

# FAIR AWAY LAND

Role-Playing Game



Core Rulebook

# FAR AWAY LAND

## ROLE-PLAYING GAME

### Core Rules

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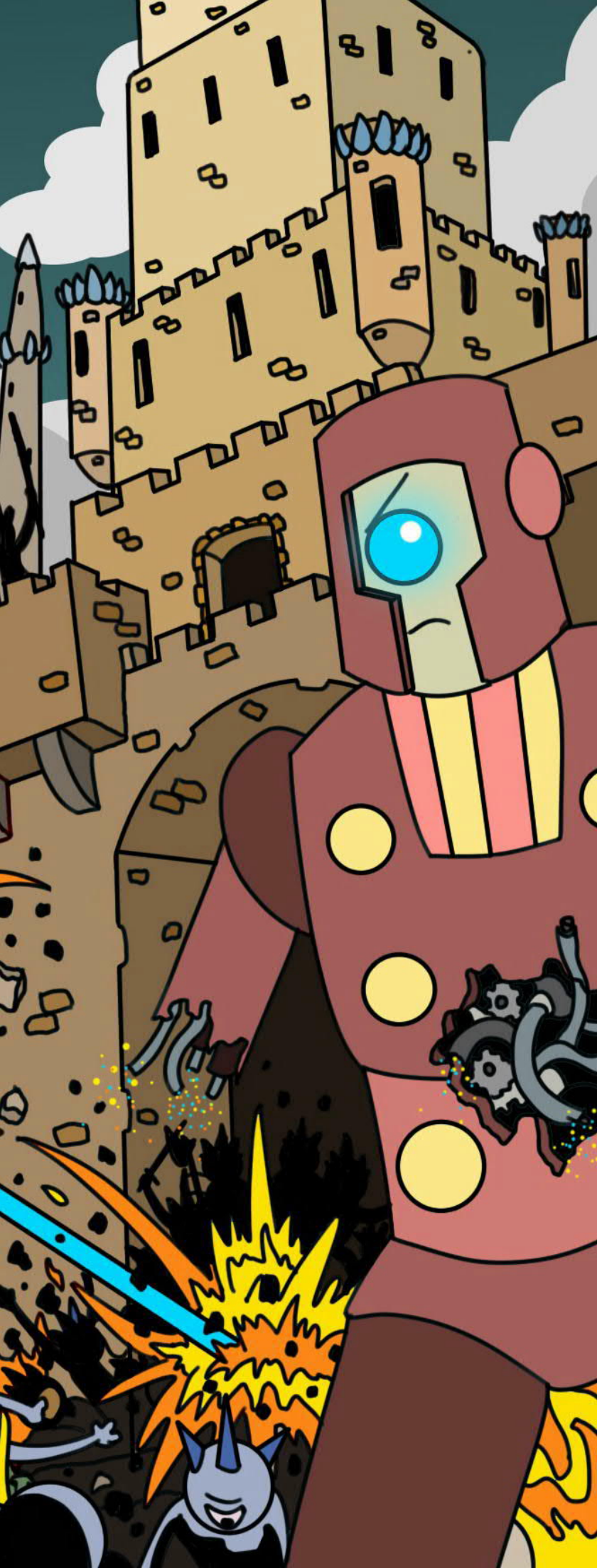












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I first heard about Far Away Land through the grapevine that exists in most hobbyist communities, which is a normal sort of thing. What wasn't normal, though, is that I heard about it on the wrong grapevine. What I mean by that: I generally follow news about out-of-print games, but all of a sudden there were lots of people talking about a game that was recently published. This new game, "Far Away Land," offered a new take on the kind of gaming that "fit" with the out-of-print RPGs published in the early days of the hobby, but brought to it a new perspective. It was frivolous, anarchic, and approached things from an entirely new angle — much like the way it showed up on the wrong grapevine. It's a game that simply doesn't approach anything in the way it's "supposed" to. For my part, it wasn't a game I tried out — after all, when you spend years writing a game like Swords & Wizardry, you've almost by definition created a system you're quite happy with.

Fast-forward a couple of years, though, and I got a message from Dirk Stanley that a Swords & Wizardry version of Far Away Land was in the works. That might seem strange in the more traditional world of gaming publishing, where companies tend to protect a "franchise." This franchise method, which is most common in the high, thin air where movies, video games, and licensing are the rule, often tries to keep intellectual property in the house. If a franchise is backed by enough money, it makes more sense to hire some game designers to produce entire rule systems that are "tailored" to the setting rather than to risk giving away too much in a licensing agreement. In point of fact, though, the likelihood of creating a "better" new system is relatively low. Most game systems are flexible enough to accommodate new ideas with only a handful of house rules.

In the more DIY approach of the nebulously-defined OSR, though, there's a lot less focus on "franchise," and a lot more focus on "fusion." It's true that there are a few larger companies in the upper canopy of the OSR — I'm a partner in one of them — but the OSR is like a rainforest: the upper canopy is only a very small part of the ecosystem. What's actually important about the OSR is a kind of punk/DIY aesthetic that flourishes among a huge number of bloggers, gamers, podcasters, artists, cartographers, and micro-publishers. There's a very free-flowing cross-use of intellectual property resources all the way from the larger companies (e.g., Frog God Games gives away the Swords & Wizardry rules with a free compatibility license) to a host of resources designed by micro-publishers to be essentially compatible with any version of "the world's most popular RPG" prior to 3E. There are some limits to what we can do — which is why there are a few code-words like "the world's most popular RPG" — but one of the essential characteristics of the OSR is "fusion, not fission."

Enter Far Away Land. Here you've got a brand-new take on character classes, monsters, and lots of the other components of a fantasy roleplaying game — elements that exist almost separately from the rules system in which they appear. There's no reason to try and lock those ideas into a franchise

concept if they can also be integrated into other systems people already play and enjoy.

- Matt Finch

When Dirk reached out to me and told me he was making a version of his Far Away Land RPG and setting with the Swords & Wizardry rules, I was pleasantly stunned. Far Away Land was a game that spoke to me, excited me and in the end had me buy in completely. I own it all and even more exciting for me, I've run the system and had a blast doing so (as did my players). Simple yet deep rules system, evocative art and a style that stands on its own and yet feels comfortable to both old gamers and new. It stands as one of the few RPG core books I have read cover to cover over the past 10 years. FAL simply reads that well.

I was a host on a short lived podcast that talked all things Far Away Land (Dirk was one of my co-hosts) and I printed digest sized copies of the FAL Quickstart rules to give away at NTRPG Con a few years back. I'm not just a fan, I'm like an uber fan. It simply IS that good.

I also put together (on the writing side) the four pages of rules known as Swords & Wizardry Light, inspired in part by, of all things, Far Away Land. FAL might not use an "old school" mechanic for game resolution, but it bears its old school roots proudly and is easy for new gamers to understand the "how to." That was important for me when it came to SWL, and Dirk helped show me the way.

With these rules, the circle is complete. A version of Far Away Land "powered" by the Swords & Wizardry rules, massaged to fit the FAL setting and classes that can easily bleed over into other S&W campaigns.

Think of it like peanut butter and chocolate. If you like each on their own, you are going to love them in a singular package. Mmmmm!

- Erik Tenkar







$$\neg H \vee \neg \neg H \vee \neg H \vee \neg H$$




*It is helpful and speeds play if the GM and each player have their own dice.*

and how conflict resolution works (all rolls in this game use a d20 or d6), you already understand most of the game.

Remember, the rules within this book are meant as a guideline upon which gaming groups can forge adventures in the world of Far Away Land. And because this book uses a set of rules largely based on old school rpgs, much of what you will find within these pages can be adapted and modified to play in OSR-style games

you may be familiar with already. The main rule in all of this is to share a gaming experience with your friends around a table while you have fun.

### The Dice

To play Far Away Land you need only a twenty-sided die (known as a d20) and a six-sided die (known as a d6). However, it never hurts to have a handful of dice!

### Common Abbreviations

AC (Armor Class)

CHAR (Charisma)

CON (Constitution)

DEX (Dexterity)

FAL (Far Away Land)

GM (Game Master)

HP (Hit Points)

INT (Intelligence)

NPC (Non-Player Character)

PC (Player Character)

STR (Strength)

WIS (Wisdom)





## An Overview of Far Away Land

This short section is intended to give players and GMs a brief, crash course look at the history, wars, technology, magic, people, and world of Far Away Land.

### The Boom War

Far Away Land is a world torn apart by an ancient war. This war was known as the Boom War and it was caused by invaders from the stars called the boom.

In an attempt to bridge Second Space to extend their empire, the boom inadvertently created a catastrophic feedback loop that wrecked Second Space and tore open fissures across Far Away Land. These fissures allowed creatures from various worlds and timelines to enter into Far Away Land. Subsequently, the world of Far Away Land suffered chaos and war for centuries.

Eventually, these wars died down and some semblance of order arose, mostly due to the alliances formed to push back the evil that had seeped into the world. However, the world of Far Away Land was left fractured and remains so even in the present.

### Boom Fissures

When the boom's cosmic apparati failed and brought the catastrophic tearing of Second Space, fissures to various worlds, dimensions, and times were torn open. These fissures gradually "healed" with time and their openings were sealed shut. However, not all of the fissures were sealed and many remain open in Far Away Land. The fissures that remain open on Far Away Land lead to various spheres of existence, other planets, other times and even other dimensions.

### FAL Technology

Far Away Land is a mix of medieval-level technology mixed with magic. However, it is also home to sapient constructs like the ten times ten men, clockworks, and the soracan. While things like lasers and bombs do exist, they are rare and most folks in the world have never heard of or seen such science.

The weapons of war are sheer numbers, soldiers and warriors armed with blades and shields and bows and armor.

### Magic

While sorcery does exist and is known to be real, it is rare that the average peasant would ever see magic firsthand. One doesn't simply walk into a store to purchase magic items. Nor do wizards and necromancers journey from town to town showing off their amazing abilities. For most, magic is steeped in fear and lore. While those who practice magic are not always evil, the myths and stories that follow magic often leave the average farmer or townsfolk afraid of the arcane arts.

### Kingdoms of FAL

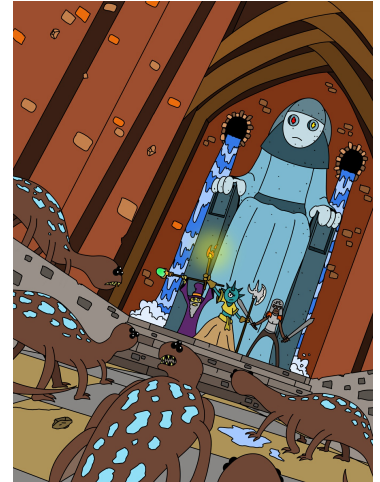
Most of the world is either rugged wilderness or tiny feudal kingdoms. There are pockets of peace and prosperity and pockets of chaos and strife. There are also larger kingdoms composed of various races who have made pacts to live in peace in case the agents of destruction should rise up like they have done so many times in the past. Many of the more antagonistic beings such as demons, undead, and monsters, have taken up residence in far-flung corners of the world and subterranean chambers long forgotten by the more peaceful races.

### The World of Far Away Land

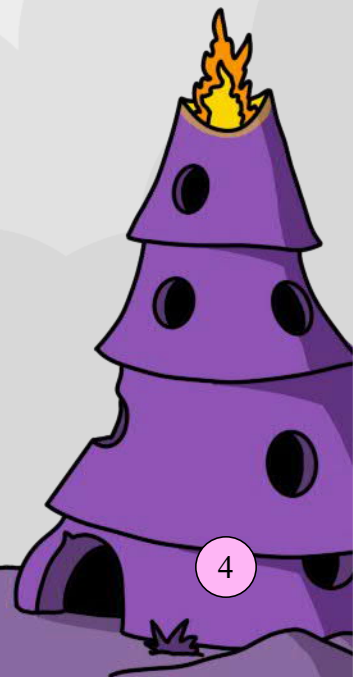
There are nine major landmasses on Far Away Land. Two continents (Radroz and Karkoz) sit alone in a vast ocean far away from the other parts of the world. While the effects of the Boom War on Radroz and Karkoz were minimal, other places in the world suffered much worse fates. Since the Boom War, many of these other continents remain unexplored and unmapped.

### People

The peoples of Far Away Land are unique and diverse. There are hundreds, if not thousands of sapient races that call Far Away Land home. While many of these people are native to the world, many are newcomers brought by the Boom War.



*Far Away Land is a used world. Kingdoms, dungeons, castles, temples and cities from long ago lay as ruins, myths of long past ages.*







# CHARACTER CREATION

A cartoon illustration of a blue, horned creature with a green tunic and a large, spiked shield, running through a dark forest. The creature is holding a flaming torch in its right hand and a small, round, spiked object in its left. To the right, a large, pink, tentacle-like creature with sharp teeth and green slime is visible.

pages. Fear not, for these rules also contain the basic guidelines for creating just about any character you wish. For now though, let's get started with some basics of character creation. This section will walk you through the process and before you know it... tada! You will have your first character. Let's get started.

**Attributes**

The first thing to determine are your character's attributes. There are six attributes: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int),

**Strength** is your physical might and brute force. Strength bonuses are applied to a Fighter's to-hit rolls and damage rolls.

**Dexterity** is a measure of agility and finesse. All characters add their Dexterity bonuses to hit with ranged weapons. Any dexterity bonuses are also added to the PC's AC.

**Constitution** is your physical health. All characters add this bonus to their HP.





*As pictured below, an exion warrior relies on little armor and generally carries an ornately decorated shield into battle.*



**Intelligence** is your intellectual ability. Intelligence bonuses/penalties are applied to a Chaos Mage's to-hit rolls when casting spells.

**Wisdom** is your willpower and resolve. Wisdom bonuses/penalties are applied to a Light Mage's to-hit rolls when casting spells.

**Charisma** is a measure of one's ability to lead and charm. PCs with a bonus in this attribute also begin the game with a level 0 hireling.

## Classes

After determining your character's attribute scores it's time to choose a Class. There are four classes presented in this book: Fighter, Chaos Mage, Light Mage, and Thief. GMs and players should feel free to invent their own classes and can use the classes presented here as guidelines when doing so. When choosing a class, keep in mind your attribute scores as some classes are better suited to certain scores than others.

## Fighter

Fighters are trained to fight and use weapons and armor. Fighters come in a broad range of occupations from rangers to monster hunters. Fighters cannot cast magic spells although they can use magical items.

**Fighter Special Abilities:** Fighters can use any weapon, can wear any armor and use shields. Fighters get their level in attacks per round against enemies of 1 HD or less. Fighters get +1 on Saves vs. Death and Poison.

**Class Upgrades:** At level 3 the fighter gains a +1 bonus to hit with a weapon of their choice. At level 6 the fighter can apply an additional +1d6 damage to a successful strike once per encounter. At level 9 the fighter can perform a double strike (if dual wielding two melee weapons) against the same enemy or different enemies (up to 10' distance from one another) without penalties.

**Level 10:** At level 10, a fighter can build a stronghold. The stronghold will attract other warriors, knights, and adventurers of renown. These folks may pledge their loyalty to the fighter in exchange for work, land, and protection.

**Starting Gear:** Weapon of choice, armor of choice, basic adventure gear.

## Sample Fighter Characters

**Barbarians** are wild, uncivilized warriors with a penchant for combat and destruction. They dress in loincloths, furry panties, furry boots, animal skins, etc.

**Knights** are trained warriors who pledge loyalty to a king. They often ride mounts (like cow steeds) and wear heavy armor.

**Martial Artists** are trained in the use of hand-to-hand combat. They wear headbands and relaxed, loose fitting clothes that are easy to move in.

**Monster Hunters** are celebrities of the world and hunt and slay monsters for the glory and fame. They tend to wear heavy armor and carry large weapons.

**Rangers** are solitary fighters who roam the wilds in search of adventure. They often wear trench coats or cloaks and wide-brimmed hats.

| Level | HD  | Save | BHB |
|-------|-----|------|-----|
| 1     | 1+1 | 16   | 0   |
| 2     | 2   | 15   | +1  |
| 3     | 3   | 14   | +2  |
| 4     | 4   | 13   | +3  |
| 5     | 5   | 12   | +4  |
| 6     | 6   | 11   | +5  |
| 7     | 7   | 10   | +6  |
| 8     | 8   | 9    | +7  |
| 9     | 9   | 8    | +8  |
| 10    | 10  | 7    | +9  |



## Chaos Mage

Chaos Mages are trained to use magic, spells, and arcane lore of a dark and evil variety. Chaos Mages prefer the chaotic side of magic and weave spells that summon demons, raise and control the dead, and harm others. Like all mages, Chaos Mages rarely wear armor as it makes channeling magical energy from Second Space difficult.

**Mage special abilities:** Chaos Mages can cast spells, read magic and arcane languages, and have a great deal of knowledge about magic lore and history. Chaos Mages gain a +1 to-hit when using a staff to melee attack.

**Class Upgrades:** At level 3, Chaos Mages gain an additional +1 AC if they have a spell remaining to be cast. At level 6 Chaos Mages gain a +2 bonus on saving throws against spells (this includes wands and staves as well). At level 9 the mage gains an additional +1d6 damage to all spells that cause direct damage.

**Level 10:** At level 10, a Chaos Mage can build a tower. The tower will attract other mages (of lower levels) and apprentices who are interested in the darker side of magic. These mages and apprentices may pledge their loyalty to their master in exchange for learning the arcane arts, having protection, or being granted land.

**Starting Gear:** Spellbook with 3 level 1 Chaos Mage spells, light melee weapon, robes or mage outfit, adventure gear.

### Sample Chaos Mage Characters

**Gray Mages** are Chaos Mages who focus on spells that deceive, intimidate, and confound their opponents. They tend to wear nondescript clothing and wear hats and masks to hide their true appearance.

**Necromancers** are Chaos Mages who focus their talents and abilities into the realm of raising and commanding the dead. They generally dress in sharp, wicked clothing that is very serious.

**War Mages** are Chaos Mages that rely on offensive, direct damage spells. These mages often carry various weapons and may even wear light or medium armor.

| Level | HD  | Save | BHB |
|-------|-----|------|-----|
| 1     | 1   | 15   | 0   |
| 2     | 1+1 | 14   | 0   |
| 3     | 2   | 13   | 0   |
| 4     | 2+1 | 12   | 0   |
| 5     | 3   | 11   | +1  |
| 6     | 3+1 | 10   | +1  |
| 7     | 4   | 9    | +2  |
| 8     | 4+1 | 8    | +3  |
| 9     | 5   | 7    | +4  |
| 10    | 5+1 | 6    | +5  |

*The tower is a typical mage abode as its very shape helps direct magical energy from Second Space. Some mage towers are said to exist within both Second Space and the Materiosphere.*

*War mages sacrifice spell casting ability for defensive tactics. While armor makes spell casting more difficult, these mages walk headlong into battle relying on both their magical abilities and the armor they wear.*

*While a Light Mage may indeed rely on spells of a more helpful nature, they are not always nice. In fact, some light mages eventually delve into the darker side of magic in order to gain an offensive hand in combat.*

*Mages who become undead hunters live a hard life as they are in constant pursuit of their undead adversaries. Many are witness to terrible atrocities of vampires, liches, and other evils that go bump in the night.*



## Light Mage

Light Mages are trained to use magic, spells, and arcane lore of a more positive variety. Light Mages prefer magic that is helpful and beneficial to others. They weave spells that heal, protect, and destroy the undead. Like all mages, Light Mages rarely wear armor as it makes channeling magical energy from Second Space difficult.

**Mage Special Abilities:** Light Mages can cast spells, read magic and arcane languages, and have a great deal of knowledge about magic lore and history. Light Mages gain a +1 to hit when using a staff to melee attack.

**Class Upgrades:** At level 3 Light Mages gain an additional +1 AC if they have a spell remaining to be cast. At level 6 Light Mages gain a +2 bonus on saving throws against spells (this includes wands and staves as well). At level 9 Light Mages can destroy undead with HD scores

less than their own level using only a single touch.

**Level 10:** At level 10, a Light Mage can build a temple. The temple will attract other mages (of lower levels) and apprentices who are interested in the more benevolent side of magic. These mages and apprentices may pledge their loyalty to their master in exchange for learning the arcane arts, having protection, or being granted land.

**Starting Gear:** Spellbook with 3 level 1 Light Mage spells, light melee weapon, robes or mage outfit, adventure gear.

## Sample Light Mage Characters

**Druids** are Light Mages that focus their magical abilities on nature and the environment. They tend to dress in rustic clothing like furs and overalls.

**Elementalists** are Light Mages who focus their magical abilities on the four elements (earth, air, fire, and water). They often dress in hip clothing or fancy robes adorned with elemental symbols.

**Undead Hunters** are Light Mages who focus their magical abilities on spells that allow them to heal and protect others as well as destroy undead. They wear combat ready clothing and dress mysteriously.

| Level | HD  | Save | BHB |
|-------|-----|------|-----|
| 1     | 1   | 15   | 0   |
| 2     | 1+1 | 14   | 0   |
| 3     | 2   | 13   | 0   |
| 4     | 2+1 | 12   | 0   |
| 5     | 3   | 11   | +1  |
| 6     | 3+1 | 10   | +1  |
| 7     | 4   | 9    | +2  |
| 8     | 4+1 | 8    | +3  |
| 9     | 5   | 7    | +4  |
| 10    | 5+1 | 6    | +5  |





## Thief

Thieves are trained in the arts of subterfuge, deception, and stealing. Thieves prefer to rob from others and give to themselves. They employ tactics of cunning and stealth along with precision. Thieves can use any weapon but prefer smaller, more easily concealable arms. Thieves generally wear only light armor.

**Thief Special Abilities:** Thieves have thief skills and as such (1 to 3 chance (d6)) can hear noises behind doors, read unfamiliar languages, climb walls and cliffs without tools, spot and remove traps, open locks, hide in shadows, move silently, and pick pockets. Dexterity modifiers are added to thief skill checks.

**Class Upgrades:** At level 3 a thief's skill increases to 1 to 4 chance (d6). At level 6 a thief's skills increase to 1 to 5 chance (d6). At level 9 a thief gains a +1 bonus to hit with a weapon of their choice.

**Level 10:** At level 10, a thief can establish a thieves guild. The guild will attract other thieves, mercenaries, and other ne'er-do-wells. These folks may pledge their loyalty to the master thief in exchange for work, protection, and of course, gold.

**Starting Gear:** Light melee weapon of choice, light armor, adventure gear.

### Sample Thief Characters

**Bards** are entertainers who roam the lands in search of adventure, good drink, and gold. They can be a crafty sort. Bards usually dress like hippies.

**Burglars** are thieves who enjoy breaking into businesses, homes, dungeons, or any other place they think might have valuable objects. They wear dark, practical clothing designed for quick and easy movements.

**Pick Pockets** specialize in the picking of pockets and the robbing of those who are unaware. Pick pockets try to dress to fit the occasion so they do not cause alarm or stand out.

| Level | HD  | Save | BHB |
|-------|-----|------|-----|
| 1     | 1   | 15   | 0   |
| 2     | 2   | 14   | 0   |
| 3     | 2+1 | 13   | +1  |
| 4     | 3   | 12   | +1  |
| 5     | 4   | 11   | +2  |
| 6     | 4+1 | 10   | +2  |
| 7     | 5   | 9    | +3  |
| 8     | 6   | 8    | +4  |
| 9     | 6+1 | 7    | +4  |
| 10    | 7   | 6    | +5  |

*The human city of Londol is rife with thieves, beggars, cutpurses, cat burglars, pick pockets, safe crackers, con artists, and all other sorts of dastardly folk. Many thieves work in groups as they distract and steal from the unobservant or poorly armed.*

*In larger cities, thieves guilds control areas of town. Stealing in an area of town in which one is not a member of the controlling guild will make the lone thief a target.*

*Thieves guilds often skirmish over territory within a city. These skirmishes can go on for decades as members of a guild apply all sorts of devious tactics to take down their adversaries.*

*During the Boom War, fissures ripped open the skies of Far Away Land. Through these windows to other worlds and times came a plethora of creatures to call the world their home.*

*The agnuns are governed by Mother Superiors who are agnuns of great telepathic ability.*

*The first blonin, Tok Pow A, was born directly from the Glorious Cube and communed with the cube for many years before laying down the intricacies of blonin law and society.*

## Races

Now its time to choose a race for your character. Far Away Land is filled with all sorts of strange creatures so take some time to familiarize yourself with the races presented here. Keep in mind your attribute scores and class when choosing a race. Some races are not compatible with some classes (for example, Clockworks cannot be mages).

### Agnun

Agnuns are a single gender humanoid race who have an appearance very similar to that of human females. The back of an agnun's head has a creepy, half-formed face which gives the agnun a telepathic ability. Agnuns came from the planet Nevermore when their city of Oxollo was pulled through a boom fissure and dropped into Oxo Lake during the Boom War. In combat, agnuns ride grizzle bears and carry large hooked blade weapons. They worship the ancient Robo Bear, a defunct giant-child's toy from another world that fell to Nevermore during the year of Cat Rain.

#### Agnun Abilities

Agnuns have a grizzle bear familiar which they can use as a mount. The familiar can be commanded by the agnun. Agnuns can communicate telepathically with other agnuns and their grizzle bear

familiars up to 100'. Agnuns get a +1 to hit and a +1 damage bonus when using hooked blades, their weapon of choice.

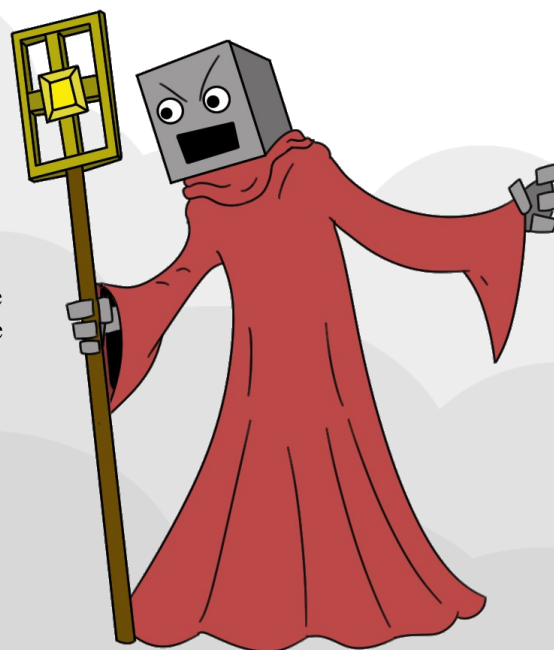


### Blonin

Blonins are a race of block-headed, gray-skinned humanoid creatures who dress in long robes and worship a massive cube called the Glorious Cube. It was from this cube that all blonins were born. Blonins rarely allow outsiders to enter their city as they view it as a holy place. Blonins are not indigenous to Far Away Land and came to the world when the Glorious Cube, which was the heart of a war machine called the Umatotem, was hidden on Far Away Land long ago. Blonin are instinctually driven to find the Glorious Cube's companion pieces as the essence of the Umatotem calls out to be reunited and rebuilt to finish the destruction it was made for. In combat, blonin teleport to confuse and befuddle their enemies.

#### Blonin Abilities

Blonins can teleport up to 50' twice per day. When on Far Away Land, blonins always know the direction of the Glorious Cube.



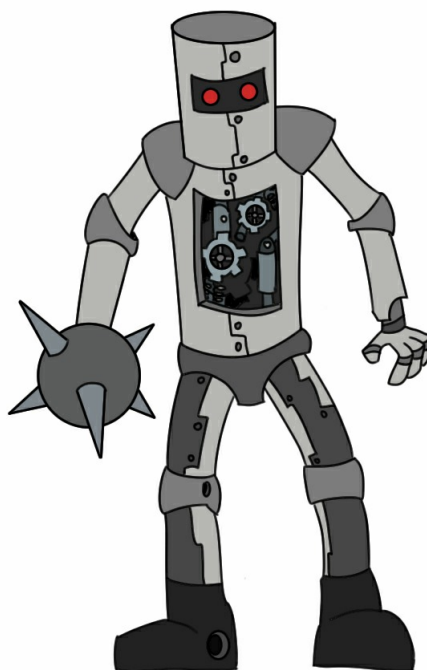
## Clockwork

Clockworks are highly complex mechanical creatures composed of gears, levers, pulleys, and other mechanical devices that allow them to function. But they are not completely mechanical. Through some process of magic or supernatural events brought about by the Boom War, clockworks gained life essence and therefore experience the world as living beings whose bodies are made of machinery. As such, clockworks can build other clockworks and bestow a part of their life essence within that creation. Clockworks can augment their bodies with various devices such as tools and weapons. Clockworks can self-repair.

### Clockwork Abilities

Clockworks can be any class except Mage. Clockworks can be augmented with weapons, tools, and other mechanical parts. The player should be specific about their clockwork's augmentations. Clock-

works can self-repair thus "healing" at double the normal rate. Clockworks are immune to poisons, toxins, and diseases.



*The clockwork known as The Cold Iron Man sits ever vigilant within Castle Morningstar. He commands an army of machines which he uses to protect his kingdom.*

## Dwarves

Dwarves are small, stalky, ruddy, and tough. They tend to live in mountains where they love to mine metal and carve stone. Dwarves live in caves that are vast underground networks of tunnels and chambers which have been carved over many centuries. Dwarves love metal and ale and are a rowdy sort. They are known just as much for their ability to work metal and stone as they are for their fiery tempers and their complete abandonment of common sense in the face of fear. They love to fight. They are an ancient folk who are native to Far Away Land. The men pride themselves on their awesome beards and the women on their fantastically long and neatly kept braids.

### Dwarf Abilities

Dwarves can be any class. +2 AC versus giant creatures (or larger). Dwarves also get +1 to hit and a +1 to damage with all axe or hammer-like weapons. Dwarves have a nose for ore and can sniff out ore deposits (1-2 chance on a d6). Dwarves have ale strength which gives them +1

bonus on all Strength related tasks while intoxicated. However, they take -1 modifiers on all Dexterity, Intelligence, and Wisdom checks.



*Dwarves despise a poorly grown hipster beard.*



*Ora Darkleaf was the only elf ever known to become the host of a quiliquim.*

## Elf

Elves are tall and thin with pointy ears and brightly colored hair. They are wise and highly intelligent. Elves are known for their incredible lifespans (some have lived over 1,000 years), a gift said to have been given to them in the early days of Far Away Land before the other races of humanoids appeared.

Elves tend to keep to themselves. They love trees and nature and spend a lot of their lives in contemplation of the creation around them. However, in times of great conflict they have been known to leave the solitude of their sacred cities and venture forth to fight alongside the forces of good to defend the world against evil. In combat, elves rely heavily on their agility and prowess with ranged weapons.

### Elf Abilities

Elves can be any class. Elves get +1 to hit against goabs, ogra, and undead creatures. Elves have darkvision. Elves have

great hearing giving them a 1-3 chance (d6) of success. Elves get a +1 bonus on all Dexterity checks for their natural agility and grace.



*Exions were once hunted by numans who believed the third eye of the creature was a magical reagent. It turned out their third eye was just a regular old eye.*

## Exions

Exions are yellow-skinned, three-eyed, lumpy-headed humanoids native to Far Away Land. During the Boom War, the exions were nearly eradicated by a disease which seemed to affect only their species. Although their numbers were drastically diminished from the plague (known as Fissure Disease), some exions survived and over the centuries since the war, their numbers have grown (although they are not nearly as powerful as they once were).

Throughout the many centuries of war and strife on Far Away Land, the exions have time and again proven to be allies with the orka, humans, elves, and poom-kin as they stand together against the evils of the world.

### Exion Abilities

Exions can be any class. Exions have a natural ability to sense motivation in others by observing micro expressions, 1-3

chance (d6). They can detect hidden, 1-3 chance (d6). They can determine if another humanoid is lying, 1-3 chance (d6).



## Glacierian

Glacierians are blue humanoid creatures from the frozen realms of Far Away Land. They are indigenous to the world and have called it home since ancient days. They are a resolute race who have managed to survive and thrive in some of the most desolate areas of the world. While they are highly territorial, they have been known to welcome outsiders. As a gesture to show the rest of the world that they are not completely reclusive, they host the renowned Winter Tournament every four years.

Glacierians are skilled at surviving in the most bitter of temperatures. Most possess knowledge that allows them to exist in frost-covered lands that would kill others. Glacierians have mastered frost blades, a weapon they create from deep blue ice.

### Glacierian Abilities

Glacierians can be any class. Glacierians are resistant to cold temperatures. They take only half damage from cold-based

attacks. +1 to hit when using a frost blade. They have a 1-4 chance (d6) of predicting the weather.



*Glacierian palaces of stone and ice are surrounded by snow-capped villages in some of the most desolate and frozen areas of the north.*

## Human

Humans are humanoid creatures who came to Far Away Land from a planet called Urth during the Boom War. Most humans came to Far Away Land when their city of Londol was pulled from their home world and dropped into Far Away Land. Humans are known for their greed, desire for power, and deceitfulness. During their time in Far Away Land they have spread through much of the world.

Humans have adopted some of the culture and ways of those around them while adding their own uniqueness. Although humans have struggled to survive in Far Away Land since arriving, they have managed to make allies, create kingdoms, and gain some of the power they so desire.

### Human Abilities

Humans can be any class. Humans Fighters get a +1 to-hit bonus with a weapon of their choice at level 1 (and then again at level 3 according to the Fighter class).

Human Mages get an additional spell at level 1. Human Thieves get a +1 to hit with a light weapon of their choice at level 1.



*The entire City of Londol, was ripped apart and dropped into Far Away Land during the Boom War. Today the great city sits as a beacon of human progress and fortitude in a wild world.*



*The numan City of Raintum is a violent place full of roving gangs, powerful psionics, witches and warlocks. The city is divided into tiny kingdoms controlled by warlords and gangs who fight a never-ending battle for complete control of the city.*

*Numans have a strong dislike for artificial intelligence and machine brains as their version of Urth was nearly wiped out by a robotic onslaught of their own creation. Sapient machines are not allowed in Raintum or any numan territories.*

## Numan

Numans are parallel universe future humans pulled from their version of Urth and brought to Far Away Land during the Boom War. Numans are yellow-skinned humanoids known for their volatile tempers and egotistical natures. Most are power hungry and driven by greed, something humans from their world never evolved out of. Due to their violent and emotion-driven nature, some numans practice a form of emotion control called ayotix. Other numans prefer to allow their emotions to act as a strength and give them greater powers. Most numans view other races as inferior. The majority of numans live in the feudal city of Raintum which was pulled to Far Away Land during the Boom War.

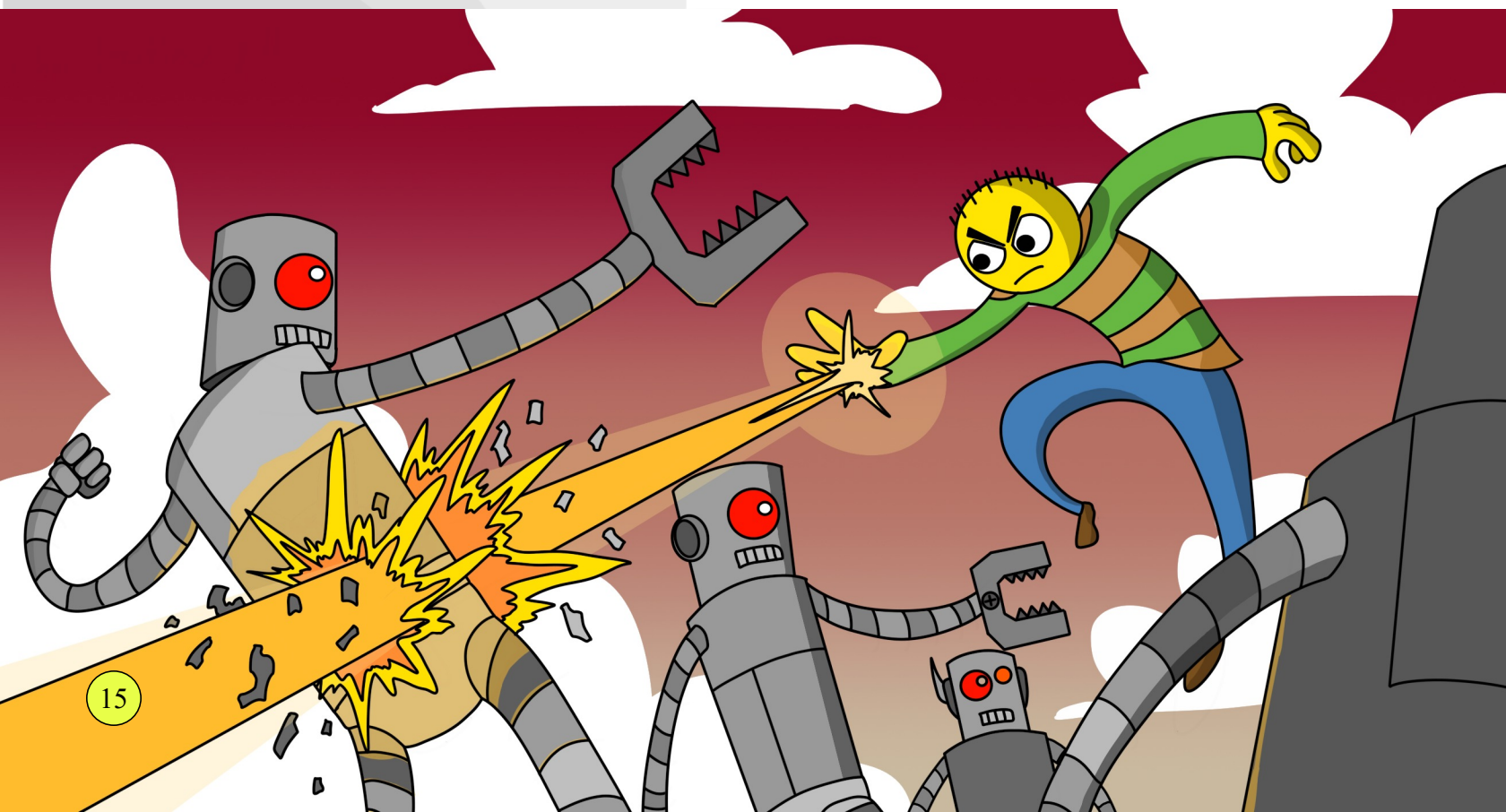
### Numan Abilities

Numans can be any class. Numans heal at twice the normal rate. Numans have great hearing, vision, and smell giving them a 1-3 chance (d6) of success. Roll once (d3) on the following list to determine what psionic ability your numan PC possesses.

**1. Energy Discharge** allows a numan to create a blast of energy three times a day. 1d6 damage, 25' range.

**2. Sonic Scream** allows a numan to scream incredibly loud three times a day. 1d6 damage, 25' range. Those within 10' or closer have a chance of going partially deaf for 1d6 hours.

**3. Psionic Shield** allows a numan to create a spherical psionic shield around their body that can take 15 HP of damage (duration in rounds). The shield moves with the numan.





## Orka

Orka are a race of turquoise-skin, single-eye, multi-horned humanoids who are one of the oldest and most respected of all races on Far Away Land. Over the countless centuries, it has been the orka who have fought to stave off the many evils and onslaughts that have plagued their beloved world. Orka are considered very wise, knowledgeable, and courageous. Their city of Terezot is one of the greatest in the world and its walls have been breached only once (during the Machine Wars). Their culture is expansive and deep with many millennia of history. They wear long dresses and sashes. They despise ogra, goabs, undead, and other savage races that threaten the world.

### Orka Abilities

Orka can be any class. Orka can see in the dark. Orka get a +1 bonus to hit and damage when using pole-arm type weapons like halberds and bardiches.



*The orka capital of Terezot is home to the Orka Citadel which houses the renowned Orkacle. The Orkacle contains the spirits of countless deceased orka who exist as a single entity of wisdom from which living orka seers, wise folk, and leaders draw knowledge.*

## Poomkin

Poomkin are a sapient plant race of pumpkin people native to Far Away Land. They live in villages and towns composed of massive pumpkin homes and buildings called poomsquats. They are born from wondrous and massive vines called seed mothers which are guarded and protected by the poomkin who regard them as sacred beings. Poomkin are stylish folk who like to dress in colorful, often extravagant clothing consisting of wide-collar shirt, tight pants, and platform shoes. In the past, many poomkin have taken up arms alongside elves, orka, humans, and dwarves against the many threats to the world.

### Poomkin Abilities

Poomkin can be any class. Poomkin heal at twice the normal rate. Poomkin can regrow lost arms and legs at a rate of 5" per day. Poomkin take only half damage from poisons, toxins, and electricity. Poomkin take double damage from heat and cold attacks.



*The Seed Mothers are massive tree-like plants that grow nearly 300 feet tall. The poomkin groomers keep watch over their creators, harvest young poomkin, and protect the Seed Mothers from harm. Seed Mothers live for thousands of years.*

*The Simian known as Two Tails runs a crime syndicate in the City of Londol.*

*The SimianAngel lived as a simian for many years before revealing its true form.*

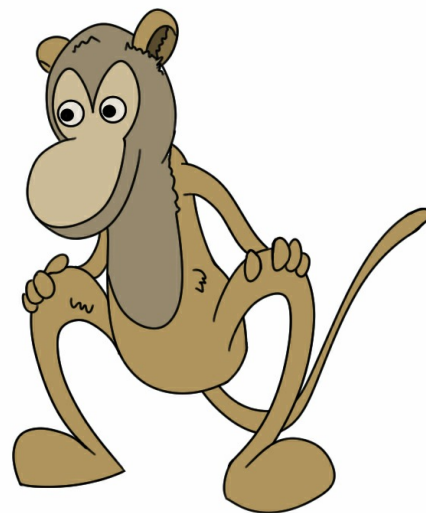
## Simian

Simians are sapient, small, chimpanzee-like primates native to Far Away Land. While these creatures can live most anywhere, they are most prominent in the forests and jungles of the world. Simians speak a simple language called monkey tongue which is composed of clicks and gestures. Simians often live among other humanoid races such as humans, orka, poomkin, and exions. They are never kept as pets although more dastardly folks like goabs and ogras do enslave them. Simians make great thieves and in larger cities, simian thieves guilds are notorious. Some simian guildmasters are incredibly wealthy and command armies.

### Simian Abilities

Simians can be any classes except Mag-es. Simians get +2 AC versus giant creatures (or larger). Simians have a great sense of hearing, sight, and smell and

have a 1-4 chance (d6) of success. Simians gain a +4 bonus to all Dexterity related tests.





## Equipment and Gear

Far Away Land is an incredibly dangerous place and for those who decide to journey into the wild, it's a good idea to take the equipment needed to survive. This section details money, weapons, armor, equipment, and hirelings.

### Weapons

**Light melee weapons** are things like daggers, knives, and tiny clubs.

**Light ranged weapons** are things like darts (d3) or slingshots.

**Medium melee weapons** are things like one-handed weapons. Medium ranged weapons are things like bows and small spears.

**Heavy melee weapons** are two-handed weapons, pole-arms and large weapons.

**Heavy ranged weapons** are things like crossbows and big spears.

**Giant weapons** are weapons intended for use by creatures of giant size.

**Light firearms** are things like pistols, rifles, and scatterguns.

**Medium firearms** and **heavy firearms** are weapons used by vehicles like tanks and spacecraft.

**Missiles and rockets** are self-propelled weapons with explosive warheads and are used primarily by vehicles and spacecraft.

It should be noted that weapons like firearms and missiles are incredibly rare in Far Away Land. However, thanks to fissures created by the Boom War, these weapons do exist and are most often used by constructs and sapient machines like soracan and ten times ten men.

### Armor

**Light** armors are things like leather, studded leather, padded armor, and ring. Light armor only partially prevents a character's ability to channel magical energy from Second Space. Casting a spell while wearing light armor results in a -2 penalty to hit.

**Medium** armors are things like banded and chain armors. Casting a spell while wearing medium armor results in a -4 penalty to hit.

**Heavy** armors are things like plate and scale. Casting a spell while wearing heavy armor is not possible.

**Shields** require one hand to carry and cannot be used with two-handed weapons. Shields come in all varieties.

| Armor  | AC               | Cost     |
|--------|------------------|----------|
| Light  | -2[+2] or -3[+3] | 10-25gp  |
| Medium | -4[+4] or -5[+5] | 50-100gp |
| Heavy  | -6[+6]           | 100gp+   |
| Shield | -1[+1]           | 3-15gp   |

| Weapon Type          | Damage     | Range       | Cost              |
|----------------------|------------|-------------|-------------------|
| Light melee/ranged   | d3 to d6-1 | Melee/25'   | 2-6gp/2-10gp      |
| Medium melee/ranged  | d6         | Melee/50'   | 5-15gp/2-20gp     |
| Heavy melee/ranged   | d6+1       | Melee/75'+  | 20-30gp/2-30gp    |
| Giant melee/ranged   | 2d6+       | Melee/150'+ | 20-50gp+/5-100gp+ |
| Light Firearm        | 3d6        | 50'+        | Varies            |
| Medium Firearm       | 4d6        | 500'+       | Varies            |
| Heavy Firearm        | 5d6+       | 1,000'+     | Varies            |
| Missiles and Rockets | 6d6+       | 1,000'+     | Varies            |

### Starting Gold

Players and GMs can determine how many gold pieces each PC begins the game with based on back stories and histories or by rolling 3d6x10.

### Common Sense

Specific rules as to what weapon can be paired with a shield are not present here. Common sense should be applied when determining if a weapon can be paired with a shield.

### Note on Armor

The heavier the armor, the more cumbersome and difficult to move in. While rules are not provided for movement modifiers, please note that tasks such as swimming, climbing, jumping, running, or tasks that involve precision of body movement are made more difficult when heavy armor is worn.





