander too close to the shoreline.

Monstrous crabs are often hunted as food by other races (particularly humans and sahuagin).

Combat: A monstrous crab is generally non-aggressive, but fight if cornered or hungry, using its pincers to rip and tear its opponents. When hunting land-based prey it often scoops the prey up in its pincers and heads for deep water where it submerges and attempts to drown its grappled prey.

Improved Grab: To use this ability, a monstrous crab must hit an opponent with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Constrict: On a successful grapple check, a monstrous crab deals 1d4 points of damage.

Water Dependency: Monstrous crabs can survive out of the water for 1 hour per point of Constitution (after that, it dies).

CROAKING HORROR

NO. ENCOUNTERED: 1
SIZE: Medium (8 feet)
HD: 3-7d8
MOVE: 30 feet/60 feet (jump)
AC: 19
ATTACKS: 2 claw (1-6) and bite (2-8)
SPECIAL: Croak (Wisdom save or stunned)
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Beast
TREASURE: --
XP:

3 HD: 15 +1	6 HD: 120 +1
4 HD: 30 +1	7 HD: 240 +1
5 HD: 60 +1	

The croaking horror is a rare monster, considered by many the result of unnatural experimentation by wizards upon frogs and their kin. Its bulk belies its speed, and its teeth and claws can rend and tear with gruesome results. As

agile underwater as on land, it frequently uses its great hind legs to leap out of water onto its victim as a surprise attack.

Its most terrifying weapon is its “croak”; a burst of sound so terrific that any who hear it must make a wisdom saving throw or be stunned for 1-6 rounds. A stunned victim loses their footing and cannot attack nor evade attacks very well; any dexterity bonus to AC is neutralized during the period of the stunning (though other AC bonuses by magic & armor will apply). A croaking horror can croak once per day per total hit dice; a 3 HD croaking horror can croak three times a day, a 5 HD horror five times a day, etc. They possess darkvision, and greatly savor elven flesh, actively seeking such prey whenever possible.

Description: A vile creature resembling a huge misshapen toad, a croaking horror’s loathsome hide is slick with sallow slime and blister-like warts. Bulbous eyes peer from its head and filthy yellow fangs outline its cavernous maw. Black talons festoon its front and rear paws, giving the monstrosity an almost catlike cast as it prowls through its swampland home, ever-seeking prey.

DEATH GRIP

NO. ENCOUNTERED: 1-4

SIZE: Small

HD: 1 (d6)

MOVE: 30 ft.

AC: 14

ATTACKS: Claw (1d4)

SPECIAL: Strangulation

SAVES: P

INT: None

ALIGNMENT: Neutral

TYPE: Undead (Common)

TREASURE: 1

XP: 7+1

The death grip appears as a gray hand and wrist, apparently severed from a rotting corpse with an eyeball lashed to the wrist as a bracelet. The death grip is an unusual form of undead created by a high level necromancer or evil cleric. The hand of a corpse and one of the corpses eyeballs are used in the animation rite and it creates a scuttling claw-like hand that will follow simple commands as a skeleton or zombie. However, unlike those undead they are quite fast and gain a +1 on initiative rolls.

Combat: The eyeball will direct the death grip to its prey and will appear to glow yellow with feral intent. The death grip then launches itself at its intended victim. It is able to lunge up to 6 feet every other round in order to grasp an opponent.

Strangulation: In addition to the filthy nails of its claw attack, the death grip may attach itself to a victim’s windpipe on a natural “20” roll during an attack. A successful grasp to strangle will do 1-4 points of damage each round automatically until the grip is removed. Furthermore, after the first round of damage from strangulation the victim must make a constitution saving throw each round or fall unconscious due to asphyxiation. The death grip has a strength of 18 and will require a successful opposed strength roll between the grip and its victim in order to free the victim of the murderous grasp. death grips are turned as zombies.

DEMON (Version 1)

Babau

NO. ENCOUNTERED: 1, 2-4

SIZE: Medium

HD: 52 (7d10)

MOVE: 40 (walk and crawl)

AC: 20

ATTACKS: +1 Shortspear (+4, d6+4 damage)

SPECIAL: Acid Blood, Babau Agility, Bloodvision, Demonic Attributes, Motion Sense, Immunities, Sneak Attack, Spell-Like Abilities

ATTRIBUTES: Str 21, Dex 12, Con 20, Int 14, Wis 13, Cha 16

PRIMES: Strength, Dexterity

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar (demon)

TREASURE: +1 Shortspear

XP: 1080 + 7

It has been said that the babaus are the assassins of the Abyss. While it is true that these skeletal monstrosities are quite adept at that job, they prefer the role of hunter and relish stalking and brutally murdering their prey. Babaus are frequently summoned by powerful spellcasters who employ the fiends to protect their fortresses and dungeons from unwanted guests. Many babaus find these contracts to be agreeable enough, as long as there is much killing to be had.

Physically, the babau resembles a humanoid skeleton, with a thin layer of leathery flesh forced upon it. Up close, one of its most notable features is its lack of eyes- babaus do not see but employ powerful senses of hearing and scent to stalk their prey. They are quite strong and extraordinarily agile- babaus are capable of crawling along ceilings as fast as they can walk on the ground, and do both much quicker than the average adventurer. Quite often, though, they do not immediately swoop in for the kill, but play mind games with adventurers, using their spell-like abilities and senses to track and toy with their prey. Unlike many demons, they have no ability or particular interest in summoning others of their kind in combat situations, preferring to either work alone or in small teams.

If there is anything that a Babau enjoys more than wanton slaughter, it is the thrill of the hunt and the unique, acrid scent of blood and fear on their prey.

Acid Blood: Anyone striking a Babau with melee weapons must make a Dexterity save or suffer 2d4 acid damage from the Babau’s extraordinarily acidic blood.

Babau Agility: Babau are supernaturally agile, and if they succeed in a Dexterity save that would normally result in half-damage, they avoid all damage. They are also considered to constantly enjoy the benefits of spider crawl and jump.

Back Attack: If a Babau manages to catch an enemy from the rear, it can inflict triple damage with its first attack.

Bloodvision: The Babau can detect the presence of an injured individual within a mile, and if he inflicted the wound himself, can identify the individual by the scent of their blood alone.

Demonic Attributes: All individuals passing within the presence of a demon must make a save against fear at the base Charisma save + the demon’s hit dice. If they fail, they take a -2 penalty on all attack rolls and saving throws while the demon is within sight. Demons are capable of speaking and understanding any language, as well as using telepathy, and possess perfect darkvision.

Motion Sense: The Babau has no eyes in the proper sense of the term, and is thus totally immune to all blinding attacks or abilities that interfere with regular sight. It ‘sees’ largely by a combination of scent and motion sense. An unwounded individual is capable of attempting a Dexterity save at CL 25 to avoid the Babau taking notice of it. This must be done every round that the Babau can see the individual. The motion sense of the Babau also means that invisibility is useless against it. Its motion sense seems to be tied into its hearing, and sonic attacks force a Constitution check against stunning for the Babau. If it fails, it suffers a -2 penalty to all rolls for 1d4 rounds.

Immunities: Babaus are immune to acid, poison and fear. They can only be harmed with +1 or better magical weapons, or weapons that are either good-aligned or made of cold iron.

Spell-Like Abilities: Babaus can use *darkness*, *invisibility* and *silence* at will.

Balor

NO. ENCOUNTERED: 1

SIZE: Large

HD: 198 (20d10+60)

MOVE: 40 (walk), 60 (fly)

AC: 32

ATTACKS: 4x Tentacles +3 (3d4+6 dmg)

SPECIAL: Abyssal Bolt, Aura of Shadow and Flame, Bringer of Death, Death Throes, Demonic Attributes, Immunities, Magical Natural Weapons, Move Through Shadows, Reach, Spell-Like Abilities, Summoning, Tendril Constriction, Unholy Curse

ATTRIBUTES: Str 35, Dex 25, Con 31, Int 24, Wis 24, Cha 26

PRIMES: Strength, Constitution, Dexterity

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar (demon)**TREASURE:****XP: 39150 + 20**

The most powerful of all demons, the balors are often held to be the demonic equivalent of pit fiends, though this comparison is limited in its validity- both are extraordinarily powerful creatures, but balors have little use for the subtlety of pit fiends. For the most part, demonic armies and societies are headed by demon lords and mariliths, with the balors acting as abyssal champions, enforcers and bodyguards. Few creatures indeed are capable of standing against a creature so mighty.

Combat: Balors take full advantage of their ability to move through shadows, getting close to powerful, yet vulnerable spellcasters and subjecting them to the full wrath of their tentacles. Frequently, a particularly tough enemy will receive an Unholy Curse, which can often result in catastrophe for a party, especially if there are only a few rounds before unstoppable death. Balors tend to use their summoning to pin enemies down and prevent coordinated action more than for the additional muscle- Balors, after all, are their own muscle. If a Balor knows it is going to lose a battle, it will seek to position itself so as to cause maximum harm with their Death Throes.

Abyssal Bolt: The Balor is capable of hurling 1d4 Abyssal bolts per round, in lieu of melee attacks. These bolts strike as +3 unholy weapons, doing 3d4+3 damage each, with 1d6 bonus damage to all good-aligned creatures.

Aura of Shadow and Flame: Whenever a Balor enters a space, all non-magical light sources other than daylight are immediately extinguished and the room plunged into total darkness. Only darkvision or deepvision can penetrate this constant magical shadow. In addition, the Balor exudes incredible heat, inflicting 2d6 fire damage on all beings within 30 feet of the Balor.

Bringer of Death: When a Balor gains a natural 20 on a melee attack, the target must make an immediate Constitution save or perish. A successful save means the target takes double damage.

Death Throes: When a Balor dies, it erupts into a massive explosion of fire and unholy energy, which does 20d10 (10d10 fire, 10d10 unholy) damage to all enemies within 100 feet, with a Dexterity save resulting in half damage.

Demonic Attributes: All individuals passing within the presence of a demon must make a save against fear at the base Charisma save + the demon's hit dice. If they fail, they take a -2 penalty on all attack rolls and saving throws while the demon is within sight. Demons are capable of speaking and understanding any language, as well as using telepathy, and possess perfect darkvision.

Immunities: Balors can only be hit with +3 or greater magical weapons, or +1 weapons that are either made of cold iron or are good-aligned. Balors are immune to acid, poison, fire, charm, fear, petrification and death spells. Balors have SR of 12.

Magical Natural Weapons: The Balor's natural weapons strike as +3 unholy weapons, doing 2d6 bonus damage to all good-aligned creatures.

Move Through Shadows: As a being of living darkness, Balors seem to be capable of moving through shadows as if teleporting. Given that they also magically create total darkness in any space they are in, this makes them capable of teleporting within the room at will.

Reach: The Balor's natural weapons have a reach of 20 feet and can strike any enemies within 20 feet.

Spell-Like Abilities: The Balor constantly benefits from *true seeing* and constantly *unhallows* a sixty-foot radius around it. It can cast *create greater undead*, *teleport without error*, *dispel magic*, *wall of fire*, *plane shift*, *unholy word* and *unholy aura* at will.

Summoning: Once per day, the Balor can summon up to 25 HD of any demons of a type lower than another Balor.

Tendrils Constriction: Whenever the Balor strikes an enemy with one of its tentacles, the opponent must make a Strength save or be constricted in its tentacles. For each round that the enemy is caught in the tendril, they lose 1d4 levels, which heal the Balor for 1d10 per level drained.

Unholy Curse: Once per day, the Balor can enact a horrific curse upon an

enemy, which sentences them to death, which will happen in 1d20 rounds. A restoration can add 1d4 rounds of time, but nothing can stop the countdown except the Balor's destruction. When death approaches, the cursed soul must make one last Charisma save- if it succeeds, then it will merely die. If not, however, the soul not only perishes but is immediately transformed into a demon, or demons, of total HD equal to its original total.

Dretch**NO. ENCOUNTERED: 2-6, 10-20, 200-400****SIZE: Medium****HD: 20 (3d10)****MOVE: 40 (walk)****AC: 16****ATTACKS: Claws (d6+1)****SPECIAL: Demonic Attributes, Diseased, Immunities, Stench****ATTRIBUTES: Str 12, Dex 10, Con 14, Int 5, Wis 11, Cha 11****PRIMES: Dexterity****ALIGNMENT: Chaotic Evil****TYPE: Extraplanar (demon)****TREASURE:****XP: 85 + 3**

The lowly dretches are the base creatures of the infernal horde, and often are sent forth in vast howling swarms to attack devilish armies. While fierce when they believe they have the upper hand, dretches are cowardly in the face of equal or greater strength and their resolve is often easily broken by the much superior discipline of the Infernal Legionnaires. Though cowardly, all dretches are also consumed with the desire to prove themselves to the Abyss and undergo a coveted evolution into a higher form.

Dretches are not highly intelligent, but have a reasonably good eye for strength and will avoid powerful adventurers if possible, though it must be said that they fear their demonic overlords more and will not do so if one of their superiors is present. They usually prefer to rush enemies, relying on their impressive speed to get them within melee range, where they can inflict their claws, stench and disease on their targets. Dretches will usually take advantage of flanking or favorable terrain, and have sometimes demonstrated the ability to build simple traps and ambushes to attack enemies they are too cowardly to face fairly.

Demonic Attributes: All individuals passing within the presence of a demon must make a save against fear at the base Charisma save + the demon's hit dice. If they fail, they take a -2 penalty on all attack rolls and saving throws while the demon is within sight. Demons are capable of speaking and understanding any language, as well as using telepathy, and possess perfect darkvision.

Diseased: If a Dretch passes within 10 feet of an individual, they must make a Constitution save or contract an illness, which will manifest in 1d4 days, and cause 1d4 Strength, Constitution and Dexterity damage for 1d4+1 days, unless cured.

Immunities: Dretches cannot be harmed by ordinary weapons- weapons must be cold iron, good-aligned or magical to harm them. They are immune to acid, disease and poison.

Stench: The stink of Dretches is unbelievable, and lingers long after a Dretch is dead. Anyone who physically battles a Dretch contracts their smell, and suffers from a 1d4+1 effective penalty to Charisma for the next 24 hours. A restoration or a very long bath (at least one hour) will remove the stench.

Glabrezu**NO. ENCOUNTERED: 1-2****SIZE: Large****HD: 129 (12d10+36)****MOVE: 30****AC: 24****ATTACKS: 2x Pincers (2d6+3), Bite (2d8+3)****SPECIAL: Demonic Attributes, Immunities, Irresistible Question,****Shapeshifter, Spell-Like Abilities, Summoning, Wishes****ATTRIBUTES: Str 31, Dex 10, Con 31, Int 16, Wis 16, Cha 20****PRIMES: Strength, Constitution, Charisma****ALIGNMENT: Chaotic Evil****TYPE: Extraplanar (demon)****TREASURE:****XP: 5500 + 12**

While the role of the succubus and incubus in inflaming the physical desires of mortals is quite obvious, the glabrezu traffics in desires for power and prestige. Usually appearing in a disguise, the glabrezu finds an ambitious mortal and compels them to reveal their desires, then offer to assist them in reaching that goal. Glabrezus are masters of using wishes, and can achieve shockingly subtle and detailed results without any risk to them. They are masters of manipulation, and enjoy watching mortals destroy themselves, and even more so when the individuals involved had originally noble motivations.

Though they prefer the role of manipulator, they are far from cowardly and will not hesitate to destroy any mortal that stands in the way of their complex and vile schemes to bring about chaos and destruction. As their massive true forms would indicate, they are immensely powerful and almost invariably possess formidable magical power to bring to bear as well. They are also fond of asking their enemies questions in combat- if a glabrezu knows an enemy's greatest fear, they can manifest illusions of that fear in combat. Or, by knowing an enemy's true name, they can escape from the combat and return later, attacking their would-be foe through their family and friends.

Demonic Attributes: All individuals passing within the presence of a demon must make a save against fear at the base Charisma save + the demon's hit dice. If they fail, they take a -2 penalty on all attack rolls and saving throws while the demon is within sight. Demons are capable of speaking and understanding any language, as well as using telepathy, and possess perfect darkvision.

Immunities: Glabrezu are immune to acid, poison, charm and fear. They can only be harmed with +2 or better magical weapons, or weapons that are either good-aligned or made of cold iron.

Irresistible Question: Glabrezu possess the supernatural ability to ask up to three questions of any mortal being. There is no saving- the individual automatically reveals to the Glabrezu the answer and as often as not, their answer will be something they were hesitant to reveal to themselves. The first question a Glabrezu can demand is 'who are you', whereupon the individual reveals their real name to the Glabrezu. The second question is 'what is your greatest desire', which compels the revelation of a deeply held desire to the demon. This desire will usually be a hidden or darker desire. The third question is 'what is your greatest fear', which compels a brutally honest answer to the Glabrezu. This ability cannot be resisted by any mortal being, and cannot be used for any other purpose.

Shapeshifter: Glabrezu are capable of disguising themselves in the form of any of the humanoid races, with the revelation of this form requiring a true seeing spell.

Spell-Like Abilities: Glabrezu possess up to 20 spell levels in 1st to 5th level illusionist or wizard spells, which they can cast at will, 2 6th level and 1 7th level spell that they can cast once per day.

Summoning: Glabrezu are capable of summoning 1d2 succubi/incubi or vrock once per day.

Wishes: A Glabrezu can grant a *limited wish* to a mortal humanoid once per day, and a *wish* to a mortal humanoid once per month.

Hezrou

NO. ENCOUNTERED: 1-4

SIZE: Large

HD: 123 (10d10+50)

MOVE: 30 (walk), 30 (swim)

AC: 24

ATTACKS: 2x Slam +1 (2d4+4)

SPECIAL: Acid Slime, Amphibious, Blood Rage, Demonic Attributes, Gas Cloud, Immunities, Magical Natural Weapon, Noxious Stench, Summoning, Toughness

ATTRIBUTES: Str 21, Dex 10, Con 29, Int 14, Wis 14, Cha 18

PRIMES: Strength, Constitution

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar (demon)

TREASURE:

XP: 4200 + 10

The vile hezrous are among the strongest and most fearsome creatures of the Abyss, notable for their vast physical power and also for the variety of fearsome acidic and poisonous substances at their disposal. They prefer swampy or other semi-aquatic environments and often lie in wait for their enemies in deep water,

aiming to capture them and hold them underwater until they drown- or simply tearing them apart. While reasonably intelligent, the hezrou are simple in their motivations. They enjoy food (especially living intelligent beings), slumber and the destruction of life.

Combat: Hezrous often utilize their favored environments to their advantage, but otherwise are fairly straightforward in combat. By the standards of their hit dice, they are exceptionally powerful creatures and enjoy using that strength to ruthlessly pummel weaker enemies to death. They are especially fond of grabbing enemies and dragging them underneath the water, simultaneously burning them with acidic slime and drowning them.

Acid Slime: The acidic slime coating the Hezrou increases the difficulty of grappling it by 5, and it will automatically do 2d4 acid damage each round to anyone attempting to grapple it. Anyone striking the Hezrou with a melee weapon must make a Dexterity save or suffer 2d4 acid damage.

Amphibious: Hezrous are amphibious creatures and cannot be drowned, and swim at the same speed as they walk.

Blood Rage: When a Hezrou is reduced to half or less of its Hit Points, it goes into a powerful rage, gaining +2 to its attack rolls and damage as well as Strength and Constitution saves.

Demonic Attributes: All individuals passing within the presence of a demon must make a save against fear at the base Charisma save + the demon's hit dice. If they fail, they take a -2 penalty on all attack rolls and saving throws while the demon is within sight. Demons are capable of speaking and understanding any language, as well as using telepathy, and possess perfect darkvision.

Gas Cloud: Once per day, the Hezrou is capable of emitting a noxious cloud of poisonous gas in a radius of 60 feet around it, which acts as the *cloudkill* spell. The poisonous gas lasts for 1d10 rounds unless dispelled by a gust of wind.

Immunities: Hezrous can only be damaged by magical, good-aligned or cold iron weapons. They are immune to acid, poison, disease and fear.

Magical Natural Weapons: A Hezrou's natural weapons are considered to be +1 magical weapons.

Noxious Stench: All individuals coming within 100 feet of a Hezrou must make a Constitution save or become sickened, losing 1d4 Strength, Dexterity, Constitution and Charisma and losing a turn, as they vomit uncontrollably. The lost attribute damage returns as soon as the individual is at least 60 feet from the Hezrou or its corpse.

Summoning: Hezrous are capable of summoning 2d6 dretches, 1d3 babaus or 1 vrock once per day.

Toughness: Hezrous are exceptionally durable and receive a +2 HP bonus per level on top of the Constitution bonus they receive for having a prime.

Marilith

NO. ENCOUNTERED: 1

SIZE: Large

HD: 166 (17d10+51)

MOVE: 60 (slither)

AC: 27

ATTACKS: 6 x Longsword +1 (d8+4 damage), Tail Slap (2d4+4 dmg)

SPECIAL: Chaos Venom, Constrict, Demonic Attributes, Hypnotizing Stare, Immunities, Infuse Weapon, Spell-Like Abilities, Summoning, Vital Strike

ATTRIBUTES: Str 29, Dex 19, Con 29, Int 18, Wis 18, Cha 24

PRIMES: Strength, Constitution, Dexterity

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar (demon)

TREASURE: 6 Longswords

XP: 17700 + 17

The generals of demonic hordes, the mariliths are less powerful than their balor cousins, but are more intelligent and subtle than they are, and are thus often found in positions of more real power than the balors. Some mariliths are even strong and cunning enough to stand on their own, without the patronage of any demon lord, often serving as mercenary warriors in the Blood War- sometimes even finding themselves fighting alongside the infernal legions.

Combat: While mariliths are skilled tacticians, they are just as fond of slaughter as any other demon, and do not hesitate to directly enter melee. In combat, a marilith will almost always attempt to engage the most important targets in melee, knowing that it can swiftly destroy all but the very strongest melee targets. Mariliths will use their hypnotizing stare to neutralize spellcasters, and will use their own potent magic to supplement ferocious melee attacks.

Chaos Venom: As a free action, a Marilith can envenom her weapons with a potent chaotic poison. When the target is struck with the poisoned weapon, it must make an immediate Constitution save, or suffer one of the effects below as determined by a d10 roll. If a subject makes the save once, they become immune to the Chaos venom permanently.

- 1: Subject loses 1d4+1 Intelligence, Wisdom and Charisma.
- 2: Subject loses 1d4+1 Strength, Dexterity and Constitution.
- 3: Subject becomes confused.
- 4: Subject is blinded and deafened.
- 5: Subject loses 1d4+1 levels.
- 6: Subject falls into a coma for 1d4+1 days.
- 7: Subject believes it is simply dreaming.
- 8: Subject is brought to 0 HP.
- 9: Subject dies, but the body is intact.
- 10: Subject dies and the body disintegrates.

Constrict: If a marilith succeeds in hitting an enemy with its tail slap, the opponent must succeed immediately at a Strength save or be constricted in the Marilith's coils, taking 6d6+3 damage automatically per round and losing 1d4 Constitution points as it is asphyxiated in the marilith's coils. Each round, the subject gains a new Strength save to break free.

Demonic Attributes: All individuals passing within the presence of a demon must make a save against fear at the base Charisma save + the demon's hit dice. If they fail, they take a -2 penalty on all attack rolls and saving throws while the demon is within sight. Demons are capable of speaking and understanding any language, as well as using telepathy, and possess perfect darkvision.

Hypnotizing Stare: Any individuals who look at a marilith without some form of magical protection must make a Charisma save or become hypnotized. A subject who is hypnotized by a marilith receives no further save unless the marilith orders it to do something contrary to its nature, such as attack an ally or attempt to commit suicide. Creatures who are immune to charm are also immune to this power.

Immunities: Mariliths cannot be damaged by weapons of less than +2 enchantment, or weapons that are good-aligned or made of cold iron. They are immune to acid, poison, charm and fear spells.

Infuse Weapon: Mariliths are capable of making their weapons chaotic or evil-aligned for overcoming damage resistance, as well as transforming their make into silver.

Spell-Like Abilities: Mariliths can cast *mirror image*, *improved invisibility*, *true seeing*, *magic circle against good*, *magic circle against law*, *project image*, *teleport without error*, *telekinesis* and *blade barrier* at will.

Summoning: A marilith can summon 1 glabrezu, 2 succubi, 1d4 shadow demons, 1d4+1 babaus or 4d4 dretches once per day.

Vital Strike: Instead of striking six separate times, the Marilith can choose to make a single melee attack for 6d8+3 damage.

Vortex of Blades: When Mariliths have *blade barrier* active, they are capable of moving the barrier as a tornado. The barrier, once it starts moving, will only remain active for 1d4+1 rounds and can be moved 30 feet per round.

Nabassu

NO. ENCOUNTERED: 1-2

SIZE: Medium

HD: (9d10+27)

MOVE: 30 (walk)

AC: 20

ATTACKS: Claws (2x d6+1)

SPECIAL: Demonic Attributes, Gaze of Death, Immunities, Magical Natural Weapons, Spell-Like Abilities, Summoning, Undead Mastery, Vampiric Aura

PRIMES: Strength, Constitution

INT: Medium

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar (demon)

TREASURE:

XP: Varies

Resembling gargoyles somewhat, the foul Nabassus are known for their love of graveyards and tend to haunt the realms of the undead, which seem to have a powerful respect for the Nabassus, which have vast power over them. More than anything, the Nabassus live to drain mortals into lifeless husks, using their soul energy to become greater and more powerful beings.

Combat: Nabassus relish in melee, using their claws and vampiric drain powers to prey upon weaker enemies, though often only after attempting a Gaze of Death on a promising opponent. It is rare for Nabassus to not be in the company of undead beings of varying types and power levels, and they usually use their allies to good advantage. If pressed, Nabassu will often seek to flee, knowing their corrupting power is more useful elsewhere.

Demonic Attributes: All individuals passing within the presence of a demon must make a save against fear at the base Charisma save + the demon's hit dice. If they fail, they take a -2 penalty on all attack rolls and saving throws while the demon is within sight. Demons are capable of speaking and understanding any language, as well as using telepathy, and possess perfect darkvision.

Gaze of Death: The Nabassu can attempt to lock eyes with a mortal being and wither their very soul with its corrupting touch. The sufferer loses 1d4+1 Constitution and Charisma points per round unless they make a Wisdom save. Any mortal with class levels that is thus slain, allows the Nabassu to gain 1 HD, raising its attack bonus, hit points and caster level, to a maximum of 15 HD.

Immunities: Nabassus are immune to weapons that are not magical, good-aligned or made of cold iron. They are also immune to acid, poison, fear, petrification and death spells.

Magical Natural Weapons: The natural weapons of a Nabassu count as +1 magical weapons for overcoming immunities.

Spell-Like Abilities: Nabassus can cast *darkness*, *silence*, *hold person*, *teleport without error* and *telekinesis* at will. They can cast *plane shift* once per day.

Summoning: A Nabassu may summon 1 babau or shadow demon, once per day.

Undead Mastery: No ordinary undead being will ever attack a Nabassu. Intelligent undead beings such as ghosts, liches and vampires must make a Charisma check to successfully do so. Nabassus are also capable of rebuking and controlling undead beings as a cleric of their hit dice.

Vampiric Aura: All mortal beings within thirty feet of a Nabassu automatically lose two hit points (no save), with the lost hit points being converted into healing for the Nabassu. Any being that is slain by this ability is raised immediately as a zombie, which will not attack the Nabassu but is under no special control.

Nalfeshnee

NO. ENCOUNTERED: 1

SIZE: Small or Large

HD: 142 (14d10+42)

MOVE: 20 (walk), 40 (fly) (when small, when large, it walks at 30)

AC: 24

ATTACKS: (when small) 2x Slam (1d4+1), Bite (1d6+1) (when large) 2x

Slam (3d4+4), Bite (3d6+4)

SPECIAL: Abyssal Mastery, Alter Size, Blinding Burst, Demonic Aura, Forbidden Knowledge, Immunities, Mind Poison, Spell-Like Abilities, Summoning

ATTRIBUTES: Str 25, Dex 13, Con 27, Int 22, Wis 22, Cha 20

PRIMES: Strength, Constitution, Intelligence

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar (demon)

TREASURE:

XP: 11,500 + 14

The Nalfeshnees are said to be the mad geniuses of the Abyss, and they are generally known to serve the Abyss itself more than any active Demon Lord, though they will typically do as Demon Lords request, so long as it does not harm the interest of the Abyss themselves. They have many arcane and unusual theories on the creation and running of the Universe, and take a particular interest in the actions of the player characters, even when it seems illogical for them to do so.

Combat: Nalfeshnees often avoid combat, for the simple reason that they prefer to observe and indirectly interfere with the amusing antics of adventurers, but if pressed, they will typically grow into their gargantuan shape and immediately create a Blinding Burst. They will usually follow up by summoning allies and wading into melee, where they can swiftly destroy even powerful heroes.

Abyssal Mastery: The Nalfeshnee have a special and intimate relationship with the Abyss itself and can manipulate the environment of the abyss at will, simulating effects of spells like *wall of stone*, *control weather* or *earthquake*.

Alter Size: The Nalfeshnee has the power to change its size, from a fourteen-foot tall monstrosity to a small, eighteen-inch miniature fiend. The Nalfeshnee's melee strength decreases in this form, but its hit points and other abilities remain intact, making it a deceptively powerful enemy.

Blinding Burst: Once per day, the Nalfeshnee can create a burst effect of incredibly bright light of an infinite array of colors, which emanates 60 feet from its body. All beings that are not protected against blindness are automatically blinded for 1d4+1 rounds, and must make a Wisdom save or suffer permanent blindness. The Burst also inflicts 10d10 damage, with a successful Dexterity save resulting in half damage.

Demonic Attributes: All individuals passing within the presence of a demon must make a save against fear at the base Charisma save + the demon's hit dice. If they fail, they take a -2 penalty on all attack rolls and saving throws while the demon is within sight. Succubi can suppress this effect at will, and usually do. Demons are capable of speaking and understanding any language, as well as using telepathy, and possess perfect darkvision.

Forbidden Knowledge: The Nalfeshnees claim to have unlocked the greatest secret of the universe- that all of Creation exists solely for the sick amusement of overgods who enthusiastically game over the ruination of god and mortal alike. Furthermore, it regards the player characters as agents of those horrible creator gods. Whether this knowledge causes the Nalfeshnee to have a burning hatred of the player character or make it endlessly amused by them is up to the Game Master. In addition, the Nalfeshnee should be considered to have a full and complete knowledge of the player character's exploits, with no obvious reason for knowing such.

Immunities: Nalfeshnees are immune to magical weapons of less than +2 enchantment, but can be harmed with weapons made of cold iron, or that are good-aligned. They are immune to acid, poison, charm, fear, polymorph, death and petrification spells.

Mind Poison: If a Nalfeshnee's bite successfully hits a player character, they succeed at an immediate Wisdom save or suffer the permanent loss of 1d4+1 Intelligence, Wisdom and Charisma. The bite's poison only works once, but the loss can only be undone by restoration spells or the like.

Spell-Like Abilities: Nalfeshnees are magical experts of the first order, and

tailor their individual spell-casting needs to the mysterious will of the 'Keeper'. All Nalfeshnees constantly emit a *magic circle against good*, and have constantly active *true sight*. They can use *teleport without error* and *plane shift* at will, and *gate* once per day. In addition to this, Nalfeshnees can select the following number of spells from the wizard or illusionist spell list.

1st-5th level Spells: 4 spells at each level, with the ability to cast these spells at will.

6th-7th level Spells: 2 spells at each level, with the ability to cast spells of these levels three times a day.

8th level Spell: 2 spells, that they can cast once per day.

Summoning: Nalfeshnees are capable of summoning any Neutral or Chaotic Evil creatures with a total hit dice of less than 20, once per day.

Shadow Demon

NO. ENCOUNTERED: 1-2

SIZE: Medium

HD: 53 (7d10)

MOVE: 30 (walk)

AC: 20

ATTACKS: Claws (2x d6+1)

SPECIAL: Aura of Darkness, Demonic Attributes, Immunities, Magical Natural Weapons, Shadow Form, Spell-Like Abilities, Possession, Vulnerabilities

PRIMES: Dexterity, Charisma

INT: Low

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar (demon)

TREASURE:

XP: 1125 + 7

The Shadow Demons are one of the most feared types of Abyssal fiend in the mortal realm, for their ability to take over the bodies and minds of mortal beings and twist them to their will, while, all the while, consuming them from the inside. As they consume mortals, body and soul, they grow in power, until they are finally ready to return to the Abyss to begin the next stage of their evolution. It has been rumored that mature Shadow Demons evolve into balors, but confirming such would require a visit to the darkest realms of the Abyss.

Combat: Shadow Demons do not fear combat, and enjoy using their ability to inflict total darkness to disorient and terrify enemies, and their melee strength should not be totally discounted. However, ultimately, Shadow Demons live for the possession of mortal beings and it should be expected that they will attempt to possess one of the party's members and attack former allies with sadistic glee.

Aura of Darkness: Once per day, a Shadow Demon can blanket any subterranean or indoor space in total darkness, snuffing out all sources of light other than direct sunlight. Only magical light effects created by a caster of higher HD level than the Shadow Demon will survive this ability. This darkness is total but not supernatural- beings with full darkvision will be able to see in it. This darkness lasts for 7 rounds.

Demonic Attributes: All individuals passing within the presence of a demon must make a save against fear at the base Charisma save + the demon's hit dice. If they fail, they take a -2 penalty on all attack rolls and saving throws while the demon is within sight. Demons are capable of speaking and understanding any language, as well as using telepathy, and possess perfect darkvision.

Immunities: Shadow Demons can only be harmed with +1 or greater magical weapons, or weapons that are good-aligned or made of cold iron. They are immune to acid, poison, charm and fear spells.

Magical Natural Weapons: The natural weapons of a Shadow Demon are considered to be +1 magical weapons for overcoming immunities.

Shadow Form: A being composed of shadow given physical form, Shadow Demons have a number of unique physical properties. When lurking in shadows, a Shadow Demon is considered to be invisible. They are also capable of breaking down their physical form into a gaseous substance, which can flow underneath cracks in doors, or move stealthily along ceilings. In this gaseous form, they cannot use physical attacks or spell-like abilities, but they must be in this form to attempt possession.

Possession: Shadow Demons are capable of physically possessing other beings,

and any attempt to resist a Shadow Demon's possession requires a successful Charisma save to be made. If a Shadow Demon takes control of another being, they are mentally aware but unable to act- the Shadow Demon has access to their appearance and abilities, though not their memories. When possessing another person, the Shadow Demon's foul energies degrade that body, and each day that an individual is possessed, they lose one level. Each day, they also get to make a new save to expel the Shadow Demon from their consciousness. When their player level reaches zero, the individual is killed. If they succeed in ridding themselves of the Shadow Demon's power, any lost levels will come back at the rate of one per day. Each time a Shadow Demon fully 'digests' a being with at least two class levels or HD, it gains one hit dice itself. When it successfully 'digests' seven such beings, they are instantaneously teleported back to the Abyss to evolve. A greater restoration, limited wish, wish, miracle, or exorcism can cast out Shadow Demons from without.

Spell-Like Abilities: Shadow Demons can cast *darkness*, *dispel magic*, *protection from good*, *protection from law*, *desecrate*, *fear* and *dimension door* at will. They can cast *plane shift* and *teleport without error* once per day.

Summoning: Once per day, a Shadow Demon can call upon 1d2 shadows to serve them.

Vulnerabilities: Shadow Demons cannot tolerate the presence of natural sunlight and suffers physical damage and destruction from exposure to sunlight. Each round that a Shadow Demon spends in sunlight, it suffers 4d6 damage.

Succubus/Incubus

NO. ENCOUNTERED: 1
SIZE: Medium
HD: 64 (8d10)
MOVE: 30 (walk), 60 (fly)
AC: 18
ATTACKS: Claws +1 (1d6+1)
SPECIAL: Aura of Dark Beauty, Class Abilities, Demonic Attributes, Energy Drain, Immunities, Magical Natural Weapons, Shapeshifter, Spell-Like Abilities, Summoning, Unholy Boon
ATTRIBUTES: Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 26
PRIMES: Intelligence, Charisma
ALIGNMENT: Chaotic Evil
TYPE: Extraplanar (demon)
TREASURE:
XP: 1900 + 8

The succubi and incubi (which are identical for all considerations except those related to their typical targets) are just as devoted to the spread of ruin as all demons, but prefer to do so using more subtle and corruptive methods. Impossibly beautiful and equipped with a variety of magical abilities, they are seducers and manipulators of the highest order, offering their intimate services and the possibility of a powerful dark boon to their intellect or charm in exchange for various services for the succubus. The succubi relish their role as corrupter, and nothing fills them with more glee than to watch formerly good souls turn to chaos and evil, thanks to their influence.

Combat: Succubi always try to avoid combat- even more so than Tempter Devils. They will always attempt to find minions or allies to distract the enemy while they make a stealthy retreat. If forced to fight, however, a Succubus will use their magical abilities to support any allies they have, seeking to avoid a melee in which they will not perform well. Succubi are well-aware that while they are powerful as tempters and manipulators, that they are not particularly powerful in straight-up combat.

Aura of Dark Beauty: Anyone who can see a succubus or incubus must make a Charisma save or be instantly charmed by the fiend. If the succubus or incubus is appearing as a gender to which the individual in question is not attracted to, they receive a +4 bonus to the save.

Demonic Attributes: All individuals passing within the presence of a demon must make a save against fear at the base Charisma save + the demon's hit dice. If they fail, they take a -2 penalty on all attack rolls and saving throws while the demon is within sight. Succubi can suppress this effect at will, and usually do. Demons are capable of speaking and understanding any language, as well as using telepathy, and possess perfect darkvision.

Shapeshifter: As if they were devils, Succubi have the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check

at 18 + the devil's hit dice or roll a natural 20. *True seeing* will punch through this disguise, however.

Energy Drain: If the victim accepts a kiss or similar gesture of passion from a succubus or incubus, the succubus can drain 1d4 levels from them, from which it gains a +2 bonus to all rolls and caster level for 24 hours. Consecutive level drains do not give the succubus a further boost to its abilities, and a succubus can only level drain once from a single individual per day.

Immunities: Succubi can only be harmed by magical, good-aligned or cold iron weapons. They are immune to acid, poison, charm and fear.

Magical Natural Weapons: A Succubus's natural weapons are considered to be +1 magical weapons.

Spell-Like Abilities: Succubi can cast *charm monster*, *hold monster*, *invisibility*, *dispel magic*, *suggestion* and *paralysis* at will. Succubi or incubi can cast *ethereal jaunt*, *mass suggestion*, *plane shift*, *unhallow* and *teleport without error* once each per day.

Summoning: Succubi can summon 1 Babau or Shadow Demon, once per day.

Unholy Boon: A succubus or incubus can grant a favored individual +2 bonus to their Intelligence or Charisma, provided they serve the succubus's ends. The Unholy Boon also enables a succubus to share half of any damage inflicted upon itself with the recipient of the boon. At any time it desires, a succubus can terminate the boon, inflicting 1d4 permanent Intelligence or Charisma damage.

Vrock

NO. ENCOUNTERED: 2-6
SIZE: Medium
HD: 65 (9d10)
MOVE: 30 (walk), 60 (fly)
AC: 22
ATTACKS: 2x Talons +1 (1d6+4), Beak +1 (1d8+4)
SPECIAL: Demonic Attributes, Dive Attack, Immunities, Magical Natural Weapons, Self-Destruction, Sonic Screech, Summoning, Talon Grasp
ATTRIBUTES: Str 23, Dex 15, Con 25, Int 14, Wis 16, Cha 16
PRIMES: Strength, Dexterity
ALIGNMENT: Chaotic Evil
TYPE: Extraplanar (demon)
TREASURE:
XP: 3200 + 9

The Vrocks are the aerial scouts and warriors of the demonic horde and are most commonly found fighting with their mortal enemies, the erinyes, in the Blood War. Otherwise, they are most typically found as elite retainers and guards for high-ranking demons or their mortal allies. Stereotypically, a small colony of Vrocks guards the entrances to the mountain fortress of the evil demonic cult. Wherever they are found, though, the Vrocks are notorious for their diving attack and vile sonic shriek.

Combat: Vrocks almost always open combat by diving out of the sky, usually to attack the first target they see. They prefer to pick off and destroy enemies individually rather than engage groups and almost always, if possible, remain in the air. If a Vrock is encountered alone, it may very well break off its attack and return after a short time to repeat the pattern. In groups, however, they become bolder, using their sonic shrieks and dive attacks to keep enemies off-kilter and unable to unite against them.

Demonic Attributes: All individuals passing within the presence of a demon must make a save against fear at the base Charisma save + the demon's hit dice. If they fail, they take a -2 penalty on all attack rolls and saving throws while the demon is within sight. Demons are capable of speaking and understanding any language, as well as using telepathy, and possess perfect darkvision.

Dive Attack: When a Vrock is at least 100 feet in the air, it can make a Dive Attack, moving up to 120 feet to its target in one round. The dive attack does 6d6+4 damage to the unfortunate target and ensures their grasp in the Vrock's talons unless they make a Dexterity save, which negates damage. A failed Dive Attack results in a -2 penalty to the Vrock's rolls in the next round, as it is somewhat winded.

Immunities: Vrocks can only be harmed by magical, cold iron or good-aligned weapons. They are immune to acid, poison, sonic attacks and fear.

Magical Natural Weapons: The Vrock's natural weapons count as +1 magical weapons.

Self-Destruction: At any time, the Vrock can elect to destroy itself, inflicting 10d10 explosive damage to all enemies within 60 feet. A successful Dexterity save results in half damage.

Sonic Screech: The Vrock can make a powerful Sonic Screech, which acts as the *shout* spell.

Summoning: A Vrock can summon another Vrock or a Babau once per day.

Talon Grasp: If a Vrock hits with both of its talon attacks, it can grasp an enemy in its talons. Vrocks are capable of lifting Small or Medium enemies into the air and dropping them. The target receives a Strength save to break free from the Vrock's talons before the creature starts to lift it up, and another one each round. When a Vrock reaches 100 feet, it will drop their enemy.

DEMON (Version 2)

All Demons have the following powers:

- Summon (1/day) either 1 other creature of equal rank (20%) or 1d4 of lower rank (30%) or 2d4 creatures of two lower ranks (50%). If all else fails any Infernals can summon Lemures.
- Immunity to Fire and poison; ½ Damage from cold and Acid.
- Telepathy with a range of 60 feet.
- Deepvision 60 feet.
- Detect Invisible, Darkness
- Powers listed under "SPECIAL" below are at will powers and usable one per round unless otherwise specified.

Balor (Type VI)

NO. ENCOUNTERED: 1-2

SIZE: Large

HD: 15 (d8)

MOVE: 40-90 ft.

AC: 23

ATTACKS: Vorpal Sword (1d12+1), Whip (3d6)

SPECIAL: Scare, Levitate, Telekinesis, Detect Magic, Read Magic, Comprehend Languages, Dispel Magic, Pyrotechnics, Polymorph Self, Project Image, Symbol of Fear/discord (as Spells), SR 15 (Can only be hit by magic weapons)

SAVES: P, M

INT: 19

ALIGNMENT: Chaotic Evil

TYPE: Demon

TREASURE: 15

XP: 1600+16

These powerful abominations are the closest of their kind to devilkind in appearance, with goat hooves, red hides, and horns upon their brows. They use weapons more often than claws, usually whips or nets to entangle foes and swords to stab and cut.

Cubi

NO. ENCOUNTERED: 1-2

SIZE: Medium

HD: 6 (d8)

MOVE: 30 ft., 50 ft. (fly)

AC: 20

ATTACKS: 2 Claws (1d3)

SPECIAL: Energy Drain (1 level), Polymorph Self, Etherealness, Charm Person, Claramaudience, Suggestion (as Spells), SR 14 (Can only be hit by magic weapons)

SAVES: M

INT: 17

ALIGNMENT: Chaotic Evil

TYPE: Demon

TREASURE: 6

XP: 650+6

Cubi are demons that appear as beautiful humans with horns and bat wings. As they are shapeshifters they can take on any gender; though the females are referred to as Succubi and the males Incubi. They are the physical manifestation of the dark side of passion and use seduction to get close to their prey.

Glabrezu (Type III)

NO. ENCOUNTERED: 1-6

SIZE: Large

HD: 11 (d8)

MOVE: 40 ft.

AC: 24

ATTACKS: 2 Pincer (2d6), 2 Claw (1d3), Bite (1d4+1)

SPECIAL: Scare, Levitate, Telekinesis, Pyrotechnics, Polymorph Self (as Spells), SR 12

SAVES: P

INT: 16

ALIGNMENT: Chaotic Evil

TYPE: Demon

TREASURE: 11

XP: 800+10

Glabrezu are massive creatures appearing as a cross between a ogre and a dog, with both parts emitting the odor of decay. Four arms emerge from its rotting torso, with claws that strive to rend and tear all before it.

Hezrou (Type II)

NO. ENCOUNTERED: 1-6

SIZE: Large

HD: 10 (d8)

MOVE: 30 ft.

AC: 23

ATTACKS: 2 Claw (1d4), Bite (4d4)

SPECIAL: Scare, Levitate, Telekinesis (as Spells), SR 11

SAVES: P

INT: 14

ALIGNMENT: Chaotic Evil

TYPE: Demon

TREASURE: 9

XP: 750+8

These denizens of the second circle appear as huge demonic Troglodytes and relish carnage and destruction. They use stealth to approach their prey, which is easy on this Typhonic circle), but when battle begins they fight with mad bloodlust and to the death.

Lemure

NO. ENCOUNTERED: 5-30

SIZE: Small

HD: 2 (d8)

MOVE: 10 ft.

AC: 13

ATTACKS: Claw (1d4)

SPECIAL: Nil

SAVES: P

INT: 2

ALIGNMENT: Chaotic Evil

TYPE: Demon

TREASURE: Nil

XP: 50+3

Lemures, while found only in the Inferno, are not actually of demon or devil stock. These pulpy blobs are the souls of evildoers who have been sentenced to the nether realm for their crimes for eternity. They are poor fighters but can be dangerous to non Infernals if in a large enough mass.

Marilith (Type V)

NO. ENCOUNTERED: 1-6

SIZE: Large

HD: 12 (d8)

MOVE: 30 ft.

AC: 27 (22 coils)

ATTACKS: Constrict (1d6+1) or 6 Weapons

SPECIAL: Scare, Levitate, Telekinesis, Comprehend Languages, Polymorph Self, Pyrotechnics, Project Image, Symbol of Fear/discord (as Spells), SR 16 (Can only be hit by magic weapons)

SAVES: P, M

INT: 18

ALIGNMENT: Chaotic Evil

TYPE: Demon

TREASURE: 12

XP: 1400+12

Marilith are a chaotic combination of snake and humanoid, with the coils of a large serpent below their waists and a green-skinned humanoid body. This body, while human in appearance, is larger than most humans and has six arms; all of which can attack with claws or handheld weapons. Some are spellcasters, and rise high in arcane and unholy magics.

Nalfeshnee (Type IV)

NO. ENCOUNTERED: 1-6

SIZE: Large

HD: 11 (d8)

MOVE: 30-50 ft.

