

FAR AWAY LAND

ROLE-PLAYING GAME



TOME of AWESOME

FAR AWAY LAND

role-playing game

Tome of Awesome

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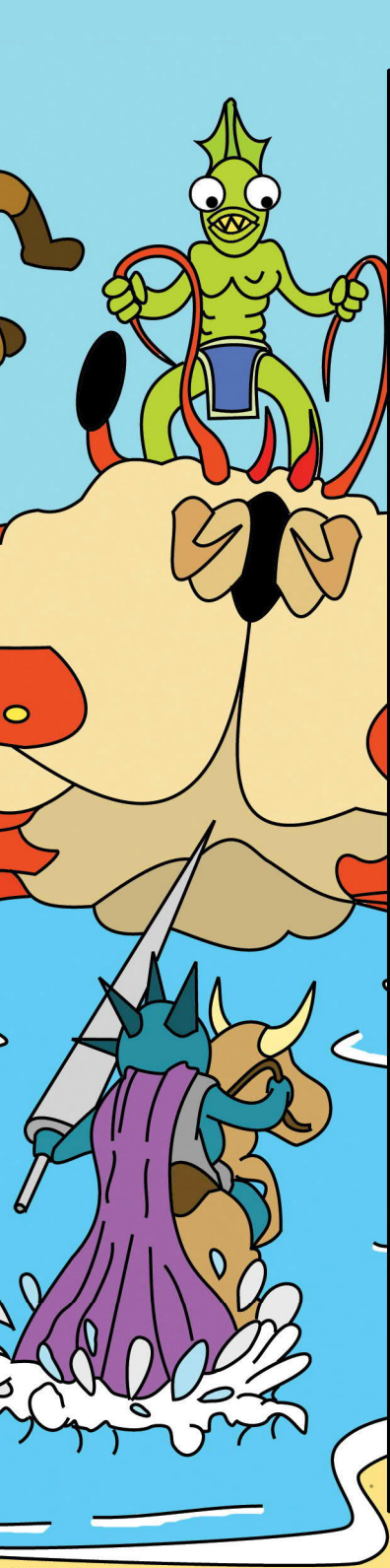
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Core Rules



INTRODUCTION

What is Far Away Land?

Far Away Land (FAL) is a fantasy science fiction horror humor-filled role-playing game set in the dangerous and strange world of... Far Away Land. Players take on the role of a character while they adventure and explore in a unique setting created by the Game Master (GM). The world is quirky and weird, scary and strange, and sometimes just insane.

In FAL, there are players and a GM. The players create characters and play them. The GM is like a referee and sets up a world and lays out adventures in which the players can participate. The GM is not against the players in the sense that he or she opposes the players, rather, the GM should be thought of as a facilitator of adventure, the individual who lays out the world and controls what takes place within that world, a catalyst of imagination.

Far Away Land is intended to be simple and easy to play while at the same time giving players and GMs a foundation on which they can create complex worlds and adventures.

The main part of the game is a micro level of play where players take on the role of individual characters and have adventures throughout the life of the character. A second part of the game includes macro, world-building elements, where the players take on the roles of gods and/or historians and participate in a narrative building exercise in which they create their worlds from scratch. Where the micro aspect of the game is more linear and time is slowed (encapsulating seconds, minutes, hours, and days), the macro view of the game is non-linear and is used to create the setting, history, and fluff of the world in which the players can adventure with their individual characters. The macro aspect of the game is non-linear for the most part and covers long spans of time (months, years, decades, centuries, millennia, etc.).

How to Use this Section

The first thing you should do is familiarize yourself with the basic rules of the game. The section titled **Basics of Far Away Land** will give you the basics of the game. After that, become familiar with **Character Creation**. After you have made a few characters, you can begin to play the game. The next section to focus on would be the **Combat** section as it gives an overview of how combat and encounters work as well as optional rules for more meaty combat. These three sections are the heart of the game. The rest of the Core Rules expand on these ideas and allow for an in-depth look at things such as magic, abilities, crafting, etc. However, it isn't necessary to memorize all of these rules. Just get to know how conflict resolution works, when and how to roll dice, how to make characters, and you will find that everything else comes together pretty easy.

BASICS of FAR AWAY LAND



Common Abbreviations

AC (Armor Class)	HFAL (Historians of Far Away Land)
AFAL (Architects of Far Away Land)	HP (Hit Points)
ATT (Attack)	LVL (Level)
BRT (Brute)	TN (Target Number)
DEX (Dexterity)	NPC (Non-Player Character)
FAL (Far Away Land)	PC (Player Character)
GFAL (Gods of Far Away Land)	WIT (Wits)
GM (Game Master)	XP (Experience Points)

The Dice

To play Far Away Land you need only regular six-sided dice (commonly known as d6s), some pens and paper, and the FAL rule books. It is good to have a handful of dice as it will make rolling easier.

d2 indicates that the d6 is rolled. A roll of 1-3 is 1 and a roll of 4-6 is 2. This is often a good way to determine a 50% chance.

d3 indicates that the d6 is rolled. A roll of 1-2 is 1, 3-4 is 2, and 5-6 is 3.

d6 indicates that a single six-sided die is rolled.

2d6 indicates that 2d6 are rolled.

BASICS of FAR AWAY LAND

Basic Conflict Resolution

Here is the breakdown as to how basic conflict resolution works. The majority of all rolls that determine conflict resolution are based on the three main Stats: BRT, DEX, and WIT. The score of each Stat indicates how many dice are rolled. The high roll is then kept while lower rolls are discarded. Any modifiers are added to the high roll. The total is then compared with a Target Number (TN) or an opposed roll.

Example: Dumbstruck has a BRT score of 2. Whenever the BRT Stat is used, 2d6 are rolled. Dumbstruck rolls 2,5. The 2 is dropped and the 5 is kept.

Bonuses and Penalties

Bonuses are represented by positive numbers and penalties are represented by negative numbers. Bonuses and penalties each represent dice added or subtracted from the base Stat roll. Boons and Flaws are common roll modifiers.

Example: Dumbstruck is performing a melee attack which utilizes the BRT Stat (score of 2). Dumbstruck has a Melee score of +1 so when performing a Melee attack, 3d6 are rolled.

Target Numbers and Opposed Rolls

Some dice rolls are made against a **Target Number (TN)** while others are made against **Opposed Rolls**. TNs are numbers which represent the difficulty of the contest. In order to roll successfully against a TN, roll equal to or higher than the TN.

Example: Attempting to pick a lock would require that Dumbstruck make a DEX check against the TN of the lock. The lock is successfully picked if the roll equals or exceeds the TN.

The GM can determine TNs based on the difficulty of the task. The Difficulty Rating of a conflict is used to determine the TN. There are four Difficulty Ratings: simple, easy, tricky, and hard.

Example: The GM determines that the lock is difficult to pick and thus has a TN of 6.

Difficulty Rating	TN
Simple	2-3
Easy	4
Tricky	5
Hard	6+

BASICS of FAR AWAY LAND

Opposed Rolls are rolls which are made against another opposing roll. Each party rolls the appropriate amount of dice. The totals are then compared to determine the outcome.

Example: Opposed rolls are invoked during contests involving two or more active parties. In combat, using a melee attack against a target invokes an opposed roll as the target has the opportunity to evade the attack.

Score of 0

Sometimes, through penalties or poor choices, PCs or NPCs may have a score of 0 in a particular area. Whenever a score of 0 occurs, roll only 1d3. A score can never drop below 0.

Multiple 6s

Anytime multiple 6s are rolled, the extra sixes count as a bonus of +1 and are added to the roll. This bonus is added to the roll.

Example: Dumbstruck attacks with a sword (which uses his Melee Boon). He rolls 3d6 and gets 2,6,6. The second six counts as a +1 bonus to the roll giving Dumbstruck a total score of 7.

Ties

Whenever a tie occurs, the advantage always goes to the PC. However, when two PCs are involved in a conflict and a tie occurs, the defender or non-aggressor gets the advantage.

Rule Conflicts

Whenever there is a conflict with a rule, where an ability or spell or something else contradicts a core rule, always go with the supplemental rule which overrides the core rule.



CHARACTER CREATION

Character Creation

So, it's time to make a Player Character (PC) and the task falls on you as the player to come up with an idea as to the type of PC you want to create. This section will show you how to go about creating a human character. However, humans are not the only type of PC you can create. In fact, in FAL, you can create any type character you wish. Later on in this book we show you how to make non-human PCs. For now, we are showing you the basics.

It should be noted that humans in Far Away Land are not only rare, but are also not native to the world. Most of the humans that live in Far Away Land were pulled there a long time ago during the Boom War. We'll talk about all of this in greater detail later. For now, let's make a character.

Now you must ask yourself, what will I choose my character to be? Will I make a tough warrior looking for a fight, a sneaky thief who relies on cunning, a merchant who buys and sell, or a wizard who relies on magic? The decision is up to you. That may sound like a lot of responsibility, but fear not, the following short sections will help you get a grasp on PC creation and then lead you through the process. Character creation is as short and to the point or as long and elaborate as you wish it to be.

PC Creation Overview

1. Character Conception
2. Assign Stat Points
3. Hit Points (HP)
4. Armor Class (AC)
5. Actions (ACT)
6. Luck
7. Boons and Flaws
8. XP and LVL
9. Equipment and Money
10. Starting Magic

1. Character Conception

Before you begin rolling dice and making a PC, think about the type of PC you want to create. Take into consideration the type of game the GM will be running and the ways your PC could be both unique and beneficial to the game setting. It is a good idea for players and GMs to discuss the type of characters being created.

Once your group has decided on the type of game to play, look for inspiration from movies, books, TV, cartoons, etc. to help you create the character you want. Don't worry about making the perfect character but rather a character

CHARACTER CREATION

that is unique and interesting to you. This is important because this will be the character you play during the game and if you aren't interested in your PC, then you will probably not have a good time. Remember, the shortcomings and flaws of a character are usually the most interesting aspects. A perfect character that never fails is boring and no fun to play because the mystery is lost.

Once you have settled on the type of PC you wish to create, take some time and describe your PC. This need not be a lengthy description as play over a period of time will help to forge the PC's personality based on their behavior in game. However, you should write a few sentences or notes on your PC's character sheet detailing the character's background, personality, and basic physical description. These initial details can also help the GM determine what the PC begins the game with as far as money and equipment are concerned.

2. Assign Stat Points

PCs can be either Balanced or Specialists when Stat points are assigned. A balanced PC has scores of 2,2,2 while a specialist PC has scores of 1,2,3. Players choose whether they want their PC to be balanced or specialized and then apply the appropriate points to each Stat. Stats usually have a maximum score of 5.

Brute (BRT): Brute is a measure of strength and raw power. The BRT score is used whenever your PC lifts something, pushes something, does a melee attack, or performs any action that requires or relies primarily on strength.

Dexterity (DEX): Dexterity is a measure of speed and dexterity. The DEX score is used whenever your PC attempts an act requiring speed, nimbleness, dexterity, does a ranged attack, or attempts something involving finesse.

Wits (WIT): Wits is a measure of intelligence and wisdom. The WIT score is used when things like lore, knowledge, observations, problem solving, or spell casting are used.

3. Hit Points (HP)

HP represents the amount of damage a character can take before being killed. HP in positive numbers suggests only light wounds have occurred. When HP drops to 0 or lower, severe damage has been taken. When the HP score is less than the PC's negative level, death occurs. As a first LVL human, your PC's HP is 10 + BRT. Whenever you increase your BRT score +1, increase your HP +1 as well. HP increases +1 per level.

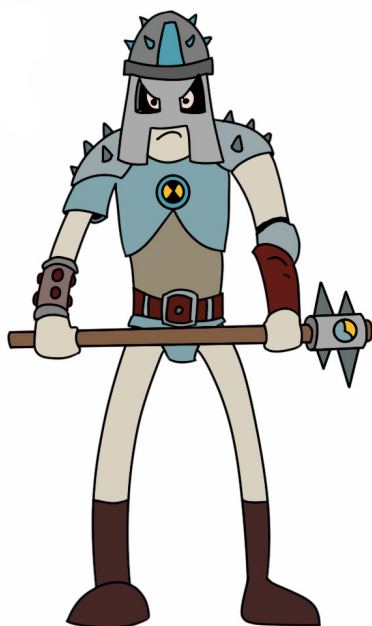
Example: Bonesword is LVL 5. He has a BRT score of 2. His total HP is 17. When Bonesword's HP drops to zero or below, he has suffered severe wounds. When Bonesword's HP has been reduced to -6 or below (1 below his negative LVL equivalent), he is dead. In other words, Bonesword can take 24 points of damage before he is killed.

CHARACTER CREATION

4. Armor Class (AC)

AC represents how much damage is soaked by the armor worn or by the natural toughness of a target's skin. AC is subtracted from the total damage of a successful strike. As a human, your PC has a natural AC of 0 which means that no damage is soaked when hit. Your PC's AC can be increased by wearing armor.

Example: Bonesword has an AC of 2 and takes 5 damage. His AC soaks 2 damage leaving 3 damage to his HP.



5. Actions (ACT)

ACT points are used to perform actions like moving, attacking, casting spells, etc. ACT points are spent as they are used but are renewed each round. During a PC/NPC's turn, all ACT points are used at once. As characters become exhausted they suffer from a reduction in ACT. ACT points are covered in-depth in the Combat Section. Human PCs begin with 3 ACT + DEX.

6. Luck

Luck is a measure of a PC's Luck. Spending a Luck point allows an extra die to be added to the roll. A player may wish to spend multiple Luck points on a single roll. PCs begin with 2 Luck.

7. Boons and Flaws

Boons

Boons represent areas in which a PC has trained or had experience and therefore gains a bonus die to their Stat roll when attempting a specific action. All Boons start with a +1 die bonus which is applied to the Stat roll associated with the Boon. A Boon can have a maximum score of +5. Human PCs begin with a maximum of 4 Boons.

Example: Stonedark has Melee Boon (1). The Melee Boon uses BRT (2). Stonedark rolls 3 dice when making a melee attack.

The Boons listed in this book are broad in scope. Your gaming group may decide on other Boons or may want Boons that are more specific to the type of game being played. This is okay as the Boon/Flaw system is flexible.

CHARACTER CREATION

List of Boons

Alert (WIT): Noticing things like ambushes, deception, trickery, things out of place, faces in a crowd, etc.

Arcane (WIT): Using magic, scrolls, reading magic writing/languages, identifying potions, etc.

Athletics (BRT): Performing athletic feats such as climbing, jumping, throwing, catching, etc.

Book Worm (WIT): Studied knowledge, reading and writing.

Crafty (DEX): Creating items, weapons, armor, potions, repairing stuff, etc. The specific crafting area of expertise should also be noted (like woodworking).

Local Lore (WIT): Knowledge of local plants, animals/monsters, peoples, history, etc.

Manipulate (WIT): Entertain, diplomacy, persuade, haggle, lying, bribe, etc.

Melee (BRT): Using melee weapons like swords and axes.

Mounts (DEX): Riding and controlling mounts such as Cow Steeds.

Pilot (MAN): Operating and controlling vehicles such as watercraft, aircraft, wagons, etc. MAN indicates the Maneuver score of the vessel being piloted.

Punk (BRT): Intimidate, frighten, scare, bully, etc.

Ranged (DEX): Using ranged weapons like bows and crossbows

Scuffle (BRT): Unarmed attacks, punches, kicks, headbutts, tail attacks, etc.

Sneak (DEX): Moving silently, moving in shadows, hiding, creeping, following unnoticed, etc.

Subterfuge (DEX): Picking locks, picking pockets, disarming traps, stealing, poisoning, etc.

Flaws

Flaws are the opposites of Boons and represent things that hinder a character. To determine how many Flaws a character has, roll 1d3. Players can choose their character's Flaws or the GM may choose or allow other player's to choose. Flaws can result in penalties whenever the Flaw comes into play. Depending on the circumstance, a Flaw penalty can range from -1 to -3 dice. This penalty is added to the appropriate Stat to determine total dice rolled. An example list of Flaws is provided on the next page...

8. Experience Points (XP) and Level (LVL)

XP allows PCs to purchase upgrades and improve abilities. LVL is a measure of how experienced a PC is, which also gives a fair indication of how powerful they are. Increasing a PCs LVL brings rewards. All PCs begin at LVL 1. XP and LVL are covered more in the next chapter.

9. Equipment and Money

Determining starting money and equipment is largely up to the GM. However, most characters should begin the game with equipment appropriate for their job or area of training. PCs should also start the game with the average wage for a month of work (about 8-10gp).

CHARACTER CREATION

Example Flaws

Addicted	Illiterate	Rude
Ailment	Impatient	Selfish
Ambitious	Intolerant	Self-righteous
Anxious	Klutzy	Shallow
Arrogant	Loudmouth	Shy
Bigot	Mental Impairment	Skeptic
Bold	Meticulous	Smelly
Callous	Naïve	Speech Impediment
Childish	Obnoxious	Tactless
Compulsive Liar	Obsessive	Temperamental
Disrespectful	Overbearing	Ugly
Disturbed	Overemotional	Uncooperative
Erratic	Perfectionist	Unkempt
Fetish	Phobia	Vain
Flirtatious	Physical Impairment	Vengeful
Gross Habit	Poor Memory	Zealous
Gullible	Reckless	

10. Starting Magic

It is up to the GM as to how many spells a particular PC is awarded at the time of creation. Two or three LVL 1 spells is a good starting point although this depends on the type of campaign and setting being played. Only PCs with the Arcane Boon can be awarded magic spells at the time of PC creation. The player must also convince the GM that their PC is worthy of attaining magic (this is according to the concept of the PC which should have already been established at the beginning of PC creation).

Optional PC Creation Rules

Advanced Level Characters

The GM and players may wish to start with more advanced characters. In this case, go about creating the PCs as normal. After the normal creation, determine the LVL of the PCs and apply all of the upgrades associated with that LVL. For magic users, the GM may assign a particular number of spells that the PC already knows.

Creating Non-Human PCs in Far Away Land

Players may wish to play another species besides human. This is not only allowed, but encouraged. Far Away Land is about using your imagination to make something new, to participate in stories that have not yet been told. Playing non-human characters can bring with them great reward, hilarious shenanigans, and interesting adventures. Rules for creating non-human PCs can be found on page 131 in this book.

CHARACTER CREATION

Example Character Sheet

Name: Bonestar

ACT: 5

Luck: 2

LVL: 1

XP:

BRT: 3

DEX: 2

WIT: 1

HP: 13

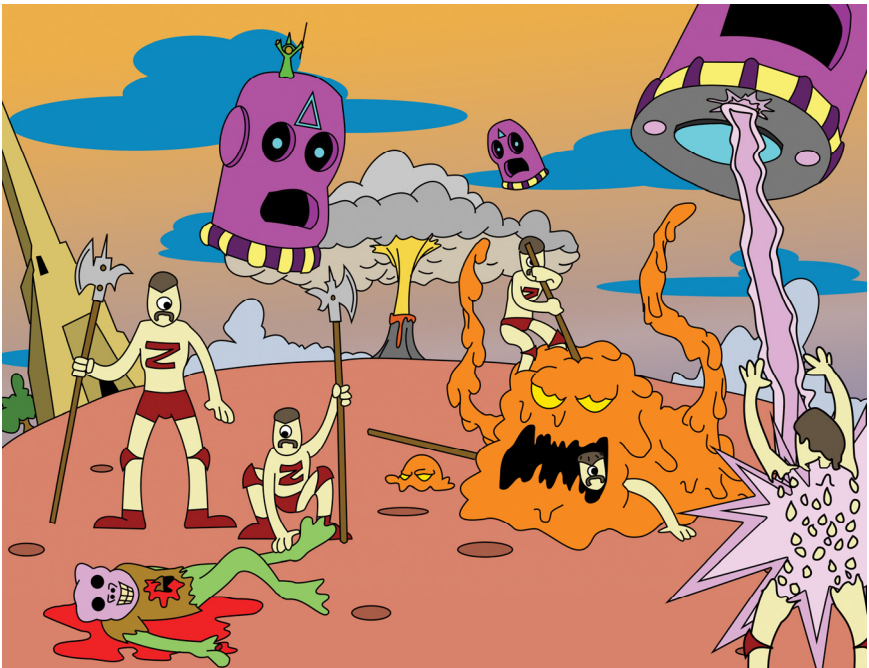
AC: 2

Boons: Alert 1, Melee 1, Mounts 1, Ranged 1

Flaws: Fear of Cheese

Spells: None

Gear: Lt. Armor (2), Longsword (1d6+1)



EXPERIENCE POINTS and LEVELS

Experience Points (XP)

Experience Points (XP) are a resource that allow PCs to purchase upgrades. Players can purchase upgrades for their PCs as XP is accumulated or they can save it to make larger purchases. Awarding 5 XP per play session is a good guide to begin with (although this is flexible and can be altered to allow for faster/slower upgrade purchases).

Leveling Up

PCs level up based on the number of play sessions they have participated in. GMs should allow PCs to increase in LVL at the end of every 2 to 3 play sessions. Higher LVL PCs may require more play sessions in order to advance in LVL. Play sessions that are longer or more intense in nature may allow PCs to level up faster as well. PCs gain automatic upgrades with level advancement according to the chart below.

Automatic LVL Upgrades

LVL	Upgrade
Every 5th	+1 ACT
Every LVL	+1 Luck
Every LVL	+1 HP
Every LVL	+1 Severe Damage

XP Purchasable Upgrades

Improvement	XP Cost
Increase a Boon (+1)	Current Boon x 5
Increase a Stat (+1)	Current Stat x 10
Increase a Flaw (+1)	5
Gain a Boon	10

Gaining XP

The following examples detail common ways PCs can gain XP during a gaming session. The GM should not limit XP gains to only these examples but should include anything they see as being worthy of an XP gain.

XP for Playing

Showing up and participating in the gaming session should award XP.

XP for Role Playing

The central idea of a role-playing game is to take on a role and play that role. PCs have strengths and weaknesses and part of playing that role is adhering to and examining those attributes, the phobias, the inner struggles, the moral dilemmas, and the attitudes of the character in order to create a more defined character and gaming experience. When players adhere to the confines of their characters, they should be rewarded XP. The idea behind this reward is that the character is experiencing the world in a way which is part of their existence. By not adhering to the character's personality and morals, a player abandons the character and the role and thus breaks the suspension of disbelief. While it may be hard to say your character has a weakness in an area, playing out that weakness ultimately results in a more immersive experience.

EXPERIENCE POINTS and LEVELS

XP for Goals and General Awesomeness

PCs should be awarded XP whenever they perform in an awesome way or reach a specific goal. Perhaps a team of PCs comes together to defeat a much more powerful boss, or the PCs create a plan to infiltrate a castle undetected and pull it off successfully. Perhaps one player makes the GM laugh. Perhaps another player describes their attack in such great cinematic detail as to leave everyone stunned from the sheer awesomeness of the description. Whenever something outrageous or spectacular happens that makes everyone say Wow!, XP should be awarded.

XP for Hilarity

Far Away Land isn't meant to be a game of seriousness. If your PC does funny stuff, she gains XP. If the player narrates an action or set of actions to such a degree that the other players or the GM are truly amused and brought to laughter, or if the PC performs in such a way as to do something hilarious, XP should be awarded. However, PCs do not gain XP for hilarious actions outside the scope of the game (e.g. the players sitting around the table making jokes). Although this type of behavior is encouraged, it does not reward XP.

Goals

Goals are self-imposed achievements that players set for their PCs. Goals give directions and purpose to a PC, they provide the PCs with a set course of actions to be taken based on what the player wants for the PC. Goals give rewards. Once a goal is attained, the PC gains some sort of reward. Goals drive the adventure. Working toward a goal creates conflict in attaining the goal. Once the initial goal is reached, new opportunities can be created through the reached goal and a newly set goal.

Players are encouraged to come up with both short-term and long-term goals for their PCs. Short-term goals include things that happen in short spans of time, like during a session or over the course of a few days.

Example: The PC's short-term goal is to infiltrate an enemy castle, to move through the sewers beneath the castle and then infiltrate the castle undetected, reach a captured friend, and bring them to safety.

Long-term goals are goals which take a longer period of time in order to achieve.

Example: A group of PC's have the long-term goal of creating the most well-known acquisition company in town.

MAGIC

Magic

Magic is a mystical force in which the user taps into the strange realm known as Second Space, harnesses arcane energy, and, using their body as a conduit, shapes and releases that energy in a variety of ways. While those who devote their lives to the arcane arts can achieve great power, they can also suffer great hardship as magic often asks much of the user, eventually shaping (sometimes misshaping) their lives. The following section details how magic works and is used in Far Away Land.

Obtaining Spells

Spells are learned from scrolls, spell books, and other tomes in which magic users have recorded arcane knowledge. PCs can learn new spells equal to or less than their own level.

Example: A LVL 5 PC can learn LVL 5 spells and below but cannot learn a LVL 6 spell.

In order to learn a spell, the PC must study the spell in order to commit it to memory. The spell's LVL is equivalent to the number of days required to learn the spell.

Example: A LVL 5 spell requires 5 days of study to learn.

Casting Spells

To cast a spell, roll the PC's WIT score and add the Arcane score.

A PC can cast LVL + 3 spells per day. (So a LVL 3 PC can cast 6 spells per day). A failed spell attempt counts as a spell usage as well as a loss of ACT for the attempt. A spell that is unopposed (has no TN or opposed roll) is automatically cast.

Range and Distance

Ranges in FAL are abstracted to make bookkeeping easier. There are five basic ranges: Touch/Melee, Close, Short, Long, and Far. An affected area's radius is also abstracted as: Tiny, Small, Medium, Large, Huge.

Distance	In Feet	Size	Radius in Feet
Touch/Melee	Touch to 10'	Tiny	Up to 10'
Close	Up to 25'	Small	Up to 25'
Short	Up to 50'	Medium	Up to 50'
Long	Up to 100'	Large	Up to 100'
Far	Up to 300'	Huge	Up to 300'

MAGIC

Spell Range Explanations

Range: short indicates that the spell has a short range.

Range: long (small) indicates that the spell has a long range and a small radius effect.

Range: self (medium) indicates that the spell radius is measured from the caster as the center of the spell.

Range: touch indicates that the caster must be touching the target in order for the spell to work.

Duration

The duration of a spell depends upon the spell cast. The spell will indicate the measurement of duration (instant, seconds, minutes, etc.). The caster's LVL determines maximum duration.

Example: The spell Arcane Linguist has a duration of minutes. If the caster is LVL 9 and casts Arcane Linguist, the spell will last 9 minutes.

Instant: This indicates that the spell effects happen immediately. Instant duration spells would include spells such as detect spells, healing and restoration spells, or any other spell that instantly affects the target.

Rounds: The spell has effects that last for a number of rounds.

Minutes: The spell has effects that last for a number of minutes.

Hours: The spell has effects that last for a number of hours.

Days: The spell has effects that last for a number of days.

Weeks: The spell has effects that last for a number of weeks.

Permanent: The spell has effects that are permanent and can only be undone through dispelling in the magic.

Rules for Summoned Creatures

Summoned creatures are creatures which are magically created by the caster. Summoned creatures will always obey the caster no matter what. If the caster is killed, the summoned creature will be instantly destroyed. If the caster abandons the summoned creature, the summoned creature will no longer be under the caster's control and will exist until destroyed. Summoned creatures dematerialize when destroyed/killed.

Custom Spells

The following pages list commonly used spells in the world of Far Away Land. However, players and GMs should not feel confined to use only the spells found within this book. Rather, GMs and players are encouraged to use the spells within this book as a basis on which to build their own spells. Players and GMs should work together to decide on the type, damage, range, etc. of a custom spell.



MAGIC SPELLS

Level 1

Alarm (1)
Arcane Missile (1)
Bless (1)
Breathe Underwater (1)
Detect Hidden (1)
Detect Poison (1)
Detect Trap (1)
Freeze (1)
Heal (1)
Illusory Smell (1)
Illusory Sound (1)
Light (1)
Light Steps (1)
Lock/Unlock (1)
Magic Pigeon (1)
Mask (1)
Mist (1)
Purify Water (1)
True North (1)

Level 2

Bird Speech (2)
Charm Animal (2)
Detect Illusion (2)
Detect Magic (2)
Detect Undead (2)
Water Walk (2)

Level 3

Arcane Linguist (3)
Banish Cold (3)
Blinding Light (3)
Dark Spot (3)
Dimmed Perception (3)
Fireball (3)
Harm (3)
Horrific Pain (3)
Ice Blast (3)
Illusory Animal (3)
Magic Trap (3)
Shape Wood (3)
Water Will (3)

Level 4

Aura of the Past (4)
Bless, Greater (4)
Coercion (4)
Detox (4)
Dispel (4)
Fix (4)
Illusory Monster (4)
Lightning (4)
Lost Memory (4)
Message (4)
Purify Air (4)
Trance (4)
Wall Climb (4)

Level 5

Clairvoyance (5)
Illusory Structure (5)
Inscription (5)
Mirror Image (5)
Rain (5)
Rust (5)
Shape Metal (5)
Shape Stone (5)
Sleep Vision (5)
Truth Circle (5)

Level 6

Calm Weather (6)
Charm Monster (6)
Dissolve Stone (6)
Reflect Magic (6)
Remove Disease (6)
Resist Fire (6)
See Invisible (6)
Strength of the Gods (6)
Stun (6)

Level 7

Acid Rain (7)
Blend (7)
Create Undead (7)
Glossolalia (7)
Shield, Magic (7)
Telekinesis (7)
Wither (7)

Level 8

Obsession (8)
Regenerate (8)
Sleep (8)
Speed (8)
Temporary Life (8)

Level 9

Bat Form (9)
Disease (9)
Ghost Walk (9)
Implant Memory (9)
Life Drain (9)
Shrink (9)
Summon Magic Minion (9)

Level 10

Circle of Death (10)
Destroy Undead (10)
Enchant (10)
Golem (10)
Remove Vampirism (10)
Resurrect (10)

MAGIC SPELLS (LVL 1)

LVL 1 Spells

Alarm (1)

Damage: none, Range: touch

Duration: permanent

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

Arcane Missile (1)

Damage: 1d6, Range: close

Duration: instant

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

Bless (1)

Damage: none, Range: close

Duration: rounds

Target receives a +1 die on all rolls.

Breathe Underwater (1)

Damage: none, Range: self

Duration: minutes

Target can breathe underwater.

Detect Hidden (1)

Damage: none, Range: short

Duration: instant

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

Detect Poison (1)

Damage: none, Range: short

Duration: instant

Caster can detect poison in target object.

Detect Trap (1)

Damage: none, Range: short

Duration: instant

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

Freeze (1)

Damage: none, Range: close (tiny)

Duration: permanent

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

Heal (1)

Damage: none, Range: close

Duration: instant

1d6 damage is healed.

Illusory Smell (1)

Damage: none, Range: short

Duration: rounds

Caster creates an illusory smell.

Illusory Sound (1)

Damage: none, Range: short

Duration: rounds

Caster creates an illusory sound.

Light (1)

Damage: none, Range: self (object)

Duration: hours

Creates a light as bright as a torch.

Light Steps (1)

Damage: none, Range: self

Duration: minutes

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

Lock/Unlock (1)

Damage: none, Range: touch

Duration: instant

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

Magic Pigeon (1)

Damage: none, Range: touch

Duration: days

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

MAGIC SPELLS (LVL 1, 2, & 3)

Mask (1)

Damage: none, Range: touch
Duration: minutes
The appearance of the caster's/target's face is changed.

Mist (1)

Damage: none, Range: self (tiny)
Duration: minutes
Thick cloud of fog is created around the caster.

Purify Water (1)

Damage: none, Range: touch
Duration: permanent
Purifies 1 gallon of water.

True North (1)

Damage: none, Range: self
Duration: instant
Caster knows the direction of North.

LVL 2 Spells

Bird Speech (2)

Damage: none, Range: close
Duration: minutes
Caster can speak with birds.

Charm Animal (2)

Damage: none, Range: close
Duration: minutes
Makes an animal friendly.

Detect Illusion (2)

Damage: none, Range: short
Duration: instant
Caster can detect illusions.

Detect Magic (2)

Damage: none, Range: short
Duration: instant
Caster can detect magic.

Detect Undead (2)

Damage: none, Range: short
Duration: instant
Caster can detect undead.

Water Walk (2)

Damage: none, Range: self
Duration: minutes
Caster can walk on water at normal speed.

LVL 3 Spells

Arcane Linguist (3)

Damage: none, Range: self
Duration: minutes
Caster can read any language.

Banish Cold (3)

Damage: none, Range: self (small)
Duration: minutes
Caster creates a sphere of warmth.

Blinding Light (3)

Damage: see below, Range: close
Duration: rounds
Target is temporarily blinded by bright light.

Dark Spot (3)

Damage: none, Range: self (tiny)
Duration: minutes
Caster creates an area of darkness.

Dimmed Perception (3)

Damage: none, 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.

MAGIC SPELLS (LVL 3 & 4)

Fireball (3)

Damage: 1d6+1, Range: close

Duration: instant

A ball of fire is thrown doing fire damage to the target.

Harm (3)

Damage: 1d6, Range: close

Duration: instant

Caster deals damage to the target.

Horrific Pain (3)

Damage: none, Range: close

Duration: rounds

Target is gripped by intense pain. -1 die penalty to all rolls.

Ice Blast (3)

Damage: 1d6+1, Range: close

Duration: instant

Caster hurls a bolt of ice dealing cold damage to the target.

Illusory Animal (3)

Damage: none, Range: short

Duration: rounds

Caster creates an animal illusion.

Magic Trap (3)

Damage: 2d6, Range: touch

Duration: permanent

Creates a magic trap that when activated will explode and damage the victim.

Shape Wood (3)

Damage: none, Range: touch

Duration: permanent

Caster shapes wood into a specific shape.

Water Will (3)

Damage: none, Range: close

Duration: rounds

Caster can manipulate water.

LVL 4 Spells

Aura of the Past (4)

Damage: none, Range: self

Duration: instant

The caster can determine any activity which took place in a particular location within the last day.

Bless, Greater (4)

Damage: none, Range: close

Duration: rounds

Target receives a +2 dice on all rolls.

Coercion (4)

Damage: none, Range: touch

Duration: rounds

The target feels compelled toward something.

Detox (4)

Damage: none, Range: touch

Duration: instant

Removes poison effects from target.

Dispel (4)

Damage: none, Range: touch

Duration: instant

Spell effects are destroyed.

Fix (4)

Damage: none, Range: touch

Duration: instant

Repairs a lightly damaged object.

Illusory Monster (4)

Damage: none, Range: short

Duration: rounds

Caster creates a monster illusion.

MAGIC SPELLS (LVL 4 & 5)

Lightning (4)

Damage: 1d6+3, Range: close

Duration: instant

Bolt of lightning hits target doing energy damage.

Lost Memory (4)

Damage: none, Range: touch

Duration: instant

The caster can make forgotten memories known again.

Message (4)

Damage: none, Range: close

Duration: instant

Caster can send a simple message telepathically to target (e.g.: come here, run, leave, etc.).

Purify Air (4)

Damage: none, Range: self (small)

Duration: permanent

All toxins and gases are removed from air.

Trance (4)

Damage: none, Range: touch

Duration: rounds

Target is placed in a zombie-like trance. While in the trance the target can be commanded by the caster.

Wall Climb (4)

Damage: none, Range: self

Duration: minutes

Caster can climb on walls and ceilings.

LVL 5 Spells

Clairvoyance (5)

Damage: none, Range: 1 mile

Duration: minutes

The caster can see through the eyes of a particular target creature.

Illusory Structure (5)

Damage: none, Range: short

Duration: rounds

Caster creates the illusion of some sort of structure.

Inscription (5)

Damage: none, Range: touch

Duration: permanent

Caster creates a scroll with a specific spell inscribed upon it. Caster can only inscribe spells they have learned.

Mirror Image (5)

Damage: none, Range: close

Duration: rounds

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

Rain (5)

Damage: none, Range: self (small)

Duration: minutes

The caster can make it rain.

Rust (5)

Damage: none, Range: close

Duration: permanent

Object susceptible to rust effects are instantly destroyed.

Shape Metal (5)

Damage: none, Range: touch

Duration: permanent

Caster shapes metal into a specified shape.

MAGIC SPELLS (LVL 5, 6, & 7)

Shape Stone (5)

Damage: none, Range: touch
Duration: permanent
Caster shapes stone into specific shape.

Sleep Vision (5)

Damage: none, Range: close
Duration: minutes
The caster can see the dreams of a sleeping target.

Truth Circle (5)

Damage: none, Range: self (small)
Duration: permanent
Persons/creatures within circle cannot lie. The spell is broken if the circle is broken.

LVL 6 Spells

Calm Weather (6)

Damage: none, Range: self (small)
Duration: minutes
Weather is calmed around caster.

Charm Monster (6)

Damage: none, Range: close
Duration: minutes
Makes a monster friendly.

Dissolve Stone (6)

Damage: see below, Range: touch
Duration: permanent
Caster can turn a 3'x3'x3' area of stone to mud with a touch.

Reflect Magic (6)

Damage: none, Range: touch
Duration: instant
A magic spell is reflected off the target. Reflection ends once a spell has been reflected or when the duration is met.

Remove Disease (6)

Damage: none, Range: touch
Duration: instant
Removes disease from target.

Resist Fire (6)

Damage: none, Range: touch
Duration: rounds
Target takes only half damage from fire/heat based attacks.

See Invisible (6)

Damage: none, Range: self
Duration: rounds
Caster can see all invisible objects, persons, and creatures in normal visual range.

Strength of the Gods (6)

Damage: none, Range: touch
Duration: rounds
Target BRT increases +2.

Stun (6)

Damage: none, Range: close
Duration: rounds
Target of equal size is temporarily stunned and unable to move.

LVL 7 Spells

Acid Rain (7)

Damage: 1d6 (per rd) Range: close (small), Duration: rounds
Acid rains from the sky doing corrosive damage.

Blend (7)

Damage: none, Range: self (tiny)
Duration: rounds
Caster and those within the spell radius are invisible to anything outside the affected area.

MAGIC SPELLS (LVL 7 & 8)

Create Undead (7)

Damage: none, 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.

Glossolalia (7)

Damage: none, Range: self

Duration: minutes

Caster can speak and understand any spoken language.

Shield, Magic (7)

Damage: none, Range: self

Duration: rounds

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

Telekinesis (7)

Damage: none, Range: short

Duration: instant

The caster can move objects (up to 2 lbs). The objects can be thrown.

Wither (7)

Damage: 1d6+2, Range: short

Duration: rounds

Deals an initial 1d6+2 damage to the target and reduces DEX -2 . Causes double damage to plant life.

LVL 8 Spells

Obsession (8)

Damage: none, Range: short

Duration: rounds

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

Regenerate (8)

Damage: none, Range: touch

Duration: days

Severed limb is re-grown over a period of 1d6 days.

Sleep (8)

Damage: none, Range: short

Duration: hours

Target falls into a deep sleep. The target can easily be roused from the sleep by normal means.

Speed (8)

Damage: none, Range: short

Duration: rounds

Target's DEX increases +2.

Temporary Life (8)

Damage: none, Range: touch

Duration: hours

Brings back recently deceased for a short period of time.



MAGIC SPELLS (LVL 9 & 10)

LVL 9 Spells

Bat Form (9)

Damage: none, Range: self

Duration: hours

Caster turns into a cloud of bats.

Disease (9)

Damage: 1d6 per day, Range: touch

Duration: days

Infects target with transmissible disease.

Ghost Walk (9)

Damage: none, Range: self

Duration: rounds

Caster becomes temporarily non-corporeal and can move through solid walls/objects.

Implant Memory (9)

Damage: none, Range: touch

Duration: weeks

Caster can create a basic memory in the target's mind.

Life Drain (9)

Damage: 3d6, Range: short

Duration: instant (see below)

A magical conduit between the caster and the target is formed. The target suffers damage which is added to the caster's HP.

Shrink (9)

Damage: none, Range: self

Duration: minutes

Caster shrinks to 6 inches tall.

Summon Magic Minion (9)

Damage: none, Range: touch

Duration: minutes

Caster can summon a LVL 5 monster to do her will.

LVL 10 Spells

Circle of Death (10)

Damage: 2d6, Range: self (tiny)

Duration: permanent

Enemies within the circle suffer 2d6 damage per round. The spell lasts until the circle is broken.

Enchant (10)

Damage: none, Range: touch

Duration: permanent

The target item is enchanted with a specific ability. Enchant requires the item being enchanted plus 1d6x50gp of magical reagents. The spell with which the item is being enchanted must also be known by the caster.

Golem (10)

Damage: none, 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.

Average sized golems have a base cost of the golem's LVL x 500gp (crude) to 2000gp (elaborate). This price includes all materials and reagents required.

Remove Vampirism (10)

Damage: none, Range: touch

Duration: instant

Removes vampirism from a target that has not yet been fully turned.

Resurrect (10)

Damage: none, Range: touch

Duration: instant

The recently dead are returned to normal life with 1 HP.

COMBAT

Combat

Exploring a town and sitting around the tavern is fun and all, but not as fun as going out and smashing goabs. Fortunately, Far Away Land isn't a very safe place as monsters roam the countryside, evil wizards plot to take over kingdoms with undead armies, and roaming bands of criminals and other miscreants make travel a headache for everyone. All of this provides plenty of opportunity for adventurers. At some point in the game, the PCs will find that talk is cheap, and sometimes a good fight is the only way to solve an argument. And that's a good thing.

The Combat section is divided into Basic Combat Rules (which gives you the rules needed to run combat scenarios), and Optional Combat Rules (which gives greater detail into combat).

Basic Combat Rules

Combat in a Nutshell

1. Initiative is rolled.
2. Initiative winner goes first.
3. Actions are declared. Dice are rolled to resolve conflict, if needed.
4. If the initiative winner has Actions remaining, those are used and steps 3-4 are repeated.
5. Next highest initiative winner takes their turn.
6. The round ends when all participants have taken their turns.
7. A new round begins. Repeat step 1.

Actions, Turns and Rounds

Actions indicate the number of Actions the PC can perform in a single Turn.

Turns are the unit of measurement in which a single PC performs all of their Actions (such as moving, attacking, etc.).

Rounds are units of measurement in which all participants take their Turns.

Actions (ACT)

Actions are points used to move, attack, cast spells, etc. Actions are spent as they are used but are renewed each round. During a PC/NPC's turn, all Actions can be used (but don't have to be). The more ACT points, the more things that can be done during a turn. A character's turn ends when she has run out of Actions or decides her turn is over. As characters become exhausted they can lose Actions.

Example: Bonestab has 5 Actions. Bonestab decides to move which requires 2 Actions. His move puts him in range for a melee attack which he decides to use. This requires 3 Actions. The move and the melee attack have used all of Bonestab's Actions. His turn is now over.

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Actions and ACT Cost

Bluff (2): You attempt to bluff your opponent to gain an advantage.

Crawl (2): You crawl, slink, move quietly, or tiptoe.

Delay Turn (3): You wait to take your turn at the end of the round.

Disarm (3): You attempt to disarm your opponent.

Draw/Sheathe Weapon (1): You can draw or sheathe a weapon.

Grapple/Hold (3): You attempt to hold, grab, or grapple with your opponent.

Load Weapon (2): You load a weapon such as a bow or crossbow.

Melee Attack (3): You attack with a melee weapon or an unarmed attack.

Move (2): You move normally.

Ranged Attack (3): You make a ranged attack.

Ready Self (3): You get ready to perform a specific action as soon as something happens.

Shove (3): You attempt to shove your opponent

Spell/Ability (4): You attempt to cast a spell or use an ability.

Use Skill (3): You attempt to use a skill (a Boon).

For actions which are not listed, the GM should gauge to the best of her ability as to how many Actions something requires. For example, some actions may have no cost at all (like yelling a few words, dropping something, etc.).

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Initiative

Initiative is used to determine the order of PC/NPC actions during a conflict. Initiative is determined at the beginning of each round. All combatants make DEX checks with the high roll winning. Ties always go to the PCs.

GMs can do away with the rolling for initiative and assign a group (PCs/NPCs) initiative based on the situation or simply determine which side or characters get to act first.

Movement

Movement is largely undefined and left up to the GM. Common sense should be used by the GM to determine how far and what type of movement a PC/NPC can perform in a turn. If the movement seems like something the PC can pull off with ease, it should cost 2 ACT points (up to 25' in distance). If the movement is all crazy and complex and requires multiple moves, tumbles, jumps, etc., increase the number of Actions accordingly.

To Attack

Determine the type of attack (melee, ranged, magic, etc.) and roll the dice for the appropriate Stat. Add the appropriate Boon and compare the total with an opposed roll (sometimes maybe a TN).

Melee Attacks (BRT + Melee)

Melee attacks are attacks which take place up close (within touch range of the target). Melee attacks utilize hand held weapons such as swords, axes, hammers, etc. Melee attacks consist of both armed and unarmed close range attacks. Add the BRT score and the melee score for the total number of dice. Unarmed attacks use the Scuffle boon (BRT + Scuffle).

Ranged Attacks (DEX + Ranged)

Ranged attacks are attacks which involve distance. Ranged attacks include attacks such as throwing a spear, firing a gun, shooting a lazer, shooting an arrow, etc. The DEX score is used to make a ranged attack. Ranged attacks also require a line of sight which means that the attacker must have an unobstructed view of the target (because you can't shoot arrows through walls). Add the DEX score and the Ranged score for the total number of dice.

Magic Attacks (WIT +Arcane)

Magic attacks are attacks which involve magic spells. The WIT score is used to make a magic attack. Magic attacks can be melee, ranged, or distance attacks (the spell will indicate this), but regardless of the type of attack, the WIT score is still used. When making a magic attack, add the WIT score and the Arcane score for the total number of dice.

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Abilities (Stat + Ability)

All Abilities have a Stat associated with them. When using an Ability, determine the appropriate Stat and add the Ability score to determine the number of dice to be rolled. Abilities are covered in more depth in the Abilities section.

To Defend

In combat, defense is an active thing. This means that the defender gets to make a defensive roll in order to avoid damage. The type of attack determines the dice rolled when defending.

Melee Defense (BRT + Melee)

To defend against a Melee attack, add the BRT and Melee scores.

Ranged Defense (DEX + Ranged)

To defend against a ranged attack, add the DEX and Ranged scores. If a target is static or unaware of the ranged attack, the GM should set a TN to hit.

Magic Resistance (WIT + Arcane)

To resist a magic attack, add the WIT and Arcane scores.

Ability Defense

Ability defenses fall into three categories: melee, ranged, and mental. Defending against melee and ranged ability attacks works as normal. To resist a mental attack, add the WIT and Alert scores.

Bonuses and Penalties

Bonuses and penalties come in various forms, from Boons and Flaws to situation and environmental modifiers. All bonuses and penalties are represented by adding or subtracting dice.

Damage

Damage occurs when an attack is successful. If a hit is scored, subtract the defensive roll from the attack roll to determine a Margin of Success (MoS). The MoS is then added to the weapon's damage for the total damage of an attack. The amount of damage dealt is subtracted from the target's HP score.

Example: A Clown Plant has a Tentacle Stab which does 1d6 damage. The MoS of the Tentacle Stab was 2. The Tentacle Stab damage roll is 3. The MoS (2) is then added to the weapon damage for a grand total of 5 damage.

Multiple 6s

Multiple 6s occur when more than one 6 has been rolled. One six will always be counted as the high roll while the other 6s add to the roll. For each extra 6 rolled, add a +1 modifier to the roll.

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Example: Banyon the Brain in a Jar uses a psionic power that requires the WIT score. Banyon has an WIT score of 4. Banyon rolls 4d6. He rolls 2,6,6,6. One 6 is counted as the high roll while the other two each add +1. Banyon's total roll is 8.

Other Types of Damage

Acid damage includes all types of damage caused by acid/corrosion. Acid damage causes an additional +1d3 damage per round to soft targets (plants flesh, clothing, etc.) and +1 damage per round to metal, wood and other hard materials which can be damaged by acid. This damage continues each round for 1d6 rounds or until the acid has been removed or neutralized.