## Equipment

**Anvil:** A large iron anvil used by professional blacksmiths. Cost: 30gp

**Arrows (20):** 20 arrows for use with your favorite bow. Cost: 2gp

**Backpack:** A large canvas backpack. Cost: 6sp

**Barrel (50 gallon):** A large wooden barrel which holds 50 gallons of liquid. Cost: 10gp

**Basket:** A woven basket. Cost: 4cp

**Bedroll:** A thick roll of wool cloth. Cost: 3sp

**Bell:** A small bronze bell. Cost: 1gp

**Blanket:** A wool blanket. Cost: 1sp

**Block and Tackle:** A system of ropes and pulleys. Cost: 6gp

**Bolts (20):** 20 bolts for use with your favorite crossbow. Cost: 2gp

**Box (metal):** A lockable metal box. Cost: 5gp

**Box (wood):** A lockable wooden box. Cost: 4sp

**Caltrops:** Small metal tacks which land face up when thrown. Cost: 2gp (each)

**Candle:** A wax candle. Cost: 5cp

**Canteen:** A canteen made of tin. Cost: 5sp

**Case:** A leather case used to carry documents. Cost: 2gp

**Chain (10 ft.):** An iron chain. Cost: 20gp

**Chest (wooden):** A wooden chest. Cost: 2gp

**Cloak:** A wool cloak. Cost: 10cp

**Coat:** A heavy coat for cold nights. Cost: 15cp

**Crowbar:** An iron crowbar. Cost: 2gp

**Disguise Kit:** A disguise kit with make-up, fake mustaches and beards, glasses, etc. Cost: 15gp

**Fishing Net:** A net for fishing. Cost: 5gp

**Flask:** A tin flask. Cost: 3sp

**Flask (silver):** A silver flask. Cost: 10gp.

## Transportation

**Cow Steed:** A cow steed for riding around and carrying gear. Cost: 40gp

**Cow Steed (war):** Cow steed trained for battle and wearing armor. Cost: 150gp

**Flint and Steel:** Flint and steel for fire building. Cost: 10cp

**Glass Bottle:** A glass bottle. Cost: 2gp

**Grappling Hook:** An iron, four-pronged hook with a hole in one end which can be tied to a rope. Cost: 6gp

**Hammer:** A hammer for hammering. Cost: 8sp

**Hat:** A hat for covering the head. Cost: 15sp

**Jug:** A jug made of clay. Cost: 5cp

**Ladder:** A wooden ladder. Cost: 6sp

**Lamp:** An oil burning lamp. Cost: 1gp

**Lantern:** A tin lantern. Cost: 5gp

**Lock (cheap):** A cheaply made lock. Cost: 1gp

**Lock (sturdy):** A sturdy and tough lock. Cost: 5gp

**Lockpicks:** A set of metal lock picks. Cost: 1gp

**Magnifying Glass:** A small magnifying glass with a metal handle. Cost: 50gp

**Manacles:** A set of iron manacles (handcuffs) connected with chain. Cost: 2gp

**Machine Tools:** A set of basic tools for working with machinery. Cost: 15gp

**Mirror (hand):** A small hand-held mirror. Cost: 2gp

**Musical Instrument:** Any type of musical instrument. Cost: 1-10gp

**Pants:** Wool pants. Cost: 1sp

**Parchment:** Several sheets of parchment paper. Cost: 2gp

**Pickaxe:** A pick used for mining and breaking up stone. Cost: 1gp

**Pole (10’):** A pole for poking and testing places you don’t want to walk. Cost: 5sp

**Pot (iron):** An iron pot. Cost: 25sp

**Pouch (leather):** A leather pouch. Cost: 10cp

**Quill and Ink:** A quill pen and a jar of ink. Cost: 1gp

**Rope (50’):** 50’ of good rope. Cost: 1gp

**Sack:** A canvas sack. Cost: 1sp

**Rowboat:** A small, two-person boat for use in rivers, lakes, and streams. Cost: 20gp

**Wagon:** A wagon for carrying stuff. Get a cow steed to pull it. Cost: 50gp

# Chapter 3

# COMBAT

└ 3 H E N K



## Basic Conflict Resolution

The GM should determine when rolling dice is necessary. If the PCs want to perform actions that are deemed too easy to fail, the GM may not require a roll and instead allow the player to narrate the action. This can be more fun especially if potential, unrealistic failure is on the line.

When dice rolling is necessary, roll the appropriate dice. If the roll is equal to or exceeds the target number or opposed roll, the action is a success. Some situations may require a d6 be rolled to determine chance while other rolls require a d20 (to-hit rolls, saves).

## Power Tokens

At the beginning of a play session, all players get 5 tokens. These tokens can be played to roll an extra die during a skill test, combat, or any conflict resolu-

tion when dice are rolled. When a token is used, two dice are rolled and the high roll is taken. Additional tokens can be earned during play for role-playing, victories, problem solving, narrating action, humor, etc. Only one token can be played at a time. Tokens do not roll over to the next session.

## Power Tokens (Optional)

Power tokens can also be played against enemy combatants. In this case, the enemy rolls two dice and takes the low roll. This can help an ally during battle. Only one token can be played at a time. Ultimately, the GM should decide if this is allowed.

*The GM may determine when Power Tokens can be used during play. For example, perhaps Power Tokens cannot be played against certain encounters such as an end boss...*

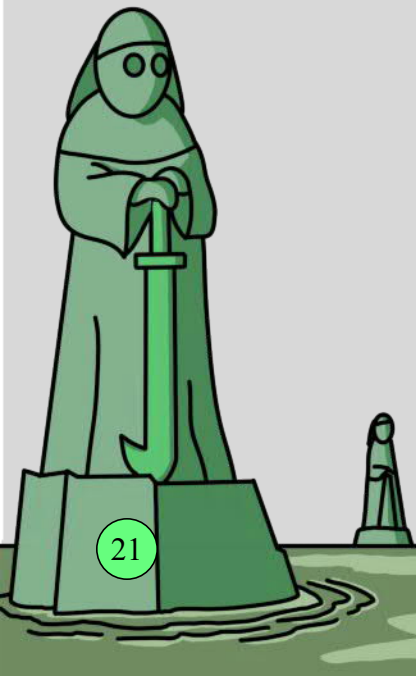






Many of the rules featured in this book are modular. This means that you, the GM, can pick and choose which rules to use for your games. However, GMs should be consistent in their use of rules so their players don't feel tricked or confused.

The rules in this book are modifiable and malleable. GMs and players should create house rules, modify existing rules, break rules, and use these rules as an existing framework on which to build fun. Remember that in the end, the GM is the ultimate authority on the rules.



## Combat Sequence

1. Initiative is rolled.
2. The side with initiative performs actions.
3. The party that lost the initiative roll performs actions.
4. The round is finished. Turn order remains the same for the next round.

### 20/1 on Initiative

If a combatant rolls a natural 20 on the initiative roll, they get to roll two dice for their first attack and keep the high roll. If they roll a 1 for initiative, they must roll two dice and keep the low roll for their first attack.

### To Attack

To attack, roll a d20 and add any modifiers. The attack hits if the roll is equal to or exceeds the Armor Class as indicated on the following table. If the attack roll results in a kill, the player should narrate the final blow.

### Rolling 1 (to hit)

Rolling a 1 to hit results in a fumbled attempt to hit and an automatic miss. The GM should narrate what happens to the character when a 1 is rolled. Perhaps the character drops their weapon, gets tangled up in their own feet, pulls a muscle, etc. Low level characters suffer greater mishaps than higher level characters.

### Natural 20 (to hit)

Rolling a natural 20 to hit results in an epic success and does the maximum amount of damage. The player that rolled the natural 20 should narrate their action in the most epic of ways.

### Instakill

If a natural 20 is rolled against an enemy with an HD score less than the PC's level by 5 or more, the target is automatically killed. The player should narrate this event most awesomely.

### Armor Class Chart

| AC     | 0[19] | 1[18] | 2[17] | 3[16] | 4[15] | 5[14] | 6[13] | 7[12] | 8[11] | 9[10] |
|--------|-------|-------|-------|-------|-------|-------|-------|-------|-------|-------|
| To Hit | 19    | 18    | 17    | 16    | 15    | 14    | 13    | 12    | 11    | 10    |

## Armor Class (AC)

Armor Class (AC) determines how difficult a target is to hit. AC is always written as X[X]. The first number is the AC (the lower the number the harder to hit). The second number, the one in brackets, is the number required to hit the target on a d20 after necessary modifiers are added. For example, a regular human has an AC of 9[10], but if they were wearing chain armor they would have an AC of 5[14] making them harder to hit. The first number is commonly referred to as "descending AC" (remember, the lower the number, the more difficult to hit) while the second number is referred to as "ascending AC".

### Hit Dice (HD) and Hit Points

d6s are used as Hit Dice. Hit Dice are the number of d6s rolled to determine Hit Points (HP). Hit Points are how much damage a PC/NPC can take. When HPs reach 0, the character is unconscious. A PC's Hit Dice are determined by their Class.

### Damage

A successful hit results in damage. The damage roll indicates how much damage is done to a target. Damage is indicated by the type of weapon being used. Damage is subtracted from a target's HP score. When a PC's HP reaches 0, they are KOed. Additional damage results in death.

### Base Hit Bonus (BHB)

Your character's BHB is their bonus for melee attacks. This bonus is added to the melee attack's to-hit roll. A PC's BHB is determined by their Class and level.

### Saves

A PC has a Save score which is rolled against things like death, magic, traps, poisons, and toxins. Roll the character's Save score to avoid the effects of the hazard. A monster/NPC's Save is determined by subtracting their HD from 19.



The minimum Save score for any creature is 4. A PC's Save score is determined by their Class.

## Healing

Characters regain 1 HP per day from resting. After a period of 4 weeks, a character is restored to full health, regardless of their HP score. Characters can also be healed by magical means such as healing potions and spells. A character's maximum HP can never be exceeded.

## Attack Types

**Unarmed Attacks** are attacks made without the use of a weapon. An unarmed attack generally does 1d2 damage (plus Strength bonus).

**Melee Attacks** are attacks made with hand-held weapons like swords, maces, knives, etc. Melee attacks can be made if the target is within 10'. Fighters can apply their Strength bonus to the to-hit roll in melee attacks.

**Ranged Attacks** are attacks made with ranged weapons like bows, crossbows, throwing knives, etc. The PC's Dexterity bonus is added to the to-hit roll for ranged attacks. A ranged attack made into a group of combatants results in a random target being hit.

**Magic Attacks** are attacks made with magic. Spells cannot be used while the caster is engaged in melee combat. However, magic items (like wands, rods, rings, etc.) can be used while in melee combat. Chaos Mages add their Intelligence bonus to the to-hit roll when casting a spell. Light Mages add their Wisdom bonus to the to-hit roll when casting a spell.

**Shoves** are non-damaging attacks that either knock an opponent down or push an opponent back (this should be determined by the attacker). Shoves are declared and handled like a normal melee attack. Shoves only work against targets of equal or smaller size.

## Die of Death

If a combat round is taking too long, the GM may bring into play the Die of Death. The Die of Death is a d6 and enters the game set at 1. The number the die is set at indicates a bonus to hit and damage for all combatants involved in combat. Each round the die is turned to the next number thus increasing the bonus for combatants. An alternative to this rule is to roll the die each round to determine the bonus that combatants receive. This can get ugly really fast.

*The life of an adventurer is one beset with strife and danger. Many PCs will never make it to old age as their fate lies at the bottom of a dungeon, in the mouth of a dragon, or on the blade of a sword.*



*Smart combat tactics can sway the flow of battle. While running in headlong with a sword can be fun, it will often end in damage or even death.*

*The old exion warrior had numerous battle scars. A lost leg from an encounter with a krabbix. Several missing fingers from the fire of a firebowel dragon. A missing eye (his center eye) from the poisoned arrow of a goab. These were his trophies and he wore them with pride.*

## Combat Conditions

The following is a list of combat conditions that can be applied to various combat situations.

**Aimed Shots:** Aiming at a specific area with a melee attack results in a -2 penalty to hit. Aiming at a specific area with a ranged attack results in a -4 penalty to hit.

**Blind:** Characters that are blinded have a -4 penalty to hit.

**Covered:** Attacking targets that are partially covered results in a -1 penalty to hit.

**Elevated:** Attacking from an elevated position results in a +1 bonus to hit.

**Exhausted:** Characters that are exhausted take penalties on combat rolls (usually a -1 to -3 penalty depending on the level of exhaustion). Attribute checks are also made more difficult.

**Invisible:** Attacking an invisible target results in a -4 penalty to hit.

**Mount:** Attacking from a mount gives a +1 bonus to hit.

**Rear:** Attacking from the rear gives a +4 bonus to hit.

**Unstable Footing:** Attacking with unstable footing results in a -1 to -2 penalty to hit.

**Surprise:** Surprise attacks get a +2 bonus to hit during the first round.

**Stun:** Stuns occur when a character takes a large amount of damage in a single round. A stunned character rolls two dice and takes the low roll on all actions. Stunned characters cannot move while stunned.

**Wind:** Ranged attacks that are affected by wind take a -1 to -3 penalty depending on the strength of the wind.

## Combat Actions

The following is a list of several actions that can occur in combat.

### Armor Shatter

A PC can at any time choose to have their armor or shield destroyed to prevent damage from being taken. Using this option destroys the armor/shield reducing the PC's AC to unarmored/unshielded levels. The GM may deem the use of Armor Shatter only possible against certain types of attacks (like heavy blunt attacks).

### Bad Roller

If the player or GM misses the table with their dice, or their roll falls from the table, they automatically get a 1. This rule should be employed only if the group thinks it's fun, not as a penalty.

### Bandage Wounds

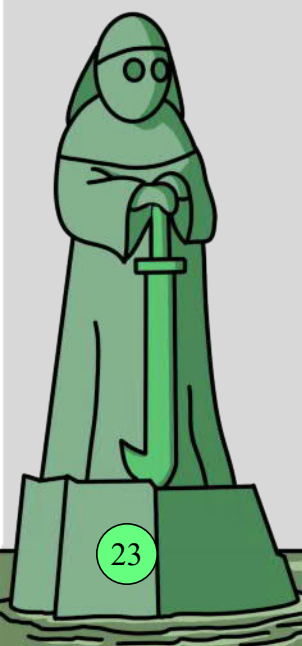
After a battle, a character's wounds can be bandaged to restore 1d6 HP. This can only be done once per day. A PC cannot recover more HP than their maximum score.

### Battle Scar

A character can take a Battle Scar to stave off imminent death. Whenever death is on the line, the character can choose a permanent scar in place of dying. This can be a physical scar (like a lost limb), mental scar (like insanity), or emotional scar (like a crippling phobia). The GM is encouraged to make the scar reflect the type of damage incurred in the conflict. Battle Scars may not always be an available option.

### Bluff

Bluff can be used once per encounter. The character attempting the bluff makes a d20 roll against the HD +10 (or in some cases the level) of the target. If the bluff is a success, the perpetrator of the bluff gets a +1 bonus on all to-hit rolls for the remainder of the encounter.





### Combat Attrition

A PC that has been reduced to 0 HP and then healed is considered Exhausted for the remainder of the day. All penalties associated with exhaustion apply until the character has rested.

### Dual Wielding/Double Strike

Fighters can wield two one-handed weapons (melee only) simultaneously allowing for a double strike. When attempting two attacks in a single turn, the attacker takes a -2 to-hit penalty for both attacks due to the complex nature of the action. Each attack is rolled separately. Successful attacks do normal damage. If the first roll is a 1, the second attack cannot be performed.

### Death

When a PC reaches 0 HP they are KOed. Further damage results in death. An NPC dies at 0 HP. GMs can fudge this rule to fit their style of play.

### Falling

A PC takes 1d6 damage for every 10' they fall.

### Second Wind

A PC can attempt to get a Second Wind if they are Exhausted. Make a Save roll to avoid Exhaustion. If the roll is a success, the PC gets a Second Wind and avoids Exhaustion penalties. Second Wind can be used once per day. Second Wind cannot be used if a character is healed from 0 HP or resurrected.

### Combat Achievements

Combat achievements are optional bonuses gained during combat. Combat achievements can be gained through rolling dice, actions, or narration. GMs and players are encouraged to come up with their own ideas on combat achievements and can use the following list as inspiration.

**Come Together!:** The PC performs in such an awesome and inspiring way so as to inspire their allies. All allies witnessing the inspirational awesomeness gain +1 to hit for the next round.

**Death Blow:** If a PC strikes three or more deadly blows against similar target enemies in a single encounter, they gain the Death Blow achievement against that enemy type permanently. Death Blow grants the PC a +1 bonus on all to-hit rolls against that specific enemy type in future encounters.

**Keep on Dancing:** If the PC scores three consecutive hits on the same target, they receive an additional attack the next round.

**High Rolla!:** If the PC rolls natural 20s twice during a single encounter, they get the High Rolla! achievement. High Rollas! get a +1 to-hit bonus on all attacks for the remainder of the encounter.

**Sacrificial Lamb:** The PC puts their own well-being on the line for someone else. This act inspires all allies who witness this action giving them +1 to-hit bonuses for the next round.

**Target Practice:** If a PC is hit with projectiles three times in one day, they get the Target Practice achievement which grants a Power Token.

*GMs and players are encouraged to create their own Combat Achievements. These should be agreed on by the group and should be designed to make the game more enjoyable.*

*Creating a Combat Achievement is as simple as determining an event that happens and what that event causes (positive or negative). Combat Achievements can be momentary (like Come Together!) or long lasting (like Death Blow).*







*The seas of Far Away Land are vast and dangerous. They are plagued with pirates, beasts, sunken cities, water witches, leviathans, buried treasures, remote islands and wild weather.*

### Naval Combat Overview

Ships are treated like a single combatant and have stats that are like those of monsters. The exception to this is that instead of Hit Points, ships use Hull Points.

### Naval Combat Sequence

1. Initiative is rolled.
2. The ship with initiative performs actions.
3. The party that lost the initiative roll performs actions.
4. The round is finished. Turn order remains the same for the next round.

### Getting PCs Involved

Sitting around doing nothing while the action is going on is zero fun. This means PCs need to be involved and their actions need to count. Not every PC can cast spells or operate a weapon. But there are other things that can be done aboard a ship such as repair damage, heal injured crewmates, put out fires, stop water from coming in, etc. An easy way to handle the actions of PCs who are not directly involved in combat is to give those PCs a task. If the PC is helping to put out flames, maybe there is a bonus to extinguish the fire faster. If the PC is helping repair the ship, maybe they get a bonus to the repair operations. If a crewmember is injured, maybe the PC can bandage the

wounds to prevent further injury. If the main sail is torn, maybe the PC needs to climb up and fix it. Create opportunities for the PCs to interact even away from the main battle. Motivate the PCs by providing bonuses and rewards for their activity.

### Creating Cinematic Events

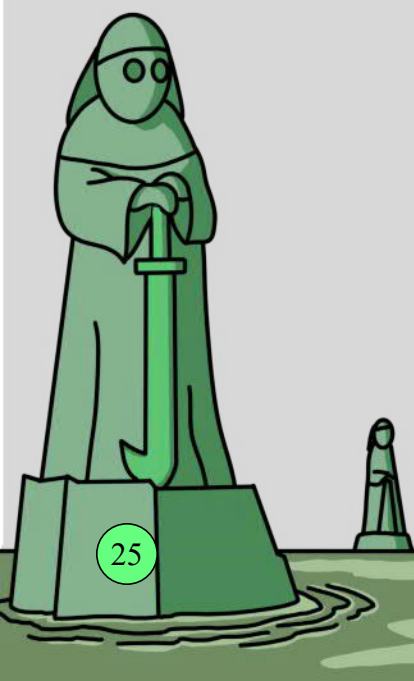
Treat ship combat cinematically. Describe what is happening, let the players describe what their PCs are doing. Narrate the battle. Describe that cannonball that tears through the hull and pulverizes a bunch of lame poomkin bards on a sightseeing trip. Forget bookkeeping and worrying about all the little stuff and instead focus on action, combat, conflict, emergencies and keeping the players interested in the game.

### Ship Initiative

All ships involved in combat roll for initiative. If the helmsman has a DEX bonus, this is added to the initiative roll. All crew can act on the ship's turn.

### Ship Armor

Ships that are not intended for direct combat have an AC of 7[12]. Ships intended for combat have an AC of 5[14]. Advanced ships or specially outfitted ships may have more armor.



## Ship Movement

Ship movement is handled cinematically. Waves smash into the prow. Wind whips in the sails. A ship careens headlong into the waves as it attempts to cut off the enemy only to be smashed against the rocks, the poor crew hanging for dear life as the sea swallows them up one at a time. You get the drift. Most ships have a move score of 9 at full speed. This indicates the wind is in the sails or the oars are in the water. Ships without wind or rowers move slower.

## Ship Attacks

Ships, like monsters, have attacks. For a weapon to be fired it must have operators. Naval weapons require time to load. While specific rules are not given for the rate of fire, the GM should indicate how long it takes a weapon to be readied for use. PCs aiding in the firing of a ship's ranged weapon can use their DEX bonus on the to-hit roll.

## Individual Attacks

The damage of an individual attacker using weapons like bows, crossbows, swords, etc. is divided by 10 against a ship. Essentially, ships don't take damage from individual weapons. However, they are susceptible to fire.

## Ramming

Ships equipped with a ram can smash into one another dealing 3d6+ damage to the target.

## Fire

If an attacker gets a critical hit (natural 20) with a fire attack, the target ship takes an additional 1d6 damage per round as it burns. If the attacker fumbles a fire attack, their own ship might be set ablaze and burn at 1d6 damage per round. A crew has a 1-3 chance (d6) to extinguish the fire. If a PC is involved in extinguishing the blaze, the chance is 1-4 (d6).

## Wind

A ship cannot sail into the wind. However, rowers can move a ship into the wind.

## Crew Command

A PC can use their turn to perform a Crew Command Action which gives one of the following:

- 1[+1] AC bonus to the ship for the round,
- +2 bonus on to-hit rolls
- +2 bonus to damage

The player indicates what bonus they wish to invoke. A PC must be both in a position of leadership aboard the vessel and also be in favor with the crew to pull this off.

## Repairs

If the necessary materials are available, a ship can be repaired at 4 HP per day. For each PC helping with the repairs an additional 2 HP is repaired per day.

*In sea combat, things like wind, waves, fog, rocks, and other obstacles can be a hindrance to those aboard ships. GMs may ask players to make specific checks to see how these obstacles impede their actions.*







## An Overview of Ships

The seas of Far Away Land are treacherous and within their depths are hidden a great many secrets. Ancient cities covered by the waves. Forgotten temples and tombs. Monstrous leviathans that swim in the darkest depths of the deepest oceans. The most common way to navigate these vast stretches of open water is to use a ship.

Most ships in Far Away Land are sailing vessels driven by the wind. Other ships may use both sails and rowers. Still other ships may harness the power of steam to drive a great wheel that pushes the vessel across the water. The following section examines some of the commonly found ships in the world.

## Ship Stat Blocks

**AC** indicates the ship's Armor Class in both descending and ascending.

**HP** indicates the ship's Hull Points.

When a ship loses all HP, it is destroyed.

**Attacks** indicate how many attacks a ship has per round and what weapons it's armed with (along with their damage and range).

**Move** indicates the ship's movement score per round. Multiply the Move score x3 to determine how many feet the ship can move per round.

**Crew** indicates the required number of crew to effectively operate a ship.

**Cost** indicates the base cost of a vessel in gold pieces.

## Ship Weaponry

Some ships are armed with weapons such as cannons, catapults, or other ranged weapons. The following is a basic list of naval weapons that are commonly found in Far Away Land.

**Medium firearms** are things like light cannons.

**Heavy firearms** are things like heavy cannons.

**Siege weapons** are things like ballistas and catapults.

**Missiles and rockets** are things like torpedoes.

**Ballista:** A giant crossbow-type weapon that hurls a massive arrow through the air. Requires 4 operators.

**Blast Powder:** A concoction of various chemicals that when lit explodes. Blast powder is used in both explosives and in cannons to fire projectiles. 1 pound of blast powder does 6d6 damage, 25' radius.

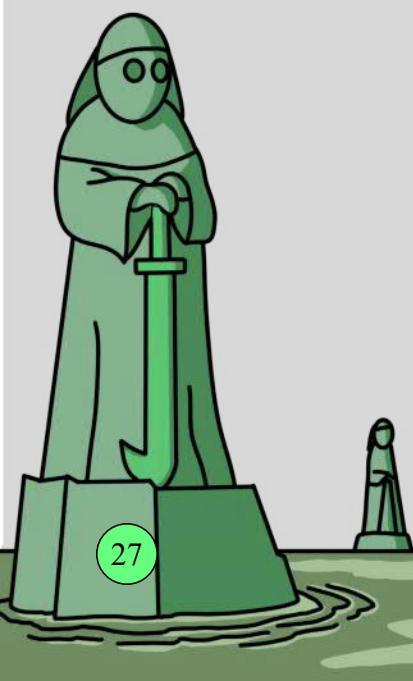
**Cannon, Heavy:** A large cannon that uses blast powder to fire a metal ball. Requires 3 operators.

**Cannon, Light:** A small cannon that uses blast powder to fire a metal ball. Requires 2 operators.

**Catapult:** A mounted catapult that hurls a large stone through the air. Requires 5 operators.

**Torpedo:** A self-propelled, underwater rocket that is usually fired from a submarine. Requires 2 operators.

| Weapon Type          | Damage | Range | Operators | Cost     |
|----------------------|--------|-------|-----------|----------|
| Medium Firearm       | 3d6    | 300'+ | 2+        | 1,000gp+ |
| Heavy Firearm        | 4d6    | 500'+ | 3+        | 2,000gp+ |
| Siege Weapon         | 3d6+   | 100'+ | 4+        | 2,000gp+ |
| Missiles and Rockets | 4d6+   | 100'+ | 2+        | 200gp    |





## Basic Ships

The following is a list of basic ship types.

| Vessel      | AC    | HP | Attacks | Move | Crew | Cost      |
|-------------|-------|----|---------|------|------|-----------|
| Boat        | 7[12] | 5  | 1       | 6    | 2    | 50gp      |
| Courier     | 7[12] | 30 | 2       | 9    | 20   | 40,000gp  |
| Galley      | 5[14] | 40 | 4       | 9    | 50   | 30,000gp  |
| Paddler     | 7[12] | 30 | 2       | 12   | 8    | 45,000gp  |
| Raider      | 5[14] | 10 | 1       | 12   | 50   | 20,000gp  |
| Sea Chariot | 4[15] | 5  | 0       | 12   | 2    | 10gp      |
| Submarine   | 3[16] | 30 | 1       | 9    | 6    | 125,000gp |
| Warship     | 5[14] | 50 | 6       | 9    | 100  | 50,000gp  |

### Boat

**AC:** 7[12], **HP:** 5, **Attacks (1):** Light cannon (3d6, 200'), **Move:** 6, **Crew:** 2, **Cost:** 50gp

Boats are vessels like rafts and keelboats. Boats tend to stay in shallow, calm waters.

### Courier

**AC:** 7[12], **HP:** 30, **Attacks (2):** Light cannon x2 (3d6, 200'), **Move:** 9, **Crew:** 20, **Cost:** 40,000gp

These are sailing ships capable of deep sea travel. They are used primarily in deep waters. Couriers carry goods and cargo.

### Galley

**AC:** 5[14], **HP:** 40, **Attacks (4):** Heavy cannon x2 (4d6, 350'), Light cannon x2 (3d6, 100'), ram (3d6), **Move:** 9, **Crew:** 50, **Cost:** 30,000gp

Galleys are low, flat ships with bunches of rowers. They are used primarily as warships.

### Paddler

**AC:** 7[12], **HP:** 30, **Attacks (2):** Light cannon x2 (3d6, 200'), **Move:** 12, **Crew:** 8, **Cost:** 45,000gp

Paddlers are ships that use steam to turn a large paddle wheel. Paddlers are most often used in shallow, calm waters.

### Raider

**AC:** 5[14], **HP:** 10, **Attacks (1):** see below, **Move:** 12, **Crew:** 50, **Cost:** 20,000gp

Raiders are vessels capable of shallow water travel. They are often used to deliv-

er troops to shore. They are rarely equipped with ranged weapons (although their crews may use fire attacks).

### Sea Chariot

**AC:** 4[15], **HP:** 5, **Attacks (0):** see below, **Move:** 12, **Crew:** 2, **Cost:** 10gp

Sea chariots are small, one or two-person chariots pulled by yoked sea creatures. They are designed for fast, hit and run style combat. Their speed makes them difficult to hit.

### Submarine

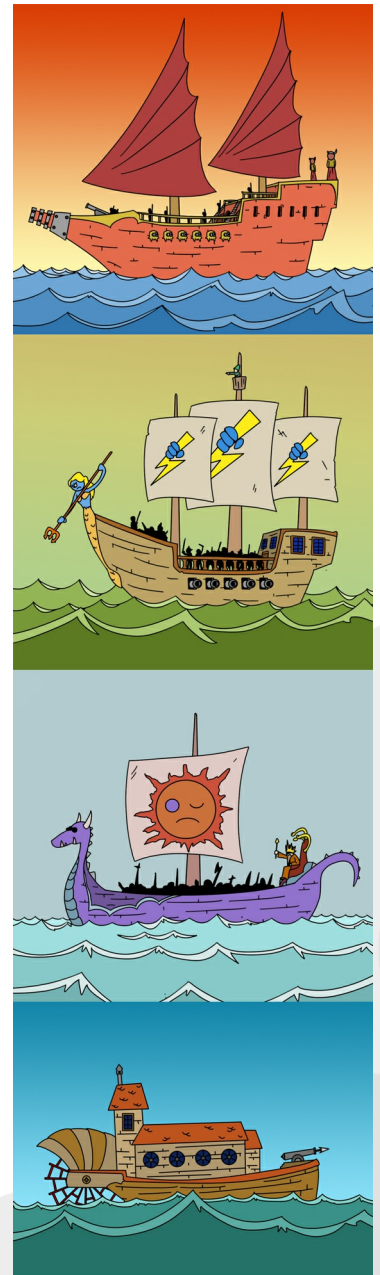
**AC:** 3[16], **HP:** 30, **Attacks (1):** Torpedo (4d6, 400'), **Move:** 9, **Crew:** 6, **Cost:** 125,000gp

Submarines are ships capable of moving beneath the surface of the seas. They are composed of metal hulls (thus their AC). They are difficult to detect and can strike without warning.

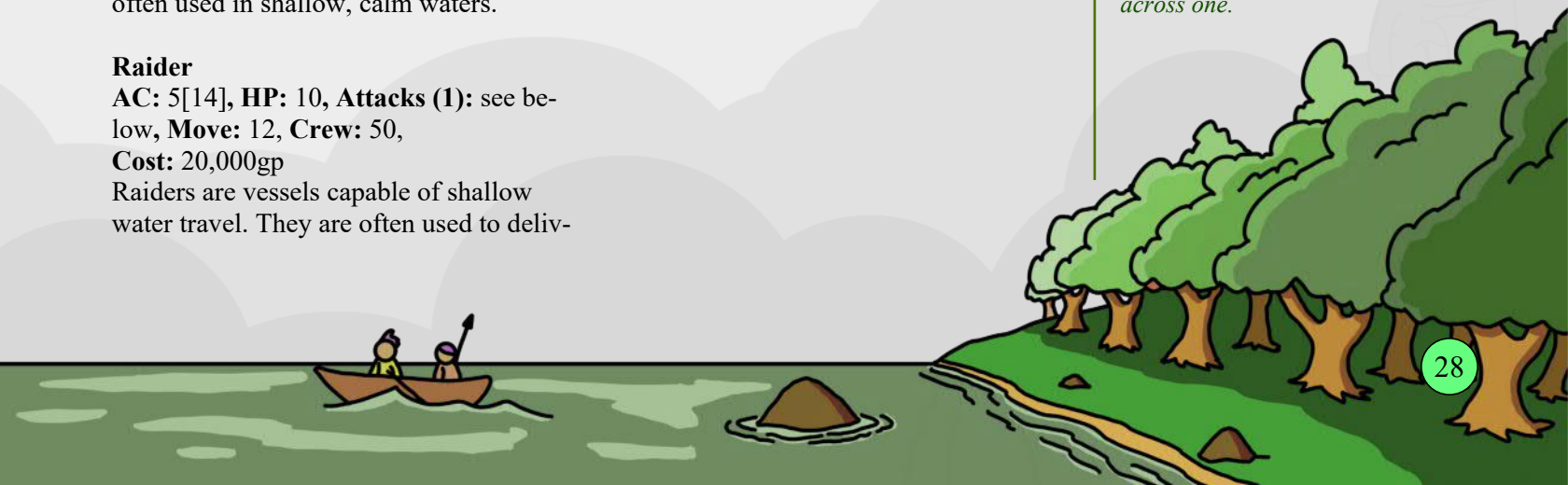
### Warship

**AC:** 5[14], **HP:** 50, **Attacks (6):** Light canon x3 (3d6, 200'), heavy cannon x3 (4d6, 250'), ram (3d6), **Move:** 9, **Crew:** 100, **Cost:** 50,000gp

Warships are vessels designed for warfare. They are used primarily in deep waters.



*Warships are heavily armed and can deliver massive amounts of damage to enemy targets. Those who command a warship hold great power as the mere sight of the vessel will often strike fear and awe in those who come across one.*



*The chariot races in the City of Karg are notorious for their brutality, speed, and danger. Galosasteeds hopped up on silawax powder pull the chariots of gladiators at breakneck speeds. It's rare to meet a veteran driver who has all their limbs intact. In fact, it's rare to meet a veteran chariot driver at all.*

## Vehicle Combat Overview

Vehicles such as wagons, steam machines, tanks, and other land-based craft are treated like a single combatant and have stats that are like those of monsters. The exception to this is that instead of Hit Points, land vehicles use Hull Points.

## Getting PCs Involved

Vehicle combat should be exciting. PCs should be involved as much as possible during vehicle combat. While the driver drives and attempts to keep the vehicle under control, those along for the ride might attack, cast spells, and perform other actions as deemed fit.

## Creating Cinematic Events

Treat vehicle combat cinematically. Describe what is happening, let the players describe what their PCs are doing. Narrate the battle. Describe that wagon wheel flying off, the cart careening wildly out of control as the PCs hang on for dear life. Don't worry about bookkeeping and cumbersome rules, just describe the action, let the players make decisions, and keep things fast and furious.

## Vehicle Movement

Vehicle movement is handled cinematically. Wagons bounce down bumpy roads in a head-to-head race as their passengers square off against one another trying to land hits. Steam tanks lurch across the wastelands, their cannons ever at the ready. Vehicles have a Move score equal to that of the creature pulling them. For vehicles that have engines, determine the Move score accordingly.

## Vehicle Attacks

If a vehicle has a weapon to be fired it must have an operator. While specific rules are not given for the rate of fire, the GM should indicate how long it takes a weapon to be readied for use. PCs aiding in the firing of a vehicle's ranged weapon can use their DEX bonus on the to-hit roll.

## Individual Attacks

GMs should determine whether or not an individual attack has a chance of damaging a vehicle (for instance, arrows against a steam tank do nothing except bounce

off). Instead of loads of rules on what weapon does what, GMs should simply use common sense. If this is lacking, it might be more fun.

PCs attacking a vehicle, or its occupants, should specify the target. The GM should include any modifiers (such as Unstable Footing penalties or Cover modifiers) with the to-hit roll.

If the driver of a vehicle takes damage while the vehicle is moving, they must make a Vehicle Control Roll to see if they can maintain control. If the creature pulling a vehicle is injured or hurt while the vehicle is moving, a Vehicle Control Roll is required as well.

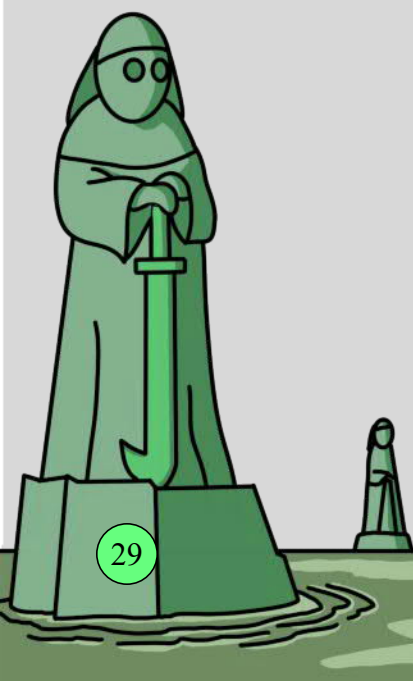
If a land vehicle takes damage to its wheels or steering, the GM should modify the Move score and require a control roll.

## Vehicle Control Rolls

Vehicle Control Rolls are used in instances where the control of the vehicle needs to be established. If a vehicle requires a control roll, the driver rolls a d6. A roll of 1 always fails while a roll of 6 always succeeds. The GM should determine the target number required to successfully keep the vehicle under control (a higher number indicates greater difficulty in maintaining control). The driver must make a check and roll either equal to or higher than the target number. The driver should apply their Dexterity modifier to the roll. If the roll fails, the driver loses control of the vehicle. The GM should determine the outcome of an out-of-control vehicle based on location, speed, circumstances, etc. The GM should treat the action of an out-of-control vehicle cinematically. The vehicle may flip and roll throwing the occupants about or it may slide to a stop inches from the edge of a cliff.

## Repair

If the necessary materials are available, a simple vehicle (like a wagon) can be repaired in 12 hours. For each skilled PC helping with the repairs, the time is decreased by 3 hours. More complex vehicles require longer repair times.





## Vehicle Stat Blocks

**AC** indicates the Armor Class in both descending and ascending.

**HP** indicates the Hull Points. When a vehicle loses all HP, it is destroyed.

**Attacks** indicate how many attacks a vehicle has per round and what weapons its armed with (along with their damage and range).

**Move** indicates the vehicle's movement score per round. Multiply the Move score x3 to determine how many feet the vehicle can move per round.

**Crew** indicates how many crew are required to operate the vehicle.

**Cost** indicates the base cost of a vehicle in gold pieces.

## Basic Vehicles

The following is a list of basic land vehicles.

### Carriage

**AC:** 7[12], **HP:** 15, **Attacks (0),**

**Move:** 15, **Crew:** 1, **Cost:** 150gp

Carriages are four-wheeled, enclosed wagons designed for hauling rich folks around. They are most often pulled by cow steeds or other yoked creatures.

### Cart (2 wheeled/4 wheeled)

**AC:** 7[12], **HP:** 15, **Attacks (0),**

**Move:** 15, **Crew:** 1, **Cost:** 50/60gp

Carts are open, wheeled vehicles used to carry people and supplies. They come in a two- and four-wheel model. They are most often pulled by cow steeds or other yoked creatures.

### Covered Wagon

**AC:** 6[13], **HP:** 15, **Attacks (0),**

**Move:** 15, **Crew:** 1, **Cost:** 100gp

Covered wagons are essentially carts covered with a canvas cloth or wood roof.

They are designed for long distance travel and the carrying of people and goods.

They are not quite as sophisticated as a carriage. They are most often pulled by cow steeds or other yoked creatures.

### Steam Tank

**AC:** 2[18], **HP:** 40, **Attacks (1):** Heavy

cannon (4d6, 200'), **Move:** 24, **Crew:** 3,

**Cost:** 65,000gp

Steam tanks are hulking machines on heavy tracks. They are powered by steam engines (sometimes magical engines).

They require a crew of 3 consisting of a driver, a weapon loader, and a gunner.

Steam tanks come equipped with a heavy cannon. They are heavily armored and strike fear in their enemies. While individual weapons do no damage, steam tanks are susceptible to cannon fire.

### War Wagon

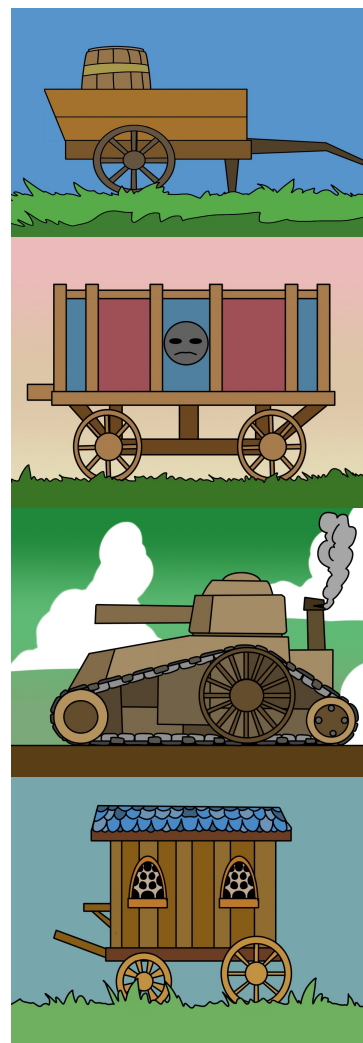
**AC:** 4[16], **HP:** 25, **Attacks (1):** Light

cannon (3d6, 200'), **Move:** 15, **Crew:** 3,

**Cost:** 1,000gp

War wagons are armored wagons driven by armored cow steeds (or other yoked creatures).

War wagons are equipped with a light cannon. They require a crew of 3 consisting of a driver, a weapon loader, and a gunner. While individual weapons do no damage (although the creatures that pull the wagon can be harmed by things like bows and swords), war wagons are susceptible to cannon fire.



*Although rarely seen on the field of battle, the dreaded steam tank is a nightmare. Its massive treads move it mechanically across even the most rugged of terrains. Its thick armor is impervious to arrows and blades. Its mighty cannon can wreak havoc on an army.*

| Vehicle        | AC    | HP | Attacks | Move | Crew | Cost     |
|----------------|-------|----|---------|------|------|----------|
| Carriage       | 7[12] | 15 | 0       | 15   | 1    | 150gp    |
| Cart (2 wheel) | 7[12] | 15 | 0       | 15   | 1    | 50gp     |
| Cart (4 wheel) | 7[12] | 15 | 0       | 15   | 1    | 60gp     |
| Covered Wagon  | 6[13] | 20 | 0       | 15   | 1    | 100gp    |
| Steam Tank     | 2[18] | 40 | 1       | 24   | 3    | 65,000gp |
| War Wagon      | 4[16] | 25 | 1       | 15   | 3    | 1,000gp  |

*Unlike most of the rules in this book, mass combat requires a bit of bookkeeping. However, the system featured here is incredibly simplified and is designed to make bookkeeping, even when dealing with loads of combatants, an elegant experience.*

*GMs and players may want to simulate mass battles and then explore the nuances of those battles by allowing players to control individual combatants. Essentially, mass combat is used to determine combat on a large scale. However, players may be able to steer the direction of the battle, especially if PCs are involved.*

## Mass Combat

Mass combat can get messy. To avoid messy mass combat that requires loads of bookkeeping and maths, we are using a simplified method which treats groups of units as single entities. This is a very basic and rudimentary system that GMs and players are encouraged to modify and house rule as they wish. It is important to understand that mass combat happens from a distance, as if the camera of battle has been pulled back (opposed to normal combat focused on individual combatants) and spectators are viewing from a distance. Mass combat makes use of a d10 (if you don't have a d10, roll a d20 and take half).

### Units and Groups

For smaller units (like humans, noogs, goabs, etc.), combine them into Groups of 10 that act as a single entity on the battlefield. For larger units like dragons, let them act as their own Group.

### Determine Group Stats

Add the HP for all units in the group to determine the total HP of the Group. Keep all other stats as normal.

*Example: We have 10 agnuns that will form a Group of agnuns. Agnuns have the following stat block.*

**Agnun:** AC: 8[11], HD: 2, Attacks (1): +2, Curved blade (1d6), Move: 12, **Special:** Darkvision, telepathy (other agnuns) 300' radius

*We will add the HD of all agnuns in the group. Since each individual agnun has 2 HD and since there are 10 agnuns in the group, the total HP for this group is 20HD or 70 HP. AC remains at 8[11].*

*The agnuns have an attack that deals 1d6 damage. Their Move score remains at 12. So, our agnun group looks like this.*

**Agnuns (10):** AC: 8[11], HP: 70, Attacks (1): +2, Curved blade (1d6), Move: 12, **Special:** Darkvision, telepathy (other agnuns) 300' radius

## Mass Combat Overview

### Combat Sequence

1. Initiative is rolled.
2. The winning side makes troop movements.
3. Units in range can attack.
4. The party that lost the initiative roll makes unit movements.
5. The party that lost initiative can attack.
6. The round is finished. Turn order remains the same for the next round.

### To Attack

To attack, roll a d20 and add any modifiers. Compare to the AC of the target Group. If the attack roll is a success, damage is dealt.

*Example: The agnuns attack the enemy. They roll a d20 and add their BHB of +2.*

### To Damage

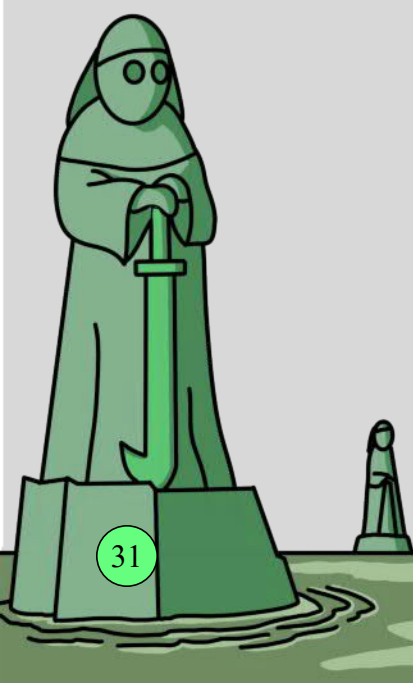
Roll the attack damage and add any damage modifiers. Then roll a d10 and multiply the damage dealt by the roll of the d10.