AC: 22

ATTACKS: 2 Claw (1d4), Bite (2d4)

SPECIAL: Scare, Levitate, Telekinesis, Detect Magic, Comprehend Languages, Dispel Magic, Polymorph Self, Project Image, Symbol of Fear/discord (as Spells), SR 13 (Can only be hit by magic weapons)

SAVES: P

INT: 13

ALIGNMENT: Chaotic Evil

TYPE: Demon

TREASURE: 11

XP: 1000+11

A horrid creature that combines the worst aspects of a carnivorous ape and a wild boar. It has tiny batwings that emerge from its back, and despite their size can carry the hairy horrors through the air with ease.

Vrock (Type I)

NO. ENCOUNTERED: 1-6

SIZE: Large

HD: 9 (d8)

MOVE: 30 ft., 50 ft. (fly)

AC: 20

ATTACKS: 2 Claw (1d4), Bite (1d8)

SPECIAL: Telekinesis (as spell), SR 10

SAVES: P

INT: 3

ALIGNMENT: Chaotic Evil

TYPE: Demon

TREASURE: 8

XP: 500+5

This avian monstrosity appears to be a tall, cadaverously thin mix of vulture and man, with claws and filthy visage. Its feathers and fur are spotted and mangy, leaving white leprous skin visible in patches across its form.

DEMON LORD

Azazel (The Dual Prince)

NO ENCOUNTERED: Unique

SIZE: Medium

HD: 258 (22d10+110)

MOVE: 40 (walk), 60 (fly)

AC: 32

ATTACKS: 2x Sword of Slaying +4 (d8+10), 2x Unholy Avenger +5 (d8+11)

SPECIAL: Aura of Dark Charm, Aura of Rage, Class Abilities, Demonic Aura, Dual Nature, Immunities, Spell-Like Abilities, Summoning, Touch of Evil

ATTRIBUTES: Str: 24 (+6), Dex: 18 (+3), Con: 22 (+5), Int: 16 (+2), Wis: 18 (+3), Cha: 24 (+5)

PRIMES: Constitution, Charisma

INT: High

ALIGNMENT: Lawful Evil and Chaotic Evil

TYPE: Extraplanar (demon)

TREASURE: Sword of Slaying +4, Unholy Avenger + 5

XP: 200,000

The right half of Azazel appears as a handsome devil in the bloom of young adulthood, with the blue skin and dark hair much like his sister, Proserpina. His left half is a horrifically distorted reptilian demon, with a permanent expression of sadistic glee upon its half of his face. His right wing has black raven feathers and his left wing is like that of a bat.

History: Azazel was born in the Inner Sanctum of Satan's Unholy Cathedral in the centre of the Ninth Circle of Hell, the son of Satan and his wife, the demonic princess Lilith. Azazel's early life was concerned mostly with intense training, and he quickly became a powerful and respected warrior. When Satan launched his great War against Heaven, Azazel earned a reputation as one of the fiercest warriors in the fiendish host. When Satan disappeared at the climax of his great war against Heaven, however, Azazel found himself lost. He left Hell with his mother, Lilith and returned to the layer of the Abyss she called home, establishing himself as a powerful princeling of that realm.

He soon embraced his new identity as a demon, and became one of the most respected demonic generals in the Blood War in an era of great success for the demonic horde- the demons at one point possessed nearly half of the First Circle of Hell and were pressing hard upon the entrance to the Second Circle of Hell. However, the civil war in Hell that allowed the great success of the demonic hordes soon came to an end and the Infernal legions soon launched a great campaign of reconquest.

It was a bitter irony that the commander of the Infernal armies was none other than his sister, Proserpina, who had aligned herself completely with the devils and had married none other than Asmodeus, the ruler of Hell. Azazel, identifying himself fully as a demon, found it a bitter insult that one of his blood would align himself so completely with a mere counsellor and advisor of their father- who he was sure was not a true devil but, entirely, a fallen angel.

Azazel soon planned a great attack on a recently reconquered Infernal fortress, one where he knew that Proserpina was present in person. Ultimately, the Infernal and Abyssal forces clashed in a titanic struggle, and Azazel and Proserpina met in person. While Azazel was, by far, the physically stronger of the two combatants, the wily Proserpina managed to outwit him in their battle, and managed to cast a spell upon him which brought out and shattered his identity, permanently dividing his devilish and demonic personae, reflected in his visage.

And then, in a gesture far crueller than killing him, she let Azazel live, permanently marked as a mixture of devil and demon. Azazel remains in the shattered no-fiend's land between Hell and the Outer Abyss, gathering his forces and hoping that one day he can return to destroy his sister once and for all, and storm deep into Hell itself ...

Combat: In his demonic aspect, Azazel is a ferocious combatant, relying on his brute melee power to swiftly destroy his enemies. He revels in encouraging wanton slaughter and inspiring fear in his enemies above all else. As a devil, Azazel is more strategic in his considerations, using more of his spell-like abilities and carefully assuring that he has the best possible strategic position.

Aura of Rage: In his demonic aspect, all creatures coming within 100 feet of Azazel must make a Charisma save or fall into a state of random and insatiable

anger, attacking the nearest enemy mindlessly. Each round after falling into the effect, they gain a new save. Azazel can choose to negate this effect if he wishes, but he rarely does, delighting in the random carnage that results.

Aura of Dark Charm: In his devilish aspect, all creatures coming within 100 feet of Azazel must make a Charisma save or be charmed, seeing Azazel as their ally and rightful leader. They will not undertake actions that are overtly suicidal, but they would be willing to do almost anything else for their leader. Each round, they receive a new save to break the effect.

Class Abilities: When his demonic aspect is dominant, he wields the powers of a 20th level berserker (as Half-Orc Berserker), and when his devilish aspect is dominant, he wields the powers of a 20th level blackguard.

Demonic Aura: All individuals passing within the presence of a demon must make a save against fear at the base Charisma save + the demon's hit dice. If they fail, they take a -2 penalty on all attack rolls and saving throws while the demon is within sight.

Dual Nature: Azazel's psyche has permanently been broken into two portions, which frequently war with each other. Once every 1d6 rounds, Azazel must switch personalities from devilish to demonic, or vice versa. When he does so, Azazel recovers hit points equal to d10+22, and must use the class abilities and spell-like abilities of that aspect. Every round, the GM should also roll a d20 and if Azazel receives a 20 on that roll, he gains a round of united action, allowing him to essentially take two turns in one, one using the devilish powers, the other using the demonic powers.

Immunities: As a demon lord, Azazel is immune to weapons of less than +4 enchantment- in his devilish aspect he is vulnerable to +2 weapons of good alignment or silver, in his demonic aspect he is vulnerable to +2 weapons of good alignment or cold iron. He is always immune to poison, charm, fear, polymorph, petrification and death spells. His demonic aspect is also invulnerable to acid, and his devilish aspect is also immune to fire. Azazel has an SR of 12.

Spell-Like Abilities: Azazel emits a constant *magic circle against good* and enjoys constant *true sight*. In his demonic aspect, he can cast *darkness*, *ray of enfeeblement*, *desecrate*, *dispel magic*, *animate dead*, *fear*, *bestow disease*, *accelerate poison*, *plane shift*, *cloudkill*, *blade barrier*, *ethereal jaunt*, *teleport without error* and *blasphemy* at will, and *earthquake*, *fire storm*, *unholy aura*, *mass harm*, *antipathy*, *gate* and *bind the soul* up to three times per day. In his devilish aspect he can cast *darkness*, *detect thoughts*, *invisibility*, *desecrate*, *dispel magic*, *fireball*, *suggestion*, *wall of fire*, *cloudkill*, *control weather*, *geas*, *mass suggestion*, *teleport without error* and *project image* at will, and *mass charm*, *gate*, *bind the soul*, *meteor swarm* and *power word kill* up to three times a day. In either form, he can cast *wish* once per day.

Summoning: Azazel can summon up to 30 HD of any demons he desires once per day.

Touch of Evil: Twice per day, Azazel can use his corrupting touch to make an individual temporarily seem evil. Their alignment does not actually change, but they seem as evil-aligned to alignment-detecting powers and lose any abilities related to a good alignment for 1d4 days, unless they benefit from an *atonement*, a *wish*, or a *miracle*.

Lilith (The Scarlet Whore, Mother of Demons)

NO ENCOUNTERED: Unique

SIZE: Medium

HD: 288 (27d10+108)

MOVE: 30 (walk), 60 (fly)

AC: 32

ATTACKS: 2x Claws +4 (1d6+7), Tail Slap (2d4+7)

SPECIAL: Aura of Dark Beauty, Aura of Unholy Creation, Demonic Attributes, Immunities, Magical Natural Weapons, Spell-Like Abilities, Summoning, Unholy Gestation, Wasting Touch

ATTRIBUTES: Str: 19 (+3), Dex: 18 (+3), Con: 20 (+4), Int: 22 (+5), Wis: 24 (+6), Cha: 24 (+6)

PRIMES: Strength, Constitution, Charisma

INT: 22

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar (demon)

TREASURE:

XP: 350,000

Lilith is a tall and beautiful woman, with fair skin, dark hair and blood red lips, with sharpened teeth and dark brown, nearly black eyes. She lacks virtually all outward signs of demonism, and looks essentially like a beautiful, pregnant, seven-foot tall human.

History: The origins of Lilith are shrouded in mystery- it is known that she is among the very oldest of the demons, and there are rumours that she is Demogorgon's daughter, though why such a nihilistic being would ever reproduce defies all logic. Lilith does not generally mind these rumours and often encourages them, though she remains mysterious herself. Another theory is that she was actually the first human woman, corrupted into an evil form beyond all others- one that she similarly subtly encourages without openly admitting. Perhaps there is some truth in both of these stories- or neither.

As one of the oldest and most powerful of the demon lords in her own right, it was naturally expected that Lilith would be a fearsome leader of the Abyssal Horde. When she married Satan, the original Lord of Hell and the original devil, many of her demonic followers were genuinely dismayed- the devils had been their archenemies for millennia already and had wrested several planes from the grip of the Abyss. Lilith for her part refused to justify her decision, and by all accounts, the marriage was a successful one, with twins being born shortly after the marriage was formally contracted.

The dual life of Lilith as the Queen of Hell and the ruler of several Abyssal realms in her own right was brought to a screeching halt with the failed invasion of Heaven and the Infernal civil war which soon ousted her from the Infernal realm altogether. One of her children, Azazel, chose to follow her into the Abyss, while Proserpina, more of her father's daughter, remained behind in Hell.

The return to the Abyss was not an easy one for Lilith as she was looked down upon as being a traitor to her kind. However, through her personal wiles and sheer power she was able to regain her position as one of the preeminent rulers of the Abyss. It is believed that Demogorgon himself played a role in her return to power, though as with all things involving the King of Demons, his true role in events were obscured.

Now returned to her rightful place as an Abyssal Lord of the highest order, Lilith continues to expand her power, also grooming her son, Azazel, to play a greater role in the affairs of the Abyss in his own right. Lilith has also created and expanded a large Earthly cult in her name, with evil seducers, assassins and the malevolent Drow of the Underworld worshipping her, both openly and in secret.

Combat: Lilith tends to disdain personal combat, but if she cannot avoid it, she will not hold back on her magical power, most commonly invoking her unborn son's power in mentally controlling a single opponent, or invoking *time stop* or *meteor rain* on multiple enemies. She herself will typically immediately summon assistance and then stay in the background, using her spawned minions to provide distance between her and enemies, pelting them with powerful spells. If pressed to the point of defeat, Lilith will always choose to retreat rather than fight to the death.

Aura of Dark Beauty: Anyone who can see Lilith must make a Charisma save or be instantly charmed by the fiend.

Aura of Unholy Creation: Every round that Lilith is threatened, somewhere within 100 feet of her, a demon of 1-10 HD is created who is totally loyal to her. Roll a d10 each round to determine which type of demon is created, always rounding down.

Demonic Attributes: All individuals passing within the presence of a demon must make a save against fear at the base Charisma save + the demon's hit dice. If they fail, they take a -2 penalty on all attack rolls and saving throws while the demon is within sight. Lilith can suppress this effect at will. Demons are capable of speaking and understanding any language, as well as using telepathy, and possess perfect darkvision.

Immunities: Lilith is immune to any magical weapons of less than +4 enchantment, or good-aligned or silver weapons of less than +2 enchantment. She is additionally immune to acid, poison, fear, charm, disease, polymorph, death and petrification effects. Lilith has an SR of 12.

Magical Natural Weapons: Lilith's natural weapons count as +4 magical weapons.

Spell-Like Abilities: Lilith has permanent *true sight* and constantly creates a *magic circle against good*. She can cast *charm monster*, *doom*, *hold monster*, *dispel magic*, *mirror image*, *darkness*, *suggestion*, *paralysis*, *teleport without error*, *plane shift* and *unholy blight* at will. She can cast *unholy word*, *mental domination*, *unholy aura*, *finger of death*, *trap the soul*, *project image* and *limited wish* three times per day, and *gate*, *energy drain*, *implosion*, *mass hold monster*, and *wail of the banshee* once per day.

Summoning: Lilith can summon up to 30 HD of any Chaotic or Neutral Evil creatures she desires once per day.

Unholy Gestation: Lilith has been pregnant with Abaddon, the third child of Satan for some millennia and despite being still a fetus, the being already possesses terrifying power. Once per day, Abaddon can attempt to *dominate* an individual, most commonly using them to articulate its desires and then ordering the creature to attempt suicide. Twice per week, Abaddon can cast *time stop* or *meteor rain* on behalf of its mother. At any time, Abaddon can communicate with telepathy, but usually prefers not to. Should Lilith be slain in combat, Abaddon will survive the death of his mother and rise as a creature to be fought, and is considered to be an 18 HD creature with the powers and abilities of a balor. Even creatures normally immune to mind-altering magic are not immune to Abaddon's *domination* ability.

Wasting Touch: Whenever Lilith strikes an enemy with her natural weapons, or otherwise touches an enemy and wills it, they must make an immediate Charisma save or lose 1d4 levels.

Demogorgon (King of Demons, The Deplorable Word)

NO ENCOUNTERED: Unique

SIZE: Large

HD: 476 (30d10+270)

MOVE: 40 (walk)

AC: 40

ATTACKS: 4x Huge unholy weapon +5 (3x regular weapon dice +13)

SPECIAL: Aura of Greater Darkness, Aura of Suicidal Despair, Demonic Aura, Deplorable Word, Energy Drain, Immunities, Malleable Form, Spell-Like Abilities, Summoning, Unhallowed Name

ATTRIBUTES: Str: 28 (+8), Dex: 22 (+5), Con: 30 (+9), Int: 22 (+5), Wis: 24 (+6), Cha: 25 (+5)

PRIMES: Strength, Constitution, Charisma

INT: Genius

ALIGNMENT: Chaotic Evil

TYPE: Extraplanar (demon)

TREASURE:

XP: 350,000

Demogorgon's exact appearance is impossible to say because he is capable of altering his form almost endlessly. In general though, it is accurate to say that Demogorgon typically favors massive sizes, around twenty feet tall and that his mass is composed of some horrific black ichor, which is capable of warping or hardening as he desires.

History: None knows when, or even if Demogorgon had a beginning, but it is known that Demogorgon is one of the very most ancient demons- he himself claims to be the first, but such claims are shaky, as demonkind's history

stretches back farther than that of Creation. It is known that, while Demogorgon claims the title of King of Demons, he does not have the same suzerainty that Asmodeus enjoys over his devilish subjects. Still, his name and reputation are holy amongst the demons and as much as Azazel, Orcus, Lolth and other powerful Demon Princes and Princess would wish to challenge his title, all quail before his titanic might.

The true mystery for many is why Demogorgon does not aspire to full godhood- surely his power rivals those of the gods, and exceeds that of the avatars that the gods use when interacting with mortals and other extraplanars. The truth is, though, that Demogorgon considers godhood to be a false honor- he loathes that he is the object of worship amongst demons and possesses a perfect hatred for all life, even the twisted life of the Abyss. There is nothing that Demogorgon would like more than to annihilate everything and then destroy himself, ending his wretched existence.

It is believed by some, though, that it is impossible, or even undesirable to truly destroy Demogorgon, as he is an intrinsic part of the universe and its Creation, as much as he would seek to have it undone. Others, however, take offense at this, arguing that no deity could possibly include such a cosmically vile entity as part of a plan.

Combat: Demogorgon will inevitably, always, speak the Deplorable Word when encountered in combat. Following that, Demogorgon will typically divide his ferocious attacks amongst members of the party, using his vast reach to brutally punish four different individuals in a single round. He will typically take some time to summon demons, if the battle is proving difficult. Should Demogorgon actually be losing a combat, he will take himself back to the Abyss. Even if he has lost a battle, Demogorgon knows that he has wrought immense destruction.

Aura of Greater Darkness: The presence of Demogorgon in an area snuffs out all light, common and magical, save for the light emitted by powerful holy sources (15th level clerics or higher, +3 or greater good-aligned magical weapons), with the ensuing magical darkness being impenetrable to even creatures with darkvision. If he is outside on a sunny day than there will be an immediate eclipse of the sun.

Aura of Suicidal Despair: All creatures within 100 feet of Demogorgon must immediately make a Charisma save or immediately begin trying to kill themselves with the most powerful weapons at their disposal. If they survive the first round of this effect, they gain another save.

Demonic Aura: All individuals passing within the presence of a demon must make a save against fear at the base Charisma save + the demon's hit dice. If they fail, they take a -2 penalty on all attack rolls and saving throws while the demon is within sight.

Deplorable Word: Once per day, Demogorgon can speak the Deplorable Word, which forces an immediate Charisma save against death for all living things within 2d20 miles of Demogorgon's current position, whether it be bacteria, fungi, plants, animals, humanoids or dragons. All organisms that fail their Charisma save are instantly killed and their bodies erased from existence, often leaving a faint black outline of their bodies on a nearby wall. A successful save does not result in any damage, but the subject must make another Charisma save to avoid going permanently insane from hearing the Deplorable Word. This insanity can only be ended with a *wish* or *miracle*. In addition, all good and lawful-aligned extraplanar beings must make a Charisma save or be obliterated.

Energy Drain: Any enemy struck with Demogorgon's tentacles must make a Constitution save or lose 1d4 levels.

Immunities: As a demon lord, Demogorgon is immune to weapons of less than +4 magical enchantment, or +2 weapons that are either made of cold iron or good-aligned. Demogorgon is immune to acid, poison, disease, charm, fear, polymorph, petrification and death spells. Demogorgon has SR of 12.

Malleable Form: Demogorgon's form is highly malleable and shapable, giving him the ability to alter his shape at will. It also allows him to reach up to 60 feet with his melee attacks and gives him damage reduction of 3. This ability also allows Demogorgon to reduce himself to liquid form and flow through from even the tiniest cracks underneath doors and between doors and walls. Demogorgon can shape any part of his body into the equivalent of Huge unholy weapons +5, which do 3d6 bonus damage to all good-aligned creatures.

Move In Shadows: Demogorgon is capable of moving freely inside the magical shadows that he creates, and can move any distance in this supernatural darkness.

Spell-Like Abilities: Demogorgon enjoys the benefit of control weather, true seeing, unhallow and magic circle against good/law permanently. He is also capable of casting fly, dispel magic, fear, polymorph, animate dead, cloudkill, hold monster, teleport without error, feeblemind, nightmare, disintegrate, plane shift and geas at will, and dreaming, imprisonment, power word kill, meteor rain, time stop or wish twice per day.

Summoning: Once per day, Demogorgon can summon up to 40 HD of any demons.

Unhallowed Name: The mere act of speaking Demogorgon's name carries a small chance of summoning him to the earthly realms. If any player character speaks Demogorgon's name, ever, roll a d100. If it comes up as lower than 90, nothing happens. If it comes up 90 to 99, 2d20 HD of demons of the CK's choice are gated in to destroy they that would speak their master's name. If it comes up as 100, Demogorgon himself is summoned. He will immediately speak the Deplorable Word and then attempt to kill the speaker, if the speaker has not been killed yet, then he will typically summon several demonic followers and return to hell.

DEVIL (Version 1)

Barbed Devil (Hamatula)

NO. ENCOUNTERED: 1-4

SIZE: Medium

HD: 82 (9d10+20)

MOVE: 40 (walk)

AC: 22

ATTACKS: 2x Slam+1 (1d8+4)

SPECIAL: Barbed Defense, Barbed Volley, Impaling Grapple, Devilish Attributes, Immunities, Magical Natural Weapons, Spell-Like Abilities, Summoning, Toughness

ATTRIBUTES: Str 23, Dex 23, Con 23, Int 12, Wis 14, Cha 18

PRIMES: Strength, Dexterity

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE:

XP: 2800 + 9

The Barbed Devils are elite warriors and cruel jailers, reveling in using their razor-sharp barbs as weapons of warfare, intimidation and torture. Though they enjoy the application of pain just as much as the Chain Devils do, they are less single-minded and most typically mix their pleasure with serious purpose. As middle-ranking devils, they are anxious to prove themselves to their superiors and become promoted to a higher rank of devil.

Combat: Barbed Devils are both intelligent and ferocious, using their ability to turn invisible and create darkness to set up devastating attacks. They often lead combat by unleashing one of their deadly Barbed Volleys, following that up with a summoning of an ally, and then going into melee with their ally. Barbed Devils are brave fighters, but will not necessarily fight to the death, and often seek to use their *teleport without error* ability to escape at the last moment.

Barbed Defense: Anyone attacking or attempting to grapple a Barbed Devil suffers 2d4 damage from the sharp barbs surrounding its body.

Barbed Volley: Twice per day, the Barbed Devil can fire a massive volley of barbs in a cone 20 feet wide and 60 feet long, inflicting 6d8+4 damage to any victims caught in it, with a successful Dexterity save resulting in half damage.

Devilish Attributes: Like all true devils, Barbed Devils have the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + 16 or roll a natural 20. True seeing will punch through this disguise, however. A Barbed Devil also has the ability to speak in any language she desires, as well as to use telepathy. Whenever he speaks, all within hearing range will hear her words in their native language, unless he specifically wills otherwise. As all devils, Barbed Devils have flawless darkvision.

Impaling Grapple: If the Barbed Devil strikes with both of its attacks, it can draw an enemy into its embrace, inflicting a further 2d8+4 damage

automatically and inflicting 1d4 Constitution damage from bleeding. A successful Strength save allows the victim to break free.

Immunities: Barbed Devils can only be harmed by magical, good-aligned and silver weapons. They are immune to fire, poison and fear attacks.

Magical Natural Weapons: The Barbed Devil's natural weapons count as +1 magical weapons.

Spell-Like Abilities: The Barbed Devil is considered to constantly have *jump* and *spider climb* active, and can cast *invisibility*, *protection against good*, *dispel magic*, *darkness* and *silence* at will, and *teleport without error* once per day.

Summoning: A Barbed Devil can summon one Bearded Devil or Chain Devil per day.

Toughness: A Barbed Devil receives a +2 hit point bonus per HD.

Bearded Devil (Barbazul)

NO. ENCOUNTERED: 1-2, 4-6

SIZE: Medium

HD: 60 (6d10+18)

AC: 18

ATTACKS: Cold Iron Glaive +1 (2d4+4), or Claws (1d6+3)

SPECIAL: Devastating Critical, Devilish Attributes, Infernal Wounds, Immunities, Reach, Summoning

ATTRIBUTES: Str 15, Dex 15, Con 17, Int 6, Wis 10, Cha 10

PRIMES: Strength, Constitution

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE: Cold Iron Glaive +1

XP: 570 + 6

The shock troops of Infernal Armies, the Bearded Devils are formidable warriors, wielding vicious, magical glaives with devastating power and skill. Most frequently, Bearded Devils are found as the leaders of troops of Infernal Legionnaires, or as bodyguards to diabolists or more elite devils, such as the Bone Devils. While not nearly as cunning as their devilish superiors, they are incredibly tenacious and vicious fighters.

Combat: Bearded Devils are quite straightforward, seeking to use their long glaives to maximum effect. They frequently use the reach qualities of their weapons to better advantage, striking from behind Infernal Legionnaires or Lemures or using them to gain a flanking position. Bearded Devils are fierce and proud, and will invariably fight to the death, unless they are required to retreat by their overlords.

Devastating Critical: When a bearded devil gains a critical hit (natural 20), it does double damage, rather than simply maximum damage. The Strength modifier for damage is doubled as well.

Devilish Attributes: Like all true devils, Bearded Devils have the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + 16 or roll a natural 20. True seeing will punch through this disguise, however. A Bearded Devil also has the ability to speak in any language she desires, as well as to use telepathy. Whenever he speaks, all within hearing range will hear her words in their native language, unless he specifically wills otherwise. As all devils, Bearded Devils have flawless darkvision.

Infernal Wounds: Wounds inflicted by a Bearded Devil inflict 1d4 additional damage per round from profuse bleeding and cannot be stopped by regular means- only magical potions or spells will heal the Infernal wound.

Immunities: Bearded Devils require +1 or greater magical weapons, or any weapons that are good-aligned or made of silver to harm them. They are immune to fire, poison and fear.

Reach: Bearded Devils can reach up to 10 feet with their long glaives.

Summoning: Once per day, a Bearded Devil can summon 1d6 Infernal Legionnaires.

Bone Devil (Osyluth)

NO. ENCOUNTERED: 1-2

SIZE: Medium

HD: 124 (12d10+36)

MOVE: 30

AC: 22

ATTACKS: 2x +1 Claws (1d4+1), +1 Tail (2d4+1)

SPECIAL: Class Abilities, Devilish Attributes, Devil's Dance, Immunities, Magical Natural Weapons, Summoning, Tail Lash

ATTRIBUTES: Str 21, Dex 21, Con 21, Int 14, Wis 14, Cha 14

PRIMES: Constitution, Wisdom, Charisma

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE:

XP: 5650 + 12

The dreaded Bone Devils are the elite clergy of Hell, and when they come onto Earth, it is typically to act as the representatives of the archdevils on Earth. In this position, they are accorded great respect by other devils and diabolists, and even higher-ranking devils are usually loathe to openly oppose the Bone Devils. Not as physically powerful as many of the other devils, the Bone Devils make up for it with their cunning and mastery of unholy magic.

Combat: It is rare to encounter a Bone Devil alone, as it is usually surrounded by frenzied worshipers, along with a handful of more powerful supporters or devils. Upon entering combat, a Bone Devil will order its minions to destroy, or at least hinder, the interlopers, while it summons more powerful allies, usually either an erinyes or a handful of Infernal legionnaires. Bone Devils are typically loath to enter melee combat, though many adventurers are surprised at their strength if they are pressed, and should be particularly wary of their razor-sharp, lashing tails.

Class Abilities: Bone Devils have the spells and abilities of a 12th level Cleric, with the Diabolic domain.

Diabolic Domain: At 1st level, allows the user to summon an evil-aligned animal familiar. At 10th level, it enables clerics to rebuke or control devils as they do undead.

0-level spells: *create water, detect good, detect evil, detect magic, detect poison, bleed*

1st-level spells: *bane, doom, command, protection from good, cause fear, sanctuary*

2nd-level spells: *desecrate, darkness, hold person, silence, speak with dead*

3rd level spells: *animate dead, dispel magic, magic circle against good, bestow curse, blindness*

4th level spells: *life drain, unhallow, unholy blight*

5th level spells: *temptation, raise dead, plane shift*

6th level spells: *create undead, harm*

At any time, a Bone Devil can give up one of its prepared spells in place of an appropriate-leveled inflict wounds spell, which heals devils as well as undead.

Devilish Attributes: Like all true devils, Bone Devils have the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + 12 or roll a natural 20. True seeing will punch through this disguise, however. A Bone Devil also has the ability to speak in any language he desires, as well as to use telepathy. Whenever he speaks, all within hearing range will hear her words in their native language, unless he specifically wills otherwise. Bone Devils also have perfect darkvision.

Devil's Dance: Using its mental prowess, the Bone Devil can attempt to compel twice its HD (24) in individuals to begin a frenzied dance. If they fail their Charisma save, they begin dancing uncontrollably, taking 1d4 Constitution damage from exhaustion per round, until they reach zero, upon which they fall unconscious, at death's door. After each round they receive a new save. The Bone Devil can also set dancing individuals upon its enemies, whereupon the individuals will use their bare hands or any weapons at hand to destroy their enemies. They receive a save after each round of this, however.

Immunities: Bone Devils can only be damaged with +2 or greater magical weapons, or weapons that are made of silver or good-aligned. Bone Devils are immune to fire, poison, charm and fear spells.

Magical Natural Weapons: The claws of a Bone Devil are considered to be +1

magical weapons.

Summoning: Once per day, a Bone Devil can summon 1 Erinyes, 1d2 Tempter Devils, 1d3 Bearded Devils or 1d6 Infernal Legionnaires.

Tail Lash: The Bone Devil's tail automatically makes a trip check against enemies it lashes against, with a failed Dexterity save meaning the enemy falls prone.

Chain Devil (Kyton)

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 55 (7d10)

MOVE: 45

AC: 18

ATTACKS: 2x Spiked Chains +1 (1d8+4)

SPECIAL: Agonize, Animate Chains, Chain Constrict, Combat Prowess, Devilish Attributes, Immunities, Magical Natural Weapons, Reach, Suffocate

ATTRIBUTES: Str 15, Dex 15, Con 15, Int 6, Wis 10, Cha 12

PRIMES: Strength, Dexterity

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE: N/A

XP: 1170 + 7

The Chain Devils are the torturers and jailers of devilkind and while not the most powerful of their race, are among the most feared. While most devils have a pronounced cruel streak, the Chain Devils take this cruelty to a new extreme, living for no other goal than to inflict suffering and pain upon those weaker themselves. Their brutal sadism is such that even other devils sometimes are a little embarrassed by their presence, though their value is never doubted.

Combat: Chain Devils are unrelenting physical combatants, using their powerful magical weapons to devastating effect. Unlike most devils, they do not have summoning abilities and do not possess spell-like abilities, but rely on their melee might alone. Chain Devils typically aim to trap a member of the party in its chains, using its Agonize or Suffocate ability, whichever one is more appropriate, as it holds other party members back with its free chain. They are extremely dexterous and frequently surprise adventurers by dropping from the ceiling upon the weakest member of the party, using both their chains to devastating effect.

Agonize: The Chain Devil can use this ability to inflict 1d4 Charisma damage to an enemy trapped in its chains. If 10 Charisma damage has been inflicted, the target will automatically divulge any information that the Chain Devil requires of it. Lost Charisma damage will return at the rate of 1d6 per day.

Animate Chains: Once per day, Chain Devils are capable of animating any chains in a 60-foot radius around them for 1d6 rounds. These chains can attempt to trip, disarm or grapple enemies, and the Chain Devil can control them as a free action.

Chain Constrict: If a Chain Devil hits with both of its spiked chain attacks, it can constrict an enemy within its chains. Each round that the victim remains trapped inside its chains, it can inflict the damage from one of its attacks automatically, while also using either its Agonize or Suffocate ability. A successful Strength save causes the victim to break free from the Chain Devil's grasp and a successful sunder combat maneuver by another character can free them as well. When constricting someone, the Chain Devil can only make one attack against other enemies.

Combat Prowess: Chain Devils can attempt to drip and disarm enemies with their chains when using them to attack.

Devilish Attributes: Like all true devils, Chain Devils have the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + the devil's hit dice or roll a natural 20. True seeing will punch through this disguise, however. A Tempter Devil also has the ability to speak in any language he desires, as well as to use telepathy. Whenever he speaks, all within hearing range will hear his words in their native language, unless he specifically wills otherwise. As all devils, Chain Devils have flawless darkvision.

Freakish Agility: Chain Devils possess superhuman agility and can always

make jumps as if under a jump spell and crawl along walls and ceilings as if affected by *spider crawl*.

Immunities: Chain Devils require +1 or greater magical weapons to harm them, or weapons that are made of silver or are good-aligned. Chain Devils are immune to fire, poison, charm and fear.

Magical Natural Weapons: The Chain Devil's spiked chains are +1 magical weapons.

Reach: The Chain Devil has reach of 20 with its natural weapons.

Suffocate: The Chain Devil can use this ability to inflict 1d4 Constitution damage to an opponent trapped in its chains. If Constitution reaches zero, the target falls unconscious- any more time spent in the chain devil's chains will result in death. Lost Constitution damage returns very swiftly, at 1d4 per round after being freed.

Duke of Hell

NO. ENCOUNTERED: 1

SIZE: Large

HD: 262 (22d10+110)

MOVE: 30 (walk), 60 (fly)

AC: 32

ATTACKS: 2x Claws (2d6+8 dmg), Tail Slap (2d4+5 dmg)

SPECIAL: Aura of Command, Aura of Terror, Breath of Hellfire, Decapitating Bite, Devilish Attributes, Hellfire Mastery, Immunities, Magical Natural Weapons, Reach, Spell-Like Abilities, Strategic Movement, Summoning, Tail Constrict, Wing Buffet

Stats: Str: 22 (+5), Dex: 16 (+2), Con: 22 (+5), Int: 22 (+5), Wis: 20 (+4), Cha: 24 (+6)

PRIMES: Strength, Constitution, Charisma

INT: Genius

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE:

XP: 60000 + 22

The Dukes of Hell are the elite amongst the ranks of Pit Fiend and are found almost entirely at the right hand of archdevils, or leading huge demonic armies. These Dukes are extraordinarily powerful foes, often comparable in power to their evil masters, the archdevils. Many Dukes have only nominal allegiance to one of the archdevils and have staked out sizable realms of their own within the Nine Circles, and also in the portions of the Abyss that are currently under Infernal control.

Aura of Command: As Pit Fiend

Aura of Terror: As Pit Fiend

Breath of Hellfire: Does 22d10 damage.

Class Abilities: Dukes of Hell have the abilities of a 20th level individual in one player class, typically blackguard or fighter.

Decapitating Bite: As Pit Fiend.

Devilish Attributes: As Pit Fiend.

Hellfire Mastery: As Pit Fiend.

Immunities: As Pit Fiend.

Magical Natural Weapons: As Pit Fiend.

Reach: As Pit Fiend

Spell-Like Abilities: As Pit Fiend.

Strategic Movement: As Pit Fiend.

Summoning: Can summon up to 22 HD of devils.

Tail Constrict: As Pit Fiend.

Wing Buffet: As Pit Fiend.

Erinyes

NO. ENCOUNTERED: 1-2, 4-6

SIZE: Medium

HD: 87 (10d10+20)

MOVE: 30 (walk), 60 (fly)

AC: 23

ATTACKS: 2x +1 Weapon (+4 damage, +1d6 bonus flame damage)

SPECIAL: Covenant of Destruction, Devilish Attributes, Hair Rope, Immunities, Magical Bracers, Summoning, Toughness

ATTRIBUTES: Str 21, Dex 21, Con 21, Int 14, Wis 18, Cha 20

PRIMES: Strength, Dexterity

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE: +1 flaming magical weapon or shield.

XP: 3300 + 10

The Erinyes are the elite warriors of Hell's armies and are additionally charged with carrying out Hell's grim justice, hunting down and destroying those who have wronged their devilish masters or hindered their agendas. While physically beautiful, erinyes lack the sensuality of Tempter Devils or Succubi, and live entirely for combat and bloodshed. In the great hierarchy of Hell, Erinyes are considerably elevated in rank, and many occupy positions of considerable authority in Hell.

Combat: Erinyes tend to use their ability to fly, along with their immense skill with powerful composite bows to rain flaming death upon enemies. They are also particularly fond of using their magical ropes to trap enemies, dragging them high up into the sky and dropping them from great heights. Though they enjoy the carnage of warfare immensely, they are also disciplined and intelligent fiends, and are willing to accept orders from more elevated fiends.

Erinyes can be found serving mortals as well, though they detest such service and frequently turn upon mortal masters as soon as is possible, killing them as brutally as their minds can manage. They can be found in the service of all of the archdevils, but Proserpina is most famous for her elite guard of Erinyes warriors.

Covenant of Destruction: An erinyes has the ability to form a covenant of destruction with an individual, allowing them to track that individual, regardless of distance or time elapsed. It also allows them to teleport themselves to within a few miles of the individual they are bonded with, regardless of previous distance or plane. An erinyes can only be bonded in such a way to one person at a time, and must continue hunting them until either they or the erinyes is dead.

Devilish Attributes: Like all true devils, Erinyes have the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at the base CL + 10 or roll a natural 20. True seeing will punch through this disguise, however. An Erinyes also has the ability to speak in any language she desires, as well as to use telepathy. Whenever she speaks, all within hearing range will hear her words in their native language, unless she specifically wills otherwise. Erinyes have perfect darkvision.

Hair Rope: All Erinyes possess magical ropes made from their own hair, which they can ensnare enemies with as a ranged touch attack, at up to 20 feet. Once trapped, the Erinyes can pull on the rope to trip an enemy, or use it to bring them aloft into the air. The trapped victim gets one immediate chance to make a Strength save to break free from the hair rope, before the erinyes is either capable of making a free trip attack, swinging the helpless victim around or flying into the air with them. When an erinyes reaches 100 feet in the air, they will let go of the rope, letting the unfortunate individual plummet to earth.

Immunities: Erinyes can only be damaged with +1 or greater magical weapons, or silver/good-aligned weaponry. Erinyes are also immune to fire, poison and fear spells.

Magical Bracers: All Erinyes possess magical bracers, which they can shape into any +1 flaming weapon they desire, from a composite bow to a lance. One of the bracers can also become a +1 shield, giving the Erinyes a total bonus of +2 to AC. Reshaping a weapon is a standard action.

Summoning: An Erinyes can summon another Erinyes or 1d4 bearded devils once per day.

Toughness: Erinyes receive +2 bonus hit points per HD.

Horned Devil (Cornugon)

NO. ENCOUNTERED: 1

SIZE: Large

HD: 151 (16d10+48)

MOVE: 30 (walk), 60 (fly)

AC: 29

ATTACKS: 2x *flaming* greatsword +2 (2d10+5 dmg + 1d6 fire damage) or 2x claws +2 (2d6+5 dmg), Tail Slap +1 (2d4+4 dmg)

SPECIAL: Bleeding Wounds, Devilish Attributes, Immolating Strike,

Immunities, Spell-Like Abilities, Stun, Summoning, Weapon Shaping

ATTRIBUTES: Str 31, Dex 25, Con 25, Int 14, Wis 18, Cha 22

PRIMES: Strength, Constitution, Dexterity

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (demon)

TREASURE: *flaming weapon* +2

XP: 13100 + 16

The elite commanders of Hell's armies, Horned Devils are most typically found on the frontlines of the eternal Blood War, or serving as bodyguards and retainers for the archdevils in their fortresses. When summoned to Earth, it is usually because a powerful diabolist requires their physical might, or a corrupt warrior desires the powerful boons they can grant those willing to bargain with them. If they have made their way to the earthly realm through their own efforts, rather than being summoned, it is typically with a small army of devils at their side.

Combat: Horned Devils are fierce combatants, who relish physical combat with enemies more than anything and prefer to lead their minions from the frontlines. While they relish physical combat, they are not fools, and will seek to position themselves for maximum advantage, ensuring that they or their allies are flanking enemies. Horned Devils hate the presence of the holy and will naturally gravitate towards paladins or clerics in the enemy ranks first, striking them mercilessly with their most powerful weapons. Fiercely brave, they rarely retreat in the face of defeat and almost always fight to the death.

Bleeding Wounds: Any enemy struck by a Horned Devil's natural weapons (claws or tail) lose 1d2 Con per round for 1d12 rounds, unless *restored* or *healed*. For every 4 Constitution lost, 2 Strength and Dexterity are lost as well.

Devilish Attributes: Like all true devils, Horned Devils have the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + 16 or roll a natural 20. True seeing will punch through this disguise, however. A Horned Devil also has the ability to speak in any language she desires, as well as to use telepathy. Whenever he speaks, all within hearing range will hear her words in their native language, unless he specifically wills otherwise. As all devils, Horned Devils have flawless darkvision.

Immolating Strike: Whenever a Horned Devil gains a natural 20 (a critical hit) with its flaming weapon, the target is set on fire, taking 2d6 fire damage per round for 1d6 rounds.

Immunities: Horned Devils cannot be harmed by magical weapons of less than +2 enchantment, or weapons that are either made of silver or are good-aligned. Horned Devils are immune to fire, poison, charm, fear, polymorph, petrification and death spells.

Natural Magical Weapons: The claws of a Horned Devil are considered to be +2 magical weapons.

Spell-Like Abilities: Horned Devils can cast *fireball*, *teleport without error*, *true seeing*, *dispel magic* and *wall of fire* at will, and they can cast *fire storm* twice per day.

Stun: Any being who is struck by a Horned Devil's weapon must make a Constitution save or be stunned for 1d4 rounds.

Summoning: A Horned Devil can summon 1 bone devil, 1 ice devil, 2 erinyes, 1d4 barbed devils, 1d6 bearded devils or 2d8 infernal legionnaires once per day.

Weapon Shaping: A Horned Devil can shape its *flaming* greatsword into any +2 flaming magical weapon it desires.

Ice Devil (Gelugon)

NO. ENCOUNTERED: 1-2

SIZE: Large

HD: 132 (13d10+39)

MOVE: 30 (walk), 100 (shift)

AC: 24

ATTACKS: 2x Claws (2d4) or 2x Frost Spear +1 (2d6+1)

SPECIAL: Devilish Attributes, Hivemind, Immunities, Mastery of Ice, Psionic Abilities, Reach, Shifting, Strategic Maneuvering, Summoning, Touch of Frost

ATTRIBUTES: Str 23, Dex 21, Con 23, Int 22, Wis 22, Cha 20

PRIMES: Constitution, Intelligence, Wisdom

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE: Frost Spear +1

XP: 9400 + 13

Though Hell is full of strange and terrible creatures, the Ice Devils are probably the most alien-seeming. Firstly, Hell is typically considered to be a uniformly hot place and creatures known for their control over the forces of cold would seem to be an odd fit. Secondly, most devils have recognizable features, such as horns and prehensile tails, neither of which the Ice Devil possesses, their physical form being more insecticidal than anything else.

However, for all of the odd appearance of the Ice Devils, they are one of the most powerful and respected forms of devil, famous for their vastly developed intellects and well-developed psionic abilities. Though their control over the forces of cold is a formidable power, the ability of the ice devils to pool their knowledge and manipulate their enemies, their allies and even the very battlefield with the power of their minds make them even more powerful enemies.

Ice Devils have a singular loathing for the presence of mortals, regarding them as hopelessly stupid creatures with no sense of the 'big picture'. Being the keepers of knowledge and logisticians of Hell, they have little interest and much lower capability to manipulate mortals as other devils do. Ice Devils prefer to remain inside their frozen fortresses and work out epic, centuries-long plots, either on behalf of their masters or themselves.

Devilish Attributes: Like all true devils, Ice Devils have the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at CL + 13 or roll a natural 20. *True seeing* will punch through this disguise, however. Ice Devils do not speak, as they lack the correct anatomy, but they can telepathically communicate in any language with creatures. Unless the Ice Devil wishes otherwise, creatures will perceive the telepathic communications of an Ice Devil in their own language. Ice devils have perfect darkvision.

Hivemind: Ice Devils are capable of communicating with each other telepathically instantaneously, and regardless of geographical or planar location. This telepathy cannot be intercepted by any magic, unless the individual knows the unique Ice Devil mindspeak. It also grants an Ice Devil a +4 bonus to all Intelligence checks to test Knowledge.

Immunities: +2 or greater magical weapons, or weapons that are made of silver or good-aligned are required to damage the Ice Devil. Ice Devils are immune to fire, cold, poison, and all mind-affecting spells and illusions.

Mastery of Ice: Ice Devils are masters of ice, and can intercept all ice-based attacks used against them and reflect them back at their opponents. Ice Devils can also cast *cone of cold*, *wall of ice*, *sleet storm* and *ice storm* at will.

Psionic Abilities: Ice Devils possess constant *true sight* and can *detect thoughts* on one intelligent creature as a free action per round. Ice Devils can also cast *mirror image* and *charm monster* at will. Ice Devils can cast *telekinesis* and *suggestion* once per day.

Reach: The Ice Devil's frost spear is a reach weapon, and can reach enemies ten feet away.

Shifting: The Ice Devil has the ability to teleport, as a move action, up to 100 feet in a round.

Strategic Maneuvering: As a standard action, the Ice Devil can teleport any one of its allies within sight to any location within 50 feet of the Ice Devil. The

Ice Devil is also capable of swapping its location with that of any one of its allies using this power.

Summoning: The Ice Devil can summon 1d4 bearded devils or 1 bone devil or erinyes one per day.

Touch of Frost: Anyone who is hit with the ice devil's frost spear suffers 1d4 additional cold damage and must make a Constitution save or suffer 1d4 Dexterity damage.

Infernal Legionnaire

NO. ENCOUNTERED: 5-10, 20-40, 80-100

SIZE: Medium

HD: 40 (4d10+12)

AC: 17

ATTACKS: Cold Iron Glaive (d8)

SPECIAL: Fiendish Teamwork, Mental Link, Immunities

PRIMES: Constitution

INT: Average

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE: Cold Iron Weapons, Splint Mail

XP: 130 + 4

The Infernal Legionnaires are the building blocks of Hell's armies, and are only occasionally found serving outside of the never-ending conflicts of the Blood War. When they appear in the Earthly realms, it is typically as the underlings of a bearded devil or an erinyes that had previously been summoned by a powerful diabolist. While far less powerful than most of their devilish kin, their discipline, toughness and martial skills make them rather formidable enemies, especially in numbers.

Devilish Attributes: Infernal Legionnaires have perfect darkvision.

Fiendish Teamwork: If five or more Infernal Legionnaires are within sight of each other, they receive a +2 bonus to attack rolls, AC and saving throws.

Mental Link: Infernal Legionnaires are capable of communicating with each other through telepathy and receiving telepathic orders from Infernal superiors from up to 100 miles away.

Immunities: Legionnaires require +1 or greater magical weapons, or any weapons that are good-aligned or made of silver to harm them. They are immune to fire and poison.

Lemure

NO. ENCOUNTERED: 4-12

SIZE: Medium

HD: 20 (2d10+6)

MOVE: 30

AC: 15

ATTACKS: Slam (1d4)

SPECIAL: Aura of Despair, Immunities

ATTRIBUTES: Str 10, Dex 10, Con 10, Int 0, Wis 11, Cha 5

PRIMES: Constitution

ALIGNMENT: N/A

TYPE: Extraplanar (devil)

TREASURE: N/A

XP: 20 + 2

After a soul has been tortured and had all of the vital energy leached out of it by Infernal torturers, the remaining shattered husk is thrown into a vile spawning vat, and comes out of it a lemure, a horrific mass of tormented flesh, with an agonized-looking face placed somewhat off center on the vaguely head-shaped top of the creature. Lemures are the basic building block of all devilkind, and a fortunate few can be promoted to a slightly higher form of life as an imp or a legionnaire, or hordes of them can be shaped by powerful archdevils into far more powerful creatures.

Completely susceptible to the verbal and telepathic orders of greater devils, lemures possess no real emotion other than a vague, but intense hatred for all non-infernal life. Unless they are ordered otherwise by a higher-ranking devil, they will gladly swarm and tear apart any non-devil that they see.