Cold damage includes all types of damage caused by cold.

Electric damage includes all types of damage caused by electricity. Electric damage does an additional +4 damage to metal targets.

Fire damage includes all types of damage caused by fire. Fire damage does an additional +1d3 damage per round until the fire is extinguished.

Armor

Armor is worn to protect against damage. All armor has an Armor Class (AC). AC is a number which represents how much damage the armor soaks up or deflects. Armor reduces the amount of damage done directly to a target's HP. The higher the AC, the more damage soaked by the armor.

Example: Killdrake has an AC of 3 due to his heavy armor. Killdrake is hit for 5 points of damage. His armor soaks 3 points leaving only 2 points of damage done directly to his HP.

Weapon Damage

Weapons fall into two main categories: light and heavy. Light weapons are melee type weapons that require only one hand to use (like daggers) or missile weapons (like bows). Light weapons do 1d6 damage. Heavy weapons are melee weapons which require two hands (broadswords), or large missile weapons like spears. Heavy weapons do 1d6+1 damage. Giant weapons are weapons used by giant creatures (like clubs used by ettins). Giant weapons do light or heavy weapon damage +1d6. Giant weapons used by average size creatures or smaller creatures take an automatic -2 dice penalty to hit due to their size (and an ACT penalty) and weight (awkwardness). Larger weapons increase damage +1d6 per size tier.

Healing

When a PC takes damage they need time to heal (unless some outside means, such as a healing spell is provided). A PC is considered to have suffered only light wounds if their HP remains a positive number (1 or higher). If a PC's HP

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reaches 0 or drops to a negative number, they are considered to have suffered severe wounds. If a PC's HP drops to a negative number below their negative level equivalent, they are dead. When an NPC reaches 0 HP they are dead (unless the NPC is of special importance, then apply normal HP rules).

Light Wounds heal at a rate of 1d6 per day.

Severe Wounds heal at a rate of 1d3 per day.

Example: Gork is LVL 3 (which means his HP must drop to -4 or below before he is killed). Gork is reduced to -1 HP. His first day of rest will result in the healing of 1d3 HP due to his severe wounds. Gork rolls 1d3 and heals 2 HP in one day taking him to a total of 1 HP. On day 2, Gork will begin healing at 1d6 HP per day due to his now light wounds.

Battle Scar (Optional)

When a PC is at or near death and takes severe damage, the GM may allow the player to decide on a Battle Scar to stave off death. A Battle Scar is a permanent wound that the PC suffers instead of death. For example, a PC is near death and is hit for a large amount of damage. The player may use the Battle Scar option which will allow the PC to live while suffering some sort of negative effect (like a severed limb). A player can opt for a Battle Scar whenever death is on the line. However, using a Battle Scar results in a physical, mental, or emotional scar (depending on the type of damage) of some sort that becomes part of the character. The effects of a Battle Scar are so traumatic that the PC is removed from combat (unless they successfully perform a Second Wind). A Battle Scar can also result in the PC obtaining a new Flaw.

Example: Mucklor is very low on HP and takes a huge amount of damage which will result in his death. The player decides that rather than Mucklor dying, he would rather take a Battle Scar. The GM decides that Mucklor survives the wound but loses an arm in the process.

Combat Achievements (Optional)

Combat Achievements are bonuses gained during combat. These achievements can be gained through both dice rolling, actions, and narration. A few example achievements are listed but GMs should feel free to come up with their own.

Example Combat Achievements

Come Together!: A PC performs in such a glorious way so as to inspire their allies to perform better as well. All allies of the PC within a specific vicinity gain +1 die on each roll for the next round.

Death Blow: If a PC strikes 3 or more deadly blows to enemy targets during a single encounter, they gain the Death Blow achievement against that enemy

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type (goabs for example) permanently. Death Blow grants the PC +1 die whenever attacking that specific enemy type. Write Death Blow followed by the enemy type on your character sheet.

High Rolla!: If the PC scores 7+ in two subsequent attack rolls, they gain the High Rolla Achievement which grants +1 die on the next attack.

Sacrificial Lamb: If the PC puts the well-being of someone else before their own, give them an XP bonus. If an NPC witnesses the action, allow word to travel of the PC's action and their selflessness.

Optional Combat Rules

Bluff

Bluff can be used once per opponent encounter (the same opponent will not fall for the bluff twice). Both combatants make WIT checks with the high roll winning. If the bluff is a success, add +1 die to the attack roll for the remainder of combat with that enemy.

Defensive Position

Combatants can declare that they have taken a defensive position at the beginning of a new round. Taking a defensive position allows the PC to gain an extra die to all defensive rolls during the round. PCs declaring defensive positions cannot move, attack, cast spells or use abilities during that round.

Disarm

A combatant may wish to disarm an opponent instead of inflicting damage. Disarming an opponent invokes an opposed roll. Both combatants must be wielding weapons of the same type (light or heavy). A disarm attempt is declared. The attacker makes a normal attack roll. If the attack is a success and exceeds the opponents defense roll with an MoS of 3 or more, the opponent has been disarmed and the weapon is knocked away. Disarming an opponent does no damage.

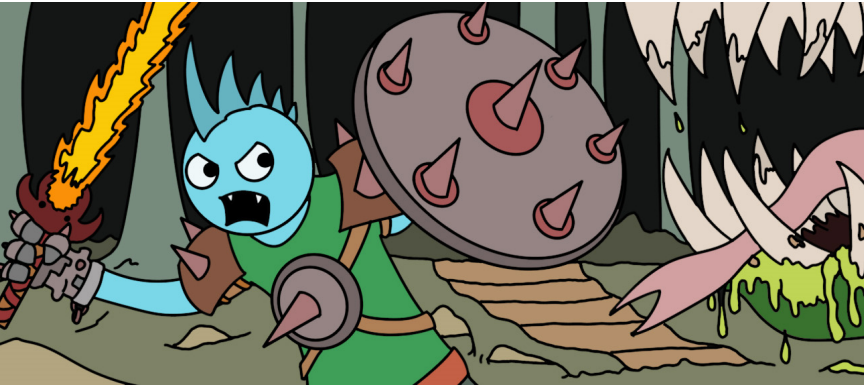
Grapple/Hold

Attempting to grapple/hold invokes an opposed roll. To grapple/hold a target, the target must be either the same size or smaller. Each combatant involved in the grapple makes a BRT check. If the initiator of the grapple is the winner, the grapple is a success and the opponent is in a hold. Each round a BRT check must be made to see if the hold continues. Anytime the defender's score is higher than the aggressor's score, the hold is broken.

Mounted Combat

Mounted melee attacks gain +1 die during melee attacks. Mounted combatants attempting ranged attacks while the mount is moving suffer Unstable Footing penalties.

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Mounts that are not accustomed to battle may become scared if they are exposed to battle conditions. The rider of a scared mount must make a DEX check versus the BRT check of the mount or lose control of the mount. If the rider loses control of the mount, they must make a DEX check against the mounts BRT check or be thrown from the mount. Gaining control of a mount uses all Actions for that round.

Shield/Armor Shatter

A combatant using a shield or wearing armor may opt to allow the full damage of a strike to be absorbed by the shield or armor. This results in the defender taking 0 damage from the attack. However, the shield/armor is destroyed as a result of taking the full brunt of the blow. This can be a lifesaving strategy.

Surprise Attack

A surprise attack occurs when a character is unprepared for immediate battle. Surprise attacks automatically win initiative. Characters using a surprise also gain +1 die for each attack during the first round of combat.

Combat Situation Modifiers

Cover

Attacking a partially covered target results in a -1 die penalty during the attack.

Exhaustion

Sometimes PCs/NPCs will become exhausted from combat, travel, lack of food, etc. The GM should determine if the PCs become exhausted and to what degree. Traveling or fighting for long periods of time without rest will result in exhaustion and a decrease in the number of Actions that can be taken in a round.

Example: Cliver has been traveling all day in deep snow. The GM decides that if Cliver does not immediately attempt to get some rest he will begin losing Actions.

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Exhaustion Table

Exhaustion	Modifier
Tired	-1
Worn Out	-2
Exhausted	-3
Dead Tired	-4 or more

Fall Table

Height	Damage
1 Story	1d6
2 Story	2d6 + 1 in 6 chance KO
3 Story	4d6 + 50% chance KO
4 Story	6d6 + KO + Chance of Death

Falling

Falling from the roof a single story building does 1d6 damage. Falling from two stories does 2d6 damage with a 1 in 6 chance of the PC being knocked out. Falling from three stories results in 4d6 damage and a 50% chance of KO. Falling from four stories or more results in 6d6 damage, instant KO, and a chance of being killed (at the GM's discretion). Making a successful DEX check versus a TN based on the height of the fall can cut the damage sustained in half.

High Wind

High wind, unless it is ridiculously strong, does not affect melee combat. However, ranged attacks in high wind suffer a -1 die penalty. This applies to Spells and Abilities in which projectiles are used as well.

Immunities

Some creatures have immunities to things such as poisons, magic, heat, etc. Targets with immunities to specific forms of damage take no damage from those attacks.

Obscured Vision

If vision is obscured by things such as fog, heavy rain, night, darkness, mist, etc., then a -1 die penalty is applied to all melee attack rolls and -2 dice penalty on all ranged attack rolls. If the character has Night Sight or some other sensory enhancement, these penalties may be waved at the GM's discretion.

Poisons

Poison deals 6 damage per hour (1 point every 10 minutes). Poison effects can be staved off if the PC makes a successful BRT check versus a TN of 5 (the BRT check must be made at 10 minute intervals). If the roll is a success, the PC/NPC avoids poison damage during that time period. Poisons have a duration equal to the poison LVL in hours (a LVL 5 poison will last 5 hours). Antidotes can be used to neutralize poisons.

COMBAT

Resistance

Some creatures are naturally resistant to things like poisons, magic, physical attacks, etc. Targets that are resistant to a specific type of damage suffer only half damage from that particular damage type.

Second Wind

A PC can delay the effects of exhaustion by getting a Second Wind. Essentially, the PC musters up enough energy to get back into the fight at their normal number of Actions per round. To get a Second Wind, the PC must make a successful BRT check against a TN of 5. If the check is a success, the PC overcomes the effects of exhaustion for each round they successfully make the BRT check. Once the check has failed, the PC suffers normal exhaustion penalties. Second Wind can be used only once per day.

Stun

Stun damage is usually a side effect of large amounts of damage, falls, impacts, or shocks. Stun indicates that the target has been temporarily stunned and must take a moment in order to regain their bearings and get a handle on the situation. Stunned characters are reduced to 0 Actions for the remainder of the round (and possibly future rounds as well).

Unstable Footing

Sometimes PCs will find that they face combat while on something moving (like a runaway wagon, a small boat, a conveyor belt, etc.) which makes stability an issue. If the PC/NPC has unstable footing, make a DEX check versus a TN (the GM can modify the TN difficulty based on how unstable the footing is) check at the beginning of each round. If the check is a success, the PC/NPC suffers no penalty during that round. If the check fails, the PC/NPC suffers a -1 die penalty on all melee attacks and -2 die penalty on all ranged attacks during that round. Unstable Footing penalties apply to riding mounts as well.



GEAR

Gear

Adventuring is dangerous and as such, adventurers need equipment, armor, food, weapons, and sometimes hired hands to accompany them on their travels through the wild world of Far Away Land.

Currency

Silver pieces (sp) are the standard coin in most parts of the world. 10 silver pieces make 1 gold piece. Copper pennies (cp) are also used for low cost items. 10 copper pennies make 1 silver piece. A single day's wage is about 1-2sp. Staying the night in an inn will cost about 5-10cp. A good meal will be 5cp. A pint of ale is 2-5cp. Stabling a horse for the night is 1-2sp.

Armor Chart

Armor	AC	Cost
Light (leather, padded)	2	10-25gp
Heavy (chain and plate)	3	100+gp
Shield	1	3gp

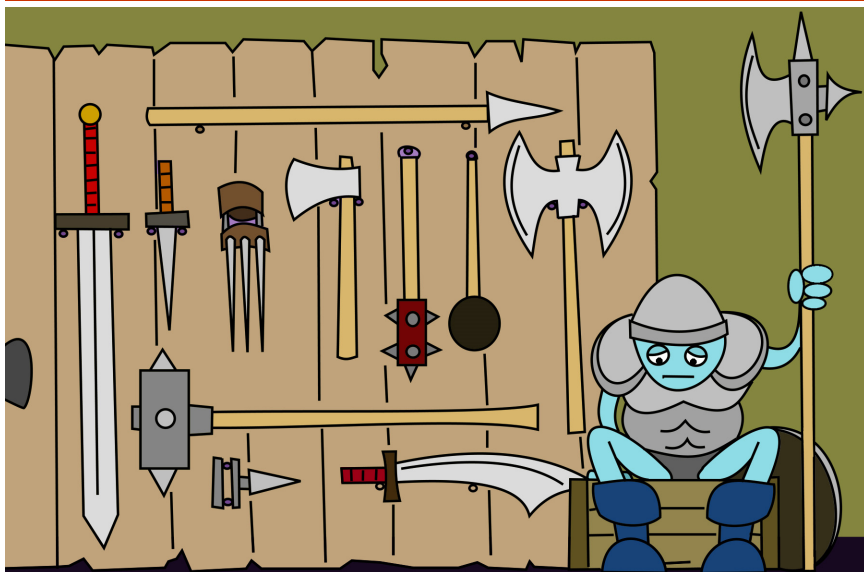
Armor is divided into two groups based on the amount of protection it provides. "Light" armor like leather and padded armor is considered to be light. Armor like ring, chain, and plate fall into the "Heavy" armor class. Although there are no specific rules for armor encumbrance, GMs should keep this in mind when dealing with PCs who wear heavy armor and/or carry shields.

Weapon Chart

Type	Damage	Range	Cost
Light (melee)	1d6	Melee	2-6gp
Heavy (melee)	1d6+1	Melee	20-30gp
Light (ranged)	1d6	short	2-10gp
Heavy (ranged)	1d6+1	close	2-30gp
Arrows/bolts	-	n/a	5sp

Weapons come in two main categories: melee and ranged. Melee weapons are used up close and personal while ranged weapons can be used at a distance. Each category is further divided into light and heavy. Light weapons do 1d6 damage. Heavy weapons do 1d6+1 damage. Examples of light melee weapons include daggers, hatchets, and short swords. Heavy melee weapons include greatswords, halberds, mauls, and other two-handed weapons. Light ranged weapons are weapons like bows and slings. Heavy ranged weapons are things like crossbows and spears.

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Common Equipment

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

Backpack: A large canvas backpack. Cost: 6sp

Barrel (10 gallon): A wooden barrel which holds 10 gallons of liquid. Cost: 1gp

Barrel (5 gallon): A wooden barrel which holds 5 gallons of liquid. 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: 10cp

Blanket: A wool blanket. Cost: 1sp

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

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

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

Bucket: A wooden bucket. Cost: 6sp

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: 12gp

Chalk: Pieces of chalk of various colors. Cost: 5cp (per stick)

Chest (wooden): A wooden chest. Cost: 10gp

Cloak: A wool cloak. Cost: 10cp

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

Crowbar: An iron crowbar. Cost: 2gp

GEAR

Disguise Kit: A disguise kit with makeup, 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.

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. 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: 4sp

Lock (cheap): A cheaply made lock.
Cost: 5sp

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

Lock picks: 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 tool for working with machinery. Cost: 15gp

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

Musical Instrument: Any type of musical instrument. Cost: varies

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

Pipe: A wood pipe for smoking.
Cost: 15cp

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: 10cp

Rope: A long rope. Cost: 1sp

Sack: A canvas sack. Cost: 1sp

Shirt: A wool shirt. Cost: 8cp

Shovel: An iron shovel. Cost: 1sp

Soap: A bar of soap. Cost: 15cp

Spyglass: A spyglass. Cost: 60gp

Surgeon Kit: A surgeon's kit comes with tiny knives, clamps, saw, gag, etc. Cost: 10gp

Tent: A canvas tent. Cost: 6gp

Vial (glass): A small glass vial with a cork stopper. Cost: 6cp

Wax: A block of wax. Cost: 4cp

Whetstone: A whetstone. Cost: 3cp

Whistle: A metal whistle. Cost: 3sp

Woodworking Tools: Tools for woodworking like chisels, picks, clamps, saws, etc. Cost: 8gp

Hirelings

Hirelings require food and adequate lodging. PCs who do not do provide for their hirelings will find their hirelings abandoning them, spreading rumors of their poor leadership and inability to pay, or in the worst case scenarios, turning on their employers. The cost to hire a specialist hireling is LVL x 5sp. Generic NPC laborers are cheaper (around 1-2sp per day).

GEAR/MAGIC ITEMS

A Note on Weapons and Damage

When dealing with weapons and damage, the GM should take into account the type of weapon being used and the type of target the weapon is being used against. Although weapons have only two base categories (light and heavy) the GM should use common sense when determining the damage of an unlisted weapon. For example, a dart, while considered a light weapon, may not do the full 1d6 damage and instead delivers only 1d3 or even 1d2 damage because of its small size and relative ineffectiveness. The GM should add +1d6 for giant size weapon damage.

Magic Items

Magic items are considered rare in the world. It is highly unlikely that adventurers will go into a shop and find the merchant selling magical items of any kind (including scrolls).

An item that has been magically enchanted is imbued with the power of a particular spell. For example, a Wand of Fireballs has been enchanted with a Fireball spell and thus, whenever the wand is used, it activates the enchantment. The same is true for weapons and armor. For example, a suit of armor enchanted with the Fireball spell will allow the wearer to shoot fireballs from the armor (or protect the wearer against heat attacks). The same is true of a sword or any other weapon.

Basic Magic Item Rules

Several basic rules apply to the usage of magical items in Far Away Land.

1. Magic items such as clothing, jewelry, hats, or other worn accessories must be worn in order for their powers to be accessed.
2. When a magic item or weapon is destroyed or broken, the enchantment it contained is broken as well.
3. An item which was once imbued with magic and was broken must be re-enchanted in order to be made magic again.
4. Some magic items may have limited uses. The enchantment will cease once the uses have been exhausted. Things such as the item's power, rarity, age, and condition may influence how much power remains.
5. An item which is enchanted with magic must be used in its normal way in order for the magic to be activated. For example, a Horn of Searing Pain must be blown in order for the pain effects to work (how it's blown is another story).

Magic Item Charges

Some magic items have a limited amount of uses. Items such as wands have a set amount of charges which indicate how many times the item can be used. When an item runs out of charges, it is no longer considered magical. The number of charges is up to the GM.

MAGIC ITEMS

Scrolls and Inscribing

Wizards can create magic scrolls by means of the Inscription spell (LVL 5). By casting the Inscription spell on a blank scroll, a learned spell can be imprinted upon the scroll. A caster can only inscribe spells they have learned. Spellbooks are created in this manner. To determine the value of a scroll, multiply the spell LVL x 30gp.

Potions

Potions are magic drinks which are consumed to create magical effects in the drinker. Potions must be consumed in their entirety and can be used only once. A potion's effects require no roll. Potion crafting is covered in the section on Crafting (page 50). A potion's value is determined by its LVL. To find the value of a potion, multiply the potion LVL x 20gp.

It should be noted that PCs will not recognize particular potions. While potions can be identified in some cases, often times their effects are unknown until they are consumed. PCs familiar with potions can make WIT + Arcane checks to see if they recognize that particular type of potion.



MAGIC ITEMS

Specific Magic Items

As long as magic has existed in Far Away Land, so too have existed items and weapons imbued with arcane powers. Rings, swords, armor, headbands, etc. of great magical energy are the stuff of legend and many have been lost to the lore of the world. The following section gives detailed rules on how to introduce magic items and weapons into a FAL campaign. Also included is an extensive list of some unique magical items and weapons.

Magic Item/Weapon Properties

When introducing a magic item or weapon 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 story before the item is introduced into game play.

Types of Magic Items

Those who practice the arcane arts often use magical items to store power and spells so that they aren't forced to tap into their own casting abilities on a daily basis. Magic Items can take nearly any form imaginable. For example, the Elf Bone of Disintegration is the leg bone of a long disintegrated elf. While most anything can be enchanted, it is helpful to recognize some of the most common forms of enchanted items such as clothing, jewelry, weapons and armor, wands and rods, staffs, and various musical instruments.

General Magic Items

The following section features a selection of broad magical item groupings. These items are listed as examples of the types of magical items that can exist in Far Away Land. The general categories are also meant as a reference for players and GMs who are interested in creating their own magical items.

Armor and Clothing

Magic is often used to imbue normal armor and clothing with added power. The enchantments placed upon such items can increase AC scores as well as provide resistances, immunities, and detection abilities to the items. Offensive spells can also be applied to imbue the item with the ability to shoot, poison, sicken, freeze, burn, etc.

Books

Magic books are considered highly-prized objects in the magic world. Many magic users keep their spells in books and use them to train apprentices under

MAGIC ITEMS

their guidance. Magic books are often ornately decorated and designed. They are sometimes magically (or physically) locked. Some are trapped. Some magic books contain other information such as secret meeting areas, the location and uses of reagents, lost lore, and other secrets only wizards know.

Reagents

Reagents are special ingredients used in potions and some spells. Reagents are natural ingredients that when properly prepared have magical properties. Reagents are highly prized by magic users (especially reagents that are difficult to obtain). Reagents come in all sorts of forms and can be found throughout the world. Reagents are integral in the creation of enchanted items and potions.

Jewelry

Jewelry are some of the most common types of items to carry magical enchantments. The relatively small size and aesthetic quality of things such as rings, earrings, bracelets, necklaces, and amulets allows for magical items to be worn in plain view (or easily hidden) while allowing the wearer to harness the magical properties within the item.

Scrolls

Scrolls are pieces of heavy paper or cloth upon which magical spells have been written. Before books, scrolls were the only way to pass spells down from one magic user to the next. Although books are more compact and easier to manage, the tradition of using scrolls to record spells remains. Scrolls also allow those who do not possess the Arcane Boon to cast spells. Spells cast with a scroll are cast normally (if the caster has no Arcane Boon, use only their WIT score). Once a scroll has been used to cast the inscribed spell, the spell will vanish from the scroll leaving it empty. Use of a scroll does not use the allotted number of spells a caster can cast per day. This makes scrolls very useful for low-level PCs who can cast few spells.

Wands, Rods, and Staffs

Since the early days of magic, wizards and other magic users have used things such as wands and staffs to carry various magical enchantments. The popularity of these types of items came about due to their versatility (a staff can be used as a normal weapon or walking stick), their low cost, and their innocuous appearance.

Weapons

It was only a matter of time before warriors, fighters, and barbarians began to seek out the power of magic to imbue their weapons to give them the advantage on the battlefield. Throughout the ages, magical weapons such as swords, axes, daggers, and hammers have served as some of the most powerful of all enchantments.

MAGIC ITEMS

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 delivers a -1 die penalty to any allies within short range of the sword while it is in use. The wielder of the sword takes no penalties.

Blades of Slaying

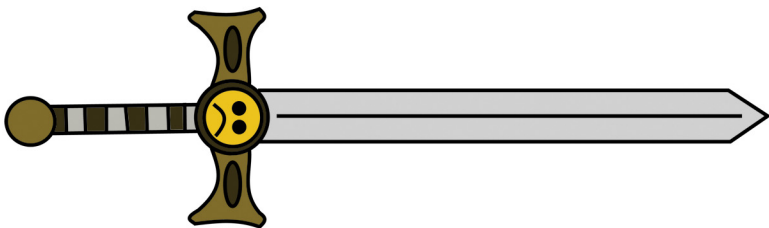
Blades of slaying refer to a specific group of magical blade weapons. Blades of slaying are magically imbued with powers to cause extra damage to specific creatures. For example, a blade of undead slaying will deliver extra damage to undead targets while a blade of ogra slaying would deliver extra damage to ogra targets. Blades of slaying come in weak (+1d6 damage), strong (+2d6 strength), and awesome (+3d6 damage).

Dorendel

Dorendel is an ancient dwarven blade forged in the lost mines of the Umlbercrag Mountains thousands of years ago. The legends say that Dorendel is an indestructible blade which cannot be broken and never goes dull. 2d6 damage.

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. Elemental Weapons come in weak (+1d6 damage), strong (+2d6 strength), and awesome (+3d6 damage) and have the chance to do extra damage based on their elemental ability.



MAGIC ITEMS

Elf Bone of Disintegration

Long ago the elf lich known as Grazeplex 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 resist magic roll (WIT + Arcane) or be instantly disintegrated.

Fazz Spheres

At the height of their power, the crotallian 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 at long distance (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. A Fazz Sphere can do up to 2d6 damage and can take up to 12 points of damage.

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 WIT check against a TN of 5 to avoid being overtaken by the spirit of Fuegar. Fuegar's

Blade does 3d6 damage versus undead. The blade does 1d6 damage against non-undead targets.

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 (it requires an additional +2 Actions when used and a minimum BRT score of 4). The Hammer deals 3d6 damage when used in a melee attack. It can also be thrown (BRT score of at least 5 is required to throw it) doing a massive 5d6 damage (close range). Hammerstal can also throw bolts of lightning which do 1d6 damage.



Hank's Bow

When the human Hank Mulletor was pulled to Far Away Land during the Boom War, he was greeted by a kindly 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.

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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 (touch range) which does 1d6 damage. The staff can also take the form of a python and wrap victims. The python has a BRT score of 3. The python also has a poisonous bite (LVL 3 poison) which does 1d6 damage. The python will always obey the holder of the staff.

Sword of Killa Beats

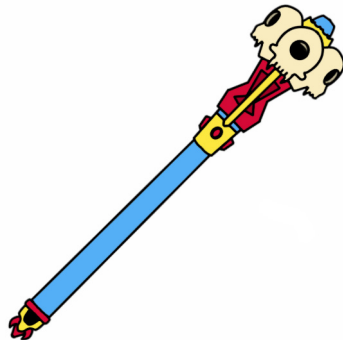
The Sword of Killa Beats is a renowned weapon known for the awesome music it produces. The raw grooves and bass lines the sword lays down when used in battle will get allies hype and boost their battle prowess. As such, the sword gives all allies within earshot of the weapon +1 die on all rolls. The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



MAGIC ITEMS

Miscellaneous Magic (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.

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 like a normal crown any king or queen would wear. They are usually gold with jewels. However, once the crown is placed on the head, the wearer instantly becomes an idiot. The crown immediately reduces the wearer's WIT score to 0. 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 a WIT score of 0.

Glass Shield

Glass Shields are magically imbued shields made entirely of glass. When used against melee type attacks, the shield has an AC of 3. 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 test of will is needed to remove the helm which requires a WIT check against a TN of 5. This check can be made once an hour.

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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 eyeholes 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. The mask can be detected (only in daylight or the equivalent)



as being worn by a WIT check against a TN of 6. 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).

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 do 3d6 damage.

Quiet Armor

Normal armor is heavy and loud. Quiet armor is... quiet. This heavy armor makes the same amount of noise as normal clothing but has an AC of 3.

Shirt of Charisma

The Shirt of Charisma is charmed and fancy. Anyone wearing this shirt will automatically gain a +2 dice bonus in social setting tests.

MAGIC ITEMS

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 big boots are so heavy they require +1 Action every time they are used. On the plus side, they do 3d6 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 two stories 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.

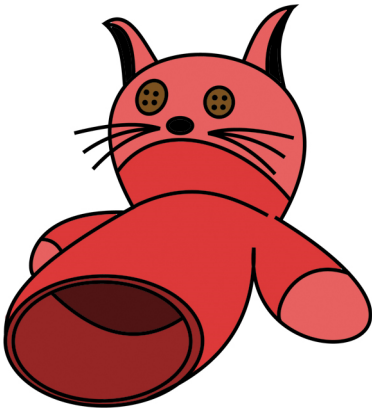


MAGIC ITEMS

Miscellaneous Magic Items

Abysmal Puppet

Forged in the burning fires of the Abyssmalsphere by the demon Asotheus, the Abysmal Puppet is both cute and terrible. The puppet has the appearance of a normal cat-shaped hand puppet. However, when worn and the mouth of the puppet is opened, it will spew forth a cone of fire that does 3d6 fire damage. The puppet also has a circle of illness around it that is activated when it is worn. The circle has a radius of small and anyone standing within the area will suffer 1d6 damage every ten minutes the puppet is worn (including the puppeteer).



Box of ????

The Box of ??? takes its name from the bizarre powers it holds. The box appears to be a moderately ornate wooden box with strange markings and symbols etched on its outside. The lid of the box has a latch which holds it closed. When opened, the box will create a random magical effect. Roll 1d6 to determine the random effect. The box's magic can be used once a day.

1. Any metal items within close range are destroyed.
2. The box rattles around and shoots energy balls at up to three random targets within close range. These energy balls do 2d6 damage each. If there are less than three targets, the remaining energy balls will strike the same target.
3. All magic items within close range of the box lose their enchantments permanently.
4. Anyone within close range of the box will lose the ability to speak for an entire day.
5. Anyone within touch range of the box gains euphoric feelings that bring a +1 die bonus to all rolls for 1 hour.
6. The box begins to ring at a deafening volume. Anyone near the box after 20 seconds will take hearing damage. Anyone next to the box after a minute will go deaf. The box will continue to ring for 1 hour.

Circle of Power Items

Circle of Power Items are a specific group of magical items whose powers create an effect which covers a radius outside the item. Common Circle of Power Items include things that heal or harm within a certain radius. Other effects such as light, darkness and various elemental effects are common as well.

Coin of Bad Tosses

The Coin of Bad Tosses is a magical coin which will always land on the side opposite of what was called. The coin only works if the words "heads" or "tails" are spoken verbally by someone within arm's reach of the coin.

MAGIC ITEMS

Flute of Zzzz

The Flute of Zzzz is a magical instrument that when played, will put anyone within close range to sleep. A WIT check can be made against the power of the Flute (TN 5). Those who are put to sleep by the flute will sleep normally for 1d3 hours.

Horn of Searing Pain

The Horn of Searing Pain is a hollowed out cow steed horn that causes 2d6 damage when blown. The target of the horn must be directly in front of the horn. The damage caused by the horn leaves bruises on the target's skin.

Lazar Puppet

Long ago, magic puppets were all the rage in the wizarding community. Over time, this fine art of puppetry was lost, but many of the relics still remain. Among these magical weapons is the Lazar Puppet. The puppeteer simply has to open the mouth of the puppet to release a powerful energy blast that delivers 2d6 damage to targets. Range is short.

Mirror of Entrapment

Long ago, bolgo cats created Mirrors of Entrapment to lure those from Far Away Land into the Bolgosphere. Mirrors of Entrapment are framed mirrors that are of various sizes. Anyone who looks into the mirror must make a WIT check (TN 5) or be pulled into the mirror. Once pulled into the mirror, the victim will find that they are in a strange place. This place is the Bolgosphere.

Ring of Green Dazzle

In the history of Far Away Land magical items, the magical ring has become somewhat of a cliché. Small and compact and easy to enchant, rings make the perfect magical objects. Among the many magical rings in Far Away Land is the elusive and ridiculously overpowered Ring of Green Dazzle which empowers the wearer to create solid objects from thought alone.

While the exact nature and extent of the ring is largely unknown, those who possessed the ring in the past have held positions of great power. Although the ring is capable of creating just about anything the wearer can imagine, it requires a great deal of skill to use. In order to activate the ring's power, the wearer must make a WIT check against a TN of 6. Once activated, the ring will remain "conscious" until the wearer turns it off. The longer the ring remains active the more it impedes the wearer with its own consciousness. Over time, this can drive the wearer to eventual madness.

Skull of Old Times

A Skull of Old Times is a magical skull which has been empowered with the ability to read the history of an object. The user of the skull sets it down on top of the object and commands the skull to speak. The skull will then tell the history of the object as it creepily speaks.

CRAFTING

Crafting

PCs may be interested in building and creating their own items, weapons, armor, etc. The following section details everything players and GMs need to know about crafting.

Crafting Requirements

1. Crafty Boon with proper specialization (e.g. woodworking, potions, etc.).
2. Required materials/resources as indicated by the GM.
3. Workspace/laboratory (if required).
4. Necessary period of time to create the item.

If these criteria are met, the PC then makes a Crafty + DEX check versus the TN based on the difficulty of the item being crafted. If the roll equals or exceeds the TN, the crafting attempt is a success. If the roll fails, the materials are destroyed and the job must be restarted.

Crafting Difficulty

Simple (3): Objects that require little or no preparation and few materials.

Easy (4): Objects that require some planning and a few materials. The materials may or may not need any preparation.

Tricky (5): Objects that require planning and several materials, possibly a work area or specific equipment in order to create the object. The materials needed to create the object will require preparation of some kind.

Hard (6+): Objects that require a lot of planning. These objects are complex and require special tools and/or work areas and equipment to create. These objects are often created in various stages with each stage requiring some sort of preparation and planning.

Material Cost

The cost of the materials should be determined by the GM based on the type of item being created. Items that are more difficult to craft should have a greater material cost.

Master Made Items

Items can be crafted with such expertise that they are made stronger than normal. In order to craft a master made item, the player's crafting MoS must be 3+. Master made weapons do an additional +1d6 damage. Master made armor gains a +2 AC bonus. The GM should enhance other items as necessary.

Time

It takes time to craft. A normal day spent crafting is 8-10 hours. The more difficult a job, the longer it takes. It is up to the GM as to how to handle crafting time, especially jobs which take a longer period of time to perform. For more complex jobs that require special equipment and large amounts of time, the

CRAFTING

PC will have to be fully devoted to the crafting and might even require a specific workspace. The creation of a very simple or basic item may be performed in less than perfect conditions while the PC focuses on multiple tasks.

Rush Jobs

Rush jobs are possible and reduce the normal amount of time spent by 25%. However, rush jobs also increase the difficulty of the item being crafted. If a rush job is performed in order to save time, decrease the number of dice rolled by the crafter by -2 per 25%.

Crafting Time Chart

Difficulty (TN)	Time
Simple (3)	A few hours
Easy (4)	A few hours to a day.
Tricky (5)	1-3 days
Hard (6)	4 days to 2 weeks

Specialty Crafting

Some items, such as potions and poisons, are slightly different in how they are crafted...

Crafting Poisons and Antidotes

Poison costs are based on the poison LVL. Multiply the poison LVL x 5gp. Crafting a poison makes 1 vial of poison. If the crafting roll is a failure, the ingredients are lost. Poison LVLs determine the TN. Antidotes are used to cure poisons. Antidotes follow the same rules as crafting a poison.

Crafting Potions

A potion can be created with the required reagents (1d6 x 5gp). Usually the crafter will have to adhere to a potion recipe (whose instructions and ingredients should reflect the strength and nature of the potion being created). If the crafting roll is a failure, the reagents are lost. The GM should determine the LVL of the potion based on its effects. The TN required is based on the effect LVL.

Potion/Poison/Antidote TNs

Effect LVL	TN
1-3	3
4-6	4
7-9	5
10	6

MAGIC CRAFTING

Crafting Magic Items

Depending on the rarity of magic items in the world, the PCs may come to the point where they wish to create their own. The following section details some basic rules to keep in mind when players are interested in crafting specific types of magic items.

Magic items are important and by their very nature they carry with them the story of their creation, the journey involved to collect the materials needed in order to forge the item, the wizard sought out in order to make the item, and that sort of thing. Part of the GM's job when it comes to creating magic items is to fuse the story of the item and the way it is created into the game play. For example, perhaps the PCs have found a scroll of fireballs and one of the PCs suggests that they use the scroll to create a really awesome sword of fireballs. This would be the GM's opportunity to create an adventure (or even several adventures) around the PCs as they seek out the reagents and materials required to make their awesome sword of fireballs.

As with any aspect of FAL, the creation of the item should be merged into the overall game play experience so that it feels as if it is part of the game and the world of the campaign. Keeping that in mind, here are five rules that apply to the creation of all magic items.

Five Rules for Crafting Magic Items

1. In order to create a magic item, there are five requirements: (1) the magic user must have the minimum skill (Arcane Boon and WIT) as determined by the GM, (2) they must know the spell with which the item is to be imbued (3) the item to be imbued with magic must be present, (4) some sort of magical reagents or ingredients must be used to create the item, and (5) they must have the appropriate amount of time to complete the ritual.
2. Once the resources are obtained, the ritual is performed and the item is created (see rule 3 for creation time). This means there is no chance of failure as long as all materials are present and the magic user attempting the creation of the item has the necessary skill level to do so.
3. Magic item creation cannot be rushed. This means that it will take the full amount of time in order for the item to be created. All magic items should be regarded as having a hard difficulty to create which carries a four day minimum. More difficult items will take longer.
4. The more difficult a magic item is to create, the harder the materials should be to come by.
5. A magic user cannot enchant an item with a spell greater than their own LVL.

MAGIC CRAFTING

Additional Notes on Crafting Magic Items

When crafting a magic weapon or an item that is intended to be used offensively or defensively, the GM should keep three things in mind. The first is the way the item influences the dice. Does the item have a will of its own which gives the user an advantage to strike or defend? If so, dice would be added to the attack/defense roll when that item is equipped. Perhaps the item does extra damage to the target. This should be indicated by a bonus given to the total damage (for example, the weapon does 3d6 damage). The third thing to remember and define is any specific properties the weapon may have. Specific properties may be a hammer that kills undead when it strikes or a sword that can cut through steel.

When crafting magic armor, clothing, jewelry, or other worn items, the GM should keep in mind the properties of the item and what the item is used for. For example, does the item have the ability to detect a certain creature? Does the item give the wearer a resistance or immunity to some form of attack? The GM should also keep in mind and define any specific properties the item possesses.

The GM should always keep in mind that the scroll used to create the item will directly affect the nature of the item.

Remember, magic items should be interesting and unique. Fire swords and ice wands are cool and all but use your imagination when coming up with your own magical items. Look to movies, books, cartoons, and other sources to help with your ideas. Keep in mind that magical items don't always have to have a positive effect, that sometimes they can be dangerous or have consequences when used.



NPCs of FAR AWAY LAND

Non-Player Characters (NPCs) of Far Away Land

The world is populated with people and creatures and it is the GM's job to bring it all to life. The creatures and characters controlled by the GM are called NPCs. NPCs make the world feel inhabited and used. Without NPCs, the world would just have the PCs. The following section is devoted to NPCs.

NPC Appearance

At some point, the PCs will be out and about on some journey or expedition and run into NPCs. It is up to the GM to describe how the NPCs look and behave so that the players have a sense of what is taking place around their characters. Appearance will be largely dependent on species as well as other things such as age, societal status, health, etc. Descriptions of clothing and mannerisms, the way the character speaks or sounds, the look in the character's eyes, these things will all help flesh out the world that the PCs adventure in. It will simultaneously create images within the mind of the players further immersing them in the game.

NPC Size

Size indicates how big an NPC is. The following chart is used to determine sizes, melee damage modifiers, and HP modifiers.

Size (height or length)	Melee Damage	HP
Miniscule (less than 1')	-1	-3
Tiny (1'-3')	0	-1
Small (3'-5' feet)	0	0
Average (5'-8' feet)	0	+3
Giant (9'-16' feet)	+2	+7
Massive (16'-25' feet)	+4	+15
Enormous (25'+)	+6	+30

NPC Jobs

Everyone wears a hat of some sort, meaning that everyone is something and does something, even if that something is just sitting on the couch (couch potato). It is helpful if the GM is aware of the job, Boons and Flaws, or anything an NPC possesses. A job can be anything from couch potato to noble to assassin to homeless war vet to galactic annihilator and the Boons and Flaws should reflect these things. The point is that all NPCs have a role in their world and if the GM is aware of these roles, at least vaguely, the world that he/she creates for the players will be made all the more immersive.

NPCs of FAR AWAY LAND

NPC Wealth

While the job an NPC holds will often identify the socioeconomic bracket the NPC falls in, it may sometimes not. GMs can gauge an NPC's wealth using a basic list of descriptors: poor, average, wealthy, and rich.

Poor: The NPC rarely finds work and has to struggle daily to survive.

Average: The NPC works daily in order to survive and might sometimes save a little.

Wealthy: The NPC has managed to gather enough wealth that daily laboring is no longer required and life is a bit easier.

Rich: The NPC has attained a large amount of wealth and probably has others who work for them.

NPC Goals

NPCs are much more than simple automatons who walk about the world blindly under the command of the almighty GM. NPCs are deep, they are thinking, conniving, scheming individuals who have much more than a series of physical traits. NPCs have goals, they have motivations that drive them and steer them in their conquests as individuals. That is what NPC goals are all about, finding what the NPC strives to be or to do or to become. If you know that, then you know the NPC. The following lists are ideas to spur the GM's imagination into fleshing out NPC goals and motivations.



NPCs of FAR AWAY LAND

NPC Goals have been divided into three categories. These categories are arbitrary for the most part and intended as more of a reference tool than an actual intent.

Positive Goals

1. Befriend Someone: The NPC is intent on making friends or beginning a relationship with someone.

2. Create/Build Something: The NPC is intent on building or creating something. The NPC could possibly be gathering information or supplies for what it is that will be built or created.

3. Fix Something: The NPC has a desire to fix, rebuild or repair something. This can be anything; repair a structure, build a trap, build a home, repair armor or a weapon etc.

4. Heal/Help Someone: The NPC has the goal to help someone. This could be a random person in need of help or the NPC could be on the way to help someone.

5. Prove/Solve Something: The NPC has something to prove. This could be something the NPC must prove to themselves or to others.

6. Stop Something: The NPC is attempting to put a stop to something. Usually something they view as being negative.

Neutral Goals

1. Acquire/Deliver Something: The NPC is attempting to acquire something through legal or illegal means. The NPC could be involved in a trade or a buy or could be trying to steal something.

2. Daily Survival: The NPC is trying to get by day to day: working, eating,

making ends meet, etc.

3. Find Someone: The NPC is attempting to find someone. This refers to a person.

4. Hide: The NPC is attempting to hide from someone or something.

5. Travel: The NPC is intent on traveling or has already started traveling.

6. Avoid Something: The NPC is trying to avoid someone or something.

Negative Goals

1. Destroy/Kill Something: The NPC is intent on destroying or killing someone or something.

2. Kidnap Someone: The NPC is intent on kidnapping someone. The kidnapping may be a single person or a group of persons.

3. Raise an Army: The NPC is intent on raising an army and seeks power. The NPC is likely recruiting or overseeing the recruitment of members for the army or militia or even a gang.

4. Revenge: The NPC is seeking revenge against someone or something. The target of the revenge may be a person or a thing such as an idea, place or object.

5. Sooth an Addiction: The NPC wishes to sooth an addiction of some sort. The addiction can refer to anything that the NPC is addicted to or needs in order to feel normal or end pain.

6. Steal Something: The NPC is intent on stealing something or gaining something through illegal means. The NPC may be attempting (or thinking about) picking a pocket, cutting a purse, grabbing an item and running etc.

NPCs of FAR AWAY LAND

Goal Strength

The strength of the NPC goal indicates how strong the NPC's motivation is toward the specific goal. The more determined the NPC, the higher the strength rating as pertaining to that goal. For every goal an NPC has, the GM should determine the strength and to what lengths the NPC would go to accomplish the goal.

Ponderous: The thought has crossed the mind of the NPC. Little or no action has yet to be taken toward the goal but the idea is there.

Pensive: Some action has been taken toward the goal. The goal is becoming more important although it is not at the foreground of priorities.

Motivated: Significant action is being taken in order to achieve the goal. The NPC feels strongly about achieving the goal.

Determined: The NPC is determined to stop at nothing in order to achieve the goal. It is the foremost thought during the day and shapes the life of the NPC.

Obsessed: The NPC is completely obsessed with achieving the goal and will stop at nothing to find success. The NPC is constantly thinking and working toward the goal. Achieving the goal has become the most important thing in the life of the NPC. Anything that stands between the NPC and the goal will be viewed as something negative.

NPC Emotions

Emotions often drive individuals, no matter the species. NPCs have emotions and feelings just like everyone else. When building an NPC, keep in mind their emotional state and how they are feeling when they meet the PCs. The emotional state of the NPC can determine the way in which the NPC will interact with the PCs as well as the way they react with other NPCs. The goal of the NPC should play a large part in the way they are feeling and this should be reflected in their interaction with those around them.

Other Aspects of NPCs

The GM should determine any important characteristic about an NPC that is important to play. For example, the NPC may have a particular religious or political affiliation that is relevant to his or her place in the game. Perhaps the NPC has just experienced something that has changed their beliefs in life. Maybe the NPC is somehow connected to the PCs through some sort of earlier event. The GM should not worry about fleshing out every aspect of every NPC but rather be aware of the NPC and what drives, motivates, and fuels their desires. The more important an NPC is to the adventure, the more she should be fleshed out.

NPCs of FAR AWAY LAND

Stereotypical Fantasy NPCs

The following is a list of NPC jobs which includes Boon and cliché descriptors of the job type. This is meant as a quick reference list for cliché NPCs to save the GM a bit of prep time.

Assassin

Boons: Athletics, Melee, Sneak, Subterfuge

Sneaking around in the dark, catching people off-guard, brooding in dark tavern corners.

Barbarian

Boons: Athletics, Melee, Ranged, Scuffle

Being loud and obnoxious and rude, having body odor, being unkempt, getting drunk, love to fight.

Bard

Boons: Arcane, Book Worm, Local Lore, Manipulate, Melee

Singing songs and telling stories and acting, knowing local lore and gossip/ rumors, handing out advice.

Beggar

Boons: Alert, Manipulate, Sneak, Subterfuge

Being dirty and unkempt, asking for money or food, being disliked by others, sleeping in the street, fighting off dogs and kids.

Blacksmith

Boons: Crafty, Manipulate, Melee
Making things out of metal, being big and burly (and hairy), being established in a community.

Cleric

Boons: Arcane, Local Lore

Being holy and religious, healing others, knowing about herbs and medicines, knowing rumors and gossip.

Drunk

Boons: Manipulate

Being drunk and obnoxious (or pitiful or hilarious), vomiting, passing out, getting in fights.

Farmer

Boons: Local Lore, Mounts

Knowing about plants and the seasons and the weather, knowing about animals, being afraid of things not understood.

Gladiator

Boons: Alert, Athletics, Melee, Ranged, Scuffle

Fighting in an arena, trying to gain freedom, being hard as nails, being good with weapons and armor.

Guard

Boons: Alert, Melee, Ranged

Guarding stuff, turning people away, being pompous.

Highwayman

Boons: Melee, Punk, Ranged, Sneak

Living in the wilderness, stealing and killing for profit, taking hostages.

Knight

Boons: Melee, Ranged, Scuffle

Wearing armor and riding mounts, being chivalrous, working for a king, being arrogant.

NPCs of FAR AWAY LAND

Mercenary

Boons: Alert, Manipulate, Melee, Ranged, Scuffle
Working for the highest bidder, being heartless, moving around a lot, using fake names.

Merchant

Boons: Alert, Local Lore, Manipulate, Punk
Buying and selling goods, trying to maintain a good reputation, trying to avoid taxes, having wealth.

Monk

Boons: Alert, Arcane, Book Worm, Local Lore, Sneak
Avoiding temptation, studying and praying, practicing a balance of self and world, living in a monastery.

Necromancer

Boons: Arcane, Book Worm, Manipulate, Punk, Sneak
Practicing magic, playing with the undead, raising the dead, living in towers.

Noble

Boons: Local Lore, Manipulate, Punk
Being rich and arrogant, believing in divine right, fighting for the throne, complaining about how hard life is.

Ranger

Boons: Alert, Local Lore, Melee, Mounts, Ranged, Sneak
Running around in the wilderness, knowing about plants and animals, using bows, disliking civilization.

Servant

Boons: Sneak
Being a servant, getting water and doing chores, wondering why life is so cruel.