*Example: The agnun attack is successful. The damage roll is 1d6. A 4 is rolled. The d10 is then rolled and we get a 5. We multiply the damage roll (4) by the roll of the d10 (5) for a total of 20 points of damage.*

### Damaged Groups

As Groups take damage, they have the potential to lose units. Divide the total HP of the Group by 10 to determine how much HP each individual unit has. Each time the Group takes damage equal to the HP of an individual unit, it suffers one casualty and thus reduces the total number of units in the Group.

*Example: Our agnun group has 10 units and a total of 70 HP. 70/10 is 7 so each individual agnun has 7 HP. Each time our Group takes 7 damage, an agnun is killed.*





### Attacking with Damaged Groups

If we have less than 10 combatants in our Group, we roll a d10 and subtract the number of missing combatants when determining damage.

*Example: Our agnun Group has taken 24 points of damage which tells us that 3 agnuns have been killed. When we roll the d10 to multiply the damage roll we will subtract 3. Our Group stat block would look like this (notice the number of agnuns has been reduced to 7).*

**Agnuns (7): AC: 8[11], HP: 70, Attacks (1): +2, Curved blade (1d6), Move: 12, Special: Darkvision, telepathy (other agnuns) 300' radius**

### Special Abilities in Mass Combat

Some units have special abilities (like our agnuns who can communicate telepathi-

cally with other agnuns). The GM can decide how this comes into play on the battlefield.

### Battlemaps and Movement

Theatre of the mind is tough for mass combat. Using miniatures to represent units and groups can make combat much easier to keep track of. A grid of 1x1 inch squares can be used for the battlefield. The Move score of a unit can be divided by 3 to determine how many squares the unit can move on their turn. If the range is indicated in feet, simply divide by 9 and round up.

*Example: The Move score is 12.  $12/3 = 4$ . The group can move 4 grid squares.*

*Example: The range is 50'.  $50/9 = 5.55$  (round to 6). The range is 6 grid squares.*

*Anything can be used to represent units and terrain when simulating mass combat. For example, coins are often easily accessible and come in different sizes. Colored blocks and tiles might also be used to represent groups and units on the battlefield.*



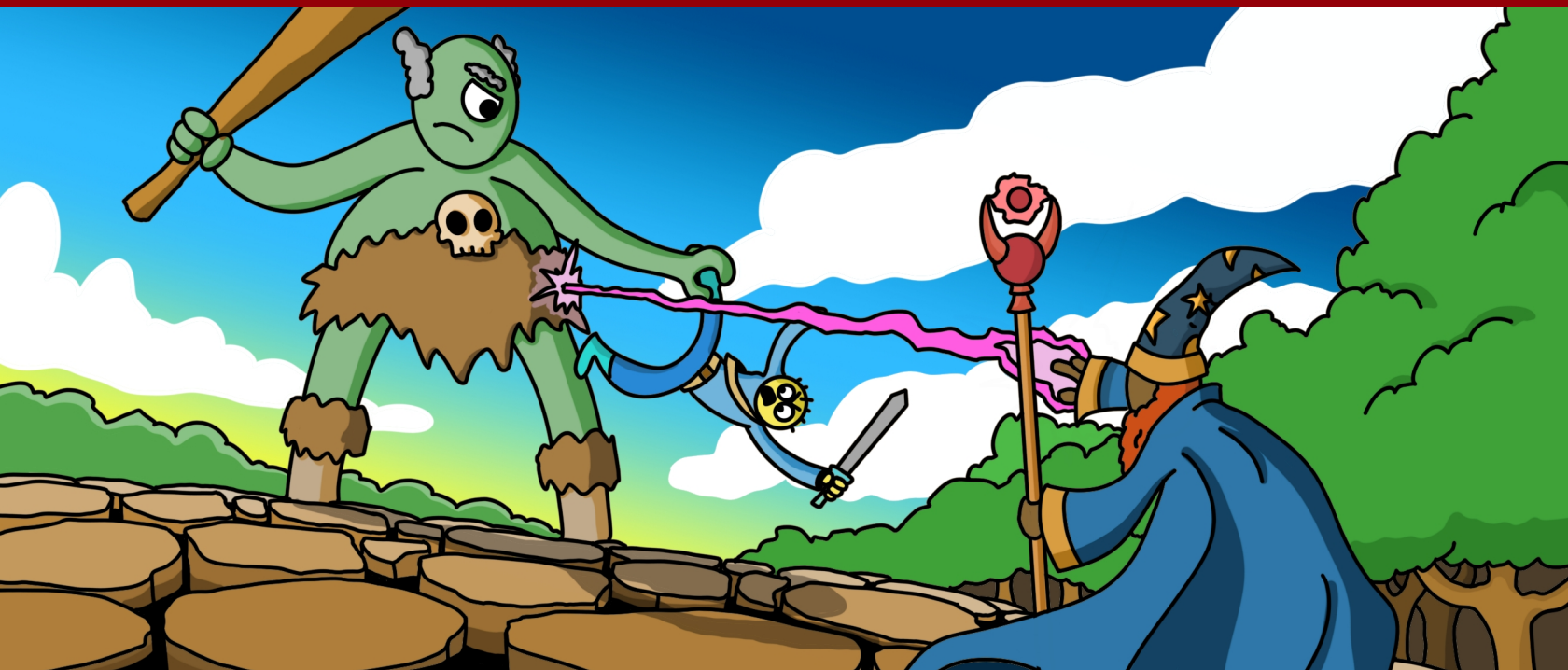




## Chapter 4

# MAGIC

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### The Nature of Magic in FAL

Magic in FAL emanates from Second Space. Essentially, the very fabric of Second Space is composed of supernatural energy leftover from the Children of the Cosmic Wanderer. Over time, as Second Space has suffered damage and gateways have been created into other spheres, some of this energy has leaked into the various realms of existence thus creating what many refer to as magic. This is how magic came to exist in the Far Away Land Universe.

This means that there are places where magical energy is dense (like the Elementalsphere) and places where magic may not exist at all (for example, perhaps there is a planet in the Materiosphere that has no magic?) This also means that there was a period of time in the Materiosphere (and other realms) when magical energy was too weak to be noticed or non-exis-

tent. Over the eons, as more of Second Space has leaked into other realms, magical energy has become more noticeable - to the point where it exists in various forms throughout every sphere.

Magic resides in people, monsters, and objects. Reagents are plants, fungi, or other living things that absorb magical residue that has seeped into the Materiosphere and other spheres. Magic, although powerful, can be controlled, harnessed, and transferred (as is the case when imbuing objects with magical spells).

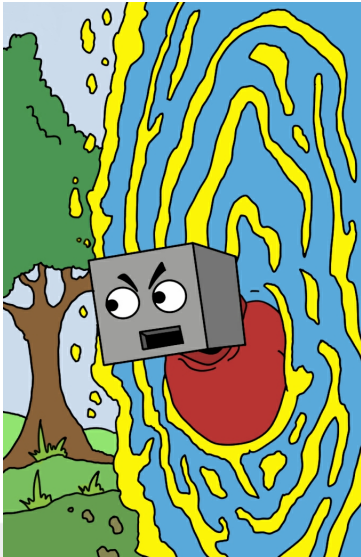
Those who are able to control and harness magic are known as wizards, mages, necromancers, sorcerers, witches, warlocks, illusionists, and a whole host of other titles. Some of these wielders of the arcane grow incredibly powerful while others tend to blow themselves up.

*Magic is seen by most in Far Away Land as something strange and bizarre. Most common folk are afraid of magic or have little understanding of the arcane. For many, magic is often associated with acts of evil or great power.*

*There have been times in the history of Far Away Land when those who used magic were persecuted.*







**Custom Spells**  
*Players and GMs are encouraged to create spells. Using the spells listed in this book provides a great foundation for spell levels, ranges, duration, and effects.*

## Obtaining and Casting Spells

Spells are obtained through scrolls, books, engravings, teaching, invention, etc. PCs can usually (see Abusing Spells) only cast magic spells equal to or less than their level. Spell users can cast their level + 3 spells per day. To learn a new spell, the PC must study the spell for a number of days equal to the spell's level. A spell only needs to be learned once. A mage can cast spells specific to their class and gray spells without penalty. A mage attempting to cast a spell of a different class takes a -4 penalty on the casting attempt.

## Spell Fumbles

If a 1 is rolled when a spell is cast it is considered a critical failure. The more powerful the spell, the more awful the results. This kind of fumble could result in the spell affecting the caster, an ally, or going wild and doing something unexpected. You can roll a d6 on the chart be-

low or come up with your own fumbles for a miscast spell.

## Spell Attributes

The **name** of the spell is followed by its **level** (in parenthesis). Spells range from level 1 to 10. **Range** indicates the spell's range. If the range is followed by a number in parenthesis, this represents the spell's area of effect. The **duration** of a spell is listed in units such as rounds, minutes, hours, etc. A PC's level indicates the duration. For example, the spell has a duration of minutes. The caster is level 5. The total duration of the spell is 5 minutes.

## Summoned Creatures

Summoned creatures are magically created by the caster. Summoned creatures remain until the spells ends, until the creature is destroyed, until the caster abandons the creature (more than 300' distance), or until the caster is killed.

| Roll | Fumble Outcome                                                             |
|------|----------------------------------------------------------------------------|
| 1    | The spell misfires harmlessly.                                             |
| 2    | The spell pops in a cloud of smoke.                                        |
| 3    | The spell pops and burns the caster doing 1 point of damage.               |
| 4    | The spell flies off wildly with a 1 to 3 chance (d6) to hit an enemy/ally. |
| 5    | The spell backfires and hits the caster.                                   |
| 6    | The caster takes a Battle Scar from the spell.                             |



## Abusing Spells

Casters may attempt to cast spells higher than their current level. However, attempting this is done with great risk as the ways of the arcane can be treacherous if abused. A caster can attempt to cast a spell with a level that exceeds their own level by no more than 3. Whether or not the spell is successfully cast or not has no impact on the chance of a disastrous effect. Casting a spell 1 level higher than the caster's level has a 1 to 3 chance (d6) of disastrous effects. Casting a spell 2 levels higher than the caster's level has a 1 to 4 chance (d6) of disastrous effects. Casting a spell 3 levels higher than the caster's level has a 1 to 5 chance (d6) of disastrous effects. If the casting attempt is deemed to have a disastrous effect, roll on the following chart (d20) or come up with your own disastrous effects chart!

### Disastrous Spell Effects (d20)

**1-4.** The caster's hair turns white. Their skin becomes sickly pale. Their fingernails are blackened and their eyes are discolored. This happens instantly and is permanent.

**5-9.** The caster emanates an aura of discomfort. Those near (10') the caster will experience a sense of discomfort and uneasiness. If a caster experiences these side effects from a casting attempt more than once, increase the range of the effect by +10' per experience. This effect is permanent.

**10-14.** The caster is severely scarred and takes 2d6 damage. The scarring is painful and the caster immediately suffers exhaustion penalties and cannot cast any spells until resting for 24 hours. The scars are like those from a lightning strike and cover the caster's arms, torso, and face.

**15-17** The caster is deformed. Their head is slightly elongated as are their arms and fingers. This is generally referred to as *stretching*. The caster's hair will fall out over the course of the next few days. These effects are permanent.

**18-19** The spell explodes and does 4d6 damage to the caster. The explosion is so intense that if the caster survives, they are temporarily blinded (1d3 days).

**20.** The caster is instantly struck dead in their attempt.

## Custom Spells

Players and GMs are encouraged to create spells. Using the spells listed in this book provides a great foundation for spell levels, ranges, duration, and effects.

When creating a custom spell, players should keep in mind the flavor of the campaign. The GM is the final authority on the creation of a spell. Great care should be taken to create spells that are in line or similar in strength to other spells of that level.

A PC can never create a custom spell of a level greater than their own level. A custom spell may require additional resources and time in order to research and test. The GM should try to incorporate this into regular game play. Essentially, the creation of a custom spell should be woven into play and act as a sort of ongoing adventure/background element.

*The spells listed in this book are a compilation known as the White Book of the Arcane. This spell list was first compiled by the mage Flandangamir for his apprentices to use as a reference guide.*

*Spell descriptions are kept brief in order to allow players and GMs plenty of room for interpretation. As such, players and GMs should modify and elaborate on spells as they deem necessary for their game.*





*It is unknown the number of spells that exist. While many are lost to time, new spells are often created by inventive mages.*

*The casting of a spell often involves speaking specific words or doing certain gestures in order to command the spell into being. GMs and players should determine how a spell is cast and describe the words/gestures used in the casting of the spell.*

## Spell List

Spells are listed according to whether they are **Gray** (spells any mage class can use), **Chaos** (spells Chaos Mages use), or **Light** (spells Light Mages use). When cast, GMs and players should describe the effects of a spell. For example, if a character is healed perhaps their body is

surrounded in a soft yellow glow while the spell heals them. If a creature is summoned, perhaps it asks “What is thy bidding my master?” Essentially, try to make the spell’s effect unique. Let the player describe what is happening when they successfully cast the spell.

### Gray Spells

#### Alarm (1)

Breathe Underwater (1)

Detect Hidden (1)

Detect Poison (1)

Detect Trap (1)

Freeze (1)

Light (1)

Light Steps (1)

Lock/Unlock (1)

Magic Pigeon (1)

True North (1)

#### Bird Speech (2)

Charm Animal (2)

Doubt (2)

Howl Alarm (2)

Water Walk (2)

### Arcane Linguist (3)

Banish Cold (3)

Eagle Eye (3)

Magic Trap (3)

Mute (3)

### Message (4)

Stealth (4)

Wall Climb (4)

### Clairvoyance (5)

Inscription (5)

Rain (5)

Rust (5)

Shape Metal (5)

### Blistered Land (6)

Doom Shroom (6)

Golden Throne (6)

### Glossolalia (7)

Mud Fist (7)

Telekinesis (7)

### Mot Cruise Missile (8)

Powerhouse of Energy (8)

Sleep (8)

Speed (8)

Suspension Egg (8)

Swordnado (8)

### Crumbling Sky (9)

Bat Form (9)

Ghost Walk (9)

Implant Memory (9)

Shrink (9)

Summon Magic Minion (9)

### Enchant (10)

Golem (10)

Invulnerability (10)

### Chaos Spells

#### Arcane Missile (1)

Horrid Scream (1)

Illusory Smell (1)

Illusory Sound (1)

Mask (1)

#### Pain Strike (2)

Stagger (2)

Bind (2)

Curse (2)

#### Dark Spot (3)

Dimmed Perception (3)

Fireball (3)

Harm (3)

Horrific Pain (3)

Illusory Animal (3)

#### Aura of Fear (4)

Coercion (4)

Illusory Monster (4)

Lightning (4)

Trance (4)

Wizard Armor (4)

#### Death Dance (5)

Illusory Structure (5)

Mirror Image (5)

Skull of Immolation (5)

#### Centrifugal Extractor (6)

Killing Staff (6)

Mind Attack (6)

#### Abominable Rebirth (7)

Create Undead (7)

Knife Rain (7)

Wither (7)

#### Obsession (8)

Sacrifice (8)

Shadow Warrior (8)

#### Egg of Maniacs (9)

Disease (9)

Life Drain (9)

#### Cursed Enchantment (10)

Skeletal Slave (10)

Word of Death (10)

### Light Spells

#### Bless (1)

Callous (1)

Heal (1)

Mist (1)

Purify Water (1)

Soft fall (1)

#### Ablative Shield (2)

Detect Illusion (2)

Detect Magic (2)

Detect Undead (2)

#### Blinding Light (3)

Gauge Magic (3)

Ice Blast (3)

Shape Wood (3)

Sphere of Truth (3)

Water Will (3)

#### Aura of the Past (4)

Bless, Greater (4)

Detox (4)

Dispel (4)

Fix (4)

Lost Memory (4)

Purify Air (4)

#### Beacon of Help (5)

Blind Evil (5)

Glass Falcons (5)

#### Firebird (6)

Question Corpse (6)

Steel Defender (6)

Summon ol’ Lemmy (6)

#### Hammer of Light (7)

Illuminated Corpse (7)

Shield, Magic (7)

#### Regenerate (8)

Spirit Swordsman (8)

Temporary Life (8)

#### Circle of Life (9)

Remove Vampirism (9)

#### Destroy Undead (10)

Resurrect (10)

## Gray Spells

**Alarm (1)** Range: touch,

Duration: permanent

Caster creates a magic alarm. The caster is aware when the alarm is triggered.

**Breathe Underwater (1)** Range: self,

Duration: minutes

Target can breathe underwater. The target grows temporary gills somewhere on their neck or head.

**Detect Hidden (1)** Range: 25',

Duration: instant

Caster can detect hidden doors, passages, writing, objects, individuals, etc.

**Detect Poison (1)** Range: 10',

Duration: instant

Caster can detect poison in target object.

**Detect Trap (1)** Range: 25',

Duration: instant

Caster can detect any trap, pit, snare, etc.

**Freeze (1)** Range: 25' (10'),

Duration: permanent

Caster can instantly transform water into ice. The ice will melt naturally.

**Light (1)** Range: self (object),

Duration: hours

Creates a light as bright as a torch.

**Light Steps (1)** Range: self,

Duration: minutes

The caster leaves no foot print and makes no sound when walking normally.

**Lock/Unlock (1)** Range: touch,

Duration: instant

Target locks, both normal and magic, are locked/unlocked.

**Magic Pigeon (1)** Range: touch,

Duration: days

Creates a pigeon that will obey the caster. The pigeon can make a round trip up to 500 miles.

**True North (1)** Range: self,

Duration: instant

Caster knows the direction of north.

**Bird Speech (2)** Range: 25',

Duration: minutes

Caster can verbally communicate with birds.

**Charm Animal (2)** Range: 25',

Duration: minutes

Makes an animal friendly.

**Doubt (2)** Range: 10',

Duration: rounds

The caster instills a sense of doubt in the target which temporarily makes them hesitate. The target takes a penalty to AC while under the influence of doubt due to reaction time being slowed. The AC penalty is -1[+1].

**Howl Alarm (2)** Range: touch,

Duration: days

This spell can be cast on an inanimate object. Whenever something comes within 3' of the object, a loud howl will pierce the air.

**Water Walk (2)** Range: self,

Duration: minutes

Caster can walk on water at normal speed.

**Arcane Linguist (3)** Range: self,

Duration: minutes

Caster can read any language.

**Banish Cold (3)** Range: self (25'),

Duration: minutes

Caster creates a sphere of warmth.

**Eagle Eye (3)** Range: touch,

Duration: rounds

The target of this spell gains +1 on all ranged attack rolls for the duration of the spell.

**Magic Trap (3)** Range: touch,

Duration: permanent

Creates a magic trap that when activated will explode and do 4d6 damage to the victim.

**Mute (3)** Range: 25',

Duration: rounds

The target is made mute and unable to speak.



*Part of a mage's spell arsenal are those of a gray nature. These spells are not class dependent and as such are sought out by many mages as they add great flexibility to casting.*

*Spells are the lifeblood of a mage. Spells that are considered rare or powerful are valued greatly by those who practice the arcane arts.*







*Because mages can only cast a certain number of spells a day, it is important to decide when and when not to use magic to perform tasks. At higher levels, this becomes less of an issue.*

**Message (4)** Range: 25',  
Duration: instant  
Caster can send a simple message telepathically to target (e.g.: come here, run, leave, etc.).

**Stealth (4)** Range: touch,  
Duration: rounds  
The target is rendered invisible and makes no sound. The target affected by this spell can attack without becoming visible. The spell will break prematurely should the target be damaged.

**Wall Climb (4)** Range: self,  
Duration: minutes  
Caster can climb on walls and ceilings.

**Clairvoyance (5)** Range: 1 mile,  
Duration: minutes  
The caster can see through the eyes of a particular target creature.

**Inscription (5)** Range: touch,  
Duration: permanent  
Caster creates a scroll with a specific spell inscribed upon it. Caster can only inscribe spells they have already learned.

**Rain (5)** Range: self (25'),  
Duration: minutes  
The caster can make it rain.

**Rust (5)** Range: 25',  
Duration: permanent  
Object susceptible to rust effects are instantly rusted to worthlessness.

**Shape Metal (5)** Range: touch,  
Duration: permanent  
Caster shapes metal into a simple, specified shape.

**Blistered Land (6)** Range: self (20'),  
Duration: instant (see below)  
The caster can eradicate any foliage within a 20' radius. Over the course of 3 rounds, foliage in the affected area wilts and turns brown before finally turning to dust leaving only a barren circle of land. Only plants (including sentient plants) are affected by blistered land. Plant life will grow back as normal on the affected area over time.

**Doom Shroom (6)** Range: 10',  
Duration: minutes  
The caster makes a giant mushroom grow up from the soil. Within 1d3 rounds, the shroom will begin to discharge a cloud of poisonous spores in a 20' radius once a minute. The spores do 2d6 damage to all within the radius of effect.

**Golden Throne (6)** Range: 10',  
Duration: rounds  
The caster summons forth a golden throne. The throne will draw HP from enemies within a 20' radius for the duration of the spell. Each round the throne is in effect it draws a total of 1d6 HP from enemy targets and gives that HP to allies. All targets and allies must be in the radius of effect in order to benefit from the spell.

**Glossolalia (7)** Range: self,  
Duration: minutes  
Caster can speak and understand any spoken language.

**Mud Fist (7)** Range: self (25'),  
Duration: rounds  
The caster commands a giant fist made of mud to rise up and crush targets. The fist and arm are a combined height of 15'. The fist can attack once per round by slapping or pounding foes. Each attack does 2d6 damage. The mud fist can take 20 points of damage before it is destroyed.

**Telekinesis (7)** Range: 50',  
Duration: instant  
The caster can move objects (up to 2 lbs). The objects can be thrown with such force as to deal up to 2d6 damage.

**Mot Cruise Missile (8)** Range: 1 mile,  
Duration: instant  
The caster can fire a magic missile that has a 1-mile range and causes 1 damage. The missile requires 3 rounds to hit the target. In order for the missile to hit the target, the target must have been visible to the caster at the time of casting. The missile will hit the target unless the target takes cover or the missile is somehow destroyed.

**Powerhouse of Energy (8)** Range: self (25'), Duration: rounds

The caster creates what appears to be a large battery. This battery distributes the following possible bonuses to those within the area of effect. Roll a d6 to determine the outcome. Casters of level 7 or higher can determine what effect they want from the spell.

1. +1 to hit
2. +1 to damage
3. +1 to hit and +1 to damage
4. +1d6 HP
5. takes half damage from spells
6. takes half damage from physical attacks

**Sleep (8)** Range: 50', Duration: hours  
Target falls into a deep sleep. The target can easily be roused from the sleep by normal means.

**Speed (8)** Range: 50', Duration: rounds  
Target can perform an extra action each round.

**Suspension Egg (8)** Range: 10', Duration: hours  
The caster creates a prison egg of energy around the target. The egg cannot be broken by strength alone and will last the duration of the spell. Those within the egg are impervious to damage and do not age while suspended.

**Swordnado (8)** Range: 50', Duration: rounds  
The caster conjures a tornado made of wind and swords. The tornado has a diameter of 10' and spirals up to nearly 60' in height. Anyone caught in the path of this horrible wind will be shredded by the circling blades (4d6 damage).

**Crumbling Sky (9)** Range: self (50'), Duration: rounds  
The caster summons huge stones to fall from the sky. Each stone does 1d6+1 damage to anyone struck.

**Bat Form (9)** Range: self, Duration: hours  
Caster turns into a grouping of bats.

**Ghost Walk (9)** Range: self, Duration: rounds  
Caster becomes temporarily non-corporeal and can move through solid walls/objects.

**Implant Memory (9)** Range: touch, Duration: weeks  
Caster can create a basic memory in the target's mind.

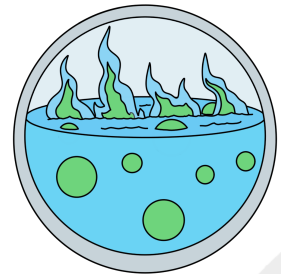
**Shrink (9)** Range: self, Duration: minutes  
Caster shrinks to 6 inches tall.

**Summon Magic Minion (9)** Range: 25', Duration: minutes  
Caster can summon a minion of their own design with 4 HD.

**Enchant (10)** Range: touch, Duration: permanent  
The target item is enchanted with a specific ability (such as a sword that can speak, armor that is impervious to heat, a wand that shoots fireballs, etc.). Enchant requires 1d6 x 500 gp of magical reagents. The preparation and execution that goes into the enchantment of an item requires a minimum of 1 week. GMs and players should discuss and determine the specifics of the enchantment.

**Golem (10)** Range: touch, Duration: permanent  
Caster builds a golem (from some material such as stone, wood, body, etc..) and gives it life. The golem will follow the caster's every command. The GM should take into consideration the material from which the golem is built. When a golem is created, the mage must determine how many Hit Dice the golem has. A golem's Hit Dice must be equal to or less than the level of the mage creating the golem. A golem has a base cost of 1,000 gp per hit die plus materials.

**Invulnerability (10)** Range: self, Duration: rounds  
The caster becomes invulnerable to physical damage.



*Pretty much any item can be enchanted. There was a story that a particularly crass mage by the name of Havarestex once enchanted a pile of cow steed dung to sing high-pitched songs whenever someone walked by.*







*The ways in which the Chaos Mage manipulates the magical energy of Second Space is often terrifying as their spells are of a destructive and harmful nature.*



*The Skull of the Mage Upon the Serpent is the ancient symbol for the Order of Chaos Mages. Although the order no longer exists in the strictest sense, the symbol remains in use by devotees to the dark arts.*

## Chaos Spells

**Arcane Missile (1)** Range: 25', Duration: instant

Caster creates a missile type projectile which explodes on impact with the target dealing 1d6 damage.

**Horrid Scream (1)** Range: self, Duration: instant

The caster can scream a most horrible scream. Enemy targets of 1 HD or less run in fear at the sound of the scream.

**Illusory Smell (1)** Range: 50', Duration: rounds  
Caster creates an illusory smell.

**Illusory Sound (1)** Range: 50', Duration: rounds  
Caster creates an illusory sound.

**Mask (1)** Range: touch, Duration: minutes  
The appearance of the caster's/target's face is changed.

**Pain Strike (2)** Range: 25', Duration: instant  
The caster causes intense internal pain in the target doing 1d6 damage.

**Stagger (2)** Range: 25', Duration: rounds  
The target is struck with feelings of heaviness and drowsiness. The target takes a -1 penalty to all rolls involving physical actions.

**Bind (2)** Range: 25', Duration: rounds  
The target is bound in magical chains. A successful Save roll will break the chains.

**Curse (2)** Range: 25', Duration: rounds  
The target is cursed and takes a -1 penalty to all Save rolls.

**Dark Spot (3)** Range: self (10'), Duration: minutes  
Caster creates an area of darkness.

**Dimmed Perception (3)** Range: self, Duration: rounds  
The caster, while not invisible, becomes difficult to see. The spell remains in effect until the caster moves or until duration is met.

**Fireball (3)** Range: 25', Duration: instant  
A ball of fire is thrown doing 3d6 fire damage to the target.

**Harm (3)** Range: 25', Duration: instant  
Caster automatically deals 1d6 damage to the target. Target can Save to avoid.

**Horrific Pain (3)** Range: 25', Duration: rounds  
Target is gripped by intense pain. -2 penalty to all rolls.

**Illusory Animal (3)** Range: 50', Duration: rounds  
Caster creates an animal illusion.

**Aura of fear (4)** Range: self (25'), Duration: rounds  
The caster emanates an aura of fear. Anyone exposed to the aura is forced to make a Save or take a -1 penalty to all rolls while under the influence of the aura.

**Coercion (4)** Range: touch, Duration: rounds  
The target feels compelled toward something.

**Illusory Monster (4)** Range: short, Duration: rounds  
Caster creates a monster illusion.

**Lightning (4)** Range: 25', Duration: instant  
Caster throws a bolt of lightning at the target doing 4d6 damage.

**Trance (4)** Range: touch, Duration: rounds  
Target is placed in a zombie-like trance. While in the trance the target can be commanded by the caster.

**Wizard Armor (4)** Range: self, Duration: rounds  
The wizard conjures magical armor that surrounds their body. The armor has an AC of -4[+4]. While wearing the armor the caster is unable to cast additional spells. The armor can take 15 points of damage.

**Death Dance (5)** Range: 25',

Duration: rounds

The caster forces the target to dance uncontrollably. Each round, the target can make a Save to avoid the effects of the spell. If the Save roll fails, the target suffers 1d3 damage. While under the effects of the spell, the target cannot attack or move (except for dancing).

**Illusory Structure (5)** Range: 50',

Duration: rounds

Caster creates the illusion of some sort of structure.

**Mirror Image (5)** Range: 25',

Duration: rounds

The caster creates 1d6 illusory images that look and behave exactly as they do.

**Skull of Immolation (5)**

Range: 10' (10'), Duration: rounds

The caster summons forth a hovering black skull that bursts into flames. While in range of the skull, the caster is immune to all heat and fire-based attacks and damage. Anyone except the caster takes 1d6 damage while in the affected area of the skull.

**Centrifugal Extractor (6)** Range: 10',

Duration: rounds

The caster can suspend (human size) the target in midair. The caster can spin the target at various speeds for the duration of the spell which causes nausea, dizziness, and even unconsciousness. If the target has 1 HD or less, the caster can spin them apart after building up speed for 2 rounds. This ends a terribly gruesome death.

**Killing Staff (6)** Range: touch,

Duration: minutes

The caster imbues their staff with the ability to kill with a single strike. Any target of 1 HD or less will be instantly slain when struck by the caster's staff. The staff will only remain imbued during the duration of the spell or until the caster releases the weapon.

**Mind Attack (6)** Range: touch,

Duration: rounds

The target of this spell is plagued with mental images of a terrifying nature. As

such, they are gripped with an overwhelming fear that incapacitates them for the duration of the spell.

**Abominable Rebirth (7)** Range: touch,

Duration: minutes

Abominable rebirth allows the caster to revive a recently dead target (no more than 6 hours dead) and return it to life. The target is restored to life with all memories and abilities but remains under the caster's control. However, when the spell ends, the target will burst into pink flames and turn to ash.

**Create Undead (7)** Range: touch,

Duration: see below

Creates an undead slave (zombie) that the caster can command. Requires a target corpse. The spell will remain active until the creature is destroyed or the caster is killed.

**Knife Rain (7)** Range: self (50'),

Duration: rounds

The caster conjures storm clouds. Lightning and thunder. Within 1d3 rounds of being conjured, the clouds will pour forth a barrage of knives. Anyone in the area of the clouds will take 1d6 damage per round. The knives begin to disintegrate shortly after striking targets and the ground. The duration of the spell indicates how long it rains knives.

**Wither (7)** Range: 50',

Duration: rounds

Deals an initial 4d6 damage to the target. Target takes a -2 penalty on all rolls during the duration of the spell. Double damage to plant life.

**Obsession (8)** Range: 50',

Duration: rounds

Target creature is overwhelmingly drawn to an object of the caster's choosing.

**Sacrifice (8)** Range: touch,

Duration: instant

Sacrifice allows the caster to instantly kill a target enemy (the target can make a Save roll to avoid death). Successfully sacrificing the target immediately adds 2d6 HP to the caster's HP. This spell only works on targets with 3 HD or less.



*Necromancers rely on the undead to aid them in battle. These magic users are feared throughout the world.*





*They watched as the egg materialized and then fell from the sky crashing to the ground. The white shell shattered with a violent force and from it emerged a gang of machete wielding maniacs who immediately set their fury on the defenseless villagers. The dark wizard smiled.*

**Shadow Warrior (8)** Range: 10',

Duration: rounds

The caster summons a shadow warrior from the Gray Planes. The shadow warrior remains active for the duration of the spell or until killed. The shadow warrior emanates a dark aura that appears to be wispy streams of smoke. This smoke has the potential to confuse opponents causing a -1 penalty when rolling to hit the shadow warrior (opponents can make a Save to avoid the confusion).

**AC:** 5[14], **HD:** 4, **Attacks (1):** +4, Shadow blade (1d6) + 1 to 3 chance (d6) poison (1d2 per round for 1d6 rounds), **Move:** 12/15 (in Gray Planes), **Special:** Darkvision, emanate darkness, resistant to physical attacks

**Egg of Maniacs (9)** Range: 25',

Duration: instant

The caster conjures an egg that falls from the sky. The egg is approximately 8' tall and 6' wide. When it hits the ground it will shatter releasing 1d6 maniacs armed with machetes. The maniacs will immediately begin attacking anyone on sight.

**AC:** 9[10], **HD:** 1, **Attacks (1):** +1, Machete (1d6), **Move:** 12, **Special:** Darkvision, strength in numbers gives the maniacs an additional +1 bonus on all rolls as long as half of their original number (at time of being summoned) still remain

**Disease (9)** Range: touch,

Duration: days

Infects target with a transmissible disease which does 3d6 damage per day.

**Life Drain (9)** Range: 25',

Duration: instant (see below)

A magical conduit between the caster and the target is formed. The target suffers 5d6 damage which is added to the caster's HP. The caster's HP cannot exceed the maximum HP score.

**Cursed Enchantment (10)** Range:

touch, Duration: permanent

The target item is enchanted with a curse (such as a sword that slowly weakens the user, armor that cannot be removed, etc.). Cursed enchantment requires 1d6 x 500 gp of magical reagents. The preparation and execution that goes into the cursed enchantment of an item requires a minimum of 1 week. GMs and players should discuss and determine the specifics of the enchantment.

**Skeletal Slave (10)** Range: touch,

Duration: instant

The caster can pull the skeleton from a living being (2 HD or less) and take command. This spell can only be used at night or in dark places where the sun is absent. The skeletal slave will obey the caster. The skeletal slave remains alive until reduced to 0 HP or is destroyed by sunlight.

**Word of Death (10)** Range: 25',

Duration: instant

The caster can speak a single magical word directed at a target with 5 HD or less. If the target fails to save they are instantly destroyed in a flash of orange and green swirling light.



## Light Spells

**Bless (1)** Range: 25', Duration: rounds  
Target receives a +1 on all rolls.

**Callous (1)** Range: touch,  
Duration: rounds  
The target is made impervious to fear and intimidation.

**Heal (1)** Range: 25', Duration: instant  
1d6 damage is healed.

**Mist (1)** Range: self (10'),  
Duration: minutes  
A thick cloud of fog is created around the caster.

**Purify Water (1)** Range: touch,  
Duration: permanent  
Purifies 1 gallon of water.

**Soft fall (1)** Range: 10',  
Duration: rounds  
A target with soft fall can jump or fall from a height of up to 40' without damage during the duration of the spell.

**Ablative Shield (2)** Range: self,  
Duration: rounds  
The caster is surrounded by a magical shield that can take 10 points of damage (+ caster's level) before being destroyed.

**Detect Illusion (2)** Range: 50',  
Duration: instant  
Caster can detect illusions.

**Detect Magic (2)** Range: 50',  
Duration: instant  
Caster can detect magic.

**Detect Undead (2)** Range: 50',  
Duration: instant  
Caster can detect undead.

**Blinding Light (3)** Range: 25',  
Duration: rounds  
Target is temporarily blinded by bright light.

**Gauge Magic (3)** Range: 25',  
Duration: instant  
Gauge allows the caster to determine how magically powerful a target is. Gauge can be cast on both living creatures and objects. The caster will know if the target is

magical and to what degree it is magical based on a scale from weak to moderate to strong to powerful.

**Ice Blast (3)** Range: 25',  
Duration: instant  
Caster hurls a bolt of ice dealing 2d6 cold damage to the target.

**Shape Wood (3)** Range: touch,  
Duration: permanent  
Caster shapes wood into a simple shape.

**Sphere of Truth (3)** Range: 10',  
Duration: minutes  
The caster creates a magical sphere around the target that forces the target to tell the truth. The target can Save (-2 penalty) to avoid the effects of this spell. The sphere will follow the target wherever they go.

**Water Will (3)** Range: 25',  
Duration: rounds  
Caster can manipulate, move, bend, and shape water in a 5'x5'x5' area.

**Aura of the Past (4)** Range: self,  
Duration: instant  
The caster can determine any activity which took place in a particular location within the last day.

**Bless, Greater (4)** Range: 25',  
Duration: rounds  
Target receives a +2 on all rolls.

**Detox (4)** Range: touch, Duration: instant  
Removes poison effects from target.

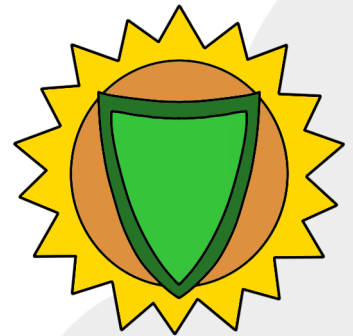
**Dispel (4)** Range: touch,  
Duration: instant  
Spell effects are destroyed.

**Fix (4)** Range: touch, Duration: instant  
Repairs a lightly damaged object.

**Lost Memory (4)** Range: touch,  
Duration: instant  
The caster can make forgotten memories known again.

**Purify Air (4)** Range: self (25'),  
Duration: permanent  
All toxins and gases are removed from air.

*A Light Mage's spells focus on healing, defense, and supporting their friends during a fight. However, some Light Mages take on a more aggressive role in battle and choose to learn a great many offensive spells as well.*



*It is unclear as to when the ancient symbol of the Light Mage was created. However, many believe that it was the sorcerer Hexamar who designed the sigil. The sun represents the light of the world which surrounds a shield of protection..*







*A Light Mage does not have to be "just" a support unit. By learning the right spells, a Light Mage can become a force to be reckoned with on the battlefield while also empowering their allies.*

**Beacon of Help (5)** Range: 20' radius, Duration: rounds

The caster creates a floating white orb that pulses with power. The orb hovers and rotates flinging off 1d6 bolts of energy per round. These bolts are attracted to allies of the caster and each bolt restores 1d2 HP to the target. As the orb gives off energy it shrinks in size. If the orb is damaged it will explode doing 4d6 damage.

**Blind Evil (5)** Range: self (10'), Duration: rounds

The caster can create an area into which enemies are unable to see. Blind evil essentially makes the caster and those within the affected area blind to enemies which intend to cause harm. The circle of blindness does not affect sound or smell.

**Glass Falcons (5)** Range: 50', Duration: instant

The caster summons a flock of glass falcons that bombard the target. The falcons will make a warning pass to get into position upon being created from the caster's hands. Once in position, they will accelerate toward the target. 2d6+4 falcons are summoned. Each falcon does 1 point of damage as it shatters and slices through the target.

**Firebird (6)** Range: 100', Duration: instant

The caster summons a giant bird made of fire. The bird swirls into being above the caster and then flies with great fury at the target. Upon impact with the target the firebird explodes. 3d6 damage.

**Question Corpse (6)** Range: touch, Duration: minutes

The caster can momentarily revive a recently dead corpse (nor more than 3 hours dead). The corpse cannot move but can see, speak, and hear and will respond to the caster's questions. The corpse will have no memory of life after death.

**Steel Defender (6)** Range: 10', Duration: rounds

The Steel Defender, an armored soul, is summoned forth to protect the caster. Steel Defender remains summoned until the caster decides to end the spell or until

reduced to 0 HP. The Steel Defender will obey the caster's every command.

**AC:** 5[14], **HD:** 3, **Attacks (1):** +3, Great sword (1d6+1), **Move:** 12, **Special:** none

**Summon ol' Lemmy (6)** Range: 10', Duration: rounds

Summon ol' Lemmy allows the caster to call forth the spirit of a dead bard to lay waste to the undead. Ol' Lemmy can destroy undead creatures with HD less than that of the caster that summoned him by a mere touch. He can destroy one undead per round.

**AC:** 7[12], **HD:** 3+1, **Attacks (1):** +3, Shatter undead (touch), guttural growl (1 to 3 chance (d6) of causing undead of lesser HD to be intimidated (-1 on all rolls if intimidated), 10'), **Move:** 12, **Special:** Dwarves love ol' Lemmy. For any dwarf in a 50' radius of ol' Lemmy, apply a +1 bonus to all dice rolls.

**Hammer of Light (7)** Range: self, Duration: rounds

The caster summons forth a mighty hammer of glowing white. The hammer does 1d6 damage (2d6 damage to undead). The hammer can also shoot a blast of white energy that does 1d6 damage (25'). If the caster drops the hammer, it vanishes.

**Illuminated Corpse (7)** Range: 50', Duration: instant

The caster uses their body as a lens to magnify the intensity of the sun into a white hot lazer beam. It appears as if the caster is drinking in light which is then driven through their extended hands. The caster can direct this beam at a target doing 4d6 damage. There is a 1 to 3 chance (d6) of the caster's clothes being set ablaze by the heat from the spell.

**Shield, Magic (7)** Range: self, Duration: rounds

Caster creates a magic shield which reduces all damage to half.

**Regenerate (8)** Range: touch,  
Duration: days  
A severed limb is re-grown over a period of 1d6 days.

**Spirit Swordsman (8)** Range: 5',  
Duration: rounds  
The caster summons a ghostly swordsman clad in raggedy armor. The swordsman will defend the caster against enemies. The summoned swordsman will refuse to cross running water. The swordsman takes only half damage from physical attacks.

**AC:** 7[12], **HD:** 2+1, **Attacks (1):** +2, Spirit blade 1d6 (1d6+1 against undead and ethereal creatures), **Move:** 12/18 (Gray Planes), **Special:** Resistant to physical attacks, unable to cross running water, darkvision

**Temporary Life (8)** Range: touch,  
Duration: hours

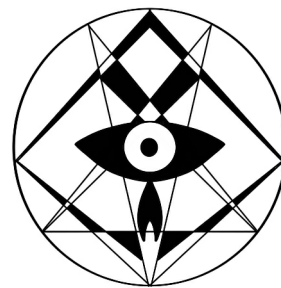
Brings back the recently deceased for a short period of time.

**Circle of Life (9)** Range: self (25'),  
Duration: rounds  
Allies within the circle gain 2d6 HP per round.

**Remove Vampirism (9)** Range: touch,  
Duration: instant  
Removes vampirism from a target that has not yet been fully turned.

**Destroy Undead (10)** Range: touch,  
Duration: instant  
Undead creatures with HD less than the caster's level are destroyed with a touch.

**Resurrect (10)** Range: touch,  
Duration: instant  
The recently dead are returned to normal life with 1 HP.



*Mages often use magic symbols to convey spell information, mark enchanted objects (or cursed objects), and keep secrets from those ignorant to the ways of the arcane arts.*







*Never judge a spellbook by its cover. The failed wizard Sorcemel found this out the hard way when he simply opened Syrg's Book of Devouring and was subsequently teleported to the Bolgosphere where he lived out his days tending the litter box of the bolgocat known as Stinx Cat.*

*It is said that the wizard Gycrax penned a spellbook with spells of such power as to create entire worlds from magic.*

## Spellbooks

Spellbooks are highly valued tools of the mage. These tomes of knowledge contain spells which have been recorded by wizards throughout history. The following section is designed to help GMs and players randomly create ideas for spellbooks and grimoires. Players and GMs are encouraged to come up with their own spellbook names.

### 1. Name of the Book (roll a d20 thrice)

| Roll 1 | Outcome         | Roll 2 | Outcome          | Roll 3 | Outcome          |
|--------|-----------------|--------|------------------|--------|------------------|
| 1-2    | The Shadowy     | 1-2    | Grimoire of      | 1-2    | Bad Eggs         |
| 3-4    | The Interesting | 3-4    | Handbook of      | 3-4    | Wild Spells      |
| 5-6    | The Most Awful  | 5-6    | Book of          | 5-6    | Dark Magic       |
| 7-8    | The Slayer's    | 7-8    | Guide to         | 7-8    | Ethereal Knives  |
| 9-10   | The Wizard's    | 9-10   | White Book of    | 9-10   | Forgotten Words  |
| 11-12  | The Burning     | 11-12  | Black Book of    | 11-12  | Smoke            |
| 13-14  | The Sacred      | 13-14  | Esoteric Tome of | 13-14  | Candles          |
| 15-16  | The Elaborate   | 15-16  | Manuscript on    | 15-16  | Wicked Breaths   |
| 17-18  | The Infernal    | 17-18  | Tome of          | 17-18  | Hidden Knowledge |
| 19-20  | The Illuminated | 19-20  | Volume of        | 19-20  | Lost Secrets     |

### 2. Number of Spells. Roll 1d6+2 to determine the number of spells in the book.

**3. Language.** Check to see if the mage can read the magic language the spells are written in. Be sure to record the language.

**4. Spell Levels and Value.** Roll 1d20 to determine the spell levels within the book. To determine the value of a spell book in gold pieces, multiply the maximum spell level x 1,000gp.

| Roll  | Max Level |
|-------|-----------|
| 1-5   | 1         |
| 6-10  | 2         |
| 11-13 | 3         |
| 14    | 4         |
| 15    | 5         |
| 16    | 6         |
| 17    | 7         |
| 18    | 8         |
| 19    | 9         |
| 20    | 10        |

**5. Determine the spells in the book.** Roll 1d20. The following chart can be used to determine spell distribution in a spellbook based on the type of spell. The GM can select the specific spells within the book based on the outcome of the chart below.

| Roll  | Spell Types                                                     |
|-------|-----------------------------------------------------------------|
| 1-2   | 1/3 are Gray with the other 2/3 being of the Mage's class       |
| 3-4   | 1/3 are Gray with the other 2/3 being opposite the Mage's class |
| 5-6   | 1/3 are Gray, Light, and Chaos                                  |
| 7-8   | 1/2 are Gray with 1/4 being Light and 1/4 being Chaos           |
| 9-10  | 1/2 are Light and 1/2 are Chaos                                 |
| 11-12 | 1/2 are Gray and 1/2 are Light                                  |
| 13-14 | 1/2 are Gray and 1/2 are Chaos                                  |
| 15-16 | All spells are Gray                                             |
| 17-18 | All Spells are Chaos                                            |
| 19-20 | All Spells are Light                                            |

## Magic Items

When introducing a magic item into the game, the GM should first determine the story and nature of the object being introduced. For example, what is the story and history of the item? How did it come to be? Who created the item? Was the item once lost to antiquity? Did it belong to some dark overlord who has sent his minions to search for it? Was it used to turn the tide in a battle? While the PCs may be unaware of the mysteries the magic object holds (even the magic it has been imbued with), the GM should have a good idea of the object's history before the item is introduced into game play. Magic items can be powerful, so keep that in mind as well.