Aura of Despair: Anyone looking upon a lemure is taken by an incredible sense of horror at just how low a human soul can sink, and must make a Charisma save or suffer a -1 penalty to attack rolls, skill checks and saving throws.

Immunities: Lemures are immune to all mind-affecting spells, being nearly mindless.

Tempter Devil

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 58 (8d10)

MOVE: 30

AC: 18

ATTACKS: Weapon

SPECIAL: Aura of the Innocent, Class Levels, Devilish Attributes,

Immunities, Spell-Like Abilities, Summoning, Unbreakable Pact

PRIMES: Charisma, one other (Varies)

INT: High or Genius

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE: N/A

XP: 1700 + 8

Though they do not possess the immense raging power of a pit fiend or even the horrid unholy might of a bone devil, the Tempter Devils are probably responsible for more souls being dragged to Hell than any other type of devil. It is the Tempter Devils that most commonly appear at crossroads, at taverns or other meeting grounds to meet new marks. While the stereotypical deal is an outright exchange of the immortal soul for some sort of unholy power, Tempter Devils most often prefer to indirectly claim souls through leading petitioners to evil. Occasionally, as the situation demands, they forgo their most typical goal in exchange for a straightforward deal- particularly when it comes to recruiting allies against Hell's greatest enemies, the demons.

Most typically Tempter Devils are not truly freelance workers, but authorized agents of a superior devil, most typically a bone devil, horned devil or pit fiend, though some Tempter Devils report directly to an archdevil. They wield little overt power in Hell's politics, but can often have considerable influence over their superiors, particularly as their primary intelligence collectors, procurers of souls and representative to powerful mortals.

Combat: Tempter Devils usually avoid combat, and will use their invisibility and teleportation abilities to avoid direct confrontation whenever possible. When pressed, however, Tempter Devils are surprisingly tough foes, using their class abilities, summoning and spell-like abilities with skill and ruthlessness. They will typically summon the aid of some Infernal Legionnaires or a bearded devil, and let the summoned creatures act as meat shields, while they either make subtle flanking attacks or use spells.

Aura of the Innocent: All individuals within 30 feet of the Tempter Devil are inclined to grant the Tempter Devil the benefit of the doubt, and tend to disbelieve that this creature is personally responsible for any misfortunes in the area. They must make a Charisma save if they wish to attack the Tempter Devil unprovoked or use spells in a hostile or suspicious manner. Characters that are immune to charm are unaffected by this ability.

Class Abilities: Tempter Devils possess the class abilities of an 8th level player character in one class.

Devilish Attributes: Like all true devils, Tempter Devils have the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + the devil's hit dice or roll a natural 20. True seeing will punch through this disguise, however. A Tempter Devil also has the ability to speak in any language she desires, as well as to use telepathy. Whenever he speaks, all within hearing range will hear her words in their native language, unless he specifically wills otherwise. As all devils, Tempter Devil have flawless darkvision.

False Virtue: When disguised as good-aligned entities, Tempter Devils can use good-aligned powers freely and without penalty, such as clerical healing and paladin abilities.

Immunities: Tempter Devils require +1 or greater magical weapons, or any weapons that are good-aligned or made of silver to harm them. They are

immune to fire, poison, charm and fear.

Spell-Like Abilities: Tempter Devils can cast *invisibility*, *dispel magic*, *true seeing*, *charm monster* and *teleport without error* at will. They can cast *plane shift* once per day.

Summoning: Tempter Devils can summon 1 bearded or chain devil or 1d3 Infernal Legionnaires once per day.

Unbreakable Pact: When a Tempter Devil prepares a written contract, the contract is considered inviolable by both parties. Only mutual agreement between the Tempter Devil or its superior and the petitioner can alter the contract. If the contract is broken unilaterally by the Tempter Devil, it must recompense the petitioner, typically by offering the contract's benefits freely. If the petitioner breaks the contract unilaterally, the Tempter Devil can declare the life and immortal soul of the petitioner forfeit, and most often passes on the collection duties to erinyes, who will invoke a Covenant of Destruction on the unlucky petitioner and their loved ones.

Pit Fiend

NO. ENCOUNTERED: 1-2

SIZE: Large

HD: 205 (20d10+60)

MOVE: 30 (walk), 60 (fly)

AC: 30

ATTACKS: 2x Claws (2d6+6 dmg), Tail Slap (2d4+3 dmg)

SPECIAL: Aura of Command, Aura of Terror, Breath of Hellfire, Decapitating Bite, Devilish Attributes, Hellfire Mastery, Immunities, Magical Natural Weapons, Reach, Spell-Like Abilities, Strategic Movement, Summoning, Tail Constrict, Wing Buffet

ATTRIBUTES: Str 37, Dex 27, Con 27, Int 26, Wis 26, Cha 26

PRIMES: Strength, Constitution, Charisma

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE:

XP: 41450 + 20

Among all of the monsters that an adventurer could face, the almighty Pit Fiend is one of the very worst. The administrators and generals of Hell, Pit Fiends are usually deeply involved in Infernal politics or in the eternal conflict of the Blood War- and this is a very, very good thing for few mortals indeed can even contemplate standing against one of these powerful devils in combat. While the demonic balors may be even more terrible melee combatants, the pit fiends are far more intelligent and charismatic than the balors and do not hesitate to use their vast magical powers and intellect fully in combat.

Only the very most powerful mortal spellcasters, using highly dangerous epic-level summoning spells and making extensive preparations can hope to summon a pit fiend, and even then, it is a most dangerous proposition. Pit Fiends are usually curious enough about powerful spellcasters to grant them a moment or two to make their case, but it is virtually impossible to compel a Pit Fiend to perform a service against its will, and even harder to prevent the fiend from turning that service to its own agenda, which can span millennia.

Combat: Pit Fiends loathe the inconvenience of combat with mortals, but if they cannot get around it, they will do so ruthlessly, with no respect for scruple. A Pit Fiend will virtually always use its first round to cast time stop, using the time to bring up the appropriate magical defenses and summoning allies. The Pit Fiend may also use the time, if it allows, to get with melee range of the group spellcaster, attacking the spellcaster with its full melee attack, both claws and a tail slap. If the claw attacks succeed, it will attempt to kill the spellcaster with its decapitating bite, if the claw attacks fail and the tail slap hits, it will attempt a tail constrict. While holding the spellcaster captive, it might use its wing buffet at this point to knock away all other opposition, or perhaps exhale a blast of hellfire. Regardless of specific strategies, only very powerful and well-prepared parties dare attempt to take on a Pit Fiend.

Aura of Command: All Lawful Evil creatures under the Pit Fiend's command receive a +2 bonus to attack rolls and saving throws while the Pit Fiend is within 60 feet of them.

Aura of Terror: In the first round of encountering a Pit Fiend, and every 1d4 rounds thereafter, all enemies of the Pit Fiend must make a Charisma save against fear. This power works even on those ordinarily immune to fear, though they gain a +4 to their saving throw against fear. If they fail, the adventurers will attempt to flee the Pit Fiend by any means possible.

Breath of Hellfire: Once every 1d6 rounds, the Pit Fiend is capable of exhaling a horrific plume of hellfire, in a cone 10 feet wide and 80 feet long. This hellfire plume does 20d10 damage, and overcomes resistance to ordinary fire. A successful dexterity save halves damage.

Decapitating Bite: If the Pit Fiend hits an enemy with both of its claw attacks, it can attempt to decapitate a Medium or Small enemy with a single bite. The victim must make a Constitution save or have its head immediately bitten off, resulting in death. A successful save results in 4d6+6 damage.

Devilish Attributes: Like all true devils, Pit Fiends have the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + 20 or roll a natural 20. True seeing will punch through this disguise, however. An Pit Fiend also has the ability to speak in any language she desires, as well as to use telepathy. Whenever he speaks, all within hearing range will hear her words in their native language, unless he specifically wills otherwise. Pit Fiends have flawless darkvision.

Hellfire Mastery: The Pit Fiend is a lord of fire, and is capable of intercepting any fire-based attacks directed against it, transforming it into hellfire and directing it back at the opponent. It can create *fireballs* and *walls of fire* with hellfire at will.

Immunities: Pit Fiends can only be damaged with +3 or greater magical weapons, or +1 or greater weapons that are made of silver or good-aligned. Pit Fiends are immune to fire, poison, charm, fear, petrification and death spells. Pit Fiends have SR of 12.

Magical Natural Weapons: The claws of a Pit Fiend are considered to be +3 magical weapons.

Reach: As a Large creature, the Pit Fiend has a reach of 15 feet and can make melee attacks at that distance.

Spell-Like Abilities: Pit Fiends constantly enjoy the benefits of true seeing. They can cast *detect thoughts*, *dimension door*, *invisibility*, *mirror image*, *pyrotechnics*, *dispel magic*, *dream*, *magic circle against good*, *magic circle against chaos*, *animate dead*, *blasphemy*, *teleport without error* and *telekinesis* at will. They can use *geas*, *project image*, *mass hold monster* and *mass charm monster* three times per day. They can use *gate*, *limited wish*, *meteor rain*, *unholy word*, *power word kill*, *power word stun* and *time stop* once per day. Once per year, they can cast *wish* without any negative consequences for themselves.

Strategic Movement: Once per turn, a Pit Fiend can automatically teleport one of its allies to any position within 100 feet of the Pit Fiend. This action is considered to be an immediate action and does not take up a Pit Fiend's standard action.

Summoning: Once per day, a Pit Fiend can summon up to 25 HD of any devils lower in rank than another pit fiend.

Tail Constrict: If a Pit Fiend strikes an enemy with its tail slap, the enemy must make a Strength save or end up caught in the Pit Fiend's tail, where it will suffer 2d4+3 damage automatically and be unable to act until released.

Wing Buffet: A Pit Fiend is capable of beating its wings hard enough to create a wind capable of knocking Small or Medium creatures to the ground. All enemies in an area 20 feet wide around the Pit Fiend and 60 feet long must make a Strength save or suffer 2d4 damage, be knocked prone and moved 2d10 feet by the Pit Fiend's beating wings.

Subjugator Devil

NO. ENCOUNTERED: 1

SIZE: Large

HP: 155 (18d10+36)

MOVE: 30 (walk), 90 (fly)

AC: 28

ATTACKS: 2x Unholy Greathammer +3 (2d12+6 dmg, 2d6 bonus against

chaotic), or 2x Slam +2 (2d8+5 dmg) and Tail Slap +2 (2d4+5 dmg)

SPECIAL: Aura of Subjugation, Complete Subjugation, Devilish Attributes, Devil Shaping, Immunities, Magical Natural Weapons, Mark of Damnation, Spell-Like Abilities, Summoning, Tail Lash, Toughness

PRIMES: Strength, Wisdom, Charisma

INT: Genius

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE:

XP: 22,900

Amongst all of the devils in Hell, the Subjugators are among the most powerful and certainly among the most feared- even the Pit Fiends, their nominal superiors, are respectful of their wisdom and their great influence. The duties of a Subjugator are two-fold- most typically they are the judges that allocate the damned to the appropriate Infernal domains for further processing, and as such, several of them can be found along the banks of the Styx, waiting for the endless stream of arrivals of the newly dead. It is possible for souls to attempt to bargain with the Subjugators, but it is virtually always futile- the Subjugators are well-rewarded for their work and have a keen sense of the importance of Infernal law.

The second duty of Subjugators are as the judges and executioners of wayward devils- those that rebel against the will of their superiors will wind up in the grand and terrible courts of the Subjugator Devils, where the terrible Subjugators will sentence them to terrible torments at the very least, or even worse- demote them to a lower form of devils. For a devil, there is no spectacle more terrifying than seeing a great and mighty horned devil reduced to a babbling, mindless lemur.

Combat: It is not common for Subjugators to go into direct battle with mortal beings, but if they are called into it, they will fight with determined zeal and great ferocity. They usually have underlings in the area that can pin down other heroes with the Subjugator focuses on one individual to put under its hideous mental power. They prefer, by principle to divide and conquer, preventing unified action between heroes. If a combat turns against them, though, they will usually retreat, rather than fight to the death.

Aura of Subjugation: Any mortal being passing within sixty feet of a Subjugator Devil have any spells protecting them against mind-altering magic suppressed while in the presence of the Devil. Creatures that are naturally immune to charm and fear abilities in the presence of a Subjugator Devil lose the immunity against the Devil's own spells and abilities, but retain a +4 bonus.

Complete Subjugation: Up to three times a day, a Subjugator Devil has the ability to attempt to completely impose its will upon another creature. If the creature succeeds in its save, it suffers a temporary loss of 1d2+1 Intelligence, Charisma and Wisdom from the harrowing mental assault, regaining the stats after one day. If it fails, however, the creature is placed totally under the power of the Subjugator Devil. The Subjugator Devil can order it to do whatever it pleases, even to kill itself. However, the creature gains a new saving throw each round. The Subjugator Devil can only control one creature in this matter at a time, and uses its standard action to control the creature's actions- if it does something else, the individual remains perfectly still. The subjugation lasts for 1d10 rounds.

Devilish Attributes: Like all true devils, Subjugator Devils have the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at the base CL + 18 or roll a natural 20. True seeing will punch through this disguise, however. A Subjugator Devil also has the ability to speak in any language she desires, as well as to use telepathy. Whenever she speaks, all within hearing range will hear her words in their native language, unless she specifically wills otherwise. Subjugator Devils have perfect darkvision.

Devil Shaping: Subjugator Devils are capable of demoting a devil with a hit dice lower than it at will, though as a matter of course, it will only do so under orders from their superior or after what passes as due process has transpired.

Immunities: Subjugator Devils can only be harmed with magical weapons of +2 enchantment or greater, or weapons that are good-aligned or made of silver. Subjugator Devils are immune to fire, poison, charm, fear, death, petrification and polymorph.

Magical Natural Weapons: The natural weapons of a Subjugator Devil count as +2 lawful and evil-aligned magical weapons.

Mark of Damnation: Any mortal creature that dies within the presence of a Subjugator Devil can be immediately revived as a devil of the hit dice of the individual minus 10, for example, a 20th level PC could be revived as an erinyes. This makes the character impossible to resurrect save by a *wish* or *miracle*. A Subjugator Devil can use this ability once per day.

Spell-Like Abilities: Subjugator Devils possess constant *true sight* and constantly emit a *magic circle against chaos*. They can *dismissal*, *cast fireball*, *pyrotechnics*, *wall of fire*, *teleport without error*, *fear*, *charm monster*, *hold monster*, *suggestion*, *greater scrying*, *resilient sphere*, *clairvoyance/clairaudience*, *dispel magic*, *dispel illusion*, *discern lies*, *speak with dead*, *silence* and *geas* at will. They can cast *unholy word*, *discern location*, *trap the soul*, *plane shift* and *power word stun* three times per day. Once per day, they can cast *imprisonment*, *gate*, or *power word kill*.

Summoning: Subjugator Devils can summon 1 horned or ice devil, 1d2 erinyes, 1d3 barbed, chain or Tempter Devils, 1d4 bearded devils or 1d8 infernal legionnaires once per day.

Tail Lash: Whenever a Subjugator Devil attacks with its tail, it also automatically gets to make a *trip* attempt on the target.

Toughness: Subjugator Devils gain a bonus of +2 per hit dice on their rolls for hit points.

DEVIL (Version 2)

All Devils have the following powers:

- Summon (1/day) either 1 other creature of equal rank (20%) or 1d4 of lower rank (30%) or 2d4 creatures of two lower ranks (50%). If all else fails any Infernals can summon Lemures.
- Immunity to Fire and poison; ½ Damage from cold and Acid.
- Telepathy with a range of 60 feet.
- Deepvision 60 feet.
- Detect Invisible, Darkness
- Powers listed under "SPECIAL" below are at will powers and usable one per round unless otherwise specified.
- Fear Aura (as the Scare spell)
- SPELL USE

Cornugon (Horned Devil)

NO. ENCOUNTERED: 2-5

SIZE: Large

HD: 11 (d8)

MOVE: 20-50 ft.

AC: 25

ATTACKS: 2 Claw (1d4), Tail (1d3)

SPECIAL: Tail slap (victim loses 1 hp/round until wound is treated), Pyrotechnics, Detect Magic, (as Spell); Wall of Fire (1/day), SR 10 (Can only be hit by silver and magic weapons)

SAVES: P, M

INT: 15

ALIGNMENT: Lawful Evil

TYPE: Devil

TREASURE: 11

XP: 1200+11

The Horned Devils (Cornugon) are also covered with natural weaponry, though of spiked horns all across their bodies. Their claws and tail can rend and tear flesh quite efficiently, though some carry evil-enchanted forks to stab and cripple enemies.

Erinyes

NO. ENCOUNTERED: 2-12

SIZE: Medium

HD: 7 (d8)

MOVE: 30-50 ft.

AC: 19

ATTACKS: Claw (2d4), Weapon, Tanglerope

SPECIAL: Poison weapon (CON save or faint 1-6 rounds), Rope of Entanglement (as spell but 1 victim), Invisibility, Polymorph Self, Pyrotechnics (as spells), SR 6

SAVES: P

INT: 12

ALIGNMENT: Lawful Evil

TYPE: Devil

TREASURE: 7

XP: 900+7

Erinyes are the devilish equivalents of the Cubi, though their wings are raven-like in feathers and color. They are always armed with daggers and tangleropes since their favorite tactic is to entrap victims and torture at leisure.

Gelugon (Ice Devil)

NO. ENCOUNTERED: 1-4

SIZE: Large

HD: 12 (d8)

MOVE: 40 ft.

AC: 26

ATTACKS: 2 Claw (1d4), Spear (3d4), Bite (2d4)

SPECIAL: Regenerate (1 hp/round), Spear (STR save or victim Slowed as spell), Fly, Wall of Ice, Detect Magic, Polymorph Self (as spells); Ice Storm (1/day), SR 11 (Can only be hit by magic and silver weapons)

SAVES: P, M

INT: 16

ALIGNMENT: Lawful Evil

TYPE: Devil

TREASURE: 12

XP: 1600+12

An Ice Devil (Gelugon) appears more as a mantis-like insect carved from ice than the usual fiends of the pit. However, their hearts are as wicked as any and more malicious than all but the Pit Fiend superiors. As with the Horned Devils, they occasionally carry weapons to attack foes (usually spears), though they are always magic and enchanted to cause cold damage to prey.

Hamatula (Barbed Devil)

NO. ENCOUNTERED: 3-12

SIZE: Large

HD: 9 (d8)

MOVE: 30 ft.

AC: 22

ATTACKS: 2 Claw (2d4), Bite (3d4)

SPECIAL: Pyrotechnics, Hold Person (as spells), SR 7

SAVES: P

INT: 14

ALIGNMENT: Lawful Evil

TYPE: Devil

TREASURE: 0

XP: 800+9

Barbed Devils (Hamatula) do not carry weapons, for they have no need of them. These creatures are covered with barbed spines which they use to great effect in melee combat. By hugging or throwing themselves into their enemies can cause frightful damage and pain; which the Barbed Devils revel in.

Osyluth (Bone Devil)

NO. ENCOUNTERED: 2-8

SIZE: Large

HD: 6 (d8)

MOVE: 40 ft.

AC: 21

ATTACKS: Hook (1d4+2), Sting (3d4)

SPECIAL: Bone hook (50% chance to immobilize victim on a hit), Poison Tail (STR save or lose 1-4 STR for 10 rounds), Fly, Invisibility (as spell); Wall of Ice (1/day), SR 8

SAVES: P

INT: 13

ALIGNMENT: Lawful Evil

TYPE: Devil

TREASURE: 0

XP: 1000+6

Bone Devils (Osyluth) appear as eight foot skeletons with horns and fanged teeth. They have a vertebra-bone tail with a stinger that poisons victims as well as other bone-shaped weapons.

Pit Fiend

NO. ENCOUNTERED: 1-2

SIZE: Large

HD: 14 (d8)

MOVE: 40-60 ft.

AC: 30

ATTACKS: Claw (1d4+4), Bite (1d6+6)

SPECIAL: Tail Constrict (2-8 damage per turn on hit), Regenerate (2 hp/round), Pyrotechnics, Wall of Fire, Detect Magic, Hold Person, Polymorph Self (as spells), SR 13 (Can only be hit by silver and magic weapons)

SAVES: P, M

INT: 20

ALIGNMENT: Lawful Evil

TYPE: Devil

TREASURE: 14

XP: 1800+14

Pit Fiends are the greatest of the devils that do not rule their own circle. They serve Asmodeus as a personal bodyguard and messengers throughout the Inferno. They are huge figures formed of living flame, with great horns, bat wings, and blazing weapons formed from their very essence to do battle with any who dare oppose them.

ARCH-DEVIL

Alecto (Queen of the Erinyes)

NO. ENCOUNTERED: Unique

SIZE: Medium

HD: 155 (17d10+51)

MOVE: 30 (walk), 60 (fly)

AC: 33

ATTACKS: 2x +3 Weapon (+6 hit, +6 damage, +2d6 bonus hellfire damage)

SPECIAL: Class Abilities, Covenant of Destruction, Devilish Attributes, Hair Rope, Immunities, Magical Bracers, Reverse Gravity, Slaying Arrows, Spell-Like Abilities, Summoning

ATTRIBUTES: Str: 20 (+4), Dex: 24 (+6), Con: 18 (+3), Int: 19 (+3), Wis: 20 (+4), Cha: 22 (+5)

PRIMES: Strength, Dexterity, Charisma

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE: +3 hellfire magical weapon or shield.

XP: 23500 + 17

Alecto is the self-styled ‘Queen of the Erinyes’, though her title is an honorary one and few except for the erinyes themselves regularly use it, though Proserpina frequently addresses Alecto as such as a gesture of respect and courtesy. Indeed, the two are extremely close allies and through Alecto, Proserpina commands the allegiance of most of the erinyes in Hell. Alecto is

usually deeply engaged in the Blood War with the demons, and is only occasionally pulled from her martial duties to pursue some particularly important mission for her mistress, Proserpina.

Combat: Alecto is not unlike her lesser kin, the erinyes, though her blackguard class abilities and handful of spell-like abilities give her tactical options that other erinyes lack. She will almost invariably use the first round of any given combat to summon other erinyes to her side, using them to harass enemies as she uses her Slaying Arrows to kill the most important party members. She uses smite good on the party's clerics and paladins, if any, always seeking to kill the divine casters first. If a party attempts to escape, she will invoke a Covenant of Destruction upon them and stalk them relentlessly, often appearing briefly to summon erinyes, which will harass the party.

Class Abilities: Alecto possesses the class abilities of a 17th level blackguard.

Covenant of Destruction: Alecto has the ability to form a covenant of destruction with an individual, allowing them to track that individual, regardless of distance or time elapsed. It also allows them to teleport themselves to within a few miles of the individual they are bonded with, regardless of previous distance or plane. Unlike normal erinyes, Alecto has the power to cancel a Covenant and can hold a Covenant of Destruction on a number of beings equal to her Charisma modifier.

Devilish Attributes: Like all true devils, Alecto has the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at the base CL + 15 or roll a natural 20. True seeing will punch through this disguise, however. Alecto also has the ability to speak in any language she desires, as well as to use telepathy. Whenever she speaks, all within hearing range will hear her words in their native language, unless she specifically wills otherwise. Alecto has perfect darkvision.

Hair Rope: Alecto possesses a magical rope made from her own hair, which they can ensnare enemies with as a ranged touch attack, at up to 20 feet. Once trapped, Alecto can pull on the rope to trip an enemy, or use it to bring them aloft into the air. The trapped victim gets one immediate chance to make a Strength save to break free from the hair rope, before Alecto is either capable of making a free trip attack, swinging the helpless victim around or flying into the air with them. When Alecto reaches 100 feet in the air, they will let go of the rope, letting the unfortunate individual plummet to earth.

Immunities: Alecto can only be damaged with +3 or greater magical weapons, or +1 silver/good-aligned weaponry. Alecto is also immune to fire, poison, charm, death, polymorph, petrification and fear spells.

Magical Bracers: Alecto possesses magical bracers, which they can shape into any +3 hellfire weapon they desire, from a composite bow to a lance. One of the bracers can also become a +3 shield, giving the Erinyes a total bonus of +4 to AC. Reshaping a weapon is a standard action.

Reverse Gravity: Alecto is capable of altering gravitational forces upon an individual, causing them either to helplessly fall upwards, or flying creatures to fall to earth. She can target any creatures in a 10x10 foot radius.

Slaying Arrow: Twice per day, Alecto can imbue an arrow with powerful killing magic, killing any enemy below 10 HD that it hits instantly and destroying the body. Any creature of 10 HD or above must make a Charisma save against death, or suffer the same fate. A successful save result in normal damage from the arrow.

Spell-Like Abilities: Alecto benefits from constant *true sight* and emits a constant *magic circle* against either good or chaos, depending on the foes she is battling at the moment. She can cast *teleport without error* and *shout* at will, and *plane shift* twice per day.

Summoning: Alecto can summon 1d4+1 Erinyes to assist her once per day.

Proserpina (Princess of Hell)

NO. ENCOUNTERED: Unique

SIZE: Medium

HP: 211 (22d10+66)

MOVE: 40 ft. (walk), 90 ft. (fly)

AC: 32

ATTACKS: 2x Claw +3 (1d6+5), Tail Slap +3 (1d4+5)

SPECIAL: Aura of Authority, Class Levels, Coldfire, Devilish Attributes, False Innocence, Magical Natural Weapons, Resistances, Summoning

ATTRIBUTES: Str: 16 (+2), Dex: 24 (+6), Con: 18 (+3), Int: 22 (+5), Wis: 16 (+2), Cha: 26 (+8)

PRIMES: Dexterity, Intelligence, Charisma

ALIGNMENT: Lawful Evil

TREASURE:

XP: 250,000

Proserpina, when she is not utilizing any disguises appears as a beautiful humanoid, about six feet tall, with dark blue skin, small horns and a four-foot long prehensile tail marking her as a devil. Her eyes are a uniformly glowing yellow normally, though they turn to blue-white when using her coldfire powers. This is the form she typically assumes for the handful of formal appearances she must make with her husband. Unlike many female devils, Proserpina favors somewhat more practical clothing, wearing light armour on the battlefield and a ceremonial version of the same on most other occasions. It is arguable that her relative restraint in wardrobe highlights, rather than detracts from her beauty- the daughter of Lucifer, she is inarguably the most beautiful of all devils and one of the comeliest beings in all of Creation. Frequently, and almost always with mortals that are not her followers, she chooses to appear in a similar form, but as a sixteen-year old girl, rather than a woman in her early twenties.

History: When Lucifer was cast out of Heaven and landed in the Lower Planes, he swiftly found himself a wife amongst the already-existing demons of the Lower Planes, Lilith. It was at this time that Lucifer, already turned from good due to his overwhelming pride, became further corrupted and embittered by the Lower Planes, becoming Satan, the original devil.

As Satan began to build the Nine Hells from the core of the Lower Planes, Lilith became pregnant, giving birth to twins, a male and female. The male devil, Azazel, was originally trained as a warrior, but his restless and undisciplined ways proved to be a major liability in the strictly organized Hells. Proserpina on the other hand seemed to be the ideal child, ambitious, yet obedient and unwilling to allow herself to outshine her parents. It was decided to train her in sorcery, and Proserpina was trained in the black arts by a variety of mortal and immortal sorcerers and wizards.

And so it would have continued, with Proserpina and Azazel being groomed to become sovereigns over one of the Circles of Hell, except that their father, Satan, saw fit to lead a gigantic confederation of the devils and the majority of the demon lords armies in a vast invasion of Heaven- a war that spilled over into the mortal plane with catastrophic results for the world. At the climax of war, it is believed that Satan, wielding the God-Slayer, managed to find the Creator of the Universe. No one knows exactly what happened at that moment, but neither the Creator nor Satan have ever appeared since.

The loss of their charismatic and supremely powerful leader was a devastating one to the Nine Hells, with Lilith returning to the Outer Abyss with Azazel, to set themselves up as demon lords of the first order. Proserpina, on the other hand, refused to leave Hell, and indeed, seemed undone by the loss of her father (whom she seems truly to have loved, for all of her evil nature). She retreated to the small corner of the Ninth Circle which her father had cultivated a dim reflection of Heaven, refusing to leave.

At first, it seemed natural that Asmodeus, Satans right-hand man would take over as the ruler of all Hell, but a powerful confederation of the other Princes of Hell threatened to undermine that position, and to destroy Asmodeus himself. Though Asmodeus was more cunning than his opponents, his reputation had also managed to draw together a confederation of all eight other acknowledged Devil Princes against him. It was at that moment that Proserpina chose to reemerge from her seclusion, with a dramatic offer of assistance to Asmodeus. She would tender her assistance in maintaining his position as the ruler of Hell, and in exchange, she demanded two things- rulership of the First Circle of Hell and Asmodeus hand in marriage.

The Archdevil Asmodeus, severely pressed, had little choice but to accept to the steep conditions and made the bargain with Proserpina, knowing that the

rulership of the First Circle would also make her largely responsible defence against the demons- which might keep her largely out of Hells greater politics. He also knew that alliance with the daughter of Satan would give him an enormous political advantage with the Infernal Dukes, the elite pit fiends that served their archdevil masters as generals and advisors. In a rapid and terrifying show of force, Asmodeus, Proserpina and the Infernal Dukes imprisoned one of the Devil Princes in ice, transformed another into a horrid slug-like monster and politically neutered the rest, and took control over all of the Nine Hells.

With the leadership dispute in the Nine Hells over, Proserpina turned her attention to the Blood War against the demons, launching into a spirited campaign that undid all of the successes the Abyssal hordes had against the Infernal legions, and incredibly, took numerous Abyssal fortresses and realms. Though the sheer number of demons made any complete victory nearly impossible, for the first time in millennia, the Blood Wars battles take place almost entirely on demonic territory- with the Nine Hells enjoying a remarkable period of peace.

Though by Infernal law, Proserpina is Asmodeus's wife, it is well-known that their relationship is largely (if not entirely) a political arrangement, with neither having any particular romantic interest in the other. Thus far, it has proven to be enormously beneficial to both parties, but nonetheless, each party desires to be the dominant partner in what is an unusually equal alliance.

Combat: While no coward- and a famous slayer of demons, Proserpina prefers not to engage in direct combat, using her Aura of Authority and False Innocence, as well as enchantments spells and her native intelligence and fearsome reputation to avoid combat. If pressed into combat, Proserpina will typically avoid melee, choosing to use her power of flight and solid ground speed to keep away from opponents. She will typically summon a handful of allies quite early in the combat, preferring a pit fiend or a few horned devils that can hold an enemy down while she uses powerful spells such as coldfire fireballs and energy blades to rain death upon her enemies. If truly trapped, she will use teleport without error to escape from the fray. This being said, Proserpina is nothing if not an intelligent and inventive tactician, and possesses a vast range of abilities to use against enemies.

Aura of Authority: All LE individuals, or those with alignments one step from LE (NE, LN) who come within 60 feet of Proserpina must make a Charisma save at or be *charmed*. Proserpina's followers within 60 feet receive the benefit of *protection from chaos* or *evil*.

Class Abilities: Proserpina possesses the class abilities of a 22nd level sorcerer. She does not need to prepare spells ahead of time, and has the ability to use an arcane blast which does 6d6+8 damage, up to nine times a day. This attack has a range of forty and functions as a ranged touch attack.

Coldfire: Through intense study, Proserpina seems to have mastered the creation of a new form of fire, which appears as a blue-white flame which punches entirely through standard fire resistances or immunities. Proserpina can use coldfire for any spell which typically possesses an energy type, and can spontaneously convert any fire present into coldfire, which she can manipulate as powerful blasts (fireball), or in a variety of physical forms (wall of fire) at will. She can even intercept an enemy's fire or cold-based attacks, transform them into coldfire and direct them back at enemies. This coldfire is imbued with her natural power, and inflicts +1 hp damage for each spell level- a magic missile does +1 bonus damage per missile, a fireball does +3 bonus damage per target.

Devilish Attributes: Like all true devils, Proserpina has the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + 22 (Proserpinas class level), or roll a natural 20. True seeing will punch through this disguise, however. Proserpina also has the ability to speak in any language she desires, as well as to use telepathy. Whenever she speaks, all within hearing range will hear her words in their native language, unless she specifically wills otherwise. She possesses permanent *true sight* and constantly produces a *magic circle against good*.

False Innocence: Proserpina typically appears as an adolescent girl, and she is skilled at magically playing up on a relatively innocent appearance. Individuals of good alignment are prone to see her as a tragic puppet or as sadly misguided, rather than truly evil and must overcome this urge, or be unable to physically attack her or cast offensive spells against her. It is said that this ability may be fuelled by manipulating the small remnant of angelic heritage remaining within her- though this belief itself may be intentionally spread by her.

Magical Natural Weapons: Proserpinas natural weapons count as +3 cold iron weapons, and can thus harm even demon lords. Her claws and tail do double damage against demons.

Resistances: Proserpina can only be injured with +4 or greater magical weapons, or +2 weapons that are silver or good-aligned. She is immune to fire, cold, poison, fear, charm, polymorph, petrification and death spells.

Summoning: Proserpina is capable of summoning 1 pit fiend or subjugator devil, 1d2 horned or ice devils, 1d4 erinyes, 1d10 bearded devils or 2d8 infernal legionnaires once per day.

Mammon (Lord of the Second)

NO. ENCOUNTERED: Unique

SIZE: Large

HP: 301 (22d10+154)

MOVE: 30 (walk), 60 (fly)

AC: 32

ATTACKS: 2x Rod of Avarice +5 (2d6+10 dmg)

SPECIAL: Aura of Covetousness, Class Abilities, Devil's Dice, Devilish Attributes, Immunities, Rod of Avarice, Spell-Like Abilities, Summoning, Unlimited Wealth

ATTRIBUTES: Str: 22 (+5), Dex: 20 (+4), Con: 26 (+7), Int: 19 (+3), Wis: 22 (+5), Cha: 24 (+6)

PRIMES: Constitution, Wisdom, Charisma

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE: Rod of Avarice +5

XP: 300,000

Mammon is fairly large at eight feet tall, but looks largely humanoid, with only subtle devilish features (small horns). Both his flesh and his clothing seem almost entirely made up of gold, with his eyes seeming to be finely cut jewels, glowing with power. It is reported that, if ever spilled, his blood has the appearance and scent of finely spiced wine, rather than normal blood. His features are rather handsome, and his expression one of somewhat distant scorn and amusement.

History: One of the younger archdevils, Mammon was remarkable from the beginnings of his career for his excessive greed and combination of overweening pride before inferiors and cowardly submission to those he considered to be superior. Satan is known to have disdained him, and yet, promoted him to the rulership of the Second Circle of Hell, largely so as to remove him from his Infernal Court in the Ninth.

Mammon was one of the more active members of the alliance against Asmodeus, and was rather surprised that he was not punished with the removal of his circle. For now, he seems to be chastened and has devoted his energies towards the accumulation of souls and treasure- Mammon's treasure vaults are at least the equal of Asmodeus's, but his greed prevents him from making effective use of that treasure.

It is well-known, to Mammon's chagrin, that he was not particularly beloved of Satan, the former ruler of Hell, and Mammon resents the frequent reminders of the scorn he was held in by the other archdevils. Those devils who serve him know better than to even mention the name Satan.

When not plotting the acquisition of valuable and expensive magical items or unique treasures, Mammon whiles away much of his time gambling, and indeed, while Mammon is greedy in the extreme, he is always punctual and fair in the repayment of any gambling debts he owes- and expects the same of those who play dice with him.

Combat: Mammon prefers not to openly confront enemies in combat, preferring to either 'convince' them to hand over any magical items he desires or to play dice with them- if a party is charismatic enough and he is in a relatively good mood, he can be a fairly magnanimous host. If pressed into combat, though, he will not hesitate to use the full extent of his might against enemies, summoning and gating in allies and using his powerful clerical spells from a distance. He also enjoys pelting enemies with vast quantities of gold and gems, often flattening them underneath mountains of wealth. If pressed, he will not hesitate to teleport away from the combat, to a fortress where he can rest and lick his wounds.

Aura of Covetousness: Anyone who comes within 100 feet of Mammon must make a Charisma save or gain an incredible, irrational greed, immediately attacking a nearby ally for any magical items or wealth on their persona or allowing Mammon to plant a suggestion in their minds.

Class Abilities: Mammon possesses the class abilities of a 22nd level cleric. He can use his turning abilities to turn devils, with devils of 10 HD or below counted as extraordinary undead, and devils of over 10 HD as unique undead.

Devil's Dice: Mammon possesses a pair of magical six-sided dice, which he can roll to alter reality itself for an individual or a party. The dice can only be rolled once in an encounter. Sevens, Elevens and Twelves are favorable outcomes, the others are all negative, though many can be altered by Mammon to be otherwise if he so desires. The GM should roll two six-sided dice in full view of the players to simulate the outcome of this power.

Snake Eyes: The subject is killed and their soul is immediately forfeit to Mammon.

- *Three:* A Pit Fiend is summoned to attack the party.
- *Four:* The subject is killed, but their soul is not immediately forfeited.
- *Five:* Everyone in the party loses 1d4+1 levels.
- *Six:* The party is required to perform a service for Mammon, or lose their souls.
- *Seven (Any):* Mammon will freely parley with the party, and if no agreement can be reached, must allow them to leave his realm freely.
- *Eight:* All of the party's wealth and magical items disappear, to go in Mammon's vast vaults.
- *Nine:* The subject's alignment is changed permanently one level towards Lawful Evil.
- *Ten:* Mammon claims the soul of one of the party members, but does not kill them. He may parley for a favor to return the soul.
- *Eleven:* Mammon grants the party immense wealth- roll a percentile dice and multiply the result by a thousand to determine what it is. He allows them to leave freely afterwards.
- *Twelve:* Mammon grants the party a favor, equivalent to a wish.

Devilish Attributes: Like all true devils, Mammon has the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + 22 or roll a natural 20. True seeing will punch through this disguise, however. Mammon also has the ability to speak in any language he desires, as well as to use telepathy. Whenever he speaks, all within hearing range will hear her words in their native language, unless he specifically wills otherwise. Mammon also has flawless darkvision and constant true seeing, and emits a constant magic circle against good.

Immunities: As an archdevil, Mammon can only be harmed by +4 or greater magical weapons, or +2 weapons that are good-aligned or made of silver. Moloch is immune to fire, poison, fear, charm, death, polymorph and petrification spells.

Rod of Avarice: Mammon's signature weapon is the Rod of Avarice, which functions as a +5 large quarterstaff. It also has the ability to, once per target, force a Wisdom save against polymorph- if the target fails, they are transformed into gold. If Moloch scores a critical hit with his staff, it does 6d6+22 damage. The Rod of Avarice can store 20 spell-levels of any 1st to 5th level spells, which are cast at Mammon's CL (22). It also sets the user's Strength, Wisdom and Constitution to 20, if they are not already higher.

Spell-Like Abilities: Mammon can cast teleport without error and know alignment at will. He can cast geas, mass suggestion and meteor rain once per day each.

Summoning: Mammon can summon up to 25 HD of devils, once per day.

Unlimited Wealth: Mammon can create functionally unlimited quantities of gold and precious stones at will. He can even use this power to pelt enemies with huge quantities of wealth as a weapon. If he does this, the spell is considered to do 10d6 damage automatically to all targets within a 30x30 foot radius, with a Dexterity save resulting in half damage.

Belial (Lord of the Third)

NO. ENCOUNTERED: Unique

SIZE: Medium

HP: 298 (23d10+138)

MOVE: 60 (walk), 90 (fly)

AC: 34

ATTACKS: 2x Fists +5 (2d10+11), Fist +5 (2d6+11)

SPECIAL: Aura of Seduction, Class Levels, Combat Prowess, Devilish Attributes, Immunities, Magical Natural Weapons, Masochistic Prowess, Spell-Like Abilities, Summoning

ATTRIBUTES: Str: 24 (+6), Con: 25 (+6), Dex: 23 (+5), Int 18 (+3), Wis 21 (+4), Cha 26 (+7)

PRIMES: Strength, Constitution, Charisma

INT: Genius

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE:

XP: 300,000

Belial is one of the most human-looking of the archdevils, with the reddish colour of his skin, sharp teeth and smallish horns marking him out as a devil. His features are extremely handsome, and as Proserpina is the most comely of the she-devils, Belial is almost certainly the most attractive of the male devils. He is relatively large, at eight feet tall, but is well-proportioned for his size. He has long, black hair which he normally wears down. Belial is known for wearing relatively little, and rarely has anything other than a few pieces of jewelry above his waist.

History: One of the original fallen angels, Belial was once noted in Heaven as one of the most beautiful of all of the angels- rivaling Lucifer himself. When Lucifer took on the mantle of Satan and conquered the Abyssal Planes that would become the Nine Circles of Hell, Belial was one of his leading generals and was rewarded with the rulership of one of the Nine Circles for his service. Though he relished the thrill of combat, Belial was not particularly politically ambitious and preferred to spend much of his time in his great palace, lost in sinful pleasures.

When the war against Heaven failed, and Satan disappeared, Belial joined Baalzebul's conspiracy against Asmodeus, Satan's lieutenant. He was something of a noncommittal ally, however, not being quite sure he actually preferred Baalzebul's rule to that of Asmodeus. Upon the rebellion's defeat, Belial was one of the first to make peace with Asmodeus, and was granted the rulership of the Third Circle of Hell.

For the most part, Belial is content enough with his current positions and honours, though he has become more active and ambitious now than in previous times. He hopes to simultaneously prove himself to his current lord, Asmodeus, and to present himself, perhaps, as a real alternative to him. He is currently undertaking a campaign to seduce and perhaps ultimately marry Asmodeus's daughter, Stheno. He has also made efforts to create an earthly cult, the followers of which usually operate in opium dens, brothels and other places of ill-repute.

Combat: Belial relishes melee combat, and will not hesitate to join in it with adventurers, should they prove resistant to his mental powers or entreaties. He usually seeks to summon allies, using them to provide him with flanking benefits, making his blows even more deadly. He particularly favors using his combat prowess to trip or disarm enemies, making them helpless to further attacks.

Should he prove to be losing a combat, he will retreat, rather than fight on to his death.

Aura of Seduction: All beings who pass within sixty feet of Belial must make a Charisma save or be *charmed*, and fall in love with the Prince of Seducers. Mortals who are normally immune to charm effects can be affected by this ability, but gain a +4 bonus to their save.

Class Levels: Belial possesses all of the class abilities of a 23rd level monk.

Combat Prowess: Belial can make one trip, disarm or grapple combat maneuver as a free action alongside his melee attacks.

Devilish Attributes: Like all true devils, Belial has the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check

at 18 + 23 or roll a natural 20. *True seeing* will punch through this disguise, however. Belial also has the ability to speak in any language he desires, as well as to use telepathy. Whenever he speaks, all within hearing range will hear her words in their native language, unless he specifically wills otherwise. Belial also has flawless darkvision and constant *true seeing*, and emits a constant *magic circle against good*.

Magical Natural Weapons: Belial's natural weapons count as +5 magical weapons.

Masochistic Prowess: For every five hit points damage that Belial suffers, one point is healed and another point is put in a special pool, which Belial can draw from to make his melee attacks more powerful. He can hold up to 50 points in this pool at once, which can be expended in a single blow. If he uses this power, the entire pool is always depleted in a single blow.

Immunities: Belial is immune to all weapons of below +4 enchantment, or weapons below +2 enchantment that are good-aligned or made of silver. He is immune to fire, poison, charm, fear, polymorph, petrification and death spells.

Spell-Like Abilities: Belial possesses the ability to cast *darkness*, *detect thoughts*, *improved invisibility*, *suggestion*, *hold monster*, *plane shift*, *teleport without error* and *charm monster* at will. He can also cast *mass charm monster*, *mass suggestion*, *mass hold monster*, *simulacrum* and *gate* once per day.

Summoning: Belial is capable of summoning 1 pit fiend, 1d2 horned or ice devils, 1d3 bone devils, 1d4 erinyes, 1d10 bearded devils or 2d8 infernal legionnaires once per day.

Moloch (Lord of the Fourth)

NO. ENCOUNTERED: Unique

SIZE: Large

HP: 353 (23d10+207)

MOVE: 60 (walk)

ATTACKS: 2x Slam +5 (3d12+12 damage), 2x Hellfire Bolt +3 (2d6+3 damage, range 100, +2d6 damage to good-aligned)

SPECIAL: Aura of Hellfire, Consume Body and Soul, Crushing Stomp, Devilish Attributes, Immunities, Reach, Spell-Like Abilities, Summoning, Tremor Stomp

ATTRIBUTES: Str: 27 (+7), Con: 30 (+9), Dex: 16 (+2), Int: 21 (+4), Wis 22 (+5), Cha 24 (+6)

PRIMES: Strength, Constitution, Charisma

INT: Genius

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE:

XP: 350,000

History: Unlike most of the archdevils, Moloch was never an angel in Heaven, but rather one of the first new devils to be created from evil souls in Hell. Unlike virtually all other 'treated' souls, Moloch retained something of his earthly personality and ambition, which marked him as a rising star in the Infernal hierarchy. It took him mere centuries to be promoted to pit fiend status, whereupon he was appointed first a Duke of Hell and then an archdevil and ruler of the Fourth Circle of Hell by Satan personally.

Fanatically loyal to Satan, Moloch had no particular love or loyalty to Asmodeus and naturally gravitated to Astaroth and Baalzebul's conspiracy against him, though his affiliation with them was somewhat nominal. Rather close to the Dukes of Hell in outlook, when Proserpina emerged from her isolation and wedded Asmodeus, Moloch was one of the first to discontinue rebellion and offer his services to Asmodeus anew. Though Asmodeus was somewhat hesitant to simply reinstate the powerful and deadly Moloch without some form of punishment, Proserpina remembered the Ruler of the Fourth as a particular favorite of her father's and interceded successfully for his maintenance.

Moloch is currently more or less happy with the status quo in Hell, though it is well known amongst the Infernal elite that his personal loyalties are more strongly for Proserpina than they are for Asmodeus himself- an acceptable situation currently, but one that the Ruler of Hell watches warily. Should his relationship with his bride and consort ever sour, he knows well that Moloch would most likely side with her ...

Moloch is a strict and brutal ruler, and only the most competent are tolerated- any sign of weakness or softness amongst his followers is punished with extermination. He dislikes magic, and prefers martially-inclined followers, keeping large numbers of horned devils and erinyes in his court. He is most pleased by the bloody sacrifice of goodly souls- even more so when they are delivered to him personally to consume, body and soul.

Combat: Moloch is a terrifying enemy to face- a physical presence larger and more intimidating than most of the other archdevils, he relishes using his huge size and mass against enemies. He will opt to attempt to crush enemies under heel as often as he will use melee attacks, and will always try to press close to enemies, though with a reach of 15, 'close' is a relative concept for him. He will usually begin combat by summoning allies, most commonly a pair of horned devils, though occasionally three erinyes, and will immediately follow that up by a Tremor Stomp, disrupting any strategic efforts of his enemies. Should he ever be facing defeat, though, Moloch will retreat to fight another day.

Aura of Hellfire: Any creatures within sixty feet of Moloch suffer 3d6 damage from the powerful aura of hellfire that constantly surrounds him. Immunity to standard fire only confers half immunity upon this hellfire.