Thief

Boons: Alert, Melee, Sneak, Subterfuge
Sneaking around and stealing things, ripping people off, looking for an opportunity.

Undead Hunter

Boons: Alert, Athletics, Melee, Mounts, Ranged, Sneak
Hunting the undead, hatred for the undead, brooding and in disbelief at why more people aren't up in arms over the undead.

Villager

Boons: Local Lore
Being complacent, being scared of outsiders, being superstitious, avoiding nobles.

Warrior

Boons: Alert, Melee, Mounts, Ranged
Fighting for a cause, using weapons and wearing armor, looking for a fight.

Wizard

Boons: Arcane, Book Worm, Manipulate, Sneak
Wearing robes and living in a tower, using magic, being mysterious and misunderstood, reading and studying ancient texts.

ABILITIES

Abilities

Some creatures and characters have specific abilities such as psionic abilities, super abilities, or other awesome abilities that are attributed to either the race of the character, the character's natural individuality, or some event that has given the character a particular 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. During character creation, players can forego 2 Stat points in place of a single Ability. This Ability should be explained or somehow worked into the character's story. All Abilities, unless noted otherwise, begin with a score of 1.

Types of Abilities

There are two basic classes of Abilities: activated and automatic.

Automatic Abilities are Abilities that are automatic and are considered to always be active. Examples of Automatic Abilities are: Night Sight, Healing Factors, and Eidetic Memory.

Activated Abilities are Abilities that must be activated in order to be used. Examples of Activated Abilities are: Energy Blast, Telekinesis, Illusory Form, and Machinopathy.

The GM should determine whether an Ability is automatic or activated based on the type of character.

Using Abilities

To use an Ability, determine if the Ability is automatic or activated. If the Ability is automatic, it requires no roll and works automatically. If the Ability requires activation, roll the appropriate dice for the Stat on which the Ability is based and add the Ability score. The roll is then compared to a TN or opposed roll of the target.

Example: Steel Master has the Ability of Life Leech (1). Life Leech uses WIT (2). Steel Master adds his Ability score to his Stat score for a total of 3. He rolls 3d6 when using Life Leech.

A PC can use an Activated Ability equal to their LVL times per day. (So a LVL 2 PC can use 2 Abilities per day.) A failed Ability roll does not count as an Ability usage, although the Actions for that roll are lost. An Ability that has no TN or opposed roll works automatically.

Ability Range

An Ability's range is indicated in touch, close, short, long, far, etc. If the Ability has a radius effect, this will be noted in parenthesis after the range score. Ranges are written in the following ways...

ABILITIES

Range: short indicates that the ability has a short range.

Range: long (small) indicates that the ability has a range of long and a small radius effect.

Range: self (medium) indicates that the ability's radius is measured from the user as the center of the effect.

Range: touch indicates that the user must be touching the target in order for the ability to work.

Ability Duration

The duration of an Ability depends upon the Ability and the user's LVL. The Ability will indicate the measurement of duration (instant, seconds, minutes, etc.). The PC/NPCs LVL determines maximum duration.

Example: The Ability has a duration of minutes. If the PC/NPC is LVL 9 and uses the Ability, the Ability will last a maximum of 9 minutes.

Instant: This indicates that the Ability's effects happen immediately.

Rounds: The Ability has effects that last for a number of rounds.

Minutes: The Ability has effects that last for a number of minutes.

Hours: The Ability has effects that last for a number of hours.

Days: The Ability has effects that last for a number of days.

Weeks: The Ability has effects that last for a number of weeks.

Permanent: The Ability has effects that are permanent.

Creating and Amplifying Abilities

The Abilities listed within this book serve as a guide to get you started with various Abilities in Far Away Land. The Abilities listed here also serve as examples of how other Abilities can be created from scratch. For example, if you are wanting to make a specific type of Augmentation Ability, it will be beneficial to look in the list of Augmentation Abilities and choose one that is similar to the one you are creating. This allows you a base to work from, a way to check or compare the LVL or strength of the Ability.

When creating Abilities, whether it is for an entire race of creatures or an individual, the GM should have the final say in whether or not the Ability is allowed.

GMs may allow Abilities to be upgraded as PCs gain LVLs. This would simulate the character becoming more proficient with a particular Ability and thus gaining a greater degree of strength and control when using the Ability. The way in which a GM decides to grant (or even if they decide to grant) an Ability upgrade is at their discretion. However, such upgrades should only be used if it is integral to the defining or evolution of the character in some way.

ABILITIES

List of Abilities

All Abilities are divided into 6 different schools: Augmentation, Creation, Direct Damage, Physical, Psionic, and Undead.

Augmentation Abilities

Balloon
Breathe Toxin
Dim Form
Dopplegang
Elongate
Harden
Intangibility
Invisibility
Invulnerability
Rubberize
Shape Shift

Creation Abilities

Abysmal Genesis
Animate Statue
Create Self
Energy Shield
Raise Golem
Summon Demon
Vortex
Warp Field

Direct Damage

Cold Touch
Cold Zap
Drain Strength
Energy Blast
Energy Buildup
Fire Breathe
Hellish Rainbow
Icy Breath
Level Drain
Life Leech
Metal Mayhem
Mind Missile
Phonoblast
Phosoblast
Piercing Scream
Poison Spore Burst

Poisonous Cloud

Ability Osmosis

Physical Abilities

Absorb Energy
Aggravated
Angered Strength
Beast Up
Eidetic Memory
Enhanced Senses
Flight
Healing Aspect
Healing Touch
Night Sight
Purify
Regenerate
Super Speed
Teleport

Psionic Abilities

Aerokinesis
Ancestral Memory
Animal Bond
Bend Will
Charm Animal
Charm Beast
Demonic Telepathy
Detect Life
Detect Magic
Directional Awareness
Electrokinesis
Fairy Telepathy
Forget
Hydrokinesis
Illusory Beast
Illusory Form
Illusory Landscape
Machinopathy
Magnetism
Mind Stunt

Object History

Omniscience
Phonokinesis
Pyrokinesis
Sadness
Sense Immortal
Sense Undead
Sixth Sense
Sleep
Terrakinesis
Trace
Wyrd Portal

Undead Abilities

Animate Dead
Control Lesser Undead
Infernal Swarm
Maggoty Discharge
Necrotic Nourishment
Possess
Raise the Dead
Resurrect Self
Rotting Touch
Undead Infection

ABILITIES

Augmentation Abilities

Augmentation Abilities are Abilities which allow the user to augment or change their body in some way.

Balloon (BRT)

Damage: none, Range: self

Duration: minutes

You can fill your body with air, swelling in size like a balloon.

Breathe Toxin (BRT)

Damage: none, Range: self

Duration: rounds

You can breathe toxins and gases without peril.

Dim Form (WIT)

Damage: none, Range: self

Duration: minutes

You become shadow-like making it harder for others to see you.

Doppelgang (DEX)

Damage: none, Range: self

Duration: minutes

You can take the form of another living creature.

Elongate (DEX)

Damage: none, Range: self

Duration: rounds

You can stretch your body as if it were elastic.

Harden (BRT)

Damage: none, Range: self

Duration: rounds

You can harden your body. Piercing and slashing type attacks are deflected.

Intangibility (WIT)

Damage: none, Range: self

Duration: rounds

You become intangible and are no longer subject to the confines of the material world.

Invisibility (WIT)

Damage: none, Range: self

Duration: rounds

You become invisible.

Invulnerability (BRT)

Damage: none, Range: self

Duration: rounds

You cannot be harmed.

Rubberize (DEX)

Damage: none, Range: self

Duration: rounds

You can rubberize your body in order to repel blunt attacks.

Shape Shift (DEX)

Damage: none, 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 Abilities

Creation Abilities are Abilities which allow the user to create or summon creatures, beings, portal, etc.

Abyssmal Genesis (WIT)

Damage: none, Range: close

Duration: instant

You have the ability to create a LVL 1 Demon. The created Demon should be treated as a summoned creature.

ABILITIES

Animate Statue (WIT)

Damage: none, Range: touch

Duration: see below

You can bring a statue to life. The statue has the following...

Animated Statue (3)

Archetype: Construct

HP: 18, AC: 2, ACT: 5

BRT: 3, DEX: 2, WIT: 1

Notes: light/heavy weapon/giant

Create Self (WIT)

Damage: none, Range: self (small)

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. At every 5th level, you can create another duplicate (so at LVL 10 you can create a total of 3 duplicates).

Energy Shield (BRT)

Damage: none, Range: self

Duration: rounds

You can harness raw energy to create a shield around your body. The shield makes you impervious to damage.

Raise Golem (WIT)

Damage: none, Range: close

Duration: instant

You can create a LVL 1 dirt golem. The created golem should be treated as a summoned creature.

Dirt Golem (1)

Archetype: Construct

HP: 15, AC: 1, ACT: 5

BRT: 2, DEX: 1, WIT: 1

Notes: heavy weapon (fist)

Summon Demon (WIT)

Damage: none, Range: close

Duration: instant

You can summon a demon to do your will.

Summoned Demon (1)

Archetype: Demon

HP: 20, AC: 1, ACT: 5

BRT: 2, DEX: 2, WIT: 2

Notes: light/heavy weapon, Magic
LVL 1

Vortex (BRT)

Damage: none, Range: short

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 can make a BRT (to hold on) or a DEX (to jump clear) check in order to avoid the effects of the vortex.

Warp Field (BRT)

Damage: none, Range: self

Duration: rounds

You create a temporary field around your body that reflects missile type attacks. Attacks such as breath weapons, fire damage, acid, poison, etc. still do normal damage as do melee attacks.

ABILITIES



Direct Damage

Direct Damage Abilities are Abilities which inflict immediate and/or direct damage on a target.

Cold Touch (BRT)

Damage: 1d6, Range: touch

Duration: instant

You can harm others with your freezing touch. The wound appears as severe frostbite.

Cold Zap (WIT)

Damage: 1d6, Range: close

Duration: instant

You can throw icy blades.

Drain Strength (BRT)

Damage: none, Range: touch

Duration: minutes

You can drain the strength of others.
The target's BRT score is reduced
by -3.

Energy Blast (DEX)

Damage: 1d6, Range: close

Duration: instant

You have the ability to harness raw

energy and focus it in a blast of destructive power.

Energy Buildup (WIT)

Damage: up to 5d6, Range: self (small), Duration: see below

You can buildup energy over a period of time (up to 5 rounds) until it explodes outward in a radius 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 in the blast radius.

Fire Breath (DEX)

Damage: 2d6, Range: short

Duration: instant

You can breathe a cone of fire.

Hellish Rainbow (DEX)

Damage: 2d6, Range: close

Duration: instant

You focus latent energy from the Abyssmalsphere and direct it into what appears to be a bloody rainbow.

ABILITIES

Icy Breath (DEX)

Damage: 1d6, Range: close

Duration: instant

You have the ability to breathe a cone of icy air which can cause frostbite (cold) damage to your target.

Level Drain (WIT)

Damage: see below, Range: touch

Duration: permanent

You have the ability to reduce a target's LVL by -1.

Life Leech (WIT)

Damage: 1d6, Range: touch

Duration: instant

You can touch a living target, draining 1d6 of their HP to add to your own.

Metal Mayhem (DEX)

Damage: 1d6, Range: self (small)

Duration: instant

You have the ability to play an instrument that creates crazy music which physically harms your target.

Mind Missile (WIT)

Damage: 1d6, Range: close

Duration: instant

You create a psionic missile and shoot it from your head (or whatever thing your brain is in).

Phonoblast (WIT)

Damage: 1d6, Range: self (small)

Duration: instant

You create a shockwave of sound that emanates out from your body. Targets damaged may suffer hearing loss as well as dizziness.

Phosoblast (WIT)

Damage: see below, 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 (WIT)

Damage: 1d6, Range: self (small)

Duration: instant

You can damage enemies with your piercing scream. Anyone within close range of you when you scream will have a 50% chance of losing their hearing for 1d6 hours.

Poison Spore Burst (BRT)

Damage: 1d6, Range: self (small)

Duration: instant

You release a burst of poisonous spores which choke, blind, and poison (GM determines poison LVL) your opponents. The spores should be treated as a gas and will remain in the air for 1d6 rounds.

Poisonous Cloud (BRT)

Damage: see below, Range: self

(close), Duration: minutes

You have the ability to conjure a poisonous cloud. The cloud is treated as a LVL 9 poison.

Power Osmosis (WIT)

Damage: none, Range: touch

Duration: rounds

You can absorb a single Ability from a target and use it as your own.

ABILITIES

Physical Abilities

Physical Abilities include all Abilities that have to do with the physical nature of a being. Physical Abilities are essentially Abilities which are manifest in a physical or natural form.

Absorb Energy (BRT)

Damage: none, 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. Your HP remains once the duration comes to an end.

Aggravated (WIT)

Damage: none, Range: self

Duration: rounds

If you have received damage from an enemy, you can become aggravated and gain a +1 bonus to all rolls.

Angered Strength (BRT)

Damage: none, Range: self

Duration: rounds

For every 3 points of damage you take, your BRT score increases +1. After this ability wears off, your BRT score returns to normal.

Beast Up (BRT)

Damage: none, Range: self

Duration: minutes

You have the ability to 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 Ability should be determined by the GM. Upon taking beast form your Stats are modified: BRT: +2, DEX: +1, WIT: -3.

Eidetic Memory (WIT)

Damage: none, Range: self

Duration: automatic

You have a photographic memory and can easily recall specific sounds, images, objects, patterns, etc.

Enhanced Senses (WIT)

Damage: none, Range: self

Duration: automatic

One or more of your senses is enhanced allowing you a greater ability to sense the world around you.

Flight (DEX)

Damage: none, Range: self

Duration: automatic

You have the ability to fly.

Healing Aspect (BRT)

Damage: none, Range: self

Duration: automatic

You heal at twice the normal rate.

Healing Touch (WIT)

Damage: none, Range: touch

Duration: instant

You can touch your target and heal 1d6 HP instantly.

Night Sight (WIT)

Damage: none, Range: self

Duration: automatic

You can see at night/dark, as if it were daytime.

Purify (WIT)

Damage: none, Range: touch

Duration: instant

You can remove toxins and poisons and their effects from individuals or yourself.

ABILITIES

Regenerate (BRT)

Damage: none, Range: self

Duration: automatic

You naturally re-grow lost body parts over a period of 1d6 days.

Super Speed (DEX)

Damage: none, Range: self

Duration: rounds

Your DEX score increases +1. Your Actions increase +1.

Teleport (DEX)

Damage: none, Range: close

Duration: instant

You have the ability to teleport yourself from one location to another. The distance should be determined by the GM.



Psionic Abilities

Psionic Abilities are Abilities which come from mental thoughts manifest into psychic ability.

Aerokinesis (WIT)

Damage: none, Range: self (small)

Duration: rounds

You have the ability to control air.

Ancestral Memory (WIT)

Damage: none, Range: self

Duration: automatic

You have the memories and knowledge of your ancestors.

Animal Bond (WIT)

Damage: none, Range: touch

Duration: varies

You have the ability to form a telepathic bond with an animal. This bond is both a friendship and understanding between you and the target animal.

Bend Will (WIT)

Damage: none, Range: touch

Duration: rounds

You can enter into the mind of others and bend their will to your own.

Charm Animal (WIT)

Damage: none, Range: close

Duration: minutes

You can charm animals and calm them.

Charm Beast (WIT)

Damage: none, Range: close

Duration: minutes

You can charm monsters and calm them.

ABILITIES

Detect Life (WIT)

Damage: none, Range: self (medium)

Duration: minutes

You have the ability to detect living beings.

Detect Magic (WIT)

Damage: none, Range: self (medium)

Duration: minutes

You have the ability to detect magic.

Demonic Telepathy (WIT)

Damage: none, Range: self (medium)

Duration: automatic

You have the ability to communicate telepathically with demons.

Directional Awareness (WIT)

Damage: none, Range: self

Duration: automatic

You always know what direction north is.

Electrokinesis (WIT)

Damage: none, Range: self (small)

Duration: rounds

You have the ability to control electricity.

Fairy Telepathy (WIT)

Damage: none, Range: self (medium),

Duration: automatic

You can telepathically communicate with Fairies.

Forget (WIT)

Damage: none, Range: touch

Duration: minutes

You can make a target temporarily forget something.

Hydrokinesis (WIT)

Damage: none, Range: self (small)

Duration: rounds

You can control water.

Illusory Beast (WIT)

Damage: none, Range: short

Duration: minutes

You create the illusion of a monster.

Illusory Form (WIT)

Damage: none, Range: self

Duration: minutes

You create the illusion that your appearance has been altered.

Illusory Landscape (WIT)

Damage: none, Range: self (large)

Duration: minutes

You have the ability to create illusory landscapes.

Machinopathy (WIT)

Damage: 2d6, Range: touch

Duration: instant

You can damage machines by mere touch. This includes sapient constructs and mechanix as well.

Magnetism (BRT)

Damage: none, Range: self (small)

Duration: rounds

You control magnetism.

Mind Stunt (WIT)

Damage: stun, Range: close

Duration: rounds

You temporarily stun someone by harming their mind telepathically.

ABILITIES

Object History (WIT)

Damage: none, Range: touch

Duration: instant

You can touch an object and know its history.

Omniscience (WIT)

Damage: none, Range: self

Duration: automatic

You know everything.

Phonokinesis (WIT)

Damage: none, Range: self (small)

Duration: rounds

You have the ability to control light.

Pyrokinesis (WIT)

Damage: none, Range: self (small)

Duration: rounds

You can control fire.

Sadness (WIT)

Damage: none, Range: touch

Duration: minutes

You can implant feelings of sadness within a target.

Sense Immortal (WIT)

Damage: none, Range: self (large)

Duration: automatic

You have the ability to sense immortals.

Sense Undead (WIT)

Damage: none, Range: self (large)

Duration: automatic

You have the ability to sense the undead.

Sixth Sense (WIT)

Damage: none, Range: self (tiny)

Duration: instant

You have an uncanny ability to sense danger. You receive a +1 initiative die whenever surprise attacked.

Sleep (WIT)

Damage: none, Range: touch

Duration: minutes

You can put a target to sleep.

Terrakinesis (WIT)

Damage: none, Range: self (medium)

Duration: rounds

You have the ability to control soil and rocks.

Trace (WIT)

Damage: none, Range: self (medium)

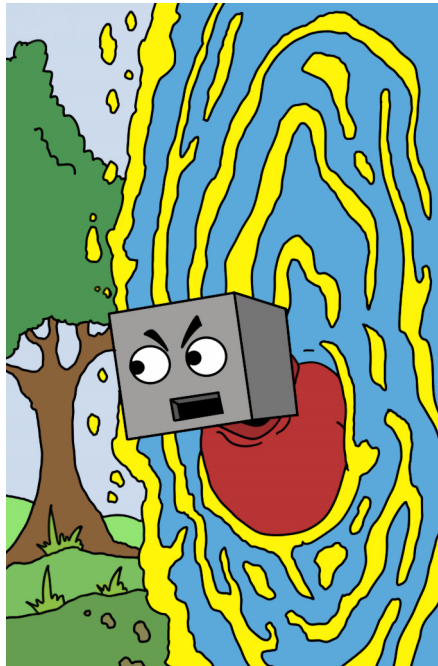
Duration: instant

You can sense the trace, psychic energies of another living creature.

Wyrd Portal (WIT)

Damage: none, Range: self (see below), Duration: minutes

You can open a portal into another sphere of existence. The portal is 6'x6'.



ABILITIES

Undead Abilities

The undead are nasty, vile, evil creatures and their Abilities reflect these attributes. Most undead Abilities center around death, decay, rot, and general grossness. When creating undead Abilities, keep in mind the type of Ability and how it should be representative of the undead - in other words, created undead Abilities should be gross, violent, deadly, and act against the living in some way.

Animate Dead (WIT)

Damage: none, Range: touch

Duration: days

You can animate the dead creating mindless beings.

Control Undead (WIT)

Damage: none, Range: close

Duration: minutes

You can control undead creatures.

Infernal Swarm (WIT)

Damage: 2d6, Range: self (small)

Duration: instant

You can tear your body open and release a swarm of bloodthirsty insects that devour life.

Maggoty Discharge (BRT)

Damage: 1d6, Range: touch

Duration: rounds

You excrete maggots which devour the living by eating them.

Necrotic Nourishment (BRT)

Damage: none, Range: self

Duration: instant

Eating something that is living or was once alive gives you 1d6 HP.

Possess (WIT)

Damage: none, Range: touch

Duration: rounds

You can enter into a target and take control of their mind and body.

Raise the Dead (WIT)

Damage: none, Range: touch

Duration: instant

You can bring the dead back to life.

Resurrect Self (Auto)

Damage: none, Range: self

Duration: automatic

You raise from the dead 1d6 hours after you have been killed.

Rotting Touch (BRT)

Damage: 1d6+2, Range: touch

Duration: instant

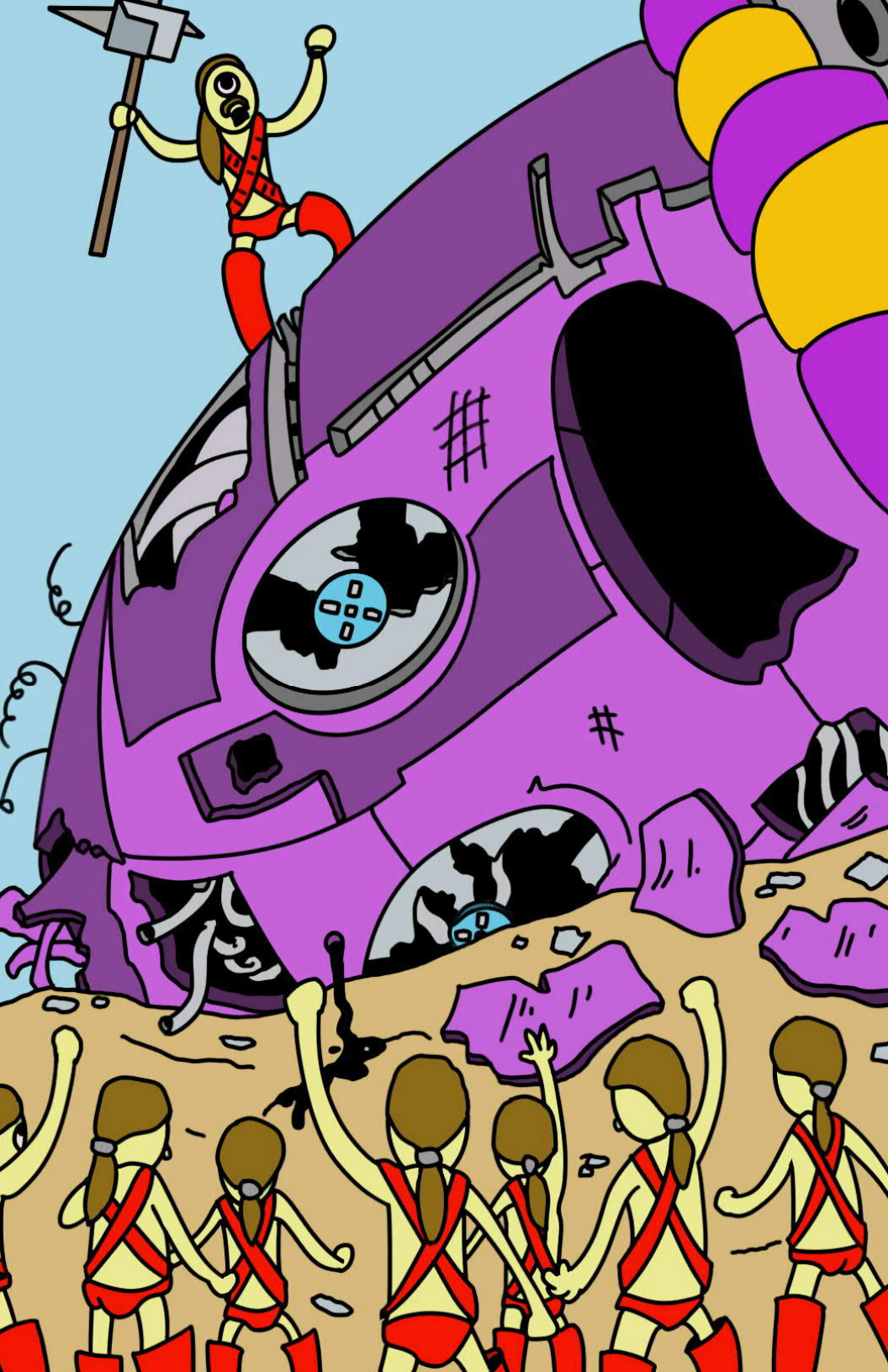
Your touch rots flesh and other living materials. The damage appears as a festering sore.

Undead Infection (BRT)

Damage: see below, Range: touch,

Duration: permanent

If you scratch or bite a target, you can turn them into undead like yourself.



Creatures Vol. 1



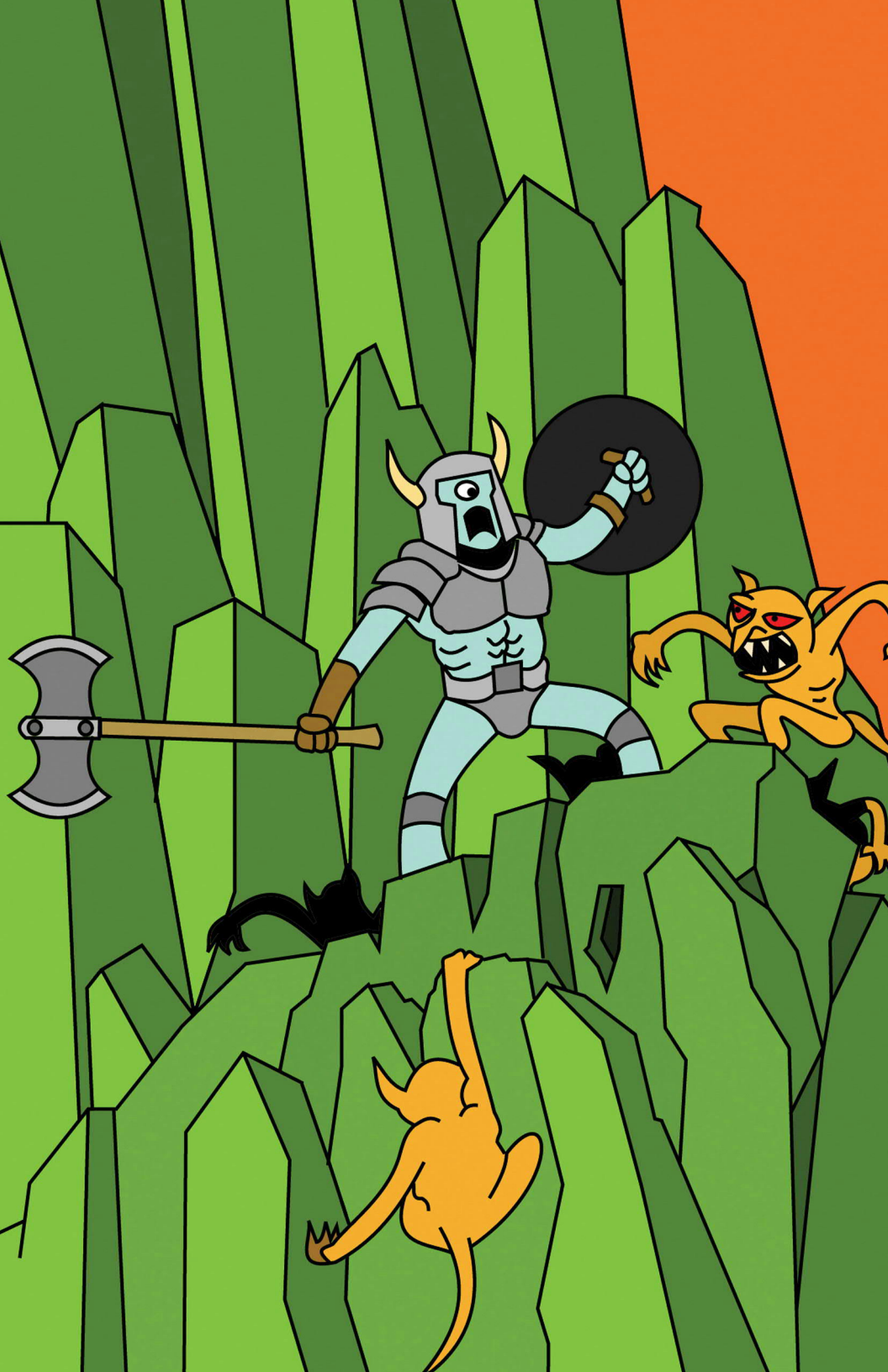
INTRODUCTION



Introduction

Creatures Vol. 1 contains entries for over 70 unique monsters and races that can be used in your campaigns and adventures. Among these creatures are several dreaded dragons, undead nightmares, ethereal haunters, and friendly folks of Far Away Land. In addition, this section contains creature size comparisons and loot drops. Also included are rules for building custom monsters, using listed entries as templates to build custom PCs, and several premade templates for building non-human PCs. This section culminates with some notes on travel and rewards.

Like all things in Far Away Land, the rules and guidelines presented in this section are sandboxy in nature and designed to provide you, the GM and/or the player, with inspiration and a foundation on which you can let your imagination explode with awesomemess.



INTRODUCTION

Understanding Creature Entries

Making sense of creatures and their stats and abilities is easy. The following short guide explains how to read and understand creature attributes, scores, and descriptions.

BLONIN (1)	
② Archetype: Humanoid Size: Average (0)	①  ⑤
③ HP: 13, AC: 1, ACT: 5 BRT: 1, DEX: 2, WIT: 1	
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. In combat, Blonins use their teleportation ability to confuse their enemies. ④	
Light/heavy Weapon (1). Magic (1): Equal to LVL. Teleportation: Short range. ⑥	

1. The creature's name and LVL.
2. This block contains the creature's Archetype as well as the creature's Size. A creature gains all abilities associated with their Archetype unless stated otherwise. The number which follows the size (the number in parenthesis) indicates the melee damage modifier. This modifier is based on the creature's size.
3. This block contains the creature's stats. HP indicates the number of Hit Points, AC indicates the creature's Armor Class, and ACT indicates how many actions the creature has per round. The second line contains the creature's BRT (Brute) score, DEX (Dexterity) score, and WIT (Wits) score.
4. This block contains a brief description of the creature.
5. This area contains an image of the creature.
6. This block contains a listing of the creature's abilities, attacks, and any other useful combat information. The number in parenthesis which follows a specific ability indicates the ability score in that area (this number is added to the appropriate stat score to determine the total dice rolled when using that ability).

AGNUN (1)



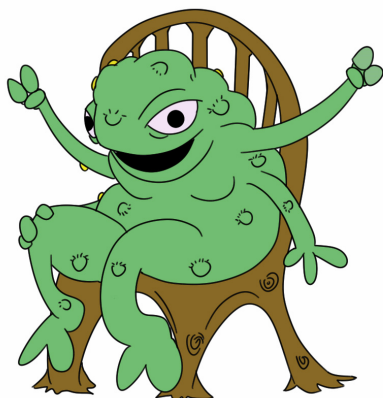
Archetype: Humanoid
Size: Average (0)

HP: 11, AC: 0, ACT: 5
BRT: 1, DEX: 2, WIT: 1

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 has 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.

Animal Bond: Grizzle bears. **Curved Blade (1):** 1d6 damage.
Magic (1): Equal to LVL. **Mount:** Grizzle bear. **Night Sight.** **Telepathy (with other agnuns):** Huge radius.

BALBERGULB (8)



Archetype: Monster
Size: Giant (+2)

HP: 27, AC: 1, ACT: 6
BRT: 2, DEX: 1, WIT: 3

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.

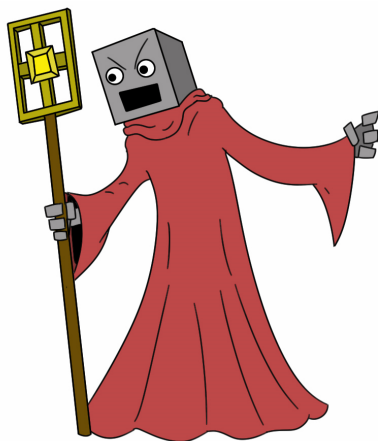
Bite (1): 1d6 damage. LVL 6 poison. **Enhanced Hearing.** **Poisonous Secretion:** LVL 6. **Tongue Lash (2):** 1d6 damage. Wraps around victims. **Immunity to Poison.** **Resistance to Magic.** **Resistance to Mind Control.**

BLONIN (1)

Archetype: Humanoid
Size: Average (0)

HP: 13, AC: 2, ACT: 5
BRT: 1, DEX: 2, WIT: 1

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.



Light/Heavy Weapon (1). Magic (1): Equal to LVL.
Teleportation: Short range.

BOLGO CAT (15)

Archetype: Monster
Size: Massive (+4)

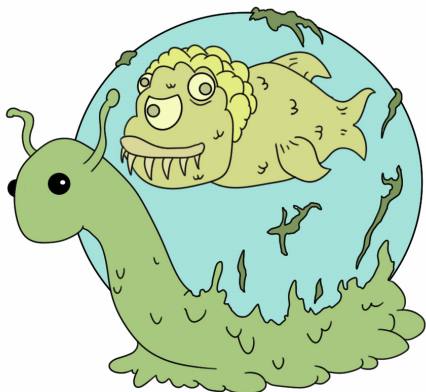
HP: 43, AC: 3, ACT: 8
BRT: 5, DEX: 3, WIT: 3

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.



Bite (2): 3d6 damage. **Claws (2):** 3d6 damage. **Magic (3):** LVL 6. **Teleportation (2):** Long range. **Telepathy:** Huge radius. **Resistance to Poison/Toxin.**
Resistance to all forms of Mind Control.

BRAIN FISH & GARL SNAIL (10)



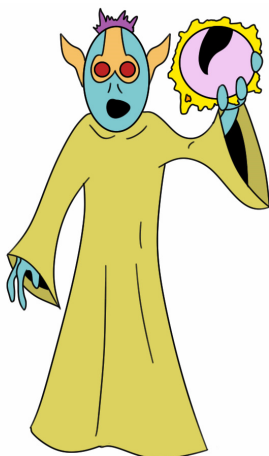
Archetype: Monster
Size: Giant (+2)

HP: 30, AC: 1, ACT: 7
BRT: 1, DEX: 1, WIT: 4

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.

Acidic Slime: 1d6 acid damage. **Magic (3):** LVL 4. **Psionic Abilities (3):** Bend Will, Charm Animal, Charm Beast, Detect Life, Detect Magic, Directional Awareness, Forget, Illusory Form, Mind Stunt, Sadness, Sixth Sense, Sleep, and Trace.

CAT TENDERER (1)



Archetype: Humanoid
Size: Average (0)

HP: 10, AC: 0, ACT: 5
BRT: 1, DEX: 1, WIT: 1

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.

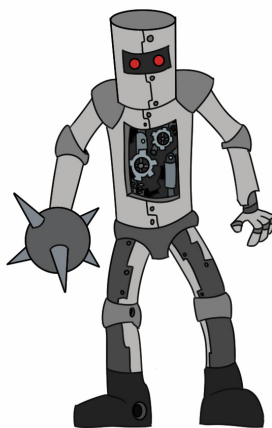
Light/Heavy Weapon (0). **Telepathy:** Huge radius. Using bolgo cat eyes, a cat tenderer can communicate telepathically with a bolgo cat.

CLOCKWORK (5)

Archetype: Construct
Size: Average (0)

HP: 23, AC: see below, ACT: 6
BRT: 3, DEX: 1, WIT: 1

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.



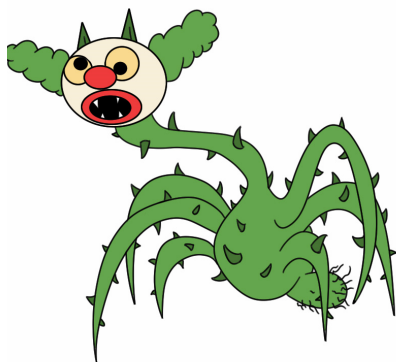
Light/Heavy Weapon (1). Body Augmentation: Clockworks can augment their bodies, changing parts and pieces, rebuilding and altering their appearance. The AC of a clockwork depends on the material it is made from. Wood (AC: 2), metal (AC: 3). **Immune to Poisons/Toxins/Disease.**

CLOWN PLANT (8)

Archetype: Plant
Size: Giant (+2)

HP: 25, AC: 0, ACT: 6
BRT: 2, DEX: 2, WIT: 1

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. Clown plants kill because they find it funny.



Regeneration. Clown plants can regrow severed tentacles. **Tentacle Stab (2):** 2d6 damage. **Terrible Jokes (1):** The jokes the clown plant tells are awful and anyone hearing them must make a WIT check to avoid being stunned for 1d3 rounds. **Resistance to Electricity. Immune to Poisons/Toxins. Weakness to Extreme Cold/Heat.**

COW STEED (2)



Archetype: Animal
Size: Average (0)

HP: 16, AC: 0, ACT: 5
BRT: 3, DEX: 2, WIT: 1

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.

Gore (1): 1d6+2 damage. **Trample (2):** 2d6 damage.

CYCLOPS (15)



Archetype: Humanoid
Size: Giant (+2)

HP: 33, AC: 1, ACT: 8
BRT: 3, DEX: 1, WIT: 1

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 as food and companionship.

Giant Weapon (2). Night Sight. Throw Attack (1): Close range. 2d6 damage. Cyclops will throw rocks, trees, and anything else they can get their hands on to smash their enemies.

DEMON (HORNED) (18)

Archetype: Demon
Size: Giant (+2)

HP: 45, AC: 1, ACT: 8
BRT: 5, DEX: 2, WIT: 3

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 (like liches).



Giant Weapon (2). Magic (5): LVL 8. **Acid Blood.** 1d6 damage. Melee attacks have chance of spraying forth acid blood. **Control Lesser Demons:** (LVL 10 and below). **Control Undead (4). Demonic Telepathy:** Far range. Telepathy with other demons. **Night Sight. Regenerate. Immune to Heat.**

DEMON (TAILLESS) (12)

Archetype: Demon
Size: Average (0)

HP: 36, AC: 1, ACT: 7
BRT: 3, DEX: 2, WIT: 3

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.



Giant Weapon (2). Magic (3): LVL 5. **Acid Blood.** 1d3 damage. Melee attacks have chance of spraying forth acid blood. **Control Lesser Demons:** (LVL 5 and below). **Control Undead (2). Demonic Telepathy:** Far range. Telepathy with other demons. **Flight. Night Sight. Regenerate. Immune to Heat.**

DWARF (1)



Archetype: Humanoid
Size: Small (0)

HP: 15, AC: 1, ACT: 5
BRT: 2, DEX: 1, WIT: 1

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.

Light/Heavy Weapon (1). Magic (1): Equal to LVL. **Ale Strength:** Dwarves gain +1 die on all BRT rolls and lose -1 WIT die when intoxicated.

Night Sight. Nose for Ore: Large radius. Dwarves have the uncanny ability to sniff out ore deposits.

ELEMENTAL (AIR) (12)



Archetype: Elemental
Size: Average (0)

HP: 35, AC: 1, ACT: 7
BRT: 2, DEX: 3, WIT: 3

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 as well as their ability to cast spells. Air elementals often live in high elevation places where they can be close to clouds and storms.

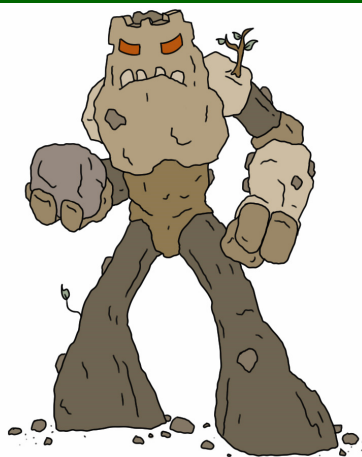
Aerokinesis (4). Magic (3): LVL 5. **Flight. Immune to any Air-Based Attacks. Immune to Poisons/Toxins/Disease. Resistance to Physical Attacks.**

ELEMENTAL (EARTH) (10)

Archetype: Elemental
Size: Average (0)

HP: 33, AC: 2, ACT: 7
BRT: 4, DEX: 1, WIT: 1

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 and their ability to fight hand to hand. They are tough opponents with hard, rock-like exteriors which can easily damage weapons. Earth elementals live in rocky regions like mountains or badlands.



Terrakinesis (4). Harden: Earth elementals usually harden their bodies increasing their AC +2 before going into a fight. **Immune to Earth/Stone/Dirt Control. Immune to Poison/Toxin/Disease. Resistance to Physical Attacks.**

ELEMENTAL (FIRE) (12)

Archetype: Elemental
Size: Average (0)

HP: 35, AC: 1, ACT: 7
BRT: 1, DEX: 3, WIT: 1

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.



Pyrokinesis (4). Magic (3): LVL 5. Immune to Heat/Fire Attacks or Control. Immune to Poisons/Toxins/Disease. Resistance to Physical Attacks.

ELEMENTAL (WATER) (12)



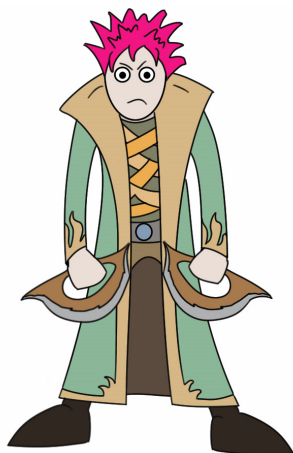
Archetype: Elemental
Size: Average (0)

HP: 35, AC: 1, ACT: 7
BRT: 2, DEX: 3, WIT: 3

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 in battle along with the use of magic spells. Water elementals always live in watery regions.

Hydrokinesis (4). Magic (3): LVL 5. Immune to Poisons/Toxins/Disease. Immune to any Water Attacks or Control. Resistance to Physical Attacks.

ELF (1)



Archetype: Humanoid
Size: Average (0)

HP: 11, AC: 0, ACT: 5
BRT: 1, DEX: 2, WIT: 1

Elves are considered to be 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.

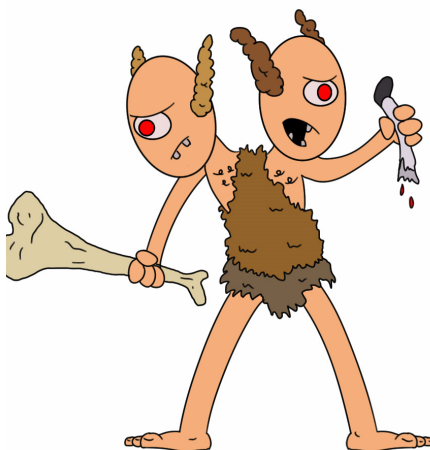
Light Weapon (1). Elven Bow (2). Magic (1): Equal to LVL. Better Hearing. Better Sight. Night Sight.

ETTIN (13)

Archetype: Monster
Size: Giant (+2)

HP: 32, AC: 0, ACT: 7
BRT: 3, DEX: 1, WIT: 1

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.



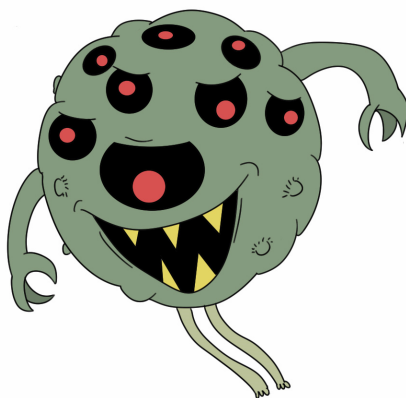
Giant Weapon (2). Throw Attack (2): Close range. 2d6 damage. Ettins like to throw stuff like rocks and tree trunks to smash their enemies.

EYEZOR (20)

Archetype: Monster
Size: Average (0)

HP: 35, AC: 0, ACT: 9
BRT: 2, DEX: 3, WIT: 4

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.



Magic (4): LVL 9. Flight. Fire Beam (3): Short range. 1d6+2 damage. **Lightning Beam (2):** Short range. 1d6+2 damage. **Ugly Beam (2):** Short range. Turns the target hideously ugly. **Immune to Poison/Toxin.**

FAIRY (1)



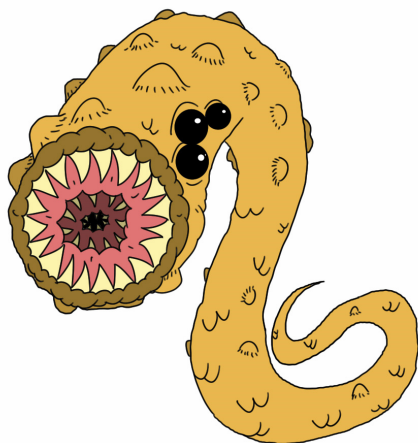
Archetype: Fairy
Size: Miniscule (-1)

HP: 6, AC: 0, ACT: 5
BRT: 1, DEX: 4, WIT: 1

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 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.

Flight. Magic (3): Equal to LVL. **Charm Dust (2):** Charm Dust can make creatures forget or create a feeling of intoxication. **Tiny Size:** Creatures of Average size or larger take a -2 dice penalty when attempting to hit a fairy due to the fairy's small size. **Immune to Poison.**

FELL LAMPREY (9)



Archetype: Monster
Size: Giant (+2)

HP: 30, AC: 1, ACT: 6
BRT: 3, DEX: 3, WIT: 1

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 their victims. Fell lampreys will attempt to bite and swallow their victims during combat. They are highly aggressive and produce a smell similar to rotten cabbage.

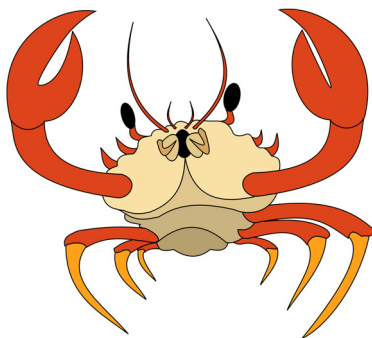
Bite (2): 2d6 damage. If the Bite attack has an MoS of 4+ and the victim is Average or smaller size, he will be eaten whole. **Stranglehold (2):** 1d6 damage.

GIANT CRAB (8)

Archetype: Monster
Size: Massive (+4)

HP: 35, AC: 4, ACT: 6
BRT: 3, DEX: 3, WIT: 1

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 giants crabs for territory and mating rights. Giant crabs can live for centuries.



Pincers: 3d6 damage. If a pincer attack has a MoS of 4 or more, the victim will be cut in half. **Water Breathing.**

GIANT (FIRE) (20)

Archetype: Humanoid
Size: Massive (+4)

HP: 45, AC: 2, ACT: 10
BRT: 5, DEX: 3, WIT: 3

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 to ruin their enemies.



Giant Weapon (3). Pyrokinesis (4). Immune to Heat/Fire Attacks.

GLACIERIAN (1)



Archetype: Humanoid
Size: Average (0)

HP: 14, AC: 0, ACT: 5
BRT: 2, DEX: 1, WIT: 1

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.

Frost Blade (2): 1d6 damage. **Light/Heavy Weapon (1).** **Magic (1):** Equal to LVL. **Resistance to Cold.**

GOAB (3)



Archetype: Humanoid
Size: Small (0)

HP: 11, AC: 0, ACT: 5
BRT: 2, DEX: 1, WIT: 1

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.

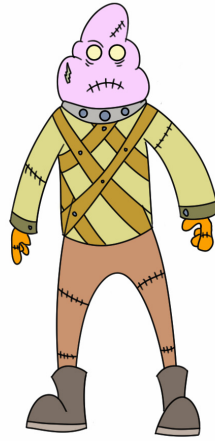
Light/Heavy Weapon (1). **Bite (1):** 1d6 damage. Chance of infection. **Better Smell.** **Resistance to Poison/Toxin.**

GOLEM (FLESH) (4)

Archetype: Construct
Size: Average (0)

HP: 22, AC: 0, ACT: 5
BRT: 2, DEX: 1, WIT: 0

Flesh golems are constructs created from the body parts of once living creatures 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.