## Destroying Magic Items

Magic items are created by a magic-user enchanting a magic item. Magic items must be held or worn to be used. Broken magic items lose their enchantments.

## Magic Item Charges

Magic items that can be used to cast spells. Items like wands, rods, rings, etc. have a limited number of uses called charges. Once an item is out of charges, the enchantment is lost and the magic is gone. The GM should determine how many charges an item has and what limitations are associated with the item.

## Types of Magic Items

GMs and players should create whatever they want. If it proves to be a disaster, that's all the better. The following list gives a few ideas on types of items that could be enchanted.

**Armor** can be enchanted to increase its durability, increase its AC, or give it other magical properties.

**Clothing** can be imbued with magic. Things like invisibility cloaks and Stompin' Boots.

**Jewelry** can be imbued with magic so that the wearer is not only stylish, but powerful as well.

**Potions** are magical drinks which can be quaffed to give the drinker short-term abilities. Hope it's not poison.

**Reagents** are special, magical ingredients used in potions and some spells.

**Scrolls** are pieces of paper or cloth that contain spells. Scrolls are prized items of the magic user.

**Spellbooks** are highly prized magical items in the world of magic as they often contain spells and notes from previous owners.

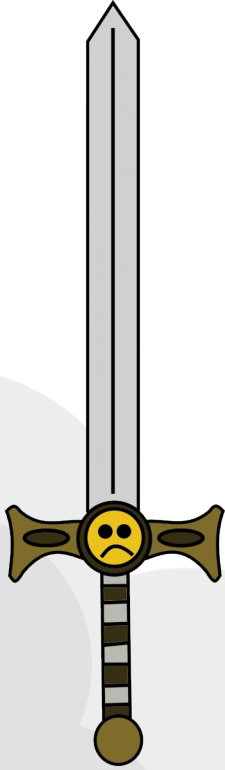
**Wands, Rods, and Staffs** can be imbued with magical abilities. These items often have a limited number of charges.

**Weapons** can be enchanted. Some magical weapons can do things like shoot fireballs, sing, crack jokes, cause anger, etc. The more powerful a magic item, the rarer and more valuable.

*Finding a potion is a tricky thing. One must decide whether to drink the unknown liquid or save it for later. One never knows if they have discovered Aunt Maggie's secret recipe for detergent or worse yet, a deadly poison. GMs should make the discovery of potions an intriguing event for the players.*

*Magic wands often have markings indicating the wand's use. For example, the wands pictured below are decorated according to the spells they are imbued with. The first wand is a Wand of Lightning Bolts. The second is a Wand of Fireballs. The third is a Wand of Harm.*





*The Blade of Sad Friends in all its sad glory.*

## Magical Items List

The magic items listed in this book forego the basic magic items such as a fiery sword or a wand of ice or a ring of invisibility and instead feature more unique items that may be introduced into the GM's campaign. The items listed within this section may also serve as an inspiration for the creation of other magical items which have not been listed. As with everything in FAL, the GM and players should use what is presented within these pages as a starting point on which to build and create various magical items for play.

### Miscellaneous Magic Weapons

#### Armor's Bane

Armor is no match for the legendary sword known as Armor's Bane. Armor's Bane is magically enchanted to pass through any non-magical armor like a hot dagger through cow steed butter. 2d6 damage.

#### Blade of Sad Friends

The user of this two-handed cursed sword may not notice anything different when it comes to their own fighting, but their allies will. The Blade of Sad Friends carries a -1 penalty on all rolls made by any allies within 25' of the sword while it is in use. The wielder of the sword takes no penalties.

#### Dorendel

Dorendel is an ancient dwarven blade forged in the lost mines of the Umbercrag Mountains thousands of years ago. The legends say that Dorendel is an indestructible blade which cannot be broken and never goes dull. 1d6+2 damage (2d6 damage in the hands of a dwarf).

#### Elf Bone of Disintegration

Long ago, the elf lich known as Grazelplex was tricked and destroyed by his own disintegration blast. All that remained of the lich lord's body was a single leg bone that had been imbued with the power of disintegration. If a target is struck with the Elf Bone of Disintegration, they must make a Save or turn instantly to dust.

## Fazz Spheres

At the height of their power, the crotalian mages used terrible weapons known as Fazz Spheres. These metal balls were fitted with various sharp instruments and were imbued with magical powers. The owner of a Fazz Sphere can command the sphere up to 75'. However, the price for becoming master of a Fazz Sphere is somewhat expensive as it requires the placement of three fingers in the Fazz Sphere holes, at which time the sphere will become active and sever one of the fingers, forever becoming tethered to the user. The owner of a sphere that has become tethered can command the sphere with thought alone. A Fazz Sphere does 2d6 damage and has 12 HP.

### Fuegar's Blade

Fuegar was a simian warrior who carried a great blade into battle. When he died, he journeyed to the Gray Planes where he became bitter in death and believed he should have gotten more reward for his valiant life. He eventually managed to escape the Gray Planes and possessed his old weapon with his spirit. The wielder of the blade must make a daily Save to avoid being overtaken by the spirit of Fuegar. A failed Save results in Fuegar taking over the body of the wielder of the blade. Fuegar's Blade does 1d6 damage and gives the wielder +1 to hit and +2 to damage against undead.

### Hammerstal

The dwarves who fashioned Hammerstal created one of the most powerful weapons to ever exist. Hammerstal is a large, two-handed hammer of great weight and size. To use Hammerstal, the wielder must have a Strength score of 17. The Hammer deals 2d6 damage when used in a melee attack. It can also be thrown (Strength of 18 is required to do so) doing a massive 5d6 damage (up to 50'). After being thrown it flies back to the user. Hammerstal can also throw bolts of lightning which do 3d6 damage (range is 25').



### Hank's Bow

When the human Hank Mulletor was pulled to Far Away Land during the Boom War, he was greeted by a kindly, tiny old wizard who gifted the young man with a bow of magical power.

Hank's Bow, as it is now known, is a magical bow which shoots arrows of arcane energy (it requires no arrows). The arrows do 2d6 damage (50' range).

### Killamckillakutty

The powerful battle axe known as Killamckillakutty was forged long ago by an unknown dwarf deep in the heart of the Ironwall Mountains. This axe is found throughout the lore and history of Far Away Land and during its life it has had six different owners. It is said to house the spirits of those who die while wielding it in battle. As such, the damage caused by the axe increases with each owner's death. The axe currently does 1d6+6 damage.

### Pythonian Staff

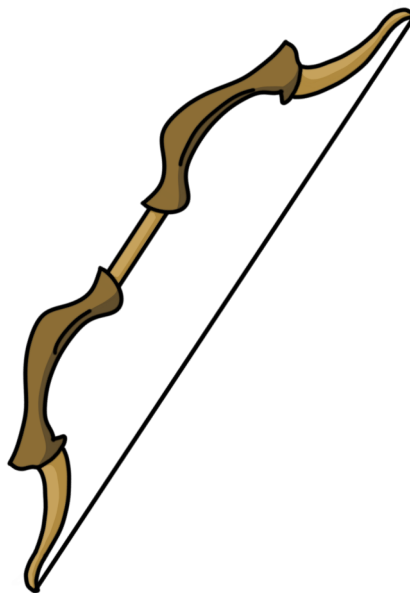
A long time ago the crotallian wizard Pythonian created a magical staff from the essence of serpents. After the wizard's death the weapon came to be known as the Pythonian Staff. While in staff form, the weapon is capable of throwing acid up to 10' doing 1d6 damage. The staff can also take the form of a python and wrap victims. The python has a Strength of 14. The python also has a poisonous bite which does 1d6 damage.

### Sword of Killa Beats

The Sword of Killa Beats is a renowned weapon known for the awesome music it produces. The raw grooves and bass lines the sword lays down when used in battle will get allies hype and boost their battle prowess. As such, the sword gives all allies within earshot of the weapon +1 on all rolls. The downside to this weapon is that it's really, really loud when used. The sword does 1d6+1 damage.

### Thunderchuk

Thunderchuk is a small, normal looking dagger. However, this little dagger possesses a big kick as it can deliver a powerful bolt of electricity when used. The dagger does 1d6-1 damage in normal



combat. The energy bolt it produces delivers 3d6 damage and has a range of close. The bolt can be activated up to three times per day by swinging the dagger and shouting "thunder!" Whenever the energy bolt is used it is accompanied by an incredibly loud crack of thunder.

### Undead Crusher

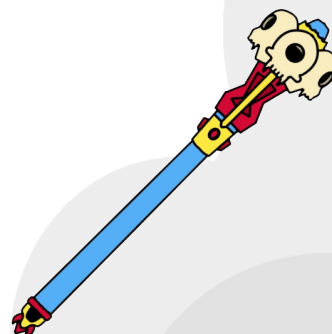
The Undead Crusher is a magical mace. It is easily recognizable by the skulls which decorate the head of the weapon. The origins of the weapon are unclear and it's thought to have emerged during Undead Apocalypse II. The Undead Crusher does 1d6 damage to non-undead creatures and a whopping 3d6 to undead enemies. The shockwave the mace creates when it strikes an undead enemy will also deliver an additional +1d6 damage to any undead creature within a 10' radius of the target creature.

### Miscellaneous Items (Wearable)

#### Ascot of Shrinking

The Ascot of Shrinking is a multi-colored, horrendously eye gouging addition to any outfit. However, what it lacks in aesthetics it more than makes up for in usage for when the Ascot of Shrinking is placed around a body part (usually a neck), it will shrink the wearer to half their normal size. These effects will last as long as the ascot remains around the wearer. Once the ascot is removed, the wearer will return to normal size.

*Many of the items listed here are unique and exist only as a single item. However, these examples can and should be used to inspire the creations of GMs and players in their own campaigns.*



*The Undead Crusher. Striking fear into the hearts of the undead since Undead Apocalypse II.*



*There are those wizards who take much delight in spending their time cursing objects and then observing the effects the cursed object has on those unfortunate enough to stumble upon it.*

### **Cloak of Indivisibility**

This powerful cloak makes the wearer immune to all blade type weapon attacks. The cloak is gray in color and hooded. Other types of attacks such as missile weapons, magic, psionics, etc. do normal damage.

### **Dunce Crown**

A Dunce Crown looks and feels (at first glance) like a normal crown any king or queen would wear. They are usually fake gold with fake jewels. However, once the crown is placed on the head, the wearer instantly becomes an idiot. The crown immediately reduces the wearer's Intelligence score to 6. The crown also binds to the head of the wearer and will remain attached for three days (at which time it pops off). The crown may be removed by magical means without harming the wearer. However, if the crown is forcefully removed from the head of the wearer, the wearer will suffer permanent idiocy and remain with an Intelligence score of 6.

### **Glass Shield**

Glass Shields are magically imbued shields made entirely of glass. When used against melee type attacks, the shield has -2[+2] AC. However, if struck with a missile weapon, the shield will be shattered.

### **Glasses of Ghost Vision**

Glasses of Ghost Vision are star framed glasses. When the glasses are worn, they reveal all manner of secrets including things that are invisible, hidden, covered, or ethereal.

### **Helm of Great Anger**

The Helm of Great Anger is a magical helm that looks like a normal close helm. When the Helm of Great Anger is worn, it slowly makes the wearer more and more angry. If the helm is not removed within a few hours of wearing, the wearer will become enraged and lash out at anyone and anything. The helm can only be removed by the wearer and to do so the wearer must be made aware of the helm's effects. A successful Save must be made against the helm to test the will of the

wearer. This check can be made once an hour. The helm gives a -1[+1] AC bonus.

### **Hip Pack of Stuff**

At one point, hip packs were all the rage in Far Away Land. You could strap them on and fill them with your precious stuff. Fortunately, the fad burned out, but there are still Hip Packs of Stuff in the world. Hip Packs of Stuff differ from normal hip packs in that anything that can fit in a Hip Pack of Stuff can be placed inside it. In fact, a Hip Pack of Stuff can be filled with unlimited amounts of objects as long as they fit through the opening. The downside of these nifty (yet out of date) bags comes in the retrieval of what has been placed inside. The chances of reaching in and taking the required item is 1 in 6 (if more than 6 items are present in the pack). Another downside to Hip Packs of Stuff are the outrageous fluorescent colors they come in.

### **Mask of Many Faces**

The Mask of Many Faces is a boring, round mask with two eye holes and a head strap. However, when worn, the mask will make the wearer appear to be whoever they imagine. The effects of the mask will remain as long as the mask is worn. It is possible for the mask to be pulled from the wearers face. The mask changes only the face of the wearer (things like voice, size, strength, etc. are unaffected).

### **Mel's Box of Screams**

Mel's Box of Screams is about the size and shape of a loaf of bread. The box is covered in a motif of ears. When the box is opened it releases a series of horrible screams. Anyone hearing the screams must make a Save or be turned to stone for 1 day. After the effects of the box have worn off, the victim returns to normal as if nothing has happened. Covering ones ears or using earplugs is sufficient to stop the effects of the box. The screams affect anyone within a 20' radius. The box was created by the Wizard Mel. The wizard gave the box to King Krull as a joke. The King was not amused and had Mel executed.

### Necklace of Commands

The Necklace of Commands is actually two necklaces, each with a half heart charm pendant. The hearts are red and white in color and can be fit together to create a whole heart or worn separately. The red heart is the master heart and allows the wearer to take full command over the wearer of the servant half (the white half). While in control, the master heart wearer can command the servant to do whatever the wearer wishes.

### Punchin' Gloves

These big red gloves are for punching folks to pieces. Tie these suckers on and punch your enemy's lights out. The downside to these gloves is that they are too bulky and awkward to hold anything. On the plus side, they give a +1 to hit and do 2d6 damage.

### Quiet Armor

Normal armor is heavy and loud. Quiet armor is... quiet. This armor makes the same amount of noise as normal clothing but has the AC of whatever type armor it is.

### Shirt of Charisma

The Shirt of Charisma is charmed and fancy. Anyone wearing this shirt will automatically gain a +2 dice bonus to rolls involving social situations and Charisma.

### Stompin' Boots

These big red boots are for stomping folks into the turf. Strap on these bad boys and kick your way to victory. These boots are made for stompin' and that's just what they'll do, however, they are heavy and quickly exhaust the user. On the plus side, they give a +1 to hit and do 2d6 damage.

### Suit of the Violet Hare

The Suit of the Violet Hare is an enchanted piecework rabbit costume that allows the wearer to jump up to 25' in the air. The suit is made of 32 violet hare pelts, each sown together with enchanted thread. The suit was created by the seamstress witch Haggarela.

## Other Magic Weapon Categories

The following are a few broad categories of magic items found in Far Away Land.

### Elemental Weapons

Elemental Weapons refer to a specific group of weapons which are magically imbued with elemental magic. These weapons can come in a variety of forms and utilize elemental magic (like fire, water, electricity, etc.) to deliver extra damage and effects.

### Weapons of Slaying

Weapons of slaying refer to a specific group of magical weapons that do extra damage to specific creatures and races. For example, a blade of undead slaying will deliver extra damage to undead targets while a mace of ogra slaying would deliver extra damage to ogra targets.

### Weapons of Striking

Weapons of striking refer to a group of magical weapons who have bonuses to hit a target (usually creature/race based). For example, a sword of elemental striking would gain a bonus to hit elemental creatures.

### Cursed Weapons

Cursed weapons are weapons that are imbued with a curse and as such may give the user penalties to hit and damage. Cursed weapons may have other effects that affect the user or people around the user. For example, a staff may have a curse that gradually increases the user's anger or makes their allies take penalties in combat.

*Of course, some magical weapons can give bonuses to both hit and damage. These are quite valuable and rare.*







# Chapter 5

# MONSTERS

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The world of Far Away Land is filled with monsters. Thanks to the Boom War and the fissures that were torn open as a result, the world is now infested with creatures from various spheres, planets, and even different times. This book has a bunch of entries to get you started on the road to adventure!

## Monster Template

**AC** indicates the monster's Armor Class both descending and ascending.

**HD** is the number of d6s rolled to determine Hit Points for the monster.

**Attacks** indicate the attacks the monster has. The number in parenthesis indicates how many attacks the creature gets per round. This is followed by the monster's to-hit bonus which is equal to the HD score. The types of attacks followed by damage and range come next.

**Move** indicates the

monster's movement score. Multiply the Move score by 3 to determine approximately how many feet can be moved in a round. If a second (or third) Move score is included, it will be followed by the type of movement in parenthesis.

**Special** indicates any special abilities the monster has.

## A Note on Special Abilities

**Immune** indicates the entry is immune to something specific and as such takes no damage/is unaffected by that thing.

**Resistance** indicates the entry is resistant to something specific and as such takes only half damage from that thing.

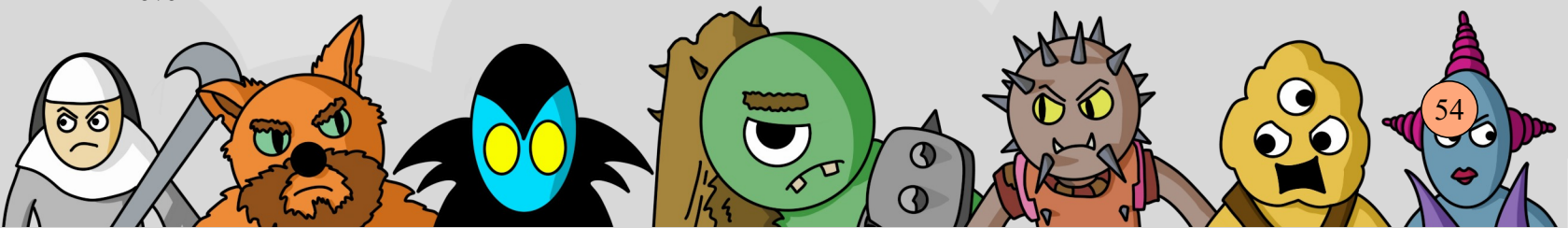
**Weakness** indicates the entry has a weakness to something specific and thus takes twice the normal damage from that thing.

*Monsters add their HD to their attack roll to hit. If the monster has less than 1 HD, they add +1.*

*A monster's HD determines the amount of treasure it has.*

*Monsters can cast a number of spells equal to their HD + 3 per day.*

*Guidelines for making your own monsters are included at the end of this chapter.*







## AGNUN

**AC:** 8[11], **HD:** 2, **Attacks (1):** +2, Curved blade (1d6), **Move:** 12, **Special:** Darkvision, telepathy (other agnuns) 300' radius

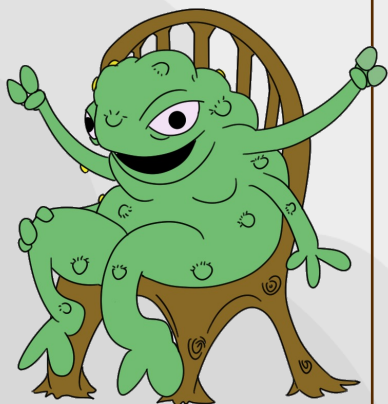
Agnuns are a single-gender humanoid race who have an appearance very similar to that of human females (with the exception that the back of their heads have what appears to be a half-formed, disfigured face which possesses psychic abilities). In combat, agnuns ride grizzle bears and carry large hooked, blade weapons. They worship the ancient Robo Bear.



## ARACHNIS

**AC:** 8[11], **HD:** 2, **Attacks (1):** +2, Weapon (1d6), poison sting (1d3, 1d2 per round for 1d6 rounds), leg stab (1d6), **Move:** 12/12 (wall crawling), **Special:** Darkvision

Arachnis are an arachnid race from the dark and creepy world of Helgard. They are known for their prowess in combat and their clever ways of manipulation. Arachnis can climb walls and ceilings with their freaky legs. They use a poison in their uppermost legs to harm enemies. Some arachnis can produce an extremely strong silk-like substance which can be fashioned into weapons.



## BALBERGULB

**AC:** 7[12], **HD:** 4, **Attacks (1):** +4, Bite (1d6) or tongue lash (1d6), **Move:** 9, **Special:** Poison secretion (1d2 per round for 1d6 rounds), immune to poisons, resistance to magic

Balbergulbs are fat, frog-like creatures known for their wickedness and dislike of most everything. They are gluttonous beasts who desire only power and wealth. They are known for their cunning ruthlessness and their criminal empires. Balbergulbs are slow and rarely enter directly into combat. They usually rely on hirelings and minions to fight for them.



## BASILISK

**AC:** 5[14], **HD:** 5, **Attacks (1):** +5, Claws (1d6), poison bite (1d6, 1d3 for 1d6 rounds), tail whip (1d6), **Move:** 15, **Special:** Petrifying gaze (25') anyone who looks into the eyes of a basilisk must make a Save roll to avoid being petrified, resistance to poison

This giant lizard is feared throughout FAL for its ability to turn its victims to stone. Fortunately, basilisks live in remote places where few humanoids dare to tread. They usually eat large animals like mardeer or quoves. They tend to hoard objects like metal and jewels. They almost always live in caves. The eye of a basilisk is a prized weapon which can petrify an enemy.

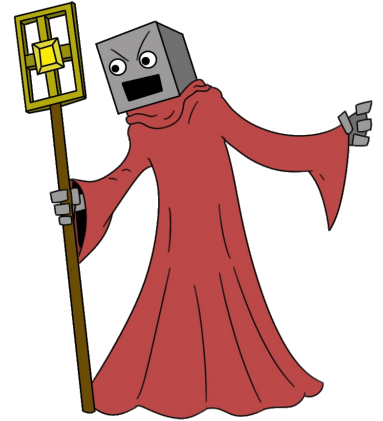




## BLONIN

**AC:** 7[12], **HD:** 2, **Attacks (1):** +2, Weapon (1d6), **Move:** 12, **Special:** Teleport (50', twice a day)

Blonins are a race of block-headed humanoid creatures who worship the Glorious Cube (from which all blonins are born). They are gray-skinned and often wear robes of bright colors (usually red or orange). In combat, blonins use their teleportation ability to confuse their enemies. Blonin are instinctually driven to find the Glorious Cube's companion pieces.



## BOLGO CAT

**AC:** 4[15], **HD:** 6, **Attacks (2):** +6, Bite (2d6), claws (2d6), **Move:** 18, **Special:** Resistant to poisons/toxins, teleportation (100', twice a day), immune to mind control, telepathy 300' radius

Bolgo cats are the would-be rulers of the Bolgosphere. They are an ancient warrior race similar in appearance to giant domesticated cats. For eons they have fought to take control of the Bolgosphere, at first driving out the squids and then crushing the mongrels into slavery. They are known for their superior intelligence, and their callous and cruel natures. Bolgo cats can cast magic spells up to level 4.



## BOOBAROOZA

**AC:** 6[13], **HD:** 2, **Attacks (1):** +2, Bite (1d3), **Move:** 9/9/15 (wall crawling/flying), **Special:** None

Boobaroozas are large beetle creatures who are often used as mounts by various humanoid species. Boobaroozas have strong exoskeletons which are bright red with black polka dots. They are herbivores and large swarms will often destroy forests and crops with ease. Boobaroozas are fairly docile and easily trained. They can fly. They have a fear of fire. They can climb sheer surfaces.

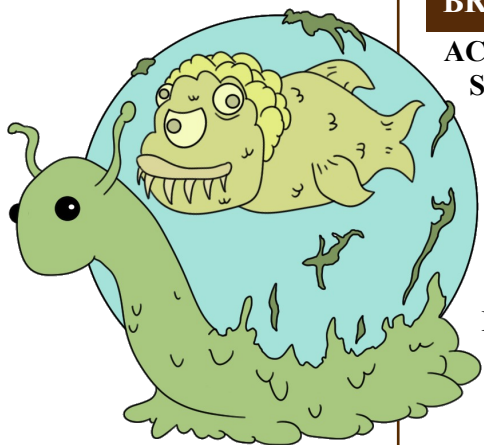


## BOOHOOHOO

**AC:** 8[11], **HD:** 5, **Attacks (1):** +5, Bite (1d6), talons (1d6+1), swoop attack (2d6), **Move:** 6/21 (flying), **Special:** Psionic abilities: bend will, detect magic, illusory form, and trace

Boohooohos are giant owl creatures who live high in mountain cave nests. They are highly intelligent and renowned for their great wisdom. Their third eye provides them with enormous psionic abilities which they often use to evade contact with strangers. They have incredibly long lifespans.





## BRAIN FISH & GARL SNAIL

**AC:** 7[12], **HD:** 4, **Attacks (2):** +4, Acidic slime (1d6), psionics, magic, **Move:** 6, **Special:** Psionic abilities

The brain fish is a telepathic creature who lives and relies on the mobility of the garl snail with which it bonds for life. In combat, the brain fish relies on its powerful telepathy and magic while the garl snail uses its acidic slime. Brain fish are manipulative, mean, and controlling creatures. The brain fish and garl snail will often argue over simple decisions. A brain fish can cast spells up to level 3. Brain fish have the following psionic powers: bend will, charm animal, charm beast, detect life, detect magic, directional awareness, forget, illusory form, mind stunt, sadness, sixth sense, sleep, and trace.



## CASTOR (GIANT)

**AC:** 8[11], **HD:** 4, **Attacks (1):** +4, Bite (2d6), claws (1d6), tail smash (1d6+1), **Move:** 9/12 (swimming), **Special:** Darkvision

These bucktoothed monstrosities are natives of Far Away Land and tend to make their homes in lakes and rivers. Giant castors are fond of cutting trees and building dams in which they live. These creatures spend the majority of their time swimming and eating fish and other small animals. They have been known to attack humanoids. Some humanoid species use giant castors as mounts.



## CAT TENDERER

**AC:** 9[10], **HD:** 2, **Attacks (1):** +2, Weapon (1d6), **Move:** 12, **Special:** Telepathy 300' radius (see below)

Cat tenderers are the caretakers, guardians, servants (and sometimes food) of bolgo cats. They are mutes and live only to serve their giant cat masters. They communicate telepathically with their bolgo cat masters by means of bolgo cat eyes. Long ago the bolgo cats created their tenderers for companionship, loyalty, amusement, and the occasional meal.



## CATLING

**AC:** 9[10], **HD:** 2, **Attacks (1):** +2, Weapon (1d6), claws (1d3), **Move:** 12, **Special:** Land on feet gives a catling a +2 bonus on all DEX checks and Saves involving quick reactions and agility, nine lives allows a catling facing death a +1 bonus on their Save roll

Catlings live in small communities made of several extended families. These communities are called clowders. Catlings are widely known for the deceptive combat styles and their love of martial arts and philosophy. They are extremely agile creatures. They are often regarded by other species as being selfish. Catlings dislike water (some having a phobia).





## CENTAUR

**AC:** 9[10], **HD:** 2, **Attacks (1):** +2, Weapon (1d6), trample (1d6+2), **Move:** 18, **Special:** Cow steed whisperer allows a centaur to speak to and understand cow steeds

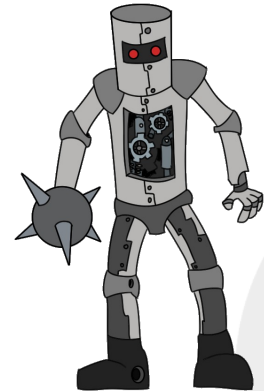
Half-humanoid, half-cow steed, centaurs are proud forest creatures native to Far Away Land. They are a philosophical folk obsessed with symbolism and tattoos. They live in small herds and grow vegetable farms. They are cautious of strangers. They despise being ridden. They are obsessed with tattoos and piercings. Their language is convoluted and full of metaphors. They are sulky and gruff.



## CLOCKWORK

**AC:** 3[16], **HD:** 2, **Attacks (1):** 2+, Weapon (1d6), augmentations (see below), **Move:** 12, **Special:** Immune to poisons, toxins, and disease

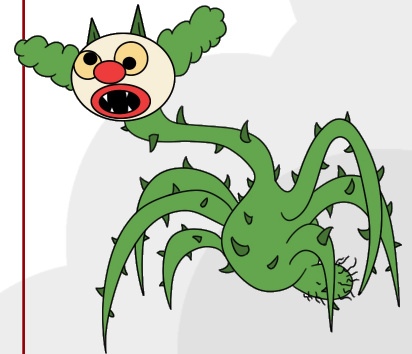
Clockworks are highly complex mechanical creatures composed of gears, levers, pulleys, and other mechanical devices that allow them to function. But they are not completely mechanical. Through some process of magic or the supernatural, clockworks gained life essence and therefore experience the world as living beings whose bodies are made of machinery. Clockworks can augment their bodies with various devices. Clockworks can self-repair.



## CLOWN PLANT

**AC:** 8[11], **HD:** 4, **Attacks (2):** 4+, Terrible jokes (see below), tentacle stab (1d6+1), **Move:** 12, **Special:** Resistant to electricity, immune to poisons/toxins, weakness to cold/heat

The unlovable clown plant. The clown plant gets its name from not only its strange appearance, but also from the fact that while it is using its spiked tentacles to dismember its victims, it tells terrible jokes that have been passed down genetically over countless generations. Those who hear the jokes must make a Save or be stunned for 1d2 rounds from the awfulness of the joke. Clown plants kill because they find it funny.







## COW STEED

**AC:** 9[10], **HD:** 2, **Attacks (1):** 2+, Gore (1d6+1), trample (2d6), **Move:** 15, **Special:** none

Cow steeds are domesticated herd animals which are often used as mounts, to plow fields, and pull wagons. They are docile and have been domesticated for centuries. They are strong and gentle animals (although they can be trained for war). They eat grass and make “moo” sounds. When angered, they grunt loudly and blow through their nose and rear holes.



## CROTALLIAN

**AC:** 8[11], **HD:** 2, **Attacks (1):** +2, Cazzz blade (1d6), bite (1d2), claws (1d3), **Move:** 12, **Special:** In some cases, crotallians can wield their cazzz blade as a duel weapon giving them 2 attacks per round

Crotallians are an ancient lizard race native to FAL. They have a long and tumultuous history in the world which ends with their near extermination at the hands of the boom during the Boom War. Crotallians are resilient and bloodthirsty in battle. They often wear scale armor. They prefer their native weapon, the dual cazzz blade. Crotallians are arrogant and brutish. They eat raw meat.



## CYCLOPS

**AC:** 7[12], **HD:** 6, **Attacks (1):** 6+, Giant weapon (2d6), hurl stones (25', 2d6), **Move:** 15, **Special:** Darkvision

Big and green and mean. A cyclops may look stupid, because it is. But where intelligence is absent, strength and the determination to eek out a life in the harshest of environments is there in abundance. Cyclops are solitary creatures who inhabit caves and raise small, cute creatures, like sheep and cow steeds, which they use for food and companionship.



## DEMENTED AVENGER

**AC:** 9[10], **HD:** 2, **Attacks (1):** +2, Weapon (1d6), **Move:** 12, **Special:** Battle rage can be used once per day (duration of 1d6 rounds) and gives the avenger a +1 to hit and +1 to damage bonus, inexhaustible (exhaustion rules do not apply to demented avengers), demented avengers are never afraid

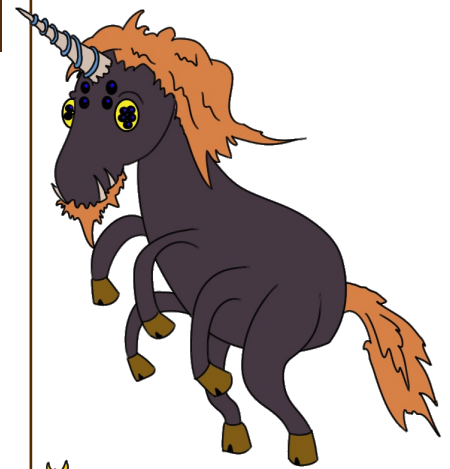
Demented avengers hail from the strange planet called Dreamworld. Demented avengers are born from eggs laid by avenger queen mothers. During the Boom War, a portal was opened to Dreamworld and wave upon wave of demented avengers poured into Far Away Land. In combat, demented avengers use melee and ranged weapons and wear heavy armor. They fight in groups and use battle tactics to defend against more powerful threats.



## DEMENTICORN

**AC:** 9[10], **HD:** 5, **Attacks (1):** +5, Gore (1d6), trample (1d6+2), magic, **Move:** 18, **Special:** Horn of insanity creates an aura of insanity around the creature (25' radius) which forces anyone in the area to make a Save or go temporarily insane (1d6 rounds) during which time they are confused as to who is friend and who is foe

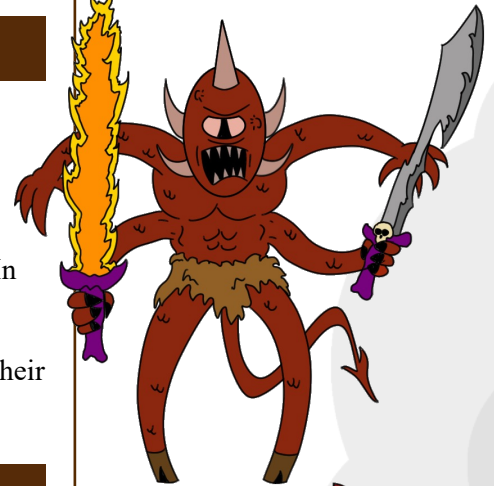
The dementicorn is a rare creature capable of driving its victims insane. This six-legged abomination is dark purple in color. Its single horn is a prized magic item that can bring about insanity. The dementicorn is capable of casting a plethora of magic spells (up to level 7). Dementicorns eat meat and drink blood. They communicate with one another by stamping their feet and neighing curses.



## DEMON, HORNED

**AC:** 2[17], **HD:** 7, **Attacks (2):** 7+, Giant weapon (2d6), acid blood (1d6), magic, **Move:** 15, **Special:** Darkvision, control lesser demons (HD 5 or less), control undead, telepathy 300' radius (other demons), regenerate 1d3 HP per turn, immune to heat

Horned demons are greater demons and command respect in the Abyssmalsphere. In the Materiosphere they are some of the most powerful creatures and use armies of undead and other creatures to fulfill their wishes of conquering mortals and hurting people. They are often well-guarded by other demons or powerful creatures under their control. Horned demons can cast magic spells (up to level 8).



## DEMON, TAILLESS

**AC:** 4[15], **HD:** 5, **Attacks (1):** +5, Giant weapon (2d6), acid blood (1d3), **Move:** 15/24 (flying), **Special:** Darkvision, control lesser demons (HD 3 or less), control undead, telepathy (300' radius, other demons), regenerate 1 HP per turn, immune to heat

Tailless demons are lesser demons who are often used as controllers or task masters for higher order demons. Tailless demons often serve horned demon masters, doing their bidding and handling their "light" work. Like all demons, tailless demons are cruel and mean and hail from the Abyssmalsphere. They despise laughter and happiness. They hate cake.



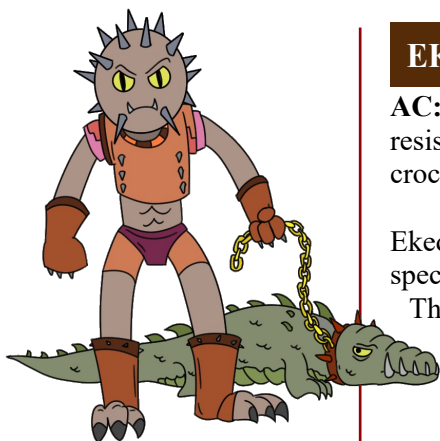
## DWARF

**AC:** 7[12], **HD:** 2, **Attacks (1):** +2, Weapon (1d6), **Move:** 9, **Special:** Ale strength gives +1 to damage and a -1 to hit while intoxicated, darkvision, nose for ore allows dwarves to sniff out precious metals (300' radius), -2[+2] AC against giant creatures (or larger)

Stalky, ruddy, and tough, dwarves are humanoid creatures who make their homes deep underground in mountains where they mine ore and stone and drink copious amounts of ale. They are awesome stone and metal workers. Dwarves are known for their fiery tempers and fearlessness in combat. They are an ancient people and often brag about their history.





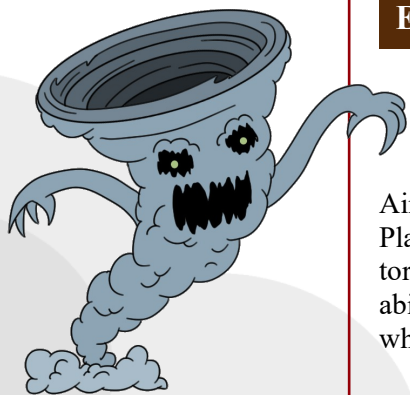


## EKEDION

**AC:** 8[11], **HD:** 2, **Attacks (1):** +2, Weapon (1d6), **Move:** 12, **Special:** Darkvision, resistance to poison, great hearing and smell (1 to 3 chance (d6)), affinity for snarglecrocs (20') allows ekedions to easily subdue and calm snarglecrocs (1-5 chance (d6))

Ekedions are a race of humanoids from the planet Hinxos. Ekedions are a slaver species who have long sought to overpower and control other species by use of force.

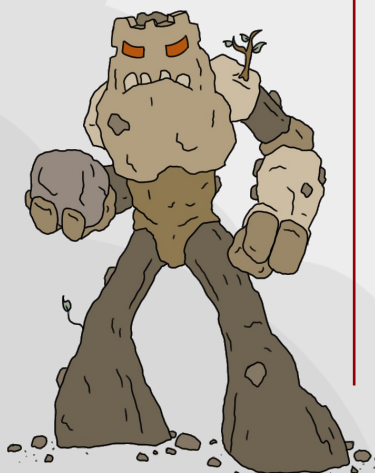
They are fond of snarglecrocs which they keep as pets. Ekedions love weapons and armor. They are a morose people with little imagination or sense of humor. The head of an Ekedion is covered in spiky growths.



## ELEMENTAL, AIR

**AC:** 7[12], **HD:** 5, **Attacks (1):** +5, Aerokinesis (see below), magic, **Move:** 15/21 (flying), **Special:** Immune to any air-based attacks, immune to poisons, toxins, and diseases, resistant to physical

Air elementals are elementals composed entirely of air essence. They come from the Plane of Air in the Elementalsphere and appear in the Materiosphere as funnels of tornadic air. In combat, they rely on aerokinesis (25', 1d6+1 damage) as well as their ability to cast spells (up to level 5). Air elementals often live in high-elevation places where they can be close to clouds and storms.



## ELEMENTAL, EARTH

**AC:** 5[14], **HD:** 5, **Attacks (1):** +5, Terrakinesis (see below), slam (1d6+2), hurl boulder (25', 2d6), **Move:** 12, **Special:** Harden body to increase AC -2[+2] before entering a fight (twice a day, duration is 1d2 hours. Move is reduced to 9 while hardened), immune to dirt, stone, and earth control, immune to poisons, toxins, and disease, resistant to physical attacks

Earth elementals are elementals who are composed of dirt and stone. They come from the Plane of Land in the Elementalsphere. In combat, they rely on terrakinesis (up to 2d6 damage) and their ability to fight hand to hand. They are tough opponents with hard, rock-like exteriors which have a 1-3 chance (d6) of breaking blade weapons. Earth elementals live in rocky regions like mountains or badlands.





## ELEMENTAL, FIRE

**AC:** 7[12], **HD:** 5, **Attacks (1):** +5, Pyrokinesis (see below), magic, **Move:** 12, **Special:** Immune to heat/fire attacks and control, immune to poisons, toxins, and diseases, resistant to physical attacks

Fire elementals are elementals who are composed of living fire. They hail from the Plane of Fire within the Elementalsphere and employ both magic and pyrokinesis when in battle. Fire elementals are the most violent of elementals and make for dangerous encounters. These are hateful creatures who despise non-elemental beings. In combat, fire elementals use pyrokinesis (25', up to 1d6+2 damage) and magic attacks (up to 5, mostly fire-based spells).

## ELEMENTAL, WATER

**AC:** 8[11], **HD:** 5, **Attacks (1):** +5, Hydrokinesis (see below), magic, **Move:** 12, **Special:** Immune to water attacks and control, immune to poisons, toxins, diseases, resistant to physical damage

Water elementals are elementals composed of water. Water elementals come from the Plane of Water within the Elementalsphere. They often take semi-humanoid form with arms, distinguishable torsos, and even head or facial features. They employ hydrokinesis (25', up to 1d6+1 damage) in battle along with the use of magic spells (up to level 5). Water elementals always live in watery regions.

## ELF

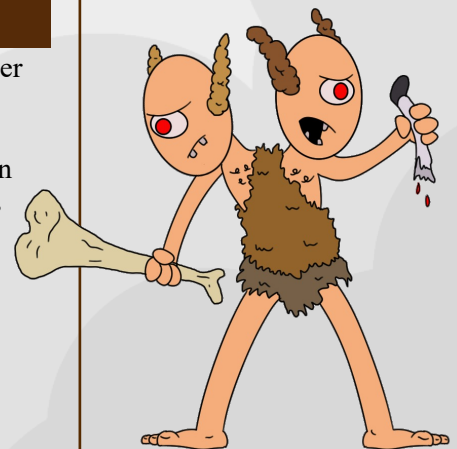
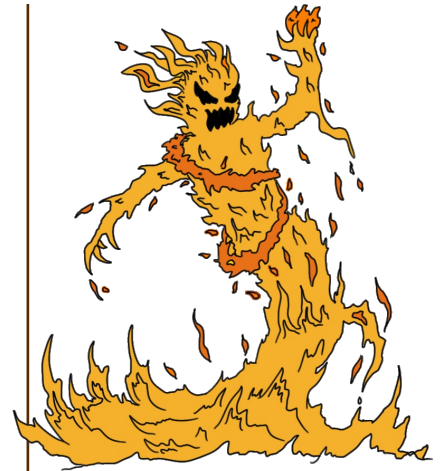
**AC:** 8[11], **HD:** 2, **Attacks (1):** +2, Weapon (1d6), **Move:** 12, **Special:** Darkvision, great hearing (1-3 chance (d6))

Elves are wise and highly intelligent. They can live for centuries and generally keep to themselves. However, in times of great conflict they have been known to leave the solitude of their sacred cities and venture forth to fight alongside the forces of good. In combat, elves rely heavily on their agility and prowess with missile weapons.

## ETTIN

**AC:** 8[11], **HD:** 5, **Attacks (1):** +5, Giant weapon (2d6), slam (1d6+1), hurl boulder (25', 2d6), **Move:** 15, **Special:** none

Ettins are two-headed giant humanoids who live in remote areas where they feed on smaller living creatures such as deer, bears, and the occasional humanoid who falls into their precarious traps. In combat, ettins will try and smash their enemies with clubs, fists, boulders or anything else they can use as a weapon. Although dumb, ettins are strong.





## EXION

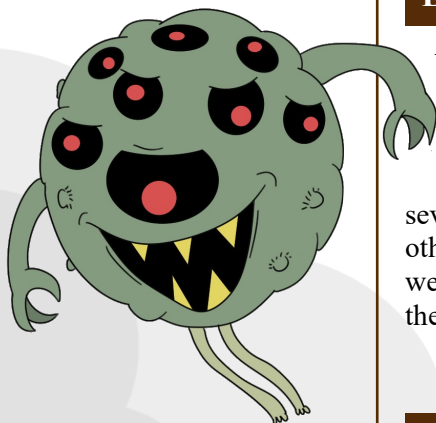
**AC:** 9[10], **HD:** 2, **Attacks (1):** +2, Weapon (1d6), **Move:** 12, **Special:** Can sense the motivations (1-3 chance (d6)) of other humanoids through micro expressions, changes in blood pressure, and changes in voice, can detect hidden (1-3 chance (d6)), and determine lies (1-3 chance (d6))

Exions are a humanoid race native to FAL. In the past, exions were a dominant species on Far Away Land. However, during the Boom War, the exions were nearly eradicated by a plague that seemed to only affect them. They have since recovered from the plague but their numbers are not what they once were. Exions are allies with orka, elves, humans, and other humanoids.

## EYEZOR

**AC:** 7[12], **HD:** 8, **Attacks (3):** +8, Fire beam (25', 1d6+2), lightning beam (25', 1d6+2), ugly beam (25', target is turned super ugly, Charisma is reduced by -1d6), magic, **Move:** 21 (flying), **Special:** Immune to poisons and toxins

Eyezors are insidious, magical, flying creatures. They move about by hovering several feet off the ground. They are evil creatures who are intent on manipulating others by various means. In combat, eyezors rely on their awesome psionic abilities as well as a vast array of magical spells. Their little, dead legs are vestigial remnants of their bipedal ancestry. Eyezors use magic as a primary means of attack (up to level 9).