Consume Body and Soul: Once per hour, Moloch can attempt to grab a standard mortal being, who can avoid his grasp with a successful Dexterity save. If he successfully grabs that creature, he can immediately swallow the individual whole, killing the individual instantly and destroying their soul eternally. When this happens, Moloch gains a +2 bonus to all rolls and his Aura of Hellfire increases to 80 feet and inflicts 4d6 damage for 1d8+1 rounds.

Crushing Stomp: At will, Moloch can attempt to crush an enemy underneath his foot as a full-round action. The subject gains a Dexterity save to avoid this attack, if they succeed, no damage is inflicted. If the subject fails, they are immediately crushed underneath Moloch's boot, taking 10d10 damage automatically and having to make an immediate Constitution save. Failing the save results in instant death, with the remains being mangled beyond *raise dead's* ability to reverse.

Devilish Attributes: Like all true devils, Moloch has the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + 23 or roll a natural 20. *True seeing* will punch through this disguise, however. Moloch also has the ability to speak in any language he desires, as well as to use telepathy. Whenever he speaks, all within hearing range will hear her words in their native language, unless he specifically wills otherwise. Moloch also has flawless darkvision and constant *true seeing*, and emits a constant *magic circle against good*.

Immunities: Like other archdevils, Moloch is immune to magical weapons of under +4 enchantment, or good-aligned or silver weapons of less than +2 enchantment. Moloch has an SR of 12.

Reach: Moloch's titanic size gives him an effective reach of 15.

Spell-Like Abilities: Moloch can cast *plane shift* and *teleport without error* at will.

Summoning: Moloch can summon up to 32 HD of devils, once per day, typically choosing to summon 2 horned devils.

Tremor Stomp: Twice per day, Moloch can slam his foot against the ground large enough to cause a large tremor in the earth, forcing all Small and Medium creatures within 100 feet of him to make a Dexterity save or be knocked prone to the ground while suffering 1d12 damage.

Dispater (Lord of the Fifth)

NO. ENCOUNTERED: Unique

SIZE: Medium

HD: 332 (24d10+168)

AC: 32

MOVE: 40 (walk), 60 (levitation)

ATTACKS: 2x Slam +4 (3d4+10), Tail Sweep +3 (2d4+10)

SPECIAL: Clockwork Armour, Devilish Attributes, Gaze of Iron, Immunities, Magical Natural Weapons, Mastery of Metal, Spell-Like Abilities, Summoning, Tail Sweep

ATTRIBUTES: Str: 25 (+6), Dex: 19 (+3), Con: 27 (+7), Int: 22 (+5), Wis: 23 (+5), Cha: 20 (+4)

PRIMES: Constitution, Intelligence, Wisdom

INT: 22

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE:

XP: 400,000

In the strictest sense, Dispater's physical body consists only of his head, the rest of his body having been shattered in the aftermath of his fall from Heaven. His face was heinously disfigured at that time, and now he wears an iron mask in the likeness of his previous face, cast permanently into a contemptuous sneer. The 'body' which he wears is actually an elaborately crafted automaton, powered by Dispater's hideous control over all things metallic. His armour is covered liberally in razor-sharp spikes, and he can change its shape at will, thanks to his ability to manipulate metal.

History: One of the elder angels who joined Satan in his rebellion against Heaven, Dispater was cast down with the others from Heaven, his body being almost totally shattered by the fall. Using only his unique ability to control metal, Dispater built himself a new body over the succeeding millennia, also using his vast powers to slowly set the foundation for the great Iron City of Dis, which eventually came to occupy almost the entire plane that would become the Fifth Circle of Hell.

Dispater joined in the rebellion against Asmodeus, led by Baalzebul and Asteroth, though his participation was tentative, and for the most part, Dispater remained in his fortress city of Dis, preparing for the chaos that would inevitably follow Asmodeus's dethroning. As it happened, Asmodeus managed to win the day, and Dispater remained in his place as the ruler of the Fifth Circle of Hell.

It is rare indeed for Dispater to leave the great city of Dis, and there he has established a remarkably orderly realm, and indeed, Dis even plays host to a small but thriving community of mortals, particularly skilled craftsmen and powerful warriors who serve Dispater, particularly in the construction of the giant mechanical golems he posts throughout his realm as guards. Dispater probably leans somewhat more towards the lawful than the evil in his character, and finds arbitrary violence to be somewhat distasteful- though he occasionally gives in to the urge.

Combat: Dispater is a retiring individual and usually seeks to avoid combat, but if pressed, he will use his most powerful abilities immediately in an attempt to destroy any enemies that are pursuing him. If enemies are favorably lined up, he will use his gaze attack in the first round, and most likely follow it up by summoning a pit fiend or a pair of ice devils. If for any reason combat should be turning against him, Dispater will leave the field of battle to any of his innumerable secret compounds to lick his wounds and plan his vengeance against his enemies.

Clockwork Armour: The 'body' that Dispater possesses now is in fact an elaborate automaton, crafted by Dispater personally in the aftermath of his fall from Heaven. This suit of armour possesses several unique abilities. Firstly, it is crafted out of adamantite and is immune to acidic or rusting attacks, and grants Dispater a DR of 5 against all attacks that are not specifically directed at his head. Dispater is capable of changing its form, as the spell *alter self* at will, and he can also extend the limbs to grant him a reach of 10 if he sees it as necessary. He can alter the limbs into any weapon he desires, which will do twice the damage of a normal weapon of its type- ie, if he makes a greataxe, it will do 2d12 damage rather than 1d12. Finally, mounted in his 'wrists' are two rods which can launch hellfire *fireballs* as a 24th level wizard, though this attack drains the power of the rods for 1d6 hours. Any melee attacks made against Dispater will result in 1d4+4 damage to the attacker, unless they make a successful Dexterity saving throw, thanks to the heavily spiked armour.

Devilish Attributes: Like all true devils, Dispater has the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + 27 or roll a natural 20. *True seeing* will punch through this disguise, however. Dispater also has the ability to speak in any language she desires, as well as to use telepathy. Whenever Dispater speaks, all within hearing range will hear her words in their native language, unless he specifically wills otherwise. Dispater possesses perfect darkvision, and sees in total darkness as if it were daylight, has constant *true sight* and projects a *magic circle against good*.

Gaze of Iron: Once per day, Dispater is capable of using a powerful gaze attack which can transform enemies into iron statues. This attack is directed at every individual within a 20x100 cone, and is considered a petrification attack for purposes of saving throw and immunity.

Immunities: Dispater is immune to magical weapons of lower than +4 enchantment, and good-aligned weapons of less than +2 enchantment. Uniquely amongst devils, he has no particular weakness against silver, though he has a revulsion against it. He is immune to fire, poison, charm, fear, polymorph, death and petrification attacks and has a SR of 12.

Magical Natural Weapons: Attacks from Dispater's adamantite armour are considered to be lawful and evil-aligned +4 magical weapons.

Mastery of Metal: Dispater possesses an instinctive ability to sense and control metal, and should be considered to have constantly active telekinesis, limited to metallic objects. He can create *walls of iron* and *blade barriers* at will, and can destroy weapons, armour or other metallic objects on enemies at will- magical objects will receive a saving throw, however. He can also attempt to crush an enemy in their own armour- inflicting d8 damage per base armour bonus the armour provides. That is, plate mail will inflict 8d8 damage per round, and studded leather only 3d8. He can also deflect 1d4+1 metallic projectiles shot at him as a free action.

Spell-Like Abilities: Dispater can cast *teleport without error* and *plane shift* at will, and can cast *gate* once per day.

Summoning: Dispater can summon 1 pit fiend, 1d2 horned or ice devils, 1d3 bone devils, 1d4 erinyes, 1d6 bearded devils or 2d6 infernal legionnaires once per day.

Tail Sweep: Whenever Dispater attacks with his tail sweep, he should be considered to be making a trip attempt simultaneously with the attack.

Astaroth (Lord of the Sixth)

NO. ENCOUNTERED: Unique

SIZE: Medium

HD: 294 (25d10+125)

AC: 32

MOVE: 60 (levitation), 200 (teleport)

ATTACKS: 2x Psi Slam +4 (range 60, 3d4+7 damage) or Psionic Burst (radius 30, 3d4+7 damage)

SPECIAL: Aura of Mutability, Devilish Attributes, Immunities, Magical Natural Weapons, Possession, Psionics, Spell-Like Abilities, Summoning

ATTRIBUTES: Str: 19 (+3), Dex: 23 (+5), Con: 22 (+5), Int: 28 (+8), Wis: 24 (+6), Cha: 25 (+6)

PRIMES: Intelligence, Wisdom, Charisma

INT: 28

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE:

XP: 400,000

Astaroth appears as a luminous humanoid being with two pairs of angelic wings, and as the classical androgyne. While typically referred to as a 'he', Astaroth is extremely androgynous in his form and can change his actual gender as a simple act of will. His physical form appears rather frail and unimpressive- it is his vast psychic abilities that are truly formidable. Astaroth typically appears in gaudy finery and often uses extensive makeup and jewelry to enhance his eerie, mysterious appearance.

History: Astaroth was of the senior angels in Heaven, one of the wisest and greatest of the cherubim. Cast out of Heaven in the aftermath of Satan's failed rebellion against Heaven, Astaroth soon established himself as one of the most

important devils, though from the very beginnings of Hell, he established himself as being a particularly untrustworthy and rebellious underling, continually plotting against his masters. Satan, the original rebel against the order of Creation, seems to have found Astaroth's treachery to be more amusing than anything and made good use of the Subtle One in his wider plans.

While Astaroth was never comfortable with the idea of having any master, it's safe to say that over the ages, a certain level of respect and mutual accommodation was built between Satan and his most troublesome minion, and one could not honestly imagine existing without the other. When Satan disappeared, Astaroth was genuinely dismayed, though he had made half-hearted plots to destroy Satan on numerous previous occasions. The ascension of Asmodeus, however, was something that truly and honestly angered him- his almost-friendly rivalry with Satan became a real, flaming hatred.

When Baalzebub approached him about forming an alliance in rebellion against Asmodeus, Astaroth was an eager convert indeed and used all of his influence in order to see to it that the Crimson King was overthrown. The failure of their joint plot was felt most keenly by Astaroth, who realized that Asmodeus was perhaps even more cunning than Satan himself- and that his dominion would last for quite awhile. Astaroth did not lose his position as Lord of the Sixth, but lost a considerable amount of face.

Recently, he has been trying to reestablish his political opinion and to create a new and unstoppable alliance against the Lord of the Ninth. It is clear that Astaroth will not rest until Asmodeus is finally and permanently humbled.

Combat: In combat, Astaroth will almost certainly seek to possess one of his opponents and cast a time stop spell, giving him time to summon assistance and attempt one of his death spells. For the most part, Astaroth will remain distant from enemies, as he has no incentive for melee combat, and let his minions engage enemies in close combat. Typically, Astaroth will attempt to flee if reduced below 50% hit points, using the *power word stun* programmed in his contingency spell to give him an increased chance of finding safety.

Aura of Mutability: In the presence of Astaroth, all non-Infernal beings find their physical natures are strangely mutable, warped by Astaroth's incredibly powerful psionic abilities. When coming within sight of Astaroth, roll a d10. This alteration will last for at least 1d4+1 weeks, and have a 10% chance of being permanent. Resisting the Aura of Mutability requires a Charisma save.

1. Character is killed.
2. Character loses 1d4 levels.
3. One saving throw bonus of character set to 0.
4. One prime of subject randomly changes.
5. Randomly determined statistic is halved.
6. Race changes to PC race of CK's choice.
7. Alignment shifts by one towards Lawful Evil.
8. Gender reverses.
9. All stats are reduced by 1.
10. No effect

Devilish Attributes: Like all true devils, Astaroth has the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + 25 or roll a natural 20. True seeing will punch through this disguise, however. Astaroth also has the ability to speak in any language she desires, as well as to use telepathy. Whenever Astaroth speaks, all within hearing range will hear her words in their native language, unless he specifically wills otherwise. Astaroth possesses perfect darkvision, and sees in total darkness as if it were daylight, has constant true sight and projects a magic circle against good.

Immunities: Astaroth is immune to magical weapons of lower than +4 enchantment, and good-aligned weapons of less than +2 enchantment. Uniquely amongst devils, he has no particular weakness against silver, though he has a revulsion against it. He is immune to fire, poison, charm, fear, polymorph, death and petrification attacks and has a SR of 12.

Magical Natural Weapons: Astaroth's natural weapons count as +4 magical weapons.

Possession: Astaroth is capable of physically possessing the body of any one target with a hit dice lower than himself. The victim must make a successful Charisma save to avoid his malign influence. His body is transmuted into

psychic energy when he makes the leap and he is able to use any of his powers while in the host body as well as the powers of the host body.

Psonics: Astaroth possesses constant *telekinesis*, *clairvoyance* and can *detect thoughts* at will. Whenever he successfully makes a basic attack, the victim must make an Intelligence save or lose 1d4 Intelligence. When Intelligence reaches zero, the victim is rendered comatose.

Spell-Like Abilities: Astaroth can cast *command*, *hold person*, *silence*, *dispel magic*, *discern lies*, *tongues*, *scrying*, *charm person*, *knock*, *levitate*, *locate object*, *suggestion*, *charm monster*, *confusion*, *fear*, *hallucinatory terrain*, *resilient sphere*, *feblemind*, *hold monster*, *telepathic bond*, *teleport without error*, *invisibility*, *mirror image*, *emotion* and *dream* at will. Astaroth can cast *geas*, *mental domination*, *mass hold monster*, *mass suggestion* and *power word stun* up to three times a day, and *time stop* or *power word kill* once per day. He possesses a minor spell sequencer with *mirror image* and *invisibility* programmed into it, a *contingency* spell programmed to act when he is at 50% hit points with *power word stun* and a *spell sequencer* loaded with *mass hold monster* and *wail of the banshee*.

Summoning: Astaroth can summon 1 pit fiend, 1d2 horned or ice devils, 1d3 bone devils, 1d4 erinyes, 1d6 bearded devils or 2d6 infernal legionnaires once per day.

Baalzebub (Ruler of the Seventh)

NO. ENCOUNTERED: Unique

SIZE: Large

HD: 299 (25d10+125)

MOVE: 30 ft. (walk), 90 ft. (fly)

AC: 30

ATTACKS: 2x Unholy Avenger +5 (2d8+10 dmg, double against good), or 2x Claws +3 (2d6+8 dmg)

SPECIAL: Class Abilities, Devilish Attributes, Infernal Armour, Miasmic Aura, Resistances, Summoning, Swarm of Flies

ATTRIBUTES: Str: 22 (+5), Dex: 16 (+2), Con: 22 (+5), Int: 26 (+7), Wis: 24 (+6), Cha: 20 (+4)

PRIMES: Strength, Wisdom, Charisma

ALIGNMENT: Lawful Evil

TREASURE:

XP: 300,000

Baalzebub without his armour has a largely humanoid appearance, eight feet tall and powerfully built, without any hair and a sickly grayish-green complexion. His most prominent feature, however, are his large, unblinking compound eyes. In most combat situations, however, Baalzebub wears his armour, which is shaped like the exoskeleton of a giant horrid insect, complete with the head of a fly and giant fly wings. Baalzebub speaks in a somewhat bizarre, metallic, unearthly tenor.

History: Baalzebub is one of the oldest of all of the devils and was once a high-ranking angel who stood and ultimately fell with Lucifer during his rebellion against Heaven. It is claimed by Baalzebub that he was, truly, the first devil- as while Satan was undeniably their lord and master, he was always just as much a vengeful fallen angel as a true devil. The intense rivalry between Baalzebub and Asmodeus for second place in the Infernal hierarchy was established before the great Infernal city was even built. Asmodeus, the consummate politician, soon established himself as Hells chancellor, while Baalzebub was forced to content himself with commanding Hells armies in their eternal war against the demonic tribes of the Abyss. While this position brought him considerable glory and great power, he was also aware that it largely kept him out of political power.

When Satan turned his attention once more to Heaven, however, Baalzebubs fortunes changed for the better. While Asmodeus was the supreme politician of Hell, Baalzebub was the greatest logistician and general that the Nine Hells had to offer, and it was he that was largely responsible for the world-shattering victories of the united fiendish armies. It is needless to say that Satans disappearance at the climax of their campaign, and the undoing of the alliance between the Hells and the Outer Abyss was both a serious blow to Baalzebubs ambition and a major opportunity for him.

Most of the archdevils had powerful grudges against Asmodeus, and it was not difficult for Baalzebub to acquire their cooperation, though most of them were only allies of convenience. Nevertheless, Baalzebubs military genius made up for much of his political shortcomings, and it was not long before he had forced Asmodeus into a position of submission. Or that is what he thought. It was at

that moment that Asmodeus struck a deal with Proserpina, the daughter of Satan himself- an entity that had shut herself away centuries ago and had seemingly ceased to become a factor in Infernal politics. Simultaneously, Baalzebul and his fellow archdevils faced a massive mutiny amongst the Infernal Dukes, who steadfastly refused to attack a child of their original and greatest lord and master.

Asmodeus had triumphed, and promptly turned Baalzebul into a horrific slug-like monster, constantly oozing filth and waste. While this fate would seem horrible to any being, it was an even greater dishonour for an archdevil, all of whom prided themselves on their majesty and elevation far above the poor tortured souls which the devils hoarded amongst themselves. For centuries, Baalzebul remained in that wretched form, becoming known derisively as the Lord of Flies. But somewhere in that humiliation, Baalzebul seemed to find a new strength and power. It is believed, though not known that Baalzebul sought out the mysterious Shaper, an archdevil with no particular loyalty to any one master, to improve his form. It was the Shaper who made his derisive nickname into a totem of fear.

Regaining his humanoid form and possessed of a powerful magical armour, Baalzebul made his power known by violently purging his court of spies, and instituting a terrifyingly totalitarian power in his own circle. Permitting, for the moment, one fairly unimportant spy for Asmodeus to survive (and feeding that devil false information), Baalzebul now plots once again, hoping to retake the Nine Hells which he sees as his fiefdom. And once he does that, he wishes to storm the Gates of Heaven once more.

Combat: Baalzebul enjoys flying into the thick of combat, activating his armour and using his unholy avenger to terrifying effect, with his Miasmic Aura constantly active. He uses his swarms of flies as advance scouts, but also to harass and weaken enemies. Baalzebul will typically choose the most powerful foe (if good-aligned) and use smite good upon them until they are slain. If the battle is more difficult than originally predicted, he will withdraw somewhat, summoning allies and redoubling his efforts. If the battle goes truly badly for him, he will withdraw, using a ring of recall on his person to reach safe harbour.

Class Abilities: Baalzebul has all of the class abilities of a 25th level avenger.

Devilish Attributes: Like all true devils, Baalzebul has the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + 25 or roll a natural 20. True seeing will punch through this disguise, however. Baalzebul also has the ability to speak in any language she desires, as well as to use telepathy. Whenever Baalzebul speaks, all within hearing range will hear her words in their native language, unless he specifically wills otherwise. Baalzebul possesses perfect darkvision, and sees in total darkness as if it were daylight.

Infernal Armour: At will, Baalzebul can cover himself in a chitinous armour, which raises his armour class to 35, as well as increasing his Strength to 24. It is also only in his armour that Baalzebul has the ability to fly, using giant fly wings. It also allows him to spray powerful acid at enemies in a cone thirty feet long and five feet wide, doing 5d6 immediate acid damage and continuing damage of 1d8 per round for 1d10 rounds, with no save.

Miasmic Aura: Baalzebul is a master of filth and disease, and has the ability to exude an aura of horrid contagion within thirty feet of him. All non-Infernal creatures who pass within this aura when it is active must make a Constitution save or suffer a disease which inflicts 1d4+1 immediate damage to all of their physical statistics and continues to sap all physical stats by one point per round, until it is cured or Constitution reaches zero, upon which the subject dies.

Resistances: Baalzebul can only be harmed by +4 magical weapons, or +2 weapons that are either good-aligned or made of silver. Baalzebul is also immune to fire, acid, poison, disease, fear, charm, petrification and death spells.

Summoning: Baalzebul is capable of summoning 1 pit fiend, 1d2 horned or ice devils, 1d4 erinyes, 1d10 bearded devils or 2d8 infernal legionnaires once per day.

Swarm of Flies: One of the most horrific elements of Baalzebubs frightening power is the vast swarm of flies which constantly attend him. These flies are each approximately a few inches long, with a swarm of them counting as a unique 4HD monster. Baalzebul controls four swarms of these, and a new swarm can replace a destroyed one every 1d6 rounds. No more than four can be present at any given time, however.

Baalzebubs Swarm:

SIZE: Medium (as swarm)

HD: 34 (4d8)

MOVE: 50 feet

AC: 20

ATTACK: 3d6

SPECIAL: Disrupt Spellcasting, Healing, Immunities, Remote Viewing, True Seeing

PRIME: Dexterity

ALIGNMENT: Neutral

Disrupt Spellcasting: A swarm of these insects can stay in place around a spellcaster, raising the spellcasters chance of spell failure to 50%.

Healing: If the swarm has managed to inflict over 50 damage, it can return to Baalzebul, and heal him to that extent.

Immunities: Baalzebubs swarm cannot be targeted with regular weapons, but must be destroyed by AoE attacks of some sort.

Remote Viewing: When Baalzebubs armour is active, he can use his swarms as a scouting device by seeing through their eyes directly. This leaves him somewhat vulnerable, though, so he only does it in a position of security.

True Seeing: Baalzebubs swarms have constant *true seeing* active.

Apollyon (Lord of the Eighth)

NO. ENCOUNTERED: Unique

SIZE: Medium

HD: 345 (27d10+162)

MOVE: 60 (walk), 100 (fly)

ATTACKS: 3x Slam (2d8+6) or 3x Sword of Slaying +5 (3d8+11) or 3x Slayspears (2d6+6, range 100)

SPECIAL: Atmospheric Control, Devilish Attributes, Immunities, Infernal Stalker, Psionics, Shadow Projection, Summoning, Slayspears, Sword of Slaying

ATTRIBUTES: Str: 24 (+6), Dex: 30 (+9), Con 25 (+6), Int 21: (+4), Wis: 22 (+5), Cha: 20 (+4)

PRIMES: Strength, Dexterity, Wisdom

INT: 21

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE: Sword of Slaying +5

XP: 400,000

Apollyon is rather tall, but quite thin in his physical body with a somewhat lupine head crowned with devil horns, glowing green eyes and is covered in a hardened black carapace. He possesses two pairs of raven-black wings and, most notably, has a sword lodged in his belly, a wound that constantly drips greenish blood around him. He possesses no visible mouth or any other notable facial features.

History: Apollyon was an angel of great beauty and power in Heaven, who originally joined with Satan largely because he believed that the cause of law sometimes necessitated harsh and cruel methods. As a slayer of demons, Apollyon had little equal, though for the most part, he simply stayed out of politics. Indeed, Apollyon even eschewed social company and largely dedicated himself to the extermination of the demonic race. However, in time his nature became more and more corrupt from the time spent slaying demons and he began to take on a more monstrous and vile form. As his former beauty faded, he became angrier and angrier at the angels.

By the time that Satan began to orchestrate his renewed War against Heaven, Apollyon was a more than willing soldier for the cause- and a horrifically deadly one, slaying countless angels, even beings as mighty as cherubim. Apollyon's power was so feared amongst the angels that their greatest champion, Metatron, the Regent of Heaven, was forced to battle Apollyon in open battle. Against the Regent, even Apollyon could not hope to emerge victorious and the Infernal champion was plunged back into the Abyss violently, run through with Metatron's Sword of Slaying, one of only a handful of such weapons ever created. Cursed to bear the wound for eternity, Apollyon soon learned that the curse was not without its benefits as, if he could bear the pain that it created to tear the blade out of his flesh- he could use the power of the Sword of Slaying himself.

Still, though Apollyon had little desire to use the blade for any purpose other than destroying the enemies of Hell- and when the civil war erupted in Hell after Satan's disappearance, Apollyon played no part in it actively, though quietly he let it be known that he preferred the rule of Asmodeus to that of Baalzebul and Astaroth. His benevolent neutrality during the civil war in Hell was rewarded by Asmodeus, who granted Apollyon the rulership of the Eighth Circle of Hell- albeit a Circle that had been almost totally devastated by Asmodeus.

For his part, Apollyon recognizes the gesture of trust that Asmodeus has made, knowing that the only gate to the Ninth Circle, the private domain of Asmodeus lies in his realm. He has little inclination to try to revolt against or usurp his master, and instead focuses on doing his duties as efficiently as possible, relentlessly tracking down and annihilating the enemies of Hell.

Combat: In combat, Apollyon is a dreadful force, using a combination of stealthiness and mobility to place himself in an ideal position, often summoning allies to pin down adventurers in a particular location, where he can rain down slayspears or use some of his deadly spells to greatest effect. Apollyon will frequently use these abilities to harass more powerful opponents, sometimes slaying them outright so he can draw his Sword of Slaying and quickly mop up weaker enemies in a few swift blows.

Atmospheric Control: When inside the Eighth Circle of Hell, Apollyon possesses the ability to control the atmosphere, and can manipulate the weather and wind conditions at will, and can additionally *call lightning* as the druid spell.

Devilish Attributes: Like all true devils, Apollyon has the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + 27 or roll a natural 20. True seeing will punch through this disguise, however. Apollyon also has the ability to speak in any language she desires, as well as to use telepathy. Whenever Apollyon speaks, all within hearing range will hear her words in their native language, unless he specifically wills otherwise. Apollyon possesses perfect darkvision, and sees in total darkness as if it were daylight, has constant true sight and projects a magic circle against good.

Immunities: Apollyon cannot be damaged with magical weapons of lower than +4 enchantment, or good-aligned or silver weapons of less than +2 enchantment. He is immune to fire, poison, lightning, death, charm, fear, polymorph, disease and petrification attacks. He has an SR of 12.

Infernal Stalker: Apollyon is completely silent unless he chooses to speak and is additionally always *invisible* when not moving or attacking. Even in flight, Apollyon makes no sound whatsoever, and casts no shadow. He constantly possesses an active *jump* and *spider climb* spell active.

Psionics: Apollyon is a powerful psionic, possessing telepathic and telekinetic powers, granting him the ability to use *detect alignment*, *detect thoughts*, *discern lies*, *suggestion*, *telekinesis* and *charm person* at will, and *hold monster*, *charm monster*, *mass suggestion* and *blade barrier* three times per day, and *mental domination* and *mass hold monster* once per day.

Shadow Projection: Once per day, Apollyon can create 1d4 shadow projections of himself, which possess 9d10 hit points each and are capable of moving and making his basic melee attack. The shadow projections last for 1d10 rounds. These shadow projections can be distinguished from the real him by true seeing, and can be dispelled by a successful *dispel magic* or *disjunction* spell.

Slayspears: Apollyon can create razor-sharp projections of raw energy and hurl them at enemies, striking as weapons. If Apollyon scores a critical hit with a Slayspear, the creature must make an immediate save against death. A successful save results in 6d6 damage.

Spell-Like Abilities: Apollyon can cast *lightning bolt*, *chain lightning*, *plane shift*, *unholy word* and *teleport without error* at will. He can cast *gate* once per day.

Summoning: Apollyon can summon up to 30 HD of demons once per day.

Sword of Slaying: Lodged inside of his belly is one of the most powerful weapons in Creation, the legendary Sword of Slaying. Drawing the sword from his belly inflicts 4d8 damage upon Apollyon, but allows him to use the

powerful weapon. A successful hit from the Sword of Slaying instantly slays any creature of below 10 HD without a save, and any creatures between 10 and 20 HD must make an immediate save against death. Any creature normally immune to a death attack is *not* immune to the Sword of Slaying, but gains a +4 bonus to their save against death. The Sword of Slaying also allows Apollyon to use *power word kill* once per day.

Behemoth

NO. ENCOUNTERED: Unique

SIZE: Large

HD: 560 (30d10+270)

MOVE: 50 (walk), 150 (leap)

AC: 35

ATTACKS: 2x Slam +4 (3d6+13), Bite +4 (6d6+13), Tail Slap +4 (3d4+13)

SPECIAL: Breath of Hellfire, Carapace, Devilish Attributes, Devour, Immunities, Magical Natural Weapons, Reach, Roar, Stomp, Summoning, Volley of Spines

ATTRIBUTES: Str: 30 (+9), Dex: 19 (+3), Con: 30 (+9), Wis: 8 (-1), Int: 6 (-2), Cha: 6 (-2)

PRIMES: Variable

INT: Low

ALIGNMENT: Lawful Evil

TYPE: Humanoid

Treasure:

XP: 500,000

History: When Asmodeus defeated the conspiracy of Baalzebul to replace him as the Ruler of Hell, he closed virtually all of the links that connected the Ninth Circle of Hell to the preceding eight, save for a single portal. The Eighth Circle was entrusted to one of his most loyal servants, the archdevil Apollyon. However, Asmodeus did not trust even Apollyon with the task of guarding the gates- not by himself, thus he placed two colossally powerful guardians, one aquatic, one a land creature, to guard the gates, along with a small army of loyal devils.

It is unknown by what hand Behemoth was created- the creature was found in the domains that would become Hell as Satan and his fellow rebels were cast out of Heaven. It is suspected that another of the creatures exists, a female, which was used as the mount of the Demiurge, the False Creator, and is rumored to be frozen alongside its master in the vast northern icecap of Cocytus. If this is true, then Behemoth would be the male of their species.

Speculations about the creature's creation, purpose or biology aside, what is known is that Behemoth has become totally loyal to Asmodeus and, though of limited intelligence, sees its purpose as clear enough. Behemoth only stands aside from the Gate for those that his master specifically invites, and will ferociously attack all others, including archdevils.

Combat: Behemoth relishes in annihilating enemies in droves with its powerful melee attacks, enjoying crushing and devouring those foolish enough to stand in the way of it and its master. Behemoth tends to reserve its powerful ranged attacks for enemies that remain stubbornly out of its reach, and its powerful volleys of barbed spines are a favored tactic against airborne enemies. Behemoth will never retreat from a battle, but if things are going badly, it will attempt to acquire help.

Breath of Hellfire: Once every 1d4+1 rounds, Behemoth is capable of making a breath attack of pure hellfire, which does 25d10 damage to anyone caught within its blast, with a successful Dexterity save resulting in half damage. The range of the breath attack is 100 feet, with the blast being fifteen feet wide.

Carapace: The powerful carapace of Behemoth protects it from magical attacks, and all spells directed at Behemoth have a 50% chance of failing. If the spell directed against Behemoth fails, roll a d10, and if a 9 or 10 is obtained on that roll, the spell is reflected back against the user.

Devour: If Behemoth hits an enemy with its bite, the enemy must make an immediate Dexterity save or be consumed whole by Behemoth, sliding into Behemoth's gullet. Each round that they are in Behemoth's stomach, they suffer 6d6 damage from acid and the movements of Behemoth's stomach. To break out, they must inflict 50 hit points damage on Behemoth with whatever weapons or spells they have on hand. Any spells require a Concentration check at a -10 penalty to successfully cast.

Devilish Attributes: Behemoth can understand any language, and has flawless

darkvision.

Immunities: Behemoth is immune to all magical weapons of less than +4 enchantment, or good-aligned or silver weapons of +2 or weaker.

Magical Natural Weapons: Behemoth's natural weapons count as +4 magical, evil-aligned weapons.

Reach: As a huge creature, Behemoth's physical attacks have a reach of forty feet.

Roar: Behemoth's roar is so loud and powerful that it inflicts 6d6 sonic damage and deafens all individuals within 200 feet of it, and 3d6 sonic damage and deafening to all creatures within a mile, save for devils, which are magically protected from its effects. A successful Constitution save results in half damage and no deafness. The deafening effects of Behemoth's roar last for 1d10+1 rounds.

Spell-Like Abilities: Behemoth benefits from constant *true sight* and a *magic circle against good*, as well as a *magic circle against chaos*.

Stomp: Behemoth can stomp the ground, creating a vastly powerful shockwave with similar effects to an *earthquake* spell. It can also elect to attempt to crush a single individual underneath its feet. If the target fails a Dexterity save, they are immediately killed and their body desperately mangled, requiring resurrection to revive them.

Summoning: Behemoth has a 70% chance of summoning a powerful archdevil once per day- a 30% chance of summoning Leviathan, his aquatic counterpart, a 30% chance of summoning Apollyon, the Lord of the Eighth, and a 10% chance of summoning Asmodeus himself. If it fails in summoning any of these beings, a pit fiend is summoned instead.

Volley of Spines: Behemoth is capable of launching a massive volley of the spines which cover its armoured carapace. The volley of spines is directed against a 30x30 area, and inflicts 10d10+13 damage on any enemies caught in the shower. A successful Dexterity save results in half damage. The range of this volley of spines is 200 feet.

Asmodeus (Mephistopheles, The King in Crimson, Lord of the Nine Circles of Hell)

NO. ENCOUNTERED: Unique

SIZE: Medium

HD: 341 (30d10+146)

MOVE: 30 (walk)

AC: 35

ATTACKS: 2x Magical Claws +4 (1d6+8 dmg), 2x +6 Crimson Scepter (2d8+10 dmg)

SPECIAL: Aura of Domination, Bloodspawn, Class Abilities, Crimson Scepter, Devilish Attributes, Immunities, Lord of Hell, Lord of Magic, Summoning

ATTRIBUTES: Str: 20 (+4), Dex: 21 (+4), Con: 22 (+5), Int: 28 (+8), Wis: 24 (+6), Cha: 30 (+9)

PRIMES: Intelligence, Wisdom, Charisma

INT: Near-Deific

ALIGNMENT: Lawful Evil

TYPE: Extraplanar (devil)

TREASURE: Crimson Scepter +6

XP: 250,000

Asmodeus is relatively unassuming in appearance as far as archdevils go, approximately seven and a half feet tall, with red skin, dark hair and glowing yellow eyes. He possesses the horns and tail typical of devils, but his tail does not appear to have any utility as a weapon, and his horns are notably subtle. His clothes, while rich and perfectly cut, are relatively modest in comparison to the gaudy finery of Mammon or Belial, and lack the terrifying features of Baalzebul's insectoid armour or Dispat's spiked plate mail. If not for the nimbus of unholy power surrounding him, one would figure him for some sort of infernal functionary.

History: When Satan was cast down from Heaven, Asmodeus was his right-hand man and rather more than his master, was the first one to embrace the changes that the Abyss wrought upon his once-angelic body. While Satan was obsessed with capturing what he saw as his rightful place in Heaven, Asmodeus quietly busied himself with organizing the construction of the world-sized

fortress of Hell, assigning his fellow fallen angels to rule respective rings and charging them with particular tasks. As Satan plotted the conquest of Heaven, Asmodeus busied himself with making Hell work, and in so doing, gained a greater knowledge of Hell and devilkind than any of the other devils.

When Satan finally made his bid to conquer Heaven, in alliance with a vast horde of demonic tribes, Asmodeus remained in Hell as Satan's viceroy. With the disappearance of Satan, it seemed natural that Asmodeus would take over in his master's stead, but the other archdevils resented Asmodeus's power and influence and managed to set aside their own hatreds to make war upon him. Having command over vast devilish hordes, they were capable of forcing Asmodeus into his stronghold in the Ninth Circle, where they believed they would soon overwhelm and destroy him.

Where virtually any other individual would despair, Asmodeus recognized several potential weaknesses. Firstly, the hellish legions pressing upon the Ninth were very well aware that they would have to suffer enormous casualties to reach Asmodeus's citadel, let alone take it. While Baalzebul or Dispat may not have considered casualties an important consideration- Asmodeus knew that their pit fiend generals, who were more deeply concerned with the Blood War against the demon hordes, would be. In particular, the Dukes of Hell wearied of potential conflict.

The other factor was the non-participation of the only blood relative of Satan remaining in Hell- the Princess Proserpina. It had been believed that her isolation after her father's disappearance was total, but Asmodeus had maintained discreet channels with her great fortress, and had, moreover, seen to it that his daughter, Stheno, befriended her. What seemed to virtually everyone else to be a surprise political deal was actually the event of long political negotiations between the two. As for the marriage, it was intended primarily to seal their alliance in the most formal means possible.

When Asmodeus struck against the other archdevils, he did so decisively, prostrating them all before him. And then, he did something strange- he allowed them to return to their former posts, with the exception of Belphegor, whom was utterly destroyed, and Baalzebul, which was moved to the Seventh Circle and turned into a hideous slug-creator as punishment for leading the insurrection. Asmodeus then went about flooding almost the entire Eighth Circle and passing over the few remaining fortresses to the rulership of Apollyon, one of the few archdevils to have remained by Asmodeus's side. The entrance to the Ninth Circle of Hell is also guarded by two horrific beasts, the almighty Behemoth and Leviathan, who are utterly and completely loyal to Asmodeus and none other.

And now, Asmodeus's control over Hell is virtually absolute, though the maintenance of that power absorbs most of his power and attention- to the everlasting benefit of all of Creation.

Combat: Asmodeus disdains combat, and usually prefers to convince or force enemies to abandon their quest, or he will teleport away and let subordinates deal with combat. If faced with no alternative, however, Asmodeus will spare no effort in immediately destroying enemies, usually opening combat with a time stop, using the granted rounds to call up one of his archdevils and large numbers of subordinate reinforcements, and using the last few rounds to activate his magical defences. Upon the end of the spell, he will use his next round to begin casting destructive spells on enemies and manipulating the environment against them. Asmodeus loathes melee and will avoid it whenever possible. If the battle should turn against him, he will not hesitate to teleport away.

Aura of Dominion: All beings coming within sixty feet of Asmodeus must make a Charisma save or become *charmed*, seeing Asmodeus as their rightful commander and ruler and will have their alignment moved one step towards Lawful Evil.

Bloodspawn: Each round after being wounded once, one drop of Asmodeus's blood will fall to the ground. A roll of a d20 will determine what type of devil is spawned, with the number being rounded down to the appropriate level.

Class Abilities: Asmodeus possesses the class abilities of a 25th level generalized wizard and a 20th level Cleric with the Diabolic domain. The Diabolic domain grants Asmodeus the use of an evil-aligned animal familiar at 1st level, and allows him to rebuke or control devils or LE clerics/blackguards as undead at 10th level.

Crimson Scepter: The staff of Asmodeus's office, the Crimson Scepter is an

incredibly powerful artifact, which strikes as a +6 heavy mace, allowing him to overcome all damage resistances handily. The Crimson Scepter does 1d4 Str, Con and Dex damage per hit unless a successful Constitution saving throw is made. If Asmodeus gains a critical hit with this weapon, it will instantly kill the target without a save. The Crimson Scepter contains a number of additional abilities, allowing Asmodeus to fire a blast of pure arcane energy as a ranged touch attack for 10d6 at will, or surrounding him with a field of magical energy that will absorb up to 200 damage, which he can use once per day. It allows him to cast *dominate monster* at will, and contains up to 20 spell levels of spells between levels one and six, which can be released at will.

Devilish Attributes: Like all true devils, Asmodeus has the ability to assume the shape of a humanoid creature, disguising their infernal nature and alignments. Attempts to magically detect alignment must make a successful Wisdom check at 18 + 30 or roll a natural 20. True seeing will punch through this disguise, however. Asmodeus also has the ability to speak in any language he desires, as well as to use telepathy. Whenever he speaks, all within hearing range will hear her words in their native language, unless he specifically wills otherwise. Asmodeus also has flawless darkvision and constant *true seeing*, and emits a constant *magic circle against good*.

Immunities: As an archdevil, Asmodeus can only be harmed by +4 or greater magical weapons, or +2 weapons that are good-aligned or made of silver. He is immune to fire, poison, charm, fear, death, petrification and polymorph spells. He has SR of 15.

Lord of Hell: As the Lord of Hell, Asmodeus can rearrange the geography of Hell at will, creating effects equivalent to *earthquake*, *shape stone*, *wall of fire* and any variety of other spells. He is also capable of polymorphing its inhabitants at will, using his power to immediately promote one devil to a rank immediately higher or lower than it previously occupied, or shaping lemures into proper devils.

Lord of Magic: As perhaps the most powerful practitioner of magic in all of Creation, Asmodeus's power with magic is to be feared. By making successful Intelligence checks, he can use metamagic on his clerical magic as ready as he can with his arcane spells. He is limited not by spell list (Asmodeus knows every spell in existence), but only by spells per day. He is capable of casting two 1st through 3rd level spells per round.

Summoning: Asmodeus's summoning powers are peerless and he can summon up to 40 HD of devils once per day. Separately, he is also capable of making a call for another archdevil to assist him. The archdevils that arrives is determined either by GM choice or a d10 roll, with the list below. If the GM is choosing, Asmodeus is more likely to summon Proserpina, Apollyon, Behemoth or Leviathan.

1. Proserpina, Princess of Hell (22nd level)
2. Mammon, Lord of the Second (22nd level)
3. Belial, Lord of the Third (23rd level)
4. Moloch, Lord of the Fourth (23rd level)
5. Dispat, Lord of the Fifth (24th level)
6. Astaroth, Lord of the Sixth (24th level)
7. Baalzebub, Lord of the Seventh (25th level)
8. Apollyon, Lord of the Eighth (26th level)
9. Behemoth (30th level)
10. Leviathan (30th level)

DINOSAUR

Apatosaurus

NO. ENCOUNTERED: 1-16
SIZE: Gargantuan
HD: 20 (d8)
MOVE: 80 ft.
AC: 14
ATTACKS: Slam (2d6+16)
SPECIAL: Trample, Twilight Vision, Scent
ATTRIBUTES: Str 32, Dex 10, Con 20, Int 1, Wis 7, Cha 6
SAVES: P
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 4950+20

The apatosaurus, also known as the brontosaurus, is a huge plant-eating dinosaur with a very long neck and enormous body. The apatosaurus has four stout legs that end in clawed feet and though it moves fairly slowly due to body weight, the creature's enormous size allows it to move greater amounts of distances as compared to a much smaller, but quicker creature.

Combat: As a plant eater, the apatosaurus is docile and peaceful. If threatened by a much smaller creature, however, the apatosaurus is likely to trample the threat or use its whip like tail. The tail is likewise used against targets of huge, gargantuan, or colossal scale.

Trample: An apatosaurus can trample anything smaller than itself for 2d20 points of damage. Opponents who do not make attacks of opportunity against the apatosaurus can attempt a dexterity save (CL 16) to halve their damage.



Brachiosaurus

NO. ENCOUNTERED: 1-20
SIZE: Gargantuan
HD: 16 (d8)
MOVE: 40 ft.
AC: 14
ATTACKS: Tail slap (1d8+16)
SPECIAL: Twilight Vision, Scent
ATTRIBUTES: Str 34, Dex 9, Con 24, Int 2, Wis 11, Cha 7
SAVES: P
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 2100+16

The brachiosaurus is an enormous, four-legged dinosaur with a sturdy body that features a long neck and a small head. The top of the head of the brachiosaurus is crested and this crest is usually brightly colored on the males. The rest of the body tends to be dull green, gray, blue-gray, or brown in coloration. The brachiosaurus is a relative peaceful giant that feeds on vegetation.

Combat: The brachiosaurus is not much for aggressiveness. The size of this creature keeps all but the largest and hungriest of predators at bay. When attacked, the brachiosaurus slaps away with its long tail.



Deinonychus

NO. ENCOUNTERED:	Deinonychus
SIZE:	1-6
HD:	Medium
MOVE:	4 (d8)
AC:	60 ft.
ATTACKS:	17
	Talons (1d8+4), 2 foreclaws (1d3+2), Bite (2d4+2)
SPECIAL:	Twilight Vision, Scent
ATTRIBUTES:	Str 19, Dex 15, Con 19, Int 2, Wis 12, Cha 10
SAVES:	P
ALIGNMENT:	Neutral
TYPE:	Animal
TREASURE:	Nil
XP:	60+4

Megaraptor
1-6
Large
8 (d8)
60 ft.
17
Talons (2d6+5), 2 foreclaws (1d4+2), Bite (1d8+2)
Twilight Vision, Scent
Str 21, Dex 15, Con 21, Int 2, Wis 15, Cha 10
P
Neutral
Animal
Nil
375+8

A deinonychus is bright green along its back and flanks, with a much lighter shade of the same color on its underside. The body has darker spots or stripes. Its tail extends straight out behind itself, held aloft by an intricate structure of bony supports, thus allowing its weight to be carried entirely by the back legs. It weighs about 600 pounds.

A megaraptor is a larger version of the deinonychus, standing about 12 feet tall with a total length of 24 feet. It has the same appearance, habits, and abilities of the smaller version.

Combat: A deinonychus uses a combination of speed, grasping forearms, large teeth, and hind legs with ripping talons. It hunts by running at prey, leaping, and ripping with its rear talons as it claws and bites. The talons count as one attack. A deinonychus has a relatively large brain for a dinosaur, and its pack hunts with cunning tactics.

Pounce: If a deinonychus charges, it can use all attacks in one round.



Elasmosaurus

NO. ENCOUNTERED:	1-8
SIZE:	Huge
Hit Dice:	10 (d8)
MOVE:	20 ft., 40 ft. (swim)
AC:	13
ATTACKS:	Bite (2d8)
SPECIAL:	Twilight Vision, Scent
ATTRIBUTES:	Str 26, Dex 14, Con 22, Int 2, Wis 13, Cha 9
SAVES:	P
ALIGNMENT:	Neutral
TYPE:	Animal
TREASURE:	Nil
XP:	900+10

Though it resides primarily in the water, an elasmosaurus only breathes air. An elasmosaurus has a total length of some 30 feet, including a tail half as long as

its entire body, and weighs about 5,000 pounds. Observers who see only its head or tail might easily mistake it for a massive snake.

Combat: An elasmosaurus is aggressive and attacks anything it notices. The creature is strong, fast, and highly maneuverable, able to turn quickly and lunge at prey. When hunting, it travels with its head out of the water, snapping down quickly to seize prey.

Hide in Water: An elasmosaurus has a +8 bonus on hide checks in water.

Iguanodon

NO. ENCOUNTERED:	1-32
SIZE:	Huge
HD:	8 (d8)
MOVE:	60 ft.
AC:	16
ATTACKS:	2 Claw spikes (2d4+6), tail slam (1d6+6)
SPECIAL:	Twilight Vision, Scent
ATTRIBUTES:	Str 22, Dex 14, Con 18, Int 1, Wis 13, Cha 8
SAVES:	P
ALIGNMENT:	Neutral
TYPE:	Animal
TREASURE:	Nil
XP:	250+8



The iguanodon is a relatively fast moving herbivore with a curious thumb spike on each hand. The beak shaped mouth of this dinosaur is toothless but has a bony structure to it that allows it to nibble and tear at leaves. Iguanodons are a bit curious in their locomotion as their bodies are built to handle both running on their hind legs as well as moving about on all fours. As the iguanodon is well suited for different terrain features, the hides of these creatures come in a variety of colors and patterns.

Combat: Being herbivores, the iguanodon usually prefers to avoid battles unless the males are defending their breeding territories. When provoked, these creatures use their thumb spikes and tails to defend themselves.