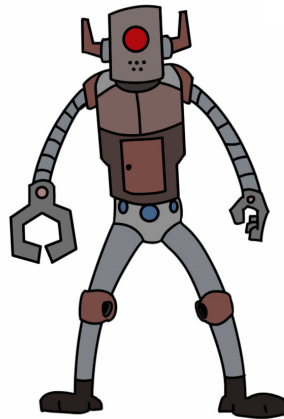
Light/Heavy Weapon (1). Healing Factor: Heal at twice the normal rate.
Immune to Poisons/Toxins/Disease. Night Sight.

GOLEM (IRON) (5)

Archetype: Construct
Size: Average (0)

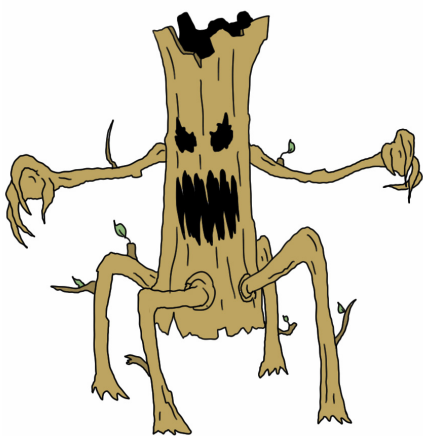
HP: 23, AC: 3, ACT: 6
BRT: 3, DEX: 1, WIT: 0

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.



Light/Heavy Weapon (2). Healing Factor: Repair at twice the normal rate.
Body Augmentation. Immune to Mental Attacks. Immune to Poisons/Toxins/Disease. Night Sight.

GOLEM (WOOD) (4)



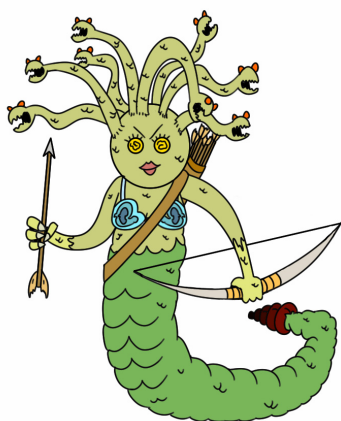
Archetype: Construct
Size: Average (0)

HP: 22, AC: 2, ACT: 5
BRT: 2, DEX: 1, WIT: 0

Wood golems are constructs created primarily from wood. They often seek out 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.

Light/Heavy Weapon (2). Healing Factor: Repair at twice the normal rate. **Body Augmentation. Immune to Mental Attacks. Immune to Poisons/Toxins/Disease. Night Sight. Weakness to Heat.**

GORGON (5)



Archetype: Monster
Size: Giant (+2)

HP: 24, AC: 1, ACT: 6
BRT: 2, DEX: 3, WIT: 2

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. Gorgons have poison bites and poison blood.

Light/Heavy Weapon (1). Immune to Poison/Toxin. Petrifying Gaze (3): The gaze of the gorgon will turn a foe to stone. This can be avoided with a successful DEX check to avoid the gaze. **Poison Blood (2):** 1d6 acid damage. **Poison Bite (2):** 1d6 damage. LVL 6 poison.

GRIZZLE BEAR (5)

Archetype: Animal
Size: Average (0)

HP: 20, AC: 0, ACT: 6
BRT: 3, DEX: 3, WIT: 1

Grizzle bears are huge bears which live in cold climates. They are semi-intelligent and are often used by ag-nuns (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.



Bite (1): 1d6 damage. **Claws: (1)** 1d6 damage. **Better Smell.**

HARPY (2)

Archetype: Monster
Size: Small (0)

HP: 14, AC: 0, ACT: 5
BRT: 1, DEX: 2 WIT: 1

Harpies are flying, humanoid creatures who desire raw meat. They love to torment and torture their prey before killing. 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.



Bite (1): 1d6 damage. **Claws (0):** 1d3 damage. **Flight. Resistance to Poison/Toxin. Swoop Attack (1):** Harpies will swoop down and claw or attempt to carry their victims into the sky.

HUMAN (1)



Archetype: Humanoid
Size: Average (0)

HP: 12, AC: 0, ACT: 5
BRT: 2, DEX: 1, WIT: 1

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 is called Londol which was pulled from their home world thanks to the boom. Humans have managed to make Far Away Land their home.

Light/Heavy Weapon (1). Magic (1): Equal to LVL.

IMMORTAL (25)



Archetype: Immortal
Size: Average (0)

HP: 55, AC: 3, ACT: 10
BRT: 5, DEX: 5, WIT: 5

Immortals are the offspring of the Cosmic Wanderer. Immortals appear human 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.

Flight. Weapon (5). Magic (5): Immortals can cast magic spells. LVL 10.
Abilities (5): Immortals can possess any Ability. **Immune to Poisons/Toxins/ Disease. Immune to Mortal Attacks. Ancestral Memory. Healing Factor.** Immortals heal at twice the normal rate. **Longevity.** An immortal can only be killed if decapitated.

LICH (18)

Archetype: Undead
Size: Average (0)

HP: 31, AC: 0, ACT: 8
BRT: 2, DEX: 1, WIT: 4

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.



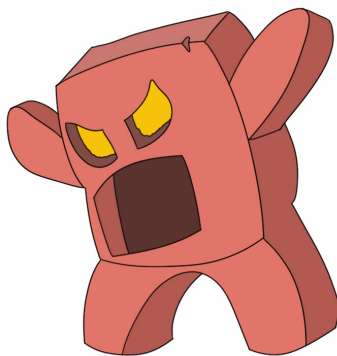
Weapon (3). Animate Dead. **Control Undead:** LVL less than lich. **Magic (3):** LVL 9. **Magic Weapon (2).** **Necrotic Nourishment:** Restores 1d6 HP by eating dead stuff. **Night Sight.** **Raise the Dead.** **Immune to Poisons/Toxins/Disease.** **Dislike Fire and Light.**

MOLOMOR (1)

Archetype: Monster
Size: Small (0)

HP: 6, AC: 0, ACT: 5
BRT: 1, DEX: 1, WIT: 1

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.



Fire Breath (1): Close range. 1d6 damage. **Heat Emanation (1):** Close range. 1d6 damage. **Flame Pyre (1):** Tiny radius. 3d6 damage. Flame Pyre occurs when a molomoxor explodes. **Immune to Heat.**

MUMMY (5)



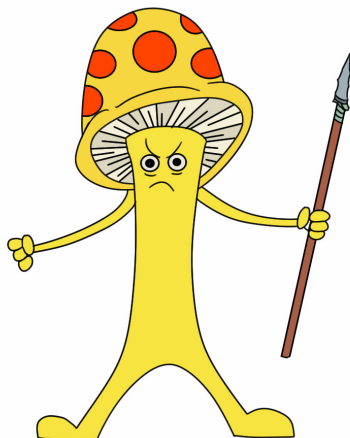
Archetype: Undead
Size: Average (0)

HP: 18, AC: 0, ACT: 6
BRT: 1, DEX: 1, WIT: 1

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.

Evil Eye (1): A mummy can gaze upon a target and curse them (the target takes -1 die penalties to all rolls for the duration of the encounter). Evil eye can be avoided with a WIT check. **Rotting Touch (1):** 1d6 damage. Wounds caused by rotting touch take twice as long to heal. The recipient of a rotting touch may also experience nausea, vomiting, and fever while the wound heals.

MUSHROOM FOLK (1)



Archetype: Plant
Size: Average (0)

HP: 13, AC: 0, ACT: 5
BRT: 1, DEX: 1, WIT: 2

Mushroom folk are sentient fungus creatures who live deep underground in 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 have the ability to create hallucinogenic clouds of spores.

Light/Heavy Weapon (1). Magic (1): Equal to LVL. **Spore Cloud:** Tiny radius. 1d3 damage. Causes hallucinations. **Night Sight.** **Weakness to Extreme Heat/Cold.** **Immune to Poisons/Toxins.** **Resistance to Electricity.**

NOKNIL (1)

Archetype: Humanoid
Size: Average (0)

HP: 10, AC: 0, ACT: 5
BRT: 2, DEX: 1, WIT: 1

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 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.



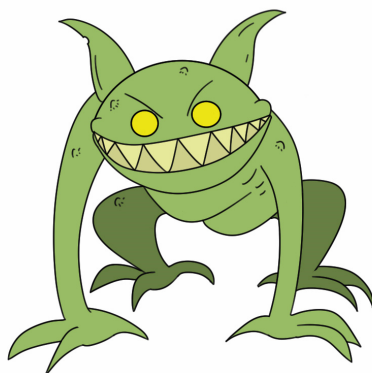
Light/Heavy Weapon (1). **Hive Mind:** Noknil have a telepathic link with one another. This enables them to sense, feel, and experience what all other noknil experience.

NOOG NOOG (1)

Archetype: Monster
Size: Small (0)

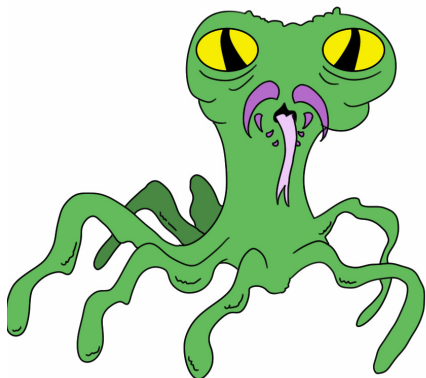
HP: 4, AC: 0, ACT: 5
BRT: 1, DEX: 1, WIT: 1

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.



Bite (1): 1d3 damage. **Claws (1):** 1d3 damage. **Group Fail:** If Noog noogs suffer a loss of at least half their total group, they lose -1 ACT for the remainder of the encounter due to panic. There is also a 50% chance of retreat.

NUBYEB (3)



Archetype: Monster
Size: Small (0)

HP: 10, AC: 0, ACT: 5
BRT: 1, DEX: 2, WIT: 1

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.

Poison Bite (1): 1d6+1. LVL 5 poison. **Spore Release (1):** Tiny radius. 1d6 damage per round. **Immune to Poison/Toxin.**

NUMAN (4)



Archetype: Humanoid
Size: Average (0)

HP: 16, AC: 0, ACT: 5
BRT: 2, DEX: 2, WIT: 2

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.

Light/Heavy Weapon (1). **Better Senses:** Sight, Hearing, Smell. **Healing Aspect:** Heal at twice the normal healing rate. **Magic (1):** Equal to LVL. **Psionic Powers:** Numans usually possess some sort of psionic ability. These psionic abilities are generally energy blasts of some sort. Some numans (1 in 6) can fly.

OGRA (13)

Archetype: Humanoid
Size: Average (0)

HP: 26, AC: 1, ACT: 7
BRT: 3, DEX: 2, WIT: 1

Ogra are very similar to goabs in appearance and demeanor. However, they differ from goabs in that they are larger and 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.



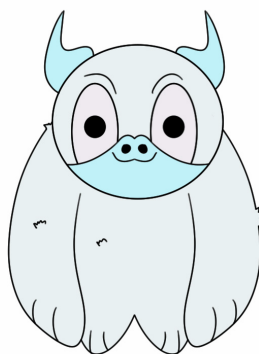
Bite (1): 1d6 damage. Chance of infection. **Claws (1):** 1d6 damage. **Better Endurance:** Ogra rarely get tired. **Resistance to Poison/Toxin.**

OOTOOM (20)

Archetype: Immortal
Size: Tiny (0)

HP: 40, AC: 3, ACT: 9
BRT: 4, DEX: 5, WIT: 5

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.



Flight. Dimensional Teleportation. Magic (4): LVL 10. **Polymorph:** Ootoom can take on any shape they wish. Usually they prefer being small, furry animals. **Psionics (4):** Ootoom can use any psionic power. **Ancestral Memory. Immune to Poisons/Toxins/Disease. Healing Factor.** Ootoom heal at twice the normal rate.

ORKA (1)



Archetype: Humanoid
Size: Average (0)

**HP: 15, AC: 0, ACT: 5
BRT: 2, DEX: 1, WIT: 1**

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.

Light/Heavy Weapon (1). Magic (1): Equal to LVL. **Night Sight.**

PHANTOM (3)



Archetype: Ethereal
Size: Average (0)

**HP: 18, AC: 0, ACT: 5
BRT: 1, DEX: 2, WIT: 1**

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.

Flight. Ghoulish Touch (1): 1d6 damage. **Possession (2):** Phantoms can take over a target body. A WIT check can be made to avoid this. If possessed, make a WIT check each round (opposed roll) to escape possession. **Immune to Poisons/Toxins/Disease. Immune to Physical Attack in Non-Corporeal Form. Non-Corporeal Form.** Phantoms can enter a non-corporeal state 3 times per day. This form lasts 1d6 rounds.

PIRANHA FOLK (4)

Archetype: Humanoid
Size: Average (0)

HP: 15, AC: 0, ACT: 5
BRT: 3, DEX: 1, WIT: 1

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.



Light/Heavy Weapon (1). Bite (2): 1d6 damage. **Feeding Frenzy:** If Piranha folk smell fresh blood, they will go into a feeding frenzy. While in the frenzy, they gain +1 die on all rolls. **Water Breathing.**

POOMKIN (1)

Archetype: Plant
Size: Average (0)

HP: 11, AC: 0, ACT: 5
BRT: 1, DEX: 1, WIT: 2

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.



Light/Heavy Weapon (1). Healing Factor: Heal at twice the normal healing rate. **Magic (1):** Equal to LVL. **Regeneration:** Poomkin can regrow lost limbs over a period of time. **Resistance to Poison/Toxin. Weakness to Extreme Heat/Cold. Resistance to Electricity.**

RATLING (1)



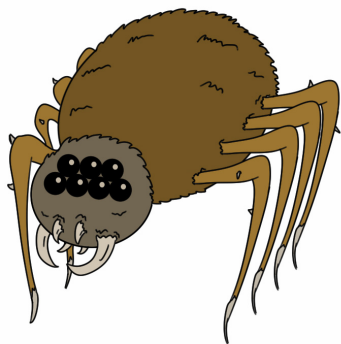
Archetype: Humanoid
Size: Average (0)

HP: 10, AC: 0, ACT: 5
BRT: 2, DEX: 1, WIT: 1

Ratlings, or rat people, are a dirty and nefarious lot who, like their smaller cousins, feed on the leftovers and wastes 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.

Bite (1): 1d6 damage. **Light/Heavy Weapon (1).** **Night Sight.** **Better Smell.** **Hide and Sneak.** Ratlings gain +1 die on all attempts to hide and sneak.

SCROLLAX (18)



Archetype: Monster
Size: Giant (+2)

HP: 37, AC: 1, ACT: 8
BRT: 4, DEX: 4, WIT: 2

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 the scrollax will often be kept alive for days or even weeks, wrapped in a webbed material until the scrollax deems it time to feed.

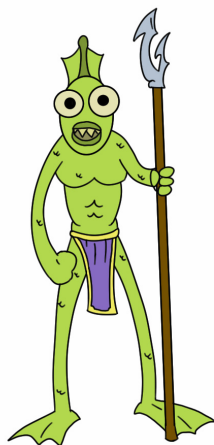
Poison Bite (2): 2d6 damage. LVL 6 poison. **Night Sight.** **Stab (1):** 1d6 damage.

SEAMERL (1)

Archetype: Humanoid
Size: Average (0)

HP: 13, AC: 1, ACT: 5
BRT: 1, DEX: 2, WIT: 1

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 on land. In combat, they rely on their hooked spears and their giant crab mounts which they ride into battle.



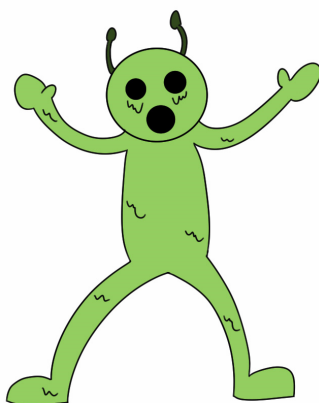
Light/Heavy Weapon (1). Magic (1): Equal to LVL. **Water Breathing.**

SHAPESHIFTER (3)

Archetype: Humanoid
Size: Average (0)

HP: 10, AC: 0, ACT: 5
BRT: 1, DEX: 1, WIT: 1

Shapeshifters, in their normal form, are green humanoid creatures with black eyes and tiny antennae. As their name implies, shapeshifters have the ability to 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.



Light/Heavy Weapon (0). Doppelgang: Shapeshifters have the ability to take on the shape of any creature (of similar size) that they touch.

SIMIAN (1)



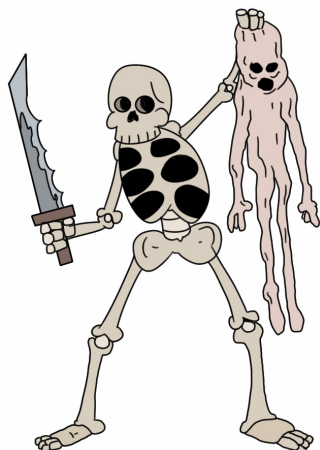
Archetype: Humanoid
Size: Small (0)

HP: 9, AC: 0, ACT: 5
BRT: 1, DEX: 2, WIT: 1

Sly and sneaky, simians are intelligent ape-like creatures. They live amongst others 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.

Light/Heavy Weapon (0). Better Senses: Hearing. Smell. Sight. **Night Sight. Sneak and Steal.** Simians gain +1 die on all attempts to sneak and steal.

SKELET (1)



Archetype: Undead
Size: Average (0)

HP: 10, AC: 0, ACT: 4
BRT: 1, DEX: 1, WIT: 1

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 flying.

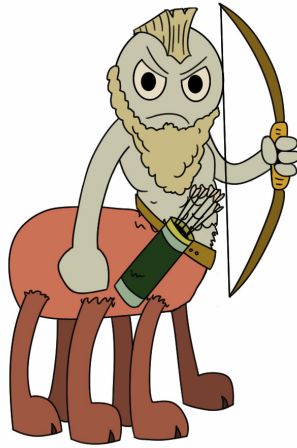
Light/Heavy Weapon (0). Night Sight. Bony Defense: Piercing weapon attacks (like arrows and spears) do only half damage against skelets. **Dislike Light and Fire. Immune to Poisons/Toxins/Disease.**

SLEPTAUR (5)

Archetype: Monster
Size: Giant (+2)

HP: 22, AC: 1, ACT: 5
BRT: 3, DEX: 3, WIT: 1

Sleptaur have the head, arms, and torso of a humanoid and the lower body of a six-legged horse. They live in groups and worship the heavens. 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.



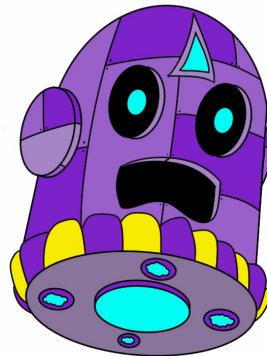
Light/Heavy Weapon (1). Ancestral Memory: Sleptaur possess the memories of their family lineage. **Extreme Endurance:** Exhaustion penalties rarely apply. **Resistance to Magic.**

SORACAN (25)

Archetype: Construct
Size: Massive (+4)

HP: 55, AC: 6, ACT: 8
BRT: 5, DEX: 5, WIT: 2

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.



Bend Will (2). Detect Magic (2). Detect Life (3). Flight. Forget (2). Eye and Mouth Lasers (4): Long range. 3d6 damage. **Mechanics:** 1d6 damage. Soracan have long mechanical tentacles which can extend from their head (since they are only a head). The tentacles are used to both strike and strangle their victims. **Immune to Poisons/Toxins/Disease.**

SQUARK (1)



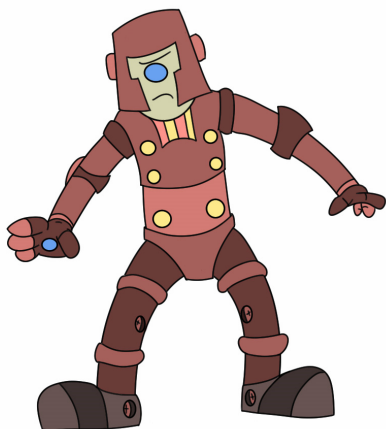
Archetype: Animal
Size: Average (0)

HP: 10, AC: 0, ACT: 5
BRT: 1, DEX: 1, WIT: 1

Squark 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.

Light/Heavy Weapon (1). Flight. Magic (1): Equal to LVL. **Swoop Attack (2):** Squarks will sometimes swoop in and grab their enemies, lifting them into the air and dropping them to their bloody deaths.

TEN TIMES TEN MEN (25)



Archetype: Construct
Size: Massive (+4)

HP: 55, AC: 6, ACT: 10
BRT: 5, DEX: 5, WIT: 4

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.

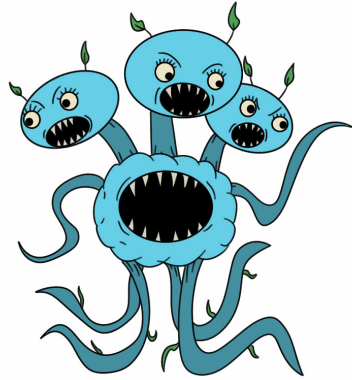
Giant Energy Weapon (Lazer Sword/Lazer Axe) (4): 3d6 damage. **Hand and Eye Lasers (4):** Long range. 3d6 damage. **Immune to Poisons/Toxins/Disease. Immune to Mental Attacks. Resistance to Magic.**

TRI-HEAD FLORA (2)

Archetype: Plant
Size: Small (0)

HP: 12, AC: 0, ACT: 5
BRT: 1, DEX: 1, WIT: 1

The tri-head flora is a plant type creature which lives deep in forests and jungles. It is naturally blue in color but has the ability to 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.



Bite (1): 1d6 damage. **Camouflage:** The tri-head flora can change both its color and texture to blend in with its environment. **Resistance to Electricity.** **Weakness to Extreme Heat/Cold.** **Immune to Poisons/Toxins.**

TROGLODYTE (7)

Archetype: Humanoid
Size: Giant (+2)

HP: 24, AC: 1, ACT: 6
BRT: 4, DEX: 1, WIT: 1

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.



Giant Weapon (1). **Gore (1):** 2d6 damage. **Immunity to Poison/Toxin.**

VAMPIRE (12)



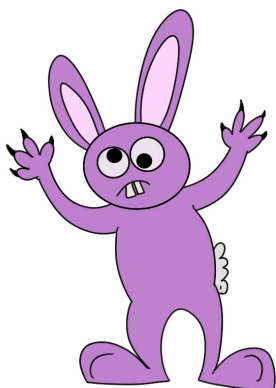
Archetype: Undead
Size: Average (0)

HP: 22, AC: 0, ACT: 7
BRT: 3, DEX: 3, WIT: 1

Vampires are undead creatures who have the ability to spread vampirism by biting their victims. 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.

Blood Frenzy: The smell, tastes, or sight of fresh blood gives vampires +1 die on all rolls. **Claws (1):** 1d6 damage. **Bat Form:** Vampires can turn into a group of bats. **Resistance to Physical Attacks.** **Vampiric Bite (2):** The bite of a vampire (considering the victim lives) has a 50% chance of transforming the victim into a vampire within 1 week. **Immune to Poisons/Toxins/Disease.**

VIOLET HARE (1)



Archetype: Animal
Size: Small (0)

HP: 4, AC: 0, ACT: 5
BRT: 1, DEX: 2, WIT: 1

Sometimes called ravenous hares, violet hares roam in packs. They are bloodthirsty little creatures and devour their enemies in ravenous feeding frenzy, 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.

Bite (0): 1 damage. **Emotive Call:** Huge radius. Violet hares can emit a high pitched sound that only they can hear. They use this ability to call in other Hares to help subdue their victims.

WIGHT (11)

Archetype: Undead
Size: Average (0)

HP: 21, AC: 0, ACT: 7
BRT: 3, DEX: 2, WIT: 3

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.



Icy Embrace (2): Treat the icy embrace as a grapple/hold. The victim takes 1d6+2 damage per round if they are held in the wight's embrace. **Icy Touch (1):** The touch of a wight will drain 1d6+1 HP from the victim. **Teleportation:** Short range. 1d3 times per day. **Immune to Poisons/Toxins/Disease. Dislike Fire and Light.**

WINGED HAIRY (4)

Archetype: Monster
Size: Average (0)

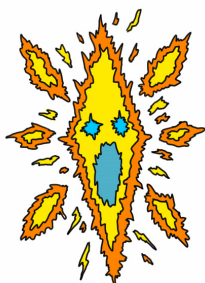
HP: 19, AC: 0, ACT: 5
BRT: 2, DEX: 2, WIT: 1

Winged hairies are two-legged monsters with large bat-like wings. They are quiet creatures and dislike confrontation. 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 but will only attack in numbers. They also like nuts.



Bite (1): The bite of a winged hairy will result in the victim growing large amounts of hair during the next 1d3 rounds. The victim of a bite must sacrifice any actions in order to keep the hair from suffocating them during its growth. 1d6 damage. **Claws (0):** 1d6 damage. **Flight.**

WISP (20)



Archetype: Elemental
Size: Tiny (0)

HP: 40, AC: 0, ACT: 9
BRT: 1, DEX: 3, WIT: 5

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.

Energy Blast (3): Tiny radius. The wisp literally explodes (this does not hurt the Wisp and can only occur once per day). The explosion causes 6d6 damage.
Flight. Magic (5): LVL 7. **Immune to Non-Magic Attacks. Immune to Poisons/Toxins/Disease.**

WOLVER (9)



Archetype: Humanoid
Size: Average (0)

HP: 22, AC: 0, ACT: 6
BRT: 3, DEX: 2, WIT: 1

Wolver 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, wolver attack their prey mercilessly, intent on feeding. Those who survive the wolver and are bitten, may themselves turn into one of the creatures over a period of time.

Bite (1): The bite does 1d6 damage but there is also a 50% chance that the victim will themselves become a wolver on the next full moon. **Claws (1):** 1d6 damage. **Resistance to Physical Attacks. Immunity to Magic. Weakness to Silver.** Silver Weapons do 2x damage.

ZOMBIE (1)

Archetype: Undead
Size: Average (0)

HP: 10, AC: 0, ACT: 4
BRT: 1, DEX: 1, WIT: 1

Zombie 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 (roll 1d6, a roll of 5 or 6 will prevent the victim from becoming a zombie). To kill a zombie, destroy its brain/head.



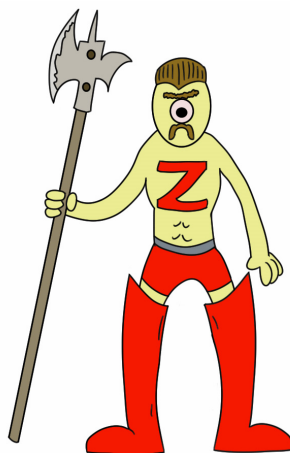
Zombie Bite: 1d6 damage. Victims bitten by a zombie will succumb to death from the bite in 1d6 days. 1d6 hours after death, the victim will return as a zombie. **Immune to Poisons/Toxins/Disease.**

ZOORDROOZ (1)

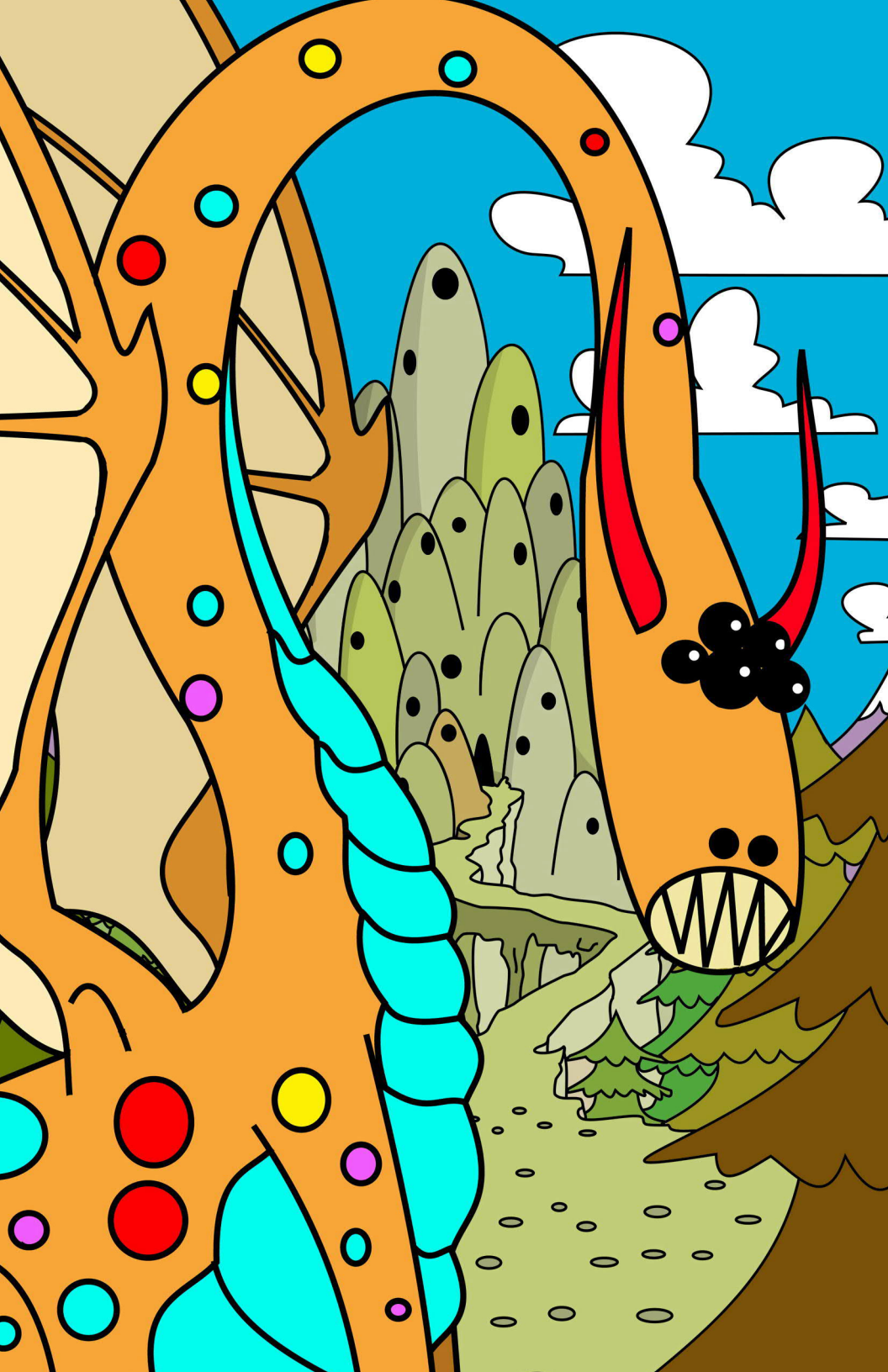
Archetype: Humanoid
Size: Average (0)

HP: 13, AC: 1, ACT: 5
BRT: 1, DEX: 1, WIT: 1

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.



Light/Heavy Weapon (1). Magic (1): Equal to LVL. **Zoordrooz Halberd (2):** 1d6+1 damage.



DRAGONS

Dragons Overview

Dragons are some of the oldest creatures in Far Away Land. While their numbers were once great, present day dragons are rare and difficult to find. Millennia of constant wars (long ago the dragons warred against the olantas) and infighting has reduced their numbers and today, most live solitary lives, eating and sleeping and guarding ancient treasures.

Dragons live in lairs, homes which they either create or take. Old mines, caverns, ruins, and other large and obscure or forgotten places serve as perfect dragon homes. Dragons can live for thousands of years and it is said that they die only if killed or by accident. As dragons grow older they grow more powerful and require more sleep. They also grow more paranoid and quicker to anger as they get older. By the time a dragon attains the age of Ancient (about 2,000 years) they sleep the majority of the time, awaking only to feed in violent fits of gluttony as they consume and destroy anything they find.

Dragons are able to give birth during their young and adult years. Dragons give birth to a single dragling which is born from an egg. Dragons will rear their young for several years or until the offspring is able to fend on its own. Once the young dragon is deemed strong enough, it is forced out from the lair and sent to live on its own. For this reason, all dragons hold a grudge against their parent. Most dragons will give birth 5-10 times.

Most dragons are bitter and angry. They despise other races and even other dragons. They are known for their selfishness as well as their ruthlessness. Dragons are slow to forget and will hold grudges for centuries, blaming even the ancestors of those who wronged them. Some dragons can use ancient magic.

Dragons have names like Azalnaxel, Terromoxel, Zeruxeral, and Sarkexasis. They speak various languages including an ancient dragon language called Scyth.

Dragon eggs are oblong and usually colorful with polka dots or other markings. They are about twice as big as an ostrich egg. A baby dragon can remain unhatched within an egg for many years under the right, warm/humid conditions. Dragon eggs bring a pretty penny in certain markets.

Dragon Breath Uses Per Day

Age	Per Day
Dragling	0
Young	1-3
Adult	4-6
Old	7-10
Ancient	11-15

The hide of a dragon can be used to make incredibly strong armor that is immune to a specific type of element. For example, flame gut dragon armor is impervious to fire damage while the acrid dragon's armor is resistant to acid.

ACRID DRAGON (25)



Archetype: Monster
Size: Enormous (+6)

HP: 70, AC: 6, ACT: 8
BRT: 5, DEX: 5, WIT: 2

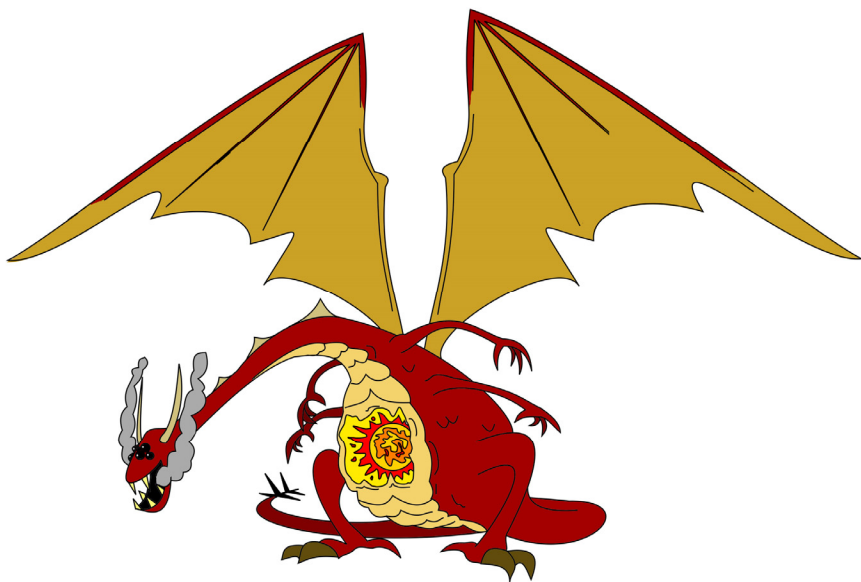
Bite (4): 4d6 damage. **Claws (4):** 3d6 damage. **Corrosive Breath (4):** Short range. 6d6 damage (acid). **Flight.** **Immune to Acid.** **Immune to Poison/Toxins.** **Tail Whip (3):** 2d6 damage. **Resistance to Cold.** **Swoop Attack (3):** Acrid dragons will attempt to swoop down and claw or carry their victims

The acrid dragon takes its name from the horrific smell produced by its acidic blood. It is easily identified by its stark colorings, the scales of which are almost always black or dark gray while its underbelly is orange or yellow. The scales of the acrid dragon are difficult to obtain because of the creature's toxicity and acidic makeup. However, if the scales are obtained and cleaned, they can provide a great deal of protection when fashioned into armor.

Acrid dragons can be found in most environments but prefer desolate places such as caves, dungeons, deserts, and swamps. If living in an area with vegetation, their lair will often be easily found (and smelled) due to their acidic nature having destroyed the majority of plant (and animal) life nearby.

The acrid dragon desires solitude most of all. Those who trespass on its territory are in for a fierce fight. In combat, the acrid dragon utilizes tail and claw attacks. It also has a nasty bite which inflicts extra damage due to the corrosive acid in the dragon's saliva. Its most fearsome attack is its breath weapon, a spray of corrosive acid which has been known to melt veteran warriors where they stand.

FLAME GUT DRAGON (26)



Archetype: Monster
Size: Enormous (+6)

HP: 75, AC: 6, ACT: 8
BRT: 5, DEX: 5, WIT: 3

Bite (4): 4d6 damage. **Claws (4):** 3d6 damage. **Flight.**

Flame Breath (4): Short range. 6d6 damage (fire). **Immune to Heat.**

Immune to Poison/Toxins. **Tail Whip (3):** 2d6 damage.

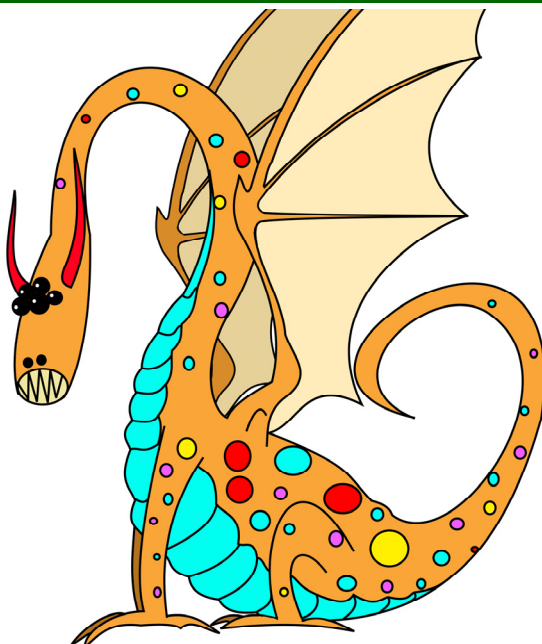
Swoop Attack (3): Flame gut dragons will attempt to swoop down and claw or carry their victims away. **Magic (3):** LVL 6.

The flame gut dragon is the stuff nightmares are made of. The dragon has a transparent belly pouch which houses a ball of fire from which the dragon can spit and breath streams of burning fuel. These dragons are known for their bright red scales and the eerie glow of fire that emanates from their bodies in the dark. Flame guts are always in a bad mood and dislike most everything.

Flame gut dragons live in solitude and make their homes in dungeons, caverns, ruins, and mountain tops. They are territorial and during their waking months, they are vigilant of their territory, keeping an eye out for intruders and devouring them at first chance.

In combat, flame gut dragons utilize claw, bite, and swoop attacks. The fire breath attack of the flame gut is highly destructive. The heat from the fire can light nearby materials on fire, roast skin, and in some cases, melt armor. Flame gut dragons can sometimes use magic in battle.

FLASH DRAGON (25)



Archetype: Monster
Size: Enormous (+6)

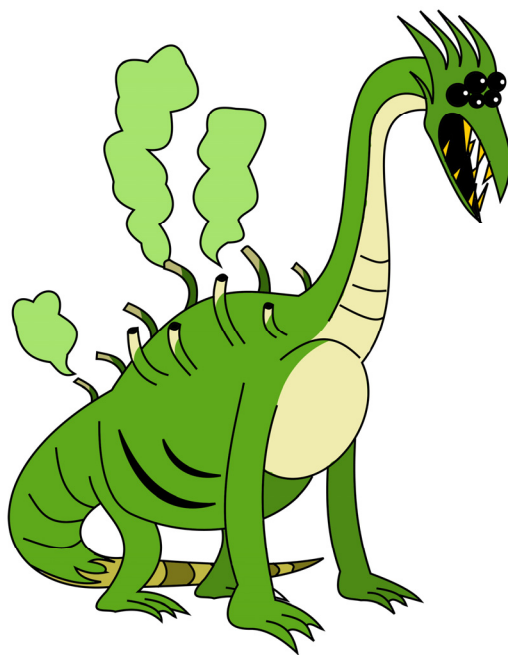
HP: 70, AC: 6, ACT: 8
BRT: 4, DEX: 5, WIT: 6

Bite (4): 4d6 damage. **Camouflage:** See description. **Claws (4):** 3d6 damage. **Flame Breath (4):** Short range. 3d6 damage (fire). **Flight.** **Immune to Heat. Immune to Poisons/Toxins.** **Tail Whip (3):** 2d6 damage. **Swoop Attack (3):** Flash dragons will attempt to swoop down and claw or carry their victims away.

The flash dragon gets its name from its ability to change its marking to blend in with its surrounding environment. This ability gives the flash dragon an uncanny ability to surprise and attack its prey without being seen. While the dragon can mimic nearly any pattern, its normal pattern is a gold color with multi-colored spots. Flash dragons prefer to sneak up and attack their prey. They have the ability to move in silence, even in flight, and have been known to attack entire villages and towns, leaving only ruins in their wake.

In combat the flash dragon uses its natural camouflage to confuse its enemies. It also relies on claw, bite, and swoop attacks as well as a powerful tail attack. It uses a weak fire breath attack on occasion. Whenever the dragon uses its breath weapon, it reverts back to its natural color pattern for several minutes.

GASBELLY DRAGON (23)



Archetype: Monster
Size: Enormous (+6)

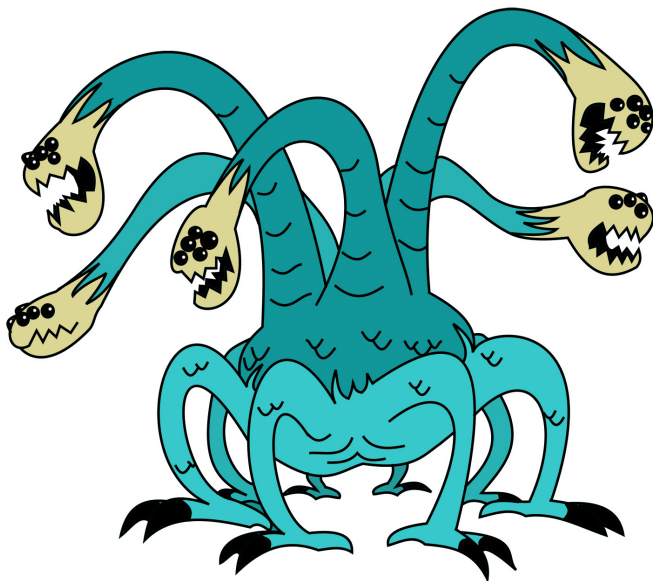
HP: 65, AC: 6, ACT: 8
BRT: 5, DEX: 3, WIT: 2

Bite (2): 3d6 damage. **Claws (2):** 3d6 damage. **Immune to Poisons/Toxins.** **Noxious Gas Breath (4):** Short range. 6d6 damage (poison/toxin). **Noxious Gas Emanation:** Self (small). All creatures within a 25' radius of the gasbelly will suffer 2d6 damage per round of exposure. **Tail Whip (3):** 2d6 damage.

The gasbelly dragon is a slow and lumbering beast full of toxic gas. The gasbelly is always some shade of green. Small tubular vessels rise from the dragon's back and release a constancy of poison gas that is capable of killing most plant and animal life nearby. As such, the gasbelly usually lives in desolate and lifeless regions where few dwell.

In combat, the gasbelly relies on its noxious odor and its powerful gaseous breath weapon to poison and suffocate its foes. The toxin emitted by the gasbelly causes burning lesions to form on exposed skin. If inhaled, lesions can form inside the victim as well. The gas is suffocating and heavier than normal air so it creates a type of constant cloud of low lying vapor around the dragon. The gasbelly's breath weapon is a concentrated stream of liquid and gas which is both highly corrosive and terribly toxic.

HYDRA (30)



Archetype: Monster
Size: Enormous (+6)

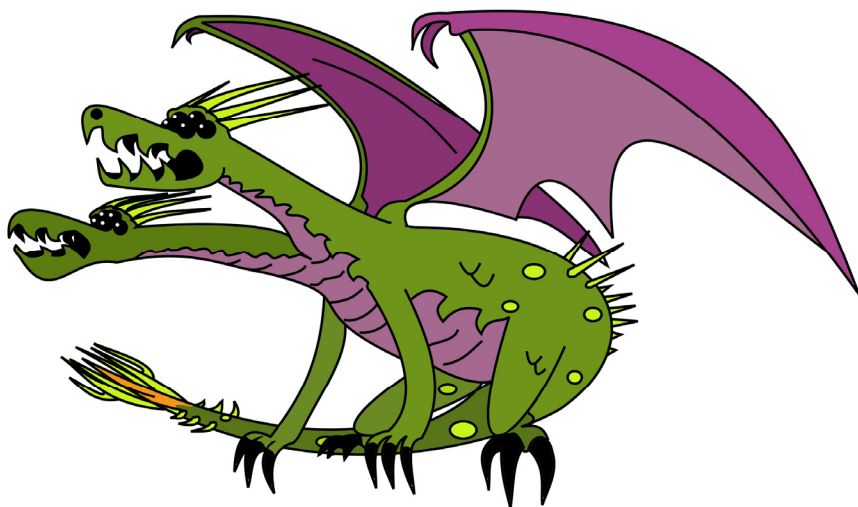
HP: 100, AC: 6, ACT: 20
BRT: 7, DEX: 5, WIT: 5

Bite (4): 4d6 dam. **Claws (4):** 3d6 dam. **Corrosive Breath (4):** Short range. 5d6 dam. (acid). **Electro Mouth Beam (4):** Short range. 5d6 dam. (electric). **Flame Breath (4):** Short range. 6d6 dam. (heat). **Gaseous Breath (4):** Short range. 5d6 dam. (poison). **Icy Breath (4):** Short range. 5d6 dam. (cold). **Immune to Acid. Immune to Heat. Immune to Cold. Immune to Poison/Toxin. Magic (4):** LVL 8. **Resistance to Magic.**

Hydras are some of the most feared creatures in Far Away Land. They are named for their five heads, each of which possesses a different breath weapon. Hydras live in remote and desolate places, far away from civilization. They often guard shiny metals and hordes of treasure. They spend most of their lives sleeping but when awakened, they are cause for panic.

Each head of a hydra possesses a unique breath weapon: fire, gas, electricity, ice, and acid. Hydras will utilize various combinations of biting, clawing, and breathing attacks in combat. Their eight legs makes them highly mobile and immune to things like rear attacks (surprise attacks are also difficult). Hydras will almost always use magic in battle. Hydras have regenerative properties and will remain alive even when all of their HP has been reduced to 0. The only way to truly kill a hydra is to sever each head from the body.

JOLT DRAGON (28)



Archetype: Monster
Size: Enormous (+6)

HP: 90, AC: 6, ACT: 10
BRT: 5, DEX: 5, WIT: 4

Bite (4): 4d6 damage. **Claws (4):** 3d6 damage. **Electro Mouth Beam (4):** Short range. 6d6 damage. **Flight.** **Immune to Heat.** **Immune to Poison/Toxins.** **Swoop Attack (4):** Jolt Dragons will attempt to swoop down and claw or carry their victims away. **Shockwave (3):** 3d6 electric damage. Medium radius. The jolt dragon can create an electric discharge that emanates from its body in a 360 degree radius. Anyone within 50' of the dragon will suffer electric damage. **Swoop Bite (4).** **Tail Whip (4):** 3d6 damage.

Jolt dragons are easily recognized by their fierce colors and their two heads. Jolt dragons take their name from the powerful electric attacks they use in battle. These dragons prefer to live in remote wilderness areas such as forests, swamps, jungles, and grasslands. They make their lairs in caverns or under rock overhangs. Jolt dragons are keenly aware of their territories and spend great deals of time guarding their lands and treasure.

Of all the dragons, jolt dragons sleep the least. They rarely tire and sleep only small amounts of time, even in old age. They have a strong liking for gold and jewels and will often make old dwarven mines their homes.

In battle, the jolt dragon uses claws, bites, and swooping attacks as well as magic. Its main attack comes in the form of electrical energy which it builds up inside its body and releases in the form of a breath type attack and a shock-wave attack that emanates outward from the body of the beast.