## FAIRY

**AC:** 2[17], **HD:** 1, **Attacks (1):** +1, Charm dust (see below), magic, **Move:** 3/21 (flying), **Special:** Immune to poison

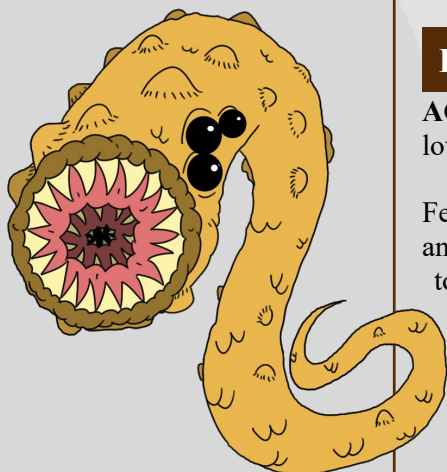
Fairies are tiny, winged creatures who love nature, sunlight, and all happy things. They are known for their elusiveness as well as their magical abilities (up to level 3) which they use to hide, charm, and protect themselves and their friends from dangers of the world. Fairies usually make their homes in old trees, flowers, mushrooms or other natural shelters. Fairies often use charm dust on their enemies. Just a sprinkling of this fine powder creates a feeling of intoxication and will make the target forget their anger for a duration of 1d6 minutes.



## FELL LAMPREY

**AC:** 7[12], **HD:** 4, **Attacks (1):** +4, Bite (2d6, if the bite roll is 20, the victim is swallowed whole), stranglehold (1d6 damage per round), **Move:** 15, **Special:** none

Fell lampreys are dangerous, serpent-type creatures who make their homes in caves and other subterranean places. They have circular mouths full of teeth which they use to bite and chomp their victims. Fell lampreys will attempt to bite and swallow their victims during combat. They are highly aggressive and produce a smell like rotten cabbage.

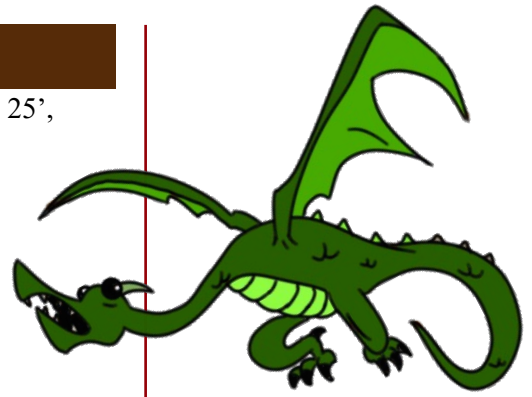




## FYLON

**AC:** 7[12], **HD:** 3, **Attacks (1):** +3, Claws (1d3), bite (1d3), fire breath (2d6, 25', three times per day), **Move:** 6/18 (flying), **Special:** Immune to poison

Fylons are a smaller dragon species native to FAL. They are sometimes used as spies and messengers by various humanoid species. Goabs and ogra use fylons to drop fire and bombs in battle. Fylons are easily trained once they are forced to respect their masters. Some fylons can breathe fire. Small humanoid creatures have been known to ride fylons. Fylons live in caves and cliff faces.



## GALEON

**AC:** 4[15], **HD:** 2, **Attacks (1):** +2, Weapon (1d6), **Move:** 12, **Special:** Augmentations (see below), resistance to poison, toxin, and disease

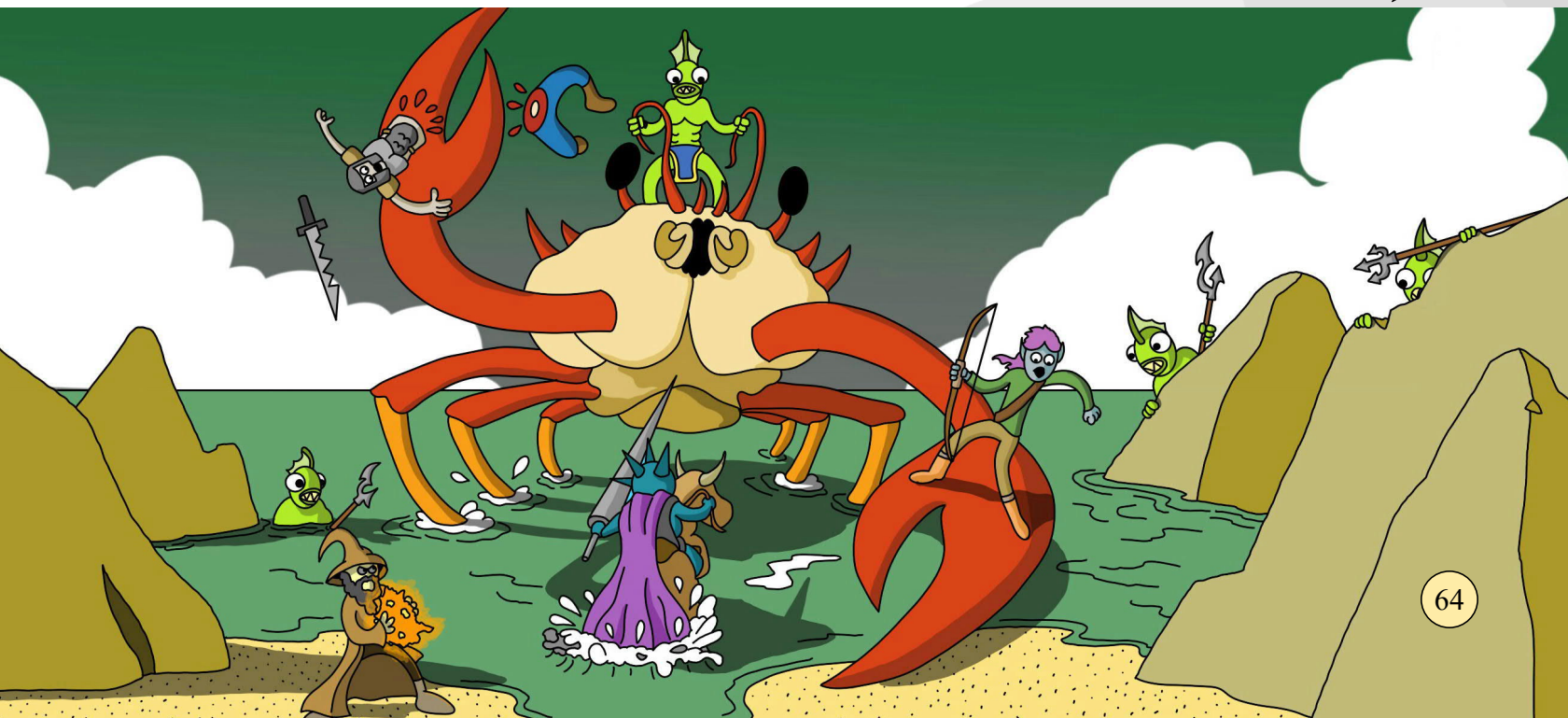
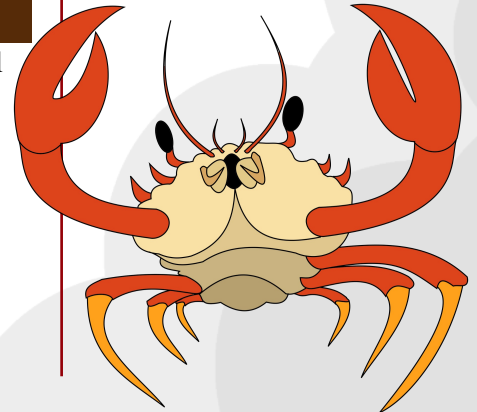
Galeons are a humanoid species who rule the Galeosphere. Galeons are half-organic, half-machine. They are fiery and strong-tempered. Their culture is over 100,000 years old. They have libraries that span miles and contain volumes of their histories. They love to create machines, constructs, and automata. They have a strong hatred for demons whom they consider their mortal enemies. Galeons often modify and repair their bodies with mechanical bits, tools, and other augmentations.



## GIANT CRAB

**AC:** 2[17], **HD:** 4, **Attacks (1):** +4, Pincers (2d6, if the pincer attack roll is a natural 20, the target is cut in half), **Move:** 15, **Special:** Water breathing

Giant crabs are aquatic creatures found near beaches and rocky shores. They often inhabit caves. In battle they use their pincers to clip enemies in half. Giant crabs are often tamed and used by seamerls as mounts. Giant crabs are territorial and often engage in combat with other giant crabs for territory and mating rights. Giant crabs can live for centuries.







## GIANT, FIRE

**AC:** 5[14], **HD:** 8, **Attacks (1):** +8, Giant weapon (2d6), pyrokinesis (see below), stomp (1d6+1), slam (1d6+1), **Move:** 15, **Special:** Immune to heat/fire attacks

Fire giants, while rare, still exist in hard to reach mountainous places. They take their name from not only their fire-like appearance, but also from their ability to manipulate fire. They have quick tempers and fear nothing. In combat, fire giants will use their great strength and huge hammers along with pyrokinetic abilities (up to 2d6 damage) to ruin their enemies.



## GLACIERIAN

**AC:** 9[10], **HD:** 2, **Attacks (1):** +2, Frost blade (+1 to hit, 1d6), weapon (1d6), **Move:** 12, **Special:** Resistance to cold

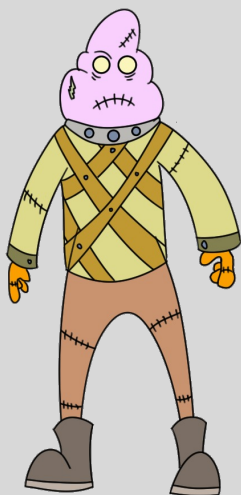
These blue humanoids are highly intelligent and have carved out a way of life in the wastes of the frozen lands of the world. They are skilled at surviving in the bitter temperatures. They are also highly territorial and show distrust and prejudice toward outsiders. Glacierians have mastered frost blades, a weapon they create from deep blue ice.



## GOAB

**AC:** 9[10], **HD:** 2, **Attacks (1):** +2, Weapon (1d6), bite (1d6, 1-3 chance (d6) of infection), **Move:** 12, **Special:** great smell (1-3 chance (d6)), immune to poisons and toxins

Goabs are savage and ancient creatures said to have been born from the darkness many eons ago. They were once granted the ability to imagine and create but they chose to destroy and ruin instead. Goabs have a taste for fresh meat. They keep slaves and terrorize those who are weaker. They live in ruined cities and wilderness camps. They hate happiness.



## GOLEM, FLESH

**AC:** 8[11], **HD:** 2, **Attacks (1):** +2, Weapon (1d6), small (1d6), **Move:** 12, **Special:** Regenerate 1 HP per round, immune to poisons, toxins, and disease, darkvision

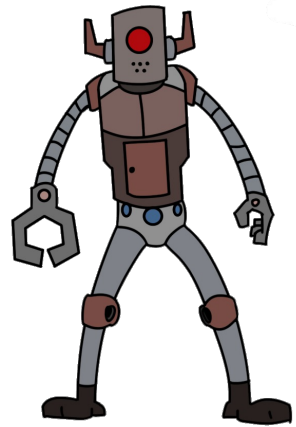
Flesh golems are constructs created from the body parts of once living beings that have been fused together in order to create the body of an autonomous creature. Flesh golems who have brains will often have pieces of memories from the creature(s) they once were. In combat, flesh golems attack with all manner of weapons. They are relentless.



## GOLEM, IRON

**AC:** 3[16], **HD:** 3, **Attacks (1):** +3, Weapon (1d6), body augmentation (see below), **Move:** 12, **Special:** Repair damage at 2 HP per day, immune to mental attacks, poisons, toxins, and disease, darkvision

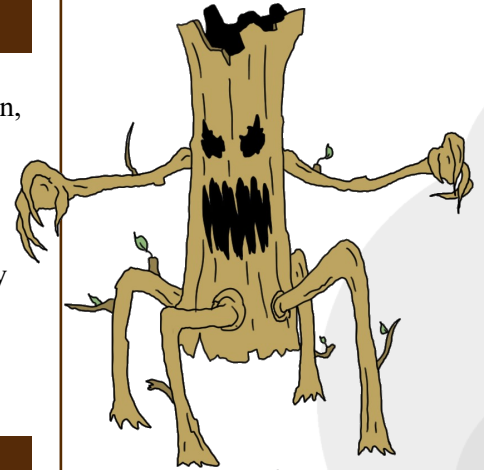
Iron golems are mindless constructs created from iron or other metals. Iron golems will often remember from where the ore was taken that crafted their bodies and as such, they will seek these places out as they consider them home. Iron golems have no will of their own and do only what their creators command of them. Iron golem bodies can be augmented with tools and weapons.



## GOLEM, WOOD

**AC:** 5[14], **HD:** 2, **Attacks (1):** +2, Weapon (1d6), body augmentation (see below), **Move:** 9, **Special:** Immune to mental attacks, poisons, toxins, and disease, darkvision, weakness to heat

Wood golems are constructs created primarily from wood. They often seek out the location of the materials they were created from (forests, jungles, etc.) as they naturally feel most comfortable in these places. In combat, wood golems rely heavily on their ability to camouflage and surprise their opponents. Wood golems are often stubborn and slow to respond to orders. Wood golem bodies can be augmented with tools and weapons.



## GORGON

**AC:** 7[12], **HD:** 2, **Attacks (1):** +2, Weapon (1d6), petrifying gaze (target turned to stone, see below), poison blood (1d6 acid damage), bite (1d6), **Move:** 12, **Special:** Immune to poisons and toxins

Gorgons are a race of creatures with the head, arms, and torso of a humanoid and the lower body of a serpent. They inhabit hard to reach places, usually subterranean ruins and caves as they dislike sunlight. The gaze from a gorgon can turn an enemy to stone instantly, even after the gorgon has been killed. Those caught in the gorgon's gaze make a Save to avoid the effects. Gorgons have poison bites and poison blood.



## GRIZZLE BEAR

**AC:** 8[11], **HD:** 2, **Attacks (1):** +2, Bite (1d6), claws (1d6), **Move:** 15, **Special:** Great smell (1-3 chance (d6))

Grizzle bears are huge bears which live in cold climates. They are semi-intelligent and are often used by agnuns (which they bond with) and other races as they make powerful mounts. In combat, grizzle bears use their claws, teeth, and their great size to overcome their enemies. Grizzle bears are relatively intelligent which makes them easy to train.







## HALLUCINOCORN

**AC:** 9[10], **HD:** 4, **Attacks (1):** +4, Trample (2d6+2), **Move:** 18, **Special:** Teleport (100', three times a day), hallucinatory pattern (see below)

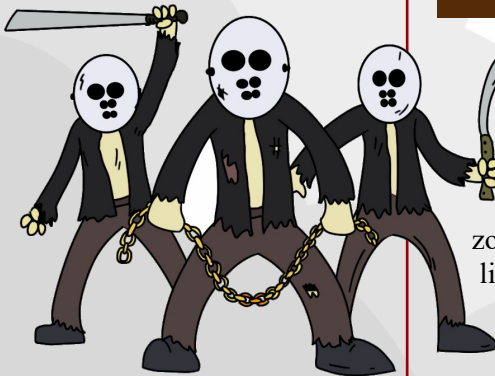
Hallucinocorns are magical creatures whose bodies look like swirling rainbows. These are rare creatures on FAL. They often use the patterns in their bodies to invoke hallucinations in those that see them (Save or hallucinate 1d6 rounds). Some hallucinocorns are said to be able to teleport short distances. They like fairies. They desire grass and tranquility. Quick movement scares hallucinocorns. They live in nests.



## HARPY

**AC:** 9[10], **HD:** 1, **Attacks (1):** +1, Bite (1d6), claws (1d3), swoop attack (1d6+1), **Move:** 9/15 (flying), **Special:** Resistance to poisons and toxins

Harpies are flying, humanoid creatures who desire raw meat. They love to torment and torture their prey before killing it. They generally live in groups with the strongest of the group being in command. In combat, harpies rely on ambushing and surprising their prey. They will make swoop attacks and use their claws to tear the flesh from their victims. They cackle and howl when fighting.



## HORROR

**AC:** 9[10], **HD:** 1, **Attacks (1):** +1, Weapon (1d6), **Move:** 12, **Special:** Telepathy allows horror to connect with other horror and noknil up to 100', hive mind (1,000' radius, see below)

Horror are failed noknil clones. They are half the size of their noknil counterparts but they have twice the aggression. The horror wear the skulls of zog beasts. They love weapons with sharp blades. In combat, the horror are nonstop little fighting machines who know no fear (only the sight of their own face inspires fear in them and this is why they wear masks). The horror are connected by a hive mind intellect that spans up to a 1,000' radius. The horror within this radius are completely aware of all other horror.

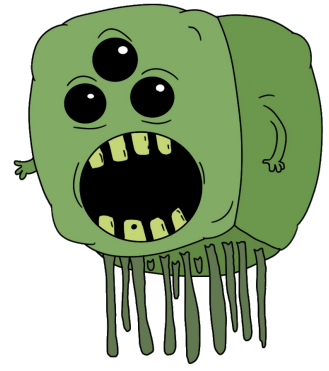




## HOWLOR

**AC:** 9[10], **HD:** 3, **Attacks (1):** +3, Fireball (2d6, 25'), **Move:** 12 (flying),  
**Special:** Charbroiler (see below)

Howlors are cube-shaped floating heads with little arms and dangly tentacles. Howlors come from the Abyssmalsphere where they spend the majority of their time setting things on fire and howling. Howlors like to eat algwa. Howlors love flames and desire to be surrounded by the fires they create. Howlors have an internal organ called a charbroiler which allows them to spit fireballs. If the charbroiler is exposed to sunlight for 1d6 minutes, it will explode doing 5d6 damage in a 25' radius.



## HUMAN

**AC:** 9[10], **HD:** 2, **Attacks (1):** +2, Weapon (1d6), **Move:** 12, **Special:** none

Humans are humanoid creatures who came to Far Away Land from a planet called Urth during the Boom War. Their cultures and ways of life are diverse and range from nomadic to small settlements. Their capital city Londol was pulled from their home world during the Boom War. Humans have managed to make Far Away Land their home and have allied with poomkin, elves, dwarves, and orka. Although often selfish and distrusted, many humans are clever and heroic.



## IMMORTAL

**AC:** 3[16], **HD:** 10, **Attacks (3):** +10, Weapon (2d6), magic, **Move:** 15/30 (flying),  
**Special:** Immune to attacks from mortals, immune to poisons, toxins, and disease, longevity (see below), regenerate 1d3 HP per round

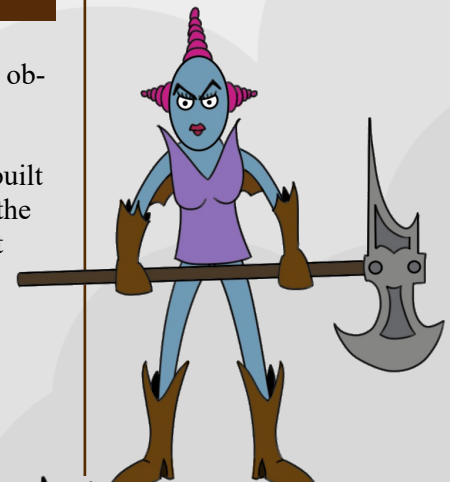
Immortals are the direct offspring of the Cosmic Wanderer. Immortals appear humanoid in form (although they may sometimes alter this appearance). They are arrogant due to their long lives and the powers they possess. They can only be killed by decapitation. Immortals live in the God Lands and rarely visit other spheres of existence. Immortals can cast spells (spell level 10). Immortals hate trilleons.



## LAZULA

**AC:** 9[10], **HD:** 2, **Attacks (1):** +2, Weapon (1d6), personal weapon (1d6+1),  
**Move:** 12, **Special:** Object history allows a lazula to recall the recent history of an object (up to one month) by merely touching it. This ability can be used once a day.

This female warrior race hails from the planet Otania Prime. They live a lifestyle built for conquest and war. Lazula train using various melee and ranged weapons from the time they are children. By the time they reach adulthood, their weapon is their best friend. Lazula use their yeket pets to fight alongside them in battle.





## LICH

**AC:** 8[11], **HD:** 7, **Attacks (2):** +7, Magic weapon (see below), weapon (1d6), magic, **Move:** 12, **Special:** Animate dead, control undead (level less than that of the lich), necrotic nourishment (can eat dead stuff to restore 1d6 HP), darkvision, immune to poisons, toxins, and disease, dislike fire and light

A lich is an undead wizard who tampered with dark magic during its lifetime. After death, the wizard was brought back as a living corpse full of hate and anger. A lich may be solitary or may command legions of undead as they attempt to rid the world of living beings. In combat, a lich will wield powerful magic to destroy their enemies. A lich can cast magic spells (up to level 10). A lich usually carries a magic weapon such as a staff, rings, wands, etc.



## MANTICORE

**AC:** 8[11], **HD:** 3, **Attacks (1):** +3, Bite (1d6), claws (1d6), tail stab (1d6), **Move:** 15/15 (flying), **Special:** Resistance to poison/toxin

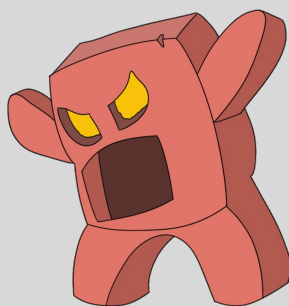
Manticores have lion bodies, humanoid heads, and giant bat wings. These monstrous beasts live in nests in rocky places. They are territorial and crave fresh meat. In combat they use their claws and teeth to scratch and bite. They will often swoop in on their prey and attack with surprise. The tail of a manticore can become rigid and is sometimes used to stab at victims. Manticore tails are prized by some folks and used as whips.



## METALIX

**AC:** 3[16], **HD:** 4, **Attacks (1):** +4, Lazer rifle (2d6, 100'), weapon (1d6), **Move:** 12, **Special:** Darkvision, immune to poison, toxin, and disease, weakness to electricity attacks

From the planet Metalicor come the metalix, sapient robot beings who love big guns and big jewelry. Metalix are known for their disdain of flesh beings. Most metalix believe they are superior to other creatures. Metalix desire jewelry, guns, and power. They dislike anyone who appears weak. They love machinery and vehicles, fire and smoke. They are without mercy and relentless.



## MOLOMOXOR

**AC:** 9[10], **HD:** 1, **Attacks (1):** +1, Fire breath (10', 1d3), Heat emanation (10', 1d3), flame pyre (10' radius, 2d6, occurs when a molomoxor explodes), **Move:** 9, **Special:** Immune to heat

Molomoxors are square-shaped creatures who are indigenous to the Plane of Fire in the Elementalsphere. Molomoxors are lazy creatures and require little sustenance in order to survive. They radiate large amounts of heat and have a fiery breath weapon which can easily roast enemies. Molomoxors are full of anger and easily provoked. Molomoxors exploding next to one another can create a chain reaction which is not only dangerous, but quite lovely.





## MUMMY

**AC:** 9[10], **HD:** 2, **Attacks (1):** +2, Cursed gaze (see below), rotting touch (1d6, wounds cause by rotting touch take twice as long to heal), scratch (1d3), **Move:** 9, **Special:** A mummy's gaze curses the victim with a -1 penalty to all dice rolls, rotting touch does 1d6 damage (wounds take twice as long to heal)

Mummies are undead creatures who were mummified and buried. As such, mummies often inhabit ancient tombs and other burial areas such as catacombs, graveyards, pyramids, and mausoleums. In combat, mummies utilize melee attacks along with a rotting touch which they use to harm their enemies. Mummies are quite slow and tend to shuffle along. A mummy's cursed gaze results in the target taking -1 penalties to all rolls while in the mummy's gaze. The mummy simply looking at the victim invokes this penalty.

## MUSHROOM FOLK

**AC:** 9[10], **HD:** 2, **Attacks (1):** +2, Weapon (1d6), spore cloud (10' radius, 1d3, see below), **Move:** 12, **Special:** Darkvision, weakness to heat/cold, immune to poisons and toxins, resistance to electricity

Mushroom folk are sapient mushroom creatures who live deep in underground caverns and fungal cities far away from the prying eyes of surface dwellers. They are a primitive lot but are intelligent and use crude weapons in combat. Some mushroom folk are said to be poisonous and can create hallucinogenic clouds of spores (those affected by the spores suffer -1 to all die rolls) once a day.

## MYSCUS

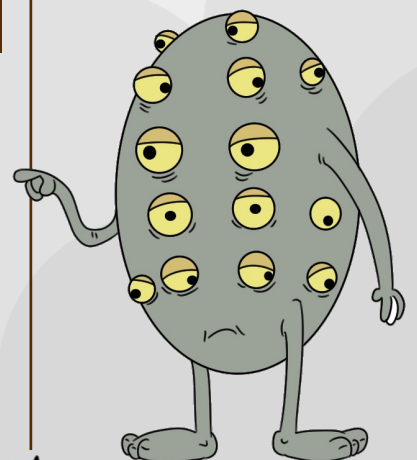
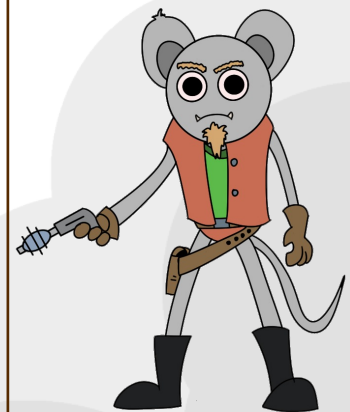
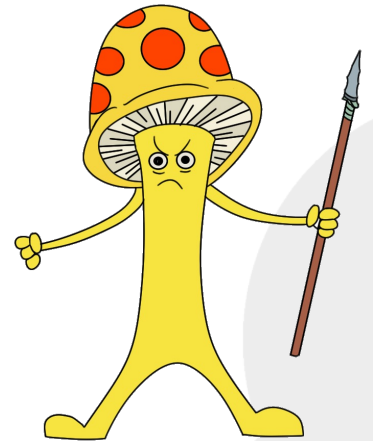
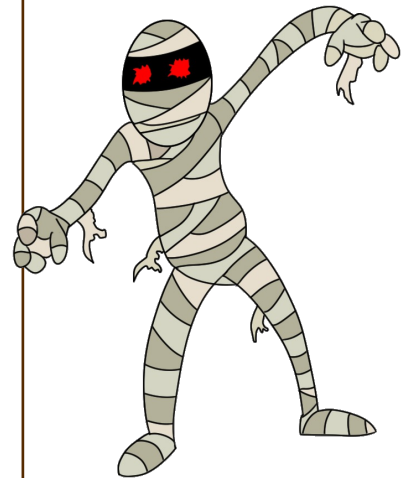
**AC:** 9[10], **HD:** 2, **Attacks (1):** +2, Weapon (1d6), **Move:** 12, **Special:** Cheese addiction (see below), cat sensitivity allows myscus to sense cat-like creatures up to 50', great smell (1-3 chance (d6))

Myscus are anthropomorphic mice from the planet Hooligan. Myscus are fearless creatures who have a strong dislike for all types of cats (especially bolgocats and purr beasts). Myscus are slick talking, wise cracking adventurers intent on learning and exploration. They have mapped large portions of the Materiosphere. They love fast spaceships and a rowdy lifestyle. They are often greedy. Cheese intoxicates myscus giving them a +1 to damage and -1 to hit.

## NOD BEAST

**AC:** 8[11], **HD:** 3, **Attacks (1):** +3, Bite (1d6), **Move:** 9, **Special:** Sleep aura forces anyone within a 25' radius of a nod beast to make a Save or be put to sleep (victim remains asleep as long as they are within the affected radius), Antiverse portal (see below)

The multi-eyed nod beast is a bipedal anomaly. Its origins are unknown and it is thought to be one of the many creatures to enter Far Away Land during the Boom War. The nod beast looks non-threatening but its only intent is to put its enemies to sleep in order to eat them. The digestive system of the nod beast exists in the Antiverse. As such, climbing into a nod beast's mouth will allow one to enter the Antiverse.

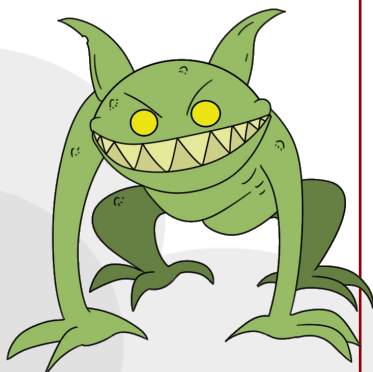




## NOKNIL

**AC:** 9[10], **HD:** 2, **Attacks (1):** +2, Weapon (1d6), **Move:** 12, **Special:** Hive mind (telepathic link with all noknils and horror up to 1000')

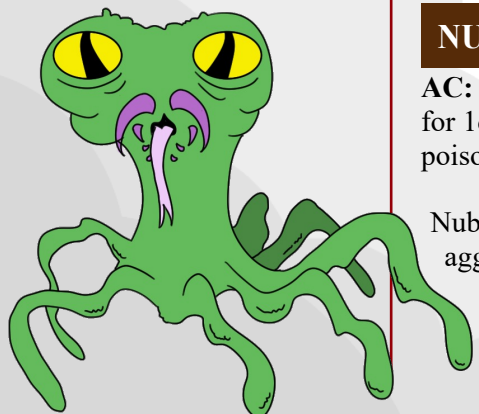
Noknil are a species of clones inadvertently created by the dimensional traveler known as the Linkon. Noknil are territorial and seek to harvest other life forms to use as a template onto which they can continue to clone themselves. Noknil possess a hive mind intelligence similar to that of ants, each with specific duties, each sharing all knowledge. Noknil live in massive hexagonal fortresses known as noknil hives.



## NOOG NOOG

**AC:** 9[10], **HD:** 1, **Attacks (1):** +1, Bite (1), claws (1), **Move:** 15, **Special:** Group fail (if more than half the group is lost, noog noogs retreat)

Noog noogs are small creatures with huge appetites. They eat most anything and move in packs, devouring as they go. Noog noogs always attack in groups and attempt to overwhelm their enemies with numbers. Noog noogs will devour their prey once it's been defeated and then move on to the next meal. They tend to live in areas of dense foliage like deep forests and jungles.



## NUBYEB

**AC:** 9[10], **HD:** 2, **Attacks (1):** 1+, Poisonous bite (1d3, weak poison: 1d2 damage for 1d3 rds.), spore release (10' radius, 1d6 per rd.), **Move:** 9, **Special:** Immune to poison/toxin

Nubyebes are strange creatures who walk on slender tentacles. They are highly aggressive and generally live in groups, sinking their tentacles into the soil and feeding off the various nutrients and minerals found within. In combat, they will attempt to poison their enemies using fang-like pincers. Nubyebes tend to make their homes in areas of dense foliage like forests and jungles.





## NUMAN

**AC:** 8[11], **HD:** 2, **Attacks (1):** +2, Weapon (1d6), psionic abilities (see below), **Move:** 12, **Special:** Heal at twice the normal rate, great hearing, sight, and smell (1-3 chance (d6))

Numans are parallel universe (future) humans who evolved an assortment of powerful abilities. Numans are for the most part arrogant, egotistical, and power hungry. They view "normal" humans as being inferior, although they do tolerate them. Many have volatile tempers. Some suppress emotion to curb angry tendencies and violent behavior. Others do not. A numan generally has one of the following psionic abilities: energy discharge (25', 1d6, three times a day), sonic scream (25' radius, 1d6, those within 10' go deaf for 1d6 hours, can be used three times a day), psionic shield (15 HP, duration in rounds, moves with the numan).



## OGRA

**AC:** 7[12], **HD:** 5, **Attacks (1):** +5, Weapon (1d6), Bite (1d6, 1-3 chance (d6) of infection), claws (1d6), **Move:** 12, **Special:** Resistance to poisons and toxins

Ogra are very similar to goabs in appearance and demeanor. However, they differ from goabs in that they are larger, meaner, smarter, and more vicious. Ogra often use goabs, whom they view as inferior, as slaves or forced laborers. In combat, ogra will employ any tactic in order to win a fight. Ogra live in ruined cities and wastelands where they rule the weak.



## OOTOOM

**AC:** 3[16], **HD:** 8, **Attacks (2):** +8, Psionics (see below), magic, **Move:** 3/24 (flying), **Special:** Dimensional teleportation (ootoom can teleport to a new sphere once a day), polymorph, immune to poisons, toxins, and diseases, regenerate 1d3 HP per round

Ootoom are small, round creatures who live in the God Lands. They are known for their good nature and intelligence. They are peaceful creatures but they will defend themselves if put in harm's way. Ootoom often make their way to the Materiosphere as they are fascinated with mortals. On Far Away Land, ootoom often take the form of other creatures. Ootoom can use just about any psionic power. Ootoom can cast magic spells (up to level 10).

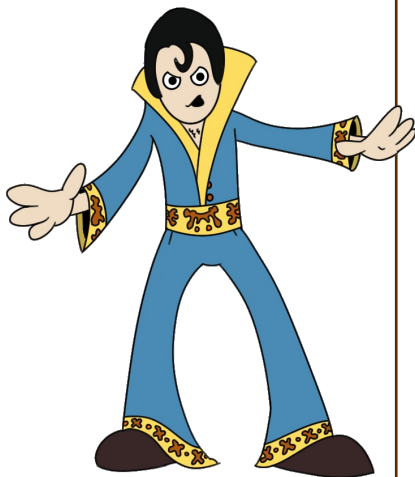


## ORKA

**AC:** 9[10], **HD:** 2, **Attacks (1):** +2, Weapon (1d6), **Move:** 12, **Special:** Darkvision

Orka are an ancient race of humanoids most recognized by their single eye and their spiked heads. They are as diverse as they are curious. Considered by most to be very wise, orka have established huge territories with cities that have stood for thousands of years. Orka have fought many of the atrocities and enemies to have befallen Far Away Land.

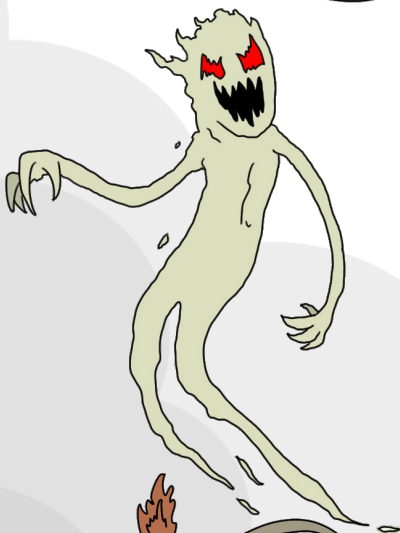




## OZOTUM

**AC:** 9[10], **HD:** 2, **Attacks (1):** +2, Weapon (1d6), **Move:** 12, **Special:** Quiliquim bond (see below)

The ozotum are a race of humanoids from planet Urth in the Antiverse. Ozotum often serve as hosts for symbiotic creatures called quiliquim. They merge with quiliquim once during their lifetime taking the creature's memories as their own. Ozotum hunt other species who fuse with quiliquim. They believe that anyone who is not ozotum who bonds with a quiliquim is a deceiver. Ozotum naturally bond with quiliquim. Many ozotum are bonded from childhood. Because of the quiliquim's memories from previous hosts, some ozotum are experts in various skills from the time they are young. Ozotum often ride rooks or other winged creatures.



## PHANTOM

**AC:** 9[10], **HD:** 2, **Attacks (1):** +2, Ghoulish touch (1d6), Possession (see below), **Move:** 12 (flying), **Special:** Can take non-corporeal form three times per day, immune to poisons, toxins, and disease, immune to physical attacks in non-corporeal form

Phantoms are ethereal creatures who have forgotten who they once were. They often appear like mists or in the disfigured form of the creature they once were. Phantoms come from the Gray Planes and have either wandered in, or found themselves trapped in the Materiosphere. They have a strong dislike for living creatures as well as bright light. Phantoms can possess a living being. Once possessed, the phantom controls the physical body. The target can make a Save each round to end the possession. Possession last 1d6 rounds.



## PHASE CAT

**AC:** 9[10], **HD:** 3, **Attacks (1):** +3, Bite (1d6), claws (1d6), magic, **Move:** 15, **Special:** Intangibility (see below)

Phase cats are giant, magical creatures that can become intangible at will. These are rare creatures who spend the majority of their lives in quiet solitude away from prying eyes. They are carnivores and use their intangibility to move in silence as they stalk their prey. They are highly territorial and prized by hunters (especially myscus who will sometimes wear their claws as trophies). Phase cats can use their tails to cast magic spells (up to level 2). Phase cats can become intangible once a day (duration is 1 minute). While intangible, the phase cat is immune to damage.



## PIRANHA FOLK

**AC:** 8[11], **HD:** 2, **Attacks:** +2, Weapon (1d6), Bite (1d6), **Move:** 9/18 (swimming), **Special:** If blood is smelled, piranha folk enter into a feeding frenzy which gives them +1 on all rolls, water breathing

Piranha Folk are amphibious creatures known for their constant hunger and savage mouths which they use to rip their enemies to shreds. Most are solitary creatures, often living and hunting in small communities close to large bodies of water where they can live undisturbed. They are intelligent creatures and highly territorial.





## POOMKIN

**AC:** 9[10], **HD:** 2, **Attacks (1):** +2, Weapon (1d6), **Move:** 12, **Special:** Heal at twice the normal rate, regenerate lost limbs at a rate of 5" per day, resistance to poisons, toxins, and electricity, weakness to heat and cold

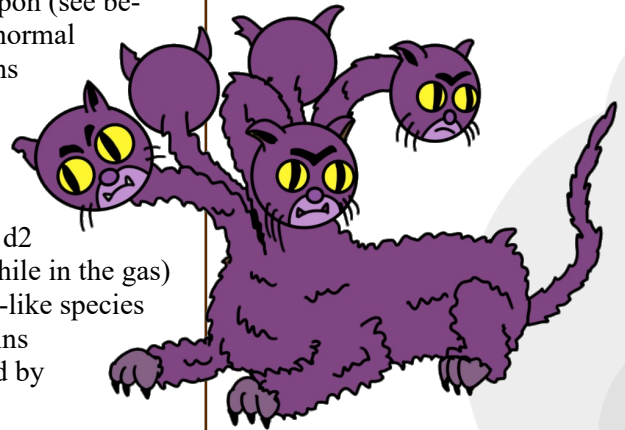
Poomkin are a humanoid race of pumpkin people. They are highly intelligent and adept in the magical arts. They have a strict caste system within their societies. Poomkin grow on vines, drink pumpkin spiced ale, and desire colorful clothing. Many poomkin are all about style and fashion and view the way they dress as symbols of status and importance.



## PURR BEAST

**AC:** 7[12], **HD:** 6, **Attacks (5):** +6, Bite (2d6), claws (2d6), breath weapon (see below), **Move:** 15, **Special:** Spawn cats allows a purr beast to spawn 1d6 normal cats per day by sneezing, hatred of water, resistance to poisons and toxins

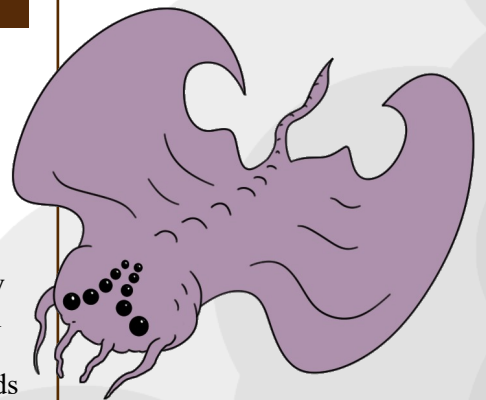
Purr beasts come from the planet Hooligan. They feed on most anything they think they can kill and their appetites are voracious. They use a poison gas breath weapon that causes blindness. Anyone inhaling this gas must make a Save to avoid the effects of temporary blindness (1d2 hours). Anyone exposed to the gas will suffer 1d6 damage per round (while in the gas) as the gas eats away at the skin. This breath weapon has no effect on cat-like species (including catlings and bolgocats). Purr beasts often live in castles or ruins where they are protected from the elements. They are always surrounded by loads of normal cats.



## QUILIQUM

**AC:** 9[10], **HD:** 1, **Attacks (0):** +0, none, **Move:** see below, **Special:** Bond (see below), shared memories (see below)

Quiliquim are symbiotic creatures who require a host in order to survive. They are creatures native to the Antiverse and came to FAL during the Boom War. Quiliquim carry the memories from all their previous hosts. Once they bond with a new host, fragments of these experiences and skills are carried over to the new host. Quiliquim bond with humanoid hosts through a magical process known as quilixism where they teleport (up to 10') from the previous host (in a flash of light) and instantly fuse with the new host. A quiliquim can survive outside a host for 1d3 hours. Quiliquim can bond with any "unoccupied" ozotum who has not bonded before. All other humanoids have a 50% chance of being able to bond. A quiliquim rarely leaves a living host.

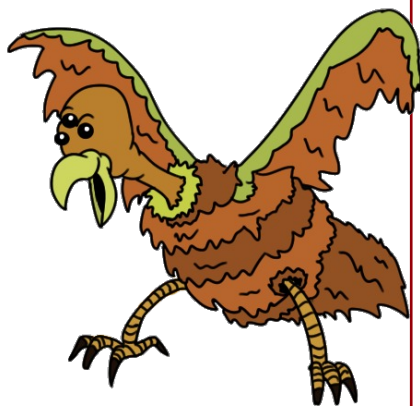


## RATLING

**AC:** 9[10], **HD:** 2, **Attacks (1):** 2+, Weapon (1d6), bite (1d3), scratch (1d2), **Move:** 12, **Special:** Darkvision, great smell (1-3 chance (d6)), 1-3 chance (d6) on all attempts to hide and sneak

Ratlings, or rat people, are a dirty and nefarious lot who, like their smaller cousins, feed on the leftovers and waste of other races and societies. They are humanoids and widely regarded as thieves, murderers, vagrants, and general no-goods. They live in packs, usually in temporary camps that are easily moved if need be.

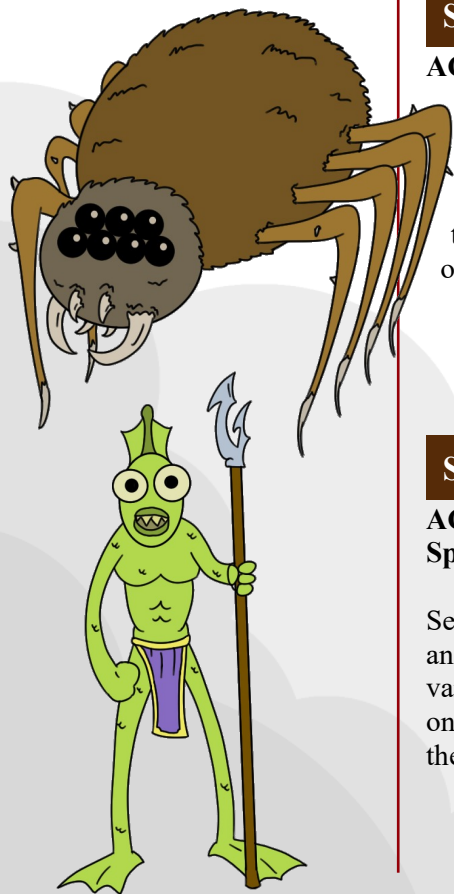




## ROOK

**AC:** 8[11], **HD:** 6, **Attacks (1):** +6, Peck (2d6), talons (2d6), drop attack (see below), **Move:** 6/21 (flying), **Special:** None

Rooks are giant, three-eyed birds. They are territorial monsters who protect their nests and their young with lethal force. They live high in mountains or on lonely islands. They eat raw meat (and love the taste of humanoids). Some rooks have been tamed and used as mounts by various humanoid species. A rook's nest is generally located high up on a mountain cliff. Rook's will sometimes lift heavy objects and drop them on victims below (up to 4d6 damage).



## SCROLLAX

**AC:** 7[12], **HD:** 7, **Attacks (1):** +7, Poisonous bite (2d6, moderate poison does 1d3 damage for 1d6 rounds), leg stab (1d6), **Move:** 15, **Special:** Darkvision

Scrollax are giant spiders who live in underground areas such as caves, caverns, or old ruins. They are hunters and rely on their cunning and stealthy nature to surprise their victims. Those who are captured by a scrollax will often be kept alive for days or even weeks, wrapped in a webbed material until the scrollax deems it time to feed.

## SEAMERL

**AC:** 7[12], **HD:** 2, **Attacks (1):** +2, Weapon (1d6), **Move:** 9/18 (swimming), **Special:** Water breathing

Seamerls are humanoid sea creatures who live in large bodies of water such as lakes and seas. They live in submerged cities accessible by secret passages and guarded by various creatures of the deep that they keep as pets. Sometimes they build their homes on land. In combat, they rely on their hooked spears and their giant crab mounts which they ride into battle.





## SHAPESHIFTER

**AC:** 9[10], **HD:** 2, **Attacks (1):** +2, Weapon (1d6), **Move:** 12, **Special:** Can use the doppelgang ability to take on the shape of any creature (similar size) that they touch

Shapeshifters, in their normal form, are green humanoid creatures with black eyes and tiny antennae. As their name implies, shapeshifters can assume various forms of living creatures. Shapeshifters are social creatures and often use their shifting abilities to learn the way in which other species live. They take on the physical traits (psionics, magic abilities, and learned skills are not assumed) of those whose form they mirror.

## SIMIAN

**AC:** 7[12], **HD:** 2, **Attacks (1):** +2, Weapon (1d6-1), **Move:** 12/21 (tree swinging), **Special:** Darkvision, better hearing, smell, sight, simians have a 1-3 chance (d6) when attempting to sneak and steal

Sly and sneaky, simians are intelligent ape-like creatures. They live among other humanoid races in cities (although they live in rural and remote areas as well) and are generally known for their agility, thievery, trickery, and all around mischief. In combat, they rely on dirty tricks and surprise to get advantage over their foes.