Massospondylus

NO. ENCOUNTERED:	1-32
SIZE:	Large
HD:	3 (d8)
MOVE:	50 ft.
AC:	18
ATTACKS:	2 Claws (1d6+4)
SPECIAL:	Twilight Vision, Scent
ATTRIBUTES:	Str 18, Dex 16, Con 18, Int 1, Wis 7, Cha 10
SAVES:	P
ALIGNMENT:	Neutral
TYPE:	Animal
TREASURE:	Nil
XP:	200+3

Though stupid as a log, the massospondylus is an unusually friendly dinosaur. Though these creatures somewhat resemble smaller versions of the massive sauropods, their muscular legs, clawed feet, and improved dexterity allow them to be reasonably quick and agile. Though a massospondylus can rise up and even run certain lengths on their hind legs, they usually incorporate all four legs into their locomotion.

The massospondylus usually grows to be up to thirteen feet in length. These herbivores lay eggs in the dirt or sand and the mother does not watch over the eggs or the hatchlings. Upon hatching, the infant massospondylus reaches maturity in five years and can live between 51 to 62 years (1d12+50). In the wild these hatchlings usually follow an adult herd, which neither encourages nor discourages their presence. In times of trouble, however, the herd as a whole usually groups together for protection.

The hide of the massospondylus is covered with bead-like scales, as with most dinosaurs, and is usually patterned with stripes or splotches. The overall color tone ranges from vibrant greens to dull grays or beige, and the markings are usually a rusty reddish-orange, dull black, or bluish-gray.

Combat: The feet of the massospondylus feature claws at the end of five digits on each “hand” plus a powerful “thumb” claw. During combat this creature will rear back and strike out with the frontal claws. These creatures are not particularly known for being aggressive and the massospondylus will usually choose to flee if threatened or treated in an aggressive manner.

Oviraptor

NO. ENCOUNTERED: 1-12
SIZE: Medium
HD: 2 (d8)
MOVE: 50 ft.
AC: 16
ATTACKS: Bite (1d6)
SPECIAL: Twilight Vision, Scent
ATTRIBUTES: Str 11, Dex 17, Con 12, Int 1, Wis 16, Cha 6
SAVES: P
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 10+2

Oviraptors are omnivorous, bipedal dinosaurs with long fingers on their hands that they use for grasping objects, particularly eggs. They have a bird-like head with a strong but toothless beak, and a crest on their snouts that is brightly colored on the males in order to attract female mates. Oviraptors are usually between 6 to eight feet in length and weigh roughly 60 to 70lbs.

Combat: The oviraptor is usually more concerned with finding small game to eat or defending its nest to go actively pursuing trouble. As such, this creature should be treated with having the combat aggressiveness of any normal animal with such needs. When forced into combat, however, the oviraptor has very strong jaws that control the creature’s beak, giving the oviraptor a fierce, crushing bite.

Plateosaurus

NO. ENCOUNTERED: 1-68
SIZE: Huge
HD: 4 (d8)
MOVE: 40 ft.
AC: 17
ATTACKS: Slam (1d6+6)
SPECIAL: Twilight Vision, Scent
ATTRIBUTES: Str 18, Dex 16, Con 18, Int 2, Wis 13, Cha 7
SAVES: P
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 40+4

The plateosaurus is a bipedal dinosaur, standing around 20 feet tall with a small head on a long neck, and a long tail used for whipping off predators. A plant eater, this creature is usually reasonably placid but may become aggressive if provoked.

Combat: The plateosaurus is a plant eater and thus has little use for combat other than territorial reasons, protection of lair or young, or dominance during mating. As such, the plateosaurus will usually attempt to avoid such situations unless it feels threatened.

Protoceratops

NO. ENCOUNTERED: 1-16
SIZE: Medium
HD: 3 (d8)
MOVE: 30 ft.
AC: 16
ATTACKS: Bite (1d4+3)
SPECIAL: Twilight Vision, Scent
ATTRIBUTES: Str 15, Dex 10, Con 16, Int 2, Wis 13, Cha 8
SAVES: P

ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 20+3

The protoceratops resembles a medium sized version of a triceratops in many ways, only lacking the three horns. The armored crest at the top of the protoceratops’ head is very similar however, and protects this creature from attackers. The protoceratops is around 6 feet in length, and weighs a sturdy 900lbs.

Combat: Being herbivorous, the protoceratops is a bit weak combat-wise and has only its bite, intended purely for plant consumption, with which to properly defend itself.

Scutellosaurus

NO. ENCOUNTERED: 1-48
SIZE: Medium
HD: 2 (d8)
MOVE: 40 ft.
AC: 17
ATTACKS: Tail Slap (1d3)
SPECIAL: Twilight Vision, Scent
ATTRIBUTES: Str 10, Dex 16, Con 14, Int 1, Wis 15, Cha 8
SAVES: P
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 10+2

The scutellosaurus is a swift, plant-eating dinosaur that is covered with protective bony plates. Due to the fact that this creature is fairly small and weak compared to other dinosaurs, the scutellosaurus tends to avoid combative situations if possible. The scutellosaurus comes in a variety of shades and patterns, most of which tend to blend somewhat with the surroundings.

Combat: Being a herbivore that is somewhat unimpressive in size, the scutellosaurus usually prefers to avoid battles unless the males are defending their breeding territories. When provoked or threatened, these creatures use their weak tail slaps in an attempt to ward off predators.

Stegosaurus

NO. ENCOUNTERED: 1-14
SIZE: Huge
HD: 8 (d8)
MOVE: 30 ft.
AC: 18
ATTACKS: Slam +8 melee (1d6+6)
SPECIAL: Twilight Vision, Scent
ATTRIBUTES: Str 18, Dex 10, Con 22, Int 1, Wis 9, Cha 7
SAVES: P
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 250+8

The stegosaurus is a sturdy, plant eating dinosaur whose body is protected by bony plates that run down the back and tail. A heavy tail with four long spikes serves as a natural slamming weapon. This dinosaur is a quadruped that is 28 feet in length.

The stegosaurus varies in shades of color, and sometimes has colorful stripes and mottled patterns on its hide. In addition to the bony plates, another unusual feature of the stegosaurus is the small size of its head. The brain is also quite tiny, especially for a creature of such a notable size, making the stegosaurus a bit on the “stupid” side.

Combat: The stegosaurus is a plant-eating dinosaur, and as such is not aggressive unless it feels threatened.



Trachodon

NO. ENCOUNTERED: 1-36
SIZE: Large
HD: 6 (d8)
MOVE: 50 ft.
AC: 17
ATTACKS: Bite (1d8+4) or Tail slap (1d4+4)
SPECIAL: Twilight Vision, Scent
ATTRIBUTES: Str 18, Dex 16, Con 16, Int 2, Wis 14, Cha 7
SAVES: P
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 120+6

The trachodon is a plant-eating creature that is often referred to as a “duck-billed” dinosaur. These dinosaurs stand erect on two legs and are agile runners, but for the most part they are rather placid in behavior, but they can become aggressive if provoked. Though they can be found in a wide variety of warm areas, the trachodon prefer to graze upon the plants that grow along the edges of lakes.

Combat: The trachodon usually wards off predators with a bite from its wide billed mouth or a slap from its sturdy tail.

DOG (Coyote)

NO. ENCOUNTERED: 1-20
SIZE: Small
HD: 1 (d8)
MOVE: 40 ft.
AC: 15
ATTACKS: Bite (1d4)
SPECIAL: Twilight Vision
SAVES: P
INT: Animal
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 5+1

Dogs come in a wide variety of breeds, colors and sizes. Wild dogs are generally of larger, stouter, breeds. They socialize in packs numbering from 4 to 16 individuals. They can be found in any climate and any terrain. They can be aggressive if hungry and have a guarded fear of humans, humanoids or demi-humans.

Combat: Dogs and coyotes only attack what they think they can kill. They always attack in groups, with several distracting the prey while others try to pull the quarry down from behind.

FLESH HOUND

NO. ENCOUNTERED: 1-8
SIZE: Small
HD: 1 (d12)
MOVE: 50 ft.
AC: 13
ATTACKS: Bite (1d4), Tail Bite (1d4)
SPECIAL: Tail Attack, Undead
SAVES: P
INT: Animal
ALIGNMENT: Neutral Evil
TYPE: Undead
TREASURE: Nil
XP: 9+1

Created to serve as guardians, flesh hounds are disturbing creatures, skinless, reanimated hounds the heads of which have been removed and replaced by those of humanoids, the tail of which has been replaced with a sinuous, jaw-tipped orifice. The cunning exhibited by these necromantic guardians is rightly feared, and their wretched howl is said to be terrible.

Combat: Flesh hounds run down their victim's with animal-like cunning, biting with their mouth and tail, rending flesh.

Tail Attack: Because their tail is tipped with a vicious maw, flesh hounds can attack opponents in front and behind them simultaneously with no penalty.

GAUNT

SIZE: Medium
HD: 6 (d8)
MOVE: 40 feet/8 (gaseous)
AC: 17
ATTACKS: 2 claw (1d4+4) and bite (2-8)
SPECIAL: Energy Drain, iron, mistletoe or magic weapon to hit
SAVES: P
INT: Exceptional (16-17)
ALIGNMENT: Chaotic Evil
TYPE: Undead (Rare)
TREASURE: Nil
XP: 575 + 5

Gaunts are the results of necromantic experimentations upon the corpses of elves and other woodland beings. The result is similar to, but weaker than, the vampires of human stock. Like vampires, they feast on the blood of the living and shun daylight. One full turn of sunlight will irrevocably kill gaunts, and they react as vampires to the presence of holy symbols. Like their human undead cousins, they are immune to sleep, charm, hold person, paralysis, and poison. They also share the vampire's resistance to cold and electricity, taking 1/2 damage from such attacks.

The gaunt is weaker than the human vampire in several areas. They only regenerate 1 HP per round and their touch drains only 1 energy level from their victims. Their strength is only 18 as well, making them physically weaker than the vampire and is reflected in the reduced damage they can inflict. They do not have the vampire's innate charm ability, though dryads made into gaunts will still have their racial charming capability. They cannot change to a bat as vampires, but can attain gaseous form at will. They can summon creatures to their aid as the vampire, but they summon 2-12 stirges and 1-4 giant spiders instead of bats and wolves.

They do not have the vampire's vulnerability to wood, but cold iron burns their flesh and they cannot abide its touch (+1 damage with cold iron weapons). Magic weapons also do standard damage upon them. They are not repelled by garlic as the vampire, but mistletoe repels them and its touch does 1 HP of damage. If a druid touches them with either cold iron or mistletoe, the damage done is 1 HP for each level of the druid. This damage inflicted by a druid cannot be regenerated and must heal over time. Running water does not affect them, but decapitation is the same as human vampires. Sunlight will kill gaunts, as will cold iron driven through the heart.

Gaunts do not reside in coffins as do vampires, but instead turn to a gaseous form and enter the structure of a tree or other living vegetation during the daylight hours. Only burning down or cutting down the tree and dismembering

it will kill a gaunt residing within. Trees with a resident gaunt are noticeable due to their gray unhealthy appearance and twisted limbs and roots, reflecting the agony of the undead spirit within. Any female wood folk slain as a gaunt has a 5% chance of rising yet again as a banshee in 1d4 days. Any human or woodland being killed by a gaunt rises in d4 days as a half strength gaunt (with strength 16) under the control of the gaunt who slew them.

Description: The gaunt appears as an emaciated elf, dryad, satyr or other wood folk with grayish fallow skin and limp hair. Their eyes glow a foul green, and their nails are long and wickedly sharp, as are the fangs they will bear in a snarl before attacking their prey.

GOBBET

NO. ENCOUNTERED: 1-4
SIZE: Large
HD: 5d10
MOVE: 6 ft
AC: 12
ATTACKS: 1d4+1, Tentacle x 6 (+5 to hit)
SPECIAL: Suffocate
INT: 6/Insane
ALIGNMENT: Neutral (Evil)
TYPE: Undead (Unique)
TREASURE: Nil
XP: 30+3

The Gobbet is a foul creation of the Necromantic arts merged with the natural powers of druidic magic. The Liber Mortis, a evil tome of undead magics, gives the user the power of forcing flesh to leave the bones of a corpse; thereby providing a clean skeleton to cast enchantments upon. However, when nature magics are combined they allow the flesh to be made independent of the skeleton while still living. This oozing blob of flesh is the result called the Gobbet.

The Gobbet can be made from one creature, though usually the malignant practice is used to create a single entity from the flesh of several victims at once (resulting in a Large size creature). IT moves slowly, pulling its ponderous bulk like a slug towards its prey, which is any living flesh. It sees by raising its eyestalks (two eyes for each victim used in the creation of the Gobbet) like telescopes up from its bulk to navigate direction and attack. Its attacks are bloody tentacles of arteries, veins, and cartilage that can entrap opponents (4 hp of damage needed to sever a tentacle). It as no bone structure, having left its skeleton behind in the creation rite and so has no teeth but fingernails are combined into its 'maw' that can do the damage noted above (1d4+1). It can also use its maw to entrap a victim's head; suffocating them in 6 rounds (CON saves to be made after the 2nd round with a -2 cumulative penalty every succeeding round the victim is still entrapped).

Description: The Gobbet is a massive blob of flesh colored goo, amorphous and rippling in its bulk. Occasionally opening appear in its surface to allow eyeballs to rise up on their bloody optic nerves to survey its surroundings and to direct blood-spattered cords of circulatory masses to the attack. Its maw is a smooth opening at its center with rows of finger & toenails mimicking teeth which to attack its prey.

GOLEMS

Corpse Golem

NO. ENCOUNTERED: 1-4
SIZE: Large
HD: 10 (D12)
MOVE: 15 feet
AC: 22
ATTACKS: Appendage Strike (1d10)
SPECIAL: Berserk, Immune to Magic/Turning, Lumbering Gait, Detaching Limbs
SAVES: P
INT: None
ALIGNMENT: Neutral (Neutral)
TYPE: Construct
TREASURE: n/a
XP: 975+10

The creation of the foulest rites of black magic, the Corpse Golem is a disgusting tatterdemalion of body parts harvested from dozens, sometimes hundreds, of dead bodies for assimilation into the creature's nauseous flesh. This makes the creature anywhere from 7 feet tall to 20 feet tall, as the power and demented wishes of its creator is its only limit.

Combat: In battle the Corpse Golem does not inflict the usual double-fisted Slam damage of its cousins. Instead, it strikes with a limb, attempting to grasp the victim with the appendage's multitude of hands and claws. When attached, damage can continue by dint of limbs detaching from the corpse and continuing to claw and gouge its victim until death overtakes them.

Immunity to Magic/Turning: A Corpse golem is immune to all spells and spell effects, except as noted here: Spells that inflict electrical damage act as a *Slow* spell, regardless of the spell's level, for 1d12 rounds; spells that deal cold damage will heal the golem for one hit point per die of damage inflicted. The golem, being an automaton despite its undead nature, is immune to being turned by clerics and paladins.

Lumbering Gait: As a result of its undead form, the Corpse Golem always strikes last in any round.

Detaching Limbs: As a result of its composite form, the Corpse Golem can detach limbs to attack a victim individually for continuous damage. When the golem makes a successful strike against a victim, 1-8 (1D8) arms/claws detach from the monster's putrid flesh and attempt to gouge, claw and/or strangle its victim. The limbs attack as one creature, with the number of limbs on any one defender counted as the Hit Dice of the attacker. Each does 1-2 hit points of damage, and each has 1-3 hit points each. For each limb destroyed, the subsequent group attacks as a creature with the equivalently reduced Hit Dice modifier to its attack roll.

As the Corpse Golem is formed exclusively from a multitude of decaying limbs, there are always more regardless of the number used in a melee or battle.

Grave Ash Golem

NO. ENCOUNTERED: 1-4
SIZE: Large
HD: 7 (D12)
MOVE: 20 feet
AC: 24
ATTACKS: Slam (1d6)
SPECIAL: Berserk, Immune to Magic/Turning, Lumbering Gait, Choking Ash
SAVES: M
INT: None
ALIGNMENT: Neutral (Neutral)
TYPE: Construct
TREASURE: n/a
XP: 600+7

Unlike its morbid kin, the Grave Ash golem only has a semi-corporeal substance in this plane of reality. Its body is comprised of the ashes of many bodies that have been cremated as part of its construction ritual. As a result the Grave Ash Golem can only be hit by +1 or better Magical Weapons.

Once formed the golem appears as a large (7 foot+) humanoid gray figure of soot and ash, moving slowly by hovering slightly above the ground as it floats towards those unfortunate enough to be in its path. Red eyes seem to blow from within its head shape, but they float independently around the head-form and so is difficult to surprise (-4 to attempt).

Combat: The Grave Ash Golem can strike with its fists for a mere 1-6 hit points of damage, but this is not its preferred method of attack. Instead, it will inflict Choking Ash upon one victim at a time until its foes are eliminated. It will use its Slam attack only if the Choking Ash seems ineffective.

Immunity to Magic/Turning: A Grave Ash golem is immune to all spells and spell effects, except as noted here: Spells that inflict wind damage act as a *Slow* spell, regardless of the spell's level, for 1d12 rounds; spells that deal fire damage will heal the golem for one hit point per die of damage inflicted. The golem, being an automaton despite its undead nature, is immune to being turned by clerics and paladins.

Lumbering Gait: As a result of its ash cloud nature, the Grave Ash Golem always strikes last in any round.

Choking Ash: When in melee combat with an opponent, the Grave Ash Golem will strike the face of an enemy and drive its sooty appendage into its victim's nose and throat. This causes the victim to begin suffocating; taking damage as follows.

Upon a successful strike by the golem on a defender, the recipient of the attack must make a constitution Saving throw with a Challenge Level of the golem's Hit Dice + however many hit points of damage the initial attacks inflicts; 1D6 as noted above. A successful save means the character avoided having the things sooty claw forced down their throat and can act as normal. A failed saving throw means they are choking on the ash of its dead (and deadly) essence. The victim will suffer 1d4 temporary CON damage every round until they are freed of the golem's grip. When the character's Constitution attribute reaches 0, the character is dead.

Each round after the initial attack the victim may attempt a Strength saving throw to dislodge the monster. For this check, only the golem's Hit Dice is used as the Challenge Level for the save; with success meaning freedom from the asphyxiating touch of the horrible cloud and no further Constitution damage is suffered. That is, unless the character is successfully struck again by the Grave Ash Golem; at which point the above occurs again.

While the golem is attacking a victim with this attack, it will ignore others in the area until the victim is dead or the opponent frees him or herself. The Grave Ash Golem is very methodical in this attack and will move from character to character; usually attacking wizards or clerics first and then moving through the party; choosing prey depending on their power.

Ashes enter into victim's lungs and damages/gives disease

Rot Golem

NO. ENCOUNTERED: 1-4

SIZE: Large

HD: 6 (D12)

MOVE: 20 feet

AC: 20

ATTACKS: Slam (2d8),

SPECIAL: Berserk, Immune to Magic/Turning, Lumbering Gait, Grub Cascade

SAVES: P

INT: None

ALIGNMENT: Neutral (Neutral)

TYPE: Construct

TREASURE: n/a

XP: 325+6

The Rot Golem is a large (8' tall+) creature constructed from the bones of a very large animal and enchanted to adhere to a large humanoid or animal shape. The bones are connected with the hair of corpses and within its chest is place a Cave Troll's heart.

The monstrosity is complete when coated over its bone framework is a fleshy latticework of Rot Grubs to provide a wriggling carapace that is truly horrific to behold.

Combat: Like all golems the Rot Golem follows orders given to it by its master; usually to guard place of importance to the necromancer. It will follow orders literally and not move away from this dictum regardless of events.

Immunity to Magic/Turning: A Rot golem is immune to all spells and spell effects, except as noted here: Spells that inflict cold damage act as a *Slow* spell, regardless of the spell's level, for 1d12 rounds; spells that deal electrical damage will heal the golem for one hit point per die of damage inflicted. The golem, being an automaton despite its undead nature, is immune to being turned by clerics and paladins.

Lumbering Gait: As a result of its undead structure, the Rot Golem always strikes last in any round.

Grub Cascade: Whenever the Rot Golem is struck by a weapon, the attacker must avoid being sprayed by the Rot Grubs that will pour from the golem's foul parody of flesh. The attacker who succeeds in inflicting hit point damage upon the golem must make a Dexterity saving throw with the Challenge Level being the golem's Hit Dice to avoid a gruesome fate; being attacked by the Rot Grubs!

GORGIMERĀ

NO. ENCOUNTERED: 1-2

SIZE: Large

HD: 10 (d10)

MOVE: 40 ft. (8 squares), 50 ft. (fly)

AC: 17

ATTACKS: Bite (2d6+4), Bite (1d8+4), butt (1d8+4), 2 Claw (1d6+2)

SPECIAL: Breath weapon, Darkvision 60 ft., Twilight Vision, Scent

ATTRIBUTES: Str 19, Dex 13, Con 19, Int 4, Wis 13, Cha 10

SAVES: P

ALIGNMENT: Neutral

TYPE: Magical Beast

TREASURE: 1

XP:

This hideous creature has leathery dragon wings and three heads: a lion, a dragon, and a gorgon. Its hindquarters are that of a gorgon and its forequarters are that of a great lion.

A gorgimera is a chimerical creature akin to the standard chimera. It is a highly territorial predator whose hunting range often covers several square miles around its lair. The creature makes its home inside caves high atop mountains or deep inside caverns. A typical lair contains a mated pair and one or two young.

A gorgimera is a chimerical creature with the heads of a lion, dragon, and gorgon. It has the hindquarters of a gorgon and the forequarters of lion.

A gorgimera's dragon head can be that of any of the evil dragons (see below). The lion head has no mane, and the scaled gorgon head is a deep navy blue with glowing red eyes. Gorgimeras can speak Draconic, but seldom do.

Combat: A gorgimera prefers to attack from ambush. It usually attacks by biting with its lion head and dragon head, butting with its gorgon head, and slashing with its front leonine paws. In lieu of biting, the dragon head and gorgon head can loose their respective breath weapons.

Breath Weapon: A gorgimera has two breath weapons, each of which can be used independently of the other (thus it can breathe twice in a given round as a standard action).

Dragon: A gorgimera's dragon head breath weapon depends on the color of its dragon head, as summarized on the table below. Regardless of its type, a gorgimera's breath weapon is usable once every 1d4 rounds, deals 3d8 points of damage, and allows a constitution save (CL 4) for half damage. To determine a gorgimera's head color and breath weapon randomly, roll 1d10 and consult the table below.

1d10	Head Color	Breath Weapon
1-2	Black	40-foot line of acid
3-4	Blue	40-foot line of lightning
5-6	Green	20-foot cone of gas (acid)
7-8	Red	20-foot cone of fire
9-10	White	20-foot cone of cold

Gorgon: A gorgimera's gorgon head breath weapon is usable once every 1d4 rounds (no more than twice per day), turns a creature to stone permanently, and allows a constitution save (CL 4) to avoid. The breath weapon is a 30-foot cone.

GRAVE MOLD

SIZE: Small
HD: 1 hit point
MOVE: 0 feet
AC: 10
ATTACKS: see below
SPECIAL: see below
SAVES: None
INT: None
ALIGNMENT: Neutral
TYPE: Ooze
TREASURE: --
XP: --

At first glance this appears to be a sickly yellow-white mold growing on any organic surface. However, close inspection will reveal that it is eating its way into the material and converting the original organic substance to more of the mold. This will lead players to surmise that it is a foul form of fungus and will doubtlessly try various herbs to cure it.

In fact, the mold is far worse. It is an undead creature, formed by Argus from yellow mold with his residual druidic abilities and the Liber Mortis. It can be destroyed by fire (with the affected creature taking 2d4 HP of damage per 20% of the body infected. It can also be turned by a cleric or paladin as other undead, but the trick is to diagnose the problem correctly! A detect undead spell will note its origin, as will a detect evil. Cure disease will destroy it only 50% (11-20 on D20) of the time.

A creature is infected with grave mold in one of two ways. The first situation is if they are unlucky enough to be near an infected creature when the mold has fully run its course and the creature dies, for the mold emits spores as the being disintegrates. The second case is killing an infected creature directly. In the latter case (unless fire is used to kill the creature), as the creature dies, any other non-infected beings in melee must make a constitution save or become infected themselves. Those who are infected begin to lose 1 point of constitution per day until cured or dying (when constitution reaches 0). When the creature is reduced to half their constitution score they are overwhelmed by delirium and are unable to distinguish friend from foe. In such a case, they will either attack anyone near them (1-10 on D20) or flee in a random direction (11-20 on D20), screaming incoherently and dropping all hand held weapons and equipment.

After the infected creature's constitution is reduced to 0, the creature's body dissolves into a cloud of spores and the remaining bones of the skeleton.

GRIM MANTLE

NO. ENCOUNTERED: 1 (Unique)
SIZE: Medium
HD: 8 (d8)
MOVE: 40 ft.
AC: 20
ATTACKS: 2 Slams (1d6)
SPECIAL: Twilight Vision, Regeneration 4, Spell-Like Abilities, SR 10
SAVES: M, P
INT: High
ALIGNMENT: Chaotic Evil
TYPE: Fey
TREASURE: Nil
XP: 950+8

Grim Mantle stalks the lonely places of the world, a solitary figure, a being of unknowable origin, of unspeakable horror. Tall, gaunt, sinuous, limbs and fingers unnaturally long, seemingly possessed of far too many joints, Grim Mantle earned its name from its cloak, a ghoulish patchwork of stolen faces, faces sewn together with fresh sinews, faces stolen from all manner of sentients. Faces that still twist, gibber, and mouth silent screams. That Grim Mantle's face is a gaunt, smooth, and bereft of any features may explain its strange need to mystically flay the faces of others. Grim Mantle stalks its prey following some strange, unfathomable pattern, not resting until it has acquired its new cloak patch, or been banished in the process. Grim Mantle's movements are akin to the motions of a perverse marionette, utterly silent, and few hear its approach until it is much too late. Fewer still have escaped its relentless hunt, its quest to obtain 1-3 new faces for its cloak each year. While Grim Mantle has been defeated and banished in the past, such victories are partially hollow, for Grim Mantle always appears again after a year and a day, in some remote location, ready to refresh its garb.

Combat: Grim Mantle prefers victims that do not fight back, taking pains to isolate victims, attacking when they are at their weakest or most unsuspecting, even slaying poor souls in their sleep. It pulverizes and crushes opponents, always taking care to leave the face undamaged, ripping it free as the death rattle issues in their throat.

Spell-Like Abilities: Charm Person, Sleep, Spider Climb. These abilities are usable once per day, at the 8th level of ability.

MUDMAN

NO. ENCOUNTERED: 3-12
SIZE: Medium
HD: 2 (d8)
MOVE: 10 ft.
AC: 12
ATTACKS: 2 Slams (1d4+2) or mud bomb
ranged touch (see text)
SPECIAL: Alternate form, damage reduction 5/ magic, darkvision 60 ft., engulf, mindless, mud bomb, mud pool
ATTRIBUTES: Str 14, Dex 10, Con 14, Int 0, Wis 10, Cha 10
SAVES: P
ALIGNMENT: Always neutral
TYPE: Elemental
TREASURE: None
XP:



This stocky humanoid is seemingly composed of mud. It has long, thick arms and bandy legs. Its head is round and featureless.

Their natural form is that of a pool of mud about 5 feet in diameter. In this form, they cannot be discerned from normal mud. Mud pools are formed where the Elemental Plane of Earth and the Elemental Plane of Water commingle in the multiverse, and thus mudmen are born. Occasionally, a vortex opens to a region on the Material Plane where magical waters have stagnated against the land, thereby forming a mud pool. Mudmen pass through this vortex to the Material Plane. Though not evil, mudmen look with disdain on any who trespass in their mud pools.

Combat : When a living creature enters a mud pool, the mudman forms its humanoid shape (as a standard action) and attacks until the opponent is slain or leaves the mud pool. A mudman attacks by pummeling a foe with its fists or by hurling globs of mud. Mudmen are bound to the pool where they are formed or where they enter the Material Plane and cannot leave their mud pool.

A mudman's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Engulf: A mudman can hurl itself at any creature within 10 feet. If it succeeds on a ranged touch attack, the mudman engulfs the victim's head and upper body in mud that instantly solidifies and cuts off the victim's air. This attack destroys the mudman if it hits; otherwise it reverts to its natural form and must spend one full round reforming.

A character that has no air to breathe can hold her breath for 2 rounds per point of Constitution. After this period of time, the character must make a CL -5 Constitution check in order to continue holding her breath. The save must be repeated each round, with the CL increasing by +1 for each previous success.

When the character fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (0 hit points). In the following round, she drops to -1 hit points and is dying. In the third round, she suffocates.

The mud can be hit automatically and is destroyed when it takes 10 hit points of damage from a bludgeoning weapon. Each successful attack deals half its damage to the mud and the other half to the engulfed victim. The mud can be pried off by a creature that succeeds on two successful CL 5 Strength checks.

Mud Bomb: A mudman attacks by hurling globs of mud at its opponent. These globs deal no damage and have a range increment of 10 feet. A successful ranged touch attack means the mud glob hits the target and solidifies in the same round.

A creature hit by a mud glob takes a -2 penalty on attack rolls and a 4 penalty to effective Dexterity. The creature must succeed on a Dexterity save or become stuck to the ground. Even on a successful save, the creature moves at half speed. A flying creature is not stuck to the ground, but it must make a Dexterity save or be unable to fly (assuming it uses its wings to fly) and fall to the ground.

A creature stuck to the ground can break free with a successful Strength check (CL 5) or by dealing 10 points of damage to the hardened mud with a bludgeoning weapon. A creature trying to scrape mud off itself, or another creature assisting, does not need to make an attack roll; hitting the mud is automatic, after which the creature that hit makes a damage roll to see how much of the mud was scraped off. Once free, the creature can move (including flying) at half speed. A character capable of spellcasting who is bound by the mud must make a Wisdom check to cast a spell. The mud becomes brittle and fragile after 20 minutes, cracking apart and losing its effectiveness.

Each additional mud glob that hits an opponent increases the save CLs and check CLs by +1. The circumstance penalties on attack rolls and Dexterity do not increase.

Alternate Form: A mudman's natural form is that of a large puddle of mud. In this form it cannot attack, is effectively invisible until it attacks, and is immune to all attacks, except those from spells. It can assume one other shape; that of a Medium humanoid-shaped creature formed wholly of mud.

Mindless: Immune to mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects).

Mud Pool: A mudman is linked to its mud pool and cannot leave it. It can sense the presence of anything within 120 feet of it that enters its mud pool. It cannot detect creatures or objects outside its mud pool.

Vulnerabilities: Dispel magic acts as a fireball spell, dealing 1d6 points of damage per caster level (maximum 10d6) to all mudmen in a 30-foot radius (no save). Transmute mud to rock deals 1d8 points of damage per caster level (maximum 15d8) to all mudmen in the area of effect (Constitution save for half).

NECROPEDE

NO. ENCOUNTERED: 1-2

SIZE: Large

HD: 6 (d10)

MOVE: 40 ft., 15 ft. (climb)

AC: 15

ATTACKS: 3 Slam (1d8), Constrict (6d4)

SPECIAL: Constrict, Undead

SAVES: P

INT: None

ALIGNMENT: Neutral Evil

TYPE: Undead

TREASURE: Nil

XP: 330+6

A necropede is a terrible abomination, the necromantic fusion of multiple humanoid torsos, stitched in-line, the creation's many arms serving as legs, propelling the foul thing swiftly across all manner of terrain, and even up walls and cliffs! Most necropede's are constructed using six torsos, but they may be made with more or less.

Combat: In combat half of a necropede's torsos rear up, striking out with many limbs, or twisting around an opponent, binding and crushing with its many arms.

Constrict: When a necropede strikes with half or more of its slam attacks, it automatically wraps itself around the opponent. The victim must make a successful strength save to avoid a constricting hold. On the round immediately following the use of this ability, the victim suffers the effects of the constriction automatically. A new save is allowed to escape the necropede's clutches every round. A necropede constricts its victim for 6d4 points of crushing damage per round. Breaking free requires a successful strength check against challenge level 9.

OCULAR SENTINEL

NO. ENCOUNTERED: 1-4

SIZE: Small

HD: 1 (d2)

MOVE: 20 ft.

AC: 13

ATTACKS: Nil

SPECIAL: Cannot be Surprised, Darkvision 60 ft., Necromantic Bond, Undead

SAVES: P

INT: None

ALIGNMENT: Neutral

TYPE: Undead

TREASURE: Nil

XP: 9+1

Created by taking up to a dozen eyeballs, complete with stalks, and necromantically congealing them into a roughly spherical mass atop a wriggling clump of stalks, an ocular sentinel serves as guardian and spy. Seeing in all directions at once, moving about by scurrying atop its eye-stalks, it is inoffensive but ever-watchful, and its creator may choose to see what it sees.

Combat: Ocular sentinels avoid combat, and are too small, weak, and unequipped to be able to deal damage to other beings.

Cannot be Surprised: Due to their darkvision and mass of eyes pointing in every direction, ocular sentinels cannot be back attacked, sneak attacked, or otherwise surprised by opponents not somehow utterly obscured from view or invisible.

Necromantic Bond: The creator of an ocular sentinel is instantly alerted if the sentinel sees an intruder or is damaged or slain. They may also opt to concentrate for a round to see what the ocular sentinel sees as if they were standing in the same spot, providing the sentinel is within 100 ft.

PHOENIX

NO. ENCOUNTERED: 1-2

SIZE: Huge

HD: 16 (d10)

MOVE: 20 ft., 80 ft. (fly)

AC: 27

ATTACKS: 2 claws (2d6+12) and Bite (2d8+6)

SPECIAL: Darkvision 60 ft. Glorious dance, Low-light vision, Luminous, Pyre

ATTRIBUTES: Str 34, Dex 16, Con 24, Int 10, Wis 22, Cha 40

SAVES: M, P

ALIGNMENT: Always neutral

TYPE: Magical Beast

TREASURE: 9 (hoard)

XP:

The phoenix is a heron of enormous size, the prince of birds to which all other birds pay homage. Its red and purple plumage (highlighted by occasional

tongues of flame coming out from beneath the feathers) is glorious beyond compare. Its nest is composed of the finest woods. Even its dropping are precious. Its dance is the most beautiful sight that the Egyptians gods permit to exist in the world.

The phoenix is not a predator; it only fights in self-defense or when an obviously hostile intruder gets too close to its nest. Some seek the phoenix for its treasures; others seek it just so they can behold it.

The phoenix dwells in high hills, sometimes close to flaming mountains, where its dance is said by some to cause earthquakes. A phoenix’s natural lifespan is 1000 years.

Glorious Dance: A phoenix may spend a full round action dancing in place, fanning its feather flames with its wings. This dance is so beautiful that creatures with 8 Hit Dice or less that come within 30 feet of the dancing phoenix must succeed on a CL 18 Wisdom save or die, and any creature between 8–16 Hit Dice must succeed on a CL 18 Wisdom save or be affected as if by the slow spell as long as the phoenix dances. Those with more than 16 Hit Dice are immune to this effect. While it is dancing, the flames serve as a fire shield that protects from fire-based attacks (caster level 20th).

Pyre: When a phoenix dies, the flames that constantly surround it expand and intensify to consume its body. Everything within 120 feet takes 16d6 points of fire damage (Dexterity CL 10 half); neither evasion nor improved evasion help reduce this damage.

A full 24 hours after its death, a new phoenix rises from the ashes of the old. It then encases the ashes of its predecessors in a beautifully ornate golden egg of myrrh and flies away to far away lands, placing it at the altar of a god of the sun. The egg is worth a great fortune, but anyone interrupting the journey of the new phoenix becomes the victim of a curse so powerful that most mortal spellcasters aren’t capable of removing it.

Luminous: A phoenix constantly radiates a rosy dawn light in a 200-foot radius, which casts no shadows. No magical spell or force short of a god’s power can dispel the light of a phoenix.

PTERANODON

NO. ENCOUNTERED: 1-24
SIZE: Large
HD: 2 (d8)
MOVE: 20 ft.
AC: 11
ATTACKS: Bite (1d8-3)
SPECIAL: Twilight Vision
ATTRIBUTES: Str 4, Dex 15, Con 10, Int 2, Wis 13, Cha 8
SAVES: P
ALIGNMENT: Neutral
TYPE: Animal
TREASURE: Nil
XP: 10+2

The pteranodon is a flying lizard. While this creature appears to be massive in size and had a wingspan of over twenty feet, the pteranodon was actually extremely lightweight due to its hollow bones and frail structure.

Combat: Though menacing in appearance, the pteranodon is a weak creature with little combative capabilities. Though having a good -sized beak, the pteranodon is mostly toothless, and its jaws are not nearly as strong as a creature its normal size. As such, most pteranodons tend to avoid all but Tiny to Small sized targets unless starving.

SCORPION, MONSTROUS

Monstrous Scorpion, Small		Monstrous Scorpion, Medium	Monstrous Scorpion, Large
NO. ENC:	2-11	1-5	1-5
SIZE:	Small	Medium	Large
HD	1 (d8)	2 (d8)	5 (d8)
MOVE:	30 ft.	40 ft.	50 ft.
AC:	14	14	16
ATTACKS:	2 claws (1d3-1), Sting (1d3-1 plus poison)	2 claws (1d4+1), Sting (1d4 plus poison)	2 claws (1d6+4), Sting (1d6 +2 plus poison)
SPECIAL:	Constrict (1d3-1), Improved grab, Poison, Darkvision 60 ft.,	Constrict (1d4+1), Improved grab, Poison, Darkvision 60 ft.	Constrict (1d6+4), Improved grab, Poison, Darkvision 60 ft.
SAVES:	P	P	P
INT:	Animal	Animal	Animal
ALIGNMENT:	Neutral	Neutral	Neutral
TYPE:	Vermin	Vermin	Vermin
TREASURE:	Nil	Nil	Nil
XP:	7+1	15+2	120+5

Monstrous scorpions are predatory arachnids. They have eight legs, a pair of grasping claws and a curved tail with a venomous stinger. They are commonly found in caves, mountain-tops, and intertidal zones.

Combat: Monstrous scorpions are likely to attack any creature that approaches, and they usually charge when attacking prey.

Improved Grab: To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion deals max claw damage on a successful grapple check

Poison: A monstrous scorpion has a poisonous sting. The details vary by the scorpion’s size, as follows.

Size	Con	Save CL	Damage
Small	12		1d2
Medium	13		1d3
Large	14		1d4



SKIN SACK

NO. ENCOUNTERED: 1-4

SIZE: Medium

HD: 2 (d6)

MOVE: 20 ft.

AC: 14

ATTACKS: Grab (None), Constrict (1d4 + Suffocation)

SPECIAL: Constrict, Improved Grab, Undead, Yielding

SAVES: P

INT: None

ALIGNMENT: Neutral Evil

TYPE: Undead

TREASURE: Nil

XP: 30+2

Painstakingly removed intact from a humanoid corpse, the skin may be imbued with necromantic energies, animating it and thereby creating a skin sack. Moving with a fluid, sagging motion, a skin sack attacks by twisting itself around or engulfing a foe, slowly crushing and suffocating it, the victim's struggles clearly visible within.

Combat: Skin sacks attack by grabbing and engulfing their opponents, crushing and suffocating them within their folds.

Improved Grab: An opponent struck by a skin sack must make a successful strength save to avoid being engulfed. An engulfed target cannot move, but may attempt to break free of the skin sack's embrace, or attack the skin sack itself. After being engulfed, the victim begins suffering the effects of the skin sack's constrict ability. On each subsequent round, after taking damage from constriction, a victim is allowed to make a strength save to try to break free.

Constrict: Any victim engulfed by a skin sack automatically takes damage on subsequent rounds, and begins to suffocate. A skin sack constricts its victim for 1d4 points of crushing damage per round. If the skin sack is not slain, or the opponent otherwise released within three rounds, the victim is unable to breathe and blacks out. Three rounds after losing consciousness, the victim will die. There is no saving throw. Attacks that hit an engulfing skin sack deal half damage to the monster and half to the trapped victim.

Yielding: Because of their malleable, yielding nature, any blunt weapons do half damage, while slashing and piercing weapons do normal damage.

SQUIRREL, GIANT

NO. ENCOUNTERED: 1-10

SIZE: Small

Hit Dice: 1 (d4)

MOVE: 60 ft., 60 ft. (climb)

AC: 15

ATTACKS: Bite (1d2)

SPECIAL: Twilight vision, Scent

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Animal

TREASURE: Nil

XP: 1+1

Giant squirrels are a type of rodent that are found in temperate woods. They are usually brown in color with a bushy tail. Giant squirrels eat a wide variety of plant food, including nuts, seeds, conifer cones, fruits, fungi and green vegetation.

Combat: Giant squirrels are skittish and tend to avoid other species. They will attack if cornered, or if their young are threatened.

TARRASQUE

NO. ENCOUNTERED: 1

SIZE: Colossal

Hit Dice: 48 (d10)

MOVE: 20 ft.

AC: 35

ATTACKS: Bite (4d8+17/18-20/×3) and 2 horns (1d10+8) and 2 claws (1d12+8) and tail slap (3d8+8)

SPECIAL: Augmented Critical, Carapace, Frightful Presence, Immunity to fire, poison, disease, energy drain, and ability damage, Improved Grab, Regeneration, Rush, Scent, SR 19, Swallow whole

ATTRIBUTES: Str 45, Dex 16, Con 35, Int 3, Wis 14, Cha 14

SAVES: M, P

ALIGNMENT: Always neutral

TYPE: Magical Beast

TREASURE: None

XP:

The legendary tarrasque is among the world's most destructive monsters. Thankfully, it spends most of its time in a deep torpor in an unknown cavern in a remote corner of the world—yet when it awakens, kingdoms die.

Although far from intelligent, the tarrasque is smart enough to understand a few words in common (though it cannot speak). Likewise, it isn't mindless in its rampages, but instead focuses on targets that threaten it, and is difficult to distract with trickery.

The tarrasque is 70 feet long and 50 feet tall, and it weighs about 130 tons.

Combat : The tarrasque attacks with its claws, teeth, horns, and tail.

Augmented Critical: The tarrasque's bite threatens a critical hit on a natural attack roll of 18-20, dealing triple damage on a successful critical hit.

Frightful Presence: The tarrasque can inspire terror by charging or attacking. Affected creatures must succeed on a CL 19 Wisdom save or become shaken, remaining in that condition as long as they remain within 60 feet of the tarrasque.

Improved Grab: To use this ability, the tarrasque must hit a Huge or smaller opponent with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Rush: Once per minute, the normally slow-moving tarrasque can move at a speed of 150 feet.

Swallow Whole: The tarrasque can try to swallow a grabbed opponent of Huge or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+8 points of crushing damage plus 2d8+6 points of acid damage per round from the tarrasque's digestive juices. A swallowed creature can cut its way out by dealing 50 points of damage to the tarrasque's digestive tract (AC 25). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The tarrasque's gullet can hold 2 Huge, 8 Large, 32 Medium, 128 Small, or 512 Tiny or smaller creatures.

Carapace: The tarrasque's armor-like carapace is exceptionally tough and highly reflective, deflecting all rays, lines, cones, and even magic missile spells. There is a 30% chance of reflecting any such effect back at the caster; otherwise, it is merely negated. Check for reflection before rolling to overcome the creature's spell resistance.

Regeneration: No form of attack deals lethal damage to the tarrasque. The tarrasque regenerates even if it fails a saving throw against a disintegrate spell or a death effect. If the tarrasque fails its save against a spell or effect that would kill it instantly (such as those mentioned above), the spell or effect instead deals nonlethal damage equal to the creature's full normal hit points +10 (or 868 hp). The tarrasque is immune to effects that produce incurable or bleeding wounds, such as mummy rot, a sword with the wounding special ability, or a clay golem's cursed wound ability.

The tarrasque can be slain only by raising its nonlethal damage total to its full normal hit points +10 (or 868 hit points) and using a wish or miracle spell to keep it dead.

If the tarrasque loses a limb or body part, the lost portion regrows in 1d6 minutes (the detached piece dies and decays normally). The creature can reattach the severed member instantly by holding it to the stump.

TUMBLESPARK

NO. ENCOUNTERED: 1-6

SIZE: Large

HD: 5 (d8)

MOVE: 30 ft.

AC: 18

ATTACKS: Slam (1d6) or Trample (1d6 plus 1d6 electricity)

SPECIAL: Darkvision 60 ft., Arc, Immunity to Electricity (full), Insubstantial Form

ATTRIBUTES: Str 15, Dex 16, Con 14, Int 2, Wis 11, Cha 6

SAVES: P

ALIGNMENT: Neutral

TYPE: Elemental, Extraplanar

TREASURE: Nil

XP: 200+5

This weird creature looks like a giant tumbleweed whose form crackles and sparks with electricity.

Riding the strong winds and electrical storms of the Quasi-Plane of Lightning, tumblesparks seek constantly to unleash their pent up electric energy. As they spin and move they continually generate huge amounts of electricity. Magnetism draws them towards living creatures until the spark is fully discharged. Unfortunately for planar travelers unlucky enough to encounter a bramble of these creatures, this energy never seems to fully dissipate.

Tumblesparks are sometimes summoned to the Material Plane by spellcasters to safeguard some precious item or location, but more often than not any encounter with a tumblespark on a material plane is the result of the creature rolling or crashing through a portal. On a material plane, a tumblespark is likely to be encountered in areas of great electrical activity.

A tumblespark appears as a man-sized sphere of electricity, rolling and sliding across the ground. Its form crackles and dances with bluish-white electricity. A tumblespark can grow to a diameter of 10 ft. or more.

Combat: Individual tumblesparks are drawn to positively charged beings such as those wearing large amounts of metal armor. They slam into them discharging blast after blast of electrical energy until the positively charged victim loses its own charge usually as a result of the victim's demise. Against smaller foes, a tumblespark simply rolls over them, dealing crushing and electricity damage.

Arc: Once per round, a tumblespark can release a jolt of electricity against a single opponent within 10 ft. that deals 4d6 points of electricity damage. A successful constitution save (CL -1) reduces the damage by half.

Electricity: A tumblespark's form is entirely made up of electricity. Any melee attack deals electricity damage.

Insubstantial Form: A tumblespark's natural form is a ball of dancing and arcing electricity; it is not solid, nor is it incorporeal. Any piercing or slashing attack has a -4 against a tumblespark. Bludgeoning attacks deal damage normally.

Trample: Strength check (CL -1) for half damage.

TYRANT

NO. ENCOUNTERED: 1

SIZE: Medium

HD: 12 (d10)

MOVE: 40 ft. (fly)

AC: 18

ATTACKS: 1d4 Bites (1d6)

SPECIAL: Spells, Darkvision 60 ft., SR 16, Multi-Cast

SAVES: M, P

INT: Genius

ALIGNMENT: Neutral Evil

TYPE: Aberration

TREASURE: 10

XP: 3840+12

A strange product of sorcerous experimentation, a Tyrant is a floating sphere some 3-ft. in diameter, its flesh thick, gnarled, run-through with pulsating veins, the front of the sphere set with a multitude of maws, each replete with twisted fangs. Spaced randomly about its surface, up to a dozen tentacles twist obscenely, each tipped with a dexterous, tentacular hand. Intelligent, and malevolent, a Tyrant observes the world through many cruel eyes set around its mouths, but its greatest power comes from its command of the arcane arts, for Tyrants are able to learn and cast spells. Possessed as it is of multiple limbs and mouths, a Tyrant can cast multiple spells simultaneously, making it a severe threat to any beings it encounters. As they grow in age and power, Tyrants are said to develop more mouths and tentacles, enabling them to cast ever more spells at the same time.