CREATURE SIZE COMPARISONS

Creature Size Comparisons

The following section presents size comparisons for the creature entries found within this book. On each page, a number of entries are given. A human has been provided on each page to serve for scale. Each creature's size is an approximation for the average size of that species. GMs and players should use this section as an addendum to the creature's listed stats. Dragon size comparisons are listed in their own section following the non-dragon entries.





Human



Agnun



Balbergulb



Blonin



Bolgocat



Brain Fish and Garl Snail



Cat Tenderer



Clockwork



Clown Plant



Cow Steed



Cyclops



Demon, Horned



Demon, Tailless



Dwarf



Human



Elemental, Air



Elemental, Earth



Elemental, Fire



Elemental, Water



Elf



Ettin



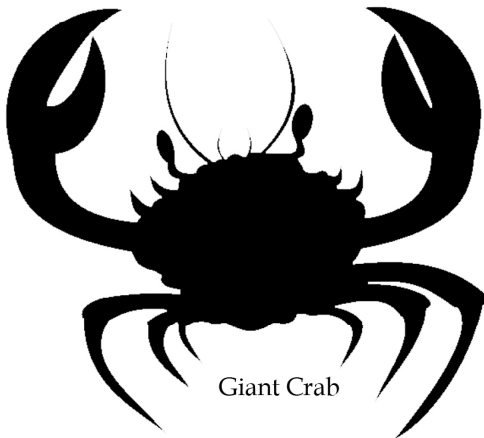
Eyezor



Fairy



Fell Lamprey



Giant Crab



Human



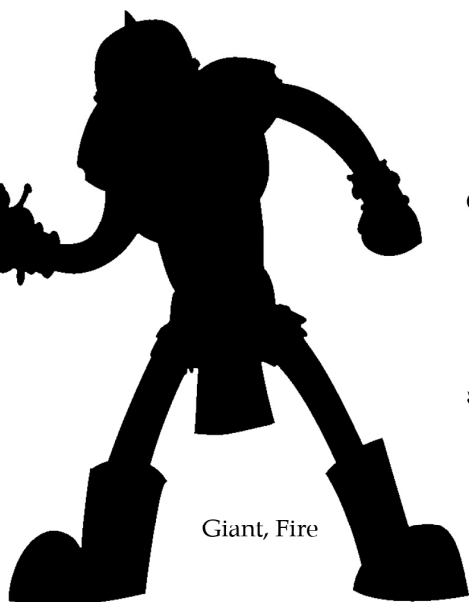
Glacierian



Golem, Flesh



Goab



Giant, Fire



Golem, Iron



Golem, Wood



Gorgon



Grizzle Bear



Harpy



Immortal



Lich



Molomoxor



Mummy



Mushroom Folk



Noknil



Human



Noog Noog



Nubyeb



Numan



Ogra



Ootoom



Orka



Phantom



Piranha Folk



Poomkin



Ratling



Scrollax



Seamerl



Shapeshifter



Simian



Skelet



Sleptaur

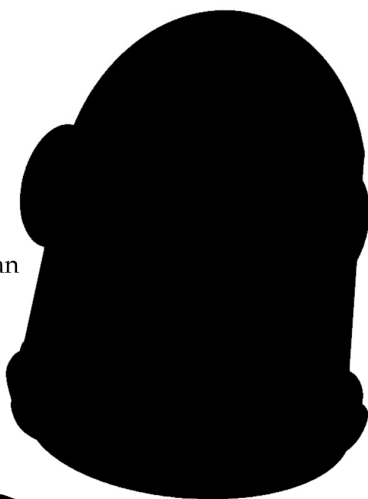


Human

Soracan



Squark



Tri-Head Flora



Ten Times Ten Man



Troglodyte



Vampire



Violet Hare



Wight



Winged Hairy



Wisp



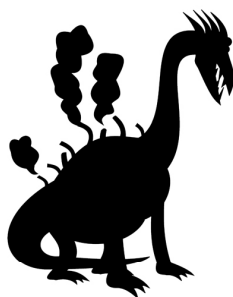
Wolver



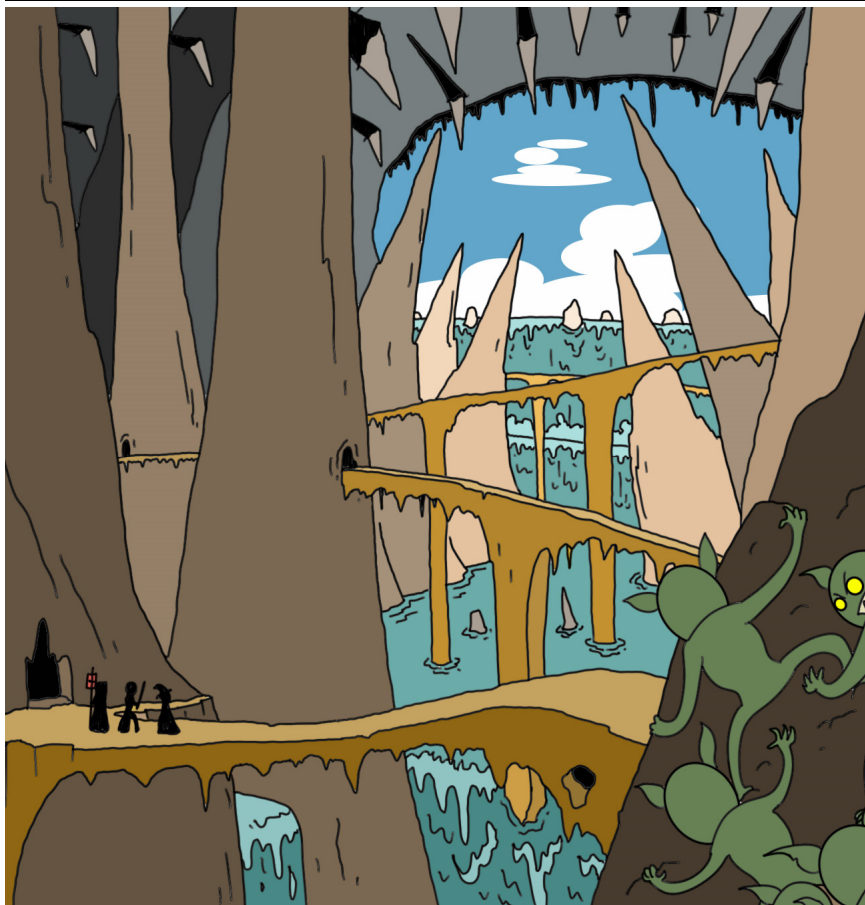
Zombie



Zoordrooz



CREATURE LOOT DROPS



Creature Loot Drops

The following section contains an alphabetical list of drops from specific creatures found within this manual. These drops are intended to give GMs and players a basic idea of what a particular monster may have to offer as loot when killed. These drops include natural items (like the skin of the monster), carried items (like a weapon), and lair items (like a treasure trove).

Agnun (1)

Agnuns carry weapons and items. They drop their habits.

Balbergulb (8)

Balbergulbs often have lairs with large amounts of wealth. The green blood of a balbergulb is poisonous.

Blonin (1)

Blonins carry weapons and items. They usually wear red robes.

Bolgocat (15)

Bolgocats often guard their large fortunes. Bolgocats sometimes wear large collars with insignias representing their greatness.

CREATURE LOOT DROPS

Brain Fish and Garl Snail (10)

Brain fish and garl snails sometimes hoard items and treasure.

Cat Tenderer (1)

Cat tenderers often carry bolgocat eyes which they use to communicate with their masters.

Clockwork (5)

Clockworks carry weapons and items. Clockworks drop mechanical parts.

Clown Plant (8)

The pulpy plant flesh of the clown plant can be eaten. Some say it tastes like spinak.

Cow Steed (2)

Cow steeds make great cow steed burgers. The horns of a cow steed are sometimes used as ornamentation.

Cyclops (15)

Cyclops drop giant weapons like clubs. Cyclops often have farms and livestock. In their lairs, cyclops may have items of value.

Demon, Horned (18)

Horned demons carry various terrible weapons and items. They often have great wealth accumulated through war.

Demon, Tailless (12)

Tailless demons carry weapons and items.

Dwarf (1)

Dwarves carry weapons and items. These belongings are almost always dwarf made.

Elemental, Air (12)

Air elementals leave a poof of air.

Elemental, Earth (10)

Earth elementals leave a pile of stones.

Elemental, Fire (12)

Fire elementals leave little ash piles.

Elemental, Water (12)

Water elementals leave puddles called essence of water elemental. Essence of water elemental is a magical reagent.

Elf (1)

Elves carry weapons and items. Some elves may carry magic items.

Ettin (13)

Ettins carry big weapons like clubs. Sometimes ettins carry bones and the remains of their victims. The territory of an ettin is often littered with traps.

Eyezor (20)

Eyezors often guard treasures. Eyezors love to collect and may have magical items and weapons in their lairs.

Fairy (1)

Fairies carry charm dust and tiny items.

Fell Lamprey (9)

Fell lampreys like shiny things and sometimes collect shiny objects. The skin of a fell lamprey can make light armor (AC 1).

Giant Crab (8)

Giant crabs make for great meals. The thick shell of a giant crab can be used as armor (AC 4).

Giant, Fire (20)

Fire giants often guard their treasures which they have accumulated over many years. The beard of a fire giant is a reagent and is used in fire based spells.

CREATURE LOOT DROPS

Glacierian (1)

Glacierians carry weapons and items. Many glacierians carry a frost blade (1d6 damage).

Goab (3)

Goabs carry rusty weapons and junky items. Some carry shields.

Golem, Flesh (4)

Flesh golems are made of various humanoid body parts.

Golem, Iron (5)

Iron golems drop mechanical parts like gears and pistons. They sometimes carry weapons and items.

Golem, Wood (4)

Wood golems drop kindling.

Gorgon (5)

Gorgons carry weapons and items. They guard treasures. The head of a gorgon can be taken and as long as the creature's eyes are intact, its petrifying gaze remains!

Grizzle Bear (5)

Grizzle bears have thick fur that makes for warm clothing.

Harpy (2)

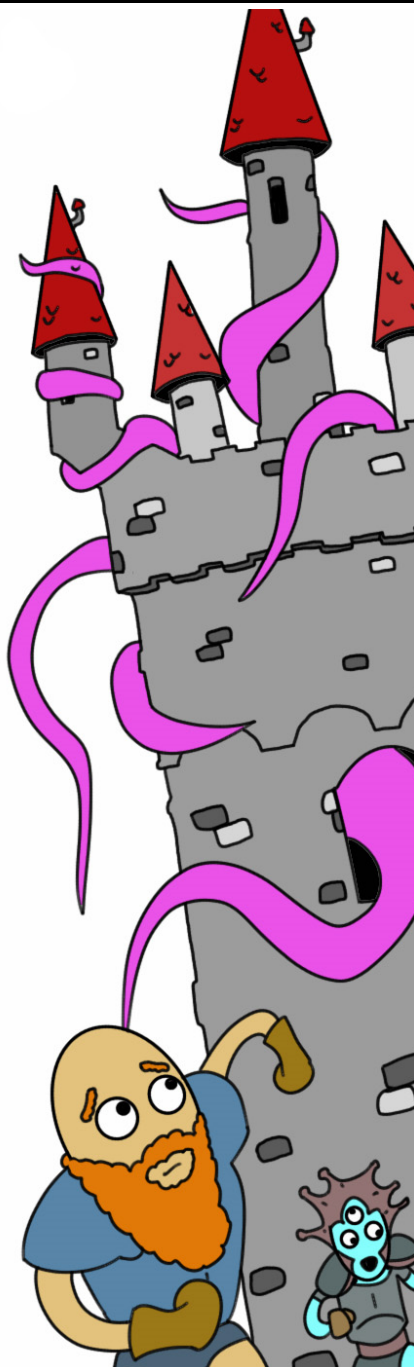
Harpies have feathers which are used by some folks. Harpies sometimes keep belongings from their victims.

Human (1)

Humans carry weapons and items.

Immortal (25)

Immortals carry weapons and items. The hair of an immortal is a magical reagent.



CREATURE LOOT DROPS



Lich (18)

A lich carries weapons and items. A lich will always have at least one magic weapon and one magic item in their possession. Liches are known to hoard wealth.

Molomoxor (2)

Molomoxors drop nothing.

Mummy (5)

Mummies drop bandages. Some mummies may guard treasure.

Mushroom Folk (1)

Mushroom folk carry weapons and items.

Noknil (1)

Noknil carry weapons and items. A noknil's hat is a special thing.

Noog Noog (1)

Noog noogs carry nothing.

Nubyeb (3)

Nubyeb drop nothing.

Numan (4)

Numans carry weapons and items.

Ogra (13)

Ogra carry weapons and items.

Ootoom (20)

Ootoom carry nothing. When they die they evaporate in tiny tornadoes.

Orka (1)

Orka carry weapons and items.

Phantom (3)

Phantoms carry nothing. When a phantom is destroyed it vanishes with a shriek.

CREATURE LOOT DROPS

Piranha Folk (4)

Piranha folk carry weapons and items.

Poomkin (1)

Poomkin carry weapons and items. Some more dastardly creatures will use poomkin as food (especially in pies and drinks).

Ratling (1)

Ratlings carry weapons, items, and refuse.

Scrollax (18)

Scrollax often guard treasures. The silk of a scrollax web is a magical reagent. Scrollax will often have cooed victims in their lairs.

Seamerl (1)

Seamerls carry weapons and items.

Shapeshifter (3)

Shapeshifters carry weapons and items.

Simian (1)

Simians carry weapons and items. They almost always carry food.

Skelet (1)

Skelets carry weapons.

Sleptaur (2)

Sleptaurs carry weapons (usually a ranged weapon) and items.

Soracan (25)

Soracan leave all manner of mechanical parts when they are destroyed. Some soracan have treasures or stockpiles of resources and augmentations.

Squark (1)

Squarks carry weapons and items. Squarks have very nice feathers.

Ten Times Ten Men (25)

Ten times ten men drop mechanical parts.

Tri-Head Flora (2)

Tri-head flora drop nothing.

Troglodyte (7)

Troglodytes carry weapons and items. They often store trinkets and trophies from their victims.

Vampire (12)

Vampires may keep the items of their victims.

Violet Hare (1)

The pelt of a violet hare has some value.

Wight (11)

Wights sometimes collect trophies from the living (this includes body parts and items with emotional attachments).

Winged Hairy (4)

Winged hairies drop nothing.

Wisp (20)

When a wisp is destroyed it leaves behind a small crystal known as a wisp crystal. A wisp crystal is a magical reagent used to enter into different spheres of existence.

Wolver (9)

The pelt of a wolver can be used to make wolver pelt clothing. This type of clothing is often worn by wolver hunters as a status symbol.

Zombie (1)

Zombies drop nothing.

Zoordrooz (1)

Zoordrooz carry weapons and items.

CREATURE LOOT DROPS

Acrid Dragon (25)

The scaly hide of an acrid dragon can be used to make an incredibly durable armor (AC 6) which is immune to acid damage. The acidic blood of the dragon can be bottled (2d6 acid damage). Acrid dragons may guard vast amounts of wealth.

Flame Gut Dragon (26)

If one can defeat a flame gut dragon, one may take the hide and turn it into armor (AC 6) which is immune to heat damage. The powdered horn of a flame gut dragon is a powerful reagent. Flame gut dragons guard huge treasures.

Flash Dragon (25)

The scaly hide of a flash dragon makes for a unique armor (AC 6) which allows the wearer to blend in with their surroundings. Some flash dragons keep treasures.

Gasbelly Dragon (23)

Gasbelly dragons have a scaly hide which makes for strong armor (AC 6). Gasbellies sometimes keep treasures.

Hydra (30)

The scaly hide of a hydra makes for an incredibly durable armor (AC 6). Hydras guard huge, well-known treasures.

Jolt Dragon (28)

The adrenal blood of a jolt dragon can be bottled and used to temporarily increase the drinker's BRT and DEX scores (+1). The scaly hide of a jolt dragon can be used to make armor (AC 6) that is impervious to electric damage. Jolt dragons love treasure and hoard items and wealth.



NON-HUMAN PC BUILDER

Non-Human Character Creation Overview

The following section contains rules for building a PC using listings in this book and other Creature Volumes. Following this section are premade templates for creating non-human PCs. Players and GM can choose their method for creating non-human PCs.

Choosing a Species

A player can choose any type of species that the GM and the rest of the group feel is appropriate for the adventure or campaign at hand. However, allowing too powerful a PC can quickly alter and unbalance a campaign setting if the GM is not careful. On the other hand, allowing for a weak PC in a campaign where everyone is incredibly powerful can also cause an imbalance. Using the LVL of a premade species can act as a guideline to determine how powerful a particular species is when making and playing non-human characters.

Three Criteria for Choosing a Species

1. Choose a species that fits the theme of the campaign/allowed by GM.
2. Choose a species that you find interesting or cool.
3. Choose a species that you feel you can make unique.

Stat Block

Write down all important information about your selection. This information should contain everything in the entry's stat block (species, archetype, size, HP, AC, ACT, etc.). The GM may allow the players to switch some scores around depending on the character's history and experience. The GM should require an explanation as to why certain stats or details of a particular character might change.

Luck

Most PCs have Luck scores equal to their LVL + 1. The GM may decide whether this holds true for a non-human PC or not.

Boons and Flaws

The GM should determine how many Boons and Flaws a non-human PC gets according to the species. The player may attempt to persuade the GM to allow them a specific Boon or Flaw based on the character's backstory or experience. As long as it makes some sort of sense and is relevant to the PC, the GM may allow it. The player creating the PC should describe the Boon and the score along with why that PC has that particular Boon. This goes the same for Flaws. The scores for Boons can be determined based on training levels and experience on the chart below. Flaws range from -3 to -1.

Score	Level
0	Unskilled
1	Learned
2	Somewhat Skilled
3	Skilled
4	Highly Skilled
5+	Masterful

NON-HUMAN PC BUILDER

Equipment and Money

The equipment and money a non-human PC has should be determined by the PC's species, experience, the nature of the campaign, and the GM.

Starting Magic

Higher LVL PCs with magical abilities should have spells determined by the PC's backstory, experience, nature of the campaign, etc. Be aware that many creatures only have the ability to cast certain spells or certain types of spells.

Unique Characteristics

When creating any character for Far Away Land, take into account any unique attributes, abilities, powers, augmentations, etc. The GM should have the last word in any attribute or ability a PC might have that is unorthodox. Remember, the entire goal is to have fun. Creating insane characters with loads of abilities and powers can be fun and make for an exciting game. However, the GM should always keep the campaign and other PCs in mind when allowing a player to make a highly customized non-human PC.

Leveling Up

Non-human PCs gain experience and level up according to normal LVL and XP rules.



NON-HUMAN PC TEMPLATES

Non-Human PC Templates

The following section provides 15 templates for using various species included in this book to create PCs. All templates included are for LVL 1 PCs. “Magic equal to LVL” indicates that that particular species is capable of using magic (although in order to do so, the individual must possess the Arcane boon). “Weapon Specialty” indicates that the particular species is naturally adept with a specific weapon and thus receives +1 die when using that weapon or item.



Agnun

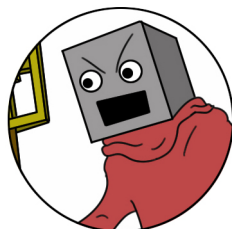
Archetype: Humanoid, **Size:** Average (0)

Stat Points: 6

Base HP: 10+BRT, **AC:** 0, **ACT:** 3+DEX

Luck: 1+LVL, **Boons:** 4, **Flaws:** 1d3

Animal Bond with grizzle bears. **Night Sight.** **Telepathy** with other agnuns. **Magic** equal to LVL. **Weapon Specialty:** Curved Blade (+1).



Blonin

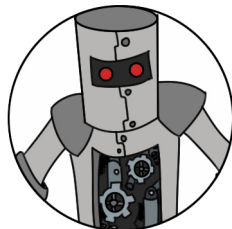
Archetype: Humanoid, **Size:** Average (0)

Stat Points: 5

Base HP: 12+BRT, **AC:** 2, **ACT:** 3+DEX

Luck: Equal to LVL, **Boons:** 3, **Flaws:** 3

Teleportation: Short range. Blonins can use this ability equal to their LVL per day. **Magic** equal to LVL.



Clockwork

Archetype: Construct, **Size:** Average (0)

Stat Points: 6

Base HP: 15+BRT, **AC:** see below, **ACT:** 4+DEX

Luck: 0, **Boons:** 1, **Flaws:** 0

Various Body Augmentations. AC is dependent on building material. Wood (AC: 2), Metal (AC: 3). **Immune to Poisons/Toxins/Disease.**



Dwarf

Archetype: Humanoid, **Size:** Small (0)

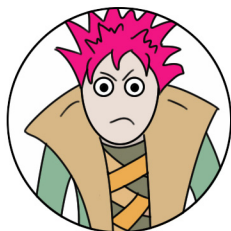
Stat Points: 5

Base HP: 13+BRT, **AC:** 1, **ACT:** 5

Luck: 1+LVL, **Boons:** 3, **Flaws:** 1d3

Night Sight. Nose for Ore. **Ale Strength:** +1 BRT/-1 WIT while intoxicated. **Magic** equal to LVL. **Weapon Specialty:** Dwarven Hammer (+1).

NON-HUMAN PC TEMPLATES



Elf

Archetype: Humanoid, **Size:** Average (0)

Stat Points: 6

Base HP: 10+BRT, **AC:** 0, **ACT:** 3+DEX

Luck: 1+LVL, **Boons:** 3, **Flaws:** 1d3

Better Hearing. Better Sight. Night Sight. Magic equal to LVL. **Weapon Specialty:** Elvin Bow (+1).



Glacierian

Archetype: Humanoid, **Size:** Average (0)

Stat Points: 6

Base HP: 12+BRT, **AC:** 0, **ACT:** 3+DEX

Luck: Equal to LVL, **Boons:** 3, **Flaws:** 1d3

Resistance to Cold. Magic equal to LVL. **Weapon Specialty:** Frost Blade (+1).



Mushroom Folk

Archetype: Plant, **Size:** Average (0)

Stat Points: 6

Base HP: 12+BRT, **AC:** 0, **ACT:** 3+DEX

Luck: 1+LVL, **Boons:** 2, **Flaws:** 1d2

Spore Cloud: Tiny radius. 1d3 damage. Causes hallucinations. **Night Sight. Weakness to Extreme Heat/Cold. Immune to Poisons/Toxins. Resistance to Electricity.**



Numan

Archetype: Humanoid, **Size:** Average (0)

Stat Points: 6

Base HP: 13+BRT, **AC:** 0, **ACT:** 3+DEX

Luck: 1+LVL, **Boons:** 3, **Flaws:** 1d3

Better Senses (sight, hearing, smell). **Healing Aspect.** Numans heal at twice the normal healing rate. **Magic** equal to LVL. **Psionic Powers.** All numans possess at least 1 psionic ability. 1 in 6 chance of flight.



Orka

Archetype: Humanoid, **Size:** Average (0)

Stat Points: 6

Base HP: 13+BRT, **AC:** 0, **ACT:** 3+DEX

Luck: 2+LVL, **Boons:** 3, **Flaws:** 1d3

Night Sight. Magic equal to LVL. **Weapon Specialty:** Orka Halberd (+1).

NON-HUMAN PC TEMPLATES



Poomkin

Archetype: Plant, **Size:** Average (0)

Stat Points: 6

Base HP: 10+BRT, **AC:** 0, **ACT:** 5

Luck: 1+LVL, **Boons:** 3, **Flaws:** 1d3

Healing Factor. Poomkin heal at twice the normal rate.

Magic equal to LVL. **Regeneration.** Poomkin can re-

grow lost limbs over a period of time. **Resistance to Poi-**

son/Toxin. **Weapon Specialty:** Scythe (+1). **Weakness**

to Extreme Heat/Cold. **Resistance to Electricity.**



Ratling

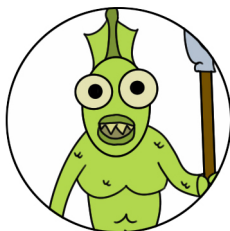
Archetype: Humanoid, **Size:** Average (0)

Stat Points: 5

Base HP: 8+BRT, **AC:** 0, **ACT:** 3+DEX

Luck: 2+LVL, **Boons:** 1d2, **Flaws:** 1d3

Bite: 1d6 damage. **Night Sight.** **Better Smell.** **Hide and Sneak.** Ratlings gain +1 die on all attempts to hide and sneak.



Seamerl

Archetype: Humanoid, **Size:** Average (0)

Stat Points: 6

Base HP: 12+BRT, **AC:** 1, **ACT:** 3+DEX

Luck: 1+LVL, **Boons:** 1d3, **Flaws:** 1d3

Magic equal to LVL. **Water Breathing.**



Simian

Archetype: Humanoid, **Size:** Small (0)

Stat Points: 4

Base HP: 8+BRT, **AC:** 0, **ACT:** 3+DEX

Luck: 3+LVL, **Boons:** 3, **Flaws:** 1d2

Better Senses (hearing, smell, sight). **Night Sight.**

Sneak and Steal. Simians gain +1 die on all attempts to sneak and steal.

NON-HUMAN PC TEMPLATES



Sleptaur

Archetype: Monster, **Size:** Giant (+2)

Stat Points: 6

Base HP: 16+BRT, **AC:** 1, **ACT:** 5

Luck: 0, **Boons:** 3, **Flaws:** 1d3

Ancestral Memory. Sleptaur possess the memories of their family lineage. **Extreme Endurance.** Exhaustion penalties rarely apply. **Resistance to Magic.**



Squark

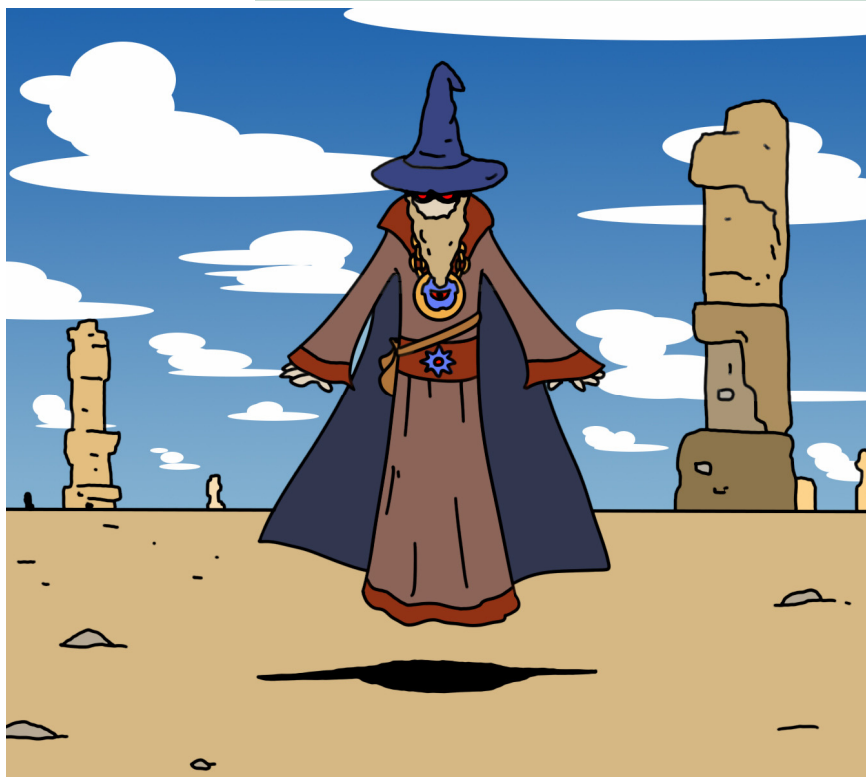
Archetype: Animal, **Size:** Average (0)

Stat Points: 5

Base HP: 9+BRT, **AC:** 0, **ACT:** 4+DEX

Luck: 1+LVL, **Boons:** 3, **Flaws:** 1d3

Flight. **Magic** equal to LVL. **Swoop Attack.** Squarks will sometimes swoop in and grab their enemies, lifting them into the air and dropping them to their bloody deaths.



CUSTOM CREATURE BUILDER

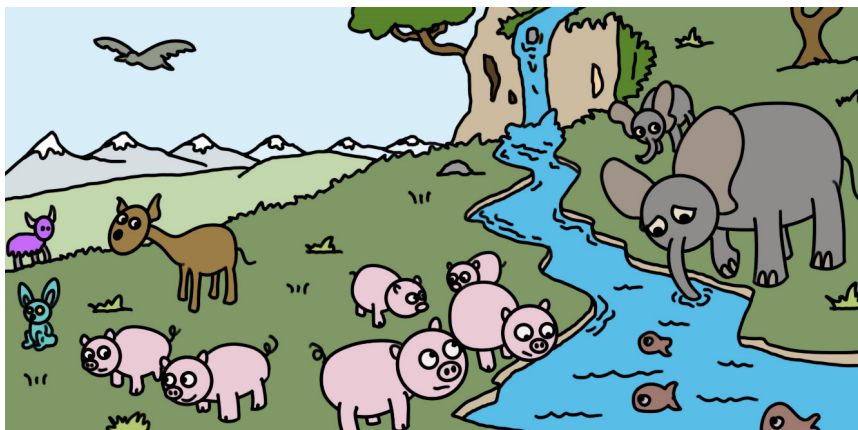


Archetypes

Archetypes are the foundation for all characters in Far Away Land and serve as the basis for creating custom creatures. Archetypes include the physical and mental composition of an archetypal class which is basically the definition of a specific creature template. The archetype that you select will be the basis for your species' physical appearance as well as some other, very broad, defining characteristics. There are a total of twelve templates that allow you to create anything from an elf to a demon to a golem. Archetypes should be used as a starting point when creating custom creatures. Each archetype gives a broad overview of characteristics associated with the particular creature that may or may not be present in a particular creature based on that archetype. Essentially, archetype templates are provided to make creating a creature easier by allowing the GM or player a set of pre-made instructions on what comprises a certain type creature/race.

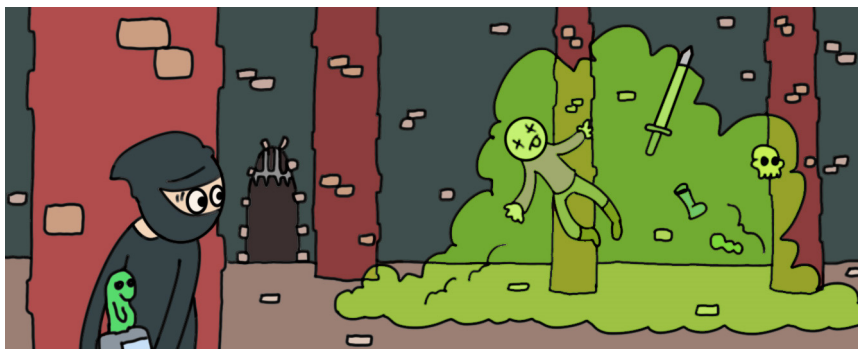
ANIMALS

Animals have little or no measurable intelligence and instead rely on instinct. They may desire something specific but usually they are concerned with eating, sleeping, staying safe, and using the bathroom. Most intelligent creatures will ignore animals, eat them, or use them as sport. Most animals like Fairies and Fairies usually like animals. Some animals can communicate with Fairies. Animals have no size restriction. Animals have one or two heightened senses.



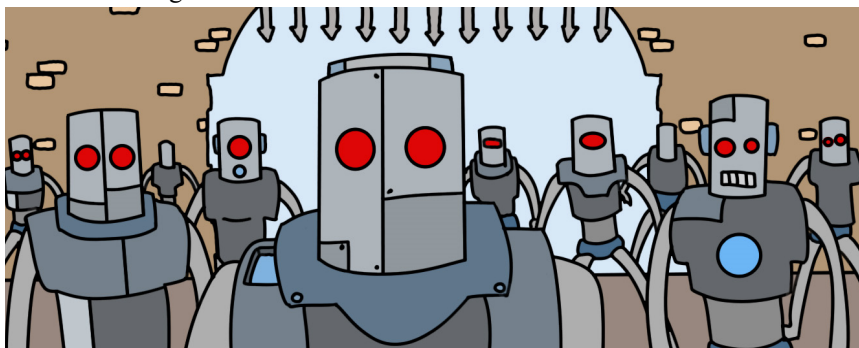
BLOBBY

Blobbys are a mass of something, like ooze, slime, or a blob. Their body isn't really a body at all but more of a semi-solid. They can contract and expand and perhaps even take on other forms, but only for a short period of time. Taking on very distinctive forms, such as a humanoid, requires great skill and concentration. Some Blobbys might be able to turn their bodies into stabbing or grabbing appendages. Blobbys dislike solid creatures. Blobbys age very slow. They are immune to poisons/toxins. They have a maximum size of Giant. Blobbys can control the chemical makeup of their bodies, allowing them to boil, or even decompose enemies while they are inside.



CONSTRUCTS

Constructs are creatures that are built. They come in two flavors: golems and mechanix. The person who builds the construct is their master and has the ability to command the creature. The materials that the construct has been built from can vary widely. Constructs age according to the material they are made of. Constructs have weaknesses based on the material they are made of (for example, if they are made of wood, they are prone to fire damage). Mechanix require some sort of fuel to sustain them. Golems are powered by magic. Constructs are immune to poisons/toxins and diseases. Constructs cannot be healed, however, they can be repaired. Constructs can be any size, although it is rare to be larger than Massive.



DEMONS

Demons come from the Abyssmalsphere. They have horns and creepy eyes and probably a tail. Demon skin is thick and scaly, like rough leather or a snake's skin. Demons are most likely deformed and covered in scars from the life they have lived in the Abyssmalsphere. They enjoy heat and fire. Demon blood is either poisonous or acidic (or both) to non-demons. Most demons hate cold as well as water. Demons age very slowly. They are immune to any type of heat based damage. They are resistant to poison/toxins. Demons have no size restriction but are usually average or giant size.



ELEMENTALS

Elementals come from the Elementalsphere. They are composed of a single element (earth, fire, water or air). They have a natural appearance but can also take on various forms (still composed of the thing they are made of). Elementals are most comfortable around their own kind or in the presence of similar elements. They have a strong dislike of elements opposite of them (fire/water, earth/air). Elementals are immune to poisons/toxins, diseases, and attacks which are based on their elemental composition (fire elementals are immune to fire attacks etc.). Some are resistant to physical attacks. Elementals have a maximum size of giant.



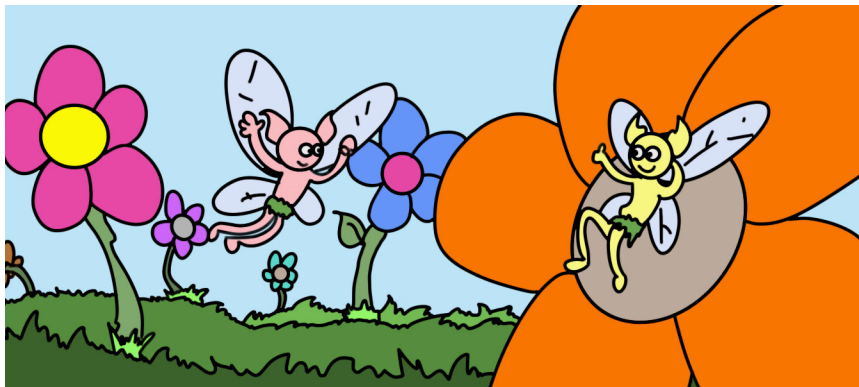
ETHEREALS

Ethereals are ghost-like in appearance. They usually exist in a corporeal state although they can alter this and become non-corporeal for small amounts of time. Ethereals can enter into a non-corporeal state equal to their LVL times per day for a number of rounds equal to their LVL. Ethereals come from the Gray Planes. They dislike light. Their appearance can vary from anything such as what appears to be a floating vapor to a humanoid to a globular, blobbish mass. They are almost always disliked by the living. Ethereals are immune to disease, poisons/toxins. They are also immune to physical attacks while in a non-corporeal state. Ethereals have a maximum size of average.



FAIRIES

Fairies are creatures like a fairy or a pixie, some kind of cute little creature with wings and pretty colors. They love plants and nature. Fairies dislike creatures that are brutish and have no love of nature or who are destructive to nature. Fairies age very slowly. Fairies enjoy being around other fairies and often have parties and celebrations. Fairies have tiny voices. They are mischievous and often play jokes or pranks on others. Fairies are intelligent. They are immune to poisons. Because they are small and fast, they are hard to hit. Fairies have a maximum size of tiny.



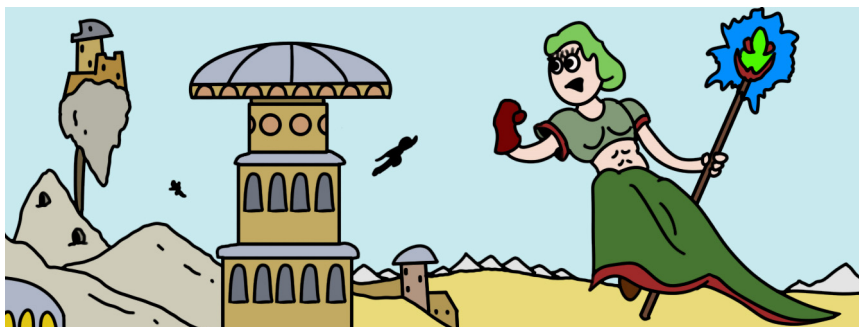
HUMANOID

A Humanoid is generally a creature with two legs, arms, a body and a definable head (something that resembles a Human). They are one of the most plentiful types of creature in Far Away Land. Humanoids are often intelligent and have developed sophisticated cultures with rules, laws, and traditions. Humanoids are often driven by greed, power, knowledge, etc. They come in a variety of shapes, colors, and sizes. Humanoids have a maximum size of Enormous.



IMMORTALS

Immortals are direct descendants of the Cosmic Wanderer. They possess ancestral memory of the early days, even memories from the Age of Creation. Immortals come from the God Lands. They usually take on humanoid form but may also appear as monsters, demons, animals, or ethereal type vapors. Immortals are immune to disease. They are immune to poisons/toxins. Immortals do not age. They have no size restriction. Immortals heal from damage quickly. Immortals can only be killed if their head is severed from their body. Once killed, the soul of the Immortal passes to the Gray Planes. Immortals are arrogant narcissists. Most immortals have an intense hatred for machines, especially trilleons or any other sapient construct.



MONSTERS

Monsters are beasts and abominations, things that strange forces have twisted into new forms. Monsters are similar to animals and can vary widely in appearance, intelligence, and demeanor. They have wide ranging goals and desires. They often have a specific resistance. Monsters have no size restriction. Monsters can make their homes in a variety of habitats, often hiding in dark or subterranean places.



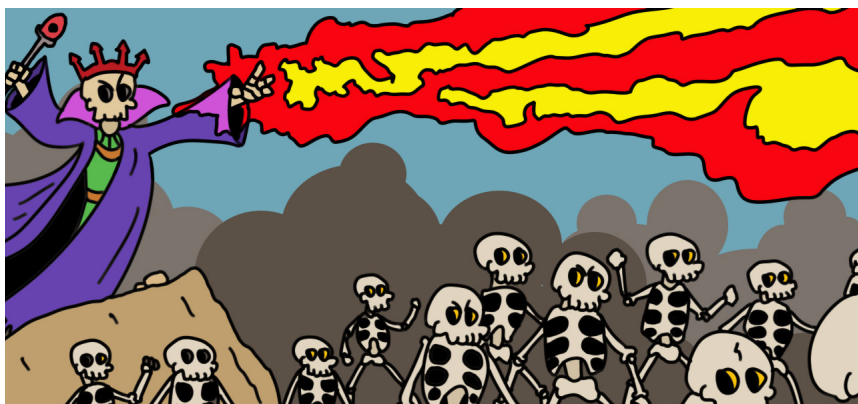
PLANTS

Plants are sapient plant-life. They are asexual. They like other plants and creatures who respect plants (like fairies). Most plants age slowly. Plants do not need to sleep although they do need rest. Plants have a weakness to extremes of temperature (heat and cold). Plants usually dislike creatures made of flesh. Plants probably love or hate sunlight. They are immune to poisons and toxins. They have a resistance to electricity. Plants have no size restriction.



UNDEAD

The undead are the living dead. Undead were once living and then they died and came back miserable. Undead dislike light. They are corporeal. Undead do not age but over time they may fall apart and lose pieces. The living are almost always scared of undead creatures and will attempt to kill them, again. Undead dislike fire. Undead like the cold. They are immune to poison/toxins and disease. Undead size restrictions are based on what they were prior to becoming Undead. Undead creatures usually smell terrible. They may have the ability to turn others into Undead by scratching or biting them.



BUILDING CUSTOM CREATURES

LVL Adjustments

After the GM has decided on the type of creature to be created, she should determine how powerful the creature is. A creature's overall difficulty is based on its LVL. The higher the LVL, the higher a creature's Stat scores, HP, and abilities.

Stat Adjustments

LVL 1 creatures begin with around 6 total Stat points which can be distributed however the GM wishes, with each Stat getting at least 1 point. GMs can add an additional Stat point (this refers to the total number of Stat points) around every 3 or 4 LVLs.

HP Adjustments

In order to determine the HP for custom built creatures, use the following...

Base HP + Level + Size = Total HP

Example: Find the archetype of the creature being created. Add the level of the creature. Then add the size of the creature. Let's make a gorillidon. We decide it's a monster which has a base HP of 12. We want it to be a mid-level creature so we go with 8. Our gorillidon is giant sized so we add +7. Our gorillidon has a total HP of 27.

Archetype HP Chart

Archetype	Base HP
Animal	12
Blobby	12
Construct	15
Demon	20
Elemental	20
Ethereal	12
Fairy	6
Humanoid	10
Immortal	55
Monster	12
Plants	10
Undead	10

HP to Size Chart

Size	HP Adjust
Mini	-3
Tiny	-1
Small	0
Average	+3
Giant	+7
Massive	+15
Enormous	+30

BUILDING CUSTOM CREATURES

Action Adjustments

LVL 1 creatures begin with 4 or 5 Actions. GMs should increase the number of Actions +1 point every 4 or 5 LVLs. The GM should also take into consideration the type creature and adjust its Actions accordingly. For example, big cumbersome creatures may be slower while ethereal type creatures who rely on speed may be faster.

Luck Adjustments

The GM can decide whether or not a creature has Luck. Again, the type of creature should be taken into account. For example, a leprechaun would probably have tons of Luck, while a zombie, not so much.

Creature AC

The GM determines the creature's natural AC based on the type of body a creature has. A soft creature made of flesh that is relatively unprotected may have no AC while a creature covered in scales may have a very high AC. The GM should also determine if the creature wears armor or not as this can also affect the AC score.

Creature Size

Size indicates how big a creature is. Larger creatures deal more damage and generally have more HP. When creating a custom creature, the GM should keep the size of the creature in mind as it can directly affect the creature's appearance, tendencies, and demeanor.

Creature Melee Adjustment Chart

Size (height or length)	Melee Damage
Miniscule (less than 1')	-1
Tiny (1'-3')	0
Small (3'-5' feet)	0
Average (5'-8' feet)	0
Giant (9'-16' feet)	+2
Massive (16'-25' feet)	+4
Enormous (25'+)	+6

BUILDING CUSTOM CREATURES



Types of Movement

Bouncing: The creature gets around by jumping, bouncing, or hopping.

Burrowing: The creature's primary mode of transportation is to dig into the ground and move around in holes and tunnels.

Flying/Hovering: The creature moves by flying about because of wings or some innate force (Ethereals).

Slithering/Slugging: The creature slithers around on its belly, like a snake.

Static: The creature cannot move. It is stuck in a single spot. How exciting.

Swimming: The creature moves by swimming.

Walking/Running: The creature can walk or crawl around on legs or some other type of extremity.

Unorthodox: The creature moves about in a strange way, perhaps teleporting or moving through dreams or thoughts.

*If the creature is cumbersome, decayed, poorly designed for movement, overweight, generally slow or suffering from other movement impairments, reduce the DEX score accordingly.

Attack Types

There are three categories that encompass all attacks: natural, special, and weapon. Natural attacks are attacks which utilize some natural means by which to damage targets, such as whipping a tail or biting. Special attacks are attacks which don't normally occur in nature. Special attacks include things like breathing fire, turning creatures to stone with a single look, and magic. Weapon attacks are attacks that utilize weapons or carried objects. Examples of weapon attacks are swords, throwing boulders, war hammers, crossbows, etc.

BUILDING CUSTOM CREATURES

Natural Attacks

Bite: The creature uses its teeth to bite enemies.

Claw/Talon/Pincer: The creature has claws, talons, pincers, or some other naturally occurring body part that allows them to claw, grab, pinch, etc. their enemy.

Gore: The creature uses horns or thorns or some other sharp protrusion to stab and gore enemies.

Scrapper: The creature uses things like kicks, punches, scratches, etc. to harm enemies.

Squeeze/Strangle: The creature can contract its muscles or use its great strength to strangle and squeeze its enemy into submission.

Stomp/Trample: The creature utilizes its size and weight to stomp and trample smaller enemies.

Swallow: The creature tries to swallow its victims.

Thrash/Whip: The creature uses tail, tentacle or whatever other freakish extremity it has to lash and thrash enemies.

Special Attacks

Breath: The creature uses a breath attack to damage enemies.

Corrosive: The creature spits or throws some corrosive or acidic substance to harm an enemy.

Disease: The creature carries a disease of some sort.

Elemental: The creature relies on the power of fire, water, wind, or earth for its attacks.

Energy: The creature employs some kind of energy attack in combat. This type of attack could consist of anything from electricity to lasers to plasma.

Fear: The creature is scary and frightens others.

Gas/Toxin: The creature uses some type of gas attack, perhaps from its mouth, pores, or unmentionable places, in order to subdue its enemies. Gas attacks affect an area measured in radius.

Life Drain: The creature has the ability to drain the life from its enemies through touch, bite, gaze, etc.

Magic: The creature has the ability to cast magical spells.

Paralyze/Petrify: The creature can paralyze or petrify its enemies by some sort of noise, gaze, breath, etc. type of attack.

Poison/Toxin/Venom: The creature uses some type of poison, toxin, or venom attack to damage opponents.

Rotting: The creature employs a rotting attack by means of touch, breath, gaze, etc. which rots away the flesh of the victim. How lovely.

Sonic: The creature utilizes some type of sonic attack. This may be some loud sound meant to deafen or even nauseate an opponent.

Transform: The creature has the ability to transform its victim into another form (usually something undead). A Vampiric Bite would be an example of a Transforming attack.

BUILDING CUSTOM CREATURES

Weapon Attacks

Throw: The creature relies on throwing things like rocks, boulders, logs, etc. to damage enemies.

Weapon: The creature relies primarily on weapons to damage enemies.

Extended Creature Builder

The Extended Creature Builder is designed for fleshing out your custom creature by asking a series of questions to help define what the creature is. The following set of questions provides prompts and starting points for thinking about the creature you have created, the way it lives, its goals and desires, history, etc. These questions are meant as a guide to help you along and generate ideas about the creature you are creating.

1. Intelligence: Does the creature have an imagination? Can it build and create things? Does it have a belief system or religion? Can it read or write? Does it have an oral or written history? Does it know of its species past?

2. Family/Social: How does the creature reproduce? Are the young cared for? How does the creature react when its family is threatened? Does it have a family? Is the creature social or solitary? Cities? Small settlements? Lonely caves in mountainous regions or uninhabited islands? Is the creature territorial or inviting to strangers?

3. Goals/Desires: What goals does the creature have? What does it desire and work toward?

4. History: What is the history of your creature? Where did it come from? Does it have a creation myth? Did it come from another dimension or plane of existence? Did it migrate to the place it now calls home? How did it obtain its territory?

5. Sense of Self as a Group: How does the creature view itself? How does a single member of the species view other members? Are the members of the species focused on individual effort or do they work as a collective toward a single goal?