## SKELET

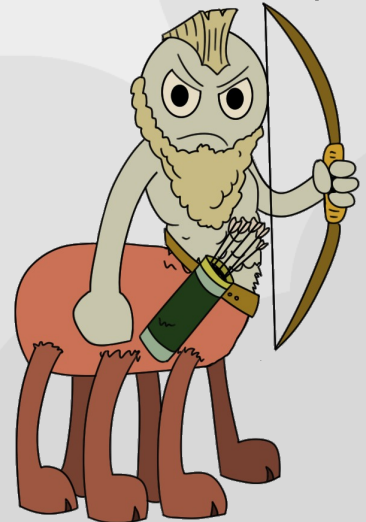
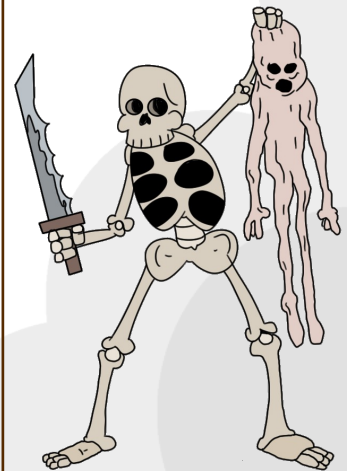
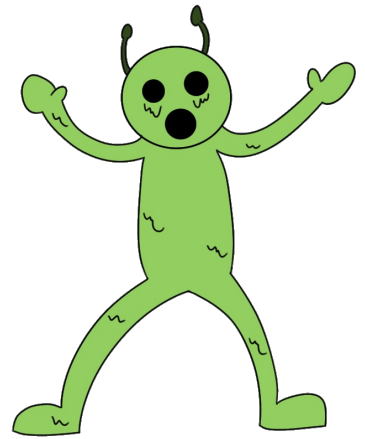
**AC:** 9[10], **HD:** 2, **Attacks (1):** +2, Weapon (1d6), **Move:** 12, **Special:** Darkvision, piercing weapons (like arrows) do only half damage, immune to poisons and toxins, dislike fire and light

Skelets are the undead, animated bones of a once living creature usually brought to life through evil magic. Skelets crave flesh and desire to free the skeletons of other creatures. In combat, skelets use melee weapons to attack their victims. Skelets are often used as the henchmen of liches and necromancers. They love flaying.

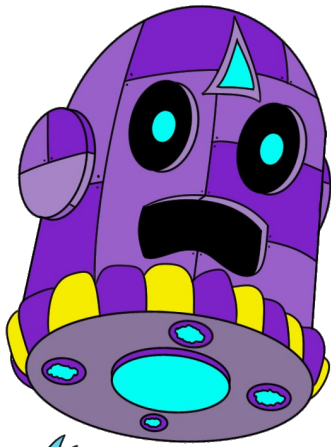
## SLEPTAUR

**AC:** 7[12], **HD:** 3, **Attacks (1):** +3, Weapon (1d6), trample (1d6+1), **Move:** 15, **Special:** Ancestral memory, extreme endurance, resistance to magic

Sleptaur have the head, arms, and torso of a humanoid and the lower body of a six-legged steed. They live in groups and worship the cosmos. They are highly superstitious and suspicious and because of this, they generally dislike outsiders. They are territorial and will defend their homes and beliefs to the death, no matter how dire the situation.







## SORACAN

**AC:** 0[19], **HD:** 10, **Attacks (2):** +10, Eye and mouth lasers (100', 3d6), mechanics (25', 1d6), **Move:** 24 (flying), **Special:** Bend will, detect magic, detect life, immune to poisons, toxins, and diseases

Soracan are giant, floating, bodiless, robotic heads. Soracan fly as their primary mode of movement. They possess powerful psionic abilities which they use to charm, control, and destroy their victims. Soracan are known to be extremely selfish and arrogant, looking down on all other races, sometimes even their own. They view others as inferior. In combat they attack with laser blasts, psionic powers, and long mechanical tentacles.



## SQUARK

**AC:** 9[10], **HD:** 2, **Attacks (1):** 2+, Weapon (1d6), swoop attack (1d6+1), **Move:** 9/15 (flying), **Special:** none

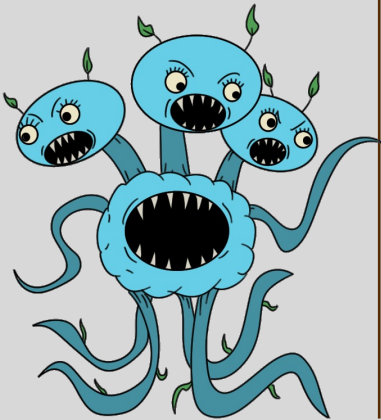
Squarks are an intelligent race of birds who are indigenous to Far Away Land. They are mischievous and often dangerous creatures who are known for their greed. While they sometimes live among other races, they generally prefer to live in their own cities, cliff-side dwellings that they carved into the rock faces centuries ago.



## TEN TIMES TEN MEN

**AC:** 0[19], **HD:** 10, **Attacks (2):** +10, Giant energy sword (3d6), hand and eye lasers (100', 3d6), stomp (1d6+1), slam (1d6+1), **Move:** 15, **Special:** Immune to poisons, toxins, disease, and mental attacks, resistance to magic

The ten times ten men are giant, half-humanoid, half-construct beings who live deep in mountains. They are highly intelligent and believe that all other races should be destroyed. They convert various forms of energy into power, often devouring living creatures to sustain themselves. They came to Far Away Land during the Boom War.



## TRI-HEAD FLORA

**AC:** 9[10], **HD:** 2, **Attacks (1):** +2, Bite (1d6), choke (1d3), **Move:** 9, **Special:** Camouflage (initiative bonus +2), resistance to electricity, weakness to extreme heat and cold, immune to poisons and toxins

The tri-head flora is a plant-type creature which lives deep in forests and jungles. It is naturally blue in color but can instantly change its coloring to blend in with its surroundings. The tri-head flora has a voracious appetite and feeds primarily on meat. It is a cowardly creature and if injured or overwhelmed in battle, it will try to escape.



## TRIKSEL

**AC:** 9[10], **HD:** 2, **Attacks (1):** +2, Weapon (1d6), **Move:** 12, **Special:** Sixth sense (see below)

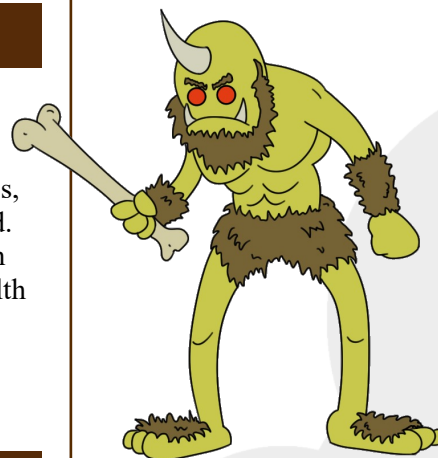
Triksel are a humanoid race. They come in various colors. They often wear elaborate clothing covered in archaic symbols. They have three eyes. Triksel have an affinity for magic. Their people are some of the most respected wizards in FAL. The triksel discovered the power of mage towers thousands of years ago and have since harnessed that power. Triksel have a sixth sense special ability and can sense surprise attacks, creatures moving in silence, hidden objects/traps/doors, and lies (1-3 chance (d6)).



## TROGLODYTE

**AC:** 7[12], **HD:** 3, **Attacks (1):** +3, Giant weapon (2d6), slam (1d6), **Move:** 15, **Special:** Immune to poisons and toxins

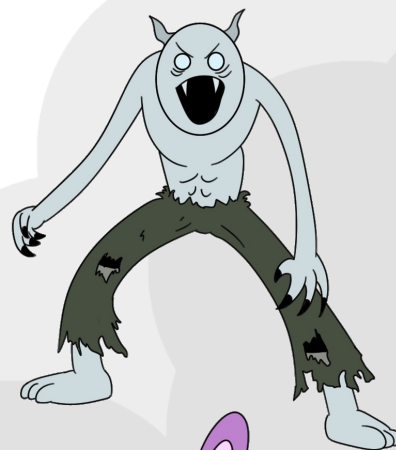
Troglodytes are solitary humanoid creatures who make their homes in caves, ravines, overhangs, etc. They enjoy shiny objects and will often hoard metal, especially gold. While they are not the most intelligent of creatures, they do use traps and trickery in order to lure in lost travelers. Troglodytes are killers and thieves and seek only wealth and power.



## VAMPIRE

**AC:** 8[11], **HD:** 5, **Attacks (2):** +5, Weapon (1d6), Claws (1d6), bite (1d6), **Move:** 12, **Special:** The smell, sight, or taste of blood sends a vampire into a blood frenzy giving them +1 on all rolls, can turn into a group of bats, can bite a victim and transform them into a vampire (see below), resistance to physical attacks, immune to poisons, toxins, and diseases

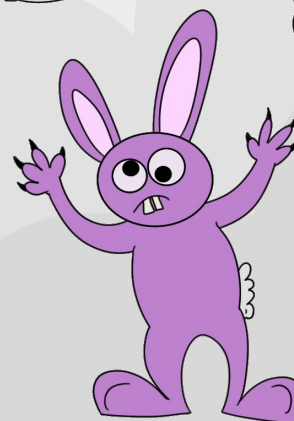
Vampires are undead creatures who can spread vampirism by biting their victims (1-3 chance (d6)). Vampires are by nature evil and feed on fresh blood which keeps them alive. Their hunger is unquenchable and they search nightly for their victims. Vampires will often inhabit an area close to a feeding ground. They hate sunlight and garlic.



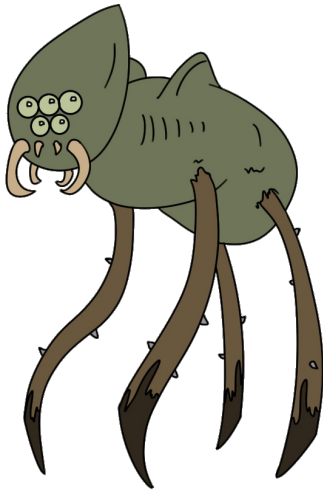
## VIOLET HARE

**AC:** 9[10], **HD:** 1, **Attacks (1):** 1+, Bite (1), **Move:** 15, **Special:** Violet hares can emit an emotive call that summons other violet hares (within 300') to their aid

Sometimes called ravenous hares, violet hares roam in packs. They are bloodthirsty little creatures and devour their enemies in ravenous feeding frenzies, leaving nothing behind. They are commonly found in grasslands and forests and sometimes mountainous areas. They will flee during combat if they are overwhelmed or outnumbered.







## WEAVROLAX

**AC:** 5[14], **HD:** 5, **Attacks (1):** +5, Bite (1d6+1), stabby legs (1d6+1), **Move:** 15, **Special:** Spin web (see below)

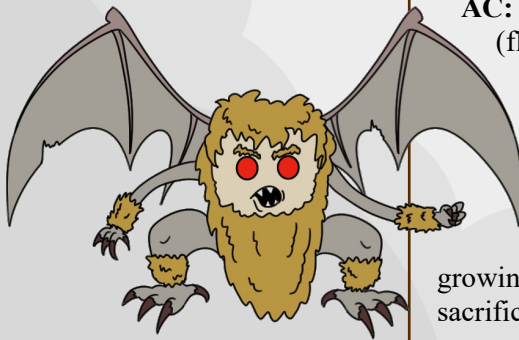
Weavrolax are creatures from the planet Helgard. They came to Far Away Land during the Boom War. Weavrolax are long, lanky creatures that use razor sharp protrusions to stab at their prey. Weavrolax spin large webs capable of trapping human size (or smaller) creatures. Weavrolax tend to live in deserts, mountains, and caves. They often travel and live in groups of three. Weavrolax can create various types of webs to trap their victims. One such web is a projectile (20' range) which wraps around the victim. This webbing is incredibly strong and must be cut to escape.



## WIGHT

**AC:** 9[10], **HD:** 5, **Attacks (1):** +5, Claws (1d6), icy embrace (1d6+2 per rd.), icy touch (1d6+1), **Move:** 12, **Special:** Teleportation (25', twice a day), immune to poisons, toxins, and disease, dislike fire and light

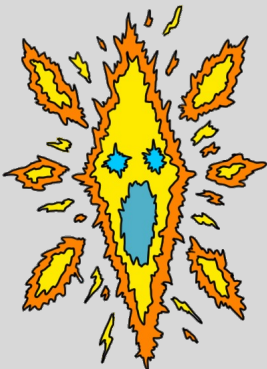
Wights are evil spirits, angered souls who for some reason were unable to find rest in the Gray Planes. They inhabit ruins and abandoned dwellings and are drawn to places where terrible tragedies occurred. In combat, wights appear and disappear, moving around their enemies, teleporting and then attacking with their icy claws.



## WINGED HAIRIES

**AC:** 9[10], **HD:** 2, **Attacks (1):** +2, Bite (1d3, see below), Claws (1d3), **Move:** 9/15 (flying), **Special:** Darkvision

Winged hairies are two-legged monsters with large bat-like wings. They are annoying creatures full of gas. They choose to spend most of their time eating creatures from in between the rock and cliff faces upon which they make their homes. They are known to enjoy eating squarks. They also like nuts. They only attack in numbers. The bite of a winged hairy will result in the victim growing loads of hair over the next 2 rounds. During this time, the victim must sacrifice all actions in order to prevent the hair from strangling them.



## WISP

**AC:** 9[10], **HD:** 8, **Attacks (2):** +8, Energy blast (3d6, 10' radius, once a day), shock (1d6), magic, **Move:** 18 (flying), **Special:** Immune to physical attacks, poisons, toxins, and diseases

A wisp is a magical creature composed of pure energy. They mainly come from the Plane of Air within the Elementalsphere. They are rare creatures and blink in and out of existence, moving with ease between the Materiosphere and their home world. If agitated or attacked, they can explode in a burst of energy.



## WOLVER

**AC:** 9[10], **HD:** 4, **Attacks (1):** +4, Bite (1d6, 1-3 chance (d6) the victim will become a wolver the next full moon), claws (1d6), **Move:** 15, **Special:** Resistance to physical attacks, immunity to magic, weakness to silver

Wolvers are humanoid wolves. They possess great strength and ferocity. Silver weapons do double damage to these creatures while normal weapons do only half damage. In combat, wolvers attack their prey mercilessly, intent on feeding. Those who survive a wolver attack and are bitten, may themselves turn into one of the creatures over a period of time.

## YLDETI

**AC:** 9[10], **HD:** 2, **Attacks (1):** +2, Weapon (1d6), **Move:** 12, **Special:** Regenerate HP at twice the normal rate, immune to disease

Yldeti are humanoids from the Antiverse. They are followers of Yldetism and worship a pantheon of bizarre deities known as the Ithsilicis. Most yldeti are obsessed with knowing the Great Yllios and will gladly die in battle to meet their maker. Yldeti first came to the Materiosphere during the Boom War. Since that time their numbers have steadily increased on Far Away Land and other worlds.

## ZOMBIE

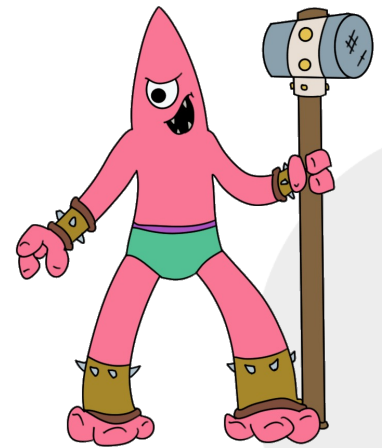
**AC:** 9[10], **HD:** 1, **Attacks (1):** +1, Bite (1d6, see below), **Move:** 9, **Special:** Immune to poisons, toxins, and disease

Zombies are mindless, animated, undead who want nothing more than to feed on brains and flesh. They are slow moving but in large numbers can overwhelm their victims. Living creatures bitten by a zombie have a chance of becoming a zombie (Save to avoid). To kill a zombie, destroy its brain/head.

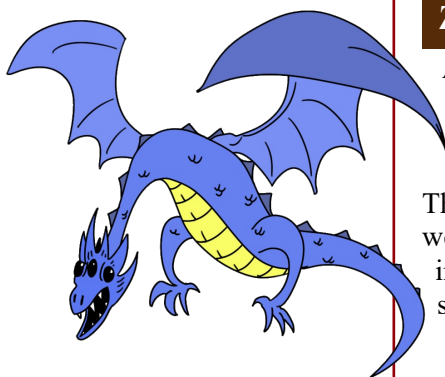
## ZOORDROOZ

**AC:** 8[11], **HD:** 2, **Attacks (1):** +2, Weapon (1d6), zoordroox halberd (1d6+1), **Move:** 12, **Special:** none

Zoordrooz are a humanoid race who were once the slaves of the soracan. Zoordrooz rebelled against their masters many years ago and since then they have lived their lives believing that they are the dominant race in the world and superior to all other life forms. Zoordrooz came to Far Away Land during the Boom War. They reproduce via mustache clippings.







## ZYVERAX

**AC:** 3[16], **HD:** 6, **Attacks (2):** +6, Bite (1d6, 1-3 chance (d6) of poison, 1d3 for 1d6 rounds), claws (1d6), tail slash (1d6+1), **Move:** 6/21 (flying), **Special:** Immune to poison

The zyverax is a tiny dragon known for its potent venom. Although it has no breath weapon, the bite of a zyverax is generally lethal due to the poison the creature injects into its victim. Zyverax live in mountains and subterranean places. They feed on small animals. They make a hissing sound. They hate loud noise.

### Monster Builder

While we could easily give you page upon page of rules for building your monsters, we decided not to. Instead, you should create monsters specifically for your game as you see fit. Create monsters that add flavor and intrigue and depth to the world you create. Describe your monsters. Draw a picture of the monster. Throw your players off guard by introducing new monsters they have never seen, or, by altering already listed monsters to take on new roles and attributes in your game.

Here are a couple easy guidelines and questions to consider when making monsters...

1. A monster's BHB is equal to their level.
2. A monster's Save is 19 - HD.
3. Can the monster make multiple attacks per round? If so, how is this possible?
4. Does the monster wear armor or does it have a natural armor that gives it additional protection?
5. Can the monster use magic? If so, at what level can it cast spells?
6. What does the monster desire? What is its goal?



## Treasure

Use the following table as a baseline for determining treasure based on a monster's HD. Further tables can help clarify the specifics of the treasure generated. The GM can and should modify treasure according to the needs of their game. Valuables can be in coin or other objects as determined by the GM. The GM can use the total treasure value (gold + items + gems) to determine overall treasure value in order to create specific, custom treasures of similar value.

| HD           | Wealth    | Non-magic Item                 | Magic Item                      | Gems                          |
|--------------|-----------|--------------------------------|---------------------------------|-------------------------------|
| 1 or less    | 1dg6gp    | Nil                            | Nil                             | Nil                           |
| 1+1 to 2     | 3d6gp     | 1 in 6 (d6) (1 item)           | Nil                             | Nil                           |
| 2+1 to 4     | 6d6gp     | 1-2 chance (d6)<br>(1d2 items) | Nil                             | 1 in 6 (d6)<br>(1 gem)        |
| 4+1 to 6     | 1d6x10gp  | 1-3 chance (d6)<br>(1d3 items) | 1 in 6 (d6)<br>(1 item)         | 1-2 chance (d6)<br>(1d2 gems) |
| 6+1 to 8     | 1d6x25gp  | 1-5 chance (d6)<br>(1d6 items) | 1-2 chance (d6)<br>(1d2 items)  | 1-3 chance (d6)<br>(1d3 gems) |
| 8+1 to 10    | 1d6x100gp | (1d6 items)                    | 1-3 chance (d6)<br>(1d3 items)  | 1-5 chance (d6)<br>(1d6 gems) |
| 10+1 or more | 1d6x250gp | (2d6 items)                    | 1-5 chance (d6)<br>(1d6+ items) | (1d6x2 gems)                  |

### Non-magic Items (d6)

| Roll | Item Type |
|------|-----------|
| 1    | Armor     |
| 2    | Weapon    |
| 3    | Gear      |
| 4    | Jewelry   |
| 5    | Clothing  |
| 6    | Trinket   |

### Magic Items (d6)

| Roll | Magic Items |
|------|-------------|
| 1    | Wand        |
| 2    | Scroll      |
| 3    | Weapon      |
| 4    | Armor       |
| 5    | Potion      |
| 6    | Jewelry     |

### Gems (d6)

| Roll | Gems    |
|------|---------|
| 1    | 25gp    |
| 2    | 50gp    |
| 3    | 100gp   |
| 4    | 250gp   |
| 5    | 500gp   |
| 6    | 1,000gp |

### Item Condition (d6)

| Roll | Item Type |
|------|-----------|
| 1    | Ruined    |
| 2    | Damaged   |
| 3    | Flawed    |
| 4    | Decent    |
| 5    | Fine      |
| 6    | Flawless  |

### Item Appearance (d6)

| Roll | Item Type    |
|------|--------------|
| 1    | Dull         |
| 2    | Simple       |
| 3    | Well Crafted |
| 4    | Fancy        |
| 5    | Ornate       |
| 6    | Breathtaking |

### Gem Type (d6)

| Roll | Item Type |
|------|-----------|
| 1    | Starfire  |
| 2    | Moonstone |
| 3    | Ruby      |
| 4    | Emerald   |
| 5    | Sapphire  |
| 6    | Diamond   |

*Great beasts that have long lives and a fondness for wealth may often store up treasure hoards. These treasures will often not only be of great value but difficult to obtain.*

*GMs should be imaginative when it comes to handing out treasures. While this book does not provide specific charts for generating detailed treasures, there are tons of free sources online that can aid in making treasure fun and unique.*







## Chapter 6

# POWERS

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### Special Powers

Some creatures and characters have specific powers such as psionic abilities, super abilities, or other awesome powers that are attributed to either the race of the character, the character's natural individuality, or some event that has given the character an ability that makes them stand apart from others. These abilities can encompass a wide range of things from natural abilities like flying to more extreme abilities such as invisibility, energy absorption, and telekinesis.

### Obtaining and Using Powers

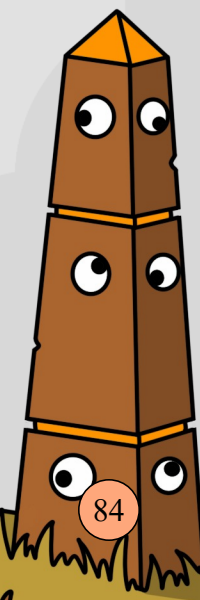
GMs can dole out powers as they see fit. The powers listed within this book act as a guideline and can be used in the creation of PCs, NPCs, and Monsters. There are no hard rules for when a PC

can get a power, it is simply up to the GM and players and flavor of the game.

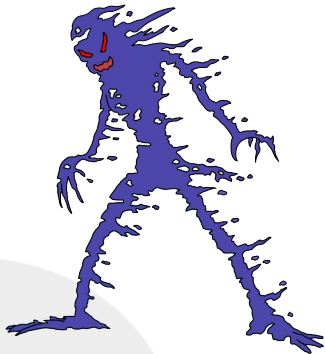
Some powers are always in effect (like Breathe Toxin and Eidetic Memory) while others have to be activated. Powers that require activation can be used the PC's level times per day (GMs may decide to modify this rule). Powers that require activation are activated automatically as the user desires. However, some powers may require a roll upon being activated (such as Cold Zap and Energy Blast) to see if their effects hit the target.

### Custom Powers

GMs and players are encouraged to create their own powers for their own games. The powers listed here can serve as a baseline for house power creations.







The strange creatures known as itzal are said to be made of shadows.

### Power Attributes

The **name** of the power is given. **Range** indicates the power's range. If the range is followed by a number in parenthesis, this represents the power's area of effect. The **duration** of a power is listed in units such as rounds, minutes, hours, etc. A PC's level indicates the duration. For example, the power has a duration of minutes. The user is level 5. The total duration of the power is 5 minutes. Powers that have an automatic duration do not need to be activated.

### Augmentation Powers

Augmentation Powers are powers which allow the user to augment or change their body in some way.

#### Balloon

Range: self, Duration: minutes  
You can fill your body with air, swelling in size like a balloon. If you take damage while swollen, you pop! taking an additional 1d6 damage.

#### Breathe Toxin

Range: self, Duration: rounds  
You can naturally breathe toxins and gases without peril.

#### Dim Form

Range: self, Duration: minutes  
You become shadow-like making it harder for others to see you.

#### Dopplegang

Range: self, Duration: minutes  
You can take the form of another living creature. You can only assume the form of creatures similar to your own size.

#### Elongate

Range: self, Duration: rounds  
You can stretch your body up to 3 times the normal length as if it were elastic.

#### Harden

Range: self, Duration: rounds  
You can harden your body. AC -2[+2]. While hardened, your movement is reduced by -3.

### Intangibility

Range: self, Duration: rounds  
You become intangible. While intangible you can pass through solid objects as if they didn't exist.

### Invisibility

Range: self, Duration: rounds  
You become invisible. If you take damage while invisible, you are made visible again.

### Invulnerability

Range: self, Duration: rounds  
You cannot be harmed.

### Rubberize

Range: self, Duration: rounds  
You can rubberize your body to repel blunt attacks.

### Shape Shift

Range: self, Duration: minutes  
You can morph your physical form to duplicate an object. The object must be similar in size to your own natural form.

### Creation Powers

Creation Powers are powers which allow the user to create or summon creatures, beings, portals, etc.

### Abyssmal Genesis

Range: 10', Duration: instant  
By throwing bones on the ground, you can create a demon with 2 HD. The demon will obey your every command and will remain until killed or told to leave (at which time it will turn back into bones). The demon has the following...

**AC:** 8[11], **HD:** 2, **Attacks (1):** +2, Claws (1d3), bite (1d3), acid blood (1d3)  
**Move:** 12, **Special:** Darkvision, immune to heat





### Animate Statue

Range: touch, Duration: see below  
You can bring a stone statue to life. The statue will obey your every command. The statue has the following...

**AC:** 3[16], **HD:** 2, **Attacks (1):** +2, see below, **Move:** 9, **Special:** Heat/fire attacks do no damage

An animated statue can use a variety of attacks based on what type of statue it is. For human sized statues, the base damage for an attack is 1d6. For giant or larger statues, the base damage is 2d6+.

### Create Self

Range: self (25' radius), Duration: rounds  
You can duplicate yourself and command your duplicates to perform actions. Your duplicates are considered "real" and can deliver damage. However, if your duplicate is damaged, it will instantly be destroyed as it bursts into blood. All duplicates are destroyed if you die.

### Energy Shield

Range: self, Duration: rounds  
You can harness raw energy to create a shield around your body. The shield has 15 HP.

### Raise Golem

Range: 25', Duration: instant  
You can create a dirt golem with 2 HD. The golem will obey your every command. The golem has the following stats...

**AC:** 8[11], **HD:** 2, **Attacks (1):** +2, Slam (1d6), **Move:** 9, **Special:** Heat/fire attacks do no damage  
The dirt golem staggers around looking to smash its foes with its dirty fists.

### Vortex

Range: 100'(25'), Duration: rounds  
You create a vortex which pulls in anything nearby and sends it to the Bolgosphere. Anything not secured will be pulled into the vortex. Targets within range of the vortex can make a Save to avoid being pulled in.

### Warp Field

Range: self, Duration: 1d3 rounds  
You create a temporary warp field around your body that reflects ranged attacks. Attacks such as breath weapons, fire damage, acid, poison, etc. still do normal damage as do melee attacks.

### Direct Damage Powers

Direct Damage Powers are powers which inflict immediate and/or direct damage on a target.

### Cold Touch

Range: touch, Duration: instant  
You can harm others with your freezing touch. The wound appears as severe frostbite. 1d6 damage.

### Cold Zap

Range: 25', Duration: instant  
You can throw icy blades to shred opponents. 1d6 damage.

### Drain Strength

Range: touch, Duration: minutes  
You can drain the strength of others. The target's BHB is reduced by -4.

### Energy Blast

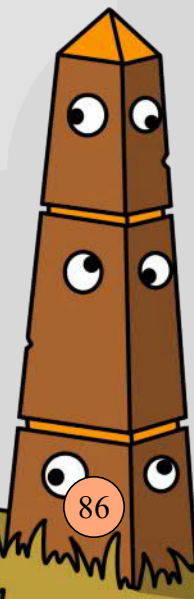
Range: 25', Duration: instant  
You can harness raw energy and focus it in a blast of destructive power. 1d6 damage.

### Energy Buildup

Range: self (25' radius), Duration: see below  
You can buildup energy over a period (up to 5 rounds) until it explodes outward in a radial blast. Each round you build the energy increases the damage +1d6. While the energy is building you can perform actions as normal. However, if you take damage while the energy is building, it will instantly be released doing damage to anyone caught in the blast radius. Up to 5d6 damage.



*The triksel sorceress known as Hiyacinth could drain the strength of her enemies with a mere touch.*



*The porkus lich known as Anilitus had the wicked ability to leech life from his enemies. It is said that even in death and his return as a lich that he retained this power.*

### **Fire Breath**

Range: 25', Duration: instant  
You can breathe a cone of fire. 2d6 damage.

### **Hellish Rainbow**

Range: 25', Duration: instant  
You focus latent energy from the Abyssmalsphere and direct it into what appears to be a bloody rainbow. 2d6 damage.

### **Icy Breath**

Range: 25', Duration: instant  
You can breathe a cone of icy air which can cause frostbite (cold) damage to your target. 1d6 damage.

### **Life Leech**

Range: touch, Duration: instant  
You can touch a living target, draining 2d6 of their HP to add to your own.

### **Metal Mayhem**

Range: self (25'), Duration: instant  
You can play an instrument that creates crazy music which physically harms your target. 1d6 damage.

### **Mind Missile**

Range: 25', Duration: instant  
You create a psionic missile and shoot it from your head (or whatever thing your brain is in). 1d6 damage.

### **Phonoblast**

Range: self (25'), Duration: instant  
You create a shockwave of sound that emanates out from your body. Targets

damaged may suffer hearing loss as well as dizziness (1-3 chance (d6)). 1d6 damage.

### **Phosoblast**

Range: close, Duration: instant  
You create a beam of light which can temporarily blind your target. The target will remain blinded for 1d3 rounds.

### **Piercing Scream**

Range: self (25'), Duration: instant  
You can damage enemies with your piercing scream. Anyone within close range of you when you scream will have a 1-3 chance (d6) of losing their hearing for 1d6 hours. 1d6 damage.

### **Poison Spore Burst**

Range: self (25'), Duration: instant  
You release a burst of poisonous spores which choke, blind, and poison (weak poison, 1d2 damage for 1d3 rds.) your opponents. The spores should be treated as a gas and will remain in the air up to 1d6 rounds. 1d6 damage.

### **Poisonous Cloud**

Range: self (25'), Duration: minutes  
You can conjure a poisonous cloud. The cloud is a moderate poison and does 1d3 damage for 1d6 rounds to those within the affected area.

### **Power Osmosis**

Range: touch, Duration: rounds  
You can absorb a single Power from a target and use it as your own.



## Physical Powers

Physical Powers include Powers that have to do with the physical nature of a being. Physical Powers are essentially Powers which are manifest in a physical or natural form.

### Absorb Energy

Range: self, Duration: rounds

You convert physical damage into HP. For every point of damage you sustain, your HP increases +1. Your HP cannot exceed your maximum score. The collected HP remains once the duration comes to an end.

### Aggravated

Range: self, Duration: rounds

If you have received damage from an enemy, you can become aggravated and gain a +1 to hit and a +1 to damage bonus on melee attacks.

### Angered Strength

Range: self, Duration: rounds

For every 3 points of damage you take, your BHB increases +1. After this ability wears off, your BHB returns to normal.

### Beast Up

Range: self, Duration: minutes

You can turn into a powerful beast. Once you suffer damage, your instincts take over and you shed your current form to become something much stronger and faster. (The exact nature of this power should be determined beforehand.) Upon taking beast form you gain a BHB bonus of +2 as well as an additional attack.

### Darkvision

Range: self, Duration: automatic

You can see at night or in the dark, as if it were daytime.

### Eidetic Memory

Range: self, Duration: automatic

You have a photographic memory and can easily recall specific sounds, images, objects, patterns, etc.

## Enhanced Senses

Range: self, Duration: automatic

One or more of your senses is enhanced allowing you a greater ability to sense the world around you. The sense increases your chance of a successful check when listening, observing, tasting, smelling, feeling, etc.

### Flight

Range: self, Duration: automatic

You can fly at a speed twice your normal Move score.

### Healing Aspect

Range: self, Duration: automatic

You heal at twice the normal rate (2 HP per day instead of 1 HP).

### Healing Touch

Range: touch, Duration: instant

You can touch your target and heal 1d6 HP instantly.

### Purify

Range: touch, Duration: instant

You can remove toxins and poisons and their effects from food, drink, individuals, and yourself.

### Regenerate

Range: self, Duration: automatic

You naturally re-grow lost body parts over a period of 1 week.

### Super Speed

Range: self, Duration: rounds

You are moving super-fast. You can perform an additional action/attack during the round.

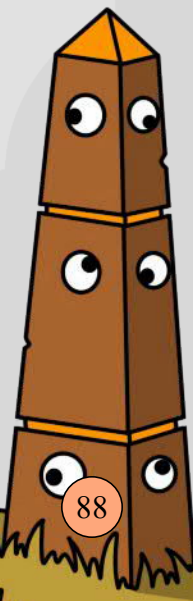
### Teleport

Range: 50', Duration: instant

You can teleport yourself from one location to another. When teleporting, make a Save roll to determine the accuracy of the teleport.



*The numan, Dr. Stab, possessed a plethora of powers including flight, energy control, and telekinesis. According to the tales, his powers were bestowed upon him by the Second Space entity known as the Tektolkin.*





*Sleptours posses ancestral memories which allow them to pass experiences and knowledge down over many generations. This ability has shaped sleptaur culture and created a close-knit bond between the generations. Sleptours refer to this ability as the "long knowing."*

## **Psionic Powers**

Psionic Powers are powers which come from mental thoughts manifested into psychic/tangible action.

### **Aerokinesis**

Range: self (small), Duration: rounds  
You can control air. You can create air attacks that do up to 1d6 damage directly. You can control a pocket of air up to 10'x10'x10'.

### **Ancestral Memory**

Range: self, Duration: automatic  
You have the memories and knowledge of your ancestors.

### **Animal Bond**

Range: touch, Duration: permanent  
You can form a telepathic bond with an animal. This bond is both a friendship and an understanding between you and the creature.

### **Bend Will**

Range: touch, Duration: rounds  
You can enter the mind of others and bend their will to your own. To avoid this effect, the target must make a successful Save.

### **Calm Beast**

Range: close, Duration: minutes  
You can charm animals and monsters and calm them. Calm beast will not work if the creature is already enraged or evil.

### **Detect Life**

Range: self (100'), Duration: minutes  
You have the ability to detect living beings.

### **Detect Magic**

Range: self (100'), Duration: minutes  
You can detect magic.

### **Demonic Telepathy**

Range: self (50'), Duration: automatic  
You can communicate telepathically with demons.

## **Directional Awareness**

Range: self, Duration: automatic  
You always know what direction north is.

### **Electrokinesis**

Range: 25', Duration: rounds  
You can control electricity. You can create electricity attacks that do up to 1d6 damage.

### **Fairy Telepathy**

Range: self (50'), Duration: automatic  
You can telepathically communicate with Fairies.

### **Forget**

Range: touch, Duration: minutes  
You can make a target temporarily forget something.

### **Hydrokinesis**

Range: self (small), Duration: rounds  
You can control water. You can create water attacks that do up to 1d6 damage directly. You can control a pocket of water up to 10'x10'x10'.

### **Illusory Beast**

Range: 50', Duration: minutes  
You create the illusion of a creature. This is simply an image that moves and looks like the real thing. However, it cannot attack and has no substance.

### **Illusory Form**

Range: self, Duration: minutes  
You create the illusion that your appearance has been altered.

### **Illusory Landscape**

Range: self (100'), Duration: minutes  
You can create illusory landscapes.

### **Machinopathy**

Range: touch, Duration: instant  
You can damage machines by mere touch. This includes sapient constructs and mechanix as well. 2d6 damage.



### **Magnetism**

Range: self (25'), Duration: rounds  
You control magnetism.

### **Mind Stunt**

Range: 25', Duration: 1d3 rounds  
You temporarily stun the target by harming their mind telepathically. The target is confused for 1d3 rounds.

### **Object History**

Range: touch, Duration: instant  
You can touch an object and know its history.

### **Omniscience**

Range: self, Duration: automatic  
You know everything.

### **Phonokinesis**

Range: self (25'), Duration: rounds  
You can control light.

### **Pyrokinesis**

Range: self (25'), Duration: rounds  
You can control fire. You can create fire attacks that do up to 1d6 damage directly. You can affect a pocket of fire up to 10'x10'x10'.

### **Sadness**

Range: touch, Duration: minutes  
You can implant feelings of sadness within a target. The saddened targets BHB is lowered by -2.

### **Sense Immortal**

Range: self (300'), Duration: automatic  
You can sense immortals.

### **Sense Undead**

Range: self (100'), Duration: automatic  
You can sense the undead.

### **Sixth Sense**

Range: self (10'), Duration: automatic  
You have an uncanny ability to sense danger. You may not be clear where its coming from, but you know it is there. You always receive a +1 to your initiative roll.

### **Sleep**

Range: touch, Duration: minutes  
You can put 1d3 targets to sleep. This power only works on targets with 4 HD or less.

### **Terrakinesis**

Range: self (medium), Duration: rounds  
You can control rocks and soil. You can create earthen attacks that do up to 1d6 damage directly. You can affect a pocket of rock/soil up to 10'x10'x10'.

### **Trace**

Range: self (50'), Duration: instant  
You can sense the trace, psychic energies of another living creature.

### **Wyrd Portal**

Range: self (see below), Duration: minutes  
You can open a portal into another sphere of existence. The portal is 6'x6'.

### **Undead Powers**

The undead are nasty, vile, evil creatures and their powers reflect these attributes. Most undead powers center around death, decay, rot, and general grossness.

### **Animate Dead**

Range: touch, Duration: days  
You can animate the dead creating mindless beings.

### **Control Undead**

Range: 25', Duration: minutes  
You can control undead creatures.

### **Infernal Swarm**

Range: self (25'), Duration: instant  
You can tear your body open and release a swarm of bloodthirsty insects that devour life. 2d6 damage.

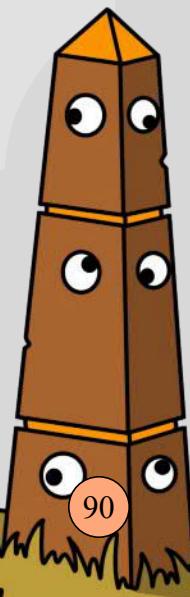
### **Maggoty Discharge**

Range: touch, Duration: rounds  
You excrete maggots which devour the living by eating them. 1d6 damage.

*Summon up soil, and rock to do your will. Forge it into a mighty fist and slam it home shattering the feeble bones of your enemies under the sheer weight of your awesome dirt control.*



*The power to raise the dead has long been studied by many mages. But there are those who possess the innate abilities to control the dead without the use of magic. These folks are known as Necroloks. While they are rare, those who walk upon the world are greatly feared.*



*"Getting possessed was almost the worst things that ever happened to me."*

- Blaine McDaine

### **Necrotic Nourishment**

Range: self, Duration: instant  
Eating something that is living or was once alive gives you 1d6 HP.

### **Possess**

Range: touch, Duration: rounds  
You can enter a target and take control of their mind and body.

### **Raise the Dead**

Range: touch, Duration: instant  
You can bring the dead back to life.

### **Resurrect Self**

Range: self, Duration: automatic  
You raise from the dead 1d6 hours after you have been killed.

### **Rotting Touch**

Range: touch, Duration: instant  
Your touch rots flesh and other living materials. The damage appears as a festering sore. 1d6+2 damage.

### **Undead Infection**

Range: touch, Duration: permanent  
If you scratch or bite a target, you can turn them into undead like yourself. This change takes place over 1d3 days.





## Chapter 7

# MINI GAMES

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### Mini Games

Far Away Land mini games are additional, standalone games that can be used in addition to the main set of rules (or be run as simple, separate mini games). GMs and players are encouraged to modify these games, add or remove elements as they see fit, and generally hack to make these games work for the group.

### Mini Games and Cannon Fodder PCs

The following sections introduce level 0 characters along with several mini games in which they can participate. The purpose of such weak characters participating in these dastardly games is to see who is worthy to become a level 1 PC with a real Class.

### Creating a Level 0 PC

Let's build a simple, level 0 PC. Remember, these are characters of no real

importance. They only become important in the rare chance that they survive the dungeon.

### Level 0 PC Builder

The first five steps in building a level 0 are straightforward. Step 6 asks that the PC be given a Background. Step 7 randomly selects three items the PC brings to the dungeon to aid in their quest.

1. Roll 3d6 for **Attributes**. Attribute bonuses do apply.
2. Roll 1d6 for **HP**.
3. Determine **Race**. Race bonuses do apply.
4. **Save** is 16.
5. **AC** is 10 (unless other determined by Race).
6. **Background**
7. Roll for random items.

*Level 0 PCs are normal folks who go about normal routines. Their adventures begin when they set aside the comfortable life of routine and embark into the wild world of Far Away Land. Most don't make it, but hey, at least they tried.*





*There exist all manner of terrible jobs in Far Away Land, from rat catcher to slime mopper to cow steed sniffer. It is this awful work that leads many into the world of adventure.*

## Level 0 Background

Your level 0 PC is fed up with their boring life. Daylight to dusk just doesn't pay the bills like it used to so it's time to risk it all in hopes of fame and fortune. However, your PC hasn't always been a would-be adventurer. Let's find out what they did before they set out for greatness.

There are two methods to determine your level 0 PC's background. The fast way is to roll on the background chart or simply pick a background. Another, perhaps more fun way is to write three sentences about what your PC used to do. All the other players vote to determine the background for your PC based on one of the three sentences written. This method can be used in addition to the background chart.

| Roll | Background       |
|------|------------------|
| 1    | Petty Criminal   |
| 2    | Fisherman        |
| 3    | Cow Steed Milker |
| 4    | Weed Cutter      |
| 5    | Chimney Sweep    |
| 6    | Hole Digger      |
| 7    | Insect Catcher   |
| 8    | Meat Cutter      |
| 9    | Dreamer          |
| 10   | Cook             |
| 11   | Ditch Digger     |
| 12   | Lazy Guard       |
| 13   | Grave Robber     |
| 14   | Barkeep          |
| 15   | Trader           |
| 16   | Artist           |
| 17   | Plowman          |
| 18   | Rat Catcher      |
| 19   | Shepherd         |
| 20   | Laborer          |

## Random Adventure Items

The chances of your level 0 PC making it out of a dungeon alive are small. The following charts will determine what kind of items they bring to the adventure to aid them in their quest. Roll once (d6) on each of the following charts to determine what weapon, worn item, and miscellaneous item your level 0 PC starts with.

| Roll | Weapon     | Damage |
|------|------------|--------|
| 1    | Garden Hoe | 1d3    |
| 2    | Hammer     | 1d3    |
| 3    | Stick      | 1d3    |
| 4    | Pitchfork  | 1d6    |
| 5    | Staff      | 1d6    |
| 6    | Spear      | 1d6    |

| Roll | Item          | Damage |
|------|---------------|--------|
| 1    | Umbrella      | n/a    |
| 2    | Clown Mask    | CHA -3 |
| 3    | Barrel Lid    | n/a    |
| 4    | Thick Coat    | -1[+1] |
| 5    | Shield        | -1[+1] |
| 6    | Leather Armor | -2[+2] |

| Roll | Miscellaneous  | Effect  |
|------|----------------|---------|
| 1    | Rope (20')     | n/a     |
| 2    | Instrument     | n/a     |
| 3    | Candle         | n/a     |
| 4    | Slingshot      | 1d3     |
| 5    | Backpack       | n/a     |
| 6    | Healing Potion | +1d3 HP |

## Character Grinder

This is a mini game in which all the players create three or four level 0 characters each. These are quickly made PCs that will run headlong into a dungeon in search of fame and fortune but will most likely be chewed up by what awaits within the darkened corridors. These characters are not adventurers but rather simple folk who have grown tired of the monotony of life and seek something new and exciting.

The goal of the character grinder is to send level 0, cannon fodder characters into a deadly dungeon to see who survives. Most of those who enter will be ground up and suffer anonymous deaths within the dungeon. However, there are those who may survive. These survivors not only fend off death to reap the rewards of the dungeon, but also go on to become full-fledged adventurers with level 1 status. These characters can then choose a class and continue the normal character creation process.

The PCs that survive the grinder are connected by their experience. This can be how the party meets. These characters may even find treasure and items in this first quest which can be used to aid them as they become full-time adventurers.

### The Grinder

GMs can of course build their own grinders (and should). The purpose of the grinder is to weed out the weak, the unlucky, and the unfortunate. A character grinder called The Wizard's Spiral Adventure has been provided at the back of this chapter.

### Deadly Games

The Deadly Games are a series of games and events with a design goal like that of the character grinder. However, instead of characters entering a dungeon, they participate in a series of terrible events that are designed to entertain a crowd as the PCs attempt to survive and win prizes. A Deadly Game uses level 0 characters with the same intent as the Character Grinder; kill most of the characters, allow a few characters the chance to survive, build bonds, win

prizes and fame, go on to become real adventurers at level 1.

Deadly Games consist of a series of obstacle course like events. A PC that fails to complete an event will most likely die. Each player begins the game with a team of four characters. The player chooses which PC to enter which event (using strategy based on their level 0 character's attributes and racial abilities). Those PCs who survive move to the next event. The characters who survive all the events win prizes and go on to become level 1 adventurers.

### Deadly Game Ideas

GMs and players are encouraged to create their own Deadly Games. These games should be part luck and part skill with an emphasis on specific attributes, natural abilities, initiative rolls, Saves, and more. Several examples are listed here to get the wheels turning.