Tyrants are selfish, cruel, and self-serving, but are also not above cooperating with others when it furthers their interests. As a result, many are often found in the company of evil allies, or directing henchmen and underlings. They only seem unwilling to bear the company of others of their kind.

These details reflect the abilities of a typical Tyrant with six limbs; older, more powerful Tyrants may possess up to twelve limbs and commensurately greater abilities.

Combat: Although Tyrants can lunge and bite with several maws at the same time, they generally eschew physical combat as unbecoming, engaging in it only reluctantly, much preferring to strike with spells and magical items from a safe vantage point or distance, making good tactical use of their ability to fly and hover to avoid most harm.

Multi-Cast: By virtue of their alien physiology, the typical Tyrant can cast up to 3 spells simultaneously (1 spell per pair of limbs), if desired, using spell slots normally. Tyrants may also use their multiple limbs to wield several magical items at the same time, instead of casting spells, if they possess such devices. Unfortunately, their limbs are too weak to make effective physical attacks, however.

Special: Tyrants are considered 12th level wizards and have all the abilities of that class.

VENOUS SKITTERLING

NO. ENCOUNTERED: 1-2

SIZE: Medium

HD: 2 (d8)

MOVE: 30 ft.

AC: 15

ATTACKS: 1d6 Slashes (1d4)

SPECIAL: Blood Drain, Undead

SAVES: P

INT: None

ALIGNMENT: Neutral Evil

TYPE: Undead

TREASURE: Nil

XP: 28+2

The necromantically-animated heart and veins of a humanoid, a venous skitterling is a terrible, alien thing, a pulsing heart set at the center of a mass of writhing, sharp-tipped veins. It skitters forth obscenely on many of these veins, while using others to slash and pierce foes, draining them of their vital fluids like a ghastly pump.

Combat: A venous skitterling slashes and stabs with numerous sharp veins each round, making 1d6 attacks, each inflicting 1d4 damage. Veins that pierce flesh effectively begin to drain the victim of blood.

Blood Drain: Any attack that inflicts the full 4 points of damage attaches to the victim and begins to drain its blood, automatically causing 1 point of damage per round. Multiple strikes of this nature can drain blood from the same victim. Pulling out the vein requires a strength save, which may be made each round. Alternatively, the vein may be severed by a slashing attack (AC 10, 4 damage to sever; this damage is not subtracted from the skitterling's HPs).

WUGGS

SIZE: Small to Medium
HD: 2 (d8)
MOVE: 20 feet, 40 feet (swim)
AC: 14
ATTACKS: 2 claw (1-2), bite (1-6) or weapon (by weapon)
SPECIAL: None
SAVES: P
INT: Low (6-8)
ALIGNMENT: Chaotic Evil
TYPE: Monstrous Humanoid
TREASURE: 2
XP: 10 +1

No one knows the origins of the strange race that calls themselves wuggs or skum as they are sometimes called by men. These strange bipedal amphibians usually prey in packs, hunting to gather food and booty for their tribe. Wuggs have twilight vision as do halflings, and see equally well underwater as they do on the land. This enhanced vision also gives them a +1 when reacting or preparing a surprise attack or ambush.

Wuggs can breathe underwater, and when submerged and fighting an opponent underwater, wuggs gain 2 additional claw attacks due to their hind feet, which they can kick and tear at victims with frightful rapidity.

Wuggs wear no clothing, but have snakeskin belts that they use to carry simple flint and wooden weapons and tools. They speak their own language, but a few of the smarter ones have learned a smattering of common, usually employed to interrogate prisoners before they are devoured.

Description: Wuggs are a bipedal frog-like race with a thick mottled greenish-brown hide (which accounts for their high AC) and yellow bulbous eyes. Their wide frog-like mouths contain a sticky tongue that is 3 feet long and the jaws are lined with small pointed teeth, ideal for tearing flesh. In height, they range from about 3 feet to almost 7 feet, with the latter usually holding positions of authority in their primitive tribal society.

YELLOW MOLD

NO. ENCOUNTERED: 1 patch
SIZE: Variable
HD: Nil
MOVE: 0 ft.
AC: 10
ATTACKS: surface infection (1d8)
SPECIAL: Poison Spores
SAVES: None
INT: Nil/Special
ALIGNMENT: Neutral
TYPE: Plant
TREASURE: Nil
XP: 120+6

Thriving in deep underground places or in dark twilight woods, the Yellow Mold is a fungus that grows upon and consumes all living things. Yellow or orange-gold in appearance, the mold is generally inoffensive unless touched or otherwise disturbed. If touched with bare skin, the victim will find the mold's enzymes reacting with its flesh, converting it to more yellow mold (causing 1-8 hit points of damage).

If struck with a large object or if a creature falls within it, the mold has a 20% chance of releasing spores, with + 5% added to the chance for every hit point of damage inflicted upon the colony. In such cases, the mold will release a cloud of its golden spores in a 10 foot radius. Any creatures caught within the cloud must make a saving throw versus Constitution (Challenge Level 5) or die as the mold's spores graft themselves within the creature's lungs and begin to replicate. Such victims will quickly have their flesh and bone consumed by the mold within 1 day unless a Cure Disease is cast upon the body prior to resurrection or raise dead.

Combat: Yellow mold is immobile, and will only attack those who molest it as noted above. Physical blows only cause the release of more spores! Bright sunlight (or a Continual Light spell) forces the mold to become dormant for 2d12 minutes, but the mold will eventually overcome the spell and bury it underneath its bulk. The mold is only damaged by fire-based attacks, which will quickly immolate the fungal patch spores and all.

There have been rare cases of massive colonies of yellow mold actually developing a primitive intellect, and the ability to strike down interlopers with both selective release of spore clouds; without being struck first. Certain huge and rare colonies have the ability (15% chance) to inflict a Psionic Blast against their opponents.

Psionic Blast: Any single creature with an Intelligence score (for creatures not rated for Intelligence, anything with Intelligence Prime) within 60 ft. can be subjected to this attack. The yellow mold colony unleashes a telepathic wave of random thoughts and concepts, totally alien to anything the victim understands, causing the victim's brain to attempt to rationalize, and grasp what it has experienced. If the creature fails its save versus Intelligence, it falls into a catatonic state, effectively paralyzed and unable to think. This ability can be negated by use of a *heal* or a *wish* spell. A yellow mold colony can use this attack twice per day.

MONSTER ATTRIBUTES						
MONSTER	STR	DEX	CON	INT	WIS	CHA
Aboleth	26	12	20	15	17	17
Achaierai	19	13	14	11	14	16
Allip	0	12	0	11	11	18
Ant, Giant (Worker)	10	10	10	0	11	9
Ant, Giant (Soldier)	14	10	13	0	13	11
Ant, Giant (Queen)	16	9	13	0	13	11
Ankheg	21	10	17	1	13	6
Ape, Great	21	15	14	2	12	7
Arrowhawk (Small)	12	21	12	10	13	13
Arrowhawk (Medium)	14	21	12	10	13	13
Arrowhawk (Large)	22	21	16	10	13	13
Assassin Vine	20	10	16	0	13	9
Baboon	15	14	12	2	12	4
Banshee						
Barghest (HD 1-5)	17	15	13	14	14	14
Barghest (HD 6-9)	20	15	16	18	18	18
Basilisk	15	8	15	2	12	11
Bear, Black	19	13	15	2	12	6
Bear, Brown	27	13	19	2	12	6
Bear, Cave	25	13	21	2	12	10
Behir	26	13	21	7	14	12
Belker	14	21	13	6	11	11
Bird of Prey						
Blink Dog	10	17	10	10	13	11
Board, Wild	15	10	17	2	13	4
Bodak	13	5	0	6	12	12
Bugbear	15	12	13	10	10	9
Bulette	27	15	20	2	13	6
Cat	3	15	10	2	12	7
Centaur	18	14	15	8	13	11
Chimera	19	13	17	4	13	10
Cloaker	21	16	17	14	15	15
Cockatrice	6	17	11	2	13	9
Couatl	18	16	14	17	19	17
Crocodile	19	12	17	1	12	2
Darkmantle	16	10	13	2	10	10
Demon, Quasit	8	17	10	10	12	10
Devil, Imp	10	17	10	10	12	14
Devourer	28	10	0	16	16	17
Dinosaur, Triceratops	30	9	25	1	12	7

Dinosaur, Tyrannosaurus	28	12	21	2	15	10
Dog, Coyote						
Doppleganger	12	13	13	13	14	13
Dragon, Black (Age 1)	11	10	13	8	11	8
Dragon, Black (Age 2)	13	10	13	8	11	8
Dragon, Black (Age 3)	15	10	15	10	11	10
Dragon, Black (Age 4-6)	19	10	17	12	13	12
Dragon, Black (Age 7-9)	29	10	21	14	15	14
Dragon, Black (Age 10)	33	10	23	16	17	16
Dragon, Black (Age 11)	35	10	25	18	19	18
Dragon, Black (Age 12)	37	10	27	20	21	20
Dragon, Blue (Age 1)	13	10	13	10	11	10
Dragon, Blue (Age 2)	15	10	15	10	11	10
Dragon, Blue (Age 3)	17	10	15	12	13	12
Dragon, Blue (Age 4-6)	23	10	19	14	15	14
Dragon, Blue (Age 7-9)	31	10	23	18	19	18
Dragon, Blue (Age 10)	35	10	25	20	21	20
Dragon, Blue (Age 11)	37	10	27	20	21	20
Dragon, Blue (Age 12)	29	10	27	22	23	22
Dragon, Green (Age 1)	13	10	13	10	11	10
Dragon, Green (Age 2)	15	10	15	10	11	10
Dragon, Green (Age 3)	17	10	15	12	13	12
Dragon, Green (Age 4-6)	23	10	19	14	15	14
Dragon, Green (Age 7-9)	31	10	23	18	19	18
Dragon, Green (Age 10)	35	10	25	20	21	20
Dragon, Green (Age 11)	37	10	27	20	21	20
Dragon, Green (Age 12)	39	10	27	22	23	22
Dragon, Red (Age 1)	17	10	15	10	11	10
Dragon, Red (Age 2)	21	10	17	12	13	12
Dragon, Red (Age 3)	25	10	17	12	13	12
Dragon, Red (Age 4-6)	31	10	21	14	15	14
Dragon, Red (Age 7-9)	35	10	25	20	21	20
Dragon, Red (Age 10)	39	10	29	24	25	24
Dragon, Red (Age 11)	41	10	31	24	25	24
Dragon, Red (Age 12)	45	10	31	26	27	26
Dragon, White (Age 1)	11	10	13	6	11	6
Dragon, White (Age 2)	13	10	13	6	11	6
Dragon, White (Age 3)	15	10	15	6	11	6
Dragon, White (Age 4-6)	19	10	17	8	11	10
Dragon, White (Age 7-9)	29	10	21	12	13	12
Dragon, White (Age 10)	33	10	23	14	15	14
Dragon, White (Age 11)	35	10	25	14	15	16
Dragon, White (Age 12)	37	10	27	18	19	18
Dragon, Brass (Age 1)	11	10	13	10	11	10
Dragon, Brass (Age 2)	13	10	13	10	11	10
Dragon, Brass (Age 3)	15	10	15	12	13	12
Dragon, Brass (Age 4-6)	19	10	17	14	15	14
Dragon, Brass (Age 7-9)	29	10	21	16	17	16
Dragon, Brass (Age 10)	33	10	23	18	19	18
Dragon, Brass (Age 11)	35	10	25	20	21	20
Dragon, Brass (Age 12)	37	10	27	20	21	20
Dragon, Bronze (Age 1)	13	10	13	14	15	14

Dragon, Bronze (Age 2)	15	10	15	14	15	14
Dragon, Bronze (Age 3)	17	10	15	16	17	16
Dragon, Bronze (Age 4-6)	23	10	19	18	19	18
Dragon, Bronze (Age 7-9)	31	10	23	22	23	22
Dragon, Bronze (Age 10)	35	10	25	24	25	24
Dragon, Bronze (Age 11)	37	10	27	26	27	26
Dragon, Bronze (Age 12)	39	10	27	26	27	26
Dragon, Copper (Age 1)	11	10	13	12	13	12
Dragon, Copper (Age 2)	13	10	13	12	13	12
Dragon, Copper (Age 3)	15	10	15	14	15	14
Dragon, Copper (Age 4-6)	19	10	17	16	17	16
Dragon, Copper (Age 7-9)	29	10	21	18	19	18
Dragon, Copper (Age 10)	33	10	23	20	21	20
Dragon, Copper (Age 11)	35	10	25	22	23	22
Dragon, Copper (Age 12)	37	10	27	22	23	22
Dragon, Gold (Age 1)	17	10	15	14	15	14
Dragon, Gold (Age 2)	21	10	17	16	17	16
Dragon, Gold (Age 3)	25	10	17	16	17	16
Dragon, Gold (Age 4-6)	31	10	21	18	19	18
Dragon, Gold (Age 7-9)	39	10	25	24	25	24
Dragon, Gold (Age 10)	43	10	29	28	29	28
Dragon, Gold (Age 11)	45	10	31	30	31	30
Dragon, Gold (Age 12)	47	10	33	32	33	32
Dragon, Silver (Age 1)	13	10	13	14	15	14
Dragon, Silver (Age 2)	15	10	15	14	15	14
Dragon, Silver (Age 3)	17	10	15	16	17	16
Dragon, Silver (Age 4-6)	23	10	19	18	19	18
Dragon, Silver (Age 7-9)	31	10	23	22	23	22
Dragon, Silver (Age 10)	35	10	25	26	27	26
Dragon, Silver (Age 11)	39	10	29	28	29	28
Dragon, Silver (Age 12)	43	10	31	30	31	30
Dragonne	19	15	17	6	12	12
Drider	15	15	16	15	16	16
Dryad	10	19	11	14	15	18
Dwarf	13	11	4	10	9	6
Eagle, Giant	18	17	12	10	14	10
Elemental, Air (HD 1-6)	10	17	10	4	11	11
Elemental, Air (HD 7-15)	12	21	14	4	11	11
Elemental, Air (HD 16+)	14	25	16	6	11	11
Elemental, Earth (HD 1-6)	17	8	13	4	11	11
Elemental, Earth (HD 7-15)	21	8	17	4	11	11
Elemental, Earth (HD 16+)	25	8	19	6	11	11
Elemental, Fire (HD 1-6)	29	8	21	6	11	11
Elemental, Fire (HD 7-15)	31	8	21	8	11	11
Elemental, Fire (HD 16+)	33	8	21	10	11	11

Elemental, Water (HD 1-6)	10	13	10	4	11	11
Elemental, Water (HD 7-15)	12	17	14	4	11	11
Elemental, Water (HD 16+)	14	21	16	6	11	11
Elephant	30	10	21	2	13	7
Elf	13	13	10	10	9	8
Elf, Drow	13	13	10	12	9	10
Elf, Gray						
Elf, Half						
Elf, Wild						
Elf, Wood						
Ettercap	14	17	13	6	15	8
Ettin	23	8	15	6	10	11
Fleshcrawler						
Frog, Giant	15	13	16	1	8	6
Frost Worm	26	10	20	2	11	11
Fungus, Violet	14	8	16	0	11	9
Gargoyle	15	14	18	6	11	7
Genie, Djinni	18	19	14	14	15	15
Genie, Efreeti	23	17	14	12	15	15
Ghast	17	17	0	13	14	16
Ghost						
Ghoul	13	15	0	13	14	12
Giant, Cloud	35	13	23	12	16	13
Giant, Fire	31	9	21	10	14	11
Giant, Frost	29	9	21	10	14	11
Giant, Hill	25	8	19	6	10	7
Giant, Stone	27	15	19	10	12	11
Giant, Storm	39	14	23	16	20	15
Gibbering Mouther	10	13	22	4	13	13
Gnoll	15	10	13	8	11	8
Gnome	11	11	14	10	9	8
Goblin	11	13	12	10	9	6
Golem, Clay	25	9	0	0	11	1
Golem, Flesh	21	9	0	0	11	1
Golem, Iron	33	9	0	0	11	1
Golem, Stone	29	9	0	0	11	1
Gorgon	21	10	21	2	12	9
Griffon	18	15	16	5	13	8
Hag, Annis	25	12	14	13	13	10
Hag, Green	19	12	12	13	13	14
Hag, Night	19	12	18	11	15	12
Halfling	11	13	12	10	9	8
Halfling, Tallfellow						
Harpy	10	15	10	7	12	17
Hellhound	13	13	13	6	10	6
Herd Animal						
Hippogriff	18	15	16	2	13	8
Hobgoblin	13	13	14	10	9	8
Humunculus	8	15	0	10	12	7
Horse, Heavy War	18	13	17	2	13	6
Horse, Light War	16	13	17	2	13	6
Horse, Riding	14	13	15	2	12	6
Human						
Hydra (5-6 HD)	17	12	20	2	10	9
Hydra (7-8 HD)	19	12	20	2	10	9
Hydra (9-10 HD)	21	12	20	2	10	9
Hydra (11-12 HD)	23	12	20	2	10	9
Invisible Stalker	18	19	14	14	15	11
Jackal						
Jaculus						
Kobold	9	13	10	10	9	8
Kraken	34	10	29	21	20	20
Lamia	18	15	12	13	15	12
Lammasu	23	12	17	16	17	14
Lich						
Lion	21	17	15	2	12	6
Lizard, Giant						
Lizardfolk	13	10	13	9	10	10
Locathah	10	12	10	13	13	11
Lycanthrope (Human)	13	11	12	10	11	8
Lycanthrope, Werewolf	29	13	20	10	11	8
Lycanthrope, Werebear	17	11	18	10	11	8

Wereboar						
Lycanthrope, Wererat	13	17	14	10	11	8
Lycanthrope, Weretiger	25	15	16	10	11	8
Lycanthrope, Werewolf	15	15	16	10	11	7
Lynx, Giant						
Manticore	20	15	19	7	12	9
Medusa	10	15	12	12	13	15
Merfolk	13	13	14	10	9	10
Mimic	19	12	17	10	13	10
Minotaur	19	10	15	7	10	8
Mummy	24	10	0	6	14	15
Naga, Dark	14	15	14	16	15	17
Naga, Ghost						
Naga, Guardian	21	14	19	16	19	18
Naga, Spirit	18	13	18	12	17	17
Naga, Water	16	13	18	10	17	15
Nightmare	18	15	16	13	13	12
Nymph	10	17	12	16	17	19
Ogre	21	8	15	6	10	17
Ogre Mage	21	10	17	14	14	17
Ooze, Black Pudding	17	1	22	0	1	1
Ooze, Gelatinous Cube	10	1	26	0	1	1
Ooze, Gray	12	1	21	0	1	1
Ooze, Green Slime						
Ooze, Ochre Jelly	15	1	22	0	1	1
Orc	17	11	12	8	7	6
Otyugh	11	10	13	5	12	6
Owlbear	21	12	21	2	12	10
Pegasus	18	15	16	10	13	13
Phase Spider	17	17	16	7	13	10
Pony	13	13	12	2	11	4
Pony, War	15	13	14	2	11	4
Prysmal Eye						
Pseudodragon	6	15	13	10	12	10
Purple Worm	35	6	25	1	8	8
Rakshasa	12	14	16	13	13	17
Rat, Giant	10	17	12	1	12	4
Raven	1	15	10	2	14	6
Remorhaz	26	13	21	5	12	10
Roc	34	15	24	2	13	11
Roper	19	13	17	12	16	12
Rust Monster	10	17	23	2	13	8
Sahuagin	14	13	12	14	13	9
Salamander	14	13	14	14	15	13
Satyr	10	13	12	12	13	13
Screecher						
Shadow	0	14	0	6	12	13
Shadow Mastiff	17	13	17	4	12	13
Shambling Mound	21	10	17	7	10	9
Shark	13	15	13	1	12	2
Shark, Magalodon						
Skeleton	13	13	0	0	10	1
Snake, Constrictor	17	17	12	1	12	2
Snake, Giant Venomous						
Spectre	0	16	0	14	14	15
Sphinx, Androsphinx	25	10	19	16	17	17
Sphinx, Criosphinx	23	10	17	10	11	11
Sphinx, Gynosphinx	19	12	13	18	19	19
Sphinx, Hieracosphinx	21	14	15	6	15	10
Spider						
Sprite, Grig	5	18	13	10	13	14
Sprite, Nixie	7	16	11	12	13	18
Sprite, Pixie	7	18	11	16	15	16
Stirge	3	19	10	1	12	6
Tavis Wyrm						
Tick, Giant						
Tiger	23	15	17	2	12	6
Titan	43	12	39	21	28	24
Toad, Giant						
Treant	29	8	21	12	16	12
Troglodyte	10	9	14	8	10	10
Troll	23	14	23	6	9	6

Unicorn	20	17	21	10	21	24
Vampire						
Wight	12	12	0	11	13	15
Will-o'-Wisp	1	29	10	15	16	12
Wolf	13	15	15	2	12	6
Wolf, Winter	18	13	16	9	13	10
Wolf, Worg	17	15	15	6	14	10
Wraith	0	16	0	14	14	15
Wyvern	19	12	15	6	12	9
Xorn	17	10	15	10	11	10
Yrthak	20	14	17	7	13	11
Zombie	12	8	0	0	10	1

TREASURE

RANDOM MAGIC ITEM CREATION

This section allows a GM to create magic items by the combination of a Prefix, an Item, and a Suffix. Game Masters roll 1d100 on each table, and combine the results to create unique magic items for their campaigns. Three tables, with 100 options on each table, yielding one million possible results.

PREFIXES

d%	PREFIX	EFFECT
1	Azure	Item gives bearer +2 bonus to Wisdom Save
2	Bloodstone	Item gives bearer +2 bonus to Strength Save
3	Crimson	Item gives bearer +2 bonus to Constitution Save
4	Garnet	Item gives bearer +2 bonus to Charisma Save
5	Gold	Item gives bearer +2 bonus to Dexterity Save
6	Topaz	Item gives bearer +2 bonus to Intelligence Save
7	Diamond	Item gives bearer +2 bonus to All Saves
8	Sturdy	Item gives bearer +1 bonus to AC
9	Strong	Item gives bearer +2 bonus to AC
10	Valiant	Item gives bearer +3 bonus to AC
11	Glorious	Item gives bearer +4 bonus to AC
12	Awesome	Item gives bearer +5 bonus to AC
13	(Name of Character's Classes)	Item gives +1 per Character Level bonus to Class Skills
14	Rusted	Item gives bearer -2 penalty to AC
15	Vulnerable	Item gives bearer -3 penalty to AC
16	Weak	Item gives bearer -2 penalty to All Saves
17	Quick	Item gives bearer +2 bonus to Initiative
18	Glowing	Item glows, shedding light in a 30' Radius
19	Oracular	Item gives bearer constant ability to detect Invisible to 60' range
20	Unseen	Bearer is invisible any round he or she does not attack or cast
21	Mighty	Item gives bearer +1 bonus to Strength
22	Brilliant	Item gives bearer +1 bonus to Intelligence
23	Vibrant	Item gives bearer +1 bonus to Wisdom
24	Swift	Item gives bearer +1 bonus to Dexterity
25	Tough	Item gives bearer +1 bonus to Constitution
26	Charismatic	Item gives bearer +1 bonus to Charisma
27	Bronze	Item gives bearer +1 bonus to hit and damage (on attacks made with item if weapon, or on all attacks if item is not weapon).
28	Steel	Item gives bearer +2 bonus to hit and damage (on attacks made with item if weapon, or on all attacks if item is not weapon).
29	Silver	Item gives bearer +3 bonus to hit and damage (on attacks made with item if weapon, or on all attacks if item is not weapon).
30	Mithril	Item gives bearer +4 bonus to hit and damage (on attacks made with item if weapon, or on all attacks if item is not weapon).
31	Adamant	Item gives bearer +5 bonus to hit and damage (on attacks made with item if weapon, or on all attacks if item is not weapon).
32	Deadly	Double damage on rolls of 16+ (on attacks made with item if weapon, or on all attacks if item is not weapon).
33	Merciless	Double damage on rolls of 12+ (on attacks made with item if weapon, or on all attacks if item is not weapon).
34	Pearl	Item grants +1 1st level spell per day (if bearer is a spellcaster)
35	Beryl	Item grants +1 1st and 2nd level spell per day (if bearer is a spellcaster)
36	Lapis	Item grants +1 1st-3rd level spell per day (if bearer is a spellcaster)
37	Ivory	Item grants +1 1st-4th level spell per day (if bearer is a spellcaster)
38	Jade	Item grants +1 1st-5th level spell per day (if bearer is a spellcaster)
39	Crystal	Item grants +1 1st-6th level spell per day (if bearer is a spellcaster)
40	Ebony	Item grants +1 1st-7th level spell per day (if bearer is a spellcaster)
41	Emerald	Item grants +1 1st-8th level spell per day (if bearer is a spellcaster)
42	Ruby	Item grants +1 1st-9th level spell per day (if bearer is a spellcaster)
43	Warrior's	Item gives bearer +2 bonus to Strength
44	Wizard's	Item gives bearer +2 bonus to Intelligence
45	Sage's	Item gives bearer +2 bonus to Wisdom
46	Rogue's	Item gives Bearer +2 Bonus to Dexterity
47	Champion's	Item Gives Bearer +2 Bonus to Constitution
48	King's	Item Gives Bearer +2 Bonus to Charisma
49	Blinding	Item flashes with a brilliant light up to twice per day upon command of the Bearer. Anyone within 20 feet except the wielder must make a Dexterity save (CL -1) or be blinded for 1d4 rounds.
50	Hidden	Item gives Bearer +5 bonus to Hide checks
51	Shadowed	Item gives bearer +10 Bonus to Hide Checks
52	Sorcerer's	Item Bestows Spell Resistance of 2
53	Warlock's	Item Bestows Spell Resistance of 4
54	Mage's	Item Bestows Spell Resistance of 6
55	Arch Mage's	Item Bestows Spell Resistance of 8
56	Quiet	Item gives bearer +5 Bonus to Move Silently Checks
57	Silent	Item Gives Bearer +10 bonus to Move Silently Checks
58	Commanding	Item bestows a dignified and commanding aura upon its owner. The bearer gains a +2 bonus on all Charisma checks, including turning checks and Charisma-based skill checks.
59	Winged	Item allows the wearer to use fly on command (as the spell) once per day.
60	Obliterating	Once every two days, on command, The Item can disintegrate an object that it touches, as the spell but

		requiring a melee touch attack.
61	Lucky	Bearer gains the power of good fortune, usable once per day. This extraordinary ability allows its possessor to reroll one roll that she just made. She must take the result of the reroll, even if it's worse than the original roll.
62	Anarchic	Item is chaotically aligned and infused with the power of chaos. It allows bearer to deal an extra 2d6 points of damage against all of lawful alignment. It bestows one negative level on any lawful creature attempting to wield it.
63	Axiomatic	Item is lawfully aligned and infused with the power of law. It allows bearer to deal an extra 2d6 points of damage against all of chaotic alignment. It bestows one negative level on any chaotic creature attempting to wield it.
64	Holy	Item is infused with the power of good. It allows bearer to deal an extra 2d6 points of damage against all of evil alignment. It bestows one negative level on any evil creature attempting to wield it.
65	Unoly	Item is infused with the power of evil. It allows bearer to deal an extra 2d6 points of damage against all of good alignment. It bestows one negative level on any good creature attempting to wield it.
66	Firey	Once per day, the item can blast forth a fiery ray at any target within 30 feet as a ranged touch attack. The ray deals 4d6 points of fire damage on a successful hit.
67	Freezing	Once per day, the item can blast forth an icy ray at any target within 30 feet as a ranged touch attack. The ray deals 4d6 points of cold damage on a successful hit.
68	Lightning	Once per day, the item can blast forth an electricity ray at any target within 30 feet as a ranged touch attack. The ray deals 4d6 points of electricity damage on a successful hit.
69	Godly	Item enables the wielder to use dispel magic (once per round as a standard action) at the class level of the wielder.
70	Terrifying	On command, this item can cause living creatures in a 30-foot cone to become panicked as if by a fear spell (Wisdom CL 1 partial). They take a -2 penalty on saving throws, and they flee from the wielder. The wielder may use this ability up to three times per day. This is a mind-affecting fear effect.
71	Mystical	Spellcaster Bearers get 2 extra spells of each level.
72	Alchemical	Bearer is immune to poisons.
73	Righteous	Bearer may turn undead as a Cleric of half their character level.
74	Saintly	Bearer may turn undead as a Cleric of their character level.
75	Hungry	Bearer suffers +2 damage with each attack upon them.
76	Vigilant	Bearer is immune to sleep or mind-altering effects.
77	Telepathic	Bearer gains telepathy with a range of 100 feet.
78	Keen-eyed	Bearer gains Darkvision out to 60 feet, and low light vision.
79	Vampiric	Bearer can bestow a negative level with a successful attack, and gains 5 temporary hit points from each.
80	Protective	+4 bonus to AC and +4 bonus to saving throws to bearer and anyone within 20 feet of bearer. Also functions as a magic circle against evil, and globe of invulnerability with the same radius (caster level equals bearer's level).
81	Fearsome	Creatures of less than half of the bearer's level in HD who come within 60 feet must make a Wisdom save (CL -5 + 1/2 bearer's level + bearers CHA modifier) or suffer the effects of a Fear spell (as if cast by someone of the bearer's level).
82	Frightful	Creatures with fewer HD or level than the bearer who comes within 30 feet must make a Wisdom save (CL -5 + 1/2 bearer's level + bearers CHA modifier) or become frightened or shaken. (As per frightful presence)
83	Healing	Once per day, bearer can lay on hands and heal an amount of damage equal to his or her full hit points.
84	Serene	The bearer gains 10 temporary hit points. Damage is first taken from these, which replenish once per day.
85	Celestial	Bearer can smite an evil creature with a melee attack, as a Paladin of their character level, 3 times per day.
86	Demonic	Bearer can smite a good creature with a melee attack, as an Avenger of their character level, 3 times per day.
87	Changeling	Bearer can Alter Self (as spell), 1/day
88	Shattering	Bearer can cast Shatter, 1/day
89	Empyrean	Bearer can Remove Curse, 1/day
90	Fatigued	Bearer always acts last in initiative.
91	Magical	Item can detect magic (as per spell).
92	Eternal	Item cannot be destroyed by any means.
93	Reflecting	Once per day, item can reflect a spell back upon its caster as per the spell turning spell.
94	Elven	Item grants a +10 bonus on Hide checks
95	Dwarven	Item grants a +10 bonus on Find Trap checks
96	Halfling	Item grants a +10 bonus on Move Silently checks
97	Leprechaun	Item grants a +10 bonus on Pick Pocket checks
98	Gnomish	Item grants a +10 bonus on Listen checks
99	Immortal	Bearer does not age.
00	Roll Twice	

BASE ITEMS

d%	ITEM				
1	Padded armor (Armor bonus +1)	35	Axe, throwing	68	Chain, spiked
2	Leather armor (Armor bonus +2)	36	Hammer, light	69	Bolas
3	Studded Leather armor (Armor bonus +3)	37	Handaxe	70	Crossbow, hand
4	Chain Shirt (Armor bonus +4)	38	Kukri	71	Crossbow, repeating
5	Scale Mail (Armor bonus +4)	39	Pick, light	72	Cloak
6	Chain Mail (Armor bonus +5)	40	Sword, short	73	Robe
7	Breastplate (Armor bonus +5)	41	Battleaxe	74	Crown
8	Splint Mail (Armor bonus +6)	42	Man Catcher	75	Gloves
9	Banded Mail (Armor bonus +6)	43	Flail	76	Boots
10	Half Plate (Armor bonus +7)	44	Longsword	77	Bracers
11	Full Plate (Armor bonus +8)	45	Pick, heavy	78	Belt
12	Buckler (Shield bonus +1)	46	Rapier	79	Wand
13	Shield, Light (Shield bonus +1)	47	Scimitar	80	Scepter
14	Shield, Heavy (Shield bonus +2)	48	Trident	81	Staff
15	Shield, Tower (Shield bonus +4)	49	Warhammer	82	Ring
16	Helm	50	Falchion	83	Amulet
17	Gauntlet	51	Glaive	84	Jewel
18	Dagger	52	Greataxe	85	Book
19	Mace, light	53	Greatclub	86	Scroll
20	Sickle	54	Flail, heavy	87	Potion
21	Club	55	Greatsword	88	Oil
22	Mace, heavy	56	Guisarme	89	Horn
23	Morningstar	57	Halberd	90	Figurine
24	Shortspear	58	Lance	91	Stone
25	Longspear	59	Ranseur	92	Candle
26	Quarterstaff	60	Scythe	93	Brooch
27	Spear	61	Longbow	94	Flute
28	Crossbow, heavy	62	Arrows	95	Lyre
29	Bolts, crossbow	63	Longbow, composite	96	Scarab
30	Crossbow, light	64	Shortbow	97	Pipes
31	Dart	65	Shortbow, composite	98	Necklace
32	Javelin	66	Sword, bastard	99	Bottle
33	Sling	67	Whip	00	Other
34	Bullets, sling				

SUFFIXES

d%	SUFFIX	EFFECT
1	Of Acid Resistance	Absorbs the first 10 points of acid damage per attack that the wearer would normally take (similar to the resist energy spell).
2	Of Improved Acid Resistance	Absorbs the first 20 points of acid damage per attack that the wearer would normally take (similar to the resist energy spell).
3	Of Greater Acid Resistance	Absorbs the first 30 points of acid damage per attack that the wearer would normally take (similar to the resist energy spell).
4	Of Cold Resistance	Absorbs the first 10 points of cold damage per attack that the wearer would normally take (similar to the resist energy spell).
5	Of Improved Cold Resistance	Absorbs the first 20 points of cold damage per attack that the wearer would normally take (similar to the resist energy spell).
6	Of Greater Cold Resistance	Absorbs the first 30 points of cold damage per attack that the wearer would normally take (similar to the resist energy spell).
7	Of Electricity Resistance	Absorbs the first 10 points of electricity damage per attack that the wearer would normally take (similar to the resist energy spell).
8	Of Improved Electricity Resistance	Absorbs the first 20 points of electricity damage per attack that the wearer would normally take (similar to the resist energy spell).
9	Of Greater Electricity Resistance	Absorbs the first 30 points of electricity damage per attack that the wearer would normally take (similar to the resist energy spell).
10	Of Fire Resistance	Absorbs the first 10 points of fire damage per attack that the wearer would normally take (similar to the resist energy spell).
11	Of Improved Fire Resistance	Absorbs the first 20 points of fire damage per attack that the wearer would normally take (similar to the resist energy spell).
12	Of Greater Fire Resistance	Absorbs the first 30 points of fire damage per attack that the wearer would normally take (similar to the resist energy spell).
13	Of Sonic Resistance	Absorbs the first 10 points of sonic damage per attack that the wearer would normally take (similar to the resist energy spell).
14	Of Improved Sonic Resistance	Absorbs the first 20 points of sonic damage per attack that the wearer would normally take (similar to the resist energy spell).
15	Of Greater Sonic Resistance	Absorbs the first 30 points of sonic damage per attack that the wearer would normally take (similar to the resist energy spell).
16	Of Water Resistance	Absorbs the first 10 points of water damage per attack that the wearer would normally take (similar to the resist energy spell).
17	Of Improved Water Resistance	Absorbs the first 20 points of water damage per attack that the wearer would normally take (similar to the resist energy spell).
18	Of Greater Water Resistance	Absorbs the first 30 points of water damage per attack that the wearer would normally take (similar to the resist energy spell).
19	Of Etherealness	On command, this ability allows the bearer of the item to become ethereal (as the ethereal jaunt spell) once per day.
20	Of the Planes	Allows its bearer to utilize plane shift. However, this is a difficult item to master. The user must make a Intelligence check in order

		to get the item to take her to the plane (and the specific location on that plane) that she wants. If she fails, the item transports her and all those traveling with her to a random location on that plane (01-60 on d%) or to a random plane (61-100).																																																												
21	Of Reflection	Once per day, it can be called on to reflect a spell back at its caster exactly like the spell turning spell.																																																												
22	Of Slaying	If wielder strikes a creature, the target must make a Constitution save (CL 5) or die (or, in the case of unliving targets, be destroyed) instantly. Note that even creatures normally exempt from Constitution saves (undead and constructs) are subject to this attack. When keyed to a living creature, this is a death effect (and thus death ward protects a target). To determine the type or subtype of creature the arrow is keyed to, roll on the table below.																																																												
		<table><tr><td>01-05</td><td>Aberrations</td><td>46</td><td>Humanoids, gnome</td><td>77</td><td>Outsiders, earth</td></tr><tr><td>06-09</td><td>Animals</td><td>47-49</td><td>Humanoids, goblinoid</td><td>78-80</td><td>Outsiders, evil</td></tr><tr><td>10-16</td><td>Constructs</td><td>50</td><td>Humanoids, halfling</td><td>81</td><td>Outsiders, fire</td></tr><tr><td>17-22</td><td>Dragons</td><td>51-54</td><td>Humanoids, human</td><td>82-84</td><td>Outsiders, good</td></tr><tr><td>23-27</td><td>Elementals</td><td>55-57</td><td>Humanoids, reptilian</td><td>85-87</td><td>Outsiders, lawful</td></tr><tr><td>28-32</td><td>Fey</td><td>58-60</td><td>Humanoids, orc</td><td>88</td><td>Outsiders, water</td></tr><tr><td>33-39</td><td>Giants</td><td>61-65</td><td>Magical beasts</td><td>89-90</td><td>Plants</td></tr><tr><td>40</td><td>Humanoids, aquatic</td><td>66-70</td><td>Monstrous humanoids</td><td>91-98</td><td>Undead</td></tr><tr><td>41-42</td><td>Humanoids, dwarf</td><td>71-72</td><td>Oozes</td><td>99-100</td><td>Vermin</td></tr><tr><td>43-44</td><td>Humanoids, elf</td><td>73</td><td>Outsiders, air</td><td></td><td></td></tr></table>	01-05	Aberrations	46	Humanoids, gnome	77	Outsiders, earth	06-09	Animals	47-49	Humanoids, goblinoid	78-80	Outsiders, evil	10-16	Constructs	50	Humanoids, halfling	81	Outsiders, fire	17-22	Dragons	51-54	Humanoids, human	82-84	Outsiders, good	23-27	Elementals	55-57	Humanoids, reptilian	85-87	Outsiders, lawful	28-32	Fey	58-60	Humanoids, orc	88	Outsiders, water	33-39	Giants	61-65	Magical beasts	89-90	Plants	40	Humanoids, aquatic	66-70	Monstrous humanoids	91-98	Undead	41-42	Humanoids, dwarf	71-72	Oozes	99-100	Vermin	43-44	Humanoids, elf	73	Outsiders, air		
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23	Of Command	Enables the bearer to charm up to 14 HD of creatures (Wisdom CL 1 negates, creatures get a +5 bonus if currently under attack by the wielder or his allies), no two of which can be more than 30 feet apart. The wielder can use this effect up to three times per day. Creatures making their saving throw are free of control, but they will not approach within 10 feet of the item.																																																												
24	Of Piercing	On a natural 20 attack roll, foe must make a Dexterity save (-4 penalty), or armor is destroyed.																																																												
25	Of Health	Grants the bearer damage reduction of 1/magic.																																																												
26	Of Defense	Grants the bearer damage reduction of 2/magic.																																																												
27	Of Deflection	Grants the bearer damage reduction of 3/magic.																																																												
28	Of Life	Grants the bearer damage reduction of 4/magic.																																																												
29	Of Invulnerability	Grants the bearer damage reduction of 5/magic.																																																												
30	Of Tears	Bearer takes double damage from all attacks																																																												
31	Of The Snail	Bearer suffers a -2 Initiative penalty																																																												
32	Of Frailty	Bearer suffers a -2 Strength penalty																																																												
33	Of Feeble-Mindedness	Bearer suffers a -2 Intelligence penalty																																																												
34	Of The Fool	Bearer suffers a -2 Wisdom penalty																																																												
35	Of Paralysis	Bearer suffers a -2 Dexterity penalty																																																												
36	Of Disease	Bearer suffers -2 Constitution penalty																																																												
37	Of Discord	Bearer suffers a -2 Charisma penalty																																																												
38	Of Combat	+2 Damage (on attacks made with item if weapon, or on all attacks if item is not weapon).																																																												
39	Of Gore	+3 Damage (on attacks made with item if weapon, or on all attacks if item is not weapon).																																																												
40	Of Carnage	+4 Damage (on attacks made with item if weapon, or on all attacks if item is not weapon).																																																												
41	Of Slaughter	+5 Damage (on attacks made with item if weapon, or on all attacks if item is not weapon).																																																												
42	Of Devastation	Increase threat range by 2, and raise Critical multiplier by 1 (on attacks made with item if weapon, or on all attacks if item is not weapon).																																																												
43	Of the Chameleon	+10 to Hide checks, and as a standard action, bearer can also utilize the spell disguise self.																																																												
44	Of the Djinni	Item serves as a special gate by means of which a specific djinni can be called from the Elemental Plane of Air. When the the call goes out (a standard action), the djinni appears on the next round. The djinni faithfully obeys and serves the bearer of the item, but never for more than 1 hour per day. If the djinni is ever killed, the item becomes nonmagical and worthless.																																																												
45																																																														
46	Of The Air	The item allows command of Air elementals. Elementals of the plane to which the item is attuned can't attack the wearer, or even approach within 5 feet of him. If the wearer desires, he may forego this protection and instead attempt to charm the elemental (as charm monster, Wisdom CL 2 negates). If the charm attempt fails, however, absolute protection is lost and no further attempt at charming can be made. Creatures from the plane to which the item is attuned who attack the bearer take a -1 penalty on their attack rolls. The bearer makes applicable saving throws from the extraplanar creature's attacks with a +2 bonus. He gains a +4 bonus on all attack rolls against such creatures. Any weapon he uses bypasses the damage reduction of such creatures, regardless of any qualities the weapon may or may not have. The bearer is able to converse with creatures from the plane to which his item is attuned. They show a healthy respect for the bearer if alignments are similar. If alignments are opposed, creatures fear the bearer if he is strong. If he is weak, they hate and desire to slay him. The possessor of a item of elemental command takes a saving throw penalty as follows: <table><tr><td>Element</td><td>Saving Throw Penalty</td></tr><tr><td>Air</td><td>-2 against earth-based effects</td></tr><tr><td>Earth</td><td>-2 against air- or electricity-based effects</td></tr><tr><td>Fire</td><td>-2 against water- or cold-based effects</td></tr><tr><td>Water</td><td>-2 against fire-based effects</td></tr></table> In addition to the powers described above, the item gives the bearer the following abilities: • Feather fall (unlimited use, wearer only) • Resist energy (electricity) (unlimited use, wearer only) • Gust of wind (twice per day)	Element	Saving Throw Penalty	Air	-2 against earth-based effects	Earth	-2 against air- or electricity-based effects	Fire	-2 against water- or cold-based effects	Water	-2 against fire-based effects																																																		
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- Wind wall (unlimited use)
- Air walk (once per day, wearer only)
- Chain lightning (once per week)

47 Of The Earth

The item allows command of Earth elementals. Elementals of the plane to which the item is attuned can't attack the wearer, or even approach within 5 feet of him. If the wearer desires, he may forego this protection and instead attempt to charm the elemental (as charm monster, Wisdom CL 2 negates). If the charm attempt fails, however, absolute protection is lost and no further attempt at charming can be made.

Creatures from the plane to which the item is attuned who attack the bearer take a -1 penalty on their attack rolls. The bearer makes applicable saving throws from the extraplanar creature's attacks with a +2 bonus. He gains a +4 bonus on all attack rolls against such creatures. Any weapon he uses bypasses the damage reduction of such creatures, regardless of any qualities the weapon may or may not have.

The bearer is able to converse with creatures from the plane to which his item is attuned. They show a healthy respect for the bearer if alignments are similar. If alignments are opposed, creatures fear the bearer if he is strong. If he is weak, they hate and desire to slay him.

The possessor of a item of elemental command takes a saving throw penalty as follows:

Element	Saving Throw Penalty
Air	-2 against earth-based effects
Earth	-2 against air- or electricity-based effects
Fire	-2 against water- or cold-based effects
Water	-2 against fire-based effects

In addition to the powers described above, the item gives the bearer the following abilities:

- Meld into stone (unlimited use, wearer only)
- Soften earth and stone (unlimited use)
- Stone shape (twice per day)
- Stoneskin (once per week, wearer only)
- Passwall (twice per week)
- Wall of stone (once per day)

48 Of The Fire

The item allows command of Fire elementals. Elementals of the plane to which the item is attuned can't attack the wearer, or even approach within 5 feet of him. If the wearer desires, he may forego this protection and instead attempt to charm the elemental (as charm monster, Wisdom CL 2 negates). If the charm attempt fails, however, absolute protection is lost and no further attempt at charming can be made.

Creatures from the plane to which the item is attuned who attack the bearer take a -1 penalty on their attack rolls. The bearer makes applicable saving throws from the extraplanar creature's attacks with a +2 bonus. He gains a +4 bonus on all attack rolls against such creatures. Any weapon he uses bypasses the damage reduction of such creatures, regardless of any qualities the weapon may or may not have.

The bearer is able to converse with creatures from the plane to which his item is attuned. They show a healthy respect for the bearer if alignments are similar. If alignments are opposed, creatures fear the bearer if he is strong. If he is weak, they hate and desire to slay him.

The possessor of a item of elemental command takes a saving throw penalty as follows on the next page:

Element	Saving Throw Penalty
Air	-2 against earth-based effects
Earth	-2 against air- or electricity-based effects
Fire	-2 against water- or cold-based effects
Water	-2 against fire-based effects

In addition to the powers described above, the item gives the bearer the following abilities:

- Resist energy (fire) (as a major ring of energy resistance [fire])
- Burning hands (unlimited use)
- Flaming sphere (twice per day)
- Pyrotechnics (twice per day)
- Wall of fire (once per day)
- Flame strike (twice per week)

49 Of The Water

The item allows command of Water elementals. Elementals of the plane to which the item is attuned can't attack the wearer, or even approach within 5 feet of him. If the wearer desires, he may forego this protection and instead attempt to charm the elemental (as charm monster, Wisdom CL 2 negates). If the charm attempt fails, however, absolute protection is lost and no further attempt at charming can be made.

Creatures from the plane to which the item is attuned who attack the bearer take a -1 penalty on their attack rolls. The bearer makes applicable saving throws from the extraplanar creature's attacks with a +2 bonus. He gains a +4 bonus on all attack rolls against such creatures. Any weapon he uses bypasses the damage reduction of such creatures, regardless of any qualities the weapon may or may not have.

The bearer is able to converse with creatures from the plane to which his item is attuned. They show a healthy respect for the bearer if alignments are similar. If alignments are opposed, creatures fear the bearer if he is strong. If he is weak, they hate and desire to slay him.