6. Predator and Prey: What natural enemies does the creature have? Does it have something that it enjoys eating? Does it hunt? Does it forage? Is it a scavenger? Is it another creature's prey?

7. Feeding: How does the creature feed? Does it hunt, forage, scavenge? Does it farm or raise animals? What does it enjoy eating? Does it use traps?

8. Rituals and Traditions: Does the creature practice any rituals or adhere to any types of traditions?

9. Authoritative/Law Structure: Does the creature have a set system of conduct, honor, or a code of laws which the majority of its members are expected to abide by?

10. Magic: How does the creature view magic? Does it use magic? Has magic shaped its culture somehow? Is it afraid of magic?

TRAVEL AND REWARDS

Travel in Far Away Land

The world is a big place. Most commoners rarely ever travel more than a few miles from where they are born. However, PCs are not common folk and most find that they cover a great deal of ground as they seek fame and fortune. Use the following rules for a basic travel guide.

- * PCs can walk about 24-30 miles per day if they carry light loads. Decrease this distance accordingly for heavier loads.
- * The average mount (like a cow steed) can cover about 45 miles a day.
- * For water travel, use walking distances as a base. If travel is in open bodies of water such as lakes or seas, travel may be faster depending on wind and rowers. Travel in smaller bodies of water such as creeks and rivers may be slower as navigating around submerged object and shorelines requires more effort.
- * Flying mounts and other aircraft can cover 100 or more miles per day.

When travelling through rough or treacherous terrain, movement is often hampered and made more difficult. Use the following rules as a guideline in determining how travel is affected in less desirable conditions.

- * Movement is decreased by -1/2 for rough terrain.
- * Movement is decreased by -1/2 for treacherous weather/water.
- * Flying movement takes no rough terrain penalties (although it does take weather penalties).

Weather Rules

Weather plays a big part in both atmosphere of the game as well as determining how far the PCs can travel in a given period of time. Harsh weather that brings storms and heavy winds can slow the PC's travel time while clear days make travel easier. If the weather is considered treacherous, the PCs can only move at half their normal movement rate due to things such as low visibility, heavy rain or snow, fog, or other weather types which slow movement. PCs spending a day walking in miserable conditions may suffer low morale, be irritable, short-tempered, and more tired than usual (and perhaps suffer from exhaustion penalties). The GM should describe the weather, time of day, if there are clouds, etc. to give the players a good idea of their physical surroundings. Weather can serve to set a mood. For example, the PCs have made their way through the forest in search of ruins rumored to be the home of a vampire. As the PCs clear the woods they see in the distance the gray sky, the building of clouds. They hear the low roll of thunder far away. A storm is approaching and they still have not found the ruins.

TRAVEL AND REWARDS

Landscape

GMs should keep the players aware of the landscape as they travel through. Not only does landscape and environment add to the players immersion in the game (you can see the desert, a flat and barren landscape composed of hardened sand and sun bleached stone, the skeleton of a cow steed lays half-covered in wind blown sand...) but players can also use as a gauge as to what is happening around them. If they are travelling through a desert, they will most likely be aware of certain creatures who live in the desert and thus they can be more prepared.

Landscape acts as a background for the PCs. It is the stage upon which they are set and move. Use it as a tool. Think of it as a character unto itself, an entity which can bring both fortune and despair. Use landscape as an image and a feeling. Create in the players a sense of place and your adventures will be all the more immersive.

Getting Lost

Adventurers who have wandered away from familiar surroundings may find that they are lost or bewildered as to their location. It is up to the GM as to how to handle such a situation but it should be noted that such instances are ripe for main adventure digressions. In other words, if the situation presents itself and the PCs do become lost, it may be fun to allow the PCs to squirm a bit and use their ignorance of place as a way to create a side adventure. Getting lost can lead to meeting new people, new encounters, new areas to explore, etc.



TRAVEL AND REWARDS

Treasures and Rewards

Monsters, especially instinct driven beasts, will rarely hoard up gold in coin form and will almost never carry gold on their person. However, they may have objects in their lairs which are worth coin. If a creature has killed an adventurer before, then it is highly likely that some of that adventurer's gear remains at, or close to where they were killed. Some monsters may keep trophies of their kills while others may pay no attention to material objects. The GM should decide, based on the type of creature, what the creature has as material possessions. Creatures driven by hunger will rarely have any need for items such as gold or gems and will discard it as refuse after consuming their victim. Other creatures may have an affinity toward shiny objects or other specific items. Intelligent creatures may desire gold and other material objects and keep them, often times hidden away from the prying eyes and greedy hands of others.

1. Treasure doesn't have to be gold or silver coins. In fact, it is probably better that PCs rarely find coinage (unless on other creatures who use coins). Instead of finding coins, allow the PCs to find items, weapons, junk, and other material objects that are appropriate to the creature.
2. Magic should be rare. Most low level creatures, unless under specific circumstances, should rarely be in possession of magic items. Remember, magic is a fairly rare thing in the world and magic items are even rarer. If magic items are found, GMs should determine what type of item has been found; potions, scrolls, spellbooks, weapons, armors, clothing, etc.
3. Items can and should have a story. Some items may have belonged to someone else, may have been stolen or lost. If the GM can find a way to work an item into the game so that it carries a historical significance or has some sort of story associated with it, it may open avenues for further adventures as well as future conflicts based around the object.

If a GM wants to randomly determine if a creature has some sort of item or treasure, he can assign a chance and roll on the following chart. If the roll is a success, the GM should then determine the type of treasure the PCs find. (It is recommended that GMs prepare or have an idea for treasure before the session begins).

Treasure Chance Chart

Chance	Roll
None	n/a
Rare	6
Low	5,6
Moderate	4,5,6
High	3,4,5,6
Very High	2,3,4,5,6

TRAVEL AND REWARDS

Essentially, anything that holds some sort of value can be considered treasure. Raw materials like gold nuggets or silver ore. Clothes, books, tools, and other common items. Weapons, armor, and adventure gear. Artworks, paintings, sculptures, instruments, carvings. Jewelry and gems. Magic items, scrolls, magic weapons, magic wands, magic armor, potions, spell books. Maps, letters, information.

Item Descriptors

It may be that the GM needs to describe an item on the fly, hasn't prepared for a certain encounter, or simply needs some help in coming up with descriptors for a particular item. The following lists provide some adjectives for describing various items based on quality, condition, appearance, value, and rarity.

Item Quality: Poor, Common, Fine, Exceptional, Masterful, Perfect...

Condition: Ruined, Damaged, Flawed, Decent, Good, Exquisite, Flawless...

Appearance: Dull, Simple, Fancy, Ornate, Breathtaking, Awe-Inspiring...

Value: None, Little, Moderate, Expensive, Priceless...

Rarity: Plentiful, Common, Uncommon, Rare, Very Rare, Unique...

When describing an item, the GM should give the PCs only the surface details of what the PCs can determine by looking at the item. For example, the PCs, at first glance, would not know that an item is very rare. However, some PCs who are proficient in trade and item identification can make checks to determine various aspects of an object (as well as the value of the object).

Currency as Loot

The average working wage is about 8gp per month. This means that most people earn about 2-3sp per day. In other words, it would be rare for a commoner to be carrying around loads of gold. GMs should keep this in mind when PCs encounter NPCs and creatures as it can act as a baseline for an average encounter with an individual who relies on monies.

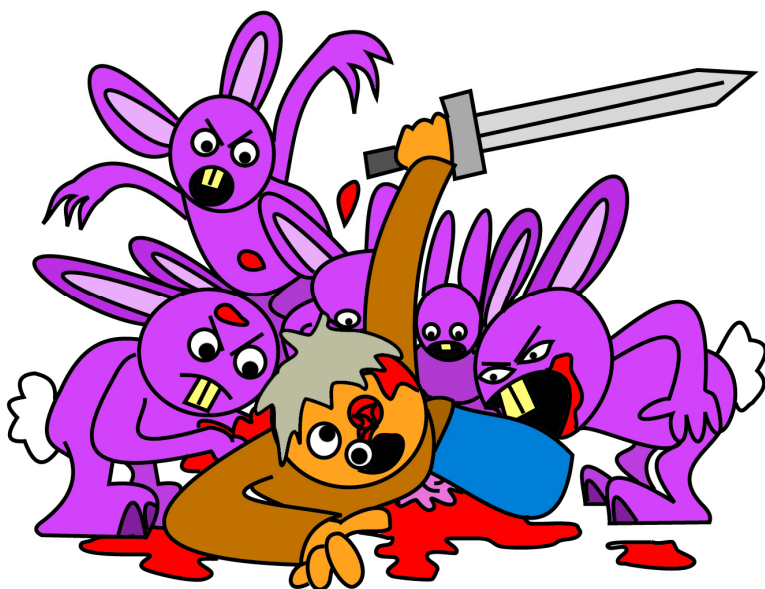
Other Types of Rewards

Slaying a fearsome beast may not always pay well in treasure, but there are other forms of reward. For example, a village terrorized by a monster will be very happy when said monster is defeated. The exploits of the PCs may become stories and their fame and notoriety may grow which may in turn get them other jobs, give them a type of celebrity status, or allow them to be known in the area. GMs should keep these types of rewards and occurrences in mind when determining treasure, as these things can lead into other adventures for the PCs as well as to help create an immersive world around them as NPCs take note of their exploits.

TRAVEL AND REWARDS

Fame may also follow the PCs for heinous deeds. For example, if the PCs travel around stealing and killing, there is a good chance that news of their exploits will travel to neighboring areas. Because of such news, local authorities may be on the lookout for the party, locals may be on watch, gates may be closed, posses may be formed, etc. The PCs may run into distrust or outright fear. They may be hunted or wanted as criminals because of their actions.

The GM should consider the actions of the PCs during a campaign and use these actions to shape the world around the PCs. A PC's past can serve as a hook for an upcoming adventure or side quest which easily fits into an already established world. For example, perhaps the PCs save a damsel in distress. They kill the beast that held her captive but during the quest, they lost one of their hirelings. Word travelled of the PCs and their heroic deeds, but word also travelled back to the brother of the dead hireling. Now the brother wants revenge and secretly plots to murder the PCs in order to avenge his brother.



Companion Rules



INTRODUCTION



Introduction

The Far Away Land Companion Rules is a book of mini games that can be used as supplements to the FAL Core Rules, Creatures Vol. I, and Tales of Awesome. This book includes several world-building guides such as Gods of Far Away Land, Architects of Far Away Land, Historians of Far Away Land, and the End of Far Away Land. Also included are training montage rules, rules for mass combat, and an extensive adventure builder/primer.

The rules and ideas included within this book are more macro in scope as they entail the creation of worlds, histories, and kingdoms. They are meant to be used as supplements to the Core Rules allowing for players and GMs to construct worlds and histories on a macro scale and then detail those creations on a more detailed level (through use of the other books).

The mini-games contained within this book have been kept simple and are light on rules. They are designed to facilitate and to provide a frame on which players and GMs can work together to create stories, worlds, and realms for their adventures.

GODS of FAR AWAY LAND



What is needed to play?

- * These rules
- * Pens and paper
- * Notebook
- * 2 dice

Goal of the Game

In Gods of Far Away Land, players take on the role of gods and build a working map of their world. One player acts as the Librarian of the Gods and records what each god/goddess does, what lands and oceans are created, what races are created, etc. Throughout the course of the game, the gods/goddesses create a world and define that world by building in narratives which detail the world they have built. The creators can either work together or fight against one another. The purpose of The Gods of Far Away Land is to build a world through a series of narratives and stories. The world that is created can then be used as a primer for The Architects of Far Away Land and The Historians of Far Away Land to further define and detail stories as well as the backgrounds of individual character adventures in the Core Rules of Far Away Land.

GODS of FAR AWAY LAND

The Creators

Each player assumes the role of a creator who is part of a pantheon of divine beings. Each player should name their creator and write a brief description of their creator's personality and attitude toward not only the other gods, but to the world being created as well. The descriptions the players create for their creators, along with the actions their characters make during the game will dictate the way the god/goddess is seen by the other creators as well as the mortals of the world. At the end of the game, each creator should be labeled by their actions. For example, a god who makes war all the time may be the God of War or a god who tries to intervene on behalf of the mortal may be the God of Diplomacy.

During play, each player should keep a written record of what they did during their turn. Information such as what was created or influenced as well as any side notes can be beneficial for future game reference.

The Librarian

The Librarian is the player whose responsibility it is to keep track of the creators and their creations. The Librarian should be someone who is organized and willing to keep a record of all that takes place during the game. The Librarian should keep notes of each god and each action the god performs.

Game Play

The Age of Creation is the era in which the gods set about building the world. During this era they conjure up their imaginations and set forth to bring thought into reality. It is during the Age of Creation that the creators are most powerful. As such, they go about building an entire world which is manifest from their thoughts. It is during this era that the mountains, seas, forests, and races are all crafted.

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 gods each adding a unique piece of that world.

Age of Creation Play

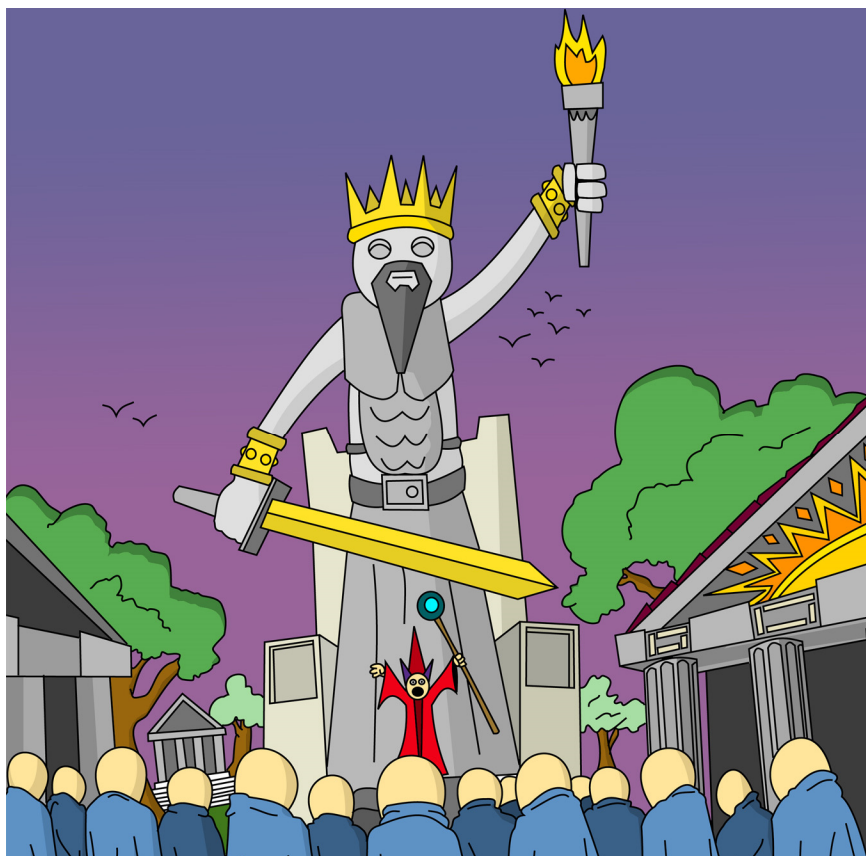
1. The player states what it is they will be creating (desert, forest, sea, etc.).
2. The player throws two coins onto the map. The area between the coins represents a rough boundary of the creation.
3. If one of the coins falls off the map, the player only draws an area around the single coin that remains on the map.
4. The player then names and describes their creation.
5. The Librarian keeps track of the creation and its description.

GODS of FAR AWAY LAND

Notes on Drawing the Map

The map created will change over time as each god creates. Sometimes the coins 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.



ARCHITECTS of FAR AWAY LAND

What is needed to play?

- * These rules
- * The map from Gods of Far Away Land
- * Pen and Paper
- * Notebook

Goal of the Game

In the Architects of Far Away Land, players take on the roles of architects who construct cities, relics, monuments, ruins, dungeons, roads, etc. The goal of Architects of Far Away Land is to fill the world with places and things. It is a group building project in which each member contributes to the map. There are no winners and no losers. It is a game that can be played intermittently, allowing players to build new lands and new locations as they see fit. Players should decide on a certain themes or certain elements that can be included in the building process. As players build, they should keep in mind that the world they are creating is a world meant to be adventured in and explored using the Far Away Land Core Rules. They should reference parts of the book to use specific races in certain locations or even create their own races to inhabit the world.

The Architects

The players take on the roles of architects who are responsible for creating locations in the world such as cities, roads, dungeons, etc. The architects that the players play are not necessarily single architects but rather an architect archetype existing over a span of time.

The Librarian

The Librarian keeps a record of creations, alterations, and destructions along with who did what, and in what round it was created. Each round represents a period of time (around 100 years). Keeping track of rounds and turns will allow the librarian to construct a rough timeline of events that took place during the history of the world.

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, the order is once again determined and a new round begins.

When creating a location, the player should write down or give a brief description of the place created. The description should include things such as what the location is, who built it, what it looks like, etc. The architects can choose to create whatever they wish as long as it is foreseeable to have been built within the technological confines of the civilization.

ARCHITECTS of FAR AWAY LAND

Altering and Destroying Locations

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 so as to blend the past of the world with the present.



HISTORIANS of FAR AWAY LAND



What is Needed to Play?

- * These rules
- * Pen and paper
- * The map from GFAL and AFAL
- * Notebook

Goal of the Game

In Historians of Far Away Land, players take on the roles of historians who have specific interests in history. These historians strive to create elements of a narrative which allows the players to create a historical record of events that took place in Far Away Land's past. The players work together with one another in order to build a story that comprises part of the world's historical record, with each player narrating. One player acts as the Librarian and keeps a record of events and story elements that take place, eventually placing the finished story into the historical record.

HISTORIANS of FAR AWAY LAND

The Historians

Players create historians who are scholars with particular fields of interest. Players should define their character's areas of expertise and record them on their character sheets. A historian's area of expertise should comprise the area in which they have studied to become a historical expert. For example, some historians may be experts in war while others may be experts in plague or disease or historical figures. Players should choose three areas of interest for their character and number them 1,2,3. The numbers indicate the level of expertise a historian has in that specific area. Players create their historians in secret, revealing their areas of expertise only when everyone has finished. (Players may also wish to choose the areas of expertise for their fellow player's historians. In this case, each player writes three areas of expertise on the character sheet. When all players are finished, they exchange sheets.)

The areas of interest that each historian has allows them to add historical details to the story. For example, a historian who has an expertise in war in their number 1 slot would be considered one of the foremost authorities on historical wars and would be able to bring in elements of war and conflict to a story surpassing other elements of the same type. A historian whose expertise lay in historical figures would be able to create individual characters within the story.

The expertise ranking system is used to settle disputes between historians. For example, a historian who has war in their third slot may narrate an aspect of the story that a historian with war in the first slot disagrees with. The historian who has the higher ranking expertise could alter the narrative based on their expertise.

It is possible for a historian with no expertise in a certain area to add that area to the record. For example, perhaps a historian has no expertise in ancient cities. If they wanted to add a city to the narrative, they would be allowed to do so but would risk having their creation altered or vetoed by a historian who has expertise in the area.

Players should also name their characters and provide a bit of description about the historian.

The Librarian

The Librarian is the Historian who writes down all of the historical information and keeps track of what was said and who said it, as well as any changes made to the information. The Librarian can be the same player each time or a different player depending on what the group wishes to do. The Librarian should have good organizational skills and be able to keep track of the discussion being held. All of the historical notes go into the historical record, the tome in

HISTORIANS of FAR AWAY LAND

which the history of the world is kept. Notes should be made as to the historians who were present as well as the historical record itself.

Game Play

All players write a goal on a piece of paper and fold the paper. The goal is then chosen randomly from all of those written. It is this goal that all of the players will work toward when creating the historical record. Each element that the players narrate during the course of the game should serve to move toward the overall goal. Once the goal is reached, the game is over and the historians are considered to have added the narrative to the historical record. Each game should consist of a single goal. The goal is simply where the story will end.

If a player is having a difficult time with the story, is rambling or lost in thought, another player may interrupt and take over the story. However, players should not interrupt if another player is telling the story just because they don't agree with the direction the story is going. It is up to each player to add the appropriate historical details to make the story as accurate as possible.

If a player feels that a portion of the narrative does not progress toward the goal, or that the narrative is moving toward a dead-end, they may alter or remove another player's narrative. Each player can do this once during the game.

The Historical Record

The Historical Record refers to the connection of stories working their way from a central point and becoming more elaborate. Essentially, the Historical Record is a collection of stories which form a larger overall narrative. This means that once the players create a historical record, they can use that record as a branching off point to create other historical accounts.

Example: The first story goes that "The city was laid waste by a terrible plague." Perhaps the players decide to connect another story to that story. Say, "Goabs attack the city while it is in the throes of the plague. Because the city is already weakened, the citizens are massacred and the city is overrun by the goab horde." That is the second story. That story can lead into another story as "the goabs ravage the city over a period of time bringing the once great metropolis to utter ruin only before they are wiped away by an army of undead."

The historical record should be written in a single place for future reference. The Librarian should organize the record with dates and events and modes of play (Gods of Far Away Land, Architects of Far Away Land, Historians of Far Away Land). When entering historical records, the Librarian should allow the players to sign their names showing their involvement in the creation of that world.

HISTORIANS of FAR AWAY LAND

Conflict

If conflicts occur in the historical record itself (like a battle), players can settle the conflict by narrating the conflict or for a more random and detailed outcome, by rolling dice and taking on roles within the conflict. Players may wish to take on specific roles in the narrative and enact the sequence of events thereby creating a more detailed record of what took place during the conflict. Detailed conflict can be handled by the Mass Combat system or on a PC level with the players each taking the roles of an individual character. It should be a unanimous decision to enter into this level of detail as doing so will slow the narrative and focus on a single element. All players should also have some role in the focused element.

The idea here is that the creation of the historical record can lead to adventures that comprise the historical record. The playing out of the event is in itself, the creation of the record which is then recorded once the event has concluded.

A Final Note

One thing to keep in mind is that history and the stories that compose history continue moving forward. For example, the story wasn't over when the United States rebelled and defeated the British Empire for their independence. That was a single macro event (a war) composed of uncountable micro events (perhaps an individual and a lost love). All of that led to the period following the American Revolution, up to the American Civil War, then World War I, World War II, and so on. History doesn't have a stopping point because there is always something that comes next, nations and people evolve and adapt and are renamed, borders are redrawn, kingdoms rise and fall and rise again. Essentially, the world you create should be an organic world, a world that grows and takes on a life and a direction all of its own. The more history you create, the more lore that defines your world, the closer you become to achieving such a goal.

Creating the history of your world should not be a daunting task. You and your group don't have to sit down and create the entire 10,000 year history for your world in a single session. Instead, use *Historians of Far Away Land* as a primer for setting up backgrounds and settings relative to specific locals or areas in which future adventures may take place. Use it as a creative tool for adding depth and imagination to your world.

Also, keep in mind that all of these building games can and should be used together, with each building off and adding to the others. There are no particular rules on how to go about doing this and players should move between games freely. Remember, the goal is to build your own world, to create your own histories and stories.

KINGDOMS of FAR AWAY LAND

End of Far Away Land

The adventures of a PC can't last forever. So, at some point during the course of their lives, after they have risen up from the squalor to become rich and famous, a PC may want to retire and do something less stressful, like run a kingdom. The End of Far Away Land is what happens when adventurers stop adventuring and instead decide to spend their time and wealth building and running a kingdom. Of course, the building and running of a kingdom doesn't have to wait until they are retired, but it is meant for PCs who have attained a high level in game. The End of Far Away Land offers rules and guidelines for players and GMs who are interested in aspects of play concerning things such as running a kingdom, building houses and castles, raising taxes, and keeping watch over the populace.

Setting up the Kingdom

The center of most kingdoms is the house of the landowner. Usually, this is a castle or some other type of fortified structure designed to provide defense against invaders, monsters, and other belligerent sorts. In most cases, all of the lands around the castle belong to the land owner. When setting up a kingdom, building a castle, or establishing a territory, the GM should discuss the size of the land and what is contained in the area (resources, monsters, villages, etc.).

PCs who build castles or other large structures will most likely attract attention. Some of this attention will be good while some will be bad. Good attention comes in the form of peoples who are looking for work, those who are looking to join a leader or pledge loyalties in order to receive protection. This can be anyone from peasants seeking protection to mercenaries looking for work to soldiers. At the same time however, putting up a castle can spark distrust in local land owners, can uproot monsters or beings already living in the area, or can bring about conflict with neighboring kingdoms.

Castles, palaces, fortresses and other defensive structures of large size make locals speculate, gossip, and take notice. These places will often become centers for commerce as they offer a safe place to trade and sell wares, spend the night, get a meal, find work, or meet others. They may see strangers and people passing through which can in turn bring about people looking for a safe place to stay or at the same time, bring in a rowdy sort who are up to no good. Essentially, castles and other larger structures should be thought of as epicenters for commerce, social interaction, and possible conflict.

Land Ownership

Buying or attaining a piece of land in a civilized area where there are laws and established authority is much safer and cheaper than building in the wild. However, some sorts seek the comfort of their own rules and authority and therefore

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choose to build outside of cities or other populated areas. While PCs can decide where they wish to build, there are certain things to be considered when doing so.

Local Ordinance: If building in a city or urban area, the PC may have to adhere to certain ordinances that have been put in place. Permits and permissions may have to be acquired in order to build certain types of structures. Zoning laws may also prohibit specific types of structures or businesses to be built in parts of a city. These things offer endless possibilities for role-playing.

Indigenous Population: Does someone or something already live there? Something may already claim the land the PC wishes to build on. In this case, the PC would most likely have difficulty in building as the current population would most likely attempt to drive them away. The land may also be populated by monsters which would make building unsafe. In either case, the PC would best be served by first clearing the land whether it be by force, bribery, or diplomacy.

Resources: When choosing a piece of land, the PC will want to take into consideration the resources available on the land. Plants, ore, good soil, and other resources will make some lands more desirable than others. Does the place have trees or a source for stone? Is there a readily available water source that is clean? These questions will help determine what things are available for a PC on a piece of property and what things will need to be imported. Resources will also play a large roll in determining the value of land if it is being purchased.

Hired Help: Unless they want to live in a shabby place or a place that has already been built, PCs will want to hire someone to do the building for them. For modest accommodations such as a small house or building, the PC may rely on minimal help. However, for large construction projects such as a palace or castle, the PC will have to employ all manner of help, from general laborers to engineers and specialists.

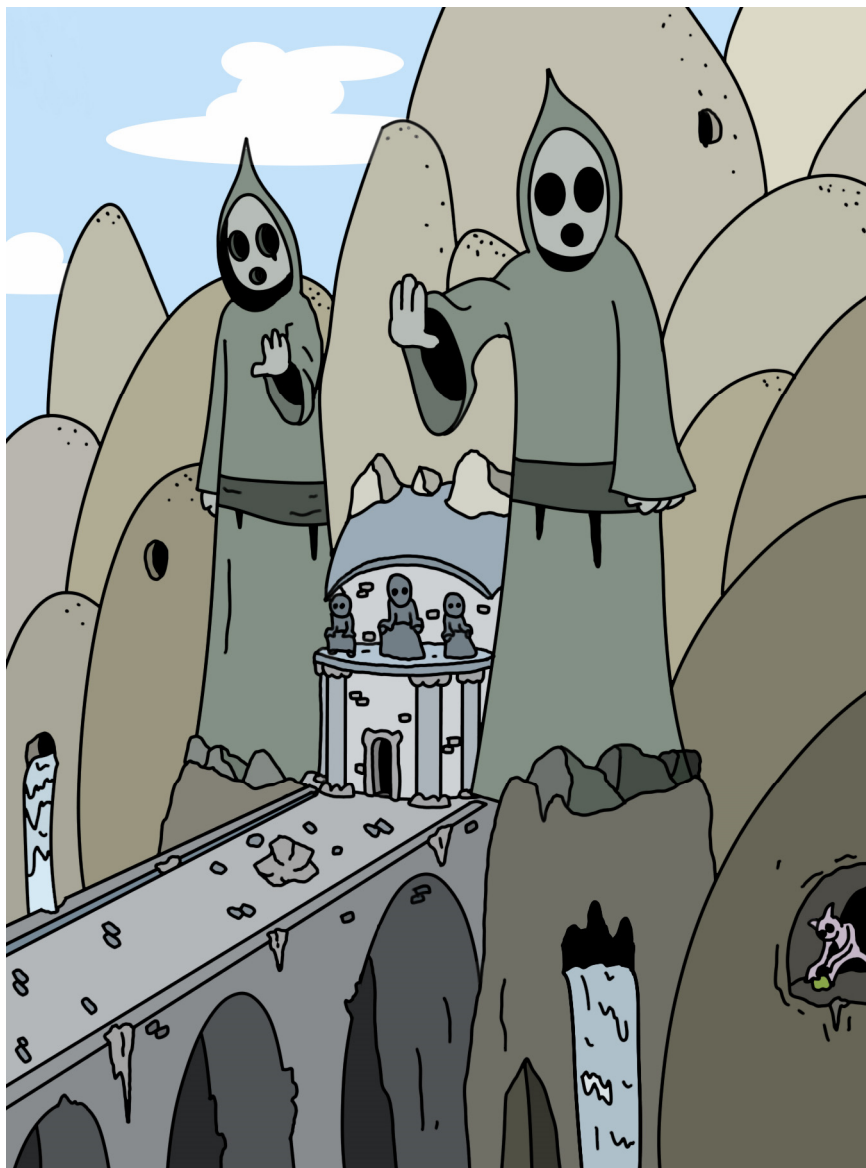
Hired Help Costs

Hired Help	Cost Per Month
Laborer	4-6gp
Servants	4-8gp
Specialist	20-50gp
Engineer	50-100gp

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Land Prices

Land prices are determined by what surrounds them, the type of land, who owns it and other variables. The following land prices are meant to create a framework as to the cost of land. There are three categories for each type of land: desired, mundane, and unwanted. Desired lands are the most expensive.



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In an urban environment, **Desired** land will be surrounded by places such as up and coming commercial districts or well to do neighborhoods. In rural areas, desired land is often land that is near a water source, has good soil, and few monsters or other threats nearby. **Mundane** land is land that falls in the mid-price range. In urban areas, mundane land is land that is located in older parts of a city or town, where businesses and homes are of lesser values. Often, mundane land in urban areas has dropped in price because of demographics (like a large ratling population has moved in and brought with it crime). Mundane land in rural areas is land that can be used for farming but requires some working. Mundane land in rural or wilderness areas most likely does not have a ready water source. **Unwanted** land is land that is cheapest and for good reason. In urban areas, unwanted lands are lands that exist in poor or rundown areas of the city/town. Most often the people who populate these areas are poor. Crimes such as vandalism, theft, and arson are often high in these areas. In rural areas, unwanted land is land which cannot be farmed and has no useable water source or may be home to an aggressive population already occupying it. These things make the building difficult, time-consuming and expensive. An example of unwanted land in a rural area would be a swamp.

Resources

There are four main types of resources: ore and minerals, plants, animals, and villages. Each is described below.

Ore and Minerals: Gold, iron, copper, slate, clay, obsidian, oil, tin, stone, etc.

Plants: Wood, cotton, berries, fruits, etc.

Animals: Sheep, bees, herd animals, fish, birds, domestic or wild animals, etc.

Villages: Farmers, commerce, roads, trade routes, farms, etc.

Structures

Buildings: Buildings are most commonly made of stone, wood, or plaster. The exterior of a building is usually 20x30 feet. Common dwellings will generally be about 20x30 feet while things such as workshops, dorms or storage facilities will require larger buildings. Use the 20'x30' scale as an incremental guide to building sizes.

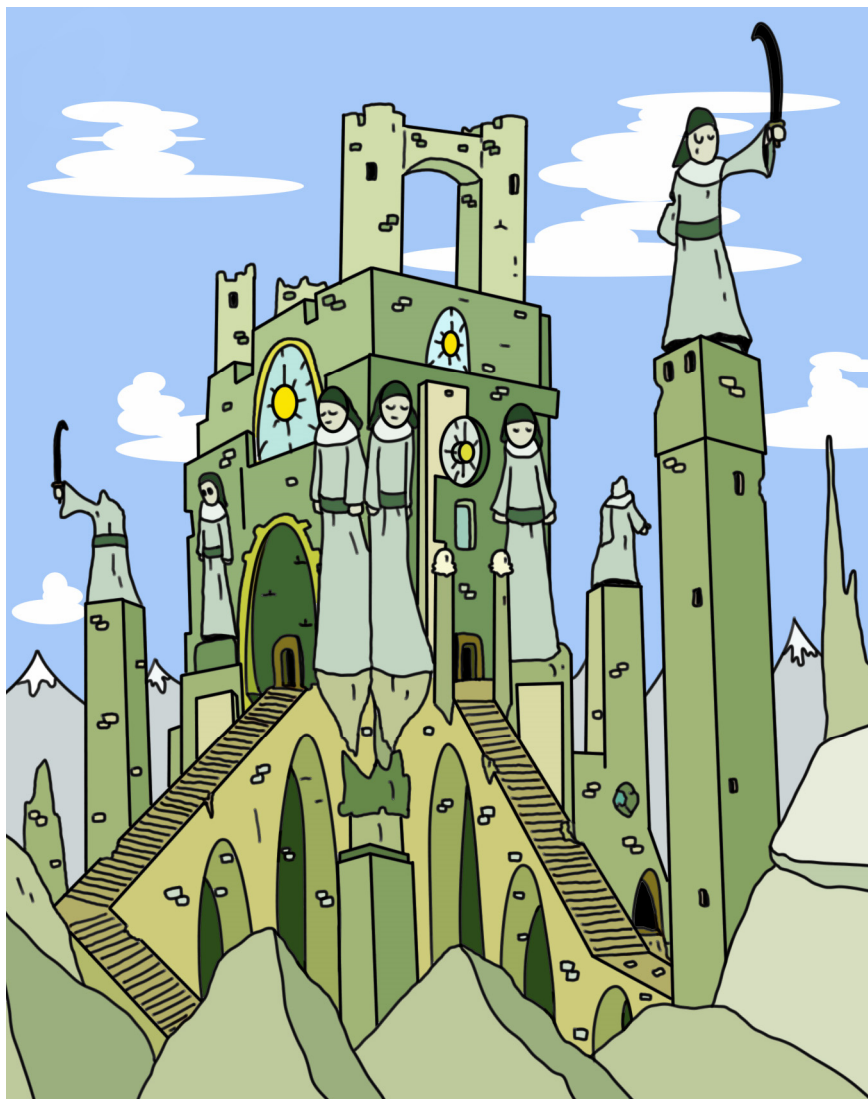
Towers: Towers come in various sizes and shapes. The smaller and more squat a tower, the cheaper it is to build. Larger towers require a great deal of planning and are more expensive. Small towers can be made of wood, plaster, stone, or other readily available building materials. Larger towers are required to be built of stone or other strong materials as the base must be able to support all of the weight from the upper portions (for towers 40' +). Towers provide a good deal of protection as well as the ability to see great distances.

Forts: Forts can be most any size but generally consist of an outer wall which protects various buildings and smaller structures inside. The primary purpose of a fort is for protection and as such, forts often have guard towers, gates, and other defensive attributes. They can be built of wood or stone.

KINGDOMS of FAR AWAY LAND

Castles: Castles are huge structures which consist of an outer wall designed to contain and protect the buildings and people within. Inside the walls of the castle will be various building such as a keep, towers, workshops, living quarters, gardens, and anything else required should the castle be under siege.

Strongholds: Strongholds are structures built in caves or other subterranean areas. While some strongholds require that dirt and stone be removed in order to make the place hospitable, others use naturally occurring aspects of pre-existing cave systems or abandoned stronghold systems.



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Structure Size and Cost Chart

Structure	Area	Base Cost
Building	20'x30'	100gp
Stronghold	20'x20'	500gp
Tower	20'x20' (3 stories)	2,000gp
Fort	100'x100'	10,000gp
Castle	150'x150'	250,000gp

Structure Adjustment Costs

Adjustment costs are based on three criteria: material, decor, and location. Material indicates the material the structure is built from. Decor indicates the way the structure is decorated. Location indicates where the structure is built.

Adjustment	Base Cost Adjustment
Material	
Plaster	x0.5
Wood	none
Stone	x2
Tower (every 20')	x2
Decor	
Simple	none
Fancy	x2
Ornate	x3
Location	
City	none
Wilderness	x2
Remote	x5

Running a Kingdom

Some PCs may decide that their future lies in the running of a kingdom or overseeing a territory. The way in which a PC decides to rule will impact the peoples under that rule. If the PC is a greedy tyrant, people under his/her rule may suffer greatly and eventually rebel against their oppressor. Or, if the PC is benevolent, he or she may be popular and loved by the people of the kingdom.

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When PCs are overseeing kingdoms, GMs should take into account a variety of elements that decide the overall well-being and attitude of the people who are being ruled over.

Taxes

Kingdoms and rulers make money through taxes. Whether taxes be in the form of currency or resources (such as livestock, food, goods, etc.) they will have to be collected if the kingdom is to prosper. Depending on the resources available, the kingdom will most likely require that all peasants pay an income tax equal to about 10% of their monthly income. For the average peasant family making 8-10gp per month, this will come to about 1gp. At the same time however, the ruler may see that more money is needed and raise taxes on the people. This usually will not sit well with those in the kingdom and may cause unrest or even rebellion over a period of time.

Upkeep of Property

Castles and other large structures require vast amounts of wealth in order to maintain their order. Servants need places to live, wood is needed for fires, sanitation workers, authority figures, knights, entertainment, farmers, gardens, water sources and lots of other things are needed to keep a kingdom running. The GM should take into account the number of people working for a PC (servants, maids, cooks, warriors, etc.) and determine how much the cost for each individual is per day (food, boarding, etc.) and multiply that cost by 30 (days of the month) for a monthly total. The GM should round and approximate numbers while continuing to keep records as a guideline. The amount of detail required here is up to players and GMs.

Kingdom Grades

At the beginning of each season (or four times a year), a kingdom is given a grade by the GM. Grades range from 5 (which is a happy kingdom) to 1 (which is a chaotic kingdom). A kingdom can never slip or raise more than 1 grade level per season. For example, a kingdom with a grade of 5 cannot (under normal circumstances) fall to a grade of 2 during a three month period. However, catastrophes such as war or plague can lower a kingdom's grade more than one level if it is considered to be of such a level.

Things that can lower the grade of a kingdom include disease, war (defeat or a drain on the people/economy), high taxes, disregard for life, cruelty, poverty, opulence of the nobility, famine, etc. Things that can raise the grade of a kingdom include war (winning battles and boosting the economy), low taxes, justice for the people, economic stability or growth, abundance of resources, heroes, gladiatorial games, etc.

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5. Happy. Things are running smoothly. Income and resources are up 10%-15%. The people love their ruler and are happy with where they are. They feel protected and strong in the world being part of the kingdom.

4. Content. There are small issues and matters but nothing of dire importance. Income and resources are up 5-10%.

3. Average. There are problems in the kingdom, perhaps spies or infiltrators, perhaps wars have recently been lost and morale is down. There may be rumors about sickness and plague or disasters. Perhaps the people don't feel as one with the gods. Income and resources are at normal levels. The ruler of the kingdom stands in the middle of public opinion with about half the populace being for and about half being against.

2. Rebellious. There are multiple problems within the kingdom and perhaps outside as well. War or gossip about war rests on the tongues of the people. The citizens are not satisfied with the way things are going. Small groups may have formed to voice rebellious opinion and the possibility exists that these groups may become hostile. Resources and finances are suffering and experience a -5% loss.

1. Chaotic. The people are unhappy to the point that they are sick of what is taking place and are, or will, openly rebel against the powers that be. The ruler of the kingdom is no longer respected and has only a small portion of the populace's support. Resources and finances are suffering -15% losses.

Land and Conflict

As with all other aspects of Far Away Land, land ownership should bring about new adventures and new stories. Owning land is boring if the PC just sits in a giant room and counts gold all day. However, if the GM creates adventures around land ownership, things such as border conflicts, looming war, family treachery, building a kingdom, fending off invaders, etc., then land ownership can be its own adventure within the game.

The following are event ideas for stimulating the GMs imagination. When using these events, the GM should also determine the strength of the event.

Event Ideas

Astronomical Event
Bandits, Thieves, Thugs
Cult Uprising
Death
Discovery
Earthquake, Fire, Flood
Enemy Invasion
Family Struggles
Important Individual
Magical Event

Market Abundance/Shortage
Monster Attack
Plague
Political Uprising
Storm
Tornado
Trade Route Lost/Discovered
Traitor
Volcano
War

KINGDOMS of FAR AWAY LAND

Wars

Wars between kingdoms and large groups can be handled with the Mass Combat system. It is really up to the GM and the players as to how deep and detailed they wish to go when playing The End of Far Away Land.

Keeping Records

The GM and players may wish to participate in The End of Far Away Land and play it as a campaign. GMs (or players) should keep a history of what takes place throughout the course of the campaign or throughout the course of a kingdom's life. PCs may marry and have children who come to rule. Entire lineages and ancestral lines may be created with the time frame accelerated to point out significant events in each important character's lifetime. Wars may be fought and won. Disease may spread and famine may ruin crops. Giants may attack. The undead may rise up and bring chaos (because they seem to do this a lot). If the GM and the players keep a written record, that record can be added to the historical record of FAL and may act as a basis for future campaigns.

Example: Perhaps the players spend a great deal of time playing The End of Far Away Land. When the campaign has finished, the historical record of what took place can serve as the background for a future campaign. Perhaps the future adventurers wander into a land that was once strong and powerful but was overrun with the undead. The historical record may provide an account of what took place that new players would be interested in reading about.

The Organic Nature

The End of Far Away Land can be its own thing or it can serve to add to the history of a world. It can be used to create new stories and new backgrounds for future campaigns so that new players are able to see the depth and detail that GMs and players have created over a long period of time.

Like all aspects of Far Away Land, The End should be used as an organic tool, something that allows the players to participate and have adventures and from those adventures to create stories and histories so that the world in which their future characters exist are layered and detailed. Just like GFAL, AFAL, and HFAL, The End can be used to further shape and define the world created by the players. All of these different mini-games and systems should work in tandem with one another as organic, naturally occurring things, where each plays off the other while adding to a greater overall picture of the world. The GM and the players should view the world they create and adventure in as something that grows and evolves over time.

MASS COMBAT



Mass Combat

The Far Away Land Mass Combat System is a way for players and GMs to quickly determine the outcome of large troop battles, skirmishes, and full blown wars. Mass combat is divided into rounds just like regular combat. The difference is that in mass combat, tens, hundreds, or even thousands of troops are moving and fighting as opposed to just a few. While mass combat works a bit differently than regular combat, it has been greatly simplified and easily scalable so that players can use small numbers to calculate the outcome of large battles quickly.

MASS COMBAT

Mass Combat Overview

1. Determine troop counts and LVL.
2. Determine combat ratios.
3. Roll and determine MoS.
4. Use the MoS to determine losses.
5. Roll for losses.
6. Morale check.

1. Determine Troop Counts, LVL, and LVL modifiers

Determine how many troops are in each army and the troop LVL. If troops of various LVLs are in the same army, add the LVLs together and divide that total by the number of different troops for the average troop LVL.

Example: Army A is composed of three different troop LVLs: 3,4,5. The LVLs are added for a total of 12 and divided by the total variations in LVL, which is 3. The average LVL for Army A is 4. The average LVL for Army B is 6.

After troop LVL has been determined, subtract the low LVL from the high LVL. The result is the number of bonus dice added to the roll.

Example: Army A is LVL 4. Army B is LVL 6. $6 - 4 = 2$. Army B receives +2 dice on the combat dice roll. Army A receives 0 dice.

2. Determine Combat Ratios

The goal for combat with large numbers of troops is to reduce the troop numbers into the smallest ratio possible. This will sometimes require that the ratio be approximated or rounded. This ratio determines how many additional dice each side will roll during combat. Each army will always get at least 1 die.

Example: A ratio of 350:200 can be approximated to 2:1. The ratio determines how many dice each army gets when rolling. So, Army A gets +2 dice for its troop count and Army B gets +1 die.

3. Roll and Determine MoS

Once ratios and LVL modifiers are determined, each side rolls the appropriate amount of dice. Just like in normal combat, only the highest roll is counted for each side (with additional 6s giving +1). The low roll total is then subtracted from the high roll total which determines the MoS.

Example: Army A gets 0 dice from its LVL and 2 dice for its troop count for a total of 2 dice. Army B gets 2 dice for its LVL and 1 die for its troop count for a total of 3 dice. Army A rolls 4,4. Army B rolls 4,5,5. The low roll (4) is subtracted from the high roll (5) for an MoS of 1. Army B wins with an MoS of 1.

MASS COMBAT

4. Use MoS to Determine Losses

Once the MoS is determined, use the following chart to determine the number of troops lost to each side in the conflict.

Example: The MoS of the previous combat round was 1. This indicates that Army A takes a Medium Loss and Army B takes a Light Loss.

MoS	Winner takes...	Loser takes...
0	Each side takes a Severe Loss (3d6)	
1	Light Loss (1d6)	Medium Loss 1d6+1
2	Light Loss (1d6)	Heavy Loss 2d6+2
3	Light Loss (1d3)	Heavy Loss 2d6+3
4+	Negligible Loss (1d2)	Severe Loss 3d6+4

5. Roll for Losses

The damage done to a large group is represented not in HP but in the number of troops killed on each side. The following chart determines how casualties are calculated. The number of troops in an army determines the multiplier applied to the loss roll. After combat, each side tallies the number of losses and subtracts that from the total number of troops.

Example: Armies A and B had between 101 and 1,000 so they do damage in that tier which indicates that their dice rolls for losses are each multiplied by 10. Army B rolls 1d6 for a light loss and Army A rolls 1d6 and add the MoS (1). B rolls 4, taking 40 losses. A rolls 4 and adds +1 for a total of 50 losses. Army A has been reduced to 300 troops and Army B has been reduced to 160. The new troop count is 300:160 or 2:1.

Troop Numbers	Losses
10-100	Loss x 1
101-1,000	Loss x 10
1,001-10,000	Loss x 100
10,001-100,000	Loss x 1,000
100,001-1,000,000	Loss x 10,000

MASS COMBAT

6. Morale Check

If either side has been reduced to half their starting troops, roll for morale to see if the troops remain in the battle or begin to retreat. Morale rules are covered below. Determine the new ratio and repeat the process of mass combat again.

Optional Mass Combat Rules

Movement: Movement should be handled primarily as a setup for combat. If movement during combat plays a key role in the outcome of the battle, the GM can provide bonuses and penalties accordingly. However, most movement should be handled narratively to set the stage for combat events.

Morale: If a unit has been reduced by more than half of its starting troop count, it must make a Morale check to remain in combat, unless the GM rules otherwise. Roll 1d6. On a roll of 1, the units begin to retreat. The GM should increase the chance of retreat as the units take more damage.

Retreating: Units that fail their Morale check immediately begin to retreat. Retreating requires that the unit retreating moves in a direction opposite of the unit that forced the retreat. Retreating units move at twice the normal movement rate. Retreating units take a -2 dice penalty to all rolls.

Mass Combat Modifiers

The GM may apply modifiers as he/she sees fit depending on battle conditions. The following is a list of some examples when the GM may apply modifiers. Single modifiers should not exceed +1 die. Modifiers are cumulative. If all armies qualify for the same bonus, the bonuses are cancelled out (this keeps things neat).

Ambush: If an army ambushes another army and takes them off guard, they gain a bonus die on the first roll.