**Platforms of Doom:** PCs attempt to run across a series of platforms suspended over a giant, spiked pit. Each PC must make a series of DEX checks to successfully navigate the obstacles. Failing a check results in falling to their doom.

**Elevated Death:** Four PCs stand upon an elevated platform (20' x 20'). When the game begins, the PCs attempt to slay one another through combat or throwing each other from the platform (which is 100' tall). After the first PC is taken out, the GM introduces a death die that starts at +1 and increases +1 each round. These bonuses are applied to the PCs to-hit rolls as they fight to be the last one standing. If the die reaches 6 before only one PC remains, all remaining PCs explode.

**Gotta Spear 'em All:** The event arena is an open floor. The arena is lined with masked spear throwers who are intent on preventing the PCs from reaching the opposite side. The PCs attempt to run across the floor while the spear throwers throw spears. It takes three rounds to run from one end of the floor to the other. The spear throwers each throw one spear each round. 3 PCs participate. Each PC

*GMs are encouraged to come up with diabolical games to send level 0 PCs into. The goal is to thin the herd, weed out the weak, separate the chaff from the grain.*

*Sir Graylord of Karg, the human knight, survived the pits of Karg and went on to participate in the Wicked Games of Karg where he alone managed to survive from a pool of 32 participants. From there he joined the Knights of the Spiral Citadel and became famous for slaying the eyezor known as Oculon the Oppressor.*





gets two numbers (1,2/3,4/5,6) to determine if they are a target. The GM rolls for each spear thrower to see which PC is targeted during the round. An attack is then made at the selected targets.

**Tunnel of Fun:** The PCs attempt to run down a large tunnel as they are chased by a large iron ball. This event lasts 6 rounds. The PCs can attack one another within the tunnel during each round.

Round 1: The PCs roll initiative to determine race order. The winner is in the front, the loser is in last.

Round 2: The ball is released. The PC in front is safe. The other PCs all make DEX checks. Anyone who fails a check is crushed.

Round 3: An initiative check is made once again to determine race order. The winner takes the lead, the loser is in last place.

Round 4: The racer in first is safe. The other racers make DEX checks. Any failures result in being crushed.

Round 5: An initiative check is made once again to determine race order. The winner takes the lead, the loser is in last place.

Round 6: The racer in first is safe. The other racers make DEX checks. Any failures result in being crushed. Anyone who completes this check survives. The PC in first is considered the winner.

**Three Free Trees:** All PC participants are blindfolded. They must run at full speed through a forest of spiky trees as they are chased by hungry noog noogs. Each round they make a Save to avoid smashing face first into a spiked tree. If they stop, they are devoured. Any PCs who survive three rounds come out alive.



## Training Montage

A training montage in FAL pays homage to the fantastically horrible training montages that were ever so prevalent in films of the 1980s. In that tradition, players are asked to describe a training montage for their characters complete with music, struggles, scenes of perseverance, and eventually, victory. The purpose of a montage is to entertain and create a humorous story that represents a PC's action in game with only the need of narrative.

GMs and players can use a training montage to add a piece of humor to the game. If a player missed a session and their PC is a bit behind the others in terms of level, they can do a training montage to get up to speed and join their fellow adventurers at the same level. If a certain quest or series of trainings is to take place, the GM might ask the players to narrate their PC's journey to achievement.

### The Montage Setup

Montages are rarely impromptu things as they require some planning. Part of this planning is choosing an inspirational song to accompany the narration of the montage. The song should reflect the PC's training as they attempt to overcome adversity and meet victory. The player presenting the montage needs to pick a great song.

### The Montage

Before a PC begins a training montage, the PC states the reason for their training and describes the scenario. They should also state their intended goal (having discussed this previously with the GM). The other players and GM watch and listen intently as the player begins to describe the three stages of a training montage.

**1. The Struggle** takes place when the PC first starts out. Training is difficult in this phase. Hardships and failure are rife as they struggle to achieve. But they know that they can't quit until they've won. The struggle should show the PC attempting to overcome a conflict in their training and having difficulty with the

conflict or even failing as they attempt to beat it.

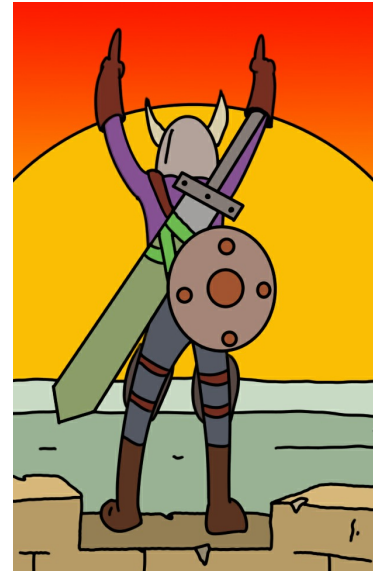
**What the player describes:** The player describes what is happening, what the PC is doing, what the conflict is, how they are trying to overcome it, where the training takes place, the difficulty of the training, etc. The player acknowledges that the training will not be easy but the PC will overcome.

**2. The Perseverance** is the fight to beat the struggle and step through the other side. Training is less difficult in this phase as it is met with a die-hard attitude to prevail. The PC knows they are the best around and they won't let anything keep them down. Eventually, they find their way out of the danger zone because they push everything to the limit. What was once difficult or impossible becomes a bit easier. They can see the light at the end of the tunnel.

**What the player describes:** The player describes how the PC is making headway, how what was once difficult has been made a bit easier, how obstacles are starting to come down. Describe how the PC is coming into their own, learning the ropes, seeing the end game. Describe how the PC is changing (growing a beard, getting buff, getting tattooed, slimming down, etc.).

**3. The Victory** is the outcome of training. The training might still be difficult, but the PC has overcome. The PC has pushed to become the best. Their heart's on fire with desire and the sweet taste of victory. They know there is no easy way out and they have reached a level of success they may have initially thought impossible. Victory is at hand and the PC can see the new horizon.

**What the player describes:** The player describes the outcome of the training and the way the PC beats back the obstacles that once stood in their way. The way the PC reaches their goal. Describe the celebration. Everything is over the top.

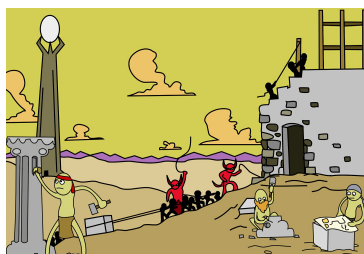


*You're the best around.*

*Punching slabs of meat, running up steps, lifting farm equipment, growing a beard, and arm wrestling is a great way to get in shape. Nothing can keep you down!*







*"Those who build worlds are gods."*

*- Author Unknown, from an inscription written in ancient runes on the cornerstone of the Temple of Kamateth.*

## Masters of the Materiosphere

In Masters of the Materiosphere, the players take on the roles of creators of worlds as they build lands and histories in a group building project to create a unique world. Masters of the Materiosphere is further divided into two sub-games each focused on different elements of creation. These two sub-games are called The Age of Creation and The Age of History.

### The Librarian

While playing Masters of the Materiosphere, one player is designated the Librarian. This player's main job is to record all of the creations in a tome that can be used for later reference.

### The Age of Creation

The Age of Creation is the era in which the players take on roles of Creators who set about building a continent on a world. During this era, the Creators fire up their imaginations and set forth to bring thought into reality. It is during this era that the mountains, seas, forests, etc take shape. The Age of Creation lasts a minimum of 5 rounds.

### Game Play

Players take turns creating parts of the world. This takes place in the game by players tossing two coins (or other small objects) on a piece of paper (the map) and declaring what it is that they are creating. The map represents the world with the Creators each adding a unique piece of that world.

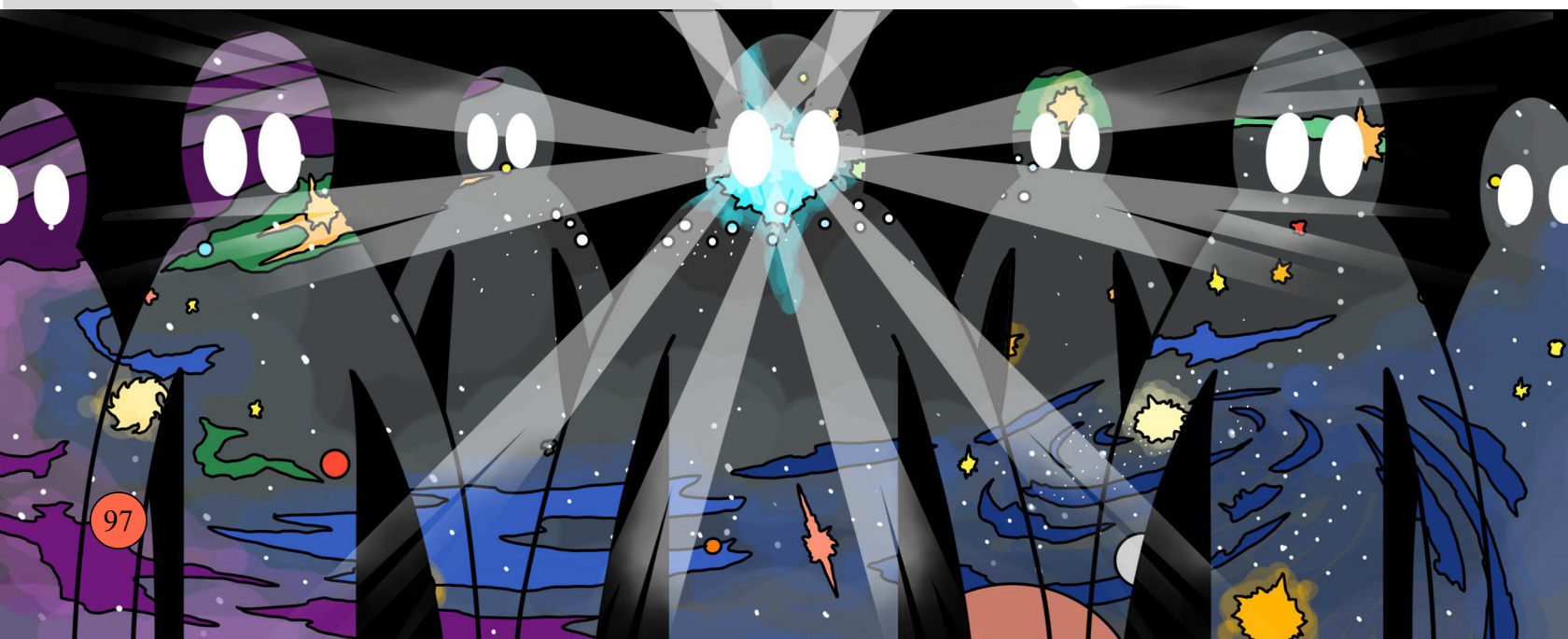
## 4 Steps to Create the World

1. The player states what it is they will be creating (desert, forest, sea, mountains, etc.).
2. The player throws two dice onto the map. The area between the dice represents a rough boundary of the creation.
3. If one of the dice falls off the map, the player only draws an area around the single die that remains on the map.
4. The player then names and describes their creation.

### Notes on Drawing the Map

The map created will change over time as each god creates. Sometimes the dice will occupy an area which already has land or water existing. In this case, the new creation intersects the old one. For example, player one creates a mountain range on his turn. Player two then decides to create a sea on her turn. When she rolls the dice, the sea intersects the mountains. The mountains may then become islands or fjords. It is up to the players as to what is created when creations intersect. Conversation and dialogue around the table is encouraged throughout.

During the Age of Creation, the map can, and will be, very rough in appearance. As landscapes and seas intersect one another during play, the map will get more and more filled. Don't worry about making the map look finished, it will be impossible. Instead, play through the Age of Creation until all turns have been taken. Then have one player, preferably the most artistic, trace or redraw the map in its finished state.





## The Age of History

After the Age of Creation is completed, the Creators turn their sights to filling their world with living creatures, cities, roads, and other historical elements that can serve to shape a world. During this mini game, players can create or destroy other creations as they create a historical timeline for their world. As things are created and destroyed, notes should be kept and the map updated.

### Game Play

Players determine who will go first. Each player takes a turn and decides what to create and where it will be created on the map. After all players have taken a turn, a new round begins.

The following list presents several options for Creator actions. The Creator should describe and create a narrative around the event, how it happened, who it affected, where it happened, etc.

**Create a Race:** The Creator can create a new race to inhabit the map.

**Inspire Race to Expand:** The Creator can inspire a race to expand their territory on the map. If the expansion moves into another territory, a war ensues.

**Catastrophe:** The Creator can bring about a natural catastrophe to destroy a city.

**Inspire a City:** The Creator inspires a race to build a city.

**Inspire a Landmark:** The Creator inspires their followers to create a landmark.

### Template for Describing Events

Answer the following questions when describing an event. The Librarian should keep a written record of the events.

Who does the event affect?

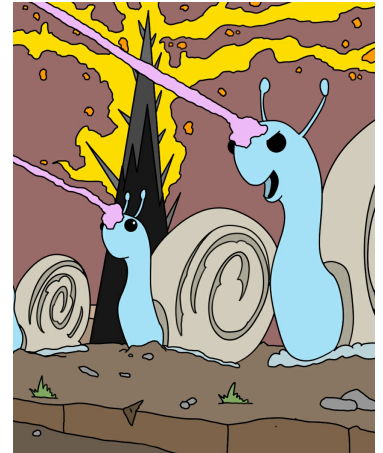
Where does it happen?

Why did it occur?

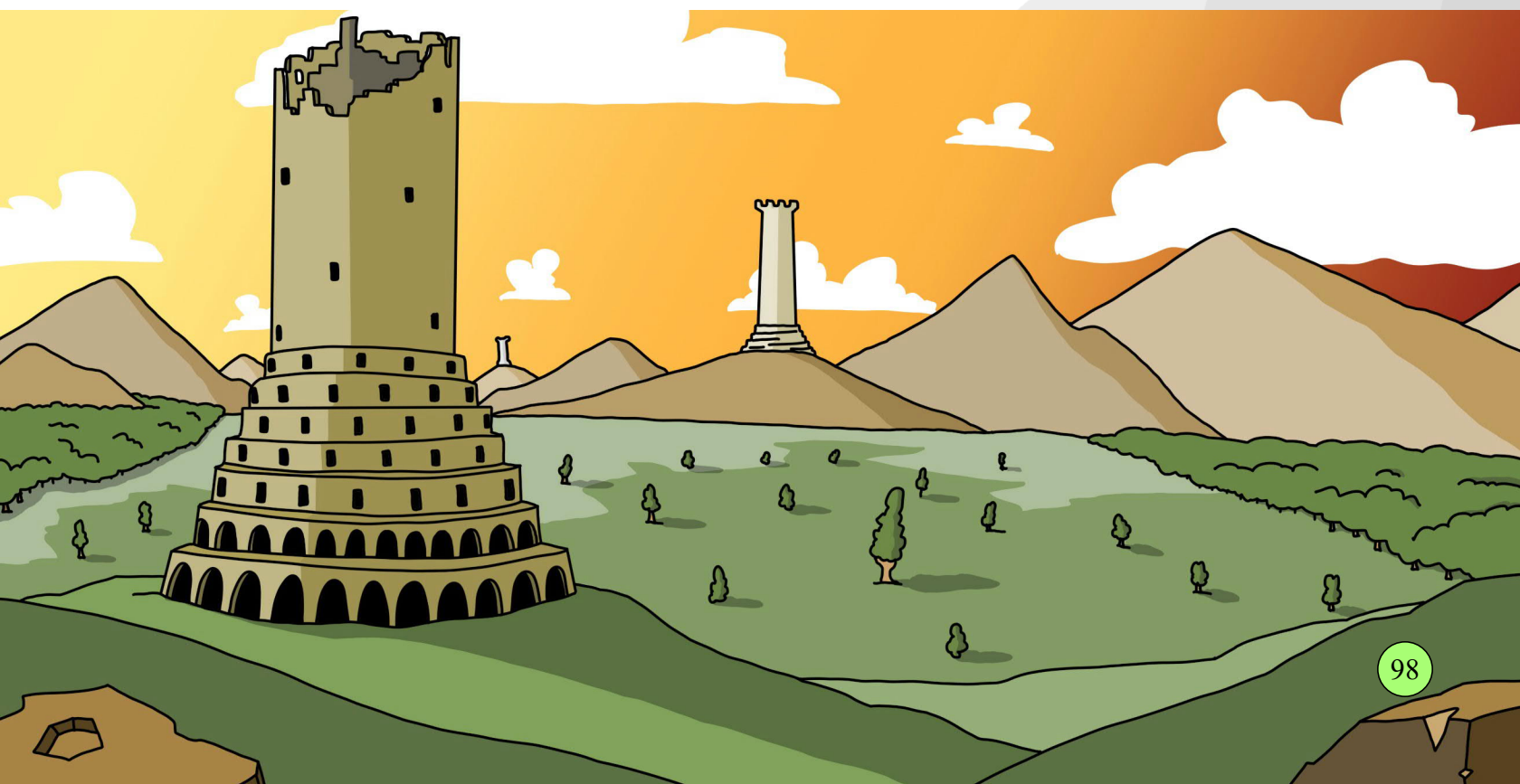
What was the outcome?

### Altering and Destroying Locations

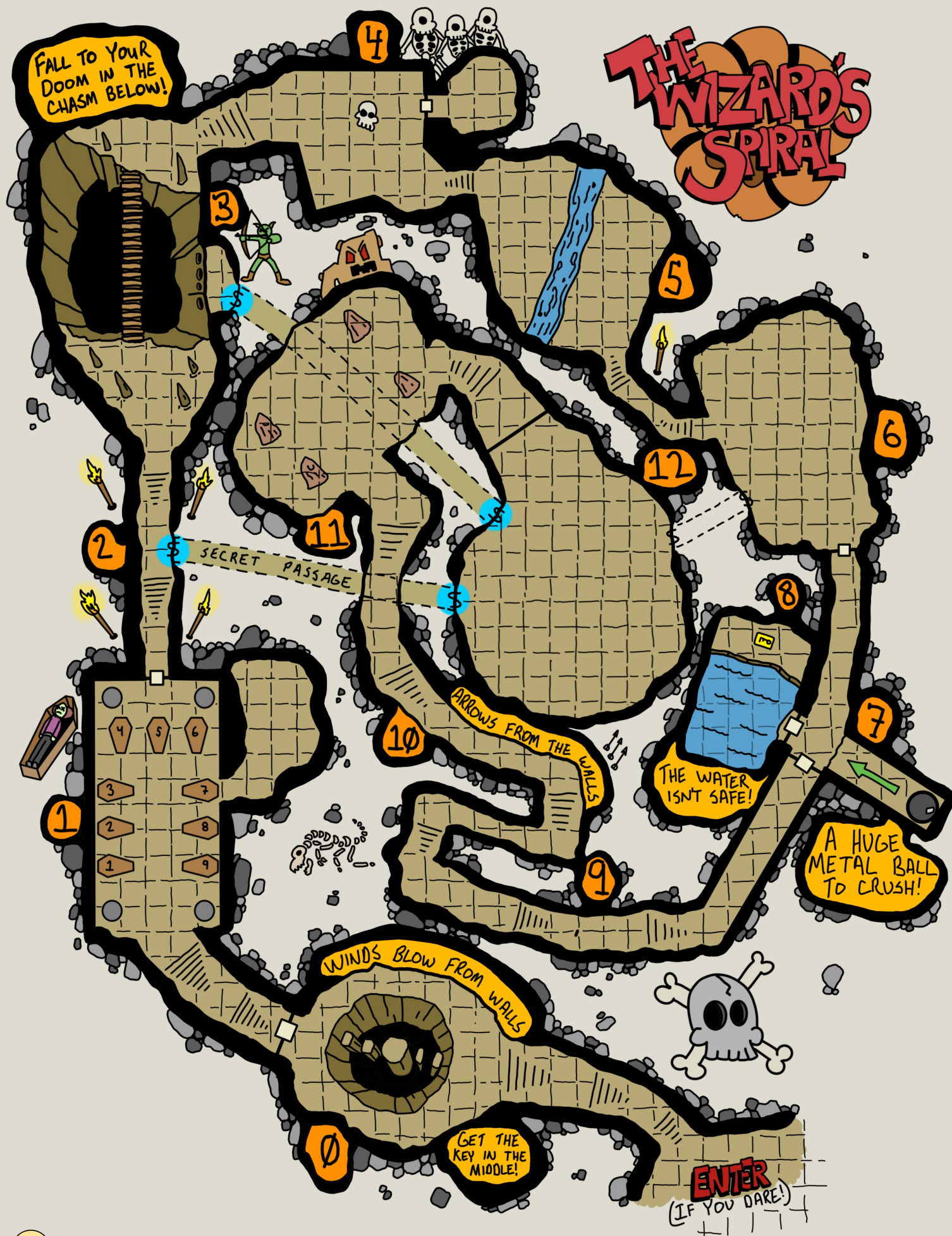
Players can also alter or destroy creations already on the map. In order to alter or destroy a creation, the players must wait until one round has passed since the location was created. Essentially, a location will stand for at least one measurement of time (whatever measurement is being used—shorter measurements give more detailed timelines). Creations that were made in past rounds are available to alter or destroy as the players wish. Whenever altering or destroying a creation, the players should keep in mind anything that remains of the creation such as old ruins, dungeons, roads, etc. The story should be created to blend the past of the world with the present.



*The olantas, ancient protectors of Far Away Land. Without these giant snails, Far Away Land would have fallen to the boom.*



# THE WIZARD'S SPIRAL





## The Wizard's Spiral

Every so often, the curious Wizard Melkemedik hosts a gathering of would-be adventurers to his mountain stronghold. Over the course of many decades, Melkemedik painstakingly devised traps and obstacles for those foolish brave enough to enter his tournament. The promise of riches and fame encourages many to take up the invitation and make the journey to Mount Sarcek where the tournament is held. Those who defy the odds and survive the mountain are indeed rewarded well while those who fail are usually dead, transformed, or maimed.

Mount Sarcek is an odd shaped mountain that sort of spirals up among the peaks of the Uمبرcrag Mountains. Atop the mountain sits the castle of the wizard which is said to be guarded by his undead. Within the mountain lays the Wizard's Spiral, a series of rooms and corridors plagued with booby traps and monsters. The remains of those who have come before sit yet still within the dark halls of the mountain.

### GM Notes

**Encounters:** Reduce or increase encounters as you see fit. If the party is struggling, maybe reduce. If the party is working as a unit and doing well, maybe increase. The goal is to eliminate the PCs so that only the strongest, smartest, most cunning survive to become true adventurers.

**Modify the dungeon:** The dungeon is designed in a linear fashion so that PCs must go from one room to the next in order. The GM can modify the map to skip rooms to make it a bit easier for the PCs should the party be taking heavy casualties. The GM can also change the order of the rooms as they see fit.

**Entrance:** The entrance to the mountain is foreboding and grand. The mouth of the spiral is a gaping maw adorned in ancient glyphs and symbols. The entrance is about 8' wide and 25' tall. The entrance leads to a series of rough carved stairs that ascend into the Chamber of Gales.

**0. Chamber of Wind:** This is a roughly oval-shaped room approximately 40' wide and 45' long. In the center of the room is a deep chasm, the bottom of which cannot be seen. Several stone pedestal rise up from the depths of the chasm. On the center pedestal is a box which contains the key required to leave this room. PCs attempting to get the key must make a DEX check to see if they can successfully make it to the center pedestal. To make the task even harder, gale force winds blow from the walls intermittently. If a PC is caught on the pedestals during the winds, they must make a Save vs. Death with a -4 penalty. All PCs within the room must make a Save vs Death each round or be blown into the pit. If the key is destroyed or falls into the pit, it magically reappears.

**1. Coffin Room:** After exiting the Chamber of Gales and climbing several staircases, the PCs enter the Coffin Room. The room is rectangular in shape, 25' wide and 50' long. There is a large, ornately carved pillar in each corner of the room. Nine coffins sit in the room, three on each side, and three toward the far end of the room. The PCs will notice that behind one of the coffins is a small corridor that leads to a room. In order to enter the corridor, they have to move the coffin. Even if they are careful, the coffin still falls apart clattering to the ground and spilling out the remains of someone. This awakens the slumbering undead in 1d6 of the other coffins. The room behind the coffin contains a key that will open the door leading out of the coffin room.

### Slumbering Undead

**AC:** 9[10], **HD:** 1, **Attacks (1):** +1, Bite (1d3), claws (1d3), **Move:** 9, **Special:** Immune to poisons, toxins, and disease

**2. Corridor:** After exiting the coffin room, the PCs ascend several staircases within the mountain. Once they reach the second set of stairs, a secret wall will slide open and 1d6 goabs will enter the corridor behind the PCs. These goabs gain entrance to the corridor by means of a secret passage that leads to the Wizard's Chamber. The goabs will go after the PCs as they enter The Chasm.

*Melkemedik takes great enjoyment from observing would-be heroes attempt to traverse his spiral and the perils it holds.*







*GMs should modify the dungeon by adding and removing traps, adding additional rooms and randomizing encounters in order to keep players on their toes.*

### Goab Brawler

**AC:** 9[10], **HD:** 2, **Attacks (1):** +2, Rusty sword (1d6), bite (1d6, 1-3 chance (d6) of infection), **Move:** 12, **Special:** great smell (1-3 chance (d6)), immune to poisons and toxins

### 3. The Chasm

As the PCs are chased from the corridor up the stairs, they enter The Chasm. This chamber is 65' long and 30' wide. A huge chasm cuts the room into two outcrops of rock. A swinging bridge allows for passage over the chasm. The bridge is made of resilient, strong wood and large, heavy ropes. If a PC falls from the bridge, they are dead. (Optional) To make matters worse, several holes in the wall house goab archers who shoot at those crossing the bridge for nothing more than sport.

### Goab Archer

**AC:** 9[10], **HD:** 2, **Attacks (1):** +2, Bow (1d6), bite (1d6, 1-3 chance (d6) of infection), **Move:** 12, **Special:** great smell (1-3 chance (d6)), immune to poisons and toxins

### 4. Skelet Room

After exiting the the chasm, the PCs will make their way up a set of stairs. They are now in the Skelet Room. This room is approximately 25' square. A small door toward the rear of the room leads to a tiny chamber in which the PCs will find various old weapons and armor and a healing potion (restores 1d6 HP). The floor of Skelet Room is covered in bones, old weapons, and old armor. Once the PCs get to the middle of the room the bones begin to rattle and then quickly form 1d6 skeletons who are armed with the old weapons.

### Skelet

**AC:** 9[10], **HD:** 2, **Attacks (1):** +2, Weapon (1d6), **Move:** 12, **Special:** Darkvision, piercing weapons (like arrows) do only half damage, immune to poisons and toxins, dislike fire and light

### 5. Lava Walk

This room is approximately 40' x 40'. The main feature of this room is a river of lava flowing from a small opening in

the north wall and emptying on the south side of the room beneath an overhang. The river is about 7' wide. The ground around the river is brittle and hides lava underneath. There is a 1-2 chance (d6) that anyone jumping across the river will fall through the brittle ground and be severely burned (2d6 damage).

### 6. 3 Arches

This room is approximately 35' x 50'. In the center of this room stands three arches engraved with strange markings and symbols (none of the PCs can read the symbols). Each PC must choose an arch to pass through to get to the other side of the room. Each arch has a single large symbol at the top: a moon, a sun, and an ouroboros. The arch with the ouroboros allows the PCs to pass without issue. The moon arch will make a gold crown (value of 150gp) appear on the head of the first PC to pass through while subsequent PCs are turned to dust. The sun arch has several random outcomes that can be rolled on the following chart. The PC may choose to pass through the sun arch multiple times in the hopes that they are returned to normal.

1. No effect. The PC remains or is turned back into their normal self.
2. The PC is transformed into a rat or chicken.
3. The PC swells in size and explodes.
4. The PC is reduced in size by half.
5. The PC coughs up 1d6x10 gold pieces before turning to solid iron.
6. The PC's skin turns to a thick, scaly hide. This gives the PC a natural AC of 6[13] and a permanent Charisma penalty of -4 because of severe ugliness.

### 7. The Ball

The PCs make their way down a corridor with a slight incline. They reach two doors, both of which are locked and cannot be opened. If the PCs stand in front of either door, they trigger a trap. The PCs can make a check as to whether or not they hear the trap (which is triggered by a pressure plate in the floor). The trap is a massive metal ball that is fired down a corridor hidden behind a false wall. The ball will smash through the false wall and do 3d6 damage to any

PCs in its path. The force is so strong that the ball will smash open the other locked door opposite the false wall.

### 8. The Pool

The only way this room can be accessed is when the trap that sends the large iron ball is sprung. This room is approximately 25' long and 20' wide. Most of the room is filled with water that is about 3' deep. The water is clear and still. What looks to be crushed bones lay on the floor of the pool. Toward the rear of the room is a ledge with a pedestal upon which sits a key. This key opens the remaining door where the ball trap was sprung. As soon as the key is touched, dust sprinkles from the ceiling. As soon as the dust hits the water the water is frozen. Anyone in the water will be crushed as the ice rapidly compresses around their body.

### 9. Corridor

Those who have survived up to this point have done well. The PCs now make their way up a slight incline before reaching a series of several staircases. If the PCs are doing well the GM may throw in a wandering monster here. Otherwise, the PCs get off easy.

### 10. Arrow Corridor

This corridor appears like the previous section except that the floor is covered with hundreds of tiny pressure plates which activate compressed air vents that fire arrows from the walls. As the PCs move through this corridor they will face 1d3 arrow (1d6) attacks each.

### 11. Chamber of Stone

The PCs have made it to the Chamber of Stone. This room is approximately 25'

wide and 35' long. What looks to be two crumpled heaps of stone sit in the middle of this room. Upon entering the room, the crumpled heaps of stone come alive and reveal that they are actually stone golems. While it is unlikely that the PC will be able to defeat the golems by damage alone, they may notice that each golem has a glowing red crystal on its back. If the PCs destroy these crystals, the stone golems will be destroyed.

#### Stone Golem

**AC:** 4[15], **HD:** 5, **Attacks (1):** +5, Slam (1d6), hurl stone (25', 1d6), **Move:** 12, **Special:** immune to dirt, stone, and earth control, immune to poisons, toxins, and disease, resistant to physical attacks

### 12. The Wizard's Chamber

Those PCs who have survived up to this point have reached the end of the spiral. The Wizard Melkemedik will appear in a puff of gray smoke and greet the PCs with great enthusiasm. He congratulates them on a job well done and offers them each a prize of their choice. At this point, the players may choose a class for their level 0 PCs. After the class is bestowed on the PC, they are officially level 1.

#### Victory Prize Choices

1. 1d6x50gp
2. A crystal shard of healing (1d6 charges)
3. A magic dagger of +1 damage.
4. A chaos spellbook with 5 spells.
5. A light spellbook with 5 spells.
6. A mighty sword and suits of chain armor (need AC).

Along with the victory prizes, the PCs can keep anything they found in the dungeon.





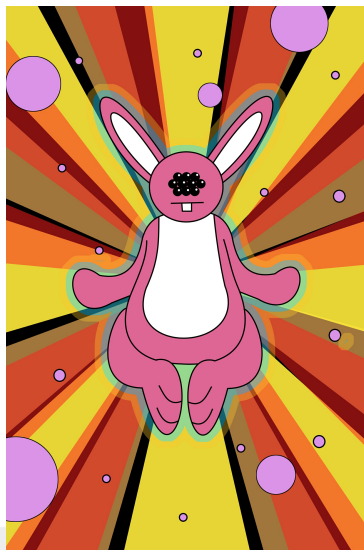




# FAR AWAY LAND

This chapter is designed to give GMs and players a brief look at not only the world of Far Away Land but some of the lore, history, and universe that surrounds it. This chapter is broken into three main sections: The Universe of Far Away Land, the Hierarchy of the Children of the Cosmic Wanderer, and the World of Far Away Land.

While Far Away Land's past was unique to it as a world, it was not until the Boom War and the tearing of Materiospace and Second Space that Far Away Land took on the role it holds today. This role is that of a fractured world in constant transition. The powers of darkness and chaos continue to thrive while the powers of balance and law try to keep some sort of structure in order to prevent complete anarchy.



*When Orton the Omnihare released the power to create the Cosmic Wanderers, the explosion was so great that Orton was disintegrated. However, the head of the omnihare survived and still exists as Onex. A million worlds surround Onex in a place far across the Void.*

## The Multiverse

The Multiverse is a generic term used to describe all things that exist within the Far Away Land Universe. It contains everything and all beings that exist within the scope of Far Away Land. Not only does the FAL multiverse consist of all the planes and dimensions listed in this book, it also contains everything created by players and GMs. The idea here is that whatever universe the players and GMs dream up, it is linked by the core elements of FAL. Gaming groups will create worlds and universes that are slightly different from another group's world or even the world presented in this rulebook. Players and GMs are encouraged to create and let their imaginations go crazy with what is possible in FAL.

## The Void

The Void is the darkness which surrounds all creations. It is the place which was created when the last universe collapsed and was reborn. Within the Void existed only Ith and Yod and when at last they merged, they formed Orton the Omnihare and released the power that created the Cosmic Wanderers. Incalculable time has passed since these events, and now the Void is home to countless creations brought about by the Cosmic Wanderers. Many of these creative beings have faded from existence and left only their creations or the glowing shells of their once mighty forms. The bodies of these long since dead Cosmic Wanderers appear as glowing points of light within the Void.

## The Nine Spheres

The world of Far Away Land exists within the realm known as the Materiosphere which is one of the nine spheres of existence. Each of the nine spheres is the creation of one of the Children of the Cosmic Wanderer. Each sphere is a living embodiment of its creator that formed over countless eons through the thoughts, impulses, and

imagination of its creator. The Children of the Cosmic Wanderer traveled the vast distances between the spheres via a series of conduits which came to be called Second Space. During the Great Merging, the Children of the Cosmic Wanderer merged with their respective realms. Now their essence and souls remain woven into the very fabric of their creations. It is through the very nature of these realms that the gods and goddesses who created them are still remembered, and in some cases worshipped.

## The God Lands

The God Lands are a vast expanse of mountains, plains, seas, and forests. Palaces of white marble and gold and jewels dot the landscape. Beautiful ivory towers rise high into the sky. Mountains are crimson and sapphire and jade in color. Skies are pink and orange with clouds of purple and white. Lakes and seas are perfect blues and greens. Forests are mighty, the roots and creatures living within their depths are ancient and powerful. Great cities inhabited by the Immortals stretch for miles. Aqueducts, fountains, statues, relief carvings, obelisks, towers and other beautiful architectural wonders ornate these cities in the splendid and imaginative grandeur that only the Immortals could create.

## The Materiosphere

When the Children of the Cosmic Wanderer decided to create a realm in which they could live and fellowship with one another, they created the Materiosphere. The constructs of the Materiosphere were confined to the realm of the void and the Children of the Cosmic Wanderer breathed life into the darkness of that place. They created the stars and the planets and all of the creatures that existed throughout the realm. Within the Materiosphere they created the world which came to be known as Far Away Land.



When the Children of the Cosmic Wanderer created their realms outside the Materiosphere, they left conduits through which they and other creatures could pass between the nine realms. The Materiosphere is the only sphere to which all other spheres can be accessed. It is considered the epicenter of the nine realms.

### The Abyssmalsphere

The Abyssmalsphere is a plane of existence which is home to demons and other sorts of nasty creatures who like fire and torment. The Abyssmalsphere is a hellish place of molten lava lakes, pillars of fire, brimstone cathedrals, sulfuric baths, charcoal mountains, rivers of blood, and an assortment of other awful things. The entire plane appears to exist within a huge cavern. The ceiling and floor of the plane are thought to stretch infinitely and over the ages have been carved with countless dark passages and labyrinthine corridors leading into ancient cyclopean cities, tunnels, and subterranean complexes, many of which have been long forgotten. Over the eons, the demons who call the Abyssmalsphere home have built massive fortresses, castles, dungeons and other strongholds in which they rule over their territories. War is constant in the Abyssmalsphere as demons and other awful creatures and monstrosities fight epic battles for territory and power.

### The Antiverse

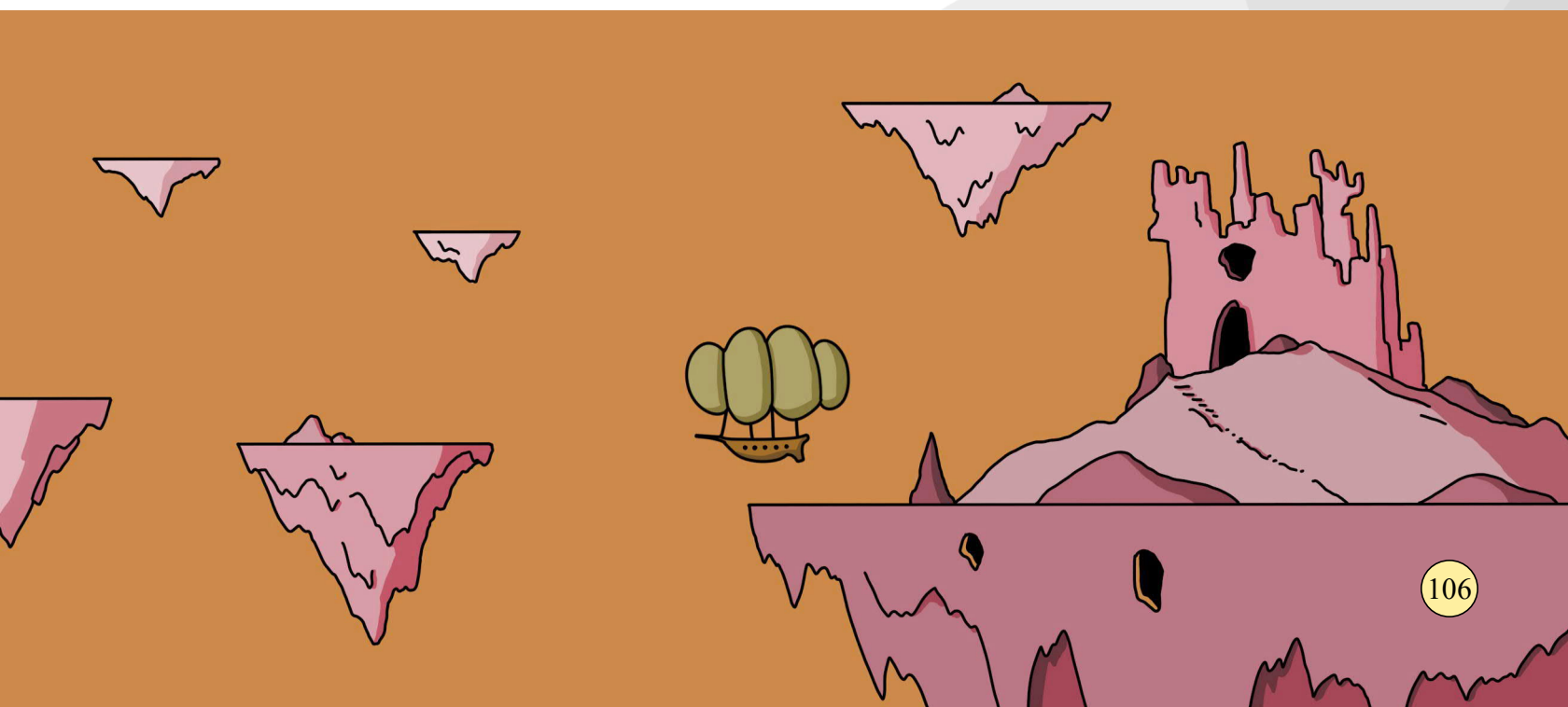
The Antiverse is the place where everything is the opposite of the Materiosphere. By using the Antigem and tethering it to the Materiosphere, Moshnag was able to duplicate his own realm and remain surrounded by the familiarity of what appeared to be the Materiosphere. Over time, the power of the Antigem warped Moshnag and eventually he became mad with power and vengeance. Before merging with his creation, Moshnag let loose his madness in a wave of energy that destroyed the Antigem and simultaneously skewed the Antiverse into what it is today.

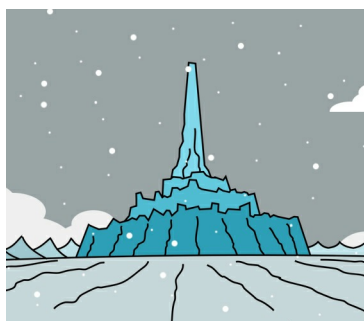
### The Bolgosphere

The Bolgosphere is basically the junk-pile of all existence. The sphere is composed mainly of large chunks of stone which float throughout the permanent orange void which surrounds everything. The creatures who live within the Bolgosphere call these floating islands home. Archipelagos of these floating islands are often connected to one another to form larger landmasses. These landmasses are the homes of the various kingdoms within the Bolgosphere. Voices and music are commonly heard throughout the Bolgosphere. The voices are called whispers and they are ever-present within the realm.



*Zealots of Xatablastarus the Horned Devourer.*





*The Ice Palace of Melckol in the Cryosphere.*

*The roof of the Plane of Fire is supported by the four fire titans who are Cindrel, Spariel, Imotel, and Ashrel. These fire titans were bound to the Plane of Fire for consorting with Skulrox during the Great Deception. When Trioni learned of their betrayal, she confined the fire titans to the Plane of Fire and forced them to support the roof of the realm as punishment. The feet of each titan are shackled within the molten sea upon which the Plane of Fire floats.*

## The Cryosphere

The Cryosphere is an icy, snowy realm with strong winds and constant cold. Tall ice spires and windswept mountains exist alongside expansive, frost covered plains. The rivers, lakes, and seas of the realm are almost entirely covered in thick ice. The nights within the Cryosphere can last for years with only pinpricks of illumination leftover from the fading carcasses of long dead and distant Cosmic Wanderers. In the center of the Cryosphere sits the abandoned palace of Melckol surrounded by a series of mountains which rise up from the harsh plains like frozen rings. The palace was once inhabited by various denizens of the realm but was abandoned due to the nearly infinite cold that surrounds the place.

## The Elementalsphere

The Elementalsphere is composed of four levels. The top most level is the Plane of Air. Second is the Plane of Water. Third is the Plane of Land. Fourth is the Plane of Fire. Each plane is occupied and represented by the element for which it is named. For example, the Plane of Fire is home to creatures such as sparks, fire bugs, and fire elementals. The planes are also composed of the element for which they are named. For example, the Plane of Water is a massive bubble of water, the Plane of Air is a nebulae like cloud, the Plane of Land is a vast expanse of land, and the Plane of Fire is composed of hot gases and flames with bits of land and rock islands floating on vast pools of lava. Each plane in the Elementalsphere is ruled by an elemental deity. The air

deity is known as the Compressor. The water deity is known as the Evaporator. The land deity is known as the Compostor. The fire deity is known as the Immolator.

## The Galeosphere

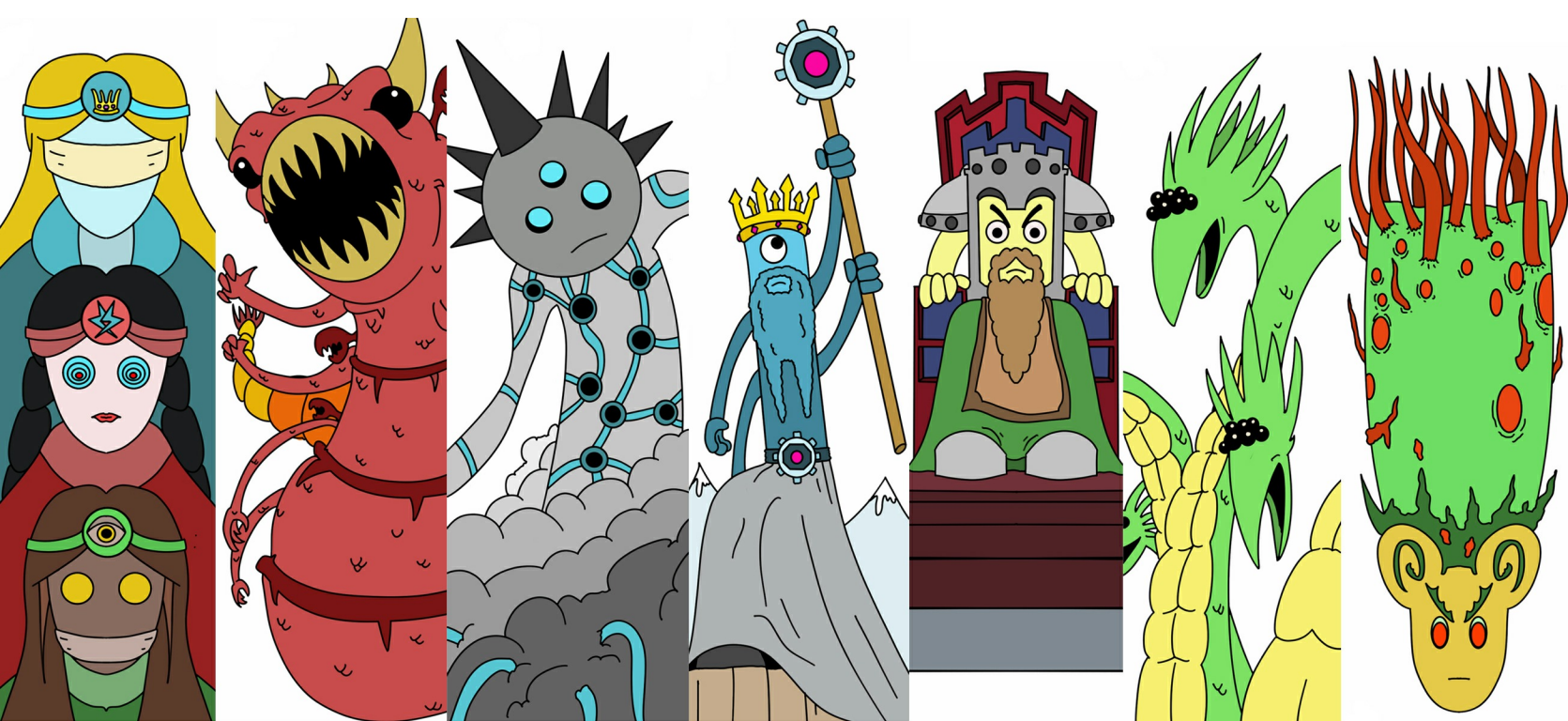
The Galeosphere is a treacherous plane composed of deep ravines, oceans, high mountains, cavernous tunnels that stretch thousands of miles, and various terrible beasts who inhabit the realm. The Galeosphere is rich in minerals and precious metals. The landmasses of the Galeosphere sit atop giant rings that turn slowly within the world. Each ring is separated by tumultuous seas and great expanses of water. Entire cities are composed of gold, platinum, diamonds, and other rarities can be found throughout the realm. The peoples of the Galeosphere continue to worship the long absent god Hom and many ancient statues dot the landscape in homage to the creator of their universe.