The possessor of a item of elemental command takes a saving throw penalty as follows:

Element	Saving Throw Penalty
Air	-2 against earth-based effects
Earth	-2 against air- or electricity-based effects
Fire	-2 against water- or cold-based effects
Water	-2 against fire-based effects

In addition to the powers described above, the item gives the bearer the following abilities:

- Water walk (unlimited use)
- Create water (unlimited use)
- Water breathing (unlimited use)
- Wall of ice (once per day)
- Ice storm (twice per week)
- Control water (twice per week)

50	Of Mind Shielding	The bearer is continually immune to detect thoughts, discern lies, and any attempt to magically discern her alignment.
51	Of Regeneration	Allows the bearer to heal 1 point of damage per level every hour rather than every day. (This ability cannot be aided by the Heal skill.) Nonlethal damage heals at a rate of 1 point of damage per level every 5 minutes. If the bearer loses a limb, an organ, or any other body part, the item regenerates it as the spell. In either case, only damage taken while wearing the ring is regenerated.
52	Of Minor Spell Storing	Contains up to three levels of spells. Each spell has a caster level equal to the minimum level needed to cast that spell. The user need not provide any material components or focus, or pay an XP cost to cast the spell, and there is no arcane spell failure chance for wearing armor. The activation time for the ring is same as the casting time for the relevant spell, with a minimum of 1 standard action.
53	Of Spell Storing	Contains up to five levels of spells. Each spell has a caster level equal to the minimum level needed to cast that spell. The user need not provide any material components or focus, or pay an XP cost to cast the spell, and there is no arcane spell failure chance for wearing armor. The activation time for the ring is same as the casting time for the relevant spell, with a minimum of 1 standard action.
54	Of Major Spell Storing	Contains up to ten levels of spells. Each spell has a caster level equal to the minimum level needed to cast that spell. The user need not provide any material components or focus, or pay an XP cost to cast the spell, and there is no arcane spell failure chance for wearing armor. The activation time for the ring is same as the casting time for the relevant spell, with a minimum of 1 standard action.
55	Of Telekinesis	Allows the bearer to use the spell telekinesis on command.
56	Of Wishes	Bestows 1d4 wishes (as per the spell) on the bearer. When all the wishes are used, the item becomes a nonmagical item.
57	Of Water Walking	Allows the bearer to continually utilize the effects of the spell water walk.
58	Of Levitation	Allows the bearer to levitate as if she had cast levitate on herself.
59	Of Teleportation	Bearer may teleport three times per day, exactly as if he had cast the spell of the same name.
60	Of (Weapon Type)	Item bestows Weapon Specialization upon the bearer for the weapon type specified.
61	Of Interruption	No spell requiring a verbal component can be cast within a 30-foot radius of the item unless the caster can make a Concentration check (CL 0 + the spell's level). The duration of this effect is 3 minutes, and it can be used 3 times per day.
62	Of Blasting	Item projects a blast of searing light (5d8 maximized for 40 points of damage) once per day.
63	Of The Waves	Item gives bearer a +10 bonus on on any sea-related skill checks.
64	Of Shifting	Bearer gains the spell-like ability to use dimension door (as the spell cast at your character level) once every 1d4 rounds, as well as a +1 bonus on attack and damage rolls against outsiders native to a shifting plane.
65	Of the Assassins	Bearer can strike for a Death Attack once per day (Target must make Constitution save at CL -5 + the Bearer's level + the Bearer's Intelligence modifier or die instantly)
66	Of the Necromancer	Bearer can Animate Dead (as spell cast at character's level) 3 times/day.
67	Of the Storm	Bearer can Call Lightning Storm (as spell cast at character's level), once/day.
68	Of Domination	Bearer can Dominate Person, Dominate Animal or Dominate Monster (as spell cast at character's level), once/day
69	Of the Jaguar	Item gives bearer +1 bonus to hit and damage (on attacks made with item if weapon, or on all attacks if item is not weapon).
70	Of the Leopard	Item gives bearer +2 bonus to hit and damage (on attacks made with item if weapon, or on all attacks if item is not weapon).
71	Of the Panther	Item gives bearer +3 bonus to hit and damage (on attacks made with item if weapon, or on all attacks if item is not weapon).
72	Of the Tiger	Item gives bearer +4 bonus to hit and damage (on attacks made with item if weapon, or on all attacks if item is not weapon).
73	Of the Lion	Item gives bearer +5 bonus to hit and damage (on attacks made with item if weapon, or on all attacks if item is not weapon).
74	Of Thought	Allows the bearer to read the thoughts of others, as with the spell detect thoughts.
75	Of Timelessness	Each year of actual time affects the bearer as if only a day had passed. The bearer also gains a +1 bonus on all saving throws.
76	Of Luck	Bearer gains a +1 bonus on saving throws, ability checks, and skill checks.
77	Of Protection	Bearer gains spell resistance 9. The item can also absorb energy-draining attacks, death effects, and negative energy effects.
78	Of the Vortex	Item can absorb spells of 4th level or lower -- after absorbing 50 spell levels, the item "burns out" and loses this power.
79	Of Comprehension	Grants its bearer the ability to understand the spoken words of any creature and to read text in any language and any magical writing. The wearer gains a +5 bonus on Decipher Script checks to understand messages written in incomplete, archaic, or exotic forms.
80	Of Ressurrection	Item grants the bearer the ability to Ressurrect others (as per the spell), once per day.
81	Of Arrow Attraction	Item actually serves to attract ranged weapons. The wearer takes a -15 penalty to AC against any attack by a ranged weapon.
82	Of Woe	Bearer is cursed, taking a -2 penalty on attack rolls, saving throws, and skill checks until a remove curse spell is cast upon them.
83	Of the Underground	Bearer gains a +60-foot bonus to darkvision, and a +1 bonus to attack and damage against underground creatures.
84	Of the Plains	Bearer gains a +1 bonus on attack and damage against plains creatures, and a +4 bonus on Wisdom checks involving spotting.
85	Of the Mountains	Bearer gains a +1 bonus on attack and damage rolls against mountain creatures, a +4 bonus on Climb checks.
86	Of the Marsh	Bearer gains a +1 bonus on attack and damage rolls against marsh creatures, and a +4 bonus on Move Silently checks.
87	Of the Hills	Bearer gains a +1 bonus on attack and damage rolls against hill creatures, and a +4 bonus on Listen checks.
88	Of the Forest	Bearer gains a +1 bonus on attack and damage rolls against forest creatures, and a +4 bonus on Hide checks.
89	Of the Desert	Bearer gains a +1 bonus on attack and damage rolls against desert creatures. Bearer is immune to anything that would cause bearer to be exhausted or fatigued.
90	Of the Leprechaun	Bearer gains a +1 bonus on attack and damage rolls against medium-sized humanoids, and a +4 bonus on Pick Pocket checks.
91	Of the Gods	+5 to All to hit and damage rolls, as well as all saving throws and ability/skill checks.

92	Of (spell name)	Allows casting (even by non-casters) of A 1st level spell, 10d10 charges (rechargeable)
93	Of (spell name)	Allows casting (even by non-casters) of a 2nd level spell, 10d10 charges (rechargeable)
94	Of (spell name)	Allows casting (even by non-casters) of a 3rd level spell, 10d10 charges (rechargeable)
95	Of (spell name)	Allows casting (even by non-casters) of a 4th level spell, 10d10 charges (rechargeable)
96	Of (spell name)	Allows casting (even by non-casters) of a 5th level spell, 10d10 charges (rechargeable)
97	Of (spell name)	Allows casting (even by non-casters) of a 6th level spell, 10d10 charges (rechargeable)
98	Of (spell name)	Allows casting (even by non-casters) of a 7th level spell, 10d10 charges (rechargeable)
99	Of (spell name)	Allows casting (even by non-casters) of an 8th level spell, 10d10 charges (rechargeable)
00	Of (spell name)	Allows casting (even by non-casters) of a 9th level spell, 10d10 charges (rechargeable)

WEAPONS

POTIONS

POTION OF SOBRIETY

GP Value: **XP Value:**

Instantly negates the effects of alcohol and other relatively mild intoxicants.

SWORDS

DECEIVER'S SWORD +2

GP Value: **XP Value:**

This broadsword additionally grants the ability to cast *mirror image* on its user once per day.

INQUISITOR'S RAPIER +2

GP Value: **XP Value:**

Forged in the magical smithies of Illsmare, the Inquisitor's Rapier is a powerful tool to use against the rogue spellcasters that are the bane of the Dark Elven Inquisitors. Any spellcaster that is struck with this weapon must make an Intelligence or Wisdom save (depending on whether they are arcane or divine), or suffer a 50% spellcasting penalty for 1d6+1 rounds. If they make the save, the penalty is reduced to 25%, and the duration to 1d2+1 rounds. This ability can only be used against an individual once per day, but is not limited in total uses. Additionally, the weapon grants SR of 10 to its user.

RAPIER OF REVENGE

GP Value: 7,500 **XP Value: 2,100**

When first discovered, this tarnished weapon functions as a cursed *-2 rapier*. However, when you are first struck in combat, the penalty is replaced by a +1 bonus on attack and damage rolls against the target that struck you. Each time you are hit by the same opponent in melee, you gain any one of the following effects:

- +1 bonus on attack rolls
- +1 bonus on damage rolls
- +1 bonus to AC

These benefits only apply to the opponent that injured you. If multiple opponents strike you in the same round, the bonuses apply to each opponent. The weapon reverts to its normal characteristics whenever you defeat your attacker.

SWORD OF SUBDUING +3

GP Value: **XP Value:**

This good-aligned longsword can be willed to inflict only subdual damage on enemies.

MISCELLANEOUS WEAPONS

ARROWS OF ARCANES VULNERABILITY +1

GP Value: **XP Value:**

These +1 enchanted arrows lower the spell resistance of their target by 1d4+1 per successful hit.

BALLISTA OF PIERCING

GP Value: 9,600 **XP Value: 3,400**

This otherwise ordinary ballista is strung with a thick metal cord and its arms are forged from spring-steel. These dread weapons trace their origins back to

the first Sea Lords, who used them in the defense of their young city against sahuagin and hostile merfolk. A *ballista of piercing* functions as a *+1 ballista*. In addition, it has two special functions, each usable once per day.

Volley: The *ballista* can be fired to deal 3d8 points of piercing damage to all creatures in a 30-foot cone (Dexterity save for half).

Lance: The *ballista* can fire a powerful lance sending it, unimpeded, through a number of foes at once. Draw a line from the *ballista* out to a range of 120 feet. Every creature in line must succeed on a Dexterity save or take 3d8 points of damage.

BEAMSPLITTER

GP Value: 24,000 **XP Value: 5,500**

This weapon is a heavy boarding axe with a leather wrapped handle and crescent-shaped blade. *Beamsplitter* functions as a *+3 boarding axe*, but deals triple damage against wooden objects and creatures.

Beamsplitter was commissioned years ago by one of the Continental navies for use in scuttling the ships of pirates and raiders. It was lost in the sinking of the Continental warship *Invincible* (sent to the bottom, ironically enough, by pirates), but rumors occasionally surface of it in the hands of sahuagin, merrow, and even local pirates.

Prerequisites: Craft Magic Arms and Armor, *ray of rot* *Cost to Create:* 12,000 gp (plus 306 gp for the expert boarding axe), 960 XP, 24 days.

CRIPPLING AXE

GP Value: 17,500 **XP Value: 5,500**

This battleaxe features cruel hooks and barbs, and incorporates a motif of anguished torture and suffering. A living creature struck by a *crippling axe* must succeed on a Constitution save or take a *-2* penalty on its attack rolls and checks for 7 rounds. This special property functions three times per day.

DAGGERWAND +2

GP Value: **XP Value:**

This exceptionally crafted dagger also comes with two 1st-level and one 2nd level spell 'armed', which can be cast from the dagger once per day each. The daggerwand will recharge the spells.

DEMON'S THORN +3

GP Value: **XP Value:**

A more powerful version of the Daggerwand, the Demon's Thorn is armed with two 2nd level and one 3rd level spell that can be cast once per day. Additionally, once per day, the Wizard can use the Thorn to supercharge her own spellcasting, casting all spells at +2 caster level for one hour per level. However, this ability comes at a terrible price- the GM must roll a d10 to determine the consequences of this power. The roll is modified by the caster's Wisdom score.

- 1: The Thorn is destroyed and the Wizard is killed.
- 2-3: The Wizard loses all spellcasting power for 24 hours after the surge.
- 4-5: A glabrezu or similarly powerful demon is summoned and attacks the party.
- 6-7: Feedback from the surge inflicts 6d6 damage (no save) to the spellcaster and all within 30 feet.
- 8-9: 1d4+1 Constitution damage for 24 hours.
- 10: No negative effects.

DEVIL'S CRESCENT +2

GP Value: **XP Value:**

This weapon, once armed, grants the wearer a 50% resistance to fire damage and the possibility of detecting the presence of devils in an area. If devils are within half a mile of the user, the bearer of the weapon is entitled to a Wisdom check to determine the general presence of devils, but do not receive any more specific information. The weapon is made of silver and can thus potentially harm even archdevils. Specially designed for warfare, this sickle does 1d6 base damage.

DNULPER

GP Value: 45,000 **XP Value: 15,000**

The shaft of this wicked-looking guisarme is blackened as if scorched and the blade is a dull gray color. *Dnulper* functions as a +3 *guisarme*. In addition, any living, corporeal creature slain by *Dnulper* rises on the following round as a zombie under your control. These creations remain animated until the next sunrise or sunset, whichever comes first. Zombies created by this weapon must remain within 50 feet of the wielder or revert to inanimate corpses. There is no limit to the number or total Hit Dice of zombies that may be created in this manner.

Dnulper is said to be the creation of Friar Ingiltere, a mad monk and necromancer, named for the villain's wicked patron, a demon of unsurpassed power. The weapon's shaft is carved from a lightning-struck trunk of a hangman's tree, and the head is forged from the grave-sword of an ancient chieftain.

DRAGON CANE +2

GP Value: **XP Value:**

The Dragon Cane acts much as a quarterstaff, but also possesses the ability, once per day, to emit a devastating blast of fire, which extends 20 feet long and five feet wide, inflicting 10d6 fire damage on all those caught in it. A successful Dexterity save results in half damage. The Cane also gives fire resistance of 5 to the wielder.

FLARE ARROWS

GP Value: **XP Value:**

These arrows do not inflict damage, but can be used as a means of signalling potential allies, remaining visible in the sky for 1d10+10 minutes.

HAMMER OF LEAPING +2

GP Value: **XP Value:**

Crafted by a most agile master warrior, the Hammer of Leaping allows the wielder to leap ten feet vertically and thirty feet horizontally while actively wielding it. However, it is impossible to use the Hammer without leaping at least five feet vertically and horizontally.

HAMMER OF RETRIBUTION +3

GP Value: **XP Value:**

Whenever the user of this warhammer suffers a blow that brings him or her to below 50% of their full hit points, the Hammer begins to glow with a dull red light, and will inflict 3d8+9 base damage, rather than the normal 1d8+3 base damage of a warhammer. Once the user is healed to above half of their full hit points, the damage of the weapon returns to normal.

HARVESTER OF SORROW +4

GP Value: **XP Value:**

Upon a successful strike, this weapon inflicts a -1 morale-related penalty to all rolls and furthermore negates any attribute bonuses to Charisma checks made by its target in the next 24 hours. Strikes are not cumulative, and the target is able to make a Charisma save to resist its effects. Specially designed for warfare, this sickle does 1d6 base damage.

SPEAR OF LENGTH +1

GP Value: **XP Value:**

This +1 magical shortspear can magically extend up to twenty feet to strike an enemy, before retracting to its normal six-foot length.

VAMPIRIC SICKLE +1

GP Value: **XP Value:**

This evil-aligned weapon inflicts 1d4+1 damage, and heals its wielder by one hit point every time they strike a living creature with it.

ARMOR & SHIELDS

MARSHAL'S PLATE +1

GP Value: **XP Value:**

This plate mail additionally grants a +1 bonus to Charisma, and grants the user and all allies within 20 feet a +1 bonus to Initiative rolls.

MISCELLANEOUS MAGIC

AMULET OF THE SERPENT

GP Value: 10,000 **XP Value: 3,400**

This amulet is crafted to look like a knot of writhing snakes. It glows faintly, giving off a green light. Wearing this amulet gives you a +2 bonus AC and a +4 bonus to Constitution saves against poison.

BAG OF GLITTERDUST

GP Value: **XP Value:**

This small bag allows the user to throw a generous pinch of glitterdust at an enemy, briefly causing blindness (1d4+1 rounds) and outlining any invisible creatures for the same period of time. A successful Wisdom save negates the blindness effect. One pinch of the dust can cover a 10x10 area, a handful (3 pinches) can cover 20x20, accounting for some waste. A bag contains enough for ten pinches.

CAPTAIN'S CHEST

GP Value: 1,200 **XP Value: 300**

Although this item appears to be an ordinary and weathered sea chest, it has an unusual locking mechanism on its face. It's carved to resemble a twisted pirate's face with the keyhole as its mouth. A cursory examination of a *captain's chest* reveals the usual sundries and personal effects one expects to find in a sea chest. However, when you speak the command word, the lid splits in the middle and pushes out to the sides before folding down. From the gap created, a full-sized wardrobe rises up from an extra-dimensional space, standing 8 feet tall, 4 feet wide, and 3 feet deep. Opening the wardrobe requires a second command word to open. The wardrobe holds up to 96 cubic feet of supplies and also contains a locked steel chest mounted in the floor, which can hold up to 1 cubic foot of goods.

CARTOGRAPHER'S TABLE

GP Value: 6,500 **XP Value: 2,100**

The many drawers in this magnificent wooden drafting table contain an army of mapping tools, including rules and levels, magnifying lenses, compasses, templates, and pens, brushes, and inks of a rainbow of colors. It's even equipped with a pair of fine oil lamps.

Once per week, you may speak the command to conjure a spectral draftsman to faithfully record landmarks, currents, winds, and any other geographical or oceanographic data that's noticeable without magical means. The spectral draftsman also has all of the functions and abilities as that created by the *unseen servant* spell.

DARK SERVANT

GP Value: **XP Value:**

This clay statue, when thrown against the ground harshly, summons up a glabrezu demon, which will assist the caster in a currently raging battle. It will not directly harm the caster, but may not show much care towards the caster's companions. Alternatively, the Dark Servant may be parleyed with, but will decline unreasonable tasks, simply remaining still until it is summoned back.

DESTROYER'S DICE

GP Value: **XP Value:**

These magical items appear to be ordinary eight-sided dice, but are actually explosive weapons which inflict d8 damage to any enemies within a 10-foot

radius. For purposes of overcoming immunity, they are considered +1 magical weapons. The dice can be thrown up to 20 feet, plus 5 feet for every bonus point to Strength the user possesses. Up to eight dice can be thrown simultaneously. A successful Dexterity save results in half damage.

COMPASS OF TRUE SEEING

GP Value: 8,500 **XP Value: 2,100**

This fine ship's compass is housed in a tall wooden cabinet, its needle suspended in alcohol to stay liquid when sailing at colder latitudes. Once per day, you may command the needle to locate the nearest source of freshwater, nearest dry land, or nearest ship. The needle functions with perfect accuracy and points unerringly in the direction of the target for 8 hours after which it reverts to a normal masterwork compass. The item's maximum range is 100 leagues and the needle does not distinguish between clean or brackish water, a tiny island or full continent, or a friendly ship or pirate's galleon.

EVERFULL PURSE

GP Value: **XP Value:**

This magical item consists of a small bag, which appears to contain a small number of gold coins, equal to 10 gp. However, once this quantity of gold is spent, the next day, the user will discover that the purse magically fills again. The purse cannot be used to hoard gold- it will only regenerate gold that is actually spent within the day it is produced.

FEATHER TOKEN (Flash)

GP Value: 300 **XP Value: 100**

This scarlet feather feels warm to the touch. Upon speaking the command word, the *feather token* rockets up 200 feet into the sky and bursts into a fountain of scarlet light, illuminating a 1,000-foot diameter in bright light and 1,000 feet further as shadowy light. The light remains for 5 rounds before winking out.

FEATHER TOKEN (Fog)

GP Value: 300 **XP Value: 100**

This downy gray feather is damp to the touch. Upon speaking the command word, the *feather token* creates a 100-foot radius spread of thick fog obscuring vision in the area. The fog remains for 5 rounds before dispersing. Note a moderate wind (11+ mph) disperses the fog in 4 rounds, while a strong wind disperses the fog in 1 round.

GOLD BUG

GP Value: 5,000 **XP Value: 1,300**

This diminutive clockwork beetle is wrought from gold and features a tiny onyx death's head set onto its back. A small key installed on its underside turns easily.

A *gold bug* is a strange magical device designed to root out hidden treasure. When its key is wound, the *gold bug's* antennae sample the air for 2 rounds and then it marches unerringly in the direction of the nearest quantity of gold, from a single coin to a dragon's hoard. When the *gold bug* is within 10 feet of any quantity of gold, it stops and the death's head on its back pulses dull red for one minute. During this time, any secret doors, snares, pits, or deadfalls within 60 feet of the device glow with the same color. A *gold bug* can operate for 1 hour before it must be oiled and wound—a process that takes about 10 minutes. Once a *gold bug* has located a cache of gold, it becomes inoperative for one week.

A *gold bug* has an AC 10 and 1 hit point. If reduced to 0 hit points, it is destroyed.

GORGET OF THE GRENADIER

GP Value: 6,000 **XP Value: 2,100**

What at first seems to be flowers etched into this armor component reveals on closer inspection to be explosions.

For as long as you wear the *gorget of the grenadier*, you get a +1 bonus on all attack rolls made with thrown weapons. In addition, you may double the range of any grenade-like weapon you throw.

SCARF OF UNASSAILABLE CUTENESS

GP Value: **XP Value:**

This scarf, when worn, grants the wielder a +2 bonus to all Charisma checks relating to diplomacy, and surrounds the user with an aura of harmlessness and adorability, which makes it impossible for any good or neutral-aligned creatures to attack them, unless they are attacked by the wearer first. Resisting the effects of the Scarf requires a Charisma check at a CL of 28, or 22, if a prime.

SHIP IN A BOTTLE

GP Value: 15,000 (keelboat), 5,500 (sailing ship, warship, galley), 30,000 (sailing ship), 75,000 (warship), 90,000 (galley), 3,400 (keelboat)

Inside this clear-glass bottle is a meticulously crafted model ship. When you lay a *ship in a bottle* upon the water and speak the command word, the bottle becomes filmy and pliable and the ship inside grows, becoming a full-sized craft after 1 minute. There are four known varieties: the keelboat, sailing ship, warship, and galley. When the command word is again spoken, the vessel shrinks and returns to its sealed bottle form. Any creature on board the ship is shunted aside as the vessel shrinks. Cargo and nonliving matter on board are shrunk along with the vessel, and the entirety of the bottled ship is held in stasis—food does not spoil, wood does not rot, and even the brass stays polished.

STRIDER'S BOOTS

GP Value: **XP Value:**

These boots increase the base movement speed of the user by 10 feet per round.

TOME OF POWER

GP Value: 2,500 **XP Value: 800**

This item has different effects depending on what the user desires. If the user desires to enhance their spellcasting, the Tome of Power will allow them to cast spells at +2 caster level for one hour. Alternatively, it can double the base damage of any attacks with a weapon for an hour- making a longsword that normally does 1d8 damage inflict 2d8 damage instead. It also grants a +2 bonus to attack, and any weapon thus used counts as a +2 magical weapon for overcoming immunities. Once used, the item is expended and is useless.

RINGS

BOAR

GP Value: 9,000 **XP Value: 3,400**

This ring is an ivory band marked with strange glyphs and sigils. If you are wearing the *ring of the boar* and are reduced to 0 hit points or less, you immediately regain 10 hit points. This power can be used once per day.

BRAVADO

GP Value: 3,000 **1,300**

While wearing this plain bronze ring, any time you would take nonlethal damage, you reduce the damage by 2 (minimum 0).

DOPPELGANGER

GP Value: **XP Value:**

This powerful ring creates a shadow image of yourself, with 50% of your hit points, and possesses AC and saves equal to your own, using a shadow version of the weapon you yourself wield. This shadow image can be summoned once per day for 1d4+1 rounds, and can only move or attack.

EQUESTRIAN RING

GP Value: **XP Value:**

This magical ring summons forth a heavy riding horse, which can be summoned or unsummoned at any time. This horse is to be treated, for any purposes other than its summoning or unsummoning as an ordinary riding horse. If the horse is killed, it takes one week for the ring to be able to summon forth another mount. Once three mounts have been slain, the ring becomes useless.

MONKEY

GP Value: 1,500

XP Value: 500

This curious ring is fashioned from coarse hair. The *ring of the monkey* allows you to add your Dexterity modifier as a bonus on any Strength checks made to climb. As well, once per day, you may activate the ring to gain a climb speed equal to your normal movement until the start of your next round.

OSPREY

GP Value: 2,500

XP Value: 800

This translucent bone ring fits snugly over the finger, and once in place, dark images of flying birds appear on its surface. Once per day, the *ring of the osprey* grants you a 30-foot fly speed for 5 rounds. When the duration expires, you gently float to the ground, as if under the effects of a *feather fall* spell.

OWL

GP Value: 2,500

XP Value: 800

This odd ring appears to be fashioned from several tiny and delicate bones. For the purposes of making Intelligence or Wisdom checks to notice features of your surroundings, you function as if these abilities were both prime attributes. If one or both is already a prime attribute, you may roll two dice when checking these abilities and take the better result.

TEMPORAL FREEDOM

GP Value:

XP Value:

This ring grants immunity to all spells that alter the flow of time, such as *slow* and *time stop*.

RODS

BUCCANEER

GP Value: 60,000

XP Value: 20,000

This heavy, elaborate spyglass is ornamented with dials, levers, and switches all along its length.

Something of a status symbol to the most powerful pirate lords, the *rod of the buccaneer* is a highly coveted item for its surprising array of useful functions. The *rod* normally functions as a +2 *light mace*, but by turning its dials and throwing its switches, it can transform into different swords, devices, and items.

Switch 1: The *rod* becomes a +3 *cutlass*.

Switch 2: The *rod* becomes a +3 *greatlance*.

Switch 3: The *rod* becomes a +4 *punching dagger*.

Switch 4: The *rod* becomes a masterwork spyglass (×3 magnification).

Switch 5: The *rod* separates into two parts, with one acting as an astrolabe and the other as a sextant. *Switch 6:* The *rod* becomes a bilge pump capable of removing 10 gallons of water per minute.

In addition to its normal uses, the *rod of the buccaneer* grants access to the following spell-like abilities, each usable once per day: *fog cloud* and *gust of wind*.

CURSED ITEMS

BELT OF ELVENKIND

This magical item will transform you into an elf. Belts of Halflingkind, Dwarvenkind, Gnomishkind and others are known to exist as well.

RING OF CONSTRICTION

This magical ring appears to be a Ring of Protection, but once placed on the hand, it will constrict around the finger, cutting off blood circulation. The only means of removing the magical ring are either through a *remove curse* spell or amputating the affected digit.

RING OF PERFECT SELF

This ring makes the individual physically become their perfect self, mollifying the effects of old age (while a 50-year old using this ring will appear older than a 20-year old using the ring, they will look simultaneously rather young for their age and quite distinguished), fixing any minor physical imperfections and elevating them to an ideal state of physical fitness. Wearing the ring grants a +1

bonus to all physical attributes and a +2 bonus to Charisma. Unfortunately, it also warps and undermines the individual's personality and they become at first psychologically and eventually, physically, addicted to the ring. Furthermore, the ring undermines their morality and after a week of wearing it, the user's alignment is changed one step towards neutral evil. After another week, the individual becomes neutral evil and loses all benefits previously accrued by the ring. The ring is 'lost' and will find another host. It is worth noting that the ring is never worn by 'ordinary' individuals- it appears to have a will of its own and will not attach itself to an individual of less than 5 HD. A *remove curse* spell can weaken the ring's curse enough to remove it safely- it will not destroy the curse permanently, however.

SENSATE SPECTACLES

The Sensate Spectacles, when worn, make the user blind, but grant them bonuses of +5 to all checks involving hearing, as well as the ability to track like a ranger of equal level by scent. They can the ability to detect the moods of others by scent, as well as determine whether one is lying. They receive similar boosted abilities to all their other senses. A *remove curse* spell is needed to remove the spectacles.

STAFF OF HELLFIRE

This powerful magical item allows the user to call down *flame strikes* composed of flame and unholy energy with the power of a 10th level cleric once per day, and also grants damage resistance of 10 against fire. Unfortunately, it is also cursed and will attract 2d20 HD of devils to the user instantly when discovered (round down when calculating HD of individual devils), with no single devil being more powerful than an ice devil (13 HD). Every week thereafter, it will draw 1d20 devils automatically, with no restrictions on their power level. Only a *remove curse* spell can break the staff's power.

SWORD OF MEDIOCRITY

The Sword of Mediocrity appears to be a +2 magical weapon, and indeed, it functions as one but it has the effect of reducing all of the wielder's attributes to 9 (non-prime) or 12 (prime), and can only be removed with a *remove curse* spell.

SWORD OF MISPLACED APTITUDE +2

The Sword of Misplaced Aptitude appears to be a +2 short sword, and functions like one, but it also randomizes the character's primes. Only a *remove curse* spell can remove it once wielded.

VISOR OF UNCANNY VISION

This visor grants the vision flawless vision in any natural light conditions, as well as immunity to all blindness effects and, up to twice per day, the ability to focus the visor in such a manner that it can see through walls, as well as the ability to cast *true seeing* once per day. The visor can alter its perspective, giving the user the ability to zoom in or zoom out at will, with perfect clarity. Unfortunately, the Visor of Uncanny Vision was forged by the master wizard Paris Eidolon, and anyone who puts on the visor is immediately visible to the 22nd level wizard, who wants his valuable artifact back ...

ARTIFACTS

BILE AND LASHES

These gauntlets are simple oiled leather gloves. The left one is stained with tarry black streaks while the right is marked with cruel stripes possibly from a scourge.

When you don both gloves, they create a pool of unformed potential that you may harness in several ways. The pool represents a total +10 bonus that you may split between a bonus on attack and damage with *lashes*, a bonus to all saving throws, or a bonus to AC. At the start of your turn, you may allocate these bonuses wherever you like, and the effects last until the start of your next turn.

Additionally, you make a single attack against a creature you threaten. If you hit, the glove deals damage as if you had successfully hit the target with a *disintegrate* spell. Alternatively, you may invoke the power of *bile* to throw up a *wall of force* as the spell. Each use of either ability deals 2 points of Constitution damage to you.

While wearing the gloves, you never willingly take them off. If they are stolen from you, you must hunt down and kill the thieves as if under the effects of a *geas/quest* spell.

Legends

While chronicled in arcane scrolls and captains’ logbooks since the beginning of history, the exact age of *bile and lashes* is unknown. No one is quite certain about from where they came or for what purpose, though in every recorded instance, death heralds their appearance.

IMAGE OF NIMUNE

This small sacred artifact possesses the ability to instantly purify up to ten gallons of water, making it not only drinkable, but quite tasty and pleasantly cool. Additionally, drinking two liters of this pure water per day while resting for that same day doubles the natural healing rate from injury and disease. Pressing the Image of Nimune against a wound removes any possibility of the wound getting infected, and has a 50% chance of stabilizing a dying character.

THE LIBER MORTIS

This book is a collection of some of the greatest spells and treatise on the black art of necromancy in the land. Its black leather cover seems to radiate evil and corruption, even while the book itself is spotless and neat. There is a silver pentagram upon the cover and a book latch along the side keeps the tome closed when not in use.

The book emits a mild aura of evil at a 15 foot radius. This is easily detectable by even beings not sensitive to magic and no attribute check is required. Any non-evil creatures in the vicinity of the work will feel a sense of disquiet and morale checks will suffer a –2 penalty.

The Liber is far more than just a spell book, however. It is actually imbued with negative planar energy to the point that it has a will of its own. It cannot dominate its wielder, though it will use dreams and other lures to encourage a caster to delve into its secrets and begin to cast its spells which will affect the caster as noted below.

Any spellcaster (wizard, cleric, druid, etc.) may use the spells in the book, even if their class normally precludes the use of arcane spells. Furthermore, the spells cannot be memorized from the book but can be cast from the book just like a scroll. However, the spell is re-castable and will not disappear as scrolls do. With each spell cast, the caster will lose one point of wisdom and be unaware of its loss. When the caster reaches –1 wisdom, the book will consume the caster’s soul (no save) and the body will crumble into dust.

Any wizard who reads the tome will gain +1 level in their class. Any other caster will not gain this level advancement but all perusers of the Liber must make a wisdom save or move one rank in alignment towards chaotic evil. For instance, a lawful good wizard who failed his save would become lawful neutral. A neutral evil druid who failed would become chaotic evil, a chaotic good cleric would become chaotic neutral, etc.

The Liber Mortis’s spell abilities are:

- 1. Allows the user to cast the below spells as noted:

Spell	Times
Cleave Flesh @	(4/day)
Detect Undead	(3/day)
Invisibility to Undead	(3/day)
Speak with Dead	(3/day)
Animate/Preserve Dead	(2/day)
Magic Circle vs Undead	(2/day)
Create Undead	(1/day)
Create Greater Undead	(1/week)

- 2. Allows the reader to attempt to control undead as a cleric of a level equal to the user’s level (regardless of class).

- 3. Gives the alchemical recipe for the creation of Hydra’s Teeth. These items (made from the actual teeth of a hydra and other unguents) when properly created, allow the user to bring forth an equal number of skeletons (max HP) as teeth used to serve the caster.

- 4. Within its pages gives detailed information on the creation of specters and lichs.

Alignment

The alignment of the reader affects its capabilities as noted on the chart below. The damage column indicates how much damage the character with the alignment suffers when first handling the book. This happens only once per reader.

Alignment	Damage	Use Abilities
Lawful Good	4d4	1
Lawful Neutral	3d4	1, 2
Lawful Evil	1d4	1, 2, 3
Neutral Good	3d4	1
Neutral	2d4	1, 2
Neutral Evil	1d4	1, 2, 3
Chaotic Good	2d4	1
Chaotic Neutral	1d4	1, 2, 3
Chaotic Evil	--	All

@Cleave flesh is a 1st level spell that allows the caster to force the flesh of a corpse to drop away from the skeleton, leaving a clean set of bones behind. It will not do the same to living flesh, but will disrupt the flesh and cause 2d4 damage. Note that the use of this spell to create the gibbering moulder in the Great Oak cannot be employed by the player characters. Argus’ necromantic modifications are unique to his situation (as a fallen druid) and are not usable by player characters.

MANUAL OF ARCANE POWER

A highly-sought after artifact, once read, this manual permanently grants a non-arcane spellcaster the ability to cast 2 0-level wizard spells twice per day, and 1 1st-level wizard spell once per day. The caster level for these spells is 1+the character’s Intelligence modifier. If the character gains a level, their caster level also increases. Once read, the manual is useless. The spells contained in the Manual are determined either randomly or by the CK.

MANUAL OF DIVINITY

This powerful artifact permanently grants a non-divine spellcaster the ability to cast 2 0-level cleric spells twice per day, and 1 1st level cleric spell once per day. The caster level for these spells is 1 + the user’s Wisdom modifier. If the character gains a level, their caster level also increases. Once read, the manual is useless. The spells contained in the Manual are determined either randomly or by the CK.

PENDANT OF ESHARA

This small sacred artifact, when worn by a lawful-good aligned fighter or knight, grants them immunity to fear and all allies within 30 feet a +1 bonus against fear.

PHOENIX ROD

This powerful artifact possesses the ability to cast a *fireball* equal in power to a 12th level wizard once per day, and the additional power to cast *resurrection* once per month. It also possesses the ability to fire a firebolt which does 6d6 damage a number of times per day equal to 1 + the wielder’s Intelligence modifier.

RING OF SORCERERS

This beautifully crafted gold ring is shaped like a serpent biting its own tail. Its eyes are tiny emeralds.

The origin of the *ring of sorcerers* is lost to time, forgotten by even the most versed scholars of arcane lore. What is known is that when placed on the finger of a wizard, it fills the spellcaster’s mind with startling images of a gold dragon and compels the wearer to establish a place of worship for this dragon (Wisdom save negates).

If you are at least a 1st-level wizard, you derive all of the following supernatural benefits when you wear this ring.

Detect Sorcery: You can cast out your senses to detect the presence or absence of a wizard. The Game Master secretly makes an Intelligence check on your behalf, and if the check succeeds you discern the presence of any wizard within

100 feet. If a wizard casts a spell within this range, you automatically identify the caster as a wizard.

Buttressed against Sorcery: You gain a +4 bonus on saves against wizard spells.

SHIELD OF NIMUNE +2

This powerful artifact confers a large bonus to armour class, and also allows the user to cast *cure serious wounds* and *restoration* 1+Wis modifier times per day, as well as *heal* once per day and *resurrection* once per month. Only good-aligned individuals can wield the weapon, all evil people who even touch the shield suffer 4d6 damage.

SILVER SPHERE

This perfectly smooth two-foot-radius sphere is wrought from solid silver.

The *sphere* continuously radiates *magic circle against evil*. The *silver sphere* also grants a +5 bonus on all Charisma checks made when interacting with creatures of the reptilian subtype.

Legends

The *silver sphere* was found deep beneath the sea, lying amidst the shattered ruins of an ancient Valossan city. A triton explorer came across the item first years ago, but lost it after his encampment was overrun by a vampiric kraken. Some claim this device is a gift from Yig, but those familiar with the Snake God know this cannot be true given the aura of good that surrounds this powerful relic.

TAROT ARCANUM

This eldritch deck of cards is always found within a small gold or silver hinged case of exquisite workmanship. The top of the case will be festooned with tiny replicas of each of the cards noted below, and while the case itself radiates magic, it has no inherent properties other than the capability of securely storing the cards. The cards themselves are quite intricate and are emblazoned with their particular sigils upon plaques of thin wood or ceramic tiles.

Any character that obtains a Tarot Arcanum may draw as many cards as they wish from the deck, but such draws must be announced to the Game Master before the results are determined by draw or die roll. Game Masters may use the table below for random generation of the cards by dice, though no more than one copy of each card exists within the deck. If a result is rolled twice then the second roll is ignored and the dice re-rolled. Game Masters who wish a bit more detail may purchase a standard Tarot deck from any bookstore to use as a Tarot Arcanum prop. In such a case, the Game Master should remove the number cards for the four suits (1-10 for Wands, Cups, Swords, and Pentacles) and set them aside as they are not used. The details of the cards and their effects are noted below.

% Die Roll	Card Drawn
01	The Fool
02	The Magician
03-05	The High Priestess
06-08	The Empress
09-11	The Emperor
12-14	The Hierophant
15-17	The Lovers
18-20	The Chariot
21-23	Strength
24-26	The Hermit
27-29	Page of Wands
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74-76	The Wheel of Fortune
77-79	Justice
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83-85	Death
86-87	Temperance
88-89	The Devil
90-91	The Tower
92-93	The Star
94-95	The Moon
96-97	The Sun
98-99	Judgment
00	The World

Once the card is determined by the table above, the Game Master should roll a 1d4, with a 1-2 meaning that the card is upright (“U”) and a 3-4 meaning that the card is upside down or reversed (“R”). The explanation of each card and their facings are described in detail below.

THE MAJOR ARCANA

The Fool
U = May ignore the next card of bad effect drawn.
R = The next card drawn will be considered “Reversed” regardless of its actual facing.

The Magician
U = Gain 1 point of Intelligence and if a spellcaster gain a bonus 1st level spell to cast along with the level limit allowed permanently.
R = Lose one point of Intelligence and if the drawer is a spellcaster they lose one 1st level spell casting capability permanently.

The High Priestess
U = Gain 1 point of Wisdom
R = Lose 1 point of Wisdom

The Empress
U = Drawer gains the deed to a small manor & village
R = Drawer finds themselves hounded for a 10,000 gp debt of an obscure relative.

The Emperor
U = The drawer will automatically succeed on their next three critical CHA checks/saving throws as determined by the player.
R = Drawer will automatically fail the next three critical CHA check/saving throws randomly determined by the Game Master (it should be important ones)

The Hierophant

U = Drawer will be granted a resurrection or raise dead spell at no cost by the next church he encounters when he or she is in need and such a spell is able to be cast by the clergy.

R = No resurrection or Raise Dead spell will work on the drawer until a Remove Curse is cast upon them (Curse is as cast by a 12th level Cleric).

The Lovers

U = Drawer's Charisma increases by 1 point permanently, and the party member or hireling of the appropriate gender most attractive to the drawer will fall in love with the drawer (as if permanently Charmed) unless a Remove Curse spell is cast upon him or her (Curse is as if cast by a 12th level Cleric).

R = Drawer's Charisma decreases by 1 point permanently and the drawer either loses any significant other or hirelings and will suffer -4 CHA checks in the future unless a Remove Curse spell is cast upon him or her (Curse is as if cast by a 12th level Cleric).

The Chariot

U = Drawer automatically makes the next roll that is vital for his or her survival (saving throw, attribute check or to hit-damage roll). Roll is the maximum needed to insure success and is at the discretion of the player.

R = Drawer fails his next roll vital to the success or survival of him or her as determined by the Game Master.

Strength

U = Drawer of this card gains +3 to all saving throws involving the mind or spirit for the next game year.

R = Drawer of this card suffers -3 to all saving throws involving the mind or spirit for the next game year.

The Hermit

U = The drawer of this card gains 1 level of experience in his or her Prime class; xp are gained at the total of 3,000 xp or the amount needed to bring them to the minimum xp total needed for the next higher level (whichever is greater).
R = The drawer of this card loses 1 level of experience in his or her Prime class; xp are lost at the total of 3,000 xp or the amount needed to bring them to the minimum xp total needed for the next lower level (whichever loss is greater).

The Wheel of Fortune

U = Gains a permanent +1 to all attribute checks.

R = Suffers a permanent -1 penalty to all attribute checks.

Justice

U = Drawer gains the ability to determine if they are told a falsehood once per day automatically for 1-12 (1d12) game months. Note that this will not reveal any other information other than a statement told to them is true or false.

R = Drawer is automatically detected when telling a lie once per day, the exact lie and situation to be determined by the Game Master.

The Hanged Man

U = Drawer gains the ability to regenerate as a Troll for 1-12 (1d12) game months (3d4).

R = Drawer suffers an inability to heal, never healing more than 1 hp a week due to natural healing and any healing magic used on the drawer only heals the minimum amount capable for the spell or item in question for 1-12 (1d12) game months.

Death

U = A cloaked figure of death incarnate will appear and attack the drawer. The figure will appear as a skeleton clad in black robes wielding a scythe, but the "death"'s attributes will be equal in all respects to the drawer and the scythe will hit and damage equal to the drawer's strongest weapon or as +2 to hit/damage and 1d12 damage rolled; whichever is greater. An impenetrable shield will separate the combatants from all others in the area and will bar any intervention in the melee until the combat is completed and one or the other dies.

R = Drawer will age at 1/3rd the normal rate with commensurate extension of lifespan.

Temperance

U = The drawer gains 1 point to each of his or her two lowest attributes, but loses 2 points from his or her single highest attribute.

R = The drawer loses 1 point from each of his or her two lowest attributes, but gains 2 points to his or her single highest attribute.

The Devil

U = The drawer's alignment is reversed according to the below chart

Old Alignment	New Alignment
Lawful Good	Chaotic Evil
Lawful Neutral	Chaotic Good (1-3) or Evil (4-6) on 1d6
Lawful Evil	Chaotic Good
Neutral Good	Lawful (1-3) or Chaotic (4-6) Evil on a 1d6
Neutral	No change
Neutral Evil	Lawful (1-3) or Chaotic (4-6) Good on a 1d6
Chaotic Good	Lawful Evil
Chaotic Neutral	Lawful Good (1-3) or Evil (4-6) on 1d6
Chaotic Evil	Lawful Good

R = The Drawer gains 1 point of Intelligence and 1 point of Wisdom permanently and the next attempt to influence the drawer via a magic spell or item will automatically fail.

The Tower

U = Drawer can no longer advance in level until a Quest (Game Master's discretion) is completed. However, the drawer gains +1 to all rolls for the duration of the quest.

R = Drawer loses 1 level of experience and all xps for that level permanently (Restored only by a Restoration spell cast by a 12th level Cleric or higher). Experience point totals return to The experience point total reduces to the minimum needed for the level below their prior level.

The Star

U = The drawer gains a limited wish to be used at the player's discretion.

R = The drawer takes a -3 to all WIS checks until he or she advances to the next level of experience.

The Moon

U = The drawer is afflicted with a random form of Lycanthropy as noted below:

1d12	Result
1-2	Were-Rat
3-4	Were-Boar
5-6	Were-Wolf
7-8	Were-Boar
9-10	Were-Tiger
11-12	Were-Bear

Though it can be eventually cured, it will remain with the drawer a minimum of 4 weeks. The drawer's alignment will change to that typical of the were-form until the Lycanthropy is cured.

R = The drawer's favorite magic item is lost, though the drawer can see its general location in dreams. Its location is left up to the Game Master, but it should be in a location that's dangerous to travel to (dungeon, orc fort, etc.). IF no magic item is owned, the effect will delay until the drawer obtains their first magic item.

The Sun

U = The drawer gains enough experience points to place them exactly 20 xp shy of the next higher level in their class.

R = Apparently nothing, but the next night the drawer will be found trying to steal treasure or items from a party member. When confronted, the drawer will claim they were asleep (which they were) but no one will believe them for a week.

Judgment

U = The drawer will regress in age to that of the minimum age needed to qualify as "young adult" for their race. All attributes, powers and class levels/skills will remain the same.

R = The drawer is aged 20% of the years for their race's total lifespan.

The World

U = The drawer gains 1 point to each of his attributes that are denoted as his Primaries (for attribute checks and saving throws), though none may exceed 18.

R = The drawer loses 1 point to each of his attributes that are denoted as his Primaries (for attribute checks and saving throws), though none may be reduced below 3.

THE COURTS

WANDS

Page of Wands

U = Drawer gains a +4 to all CHA checks involving persuasion for the next game month.

R = Drawer suffers a -4 to all CHA checks involving persuasion for the next game month.

Knight of Wands

U = The Drawer of the card gains a Rod of Smiting with 20 charges.

R = The Drawer suffers a -4 to attack rolls for the next game month.

Queen of Wands

U = The Drawer gains a Ring of Spell Storing.

R = The Drawer suffers a -4 to all saving throws against Arcane magic.

King of Wands

U = The Drawer gains a spellbook with three spells in it, each of one level higher than the drawer is capable of casting; if the drawer isn't a spellcaster then the spells will be of 1st level Wizard spells (randomly determined by the Game Master).

R = The Drawer's spell book bursts into flames and is automatically destroyed.

If the drawer isn't a spellcaster then the drawer loses 1 point of Intelligence permanently.

CUPS

Page of Cups

U = The Drawer gains a Potion of Healing with 3 doses.

R = The drawer gains a Potion of Delusion of Healing, 3 doses.

Knight of Cups

U = The Drawer gains a Potion of Super Heroism with 3 doses.

R = The drawer gains a Potion of Delusion of Super Heroism, 3 doses.

Queen of Cups

U = The Drawer gains a chalice of Holy Water. This Chalice will fill with Holy Water once per day on command, and such a command will drain 1 charge. The Chalice given will have 20 charges.