Exceptional Leader: If the leader of a particular army is extraordinary (like Alexander the Great or Patton), apply a bonus to all Morale checks while the leader is in combat. Leaders may also inspire a morale bonus (or a penalty) depending on whether or not they are succeeding or failing. If a leader is cowardly and hiding in the back of combat, or is killed in combat, these things may be reflected in a roll penalty during the next round(s). If the leader of an army is up front and fighting heroically, surviving and driving the troops forward, the troops may be inspired and on the next round gain a bonus modifier to the dice roll.

Particular Enemy: Some armies have distinct advantages over another army. Perhaps they have studied their enemy's tactics, past battles, etc. Perhaps an army has a special advantage, some sort of specific weapon to do damage to a certain enemy. In cases like these, the GM can award a bonus.

MASS COMBAT

PC Involvement: PCs may, through their actions and inactions, shape the outcome of a mass combat scenario by performing actions which add morale bonuses. For example, if the GM is allowing PCs to participate within the mass combat scenario, a PC may run to the front of the lines, give a speech and inspire the warriors to fight with all their courage and then proceed to lay waste to everything in their path, further encouraging the troops. In a scenario like this, the GM should take into account the actions of the PCs and award a bonus.

Reason to Fight: If an army is fighting for a particular reason, say to save their lands, families, the world, etc. apply a bonus. The reason should be of huge importance, not simply because they want to win or conquer or gain more land or wealth, although the GM may see fit to award bonuses based on anything that the fighting army feels deeply about. Armies which include troops forced into service cannot gain this bonus.

Second Wind: Morale bonuses can be applied if an army turns things around through great fighting (dice rolls). This is considered a second wind or a comeback and indicates that the army has been revitalized.

Other Morale Modifiers: The GM can employ any number of combat modifiers as they see fit. GMs should take into account things such as time of day (for example, two armies going to battle at night, one may have night sight while the other does not), weather, if any special weapons or magic are used, terrain, etc.

Mass Combat Positions

For detailed combat involving miniatures and movement rules, players can implement combat strategies such as flanking enemies, creating a bottleneck, and attacking from the rear. It is up to the GM to determine the position bonus, however, bonuses should remain at +1 die per bonus given.

Flank Attack: A flank attack is an attack that takes place on the sides of the enemy troops. Flanking makes maneuvering more difficult and may allow for a bonus die during the attack roll.

Bottleneck: A bottleneck occurs when a great number of troops are forced into a small space, as if they were being passed through the neck of a bottle. In this situation, the number of troops involved in active combat are reduced because they are unable to get to the enemy. If this occurs, the GM may deem an altering of the ratio bonuses during combat while the bottleneck is taking place.

Rear Attack: A rear attack is simply an attack to an enemy force from the rear. In most situations a rear attack is used in conjunction with a frontal assault which surrounds the enemy troops in the middle. The GM may award a bonus to the attack roll for troops attacking from the rear.

MASS COMBAT

After the Battle

When the battle is done there are still things to do (like kill stragglers, take prisoners, loot, etc.).

Taking Prisoners

In some situations, an army may be defeated and fail to escape; in this situation the remaining troops may be killed or taken prisoner. It is up to the leader of an army to decide such things.

Looting

The army that succeeds may wish to loot the dead and take any remaining equipment, weapons, armor, etc. GMs should handle looting as they see fit.

Strongholds

Strongholds include fortified structures such as castles, fortresses, walled-cities, towers, and other structures meant to provide a protective barrier between those inside and those outside. Strongholds prevent direct combat because they act as a barrier between opposing forces. Attacking strongholds should be played out using the core rules with the players commanding troops and making individual rolls and attacks on the stronghold. Once the walls of the stronghold have been breached, the armies can commence to fight one another using the Mass Combat rules.

Siege Engines

Siege Engines are large weapons which require a crew to operate. They are designed to destroy fortifications and heavily reinforced structures from a distance. Determine a TN for a target based on distance, visibility, etc. The operator of a siege engine uses DEX + Ranged scores to determine dice. If the attack roll equals or exceeds the TN of the target, the attack is a success and damage is done. If the attack does not succeed, determine what has been hit instead (as missed shots can cause damage to nearby areas). Each weapon's Rate of Fire is given in the description.

Weapon	Damage	Range	Cost
Ballista	5d6	long	400gp
Catapult	8d6	distant (700')	500gp
Fire Bowel	4d6 (+fire)	long	2,000gp
Gate Smasher	5d6	melee	250gp
Siege Tower	n/a	n/a	1,000gp
Trebuchet	10d6	distant (900')	650gp

MASS COMBAT

Sighting In (Optional)

Siege weapons that attack on an arc (like catapults and trebuchets) take an initial penalty of -2 dice on the first shot at a new target. If the attack is a miss, the next attempt has a -1 die penalty. On the third attempt, there is no penalty. If the hit is a success, the unit gains +1 die to hit on subsequent shots to the same target because it is considered to be sighted in.

Siege Engine Failure

Siege weapons are big and cumbersome and have lots of moving parts and this means they have a strong possibility of failure. The GM should decide if a siege engine has failed (if the siege engine is damaged or operated by someone unfamiliar with it, etc.). A damaged siege engine cannot be used and will require repairs. The time needed to repair a siege engine depends on the damage sustained.

Types of Siege Engines

Ballista: A ballista is a siege weapon that looks like a giant crossbow on wheels. It is designed to hurl a huge projectile at a target. Because it fires on a straight line, it receives no initial firing penalty, although it does require line of sight. A ballista requires a crew of 2 to operate. It can fire every three minutes.

Catapult: Catapults are siege engines which hurl stones and other heavy objects through the air. Catapults fire on an arc and do not require line of sight. However, because it fires on an arc, it takes an initial -2 to hit penalty. A catapult requires a crew of 3 to operate. It can fire every five minutes.

Fire Bowel: A fire bowel is a siege weapon that utilizes liquid fire which is sprayed forth in a stream to burn its targets. The body of the fire bowel is an armored tank which contains the fuel used to create the fire stream. The entire apparatus is on four wheels (with four operators providing the power to move the machine while the fifth operator controls the nozzle). While rare and expensive to build and maintain, a fire bowel can quickly change the course of a battle by incinerating soldiers and other siege engines in a matter of seconds. A fire bowel takes no penalty to hit because it fires in a straight line. However, if a critical failure occurs when using the fire bowel, it will explode doing 10d6 damage to everything in a small radius. The fire bowel is also susceptible to exploding if severely damaged. A fire bowel requires a crew of 5 to operate. It can fire continuously until out of fuel (approximately 10 rounds).

Gate Smasher: A gate smasher is a long ramming type siege engine operated by soldiers on each side. The gate smasher is usually on wheels with chains or ropes connecting the central ram to a frame. The operators then swing the ram back and forth so that the head of machine makes contact with a wall or gate. Once in place, the gate smasher will hit its target automatically and can do so each round as long as it has the required crew. A gate smasher requires at least 8 Average sized people to operate.

MASS COMBAT

Siege Tower: A siege tower is a huge tower on wheels which is usually pushed from behind. They are generally comprised of multiple floors, each with ladders leading to the upper and lower floors. Soldiers wait inside a siege tower to spring forth with ladders or platforms which allow them to enter into a stronghold without breaching the walls (instead going over the walls). Siege towers make effective platforms for archers and other types of ranged attacks. A siege tower requires cow steeds or some other work animal or creature to move it. If a work animal is unavailable, large groups of soldiers (minimum of 20) can be used to push.

Trebuchet: A trebuchet is a ranged siege weapon that uses a long arm and a counterweight to launch its projectile. Because of its design, it has far greater range than a catapult. Trebuchets fire on an arc and do not require line of sight. The trebuchet takes a -2 to hit penalty on its initial attack due to firing on an arc. A trebuchet requires a crew of 4 to operate. It can fire every 10 minutes.

Buildings

Buildings have HP which is reduced when they take damage. When a building has been reduced to less than half its total HP, it is considered destroyed.

A building reduced to 0 HP has been turned into rubble. **Weak** materials are things like wood or mud and thatch. **Moderate** materials are things like plaster covered wood or brick. **Strong** materials are stone and large blocks. Use the following chart as a baseline to determine a building's HP.

Material	Small	Medium	Large
Weak	25	50	75
Moderate	50	100	150
Strong	100	200	300+

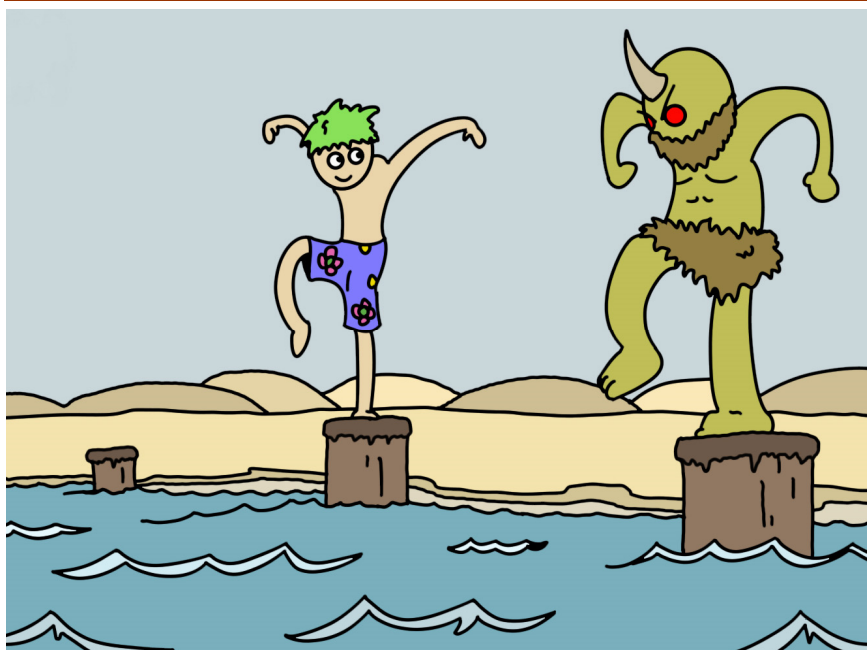
PCs in Mass Combat

PCs in mass combat are played like normal PCs in the regular Core Rules with events and combat oriented to their own surroundings. Essentially, the war is taking place around them and they are fighting within that setting, whether it is on the battlefield, in planning and preparation, or waiting for the enemy to come crashing through the gates.

Miniature Representation

It is often beneficial, especially during large scale combat, to use miniature representation of troops and armies to keep things from becoming confusing. If using miniatures, all players should be clear as to what each miniature represents, how many troops and what level the troops are.

TRAINING MONTAGE



Training Montage

A training montage is a series of scenes commonly found in film where a character goes through some sort of training process in order to reach some sort of goal. Here is our boxer training montage...

Stage 1: The Struggle

- Morning jog next to a foggy river wearing a striped jump suit while his trainer rides a bike alongside him.
- Running up steps of a huge library and getting winded but finally reaching the top and collapsing beneath a statue of something awesome.
- Ring training against the trainer in an old gym, punching a heavy bag, sparing with some sparing partner.

Stage 2: The Perseverance

- Punching a slab of meat that's hanging in a meat locker.
- More ring training but faster and sweatier.

Stage 3: The Victory

- More jogging but toward the end gaining a burst of speed and outrunning the trainer who is left winded.
- Running up the steps and not getting winded followed by standing at the top in a victorious pose that pauses mid-action.

TRAINING MONTAGE

Describing the Montage

A training montage can be thought of in three stages. The first stage is the stage of struggle. This is where the PC is attempting to learn a new skill or advance in knowledge but has a difficult time focusing or overcoming obstacles presented by the training. During this stage, the PC may become overwhelmed or forced to look deep within in order to conquer the difficulty presented. The second stage of training is the stage of perseverance. During this stage, the PC has grown accustomed to training and is getting better as the days go by, finding their second wind and working hard to make it happen. The final stage is the victory stage. In this stage the PC completes the training, often surpassing their coach/trainer/mentor and overcoming the training difficulties presented.

Once the player determines what their PC will do in each stage, they then must work out the details of the montage. For example, in stage one of our boxer's montage, we have settings (the foggy river, the steps of the building, the statue of awesomeness), and character description (striped jump suit, riding a bicycle), as well as the aspect of struggle (trying to get up the steps and collapsing winded). In stage two we again have specific details that add to the narration: punching the meat, more ring training, getting sweatier, etc. The purpose of the details is to paint a picture for the listeners. A training montage is a show. The way in which the player performs that show, how well they narrate and how awesome and entertaining their narration was, will determine how they are judged by their peers.

Montage Scoring

While the player describing his PC's training narrates and makes a general fool of himself, the other players each listen and score the montage based on how creative, entertaining, descriptive, and role-driven the montage description is. Each player scores the montage on a scale from 1 to 6. After the montage is completed, the GM adds all of the scores together and finds the average score. The result is the montage score which determines any modifiers to training cost and time.

Score	Time/Cost
1-2	Full Time
3	-10%
4	-20%
5	-30%
6	-40%

TRAINING MONTAGE

Example: The player has just narrated their mage PC's training montage to learn a new spell. All of the players write their scores on a piece of paper and place them in a hat (or some other secret voting thingy). The GM then counts each score and adds them together dividing by the number of players who scored the montage. The resulting total is the montage score which determines any modifier applied to the total training time and the total training cost.

Training Times and Cost

The GM has the final say on how long training takes (although some things, like learning a spell have specific times required to learn). Before the montage begins, the GM discusses the training with the player and the two come to some agreement as to how long training will take and what the training will cost. The player then presents the montage in order to reduce those training times as well as the cost of the training.

The PC should have access to whatever the training costs before training begins. This should be noted by the GM and if the PC is unable to afford the training, the training will have to wait. The GM should also consider the type of training as that influences cost. Long term training (like raising BRT) will most likely cost more than learning a spell (which requires only a period of days). Learning a specific Boon, such as blacksmithing, may require a very long period of time and money. The GM should coordinate these aspects of training with the campaign and the world in which the players are participating. Allowing a single character to train for 3 years while the other characters do nothing could be disruptive to the story.

XP for Training Montages

A high scoring or particularly awesome montage should award the PC with XP. The GM should determine how much XP the PC should receive based on just how awesome the montage was.

Other Training Rules

Any training montages that are to take place should take place before play begins. While there are no specific rules to how often a PC can do a training montage, the GM should place some limits as to how often and what can be trained (like 1 montage per PC LVL). Other details such as setting, environment, hostilities, and injuries should also be taken into account whenever a montage takes place. The training montage should be worked into the campaign in a way so that it exists within the world created by the GM. It is highly unlikely that your mage PC will be running alongside a trainer on a bicycle and punching frozen slabs of meat. And this brings up another point which is, training montages should be reflective of the PC participating in the montage. For example, a warrior isn't going to be sitting around reading fighting manuals to

TRAINING MONTAGE

get better at swordplay and a cow steed milker isn't going to get better at milking cow steeds by milking dragons (but both of these examples may occur in the struggle phase of training). Essentially, the montage should be in line with the PC's attitude, job, demeanor, goals, idiosyncrasies, and character details.

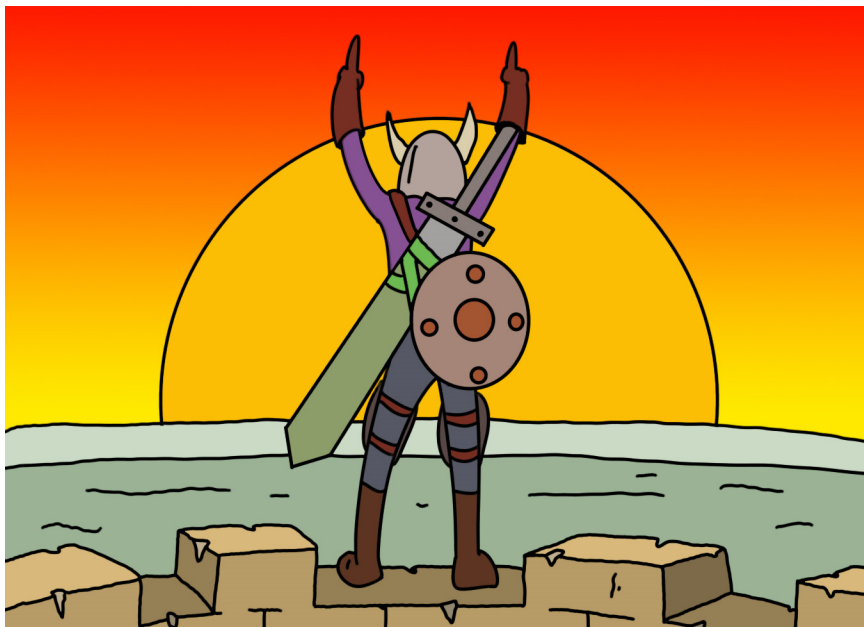
Optional Montage Rules

Montage Music

The player may also choose a song to accompany the montage description, which is totally awesome because training montages always have music. The player can describe the montage while the song plays or play the song and then describe the montage. It is really up to the group and the player how all of this goes down. The more original and entertaining the song, the better (however, nostalgic montage songs are also good).

Overview of Training Montages

The main idea of the montage is to create an awesome, entertaining, and humorous story that adds something to the character that was not present before, while also offering the group a good laugh and a good show. If music is used and done well, meaning if the music represents or reflects the montage and the character, it should be taken into account and added to the score. GMs should work to fit the training period into whatever adventure they have created so that it blends in and fits with what is taking place around the PCs.



ADVENTURE BUILDER



Adventure Builder

Before you begin drawing out maps, selecting monsters for battle and creating lavish rewards, you have to ask a few questions that pertain to the PCs that will be involved in the adventures you are creating.

How powerful are the PCs?

As GM, you are going to have to build adventures that suit the needs of the PCs. Monsters that are too weak will be easily defeated by the PCs while monsters which are too strong may easily defeat the PCs...

Where are the PCs?

The location of the PCs will have a great deal to do with the adventure that the PCs are facing. Adventures within a town or city vary greatly from those experienced in the wilderness. As GM, it is your duty to mesh the adventure with the world around the PCs. Adventures should take place within the living, breathing world. Time does not stop while PCs go on a hunt nor does the world around them cease to continue on its own path.

What is happening around the PCs?

The goings on of a particular place are as relevant to an adventure as the location. What is taking place where the PCs are located? Are there wars? Are there issues of race or slavery? Are the PCs feared or hated? Questions like these can lead to answers that are much needed in order to build an adventure.

ADVENTURE BUILDER

What is the purpose of the adventure?

How will everything fit into a bigger scenario or a bigger picture? Does what is happening even need to be encompassed in something that is larger? Perhaps the adventure can stand on its own and need not be tethered to anything else. Perhaps the adventure is a smaller portion of something larger that is accumulating or getting ready to take place. Perhaps the adventure is simply a free for all romp through the world without rules or guidelines. All of these are options and questions to consider when you begin to plan your adventure.

Remember to always think ahead as much as possible.

Coming up with an Idea

The idea is the first thing you are going to need when setting up your adventure. You're going to need an idea of what the players want as well as how powerful their characters are and what they can handle. Ideas can be found anywhere and everywhere; in movies, books, old radio shows, the internet. If you have difficulty coming up with your own ideas, take someone else's ideas and put a new face on them.

If you are planning a treasure hunt adventure, think of recent movies that involved treasure hunting. What was it that the protagonists faced in the movie; time, rival hunters, traps, their own inner demons? Thinking of another story and using it to inspire your adventure can make the task of adventure creation a bit easier.

Backstory

While you may truly enjoy writing out a lengthy and involved backstory for your adventure, you should realize that most of the players involved don't care about backstory and don't care about details that happened 200 years ago.

While those details about the past may be intriguing on some level, unless they pertain directly to the adventure, it's probably best to leave them out. Remember, we are talking about sandbox adventures here, that means fast and on the fly. There is little chance that you can come up with a lengthy and involved history that pertains to your PCs in a matter of minutes.

The backstory should pertain directly to what is taking place at the time of the adventure. This may include any wars going on and why they started, any personal conflicts in an area that are worthy of noting, any type of transportation or movement of troops or goods etc. Backstories are best when they encompass a broad scope which leaves them open and flexible. As the story progresses and the PCs interact, you can always add details and tidbits of information that are pertinent to what is taking place in the campaign.

ADVENTURE BUILDER

The Map

The map is the GM's guide to where the PCs are and serves as a reference for what has been done and what is coming up. As a GM, it is your responsibility to provide the maps, descriptions, and atmosphere that your players will be journeying through and participating in. A good map can not only help the GM organize the gaming session but it can also be a valuable asset for the players.

Being Prepared

As GM you will want a map that details the overall area where the PCs are located. This map should encompass the surrounding areas and highlight any important structures, landmarks, towns, natural features, etc. This map may never be used in the gaming session, but it can serve as a tie in to move the story along at some point and allow the world to seem much bigger for the players. This map is known as the master map. (This is the idea that the world is huge and not merely just a single town but that there are things which exist outside of the town.)

As GM you will also want to have several maps of important areas which are ready in a moment's notice. The PCs may be in the mood for dungeon crawling. If this is the case, you should probably have a dungeon map ready to go (the area of the dungeon should also be marked on the master map).

Don't worry about having all your encounters in place at the beginning of the session. Don't worry about having every building in town allocated for a specific purpose, it's not necessary. As the PCs move about the dungeon or the town, keep track of where they have been by marking areas and labeling locations on the map. When they enter into a location they have yet to explore, decide what is found in the location and then mark it on your map. If they want to look for something specific, decide the location of the area and mark it on the map beforehand. When the PCs decide to return to a place they have already visited, you will have the location already on your map. This can come in handy if days or weeks separate gaming sessions.

Threats

As the PCs delve out into the world they will sooner or later come upon some sort of threat, something that presents a hazard toward their well-being somehow. Threats are everywhere in the world and they make living and surviving difficult. As GM, it is your responsibility to create and handle threats. The following sections give some basics on how threats can be handled depending on the type of game you are running.

ADVENTURE BUILDER

Before we get carried away, perhaps we should define a threat as it pertains to the PCs. Basically, a threat is anything that intends to negatively affect the PCs in some way. This may be something physical, emotional, mental, financial, etc. The biggest threat the PCs will face will most undoubtedly be the great equalizer, death. Although death is not irreversible, for the most part it is the end.

As GM, it is imperative that situations that have the potential to bring about the death of a PC(s) be handled with a degree of previous thought and attention paid to the possible outcome. During campaigns, PCs may often be confronted with enemies and obstacles that lie outside of their abilities to defeat or solve in the present time. As such, these threats will present PCs with certain additional obstacles that must be overcome.

The bottom line is PCs should not be able to kill everything they come across, nor should PCs have the power to defeat every obstacle and situation at the present time. As GM, it is up to you to create a balance between threats that can be defeated or overcome and those that cannot. The PCs should be made aware of this concept and as your sessions continue, as you build your world, the players who participate in your game will become aware as to how you run your world and your adventures.

Death

Death is one of those subjects in the world of role-playing games that has no clear cut answers. As GM, you will have to decide how you will handle the death of PCs in your campaigns.

Death Minus

Some GMs prefer to remove the threat of death from the adventure completely allowing the PCs to live and play as near gods.

Death Lite

Often times, GMs will fudge dice rolls in order to keep PCs alive. A lucky dice roll can mean the difference between life and some GMs see that as just too chancy.

Death for Real

Many GMs prefer to allow the dice, the situation and the choices made to rule the outcome. GMs who do death for real rarely (if ever) fudge dice rolls. When the dice are poorly rolled, even if the PC is an integral part of the story, the GM may allow him/her to die saying “that’s just the way it is.” While this may seem cold and callous, it does lend a sense of realism that enhances the feeling of threat. Knowing that one can lose everything can drastically alter one’s approach to any given situation.

ADVENTURE IDEAS

Adventure Ideas

The following is a list of 26 adventure ideas which are provided in order to help spark the GMs imagination. Take a quick look through these ideas to familiarize yourself with the list. During a gaming session, if you find that you have run out of ideas and are lost for direction, take a break for a minute and look at the list. Something in this list will most definitely open up a new adventure for your players or at the very least, act as a catalyst for a new adventure.

- | | |
|-----------------------|-------------------------|
| 1. Bizarre Occurrence | 14. Lost |
| 2. Capture | 15. Observe |
| 3. Detective Work | 16. Play Time |
| 4. Diplomacy | 17. Refuge |
| 5. Escort | 18. Save |
| 6. Extortion | 19. Search |
| 7. Fight | 20. Secret Hideaway |
| 8. Get In, Get Out | 21. Security |
| 9. Guard Duty | 22. Special Information |
| 10. Hijack This | 23. Survival |
| 11. Incarcerated | 24. Treasure Hunting |
| 12. Justice | 25. Where Is It? |
| 13. Kill | 26. Work |

Bizarre Occurrence

In this scenario the characters are made aware that something strange is happening in the area. Perhaps a disease or plague is killing the children and elderly, perhaps there is a shortage of food or water, maybe something is terrorizing the community at night. The characters are hired to find the source of the problem and put a stop to it.

Adventure Ideas

1. A beast from the countryside is terrorizing the town. It feeds on people with red hair.
2. A small town is experiencing a local drought. The drought is caused by a small magical statue which deprives an area of rain.
3. A mental illness is spreading through a small town making people go insane and become violent. The PCs must uncover the source of this insanity and attempt to put a stop to it.
4. A disease or plague of some sort is wreaking havoc on a settlement or town. It is up to the PCs to survive the disease, fight their way out of town or help as many people as possible.

ADVENTURE IDEAS

Capture

In this scenario the characters go on an expedition to capture a certain creature or person. Perhaps the creature has been terrorizing the locals or, perhaps the creature is needed for some reason by a person or people. In any case, the characters attempt to bring in the creature as asked in order to receive payment or a reward.

Adventure Ideas

1. A beast that has been terrorizing the town is sought and a reward for its capture or death is offered.
2. A criminal is at work in town murdering, stealing, etc. The PCs must find the culprit and bring them to justice.
3. A group of criminals is ruining peaceful life in a certain area by means of violence, threats, etc. The PCs are hired to put an end to the mayhem in an effort to help restore order.

Detective Work

In this scenario a crime of some sort has been committed. The characters get word of this and are hired to solve the crime. They must conduct surveillance and interviews in or to prove the culprit of the crime and solve the case. Perhaps someone innocent has been accused of the crime, perhaps a murder or kidnapping was committed, maybe something very valuable was stolen.

Adventure Ideas

1. A prominent member of society has been killed and the PCs are hired to solve the crime.
2. Local law enforcement has a spy in its midst which is working with a gang of thieves. The PCs are hired to solve the mystery of the spy and help bring the gang to justice.
3. A series of robberies have taken place and the PCs are needed in helping to solve the crimes and bring the guilty to justice.

Diplomacy

In this scenario the characters must undertake the role of diplomats acting as representatives for a certain group or employer. The PCs must act the part of diplomats and attempt to gain the trust and loyalty of the group in which their diplomacy is aimed. The PCs may have to dress a certain way, eat certain foods or say certain things in order to show that they are sincere in their attempt. Often times the information given to the PCs will be wrong or incomplete leaving them to guess at what they are supposed to do. Sometimes the employer of the PCs may be attempting to offend the other group for some reason and have sent the PCs to do the job because they know the characters are completely unprepared.

ADVENTURE IDEAS

Adventure Ideas

1. The PCs are hired to “gently coax” a prominent member of society into changing their mind on a certain subject.
2. The PCs are hired to act as bodyguards for an important person or group.
3. War looms on the horizon and the PCs are needed to put a stop to the madness. They may be sent to another kingdom as emissaries of good will or doom!

Escort

In this scenario the characters take on the job of escorts in order to safely deliver a person or group of persons to a specified location. PCs must protect and defend the party to be escorted as they travel and meet enemies along the route to the destination.

Adventure Ideas

1. A prominent person or family of high society needs to get somewhere safely. The PCs are hired as protective escorts.
2. The PCs are hired to protect a valuable object or item (like a relic or gold) on a trip from one place to another.
3. The PCs are hired as decoys (with or without their knowledge) to protect a shipment or person on a journey. This may or may not be a setup intended to harm the PCs.

Extortion

In this scenario an opponent of the PCs has information on them which could be used to destroy their reputations or good names (perhaps their bad names). This information could be something from their past or something completely made up. The opponent threatens the PCs in some way, perhaps forcing them to pay to clear their names; perhaps they are threatened with violence or set up to take a fall. However this scenario plays out, the PCs should attempt to clear their names while also finding a way to bring the instigator down at the same time.

Adventure Ideas

1. Someone for some reason has a great deal of contempt for the PCs and has concocted a completely believable story about them. The story has enraged the locals and put the PCs in harm’s way.
2. In earlier exploits the PCs did something they should not have done and now it’s coming back to bite them. Perhaps they accidentally killed someone or allowed someone to die. The information the instigator has on the PCs is true and meant to destroy their names.
3. The PCs are blackmailed by someone who knows something about their past. The blackmailer has made their intentions known and threatens to expose the information unless the PCs comply with his/her wishes.

ADVENTURE IDEAS

Fight

In this scenario the characters are relaxing or enjoying themselves when suddenly they are caught in the middle of a fight. The fight can be for any number of reasons but should definitely involve the PCs. Perhaps someone wishes them dead, or maimed, perhaps it is an attempt to get the characters out of town, maybe it's a distraction from something else which is much more sinister. The PCs may try and solve the mystery as to why they were attacked by seeking information and questioning those involved, those who are suspects, or those who may have witnessed the attack.

Adventure Ideas

1. The PCs are attacked in a random fight and are then spotted by someone looking for a good group of warriors to help them with a certain problem.
2. The PCs are attacked in an assassination attempt. Perhaps they are unwanted in the area or their reputations have somehow preceded them.
3. The PCs are attacked because of something they have. This could be an item or a person and may be known or unknown.

Get In, Get Out

In this scenario the PCs are offered a reward of some sort to enter into a place or area where an item, treasure, or person is hidden or being kept. The PCs must overcome the obstacles presented, retrieve whatever is needed and return. Perhaps the characters are sent to kill or destroy someone or something and must avoid traps and battle enemies in order to accomplish this.

Adventure Ideas

1. The PCs must retrieve someone or something from a guarded place. Preparations and scouting may need to take place before this can occur. The PCs may have to do this without making their presence known.
2. The PCs are asked to get in and get out with a certain item or person only to discover that the person or group they have been hired by has lied to them about their reasons for the retrieval of the item or person. The PCs may be put in danger once they find out the truth as it leads to much more sinister dealings.
3. The PCs must enter a very dangerous place in order to rescue someone being held against his or her will. The PCs must do whatever they can to rescue the person as their own lives or the lives of others may depend on it.

Guard Duty

In this scenario the characters are hired to guard or defend a certain location. They are ordered to stand watch and make sure that the enemy does not gain passage.



ADVENTURE IDEAS

Adventure Ideas

1. An invading army or force of some kind threatens the town where the PCs are. It is up to the PCs to rally the town or castle in order to prepare them for defense against the threat.
2. The PCs have found themselves in the middle of a conflict. They have no choice but to fight in order to survive. Perhaps they are trapped within a castle under siege.
3. The PCs have been hired to guard a certain location against attack. It is their duty to fend off the invaders and keep the place safe.

Hijack This

In this scenario the characters have boarded a vehicle of some sort and are traveling by public transportation when the vessel carrying them is hijacked. The characters attempt to escape or subdue the hijackers.

Adventure Ideas

1. The PCs are traveling from one place to another on a commercial vessel of some kind (an airship, a train, a sailing ship etc.) when a group of individuals attempt to take the vessel.
2. The PCs may be hired to hijack some type of mass transport (such as a train, a sailing ship, airship etc.).

Incarcerated

In this scenario the characters have been imprisoned or jailed and they must attempt to break out. They have to rely on surveillance and information gathering along with collecting supplies and items to aid in their escape.

Adventure Ideas

1. The PCs have landed themselves in a local jail. They have to break out of the jail by somehow convincing other inmates or guards that it's a good idea that they be set free.
2. The PCs are incarcerated in a large internment camp or prison of some sort and must go through the daily regimen while they concoct a scheme, gather supplies and attempt to escape.

Justice

In this scenario the adventurers have arrived in a settlement of some sort and have heard that just before arriving a group of bad people committed a crime of some sort (kidnapping, robbery, murder, etc.). The criminals escaped and the townsfolk are in an uproar over their getting away. This news is made known to the PCs somehow and they must decide whether or not to pursue the criminals. Perhaps a reward of some sort is offered or something to entice the PCs in pursuing the criminals.

ADVENTURE IDEAS

Adventure Ideas

1. The PCs are hired to carry out the local order of justice on a band of criminals who have been terrifying and tormenting the good citizens.
2. The PCs are hired to guard an area or an individual to make sure that proper justice is carried out. The locals may wish a criminal dead and the PCs have to ensure the criminal stands trial so that justice is served.

Kill

In this scenario the characters are sent on a mission to kill certain individuals or creatures in order to receive a payment.

Adventure Ideas

1. The PCs are hired to eradicate a group of local enemies (whether it be some type of creatures or a group of people).
2. The PCs must journey to stop a single individual who is attempting to do something huge. The target of the PCs is most likely very powerful and will require that the PCs use all of the skills in order to overcome their adversary.

Lost

In this scenario the PCs are sent to find someone who is either lost, been kidnapped, wandered away or simply did not report in. The PCs must find the missing party and return with them. The PCs may themselves be lost and must find a way out their predicament.

Adventure Ideas

1. A child has wandered or been kidnapped from the local settlement. The PCs are needed to retrieve the lost child and bring any wrongdoers to justice.
2. An object or item has been lost or stolen. The PCs are hired to retrieve the object and bring the guilty party to justice.
3. The PCs have become lost or disoriented. They must try and find their way back to civilization.
4. A member of the party or a scout has not checked in for a long while. Fearing the worst, the PCs are sent to find the missing person and discover what has become of them.

Observe

In this scenario the PCs undertake the job of scouts or surveillance experts. They are given a target and told to observe the target without making contact or making themselves known. The PCs will have to gather information and report on the target being observed.

ADVENTURE IDEAS

Adventure Ideas

1. The PCs are sent undercover by an employer to watch and keep tabs on a business rival.
2. The PCs are employed to watch someone's enemy.
3. The PCs are hired to scout out and observe enemy troops or creatures. The PCs have orders to collect information and intelligence on the target.

Play Time

In this scenario the characters participate in some sort of sporting event whether it be a gladiatorial match, a race, a scavenger hunt, etc. The characters should rely on teamwork and skill to succeed and beat out the other opponents. Perhaps the other opponents are evil and try and harm the characters or, perhaps the characters are evil and attempt to harm other contestants in order to be victorious.

Adventure Ideas

1. The PCs are captured and forced to participate in deadly gladiatorial matches. The PCs may have to fight to win their freedom or search for a way to escape their captors.
2. The PCs are involved in a hunt. Each team involved in the hunt attempts to kill the largest or most dangerous creature. The PCs may find that they are pitted not only against the creature but against the other competitors as well.
3. The PCs are involved in a scavenger hunt and must secure or discover an item or items before the opposing group(s) does so.

Refuge

In this scenario the adventurers must seek shelter from the weather or some force. They come upon a place which they can use to take cover and discover that this refuge contains some mystery or secret, perhaps a threat which the adventurers must deal with in order to be safe. These scenarios can open up a separate adventure altogether for the adventurers or it can be simply remedied. Perhaps a large storm has come up and the adventurers take shelter in an abandoned mansion or cave which is haunted. Perhaps the adventurers have taken shelter in an old mine which holds a mystery or secrets of some sort.

Adventure Ideas

1. A large storm has come up and the PCs are forced to take shelter. They find their way into an old house or cave which proves to hold secrets and danger.
2. The PCs are stranded on a deserted island (or some other natural place that prevents them from leaving for a time). The PCs must defend themselves while they attempt to escape.

ADVENTURE IDEAS

Save

In this scenario an individual or a group of individuals is in need of saving. Perhaps they have been taken hostage or are being held prisoner, perhaps they are in a life and death situation or have been poisoned and are in need of an antidote. The PCs must save the party in danger.

Adventure Ideas

1. Rescue a prince or princess who has been imprisoned in a tall tower.
2. Someone in the village has been poisoned and its up to the PCs to take on the quest to find the antidote.
3. A member of the party has been taken captive.

Search

In this scenario the PCs have undertaken a quest to find and return an object or item which will fulfill a prophecy, restore order, stop destruction, make someone happy, etc. The PCs may have to journey and defeat many foes in order to retrieve the object.

Adventure Ideas

1. The PCs are sent to search for a region or place which holds great secrets or power.
2. The PCs undertake a search for an object or item. Often times the PCs may have to acquire several items or pieces of a puzzle in order to complete the quest.
3. The PCs may have to go in search of a lost party member.

Secret Hideaway

In this scenario the PCs stumble upon or are given information concerning the whereabouts of a secret hideout or base for a group of bad people or creatures. The PCs must decide what to do with the information or decide whether or not they will attempt to clear out the hideout. PCs may need to rally support from a nearby town or hire people to help them in the venture.

Adventure Ideas

1. A secret coven of evil is tormenting the local area. The PCs are hired to find the location of the evil coven and put a stop to their reign of terror.
2. The PCs stumble upon the secret hideout of a large group of thieves or bandits who are building an army to take over a town.

Security

In this scenario the PCs are sent on a mission to secure a target of some sort. There are enemies located at the target who wish to remain unbothered. The PCs will have to battle and defeat the enemies, driving them out in order to secure the area.

ADVENTURE IDEAS

Adventure Ideas

1. The PCs are hired to secure an area of some sort. The area may be overrun with monsters or belong to an enemy force of some kind.
2. The PCs are needed to improve the existing security of an establishment. This may mean that the PCs are hired to help train an army, reinforce existing security measures, or help out with general security related issues.

Special Information

In this scenario the PCs receive information that something bad (or good—depending on the roll) is going to take place. Perhaps someone is planning an attack or will attempt to poison the water supply. Whatever the case, the characters must find a way to solve the problem and put a stop to the plan.

Adventure Ideas

1. The PCs have come upon some information about an act of terrorism that will be taking place.
2. The PCs have come into some information that is damning for a individual who wields great power. The PCs must take care how they use the information or they could find that they are on the wrong side of the law.

Survival

In this scenario the PCs have found that they are in a strange place and have little food or water and no way of getting out anytime soon. The PCs goal is survival until they can escape or help arrives.

Adventure Ideas

1. The PCs are stranded in a place and have few supplies. The PCs will have to work together in order to build or find shelter and gather food and water.
2. The PCs are completely outnumbered and have no chance of winning the battle. They have to wait for reinforcements to come and must stave off their attackers until reinforcements arrive.

Treasure Hunting

In this scenario the PCs have somehow managed to get their hands on a treasure map or have discovered the location of a treasure and go to find it. In order to successfully obtain the treasure the PCs must battle and defeat a multitude of enemies or solve a series of puzzles, etc.

Adventure Ideas

1. The PCs have somehow gotten their hands on a treasure map. They must follow the clues that will lead them to a treasure at the end of the map.
2. The PCs are presented with a mystery of some sort that may lead to the discovery of a treasure.

ADVENTURE IDEAS

Where Is It?

In this scenario the PCs encounter the destruction of a town, camp, home, etc. which has recently happened. Perhaps all of the people are missing or the whole town is missing. The PCs must search for clues as to what happen and attempt to find the source and an explanation for the occurrence.

Adventure Ideas

1. The PCs have come upon a small village which has been burned to the ground. The townspeople are all gone or dead. The PCs will have to search for clues as to what happened and who was responsible.
2. The PCs acquired an object and lost it to the hands of a thief (or group of thieves). The PCs must investigate and attempt to figure out who took the object, for what reason it was stolen and where it has been taken.

Work

In this scenario the PCs find that they have been placed in a role of responsibility overseeing an operation of some sort. The PCs are hired to keep the operation running successfully or perhaps they are brought in to help defend against something that threatens the operation.

Adventure Ideas

1. The PCs are hired to oversee a construction project of some sort. The laborers are unruly and undisciplined and create havoc and delay the project. It's up to the PCs to get things moving again.
2. A local settlement is in danger of flooding or fire or some other natural disaster that everyone is aware of. The PCs must work together with the town's people to save the town.



MINI-SCENARIO BUILDER

Mini-Scenario Builder

The mini-scenario builder is meant to create the framework for building mini-scenarios and adventures through the defining of four areas: action, thing, place, and antagonist. Once the four words have been established the GM can begin to flesh out the details of each word, expanding with specifics that define the scenario.

The Action

The action is represented by a verb such as: help, kill, flee, defend, etc.

The Thing

The thing is represented by a noun such as a specific person's name, the name of an object, etc.

The Place

The place is represented by the name of a specific place such as: the valley, the tower, the castle, etc. This will be the setting of where the scenario takes place.

The Antagonist

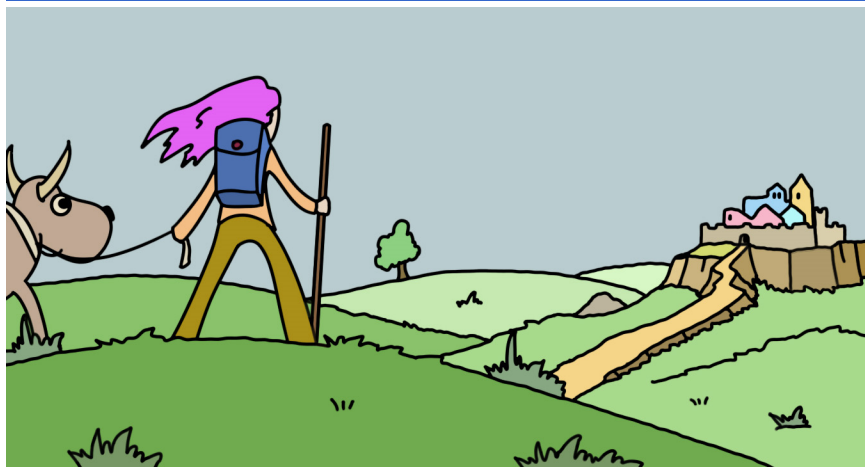
The antagonist is represented by a noun such as: wizard, monster, earthquake, etc. The antagonist can be a person, a monster, a natural disaster or anything else that creates an obstacle between the PCs and their goal.

Using the Mini Scenario Builder

1. Select a verb to be the action. *For example, Kill.*
2. Select a noun to be the thing. *For example, King.*
3. Select a location to be the place. *For example, the Castle.*
4. Select a bad guy to be the antagonist. *For example, Guards.*

The scenario above is that the PCs must kill a king (or perhaps prevent a king from being killed?) in a castle while avoiding the castle guards who wish to protect the king. After establishing the four words, the GM should begin to flesh out the scenario adding details. Perhaps the killing must be done secretly so it looks like it was natural. What is the name of the King? The name of the castle? What does the castle look like? Does the GM have a map of the castle? How strong are the guards? Where are the guards located?

SETTLEMENT BUILDER



Settlement Builder

The Settlement Builder is a tool designed to quickly and easily create villages, towns and even metropolis size population areas. Let's say the PCs are in the middle of the wilderness and come upon a town. You, as GM need to have some information about the town. Well, that's where the Settlement Builder comes in. Now you can go through a list of several different aspects that, as a whole, will develop a quick start community for on the fly adventures.

Size

For the purposes of this book, settlements have been divided into eight different categories. Use the Settlement Size Chart to determine the population of a settlement.

Type	Population
Camp	2-50
Hamlet	50-200
Village	200-800
Small Town	800-2,000
Large Town	2,000-5,000
Small City	5,000-10,000
Large City	10,000-20,000
Metropolis	20,000 +

SETTLEMENT BUILDER

Authority

Authority refers to the amount of full time guards and conscripts available in a given town. Authority in a settlement is defined by the population.

Full-Time

Full-time refers to how many guards are employed by the town at any given time. In order to determine the amount of full time guards in a town, multiply the population by 1%.

Example: A Small Town with a population of 2,000 would have approximately 20 full-time guards.

Conscripts

Conscripts refer to those members of a town or city that can be readily drafted for service in case of an emergency. To determine the amount of conscripts in a given town, multiply the population by 5%.

Example: A Small Town with a population of 2,000 would have approximately 100 Conscripts.

Economy

Towns and cities thrive on wealth and power. As such, towns and cities rely on their economies to bring in gold, power, prestige, and a growing population. There are six main types of economy found in most population centers.

Roll	Type
1	Agricultural
2	Crafting
3	Merchant
4	Natural Resource
5	Trade Center
6	Tourist

Any population area with more than 1,000 people will likely have multiple forms of major economy. This chart can still be used to indicate the dominant economy for a large population area.

SETTLEMENT BUILDER

Wealth

Wealth is used to determine the overall economic standing of a populated community. Extremes generally exist in all areas (e.g., the very poor and the super wealthy) but Wealth is meant to give the GM a gauge as to how the majority of a community sits financially. There are six different levels of Wealth.

Roll	Wealth Level
1	Very Poor
2	Poor
3	Moderately Poor
4	Middle Class
5	Upper Middle Class
6	Wealthy

Government

Population centers are designed or evolve to encompass a certain type of government center. Different governments define the laws and the norms of that population area. There are six major forms of government in the world.

Roll	Type
1	Aristocracy
2	Democracy
3	Feudalism
4	Monarchy
5	Plutocracy
6	Theocracy



SETTLEMENT BUILDER

Attitude

The world is a violent and evil place, especially in the wilderness and areas which have little or no government. Towns and Cities are often cautious of strangers and outsiders and as such, the wandering adventurer can find that they are not trusted, misunderstood or just plain despised. The following is a list of common attitudes that can be applied to a settlement.

The community attitude chart can also be used to determine a community's attitude toward certain events and situations such as elections, local laws, local rulers etc.