## The Gray Planes

The Gray Planes is the dimension into which the dead enter once they leave the living world. The Gray Planes are composed of twelve levels which begin with the Netherwastes, a place where souls are obliterated from existence, to the Shadow Fields, the highest level of the Planes where only innocent souls dwell. The lower six levels of the Planes are known as the Undersphere, a place of great torment and suffering, while the upper levels (known as the Mazigodome) although dangerous, are less diabolical.







### The Celestial Hierarchy

A long time ago, when the universe was first born, there were two beings who survived the destruction of the old universe. These beings were called Ith and Yod, the living embodiments of all existence from their dead universe. For eons the two searched for one another within the Void of nonexistence and when at last they met, they merged and became a single being whose name was Ortan the Omnihare. The Omnihare released its power and sent forth its children to rebuild the universe. These Children of Ortan were the Cosmic Wanderers and they each set out to explore and find their own places within the Void.

Among these Cosmic Wanderers was a particular entity who travelled a great distance in the darkness of the Void. During its travel, the Cosmic Wanderer became very lonely and so it decided to cease its travel and create beings with which it could communicate. So the Cosmic Wanderer created the God Lands and filled it with the Immortals.

The Immortals were the living embodiment of the Cosmic Wanderer's own persona. But soon the Immortals grew arrogant and wanted all of the

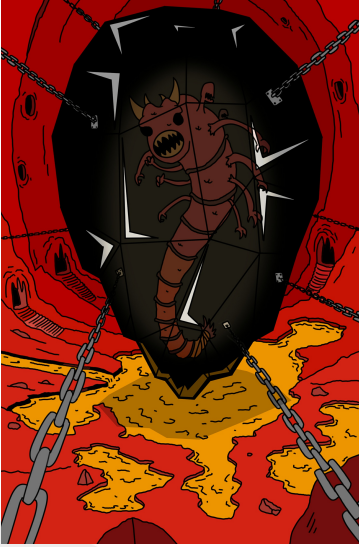
Cosmic Wanderer's power. So their creator abandoned them within the God Lands and set off to create another set of children who came to be known as the Children of the Cosmic Wanderer. These were the gods and goddesses of Materiosphere.

There were seven gods and goddesses in all and they became the living embodiments of the Cosmic Wanderer's remaining power. Within each of the gods and goddesses, the Cosmic Wanderer imbued a piece of its own spiritual energy. This energy manifested within the gods and goddesses and shaped their defining traits. And when the Cosmic Wanderer had completed its creation, it ceased to exist as a single entity and instead embodied each of its children in their life essence.

Now the Children of the Cosmic Wanderer were within the Void and not welcome by the Immortals in the God Lands. So they sat upon their pillars within the darkness and communed with one another and discussed their place in the universe. For eons they discussed these things and while they discussed and contemplated, the spirit of creativity and imagination was awakened within them, the final aspect of the Cosmic Wanderer

*The Children of the Cosmic Wanderer's lifeforce was slowly drained with time and the expulsion of their energy in each of their creations. In order to remain a part of the universe and avoid a permanent death, the Children of the Cosmic Wanderer merged with their spheres. This even was known as the Great Merging.*





*Skulrox used the Chrono Beacon, which was guarded by the immortals of the God Lands, to view his own past and creation. With this knowledge Skulrox was fully corrupted and eventually deceived his siblings. For his deeds he was imprisoned in the Bitterstone in the heart of Abyssmalsphere.*

With this awakening came the desire to create just as their creator had done and so the children of the Cosmic Wanderer decided that they would build a world in which they could all live.

The Children of the Cosmic Wanderer created what came to be known as the Materiosphere, a galaxy of planets and stars and cosmic bodies within the void. For a long time the gods and goddesses built numerous, wonderful worlds and lived in peace within the Materiosphere. But soon they began to long for their own space and the privacy of their own worlds. They grew restless and bitter with one another and went their separate ways and created their own planes of existence.

### **The Great Seed**

The Great Seed was the most isolated of the Children of Cosmic Wanderer and during the creation of the Materiosphere, the Great Seed hibernated within its own thoughts. It was only after the creation of the Materiosphere that the Great Seed was awakened and with its awakening came the balance of life and death.

### **The Herensuge**

The Child of the Cosmic Wanderer known as the Herensuge was a huge, dragon-like being with six heads. He is the living embodiment of the Cosmic Wanderer's wisdom and greed. The Herensuge is the creator of the Bolgosphere and ruled over his realm until merging with that plane of existence and weaving his own being into the fabric of the Bolgosphere.

### **Hom**

The Child of the Cosmic Wanderer known as Hom clamored across the Void in his heavy armor. His fiery mane and beard burned beneath the iron and stone which composed his great armor called Helum. Hom was the creator of the Galeosphere and ruled in his great tower of stone called Karaxan until he became one with the realm he created.

### **Melckol**

From the Cosmic Wanderer came Melckol, the blue and bearded god of snow and ice who was infused with honor and self-righteousness. Melckol created within the Materiosphere the frozen realms and wastes in which few living things were born. When the Children of the Cosmic Wanderer abandoned the Materiosphere, Melckol departed and from his mind he created the Cryosphere, a frozen plane of strong winds and forever ice. Within his creation he ruled and watched from his palace until he merged to become one with the Cryosphere.

### **Moshnag**

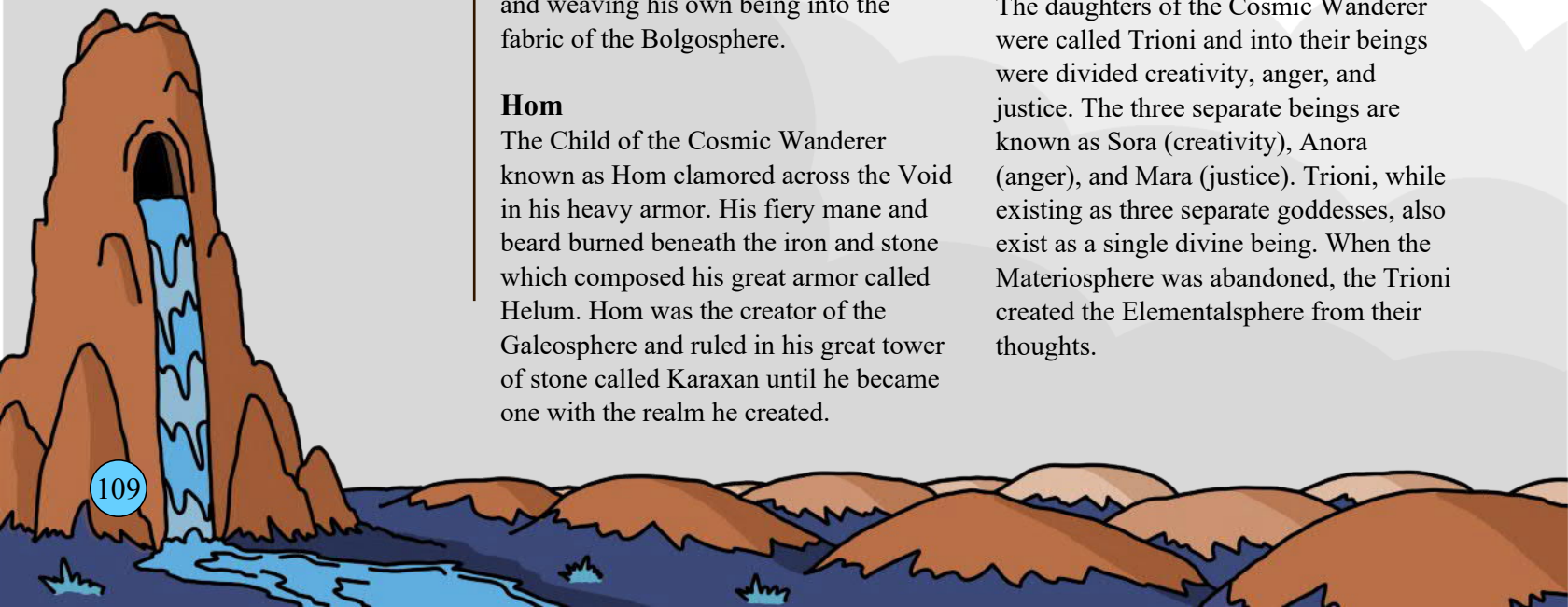
Of all the Children of the Cosmic Wanderer, Moshnag was the most loyal and the most vengeful. This loyalty was seen in his reluctance to abandon the Materiosphere as his siblings departed. His vengeance was seen in the realm of the Antiverse which he would eventually create.

### **Skulrox**

Skulrox was created as the embodiment of both strength and deceit. Within his being was created a great restlessness. It was Skulrox who persuaded his siblings to abandon the Materiosphere so that they may each rule over their own kingdoms. From his twisted and deceitful mind Skulrox created the Abyssmalsphere, the realm of fire and suffering.

### **Trioni**

The daughters of the Cosmic Wanderer were called Trioni and into their beings were divided creativity, anger, and justice. The three separate beings are known as Sora (creativity), Anora (anger), and Mara (justice). Trioni, while existing as three separate goddesses, also exist as a single divine being. When the Materiosphere was abandoned, the Trioni created the Elementalsphere from their thoughts.





## The Immortals

The Immortals were the first beings to be created by the Cosmic Wanderer; although nowhere near as powerful as the seven gods and goddesses of the nine realms, the Immortals far outnumbered their distant cousins. The realm of the Immortals is known as the God Lands.

The Immortals were abandoned by their creator because of their arrogance and desire that they should be in control of the universe. In rebellion against their creator, they made the trilleons and other lesser beings, many of whom became

warped from the fabric of which they were designed. The trilleons eventually came to be as powerful as the Immortals and with their power and desires came the wars of the God Lands that have raged for many eons.

In order to prevent the Immortals and the trilleons from influencing or affecting other creations, the Cosmic Wanderer trapped them within the God Lands. It was only when the Materiosphere and the other seven realms were opened that the Immortals were able to venture from the confines of their realm.





*Even in the ancient days there were demons in the world.*

## The Ancient Days

There are as many truths concerning the stories of the ancient day as there are rumors and falsities. The Ancient Days of Far Away Land are the days before the recording of history, when very few mortals were upon the world. In the Ancient Days lived the titans and their creators. These were creatures descended from the gods who created Far Away Land. During this time, as with all times, there were battles and wars and terrible conflicts and periods of peace. Then came a time of change when the old races died off and grew few in number and hid in the folds of the world. It is in the written word that the history of Far Away Land and its mortal peoples truly begin.

## The Old Kingdoms

In the far history of the world, in the days after the creators had departed and hid in their own realms, the mortals thrived and built kingdoms of great power. Old kings such as Tonk of the orka and Arius the high elf lord were those among the mightiest of rulers. In those days there were the offspring of the ancients and they were many. Titans like Gorax were still known in the lands and they too ruled wondrous kingdoms. In these days there were many battles and terrible wars. The dragons commanded large armies and enslaved thousands. The goabs and ogra were created in dark pits and rose to fight endlessly, forever suffering.

In these days there lived the olantas, the psionic snails and their allies the chelonians. Powerful rulers such as Stroth the Abominable, Barduk the Unstoppable, and Baron Hellfang were said to have been directly related to the old deities. These were the times of the Old Kingdoms when mortals were new upon the face of Far Away Land. During the time of the Old Kingdoms, the first mortal ancestral lineages were established. The first nobles and those who claimed divine right built great castles, palaces, and cathedrals in homage to their gods and creators. They warred for territory and enslaved the masses to do their will. They brought war upon the world and with the pillage of conquest

they made great cities with pillars of ivory, purple spires, golden statues, and rich cultures. And in turn, they destroyed their creations and rebuilt and destroyed them again. And they did this for many generations.

## Of Magic

Magic is a natural residue that emanates from the realm of Second Space (the great system of travel conduits created by the Children of the Cosmic Wanderer) and pours into all the spheres of existence. Due to Far Away Land's position in the Materiosphere, it is a sort of nexus point for magical energy. When the boom brought their war to Far Away Land, fissures into Second Space were reopened and Far Away Land was flooded with magical energy. While centuries have passed since the Boom War, Far Away Land is still strong in magic.

For thousands of years, those who call Far Away Land home have been harnessing the arcane forces of their world. They learned the words, gestures, and materials required to invoke the invisible powers of the arcane arts. Much of this knowledge was recorded in spellbooks, written on scrolls, and passed down orally from teacher to student.

Throughout the ages, many of those who use magic have called upon their powers to enchant items and various objects. More powerful mages have even enchanted castles, towers, and even entire areas of land. For example, the continent of Karkoz is home to the region known as the Dead Lands which hold a powerful magic curse that whoever should die upon its soil will be returned as the living dead.

Although wizardry and the arcane arts are a dangerous business, those who manage to harness the strange energies of Second Space can become incredibly powerful. Wizards such as Largemel, Obsidia the Black, Gycrax, Anilitus, Solocira, and many others have gone down in history as some of the greatest mages to ever walk Far Away Land.



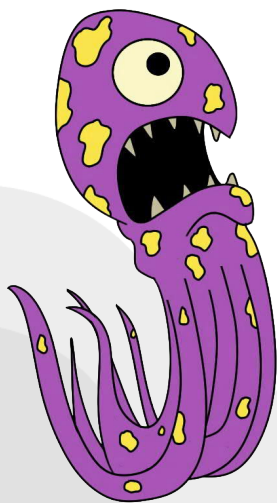
## Mage Wars

The period known as the Mage Wars was a brief but destructive period that saw a rise in magic across Far Away Land. During the Mage Wars, two distinct factions arose, the Dark Axis led by Lord Kythos of the Obsidian Tower, and the Alliance of Light, led by the wizard Klome. The Mage Wars began as fear crippled the magic community when a rumor spread of a dying off of magic in the world. Lord Kythos used this fear to wage war on non-magic users as he believed that the ability to control the arcane was the next step in evolution. Lasting nearly a century, this war saw the brutal onslaught of thousands, both magic users and non. In the end, Kythos was defeated by the renowned Lapiz Wizard. While the war was over, the fear of magic generated in the hearts and minds of those who knew not of its benefits would last for centuries to come.

## The Age of Iron

With a fear of magic and the unknown, superstition and prejudice arose in the world. The Age of Iron came about as a result of the world's mistrust of magic, and iron was the symbol that signified the material world of the physical. Iron was seen as the opposite of the invisible, magical world. It was something that could be touched and seen. In these days many were starving, and old kingdoms that had stood for hundreds of years had been obliterated and left many to fend for themselves. New powers came to be and with these new kingdoms came greed and hatred and desire. Although magic was outlawed (along with those who practiced it), war came to Far Away Land nevertheless. The Iron Wars were fought not with spells but with blades and armor and what ensued was a period of brutal carnage that once again reshaped the world.





*The boom used genetic monstrosities known as squid minions during their conquests. These creatures obeyed every whim of their boom masters and were instrumental in the boom conquering many worlds.*

## The Boom War

At the end of the Age of Iron, travelers known as the boom came to Far Away Land from a world beyond the stars. They were tall, skinny creatures with gray skin and large oval eyes like lamps. They had traveled long distances in search of a new world to exploit and found Far Away Land to be perfect for their needs. Their arrival on Far Away Land signaled the course for a war that would forever change the world.

The boom, with the help of their powerful technology and their terrible space enforcers known as squids, began to lay waste to Far Away Land. Thousands of intelligent beings were killed defending their home against the invaders. And just as the war seemed to be won by the boom, the ancient protectors of Far Away Land, the olantas, a super-intelligent race of giant snails, rose from their millennial sleep and fought against the squids and their masters.

With their powerful intellect and psionic abilities, the olantas killed the squids and those who remained were driven back to their boom masters. Nearly defeated, the boom activated their cosmic apparatus, huge black towers they had erected in Far Away Land which were to act as gateways allowing their fellow boom to traverse the conduits of Second Space. But the towers were incomplete and when activated they failed. The surge of raw energy ripped apart Second Space and tore open fissures into various realms of existence.

With their plan to gain reinforcements having failed and with no escape, the boom and their squid minions were soon destroyed by the olantas. By the time the war had come to an end and the boom had been defeated, thousands of creatures had entered into Far Away Land and the world was once again in chaos.

From the Elementalsphere came the elementals and the wisps. From the Gray Planes came spirits and ethereal beings who hated the living. From the Materiosphere came the humans and

numans. From the Abyssmalsphere came demons who brought with them armies. From across the spans of time came the soracan and their loathsome slaves, the zoordrooz.

The olantas, exhausted from their war with the boom and the continuing war between the species of Far Away Land once again returned to their millennial slumber. In the absence of the olantas, the powerful soracan soon rose to prominence and enslaved many races both old and new in Far Away Land. They created new soracan who were brought to life by the life essence of thousands of sacrificed souls. The soracan created an alliance with other artificial construct beings called the ten times ten men. Together they began the extermination of life on Far Away Land. Thus began the Machine Wars.

## The Machine Wars

As the soracan and ten times ten men rose up to destroy life on Far Away Land, so to did those who opposed the would-be robotic overlords. The orka, elves, dwarves, poomkin, various giants and the newly arrived humans formed an alliance and waged war against the constructs. Eventually the alliance gained even more members as they were joined by the glacierians, mushroom folk, seamerls and many others.

The soracan and ten times ten men eradicated any and all life without remorse. They cared nothing for living things, history, art, or culture and destroyed it all without a second thought. Cities fell. Cultures were lost. Old races like the crotallians, porkus and triksel were nearly obliterated.

But then an unknown warrior rose up. And as irony would have it, the same warrior that came to defend Far Away Land was created by those who wished to destroy it. But that is a story for another time...



## A New Far Away Land

Although many centuries have passed since the Boom War, the world of Far Away Land remains shaped by the result of that terrible conflict. One only has to look at the landscape of Far Away Land to see how the world was corrupted, torn, and fused with pieces of other worlds. Huge plateaus rise up from plains without warning creating sheer cliffs miles tall. Ancient cities lay covered by oceans. Mountains rise above the clouds, sharp and staggered, stone driven up from the surface of the world during the time of the cataclysm. The assortment of various species and life forms are all reminders of the terrible power of the boom and their cosmic apparati.

## The Resurgence of Magic

While the magic remained on Far Away Land, it's powers were all but silent during the dark ages of iron. This period saw the driving of magic into the underground as wizards and witches were rounded up and killed. But with the fissures caused by the boom's cosmic apparati, there came a resurgence in magic as new energy flowed through the fissures into Far Away Land. The gates of Second Space opened and flooded the world with magical energy. As in the old days, those who practiced magic once again built great towers to harness their new energies.

While magic is nowhere near the level of acceptance and prominence it once was (even with all of the energy from the fissures, the level of magic on Far Away Land is still thought to be weaker than in ancient days), those who do practice have begun returning to society. Some mages have taken on prestigious roles as counsel to kings. Others practice healing arts and are looked on favorably. And there are still others who live alone in the wilds of the world and study the secrets of the arcane arts far away from the masses.

## Undead Apocalypses

Every 100 years on Far Away Land there is an undead uprising. The first of these uprisings was brought about by the porkus wizard Anilitus when he stole the Seven Eyes from the dragon Mazagazel shortly after the Boom War. It was the renowned orka warrior, Groom Radslayer, who was responsible for defeating Anilitus and bringing an end to the first uprising.

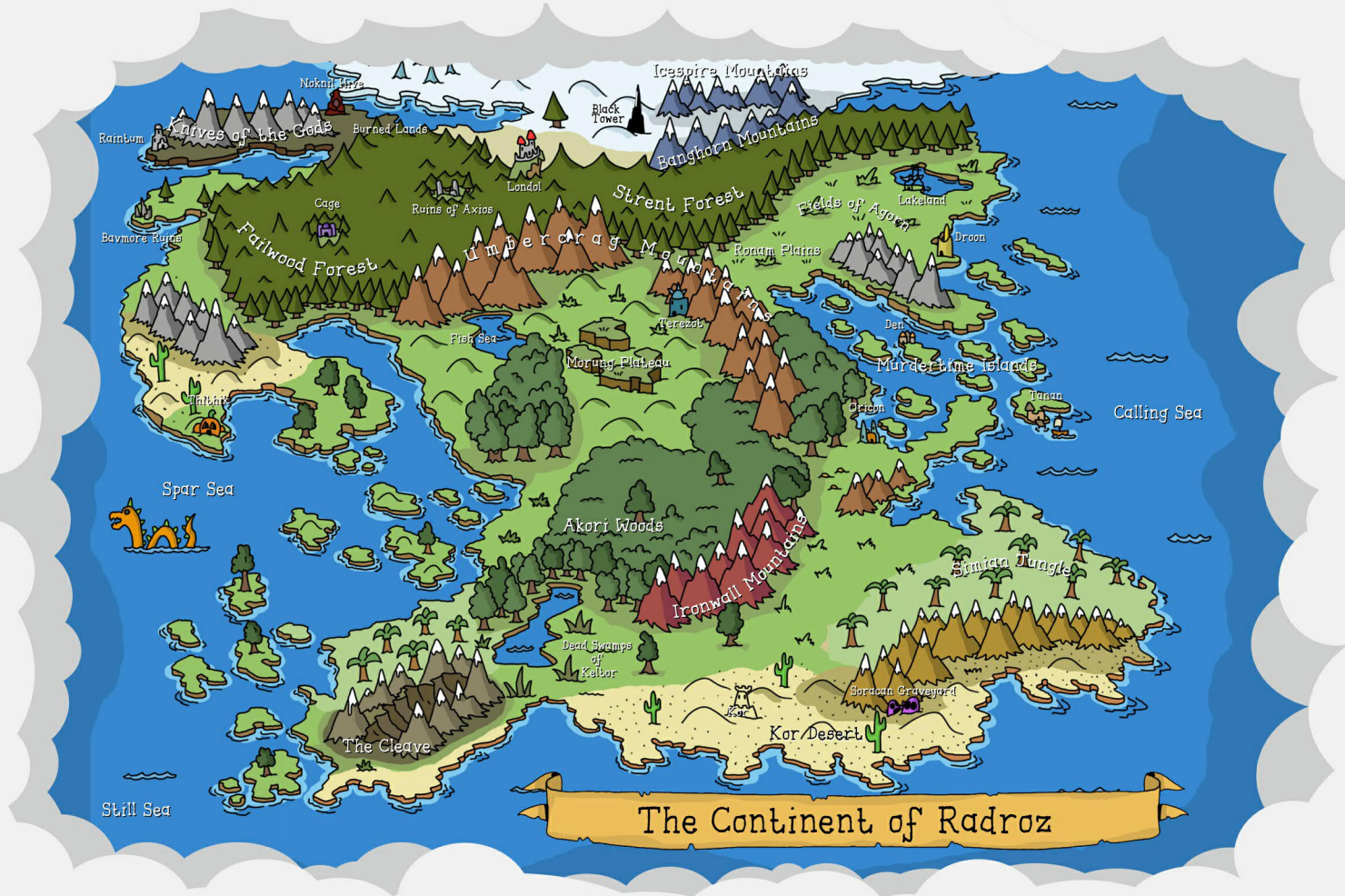
Since the time of this first undead uprising, ten others have occurred, one a century. Scholars and mages are unclear on the cause of these uprisings but it is believed to be a pulse from Second Space that has somehow infected Far Away Land.



*A poomkin survivor attempts to fend off a horde of zombies during an undead uprising.*







## Radroz

Radroz is one of Far Away Land's nine continents. It is located between the Spar Sea to the west and the Calling Sea to the east. It is bordered by the Mid-World Sea to the south and the frozen expanse that is called the Top of the World in the north. Radroz is one large landmass and many smaller islands.

The continent is composed of several large mountain ranges, vast forests in the north and central region, and a great desert in the south. The prominent Murdertime Islands are a huge archipelago consisting of many islands in the Calling Sea. Compared to many places in Far Away Land, Radroz was largely untouched by the Boom War.

Humanoid races such as orka, poomkin, elves, dwarves, blonin, and even humans, call this continent home. In fact, Radroz is one of few continents that actually has human settlements.

## Akori Woods

The Akori Woods are an ancient and huge forest located in central Radroz. The woods take their names from the ancient akori, a humanoid race who once called the forest their home. The Akori Woods are known for their massive akori trees which can reach up to 600 feet tall. The forest floor is dark, rarely reached by sunlight, and often covered in fog. Remnants of the ancient akori, their villages, temples, and dungeons are littered throughout the forest. It is said that in the deepest and darkest parts of the woods are gateways where spirits pass from the land of the dead into Far Away Land. In *Blaine McDaine's Guide to Far Away Land*, the author gives the Akori Woods a 6 out of 10 rating and says that, "While the Akori Woods are beautiful, one must possess a certain degree of bravery to enter into the heart of the forest. I do not possess such a thing."



## Banghorn Mountains

The Banghorn Mountains are a small mountain range far to the north. They are said to be the place where the dwarves originated, birthed deep inside the mountain by the dwarf god Mort. The Banghorn Mountains were abandoned by the dwarves long ago because of an ancient evil awakened while mining. It is said that the greed of the dwarves is what forced them to abandon their home and take refuge in other parts of the world. Travelers entering the Banghorn Mountains will find caves and tunnels hewn from the solid stone thousands of years ago. Terrible creatures and evils are said to dwell deep within the mountains and few who venture there ever return.

## Burned Lands

The Burned Lands exist to the far north in Radroz and are home to a massive noknil hive known as The Fortress. The Burned Lands are a wasteland mostly void of vegetation and plant life. During the Boom War the forests in this area were destroyed by a feedback wave from a boom fissure. The result of this wave has made it nearly impossible for most life to exist. A side effect of this wave is that magic throughout the area is nullified and has no effect. Essentially, those who rely on magic are rendered helpless. In *Blaine McDaine's Guide to Far Away Land*, the author gives the Burned Lands a 2 out of 10 rating and says, "What would you expect from a place called the Burned Lands? Ice cream? Birthday parties? This place is terrible and the only reason I am not giving it a 1 out of 10 is because there are actually places in Far Away Land that are much worse."

## Cage

Cage is the blonin city which is home to the Glorious Cube; the lifegiver of all blonin.

## Calling Sea

The Calling Sea is located to the east of Radroz. It borders the Murdertime Islands. The Calling Sea stretches east

until it meets with The Way. The Calling Sea is so named because of old sailor stories that speak of the Aquilicor, a tentacled leviathan that lured sailors to their doom through the beautiful music made by the creature's many mouths.

## The Cleave

The Cleave is an area of land in southwestern Radroz created by fissures during the Boom Wars. The Cleave is a gouged out badland of deep ravines, high mountains, and volcanic activity. In the centuries since the Boom Wars, the Cleave has become home to various awful creatures.

## Failwood Forest

Failwood Forest is a large forest in north eastern Radroz. The forest is home to many types of creatures, villages, terrible monsters, and long forgotten ruins and dungeons.

## Icespire Mountains

Far to the north of Radroz are the Icespire Mountains. These mountains have long been the homes of the glacierians. The mountains get their name from their sharp, spire-like peaks that stretch up to the sky. Geoblue stone composes the majority of the mountains and gives them their blue color. The mountains are impassable during most of the year due to heavy snows and icy conditions. Only those who are familiar with glacierian tunnels and routes will find safe passage.

## Ironwall Mountains

The Ironwall Mountains are a huge mountain range in Southern Radroz. The mountains are the homes of various dwarves and giants. Miles and miles of subterranean tunnels and caves run throughout the mountains.

## Londol

Londol is an ancient human city pulled into Far Away Land during the Boom War. Londol sits atop a high plateau. From the top of the plateau run two waterfalls fed by the Times River.



*Far Away Land is full of forgotten places, subterranean realms of terror rife with ancient evils.*

*The frozen wastes of the north are home to the Icespire mountains. The jagged peaks of this inhospitable range are a natural boundary and a warning to those who ponder adventure in these cold and relentless realms.*



*The Murdertime Islands are a vast and dangerous place full of ne'er-do-wells and brigands who call the sea home. Much adventure is found within these waters and upon the numerous islands that make this archipelago.*

While much of the original city has long since been rebuilt, ancient buildings and monuments from the human home world Urth do remain. In *Blaine McDaine's Guide to Far Away Land*, the author gives the city of Londol a 10 out of 10 rating. McDaine writes, "Londol is probably the most beautiful place in the world. There is no bias here."

### **Murdertime Islands**

The Murdertime Islands are a dense grouping of islands located in eastern Radroz near the Calling Sea. The islands get their name from the pirates, cutthroats, and other dastardly sorts who roam the waters and use the many islands as strongholds, pirate hideouts, secret bases. There are various villages and towns on the islands and those that do exist are generally well-guarded and protected. The city of Den, a hive of thieves and brigands, is located on Shark Isle.

### **Terezot**

Terezot is the ancient capital of the orka. Once known as Kalkanum, the orka changed the name to Terezot just after the second Undead Apocalypse. The city is named in honor of the orka king Terezot.

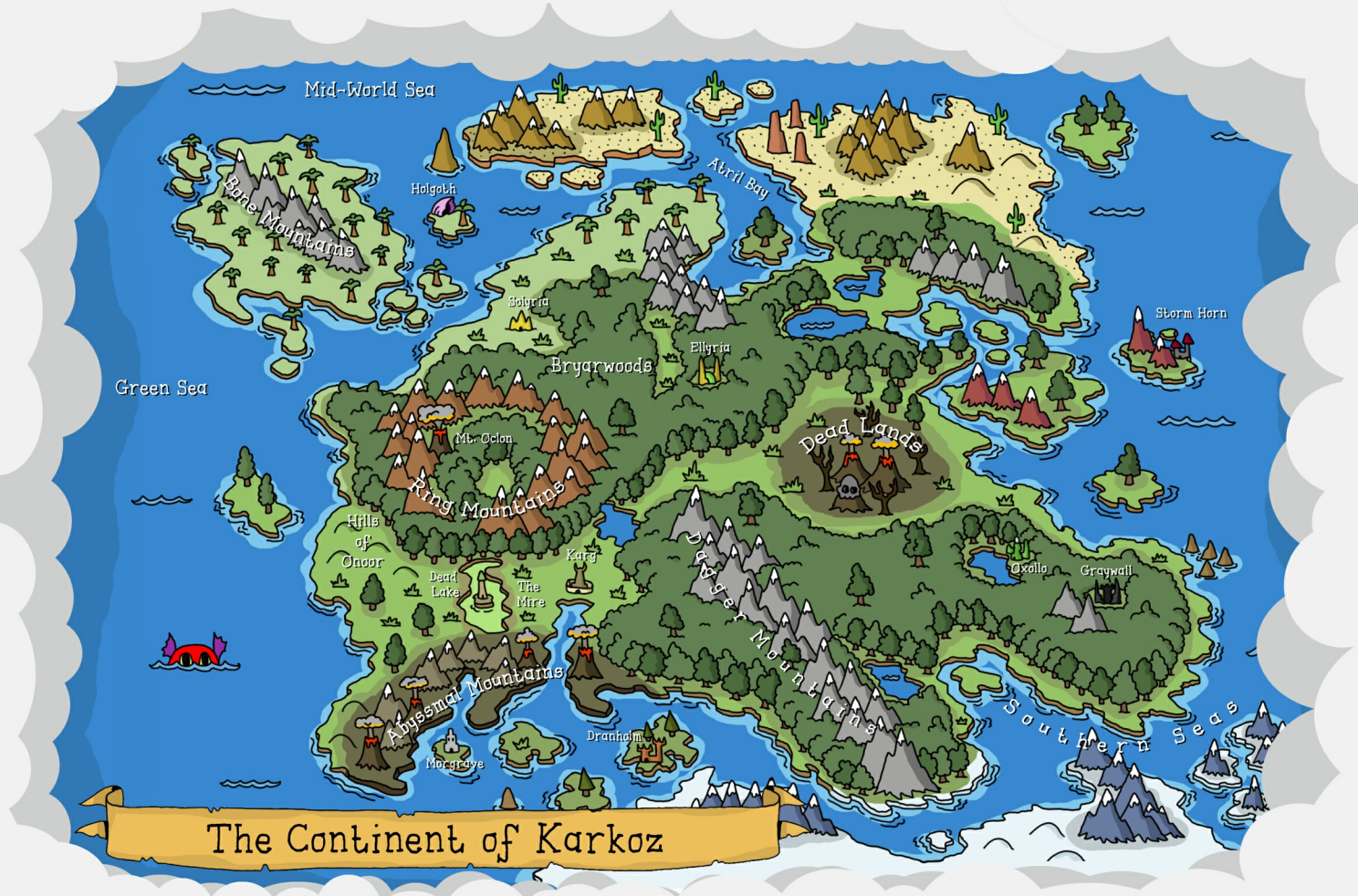
Terezot is located northeast of the Morung Plains. The city is laid out in a pentagon shape surrounded by walls on five sides. The city is known for its wide streets and its high arches, its libraries which contain ancient texts and scrolls. Terezot is also known for its universities and ancient institutions of learning. Rising up from the center of the city is the Orka Citadel which houses the Orkacle. In *Blaine McDaine's Guide to Far Away Land*, the author gives the city to Terezot a 6 out of 10 rating and says, "Too many horns."

### **Umbercrag Mountains**

The Umbercrag Mountains are a huge mountain range known for their high, sharp peaks, terrible storms, and secluded and hard to reach areas. The range runs from north to south and extends hundreds of miles. The highest peak in the mountains is called Strog-altha (which in the ancient tongue of the titans means "road to the sky"). The mountains are home to dwarves and other hardy races as well as ancient evils which lay deep within the subterranean labyrinths carved out by the titans long ago.







## Karkoz

Karkoz is one of Far Away Land's nine continents. It is located between the Spar Sea to the west and the Calling Sea to the east. It is bordered by the Mid-World Sea to the north and the frozen expanse that is called the Southern Wastes in the south. Karkoz is composed of three large landmasses and many smaller islands.

Compared with Radroz, Karkoz is a much more wild land. The effects of the Boom War were greater here and there impact can still be felt. For example, the terrifying region known as the Dead Lands holds a curse that should any living creature die while upon its soil, that creature shall return as undead.

The continent is home to a vast desert in the north, a massive forest in the central region, several mountain ranges, islands, and loads of volcanoes. Those who call Karkoz home include elves, crotallians, porkus, and lots of undead.

## Abyssmal Mountains

Far in the south of Karkoz are the Abyssmal Mountains. The mountains are a result of the fissures created during the Boom War. The mountains are composed of dark stone and are riddled with fiery lakes and rivers of lava. The mountains are said to contain various portals to the Abyssmalsphere. Large numbers of demons in the area provide evidence of said portals. In *Blaine McDaine's Guide to Far Away Land*, the author gives the Abyssmal Mountains a 0 out of 10 rating. He writes, "This place is a living nightmare. Several of my companions were eaten yesterday by something with three heads. It smelled like garlic. I managed to escape only by outrunning everyone else."

## Atril Bay

Atril Bay is located to the north of Karkoz and is home to hundreds of islands, the largest of which is the Isle of Skulls.

*The Dead Lands hold a curse, that any living creature that dies upon the soil will return as the undead.*

### Bone Mountains

The Bone Mountains are located on the Island of Grasmos to the north of Karkoz. The mountains are pale white in color and are notorious for their portals to the Gray Planes. The mountains are infested with undead as is the entire Island of Grasmos.

### Dagger Mountains

The Dagger Mountains are a long range of mountains that stretch from the southern coast of Karkoz to the center of the continent. Several dangerous passes provide travelers access from one side of the continent to the other. Various dwarf clans call the mountains home.

### Dead Lands

The Dead Lands are an area of Karkoz severely ravaged by the boom fissures. The Dead Lands are void of plant life. Hordes of undead creatures, lich and vampire kingdoms, and various other unfun terrors plague the lands. Near the center of the Dead Lands are a series of volcanoes known as the Flaming Heart. These volcanoes produce constant rivers of lava, magma lakes, and fill the sky with soot, ash, and smoke.

### Ellyria

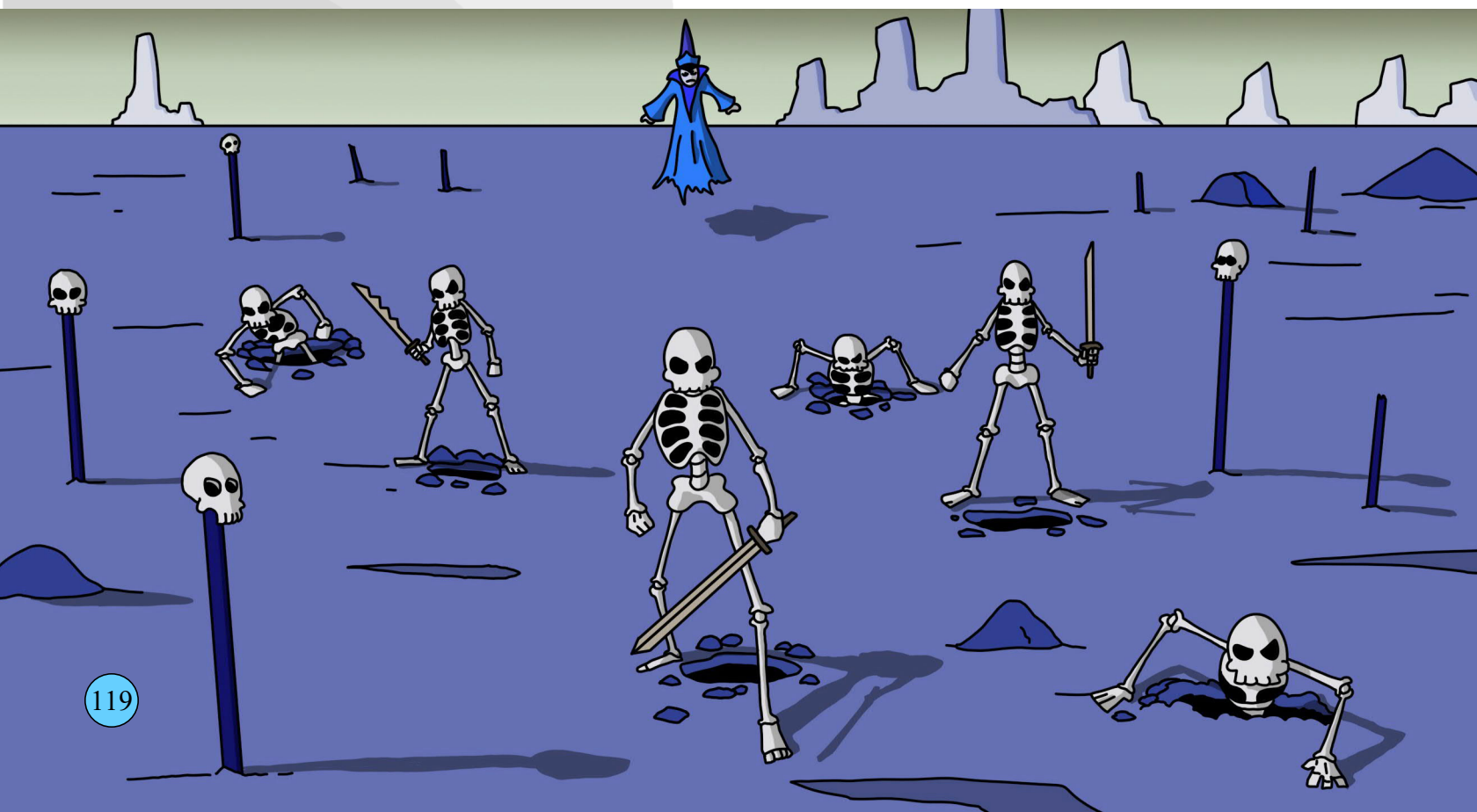
Ellyria is an ancient elven city known for its great beauty. The city survived the Boom War and continues to thrive. It is considered the historical home of the elves and is said to have been founded long ago by the blue elf matriarch Selselyra. In *Blaine McDaine's Guide to Far Away Land*, the author gives Ellyria a 9 out of 10 rating. "It's absolutely beautiful. Second only to my own city of Londol."

### Green Sea

The Green Sea is located to the west of Karkoz. The sea takes its name from the green tint to its waters. The Green Sea is notorious for fierce and terrible storms that suddenly appear. It is also known for sea serpents and other aquatic abominations.

### The Mire

The Mire is an area of land surrounding the Dead Lake. The Mire is a swampy bog land and home to various creatures and monsters. Goabs and ogra make up the majority of humanoids who live in the Mire. Abandoned cities, castles, ruins, and dungeons remind travelers of how the lands in the Mire have changed over time.





## Oxollo

Oxollo is the holy city of Agnuns and home to the Temple of Marsheeria. Oxollo is located on the edge of Lake Oxo. Also known as the green city (because of the non-native stone called Agnacite from which the city is built), Oxollo is protected by high walls, towers, and battlements. Tall stone spires, ancient Agnun statues, and other remnants from the Agnun home world were pulled to Far Away Land by the Boom fissures and still surround the city to this day. Part of the city was deposited into Lake Oxo during the Boom War.

## Ring Mountains

The Ring Mountains are a large chain of mountains formed during the Boom War. The mountains are a result of both fissures and boom weaponry. The Ring Mountains form a semi-circular ring with a vast depression in the middle. The mountain range is broken in the south and provides an entrance to the depression within. Lakes and rivers and forests cover the valley floor. Also to be found are various species of plants and creatures indigenous only to the interior of the mountains.

## Solyria

Solyria is a city of elves. When the elven city of Euroria was destroyed during the Boom War the elves who survived vowed to rebuild their great city. The result is Solyria which is named for the Elf Queen Solyria. The city of Solyria is located in the rolling Hills of Euroria and is renowned for its beauty. The city itself

sits atop the Murori Plateau which elevates the city above the surrounding countryside. Several natural springs within the city create pools, ponds, and lakes. These springs and pools merge together in the city to form a small river which leaves the city in a waterfall on the city's southern edge.

## Southern Seas

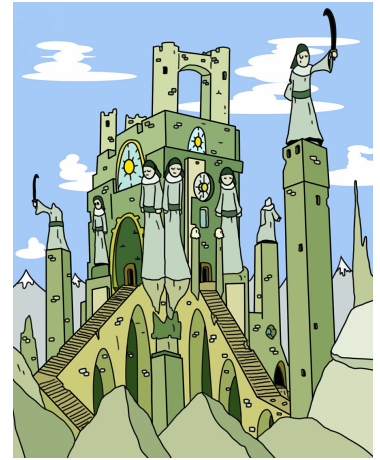
The Southern Seas separate Karkoz from the Ice Realm. The Southern Seas are known for their freezing cold temperatures and violent storms.

## Southern Wastes

The Southern Wastes are located within the Ice Realm which is south of the Karkoz continent. The Southern Wastes are composed of frozen plains, ice shelves, and mountains.

## Tower of Bodoom

The Tower of Bodoom is located on the Isle of Bodoom in the center of the Dead Lake. The tower was once home to the Wizard Bodoom. During the Boom War, the wizard was killed and the tower abandoned. Now it is surrounded by the poisonous waters of the Dead Lake. In *Blaine McDaine's Guide to Far Away Land*, the author gives the Tower of Bodoom a 0 out of 10 rating and says, "I didn't go there because it is surrounded by a highly poisonous and acidic lake that would have probably suffocated and burned me to death. Instead, I sent a couple of my poomkin companions. I am assuming they were unhappy with the job as they never returned."



*The agnun Cathedral of Oromox, the Grand Superior Mother of the First Order of the Supreme Robo Bear.*

# FAIR AWAY LAND OSR

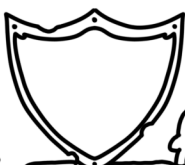
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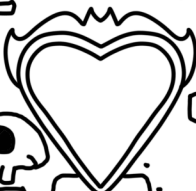
Race

Class

Level



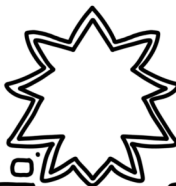
AC



HP



Save



BHB

Portrait

STR

DEX

INT

CON

WIS

CHA

Abilities

Equipment

GP:

Gems

SP:

Spells

Notes

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|-----|----|----|----|----|----|----|----|----|----|----|
| DAC | 9  | 8  | 7  | 6  | 5  | 4  | 3  | 2  | 1  | 0  |
| AAC | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |



# FAR AWAY LAND

OSR

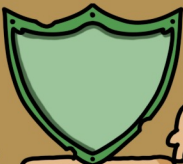
Character Sheet

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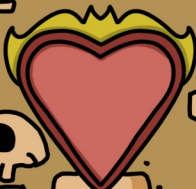
Race

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Save



BHB

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Abilities

Equipment

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Notes

DAC

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