R = The Drawer radiates a 10 foot aura that spoils all holy water and healing potions (no save) within the area for one game month.

King of Cups

U = The Drawer gains a Jug of Alchemy.

R = The drawer gains a Jug of Trolls, which appears as a Jug of Alchemy, but upon invocation 1 Troll will emerge for every 3 levels the invoker has in his primary class and attack.

Upon being slain, the dead troll will disappear but another will emerge from the jug to replace it. This will continue until the Command word is spoken again; which will cease summoning Trolls.

WORDS

Page of Swords

U = The Drawer will be given a +1 Short Sword.

R = The Drawer will be given a -1 Cursed Shortsword.

Knight of Swords

U = The Drawer will be given a +2 Broadsword.

R = The Drawer will be given a -2 Cursed Broadsword with an additional curse that whenever a Natural 20 is rolled, the sword hits its wielder for full damage.

Queen of Swords

U = The Drawer is given a Scabbard of Mercy that will meld into the appropriate shape of whatever blade is sheathed within it. It further acts to negate any single blow that would reduce its bearer to 0 or less hit points, once per day.

R = The Drawer will be given a scabbard of cowardice. This scabbard will mold to fit any blade sheathed within it, but upon any melee the scabbard will refuse to let the sword out of the scabbard nor will it be able to be removed from the belt until the battle is over. Otherwise, blades can be drawn as normal.

King of Swords

U = The Drawer is given a sentient +3 Bastard Sword of a compatible alignment to the drawer, with a Will of 17. Its special purpose and any powers it might have should be determined by the Game Master.

R = The Drawer gains a +3 Bastard Sword with both INT and WIS of 13.

However, the sword is of the opposite alignment of the drawer (see table under card "The Devil" to determine sword's alignment). It will pretend to be amenable to the drawer at first, but will then do all it can during melee to insure the drawer's death. Any attempt to get rid of the sword without a Remove Curse spell (cast by a 12th level Cleric) will automatically require a Domination/Will check.

PENTACLES

Page of Pentacles

U = The Drawer gains a hireling Rogue of ½ the drawer's level from the card who will be loyal and follow the drawer faithfully unless poorly treated. The Game Master should design the NPC Rogue as needed.

R = Apparently nothing, but soon a relative of the drawer will appear and wish to travel with the drawer to learn of the adventuring life. However, at the first opportunity the relative will turn out to be a Rogue of opposite alignment to the drawer and will steal as much as he/she can from the drawer and other party members before fleeing. It is left to the Game Master to decide if the Rogue is really a relative or simply impersonating one.

Knight of Pentacles

U = The Drawer gains a Medium Warhorse, complete with Studded Leather Barding. The horse will remain faithful to the drawer unless poorly treated.

R = The Drawer will apparently be given a Medium Warhorse that fits the description noted in the Upright Card. However, at an opportune moment (determined by the Game Master) the horse will transform into a panther and attack the Drawer.

Queen of Pentacles

U = The Drawer is given a medallion with a pentacle upon it, which will be revealed under magic detection as a medallion of Invisibility.

R = The Drawer is given a medallion with a pentacle upon it, which will be revealed under magic detection as a medallion of Invisibility; but in truth is a medallion of delusion of invisibility. Any friends of the wearer who look upon him or her while the drawer uses the medallion will also be affected by the delusion. Only opponents or non-associates will be able to avoid the delusion effect. Treat any attempt to disbelieve as an illusion cast by a 7th level Illusionist.

King of Pentacles

U = The Drawer is given a small wooden box with a pentacle engraved on the top. Within the box are a set of highly polished lockpicking Tools. They are enchanted to grant +2 to any Rogue who attempts to use them to lock or unlock any mechanical (non-magic) lock.

R = The Drawer is given a small wooden box with a pentacle engraved on the top. Within the box are a set of highly polished Lockpicking Tools. They are cursed to impose a -2 to any Rogue who attempts to use them to lock or unlock any mechanical (non-magic) lock.

WHISTLE OF CANINE SUMMONING

This magical artifact summons up a pack of 1d4+1 war dogs (use the statistics for wolves) once per day, which can be used to track or to attack enemies. The war dogs will not attack the user or the user's close companions, but are hostile towards virtually everyone else. The war dogs once summoned, remain for up to two hours before being unsummoned. If a dog is killed, its replacement will be able to be called 24 hours later. If ten dogs are killed, the ring becomes useless and dogs and wolves will be exceptionally hostile towards the spellcaster for six months thereafter. Even a beloved family pet may eventually attack its owner.

PLANES

WHAT IS A PLANE?

The planes of existence are different realities with interwoven connections. Except for rare linking points, each plane is effectively its own universe with its own natural laws.

The planes break down into a number of general types: the Material Plane, the Transitive Planes, the Inner Planes, the Outer Planes, and the demiplanes.

MATERIAL PLANE

The Material Plane tends to be the most Earth-like of all planes and operates under the same set of natural laws that our own real world does. This is the default plane for most adventures.

TRANSITIVE PLANES

These three planes have one important common characteristic: Each is used to get from one place to another. The Astral Plane is a conduit to all other planes, while the Ethereal Plane and the Plane of Shadow both serve as means of transportation within the Material Plane they're connected to. These planes have the strongest regular interaction with the Material Plane and are often accessed by using various spells. They have native inhabitants as well.

Inner Planes

These six planes are manifestations of the basic building blocks of the universe. Each is made up of a single type of energy or element that overwhelms all others. The natives of a particular Inner Plane are made of the same energy or element as the plane itself.

OUTER PLANES

The deities live on the Outer Planes, as do creatures such as celestials, demons, and devils. Each of the Outer Planes has an alignment, representing a particular moral or ethical outlook, and the natives of each plane tend to behave in agreement with that plane's alignment. The Outer Planes are also the final resting place of souls from the Material Plane, whether that final rest takes the form of calm introspection or eternal damnation.

Demiplanes

This catch-all category covers all extra-dimensional spaces that function like planes but have measurable size and limited access. Other kinds of planes are theoretically infinite in size, but a demiplane might be only a few hundred feet across.

PLANAR TRAITS

Each plane of existence has its own properties—the natural laws of its universe.

Planar traits are broken down into a number of general areas.

All planes have the following kinds of traits.

Physical Traits : These traits determine the laws of physics and nature on the plane, including how gravity and time function.

Elemental and Energy Traits : These traits determine the dominance of particular elemental or energy forces.

Alignment Traits : Just as characters may be lawful neutral or chaotic good, many planes are tied to a particular moral or ethical outlook.

Magic Traits : Magic works differently from plane to plane, and magic traits set the boundaries for what it can and can't do.

PHYSICAL TRAITS

The two most important natural laws set by physical traits are how gravity works and how time passes. Other physical traits pertain to the size and shape of a plane and how easily a plane's nature can be altered.

GRAVITY

The direction of gravity's pull may be unusual, and it might even change directions within the plane itself.

Normal Gravity : Most planes have gravity similar to that of the Material Plane. The usual rules for ability scores, carrying capacity, and encumbrance apply. Unless otherwise noted in a description, it is assumed every plane has the normal gravity trait.

Heavy Gravity : The gravity on a plane with this trait is much more intense than on the Material Plane. As a result, all dexterity checks and saves incur a -2 penalty, as do all attack rolls. All item weights are effectively doubled, which might affect a character's speed. Weapon ranges are halved. A character's Strength and Dexterity scores are not affected. Characters who fall on a heavy gravity plane take 1d10 points of damage for each 10 feet fallen, to a maximum of 20d10 points of damage.

Light Gravity : The gravity on a plane with this trait is less intense than on the Material Plane. As a result, creatures find that they can lift more, but their movements tend to be ungainly. Characters on a plane with the light gravity trait gain a +2 bonus on all dexterity checks involving climbing or jumping, and suffer a -2 penalty on all other dexterity checks and saves. All items weigh half as much. Weapon ranges doubled.

Strength and Dexterity don't change as a result of light gravity, but what you can do with such scores does change. These advantages apply to travelers from other planes as well as natives.

Falling characters on a light gravity plane take 1d4 points of damage for each 10 feet of the fall (maximum 20d4).

No Gravity : Individuals on a plane with this trait merely float in space, unless other resources are available to provide a direction for gravity's pull. Objective Directional Gravity

The strength of gravity on a plane with this trait is the same as on the Material Plane, but the direction is not the traditional "down" toward the ground. It may be down toward any solid object, at an angle to the surface of the plane itself, or even upward.

In addition, objective directional gravity may change from place to place. The direction of "down" may vary.

Subjective Directional Gravity : The strength of gravity on a plane with this trait is the same as on the Material Plane, but each individual chooses the direction of gravity's pull. Such a plane has no gravity for unattended objects and non-sentient creatures. This sort of environment can be very disorienting to the newcomer, but is common on "weightless" planes.

Characters on a plane with subjective directional gravity can move normally along a solid surface by imagining "down" near their feet. If suspended in midair, a character "flies" by merely choosing a "down" direction and "falling" that way. Under such a procedure, an individual "falls" 150 feet in the first round and 300 feet in each succeeding round. Movement is straight-line only. In order to stop, one has to slow one's movement by changing the designated "down" direction (again, moving 150 feet in the new direction in the first round and 300 feet per round thereafter).

It takes a wisdom check to set a new direction of gravity as a free action; this check can be made once per round. Any character who fails this Wisdom check in successive rounds receives a +6 bonus on subsequent checks until he or she succeeds.

TIME

The rate of time's passage can vary on different planes, though it remains constant within any particular plane. Time is always subjective for the viewer. The same subjectivity applies to various planes. Travelers may discover that they'll pick up or lose time while moving among the planes, but from their point of view, time always passes naturally.

Normal Time : This trait describes the way time passes on the Material Plane. One hour on a plane with normal time equals one hour on the Material Plane. Unless otherwise noted in a description, every plane has the normal time trait.

Timeless : On planes with this trait, time still passes, but the effects of time are diminished. How the timeless trait can affect certain activities or conditions such as hunger, thirst, aging, the effects of poison, and healing varies from plane to plane.

The danger of a timeless plane is that once one leaves such a plane for one where time flows normally, conditions such as hunger and aging do occur retroactively.

Flowing Time : On some planes, time can flow faster or slower. One may travel to another plane, spend a year there, then return to the Material Plane to find that only six seconds have elapsed. Everything on the plane returned to is only a few seconds older. But for that traveler and the items, spells, and effects working on him, that year away was entirely real.

When designating how time works on planes with flowing time, put the Material Plane’s flow of time first, followed by the same flow in the other plane.

Erratic Time : Some planes have time that slows down and speeds up, so an individual may lose or gain time as he moves between the two planes. The following is provided as an example.

d%	Time on Material Plane	Time on Erratic Time Plane
01-10	1 day	1 round
11-40	1 day	1 hour
41-60	1 day	1 day
61-90	1 hour	1 day
91-100	1 round	1 day

To the denizens of such a plane, time flows naturally and the shift is unnoticed.

If a plane is timeless with respect to magic, any spell cast with a non-instantaneous duration is permanent until dispelled.

SHAPE AND SIZE

Planes come in a variety of sizes and shapes. Most planes are infinite, or at least so large that they may as well be infinite.

Infinite : Planes with this trait go on forever, though they may have finite components within them. Or they may consist of ongoing expanses in two directions, like a map that stretches out infinitely.

Finite Shape : A plane with this trait has defined edges or borders. These borders may adjoin other planes or hard, finite borders such as the edge of the world or a great wall. Demiplanes are often finite.

Self-Contained Shape : On planes with this trait, the borders wrap in on themselves, depositing the traveler on the other side of the map. A spherical plane is an example of a self-contained, finite plane, but there can be cubes, toruses, and flat planes with magical edges that teleport the traveler to an opposite edge when he crosses them.

Some demiplanes are self-contained.

MORPHIC TRAITS

This trait measures how easily the basic nature of a plane can be changed. Some planes are responsive to sentient thought, while others can be manipulated only by extremely powerful creatures. And some planes respond to physical or magical efforts.

Alterable Morphic : On a plane with this trait, objects remain where they are (and what they are) unless affected by physical force or magic. You can change the immediate environment as a result of tangible effort.

Highly Morphic : On a plane with this trait, features of the plane change so frequently that it’s difficult to keep a particular area stable. Such planes may react dramatically to specific spells, sentient thought, or the force of will. Others change for no reason.

Magically Morphic : Specific spells can alter the basic material of a plane with this trait.

Divinely Morphic : Specific unique beings (deities or similar great powers) have the ability to alter objects, creatures, and the landscape on planes with this

trait. Ordinary characters find these planes similar to alterable planes in that they may be affected by spells and physical effort. But the deities may cause these areas to change instantly and dramatically, creating great kingdoms for themselves.

Static : These planes are unchanging. Visitors cannot affect living residents of the plane, nor objects that the denizens possess. Any spells that would affect those on the plane have no effect unless the plane’s static trait is somehow removed or suppressed. Spells cast before entering a plane with the static trait remain in effect, however.

Even moving an unattended object within a static plane requires a strength check. Particularly heavy objects may be impossible to move.

Sentient : These planes are ones that respond to a single thought— that of the plane itself. Travelers would find the plane’s landscape changing as a result of what the plane thought of the travelers, either becoming more or less hospitable depending on its reaction.

ELEMENTAL AND ENERGY TRAITS

Four basic elements and two types of energy together make up everything. The elements are earth, air, fire, and water. The types of energy are positive and negative.

The Material Plane reflects a balancing of those elements and energies; all are found there. Each of the Inner Planes is dominated by one element or type of energy. Other planes may show off various aspects of these elemental traits. Many planes have no elemental or energy traits; these traits are noted in a plane’s description only when they are present.

Air-Dominant : Mostly open space, planes with this trait have just a few bits of floating stone or other elements. They usually have a breathable atmosphere, though such a plane may include clouds of acidic or toxic gas. Creatures of the earth subtype are uncomfortable on air-dominant planes because they have little or no natural earth to connect with. They take no actual damage, however.

Earth-Dominant : Planes with this trait are mostly solid. Travelers who arrive run the risk of suffocation if they don’t reach a cavern or other pocket within the earth. Worse yet, individuals without the ability to burrow are entombed in the earth and must dig their way out (5 feet per turn). Creatures of the air subtype are uncomfortable on earth dominant planes because these planes are tight and claustrophobic to them. But they suffer no inconvenience beyond having difficulty moving.

Fire-Dominant : Planes with this trait are composed of flames that continually burn without consuming their fuel source. Fire-dominant planes are extremely hostile to Material Plane creatures, and those without resistance or immunity to fire are soon immolated.

Unprotected wood, paper, cloth, and other flammable materials catch fire almost immediately, and those wearing unprotected flammable clothing catch on fire. In addition, individuals take 3d10 points of fire damage every round they are on a fire-dominant plane. Creatures of the water subtype are extremely uncomfortable on fire-dominant planes. Those that are made of water take double damage each round.

Water-Dominant : Planes with this trait are mostly liquid. Visitors who can’t breathe water or reach a pocket of air will likely drown. Creatures of the fire subtype are extremely uncomfortable on water-dominant planes. Those made of fire take 1d10 points of damage each round.

Positive-Dominant : An abundance of life characterizes planes with this trait. The two kinds of positive-dominant traits are minor positive-dominant and major positive-dominant. A minor positive-dominant plane is a riotous explosion of life in all its forms. Colors are brighter, fires are hotter, noises are louder, and sensations are more intense as a result of the positive energy swirling through the plane. All individuals in a positive-dominant plane gain fast healing 2 as an extraordinary ability.

Major positive-dominant planes go even further. A creature on a major positive-dominant plane must make a constitution save (CL 0) to avoid being blinded for 10 rounds by the brilliance of the surroundings. Simply being on the plane grants fast healing 5 as an extraordinary ability. In addition, those at full hit points gain 5 additional temporary hit points per round. These temporary hit points fade 1d20 rounds after the creature leaves the major positive-dominant plane. However, a creature must make a constitution save (CL 5) each round

that its temporary hit points exceed its normal hit point total. Failing the saving throw results in the creature exploding in a riot of energy, killing it.

Negative-Dominant : Planes with this trait are vast, empty reaches that suck the life out of travelers who cross them. They tend to be lonely, haunted planes, drained of color and filled with winds bearing the soft moans of those who died within them. As with positive-dominant planes, negative-dominant planes can be either minor or major. On minor negative-dominant planes, living creatures take 1d6 points of damage per round. At 0 hit points or lower, they crumble into ash.

Major negative-dominant planes are even more severe. Each round, those within must make a constitution save (CL 10) or gain a negative level. A creature whose negative levels equal its current levels or Hit Dice is slain, becoming a wraith. The death ward spell protects a traveler from the damage and energy drain of a negative-dominant plane.

ALIGNMENT TRAITS

Some planes have a predisposition to a certain alignment. Most of the inhabitants of these planes also have the plane’s particular alignment, even powerful creatures such as deities. In addition, creatures of alignments contrary to the plane have a tougher time dealing with its natives and situations.

The alignment trait of a plane affects social interactions there. Characters who follow other alignments than most of the inhabitants do may find life more difficult.

Alignment traits have multiple components. First are the moral (good or evil) and ethical (lawful or chaotic) components; a plane can have either a moral component, an ethical component, or one of each. Second, the specific alignment trait indicates whether each moral or ethical component is mildly or strongly evident.

Good-Aligned/Evil-Aligned : These planes have chosen a side in the battle of good versus evil. No plane can be both good-aligned and evil-aligned.

Law-Aligned/Chaos-Aligned : Law versus chaos is the key struggle for these planes and their residents. No plane can be both law-aligned and chaos-aligned.

Each part of the moral/ethical alignment trait has a descriptor, either “mildly” or “strongly,” to show how powerful the influence of alignment is on the plane.

Mildly Aligned : Creatures who have an alignment opposite that of a mildly aligned plane take a -2 penalty on all charisma checks.

Strongly Aligned: On planes that are strongly aligned, a -2 penalty applies on all charisma checks made by all creatures not of the plane’s alignment. In addition, the -2 penalty affects all intelligence and wisdom checks, too.

The penalties for the moral and ethical components of the alignment trait do stack.

Neutral-Aligned: A mildly neutral-aligned plane does not apply a penalty to anyone.

The Material Plane is considered mildly neutral-aligned, though it may contain high concentrations of evil or good, law or chaos in places.

A strongly neutral-aligned plane would stand in opposition to all other moral and ethical principles: good, evil, law, and chaos. Such a plane may be more concerned with the balance of the alignments than with accommodating and accepting alternate points of view. In the same fashion as for other strongly aligned planes, strongly neutral-aligned planes apply a -2 penalty to Intelligence, Wisdom, or Charisma checks by any creature that isn’t neutral. The penalty is applied twice (once for law/chaos, and once for good/evil), so neutral good, neutral evil, lawful neutral, and chaotic neutral creatures take a -2 penalty and lawful good, chaotic good, chaotic evil, and lawful evil creatures take a -4 penalty.

MAGIC TRAITS

A plane’s magic trait describes how magic works on the plane compared to how it works on the Material Plane. Particular locations on a plane (such as those under the direct control of deities) may be pockets where a different magic trait applies.

Normal Magic : This magic trait means that all spells and supernatural abilities function as written. Unless otherwise noted in a description, every plane has the normal magic trait.

Wild Magic : On a plane with the wild magic trait spells and spell-like abilities function in radically different and sometimes dangerous ways. Any spell or spell-like ability used on a wild magic plane has a chance to go awry. The caster must make a level check (CL = the level of the spell or effect) for the magic to function normally. For spell-like abilities, use the level or HD of the creature employing the ability for the caster level check and the level of the spell-like ability to set the CL for the caster level check. Failure on this check means that something strange happens; roll d% and consult the following table.

d%	Effect
01-19	Spell rebounds on caster with normal effect. If the spell cannot affect the caster, it simply fails.
20-23	A circular pit 15 feet wide opens under the caster’s feet; it is 10 feet deep per level of the caster.
24-27	The spell fails, but the target or targets of the spell are pelted with a rain of small objects (anything from flowers to rotten fruit), which disappear upon striking. The barrage continues for 1 round. During this time the targets are blinded and must make Concentration checks (CL = spell level) to cast spells.
28-31	The spell affects a random target or area. Randomly choose a different target from among those in range of the spell or center the spell at a random place within range of the spell. To generate direction randomly, roll 1d8 and count clockwise around the compass, starting with south. To generate range randomly, roll 3d6. Multiply the result by 5 feet for close range spells, 20 feet for medium range spells, or 80 feet for long range spells.
32-35	The spell functions normally, but any material components are not consumed. The spell is not expended from the caster’s mind (a spell slot or prepared spell can be used again). An item does not lose charges, and the effect does not count against an item’s or spell-like ability’s use limit.
36-39	The spell does not function. Instead, everyone (friend or foe) within 30 feet of the caster receives the effect of a heal spell.
40-43	The spell does not function. Instead, a deeper darkness and a silence effect cover a 30-foot radius around the caster for 2d4 rounds.
44-47	The spell does not function. Instead, a reverse gravity effect covers a 30-foot radius around the caster for 1 round.
48-51	The spell functions, but shimmering colors swirl around the caster for 1d4 rounds. Treat this a glitterdust effect with a save CL of -5 + the level of the spell that generated this result.
52-59	Nothing happens. The spell does not function. Any material components are used up. The spell or spell slot is used up, and charges or uses from an item are used up.
60-71	Nothing happens. The spell does not function. Any material components are not consumed. The spell is not expended from the caster’s mind (a spell slot or prepared spell can be used again). An item does not lose charges, and the effect does not count against an item’s or spell-like ability’s use limit.
72-98	The spell functions normally.
99-100	The spell functions strongly. Saving throws against the spell incur a -2 penalty. The spell’s numeric values are raised to their max values.

Impeded Magic : Particular spells and spell-like abilities are more difficult to cast on planes with this trait, often because the nature of the plane interferes with the spell.

To cast an impeded spell, the caster must make a wisdom check (CL 5 + the level of the spell). If the check fails, the spell does not function but is still lost as a prepared spell or spell slot. If the check succeeds, the spell functions normally.

Enhanced Magic : Spells and spell-like abilities are more powerful in effect on planes with this trait than they are on the Material Plane. The spell’s duration, area of effect, and any damage or healing are doubled.

Natives of a plane with the enhanced magic trait are aware of which spells and spell-like abilities are enhanced, but planar travelers may have to discover this on their own.

Limited Magic : Planes with this trait permit only the use of spells and spell-like abilities that meet particular qualifications.

Magic can be limited to effects from certain schools or subschools, to effects with certain descriptors, or to effects of a certain level (or any combination of these qualities). Spells and spell-like abilities that don't meet the qualifications simply don't work.

Dead Magic : These planes have no magic at all. A plane with the dead magic trait functions in all respects like an antimagic field spell. Divination spells cannot detect subjects within a dead magic plane, nor can a spellcaster use teleport or another spell to move in or out. The only exception to the "no magic" rule is permanent planar portals, which still function normally.

HOW PLANES INTERACT

Separate Planes : Two planes that are separate do not overlap or directly connect to each other. They are like planets in different orbits. The only way to get from one separate plane to the other is to go through a third plane. Coterminous Planes

Planes that touch at specific points are coterminous. Where they touch, a connection exists, and travelers can leave one reality behind and enter the other.

Coexistent Planes : If a link between two planes can be created at any point, the two planes are coexistent. These planes overlap each other completely. A coexistent plane can be reached from anywhere on the plane it overlaps. When moving on a coexistent plane, it is often possible to see into or interact with the plane it coexists with.

LAYERED PLANES

Infinites may be broken into smaller infinites, and planes into smaller, related planes. These layers are effectively separate planes of existence, and each layer can have its own planar traits. Layers are connected to each other through a variety of planar gates, natural vortices, paths, and shifting borders.

Access to a layered plane from elsewhere usually happens on a specific layer: the first layer of the plane, which can be either the top layer or the bottom layer, depending on the specific plane. Most fixed access points (such as portals and natural vortices) reach this layer, which makes it the gateway for other layers of the plane. The plane shift spell also deposits the spellcaster on the first layer of the plane.

PLANE DESCRIPTIONS

THE MATERIAL PLANE

The Material Plane is the center of most cosmologies and defines what is considered normal.

The Material Plane has the following traits:

- Normal gravity.
- Normal Time
- Alterable morphic.
- No Elemental or Energy Traits (specific locations may have these traits, however)
- Mildly neutral-aligned.
- Normal magic.

THE ETHEREAL PLANE

The Ethereal Plane is coexistent with the Material Plane and often other planes as well. The Material Plane itself is visible from the Ethereal Plane, but it appears muted and indistinct, its colors blurring into each other and its edges turning fuzzy.

While it is possible to see into the Material Plane from the Ethereal Plane, the Ethereal Plane is usually invisible to those on the Material Plane. Normally, creatures on the Ethereal Plane cannot attack creatures on the Material Plane, and vice versa. A traveler on the Ethereal Plane is invisible, incorporeal, and utterly silent to someone on the Material Plane.

The Ethereal Plane is mostly empty of structures and impediments. However, the plane has its own inhabitants. Some of these are other ethereal travelers, but the ghosts found here pose a particular peril to those who walk the fog.

It has the following traits.

- No gravity.
- Alterable morphic. The plane contains little to alter, however.
- Mildly neutral-aligned.
- Normal magic. Spells function normally on the Ethereal Plane, though they do not cross into the Material Plane.

The only exceptions are spells and spell-like abilities that have the force descriptor and abjuration spells that affect ethereal beings. Spellcasters on the Material Plane must have some way to detect foes on the Ethereal Plane before targeting them with force-based spells, of course. While it's possible to hit ethereal enemies with a force spell cast on the Material Plane, the reverse isn't possible. No magical attacks cross from the Ethereal Plane to the Material Plane, including force attacks.

PLANE OF SHADOW

The Plane of Shadow is a dimly lit dimension that is both coterminous to and coexistent with the Material Plane. It overlaps the Material Plane much as the Ethereal Plane does, so a planar traveler can use the Plane of Shadow to cover great distances quickly.

The Plane of Shadow is also coterminous to other planes. With the right spell, a character can use the Plane of Shadow to visit other realities.

The Plane of Shadow is a world of black and white; color itself has been bleached from the environment. It is otherwise appears similar to the Material Plane.

Despite the lack of light sources, various plants, animals, and humanoids call the Plane of Shadow home.

The Plane of Shadow is magically morphic, and parts continually flow onto other planes. As a result, creating a precise map of the plane is next to impossible, despite the presence of landmarks.

The Plane of Shadow has the following traits.

- *Magically morphic:* Certain spells modify the base material of the Plane of Shadow. The utility and power of these spells within the Plane of Shadow make them particularly useful for explorers and natives alike.
- Mildly neutral-aligned.
- *Enhanced magic.* The numeric values of spells with the shadow descriptor are raised to their max values.

Furthermore, specific spells become more powerful on the Plane of Shadow. Shadow conjuration and shadow evocation spells are 30% as powerful as the conjurations and evocations they mimic (as opposed to 20%). Greater shadow conjuration and greater shadow evocation are 70% as powerful (not 60%), and a shades spell conjures at 90% of the power of the original (not 80%).

- *Impeded magic.* Spells that use or generate light or fire may fizzle when cast on the Plane of Shadow. A spellcaster attempting a spell with the light or fire descriptor must succeed on a wisdom check (CL 5 + the level of the spell). Spells that produce light are less effective in general, because all light sources have their ranges halved on the Plane of Shadow.

Despite the dark nature of the Plane of Shadow, spells that produce, use, or manipulate darkness are unaffected by the plane.

THE ASTRAL PLANE

The Astral Plane is the space between the planes. When a character moves through an interplanar portal or projects her spirit to a different plane of existence, she travels through the Astral Plane. Even spells that allow instantaneous movement across a plane briefly touch the Astral Plane.

The Astral Plane is a great, endless sphere of clear silvery sky, both above and below. Occasional bits of solid matter can be found here, but most of the Astral Plane is an endless, open domain.

Both planar travelers and refugees from other planes call the Astral Plane home.

The Astral Plane has the following traits.

- Subjective directional gravity.
- Timeless. Age, hunger, thirst, poison, and natural healing don't function in the Astral Plane, though they resume functioning when the traveler leaves the Astral Plane.
- Mildly neutral-aligned.
- Enhanced magic. When casting any spells, using a magic item or using any spell-like abilities within the Astral Plane, the caster or user's initiative becomes 1.

ELEMENTAL PLANE OF AIR

The Elemental Plane of Air is an empty plane, consisting of sky above and sky below.

The Elemental Plane of Air is the most comfortable and survivable of the Inner Planes, and it is the home of all manner of airborne creatures. Indeed, flying creatures find themselves at a great advantage on this plane. While travelers without flight can survive easily here, they are at a disadvantage.

The Elemental Plane of Air has the following traits.

- Subjective directional gravity. Inhabitants of the plane determine their own "down" direction. Objects not under the motive force of others do not move.
- Air-dominant.
- Enhanced magic. The numeric values of spells and spell-like abilities that use, manipulate, or create air are raised by one-half.
- Impeded magic. Spells and spell-like abilities that use or create earth (including spells of the Earth domain and spells that summon earth elementals or outsiders with the earth subtype) are impeded.

ELEMENTAL PLANE OF EARTH

The Elemental Plane of Earth is a solid place made of rock, soil, and stone. An unwary and unprepared traveler may find himself entombed within this vast solidity of material and have his life crushed into nothingness, his powdered remains a warning to any foolish enough to follow.

Despite its solid, unyielding nature, the Elemental Plane of Earth is varied in its consistency, ranging from relatively soft soil to veins of heavier and more valuable metal.

The Elemental Plane of Earth has the following traits.

- Earth-dominant.
- Enhanced magic. The numeric values of spells and spell-like abilities that use, manipulate, or create earth or stone are raised by one-half.
- Impeded magic. Spells and spell-like abilities that use or create air (including spells of the Air domain and spells that summon air elementals or outsiders with the air subtype) are impeded.

ELEMENTAL PLANE OF FIRE

Everything is alight on the Elemental Plane of Fire. The ground is nothing more than great, evershifting plates of compressed flame. The air ripples with the heat of continual firestorms, and the most common liquid is magma, not water. The oceans are made of liquid flame, and the mountains ooze with molten lava. Fire survives here without need for fuel or air, but flammables brought onto the plane are consumed readily.

The Elemental Plane of Fire has the following traits.

- Fire-dominant.
- Enhanced magic. The numeric values of spells and spell-like abilities with the fire descriptor are raised by one-half.
- Impeded magic. Spells and spell-like abilities that use or create water (including spells of the Water domain and spells that summon water elementals or outsiders with the water subtype) are impeded.

ELEMENTAL PLANE OF WATER

The Elemental Plane of Water is a sea without a floor or a surface, an entirely fluid environment lit by a diffuse glow. It is one of the more hospitable of the Inner Planes once a traveler gets past the problem of breathing the local medium.

The eternal oceans of this plane vary between ice cold and boiling hot, between saline and fresh. They are perpetually in motion, wracked by currents and tides. The plane's permanent settlements form around bits of flotsam and jetsam suspended within this endless liquid. These settlements drift on the tides of the Elemental Plane of Water.

The Elemental Plane of Water has the following traits.

- Subjective directional gravity. The gravity here works similar to that of the Elemental Plane of Air. But sinking or rising on the Elemental Plane of Water is slower (and less dangerous) than on the Elemental Plane of Air.
- Water-dominant.
- Enhanced magic. The numeric values of spells and spell-like abilities that use or create water are raised by one-half.
- Impeded magic. Spells and spell-like abilities with the fire descriptor (including spells of the Fire domain) are impeded.

NEGATIVE ENERGY PLANE

To an observer, there's little to see on the Negative Energy Plane. It is a dark, empty place, an eternal pit where a traveler can fall until the plane itself steals away all light and life. The Negative Energy Plane is the most hostile of the Inner Planes, and the most uncaring and intolerant of life. Only creatures immune to its life-draining energies can survive there.

The Negative Energy Plane has the following traits.

- Subjective directional gravity.
- Major negative-dominant. Some areas within the plane have only the minor negative-dominant trait, and these islands tend to be inhabited.
- Enhanced magic. The numeric values of spells and spell-like abilities that use negative energy are raised to their max values. Class abilities that use negative energy, such as rebuking and controlling undead, gain a +10 bonus on the roll to determine Hit Dice affected.
- Impeded magic. Spells and spell-like abilities that use positive energy, including cure spells, are impeded. Characters on this plane take a -10 penalty on Constitution saving throws made to remove negative levels bestowed by an energy drain attack.

Random Encounters

Because the Negative Energy Plane is virtually devoid of creatures, random encounters on the plane are exceedingly rare.

POSITIVE ENERGY PLANE

The Positive Energy Plane has no surface and is akin to the Elemental Plane of Air with its wide-open nature. However, every bit of this plane glows brightly with innate power. This power is dangerous to mortal forms, which are not made to handle it. Despite the beneficial effects of the plane, it is one of the most hostile of the Inner Planes. An unprotected character on this plane swells with power as positive energy is force-fed into her. Then, her mortal frame unable to contain that power, she immolates as if she were a small planet caught at the edge of a supernova. Visits to the Positive Energy Plane are brief, and even then travelers must be heavily protected.

The Positive Energy Plane has the following traits.

- Subjective directional gravity.
- Major positive-dominant. Some regions of the plane have the minor positive-dominant trait instead, and those islands tend to be inhabited.
- Enhanced magic. The numeric values of spells and spell-like abilities that use positive energy, including cure spells, are raised to their max values. Class abilities that use positive energy, such as turning and destroying undead, gain a +10 bonus on the roll to determine Hit

Dice affected. (Undead are almost impossible to find on this plane, however.)

- Impeded magic. Spells and spell-like abilities that use negative energy (including inflict spells) are impeded.

Random Encounters

Because the Positive Energy Plane is virtually devoid of creatures, random encounters on the plane are exceedingly rare.

THE INFERNO

The Inferno is a wild conglomeration of small realms called Circles. The Circles are each vast, and can comprise a whole range of environments similar to mortal realms. Deserts, icebergs, oceans, swamps, jungles; every type of region known. One thing that will remain constant is that each will be a twisted version of the earthly location, made to insure suffering and despair regardless of wish or will. Each Circle has a devil Duke who acts more as a warden than a ruler, and these six circles are within each other as concentric rings; with the higher the number the smaller the realm (though "small" is relative with these vast wastelands). The outer six are the abodes of demons of various kinds and are detailed below. The three circles are the very heart of the Inferno and are the demesnes of the devils, both lesser and greater. They are the center of the malefic power of the Inferno and are ruled by the three Kings of Hell. The fourth King, Asmodeus Amaimon, is the High King of Hell and the Master of the infernal hosts of blackest evil. To reflect this grand status, his floating palace travels the skies of the three circles of Devilkind and jealously guards the gateway to Purgatory, the only means of escape from the Inferno.

The exterior circles (#1-6) are a chaotic region where temperatures and geography can change from hour to hour and day to day; though always remaining unpleasant. The descriptions of the six circles below represent the average environment within the circle, though in such a chaotic domain variances are inevitable. Demons roam free here, and though the more powerful demons tend to reside in the circles closer to the heart of the Inferno it is possible to encounter most any type throughout the six circles. Demons are, in essence, random creatures of unknowable madness and as such it is impossible to give complete information on them, but Table I provides for the typical denizens of the 1st through 6th circles and the devils of the central three circles.

First Circle: Acheron

This region is a place of dourness and fear, with ashen plains and twilight illumination. This gray barrenness is considered the gateway into Hell. Though easy enough to enter, it is impossible to leave the hells through any means except from the 9th Circle. If adventurers are trapped here by guile or evil sorcery, they must travel deeper into the diabolic plane to find escape!

The river Styx marks the border between the world of mortals and the gates of Hell. It also flows through the other circles and divides each circular realm apart from the others. This wide and treacherous river can only be crossed by Charon's barge. He is an immortal spirit who will demand a coin for payment to ferry beings across into each of the Circles. The coin pays the fare for one trip, and will be a copper piece for each commoner or poor person, a silver coin for artisans and soldiers, a gold piece for officers and minor nobles and a platinum piece for great nobles and kings. Those not paying will be left on the bank for eternity; unable to cross the river and unable to return to the upper world.

The dread ruler of this circle is the abomination known as the Leviathan; a colossally massive devil of scales, teeth, claws and malice. She is shaped out of the nightmares of an antediluvian past; part fish, part dragon, part snake, part whale and part hydra with an insatiable hunger for souls and weaker demonkind that scurry across the face of this circle. The Leviathan may be beastly in form but she is highly intelligent and cunning, with the ability to breath noxious fumes that kill and dissolve flesh, bone and metals. She hates her rulership (re: banishment) to this place and despairs of ever rising in the castes of devilkind and thus takes her fury out on those who call this circle home.

The type of demons generally found here are of the weaker sort (for demons), finding only the damned souls to bully and torment. Lemures, Quasits and other weaker demonkind roam here. An example of such a 1st circle type of demon is the Vrock (see Table I).

Second Circle: Typhon

This land is even darker than Acheron, becoming only darker as one travels deeper into this land. About an hours walk will have the atmosphere become so dark as to be impenetrable beyond 3-5 feet. This field acts as a magical darkness

(as the spell *Darkness* in the *Magic* chapter), though residents of the circle can see as normal.

The ArchDuke of this Circle is the Devil Mammon, a grossly fat being with horns, red skin and hooves. Despite his bulk he is very powerful (hits as a Fire Giant) and loves to torture mortals that fall into his grip. Unlike the Leviathan in Acheron, he enjoys his realm and the suffering he inflicts upon his subjects.

The typical demons of this realm are those who use vision less often than other sense (despite an immunity to the darkness). Bodaks frequent this place, as do Nightmares and Hezrou.

Third Circle: Perdition

After walking from the banks of the river Styx for about half an hour, the sky will clear from impenetrable blackness to a sodden gray uniformity. The land is bare as well, with the ground covered here and there with falling hailstones (from occasional storms) and snow drifts. This snow is full of pollutants (thus the gray color) and anyone ingesting it will have to make a successful CON check (Challenge Level 12) or die of a slow withering disease; lingering for 3-5 days. Upon death the mortal will become a Dretch or Lemure and be tortured here for eternity.

The land will quickly become a frozen swamp, with a single bridge of connected bones allowing egress across the foul murk. Damned souls are frozen in the muk and will howl their anguish unceasingly. Undead of all sorts roam this plane, torturing souls or swarming the living. Any undead encountered here will have maximum hit points and always do maximum damage upon a successful attack.

This realm hosts some truly abominable demonkind, most with various aspects of death and undeath. A typical demon of the Third Circle is the Glabrezu, whose canine-corpse form reflects their master's own.

Ruling over this blasted heath is Moloch, Archduke of the Dead. He is goat hooved as are all devils, but has the head of a wolf with ram's horns adorning the skull. His humanoid arms and chest are covered in short gray fur, and his fists can claw or strike with the strength of a Frost Giant. He hates Mammon with a passion, and desires Dis (and its ArchDuchess) for his own.

Fourth Circle: Abyss

After leaving the frigid banks of the Styx again to traverse this new circle, travelers will notice that the temperature will slowly rise to something more normal and though the sky will clear it remains in perpetual dusk. The ground is dark brown, with many pools of stagnant black water filling them. The circle seems to travel at a declining angle the further one goes; because in truth it is one massive pit. The pit becomes progressively more steep as it descends, with travelers finding themselves suddenly at the bottom without warning. From the bottom, the realm is enchanted so that despite having a gradual descent to enter this place, leaving the pit (in any direction) requires a steep climb up a sheer cliff for hundreds of feet. If travelers manage to survive the steep cliff face (and the creatures that hunt there) they can eventually pass to the banks of the river Styx and the ferry ride to the Fifth Circle.

The Lord of this pit is the ArchDuke Beelzebub, the Lord of Lies. He appears as a grotesque hybrid of man and fly, with buzzing wings and an insatiable lust for blood and killing.

The usual demonic creatures of this malodorous pit are those who are odd melanges of human and animal. The Cubi (Succubi and Incubi) live in caves here, as do demonic harpies and winged Nightmares. The cliffs also abound with ugly crossbreeds of creatures that revel in filth and carnage. These aberrations of man and monster are terrifying to look upon, and most are able to fly across the sheer cliffs to gather prey. A typical member of this breed is the "Nalfeshnee", who love to attack creatures attempting to rappel down the sides of the pit, rending some limb from limb while leaving others to fall to their doom.

Fifth Circle: Stygius

This area seems to merge with the river styx into an horrific everglade swamp, with little ground above water and deformed plants and trees creating dangers and terrible fates for all. Unlike the Third Circle, the air is warm and humid with the smells of decomposition filling nostrils and evil vapors stinging eyes. Travel is slow, with monstrous creatures waiting to feed upon the unwary! Most demonkind here are those who either love swampland (like the Hezrou) or who are powerful enough to clear some of the ground above the swamp to build small fortifications. The latter demons tend to be more snakelike than

amphibian, and a typical example of this type of Fifth Circle demon are those called Marilith. These female demons prefer towers to any other type of structure, and prefer isolation to other pursuits; but will be merciless to intruders of their homes.

Sixth Circle: Dis

Unlike the other circles, when the barge deposits visitors on this far shore it is not on dirt but on a rusting iron pier, one of many that stretch across the banks on this side of the styx; as far as the eye can see. Before these are the iron and rust colored towers, spires, walls and streets of the Iron City of Dis. Not only demons, but maddened Iron Golems can be found rampaging from street to street, eternally smashing souls and victims. Rust monsters, evil Xorn, and others who enjoy such terrible places lurk in Dis's shadowy streets. There are many varieties of buildings and monuments here, but all are haunts of chaos and depravity. The river Lethe flows underneath the city and provides water for the rusty fountains found in Dis. Of course, the residents are immune to its effects but any non-demon/devil drinking it will (upon a failed WIS save at CL 15) become amnesiac and will refuse to leave Dis. Only a Remove Curse spell, cast by a 12th level cleric can rescind this effect, and the spell must be cast on the victim outside the circles of the Hells.

In such an aberrant realm, only the strongest of demonkind survive and thrive. One class of demon typical of the streets and spires of Dis are the "Balor." They are the enforcers of Glasya's edicts in Dis, and none of the circle's inhabitants dare to offend them.

The Mayor of this hellish metropolis is the ArchDuchess Glasya Labolas. She is a devil of seductive beauty, appearing as a Succubus and dressed in exquisite finery. She is served by a court of 20 Cubi, all of which will have maximum hit points and powers. Her court also contains six Balor, who follow her commands and act as her generals and enforcers on this most ordered of the chaos pits.

From Chaos to Law: The gates of the Diabolic Inferno

Crossing the Styx from the Sixth to the Seventh Circle passes from the domains of demonkind to the demesnes of the devils. Unlike demons, the ordered nature of the casts make seizing circles and holding them unnecessary. As such, the various kinds of devil noted in Table I earlier can be found throughout any of the three circles and the clouds of purgatory. Naturally, only those with flying ability will be found in Purgatory but any can be encountered throughout Phlegethon, Eridanos and Cocytus.

Charon will grant transport from the sixth to the seventh circle as he has done before, but once within the Diabolic realm the rivers are spanned by bridges and thus there is no further need for Charon's services.

Seventh Circle: Phlegethon

Only a few dozen yards from the riverbank of Styx is the massive stone gate that allow entrance into this circle. Guarding this gateway is the mighty devil beast Cerebus, the three headed Hell Hound and defender of the passage to the Lawful Hells. No demon can pass Cerebus, and other intruders attempt such at their peril. Cerebus is immortal, but can be killed for a short time; a necessary act to pass him into the Seventh Circle and closer to the escape from the Inferno.

This Circle is swelteringly hot, with pools of boiling blood spattered across the region like wounds on a flayed hide. The land itself is rocky brimstone, with the dull reddish glow of heated coals providing some small illumination below the eternally night sky. Evil creatures of fire can be found here along with their own domains. Evil fire elementals, the Efreeti's City of Brass and the lava pits of the salamander-men are all located here and revel in its fermenting corruption. Hellhounds and Hellcats also stalk this realm, attacking lost souls and each other with furious abandon.

Being one of the true realms of devilkind, this circle is ruled by the King of the south and of fiery evil, King Belial, also called Gorzon. He appears as a handsome older man of sophistication, though his horns, tail and goat legs reveal his devilish origin.

Eighth Circle: Eridanos

This circle appears, upon first glance, as a peaceful pastoral farmland, with castles and towers on the horizons and copses of trees scattered throughout. Farther in to the realm the river from which the circle gains its name has a wide stone bridge spanning its quiet eddies and flows. Upon closer inspection however, this pictorial scene changes. The vegetables in the fields have human faces, and scream as they are harvested and consumed. Demonic figures till the

fields, and chop down the trees which have shades of the damned hanging from them like fruit from the limbs of mundane orchard trees.

This circle has various devils serving their Dukes and other nobility in a caricature of the mortal world above, but with an underlying corruption and the truth of their evil and depravity always surfaces.

Barbed and Horned Devils perform many of the tasks here, and evil earth elementals also follow the commands of the lordly devilkind at need. Seductively beautiful Eriynes and deformedly visaged Annis Hags (see the Monsters section) reside here in numbers, ruling as princesses or living as peasant wise women as the mood takes them.

This Circle is the domain of the monolithic power of the King of the North, King Zimmar. This monarch appears as a stone giant with the ubiquitous horns, tail and goat legs of his kind. Unemotional, he is nonetheless implacable when angered and will pursue enemies to eternity and beyond.

Ninth Circle: Cocytus (Ice)

After passing over the stone bridge into the lowest circle of the hells, the temperature begins to fall rapidly. After only an hour of travel it becomes quite cold, and the fertile fields of Eridanos give way to barren plain. Patches of brownish-yellow grass are covered in frost, and before long a massive lake spreads across the horizon, its frozen surface shining like a dull mirror in the dusky light.

While many types of devil reside here, the lake is the favorite lair of the Ice Devils, who move with frightful speed and dexterity upon the frozen surface or lurk beneath the icy sheen, waiting to burst forth and devour their victims. Bearded Devils ply the shoreline, sometimes moving to the lake surface and cutting holes in the ice to fish for monstrous fish and other aberrations that lurk within the cold depths of this place.

This realm of icy damnation is the realm of the Queen of the frozen South, Lady Astoreth, also called Gomery. Her horns are ivory and polished to a mirror sheen. The appearing reasonable, she is merciless and enjoys freezing victims in the great lake of her realm.

As mentioned at the beginning of this article, no one can escape the nine circles of the Hells without traveling to this demesne. Somewhere in this frigid place is the escape from the Hells. Some say it is a magical mirror that one simply enters to return to the upper world. Others say it is a golden ladder rising into the sky that must be climbed. Whatever it is, only Queen Marbas and her retinue (as well as the other Kings of the Hells) knows its true location. Others will have to search, or attempt to force these mephistolic beings to reveal this secret.

Devils and Demons cannot use this escape unless summoned by magic from the mortal world. They are also prevented from destroying it or locking it away due to strange magics and divine admonishments. Barring those impedimenta, they nonetheless do their utmost to keep mortal interlopers and evil souls from using it to return to the world of their origin.

The Clouds of Purgatory:

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