Roll	Type
1	Welcoming
2	Cautious
3	Disliked
4	Strong Dislike
5	Unwelcome
6	Belligerent

Common Buildings and Services

Apartment	House (small)	Postal Office
Armorer	Hunting Cabin	Printer's Shop
Armory	Inn	Public Meeting House
Bank	Jail	Public Square
Barracks	Jeweler	School
Blacksmith's Forge	Laboratory	Sewer
Butcher Shop	Leatherworker's Shop	Ship Yard
Castle	Library	Slave's Quarters
Catacombs	Locksmith	Smuggler's Den
Cathedral	Machinist Shop	Stables
Chapel	Mansion	Station
Cobbler	Market	Tailor/Weavers Shop
Courthouse	Masonry	Tavern
Dock	Mausoleum	Temple
Farm	Mechanic's Shop	Tower
Graveyard	Merchant's Shop	Training House
Guard Tower	Monastery	Tunnel
Guild Hall	Natatorium	University
Hedge Maze	Observation Post	Watch Tower
Hideout	Palace	Weapon Shop
House (large)	Park	Wood Shop

LIST of RUMORS

Table of Rumors

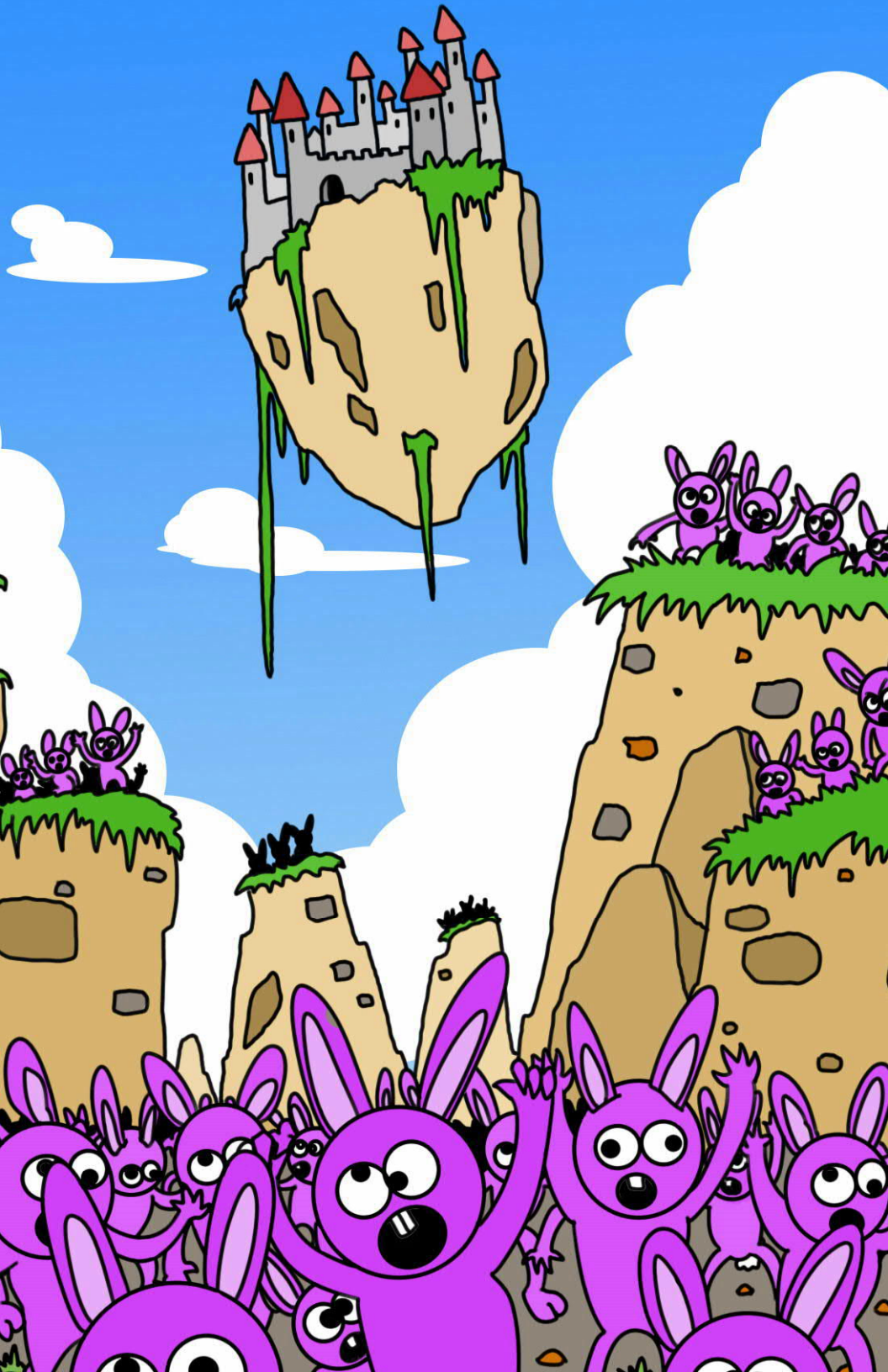
1. Thieves have made a home in the sewers.
2. The old man who used to run the inn on the outside of town died. Most people think his son killed him.
3. Every twenty years the rats spill into the streets and eat everything they can find.
4. There are children in these streets who steal from everyone they meet.
5. About fifty years ago there were a slew of murders right here in this part of town.
6. Homeless folks live under bridges. It's not safe to go down there at night.
7. The king hates foreigners.
8. The princess/prince is kept high in a tower.
9. There have been a string of violent murders as of late.
10. The ale at the local tavern tastes like fish.
11. Somewhere, under the streets, in the old town, they say there is a treasure guarded by the dead.
12. Secret passages lead into the castle under the moat.
13. The prison is filled with people who hate the king.
14. Foreigners aren't welcome here.
15. Watch out for the food at _(Tavern Name)_, it will make you sick.
16. Every second Tuesday of the month is a fighting competition in the town square.
17. They say that when a thousand years have passed since the death of the witch _(NPC Name)_, she will rise up and destroy the living.
18. One time it rained frogs here.
19. The night watchman at the cemetery takes bribes from grave robbers.
20. _(NPC Name)_, who runs the inn on the corner just bought a new house. I think he is doing something sneaky on the side cause the inn is rarely open.
21. The old men play squares down by the docks.
22. If you're looking for some help, the local tavern has all kinds of people looking for employment.
23. Work is scarce around here.
24. I heard a bunch of people in the next town over died from the sickness.
25. Some teenagers in the old part of town have been missing for a few days now.
26. It's not safe to go out at night.
27. The mayor is corrupt.
28. The authorities are corrupt.
29. Outsiders should be careful here.
30. They say that the ale is running out.
31. Everyone is upset over the murder of that young boy.
32. Someone kidnapped the mayor's daughter.
33. Nobody likes _(NPC Name)_. He's a violent bully and a drunkard who hates dogs.
34. An unbreakable spell was placed on the entrance to the sewer.
35. The guards at the bank are working with thieves.
36. A mage died in the next town over.
37. A storm is coming.
38. The town has never been the same since the king died.
39. War is unavoidable.
40. I've seen lights in the hills at night. My brother says it's bandits.
41. They're offering a reward to whoever finds the kidnapper.
42. They're offering a reward for whoever catches the killer.

LIST of RUMORS

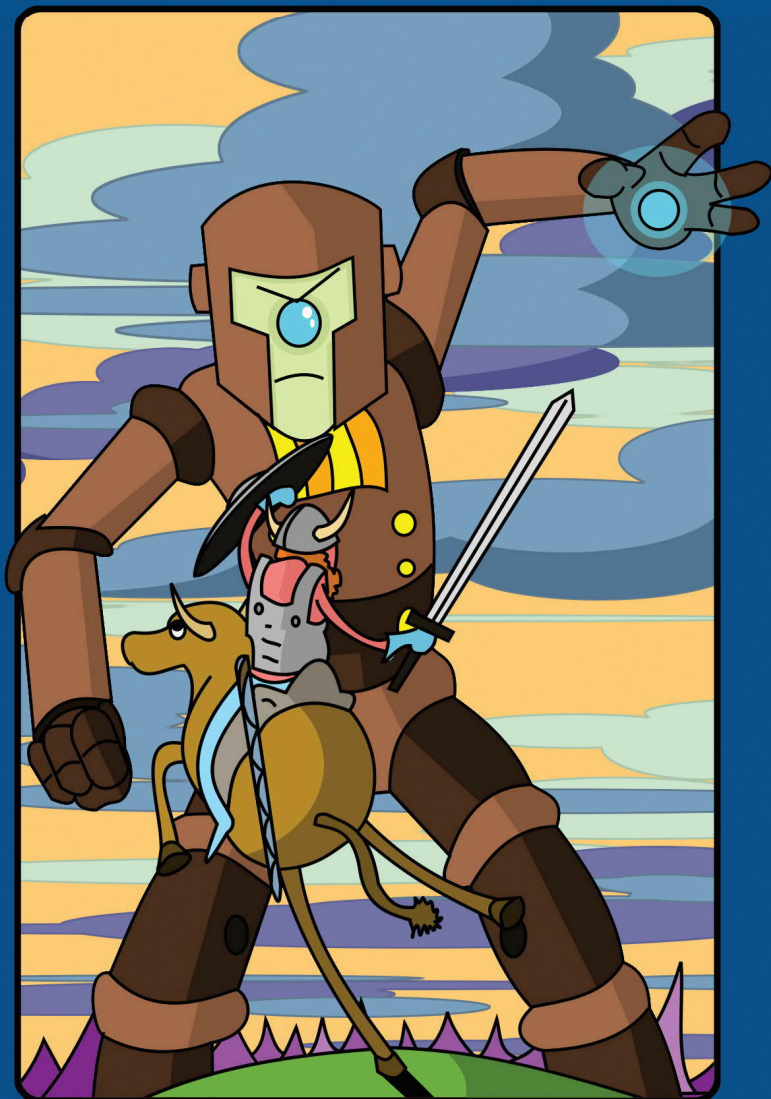
43. Someone has been breaking into the shops at night.
44. I heard the city was going to build an aqueduct. I bet they raise taxes.
45. It's always raining here.
46. The old man in the cave thinks it's dangerous to go alone.
47. The storm tore up the inn.
48. On the Night of Saints the dead are said to rise from the marshes.
49. Dreaming a snake means someone wants you dead.
50. When a star falls you can make a wish.
51. I hear that many have fallen sick of late.
52. If you drink the water you will get diarrhea.
53. The ghost ship (Ship Name) is said to appear when the fog is thick in the bay.
54. Something has caused the deaths of many livestock.
55. Did you hear that enemy troops are on the way?
56. Do you remember when the locust ate all the crops?
57. Several children are trapped in the mines.
58. They say that there are secret tunnels under the library.
59. The castle dungeon is said to be haunted.
60. A lovely maiden is said to be held captive in the castle tower.
61. The alcohol in (Tavern Name) is made with pee.
62. Captains in need of seamen frequent this area.
63. I know of someone who needs some, let's just say, not legal work done.
64. They said that servants of that wealthy landowner always come up missing.
65. They need workers to build the new cathedral in town.
66. That fisherman, (NPC Name), has all the luck in the world.
67. The (Inn Name) is the best in town.
68. The (Tavern Name) has the best gambling in town.
69. They say there is a great beast that lives in the lake.
70. Packs of wild dogs have killed several people in the country.
71. The seer in town is said to be able to predict the future.
72. She is marrying that good for nothing (NPC Name).
73. Lord (NPC Name) is hosting a formal ball at his mansion.
74. The local archery contest is coming up.
75. Beware of the carnival.
76. The pie contest usually draws hundreds of people to town.
77. An old man on the outskirts of town is said to know the location of a great treasure.
78. The local apothecary is one of the best in the land.
79. The map contains the clues to ancient burial site.
80. The local priest is a drunk.
81. She has ten kids and no husband.
82. The university has some of the smartest people in the world.
83. A flower with incredible healing properties is said to grow only on the mountains.
84. They say the hunchback knows many secrets of the townspeople.
85. Soldiers from out of town have been responsible for several deaths.

LIST of RUMORS

86. The bells in the tower ring at night for no reason.
87. Eating this will make you fall into a deep sleep.
88. Tomorrow they will hang _(NPC Name)_ for thievery.
89. The local politicians are embroiled in a scandal.
90. The blacksmith _(NPC Name)_ is one of the best in town.
91. A witch has been seen on the outskirts of town.
92. Everyone is nervous because of the monsters in the woods.
93. _(NPC Name)_ is a cheat at cards. You can find him down at the __ (Inn Name) __.
94. _(NPC Name)_ has connections with thieves. He can get you just about anything you want.
95. _(NPC Name)_ is the best tailor in the kingdom.
96. A man was found drowned near the docks.
97. A mysterious creature was found dead in the forest.
98. Men from far away have been snooping around town.
99. At night people dance in the woods.
100. The houses across town are more expensive. Only rich folks live there.
101. _(NPC Name)_ eats stray dogs.
102. _(NPC Name)_ was looking for some farm help.
103. A long time ago they found a body frozen in the river.
104. There are tunnels under the library.
105. The storms here can be really bad.
106. Winter means death for many.
107. We haven't had a good leader in twenty years.
108. The old tower has seen some strange events lately.
109. They say _(NPC Name)_ keeps a chest of gold hidden away.
110. The gods are angry.
111. Three funerals in a month.
112. Something is terrorizing this place. People are being eaten!
113. _(NPC Name)_ makes sausages with cow steeds. That's just not right.
114. Goabs have been seen passing through the valley.
115. The old fortress is haunted.
116. The cemetery is haunted.
117. Witches have been seen in _(Location)_.
118. _(NPC Name)_ is the head of the local Thieves' Guild.
119. _(NPC Name)_ is a snitch.
120. _(NPC Name)_ has powerful friends.
121. Some say there are terrible things after death.
122. A wanderer spoke of plague from the east.
123. The bard caravans often bring thieves.
124. Ever wonder why the meat was so stringy?
125. There is a gang on the _(Road Name)_ . They have been robbing everyone.



Tales of Awesome

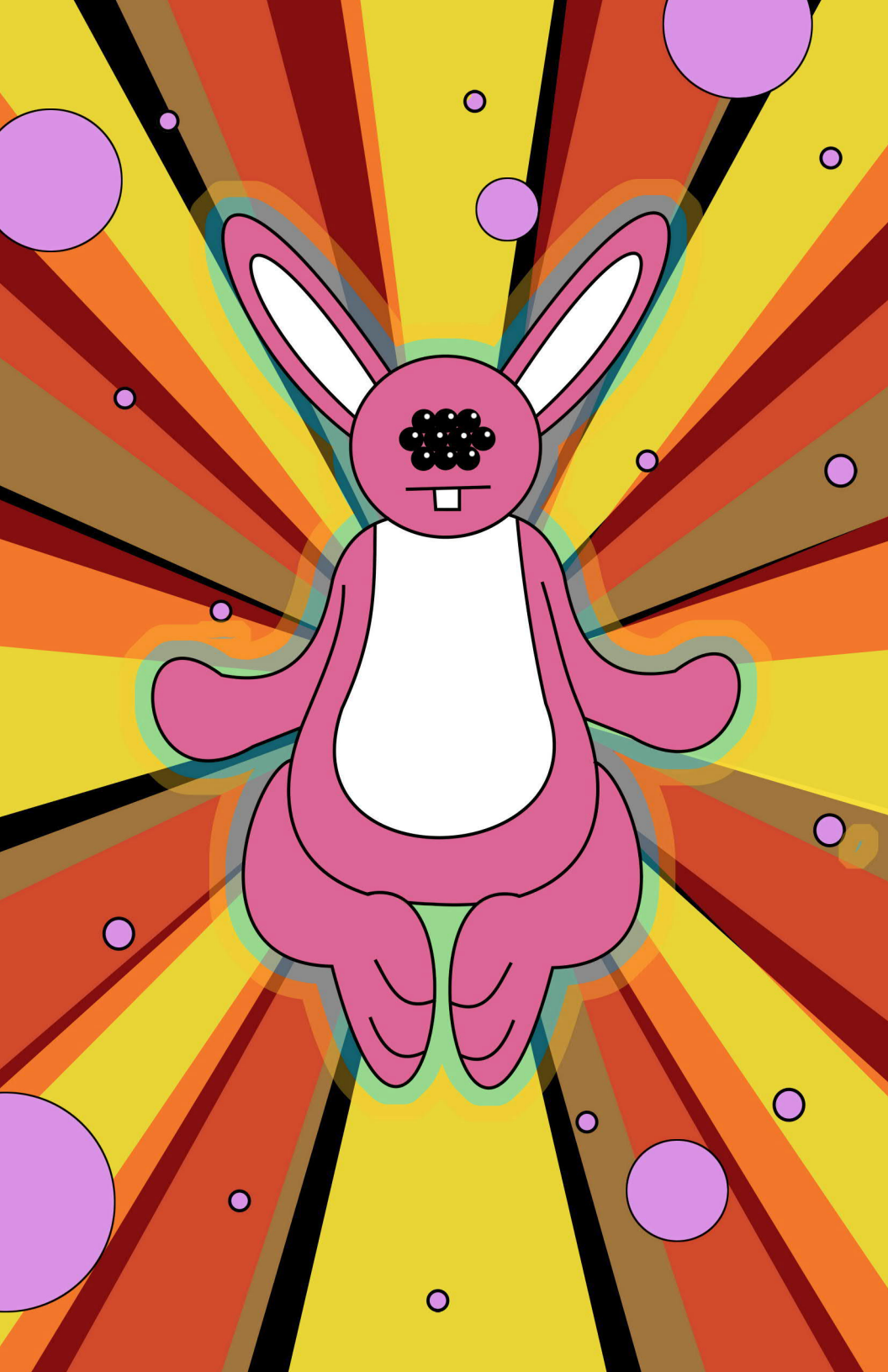


INTRODUCTION



Introduction

Tales of Awesome tells of the creation and history of Far Away Land and the universe that surrounds it. This section is meant as a guide to the FAL setting and is designed to be a primer to give players and GMs a background look at the way the world was formed so that they may have better understanding of what the world has become. Essentially, Tales of Awesome is a description of Far Away Land, the history of the world and the peoples who have shaped it over the ages.



COSMOS of FAR AWAY LAND

Cosmos of Far Away Land

The following section is a fairly in-depth overview of the universe and the planes of existence in which FAL is set. While these locations are not meant to serve as the primary source of adventure material, they are meant to provide a canon for the universe of FAL as well as offering to GMs the option to expand the dimensions of their campaigns.

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. Within the mind of each creation is born another universe, all of which are linked by a central theme. That is the FAL Multiverse.

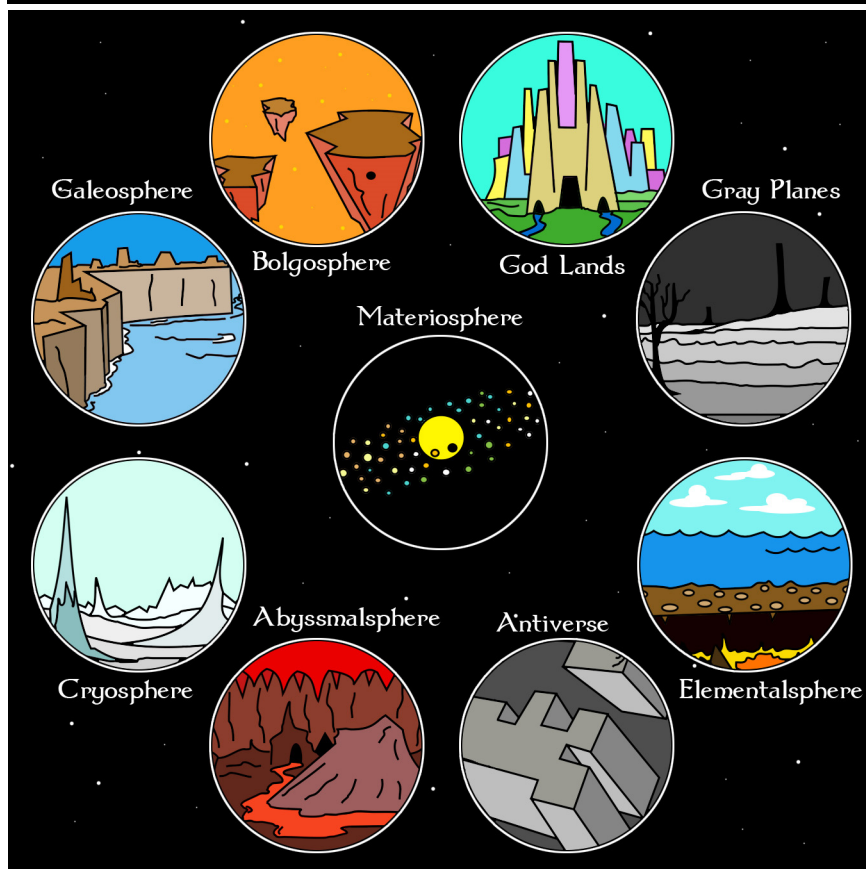
The Void

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 travelled 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.

COSMOS of FAR AWAY LAND



The God Lands

When the Cosmic Wanderer decided to create companions from its own being, it designed a world for those beings to live in. It called this world the God Lands and the beings created from the soul of the Cosmic Wanderer were called Immortals.

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.

COSMOS of FAR AWAY LAND

While Immortals rule the God Lands, they are not without their enemies. Powerful ancient beings like the trilleons reside in the God Lands just waiting for the time to strike and take control. The wars between the Immortals and the trilleons have been waged for hundreds of thousands of years and more war is always on the horizon.

The Materiosphere

When the ancient gods and goddesses 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.

For most people in Far Away Land, the Materiosphere as a realm among other realms is unknown. Most know of only the stars and the cosmos that surrounds Far Away Land.

The Abyssmalsphere

When the Children of the Cosmic Wanderer abandoned the Materiosphere, they set out to create their own worlds composed of thoughts manifest from their minds. The Abyssmalsphere is the terrible and torturous creation of the god Skulrox.

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.

COSMOS of FAR AWAY LAND



The Antiverse

When the Children of the Cosmic Wanderer decided to create their own realms, the god called Moshnag was left with little choice and so left his beloved Materiosphere by decree of his siblings. With the help of the Antigem, Moshnag created 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.

Now the Antiverse is the exact opposite of the Materiosphere. Each and every creature and piece of matter that exists in the Materiosphere also exists in the Antiverse as a polar opposite. This means that those who are good and honorable in the Materiosphere will be evil and shifty in the Antiverse. Physically, the anti-persona of an individual will be almost identical with the exception of a single key difference (for humanoids, this is almost always something like a mustache or evil haircut). With the destruction of the Antigem, the Antiverse was left void of color and reduced to hues of gray.

COSMOS of FAR AWAY LAND

The Bolgosphere

The Herensuge was the one of the first of the Children of the Cosmic Wanderer (along with Skulrox) to suggest the abandonment of the Materiosphere. When the Herensuge departed the Materiosphere, it opened its mind and created 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.

The Cryosphere

The god Melckol had long sought the cold solitude of a world of his own making. So when the Children of the Cosmic Wanderer set out from the Materiosphere, Melckol followed his siblings and built the Cryosphere from the coldest confines of his imagination.

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

When Trioni, the three spirit sisters, abandoned the Materiosphere, they set out to build a realm created from the nature of their elemental souls. What became of their thoughts was 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

COSMOS of FAR AWAY LAND

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.

Each plane within the Elementalsphere can be accessed by the plane above it and below it. Elemental creatures usually refrain from entering planes that are not native to their own kind as they find them terribly uncomfortable and dangerous. Non-elemental creatures attempting to enter the Elementalsphere will find it a violent, confusing, and dangerous place and will most likely require magic protection while there.

The Galeosphere

The god Hom was known for his love of stone and minerals and when he departed from the Materiosphere, he set out to create a world that would be composed of the things he held most dear. The realm of Hom is called 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. Entire cities are composed of gold, platinum, diamonds, and other rarities can be found through 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

Having superior understanding and control of life and death, the Great Seed left the Materiosphere and created the realm of the dead which is known as 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.

In most cases, the Gray Planes can only be entered by dying, although there have been instances of individuals journeying to the planes for one reason or

COSMOS of FAR AWAY LAND

another (perhaps to rescue or accompany a soul). Those who have died and entered the Gray Planes emit light based on the power of their soul's essence. More powerful souls emit more light and therefore have the ability to gather lesser souls. With the exception of the Netherwastes, every level of the Planes is filled with ancient kingdoms of powerful souls who enslave and command lesser souls. These kingdoms often fight for territory, especially when passages to upper levels of the Planes are concerned.

Many live in the Gray Planes for eternity, going about their business doing what the dead do. However, it is possible to die once dead. This is known as permadeath and what lies beyond this is unknown to all.

For the majority of peoples in the Materiosphere, the Gray Planes are unknown. While many cultures and peoples have a belief in the afterlife, it is rare that any will know the exact outcome and thus will be unaware as to the existence of the Gray Planes.

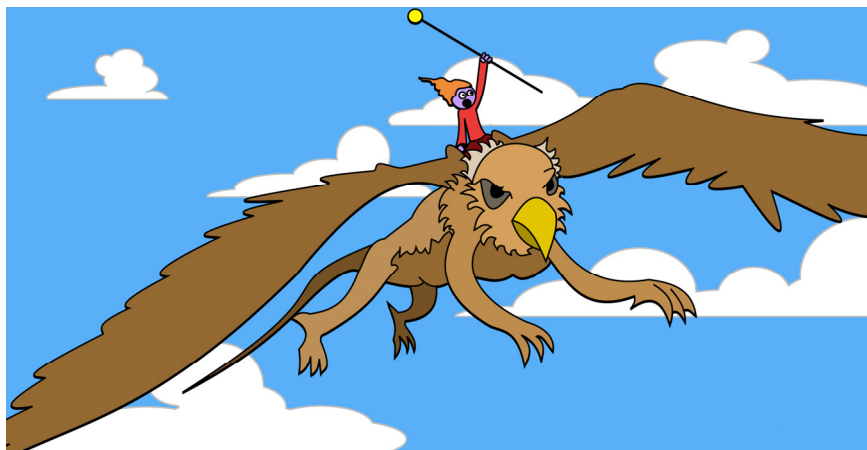
12 Levels of the Gray Planes

The Undersphere

1. Netherwastes
2. Emolitorium
3. Caverns of the Wretched
4. The Belly of Grossfings
5. Screamatorium
6. The Skeletal Shore

The Mazigodome

7. The Gray Gates
8. The Floating Isles
9. The City of Midwain
10. Varwen
11. Plains of Uzeroth
12. Shadow Fields



HISTORY of FAR AWAY LAND



History of FAL

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

HISTORY of FAR AWAY LAND

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 gods. 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 some time has 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 one generation to the next.

The Mages

Thousands of years before the Boom War, the mages and wizards of Far Away Land attained great powers and abilities. Many commanded huge empires, vast armies and territories. And for a time magic reigned across the world and those who practiced the arcane arts controlled the fates of the many.

The wizard Python was among a secretive order of mages known as the Circle of Seven. Instead of power and wealth and fame, these mages had committed their lives to the study of the arcane arts and the communion with the spirits from which the most powerful magic came. Python had delved deep into the

HISTORY of FAR AWAY LAND

lore of the world and the history of the arcane arts, and through his studies found that magic in the world was on the decline. Wizards were losing their powers as the great magic deteriorated with time. He presented his findings to his colleagues and they concurred that Python was right, that within two millennia, the powerful magic that once saturated Far Away Land would decline to mere traces of what it had been. Fearing a panic, the Circle of Seven decided to keep their findings a secret and instead try to find a way to reverse the decay of the ancient magic.

Unknown to the Circle of Seven, the evil wizard Kythos had sent his invisible minion, the Lemurax, to spy on the Circle and report their findings. The Lemurax reported to his master, and Kythos, armed with the knowledge of the Circle of Seven, set out to conquer his fellow mages to ensure that he would retain as much magic as he could.

The Mage Wars

Knowledge of the decline of magic spread throughout the lands and with the fear of losing the ancient magic came panic, mistrust, and war. Lord Kythos of the Obsidian Tower quickly gained the upper-hand and began his war upon his enemies. He enlisted the necromancers and the elementalists of whom he could trust and together they formed the Dark Axis. To combat the Dark Axis, the wizard Klome gathered his colleagues and peers and formed the Alliance of Light to stave off the brutality of the Dark Axis. Among the Alliance of Light was the Circle of Seven, which had been reduced to six once the traitor Mormethes was found to be in league with Lord Kythos. It was later made known that through Mormethes the knowledge of magic's decline had escaped the confines of the Circle of Seven.

The Mage Wars lasted for nearly one hundred years. Thousands were slaughtered under the tyranny of the Dark Axis and the world was driven into an age of darkness and brutal conflict. Lord Kythos rose to great power and murdered his fellow mages in order to gain their power. Only the Alliance of Light kept the world from descending in utter oblivion. And from the Alliance came the Lapiz Wizard who had demonstrated unique abilities in magic from an early age. History tells of Krodox being able to transform lead into gold when he was only four, by the mere touch of his hands. When he was ten, it is said that he protected his entire village from the forces of the Dark Axis by hiding the village for over a year. This was done by creating the illusion of an empty forest where his village stood.

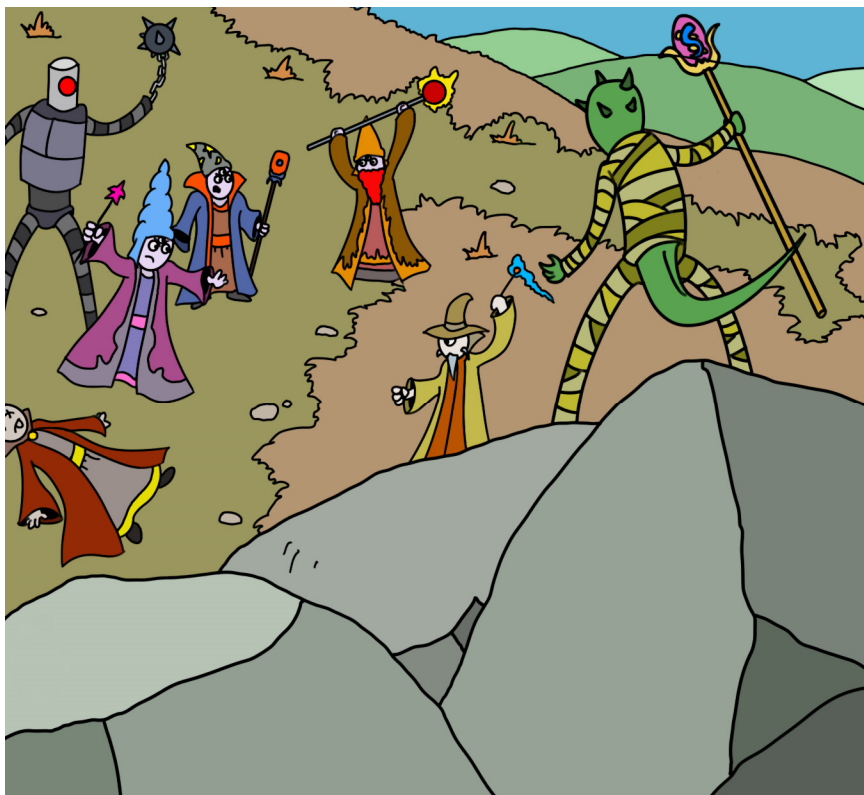
The Lapiz Wizard soon took control of the Alliance of Light. He erected the Lapiz Tower, the greatest of all mage towers. With the tower he harnessed enormous magical energies. When Lord Kythos heard of the tower and its

HISTORY of FAR AWAY LAND

power, he set his sights on conquering it and in this action lay his eventual defeat.

When the Dark Axis marched upon the Lapiz Tower they were led by Lord Kythos. The battle that ensued saw the death of thousands on each side. In the end it came down to the Lapiz Wizard and Lord Kythos. The battle lasted for nearly a week with each wizard displaying enormous amounts of magical power. When it looked to be a draw that the fighting would go on indefinitely and with the knowledge that thousands were dying daily as the wars waged on throughout the world, the Lapiz Wizard sacrificed his own life to destroy Lord Kythos.

The death of Kythos brought about the demise of his army and the ruination of the Dark Axis. But the world of Far Away Land lay in waste and those who did not practice magic grew afraid of it having known its terrible power. In the dark ages that followed the Mage Wars, a prejudice and ignorance of magic arose in the masses that forced those who controlled magic into exile. From this fear arose the Age of Iron.



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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 War

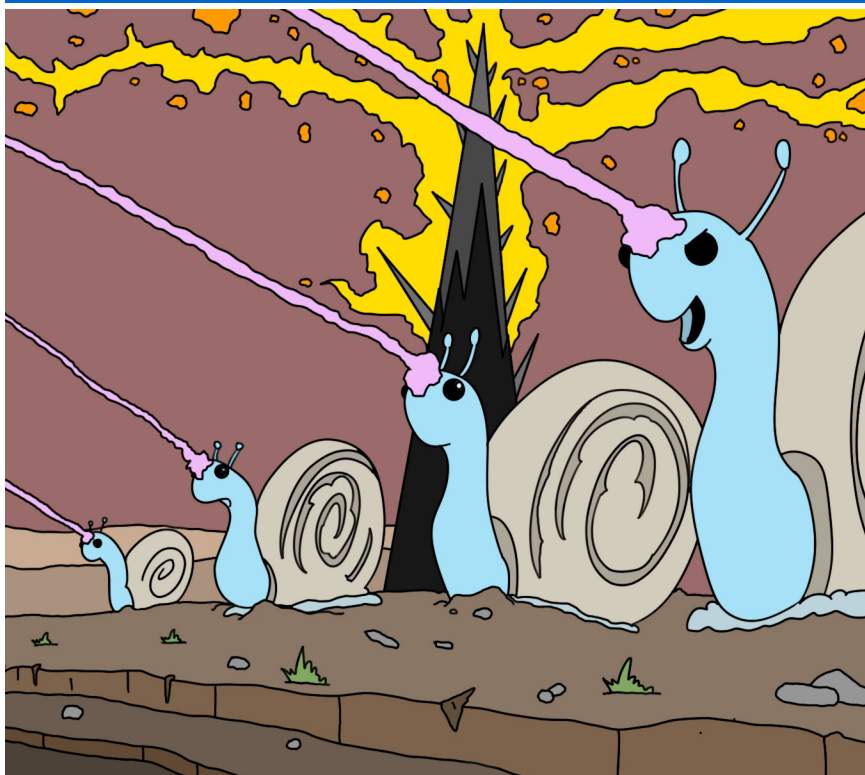
At the end of the Age of Iron, travelers known as the boom came to Far Away Land from a world beyond the stars. They were tall, skinny creatures with gray skin and large oval eyes like lamps. They had traveled long distances in search of a new home and found Far Away Land to be perfect for their needs. But the people of Far Away Land, although amazed by the technology of their visitors, did not trust the Boom and soon defiance led to war.

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 apparati, huge towers they had erected in Far Away Land which were to act as gateways allowing their fellow boom to transport directly to the world. But the towers were incomplete and when activated they failed. The surge of raw energy and strange technology ripped apart the space-time continuum and created fissures that flooded Far Away Land with thousands of creatures from various times, dimensions, and planes 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.

HISTORY of FAR AWAY LAND



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 oppose the would-be robotic overlords. The orka,

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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 triskel 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.



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The Resurgence of Magic

For thousands of years the mages and wizards of the world witnessed a slow decline in the ancient magic. Although the magic of nature was alive and well, the ancient magic which came from the old spirits had run dry. The Age of Iron had driven many wizards into hiding in desolate places of the world, far from civilizations and cities. 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. 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 Apocalypse I

Long ago the Wizard Anilitus stole the Seven Eyes from the vault of the dragon Mazagazel. From atop his tower of Axum, Anilitus cast a powerful spell that brought the dead to life. The dead who lay buried upon the battlefield of Haxon were transformed into diabolical undead creatures. With his undead army at his command, Anilitus marched across the countryside laying waste to villages and towns, each death adding to the power of his undead army.

The undead army marched toward the ancient orka city of Terezot where Anilitus was met by orka forces outside the city gates. The walls of Terezot held and in time the orka prevailed. The undead army of Anilitus was destroyed and the wizard was killed by Groom Radslayer, one of the greatest orka warriors of all time.

Undead Apocalypse II

Although he was killed in the first Undead Apocalypse, the wizard Anilitus, through the use of dark magic, wandered the land in ethereal form before he was able to once again regain the physical form of a powerful lich. In his new physical state, Anilitus regained his mighty powers and once again set about raising an army of the undead. He gathered his army near the Dead Swamps of Keltor and summoned ancient warriors from beyond to use as his undead slaves. Among these undead generals were Malstro the Tormented, Acidion the Caustic, and Luscian Hellbringer. Each of his generals was given a magic weapon of tremendous power.

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Anilitus loosed his undead hordes upon the land. His first major victory was the poomkin city of Arthek where carnage reigned down on the inhabitants. Those who escaped fled into the surrounding forests and those who fell became part of the lich's undead army.

With his newly acquired soldiers and a desire for revenge, Anilitus turned his attention to the orka city of Terezot where he had been defeated decades earlier. With the help of his legendary generals he broke through the gates of the city and slaughtered the inhabitants turning them into his slaves. Among those who survived the onslaught was Groom Radslayer who had defeated Anilitus in the previous Undead Apocalypse.

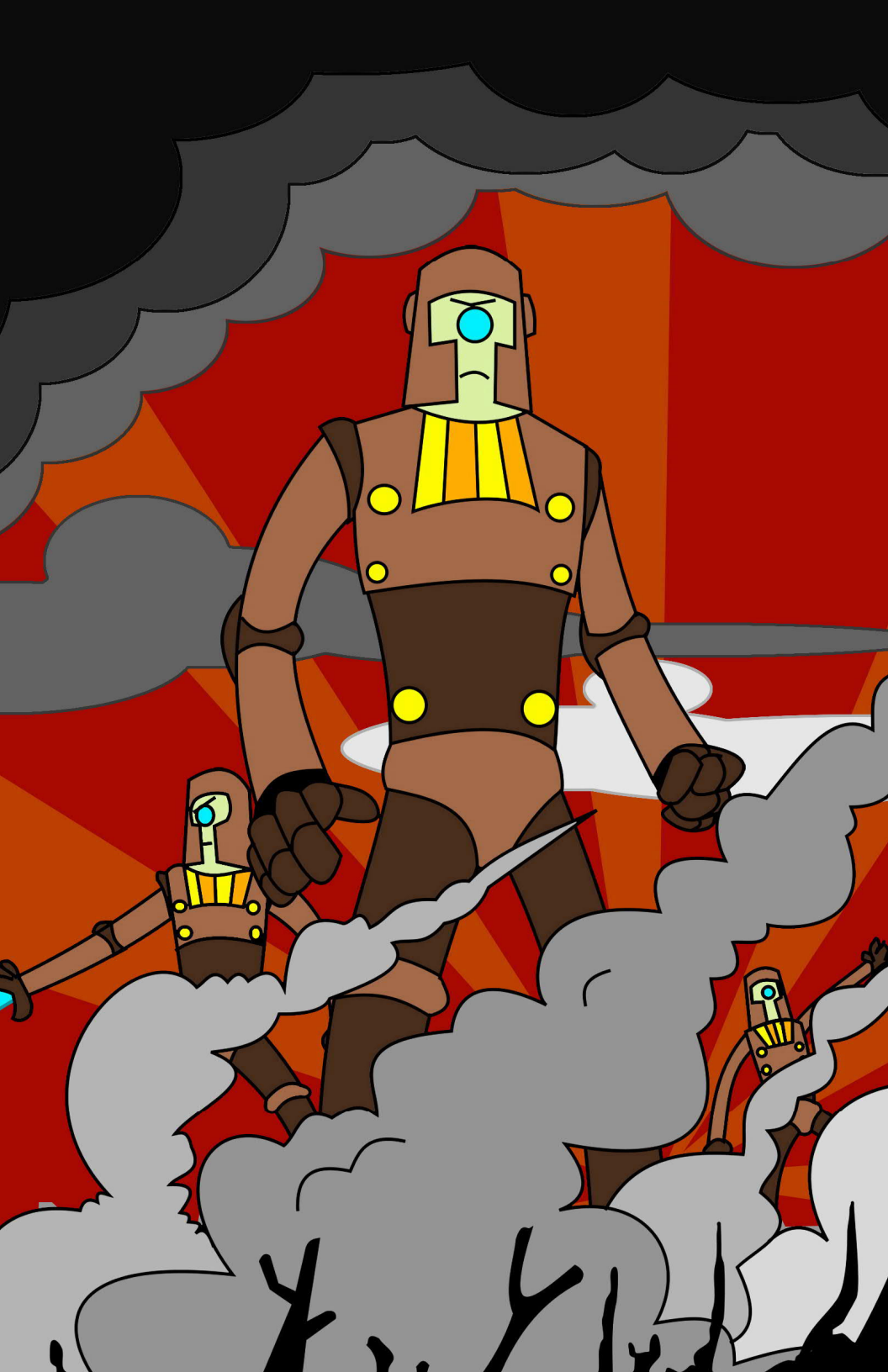
Radslayer and his brethren, the Orka Count Nine, devised a plan to kill the lich and destroy its army. Radslayer and two others (Nork Mudd and Bank Ninehorns) snuck into the rubble of Terezot and made their way into the Citadel of the Orkacle where Anilitus had taken residence and begun siphoning power from the ancient Orkacle. They dressed in the carnage of the dead so as to pass unnoticed by the lich's guards. Once inside the city they entered into the Citadel and found the lich consuming the power of the Orkacle.

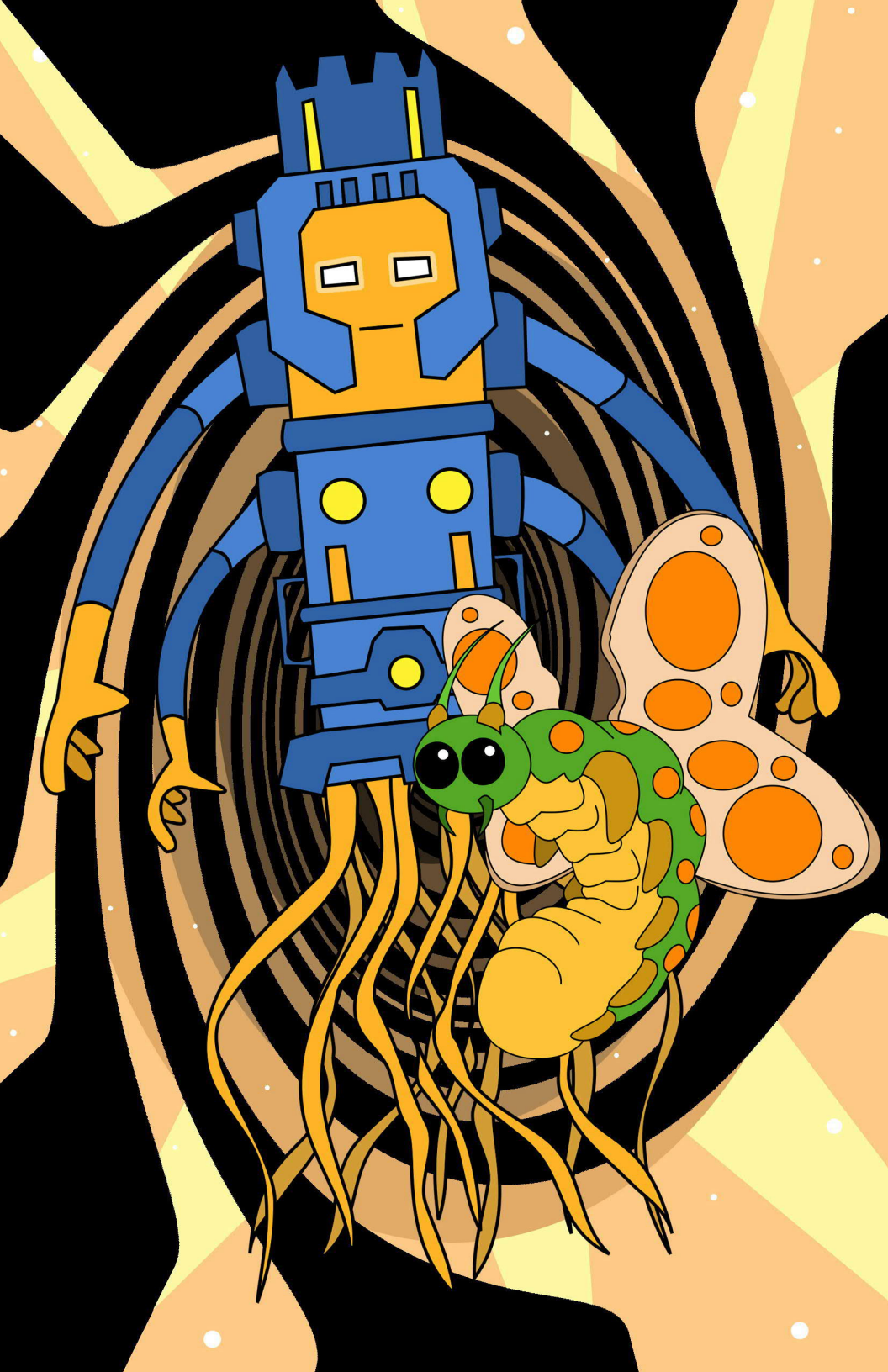
The battle that ensued brought about the near destruction of the Citadel as well as Nork Mudd, and Bank Ninehorns. Groom Radslayer, with his powerful orka blade Costner, delivered the fatal blow to Anilitus. The strike split the lich from head to toe killing him and releasing the Orkacle. A vortex then formed in the body of the lich and pulled him into the Gray Planes.

The remaining Orka Count Nine (which were now only six) had already managed to summon orka, elves, and dwarves to fight the remaining undead. Groom Radslayer, with the help of the orka librarians, managed to save the Orkacle from destruction. Eventually, a new Citadel was erected in the memory of those orka who had fallen during the second Undead Apocalypse.

Undead Apocalypse III-XI

Very similar to the first two Undead Apocalypse. Basically, the dead come alive and wage war on the living. Historians of Far Away Land believe the return of the undead could be a cyclic event caused by everything from the fissures created during the Boom War to latent energy that remains from the creation of Far Away Land. The last and current Undead Apocalypse (XI) takes place in the lands known as Drazoz.





PANTHEON of FAR AWAY LAND

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 Far Away Land.

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.

From the Cosmic Wanderer was born Hom, a being of great courage who suffered from selfish desires. Hom's brother- the Herensuge was wise but was driven by greed. Their sisters were called Trioni (the three spirits whose names were as Sora, Anora, and Mara) and they contained the aspects of justice, creativity, and anger. Their brother was the Great Seed and within the seed was both life and death. The Skulrox was the fifth of the siblings and he was the strongest and most deceptive of the Children of the Cosmic Wanderer. Melckol was the sixth and within him was great honor and self-righteousness. And the final brother, Moshnag, was known for both his loyalty and his vengeful spirit. Unknown to the Children of the Cosmic Wanderer was their instinctual desire to be the sole rulers of their own realms of existence.

PANTHEON of FAR AWAY LAND

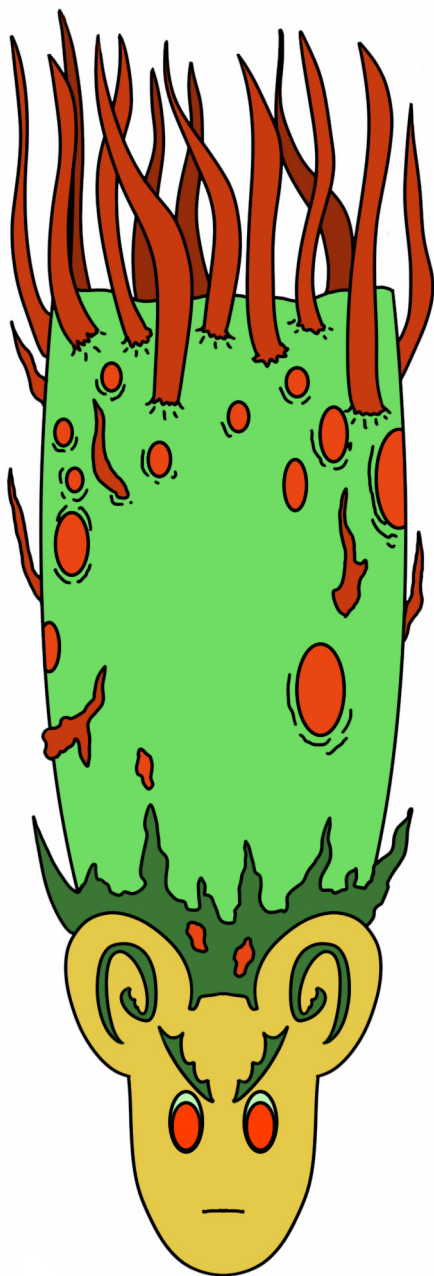
Now the Children of the Cosmic Wanderer were within the void and not welcome by the Immortals in the God Lands. So they sat upon their pillars within the darkness and communed with one another and discussed their place in the universe. For eons they discussed these things and while they discussed and contemplated, the spirit of creativity and imagination was awakened within them, the final aspect of the Cosmic Wanderer which had been granted to all of them. 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 Herensuge created the floating land islands of the Bolgosphere. Hom created the gouged and treacherous Galeosphere. Melkol created the cold and desolate Cryosphere. Skulrox created the forbidding and torturous Abyssmal-sphere. The Great Seed created the realm of the dead called the Gray Planes. Trioni created the air, water, land, and fire worlds of the Elementalsphere. Moshnag saw what his siblings had done and to balance the worlds they created, he poured his own life energy into the creation of the Antiverse, a plane of existence to mirror the Materiosphere.



PANTHEON of FAR AWAY LAND



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.

When the Children of the Cosmic Wanderer left the Materiopshere, the Great Seed created the Gray Planes, a dark and gloomy world that would be the home of all those who had once lived and perished. As the eons passed and the Planes grew swollen with the dead, the Great Seed created the twelve levels and divided the souls who had entered the Gray Planes into those levels.

At the uppermost level of the Gray Planes, in the place called the Shadow Fields sits the Temple of the Great Seed. It is in the temple that the spirit of the Great Seed is able to manifest.

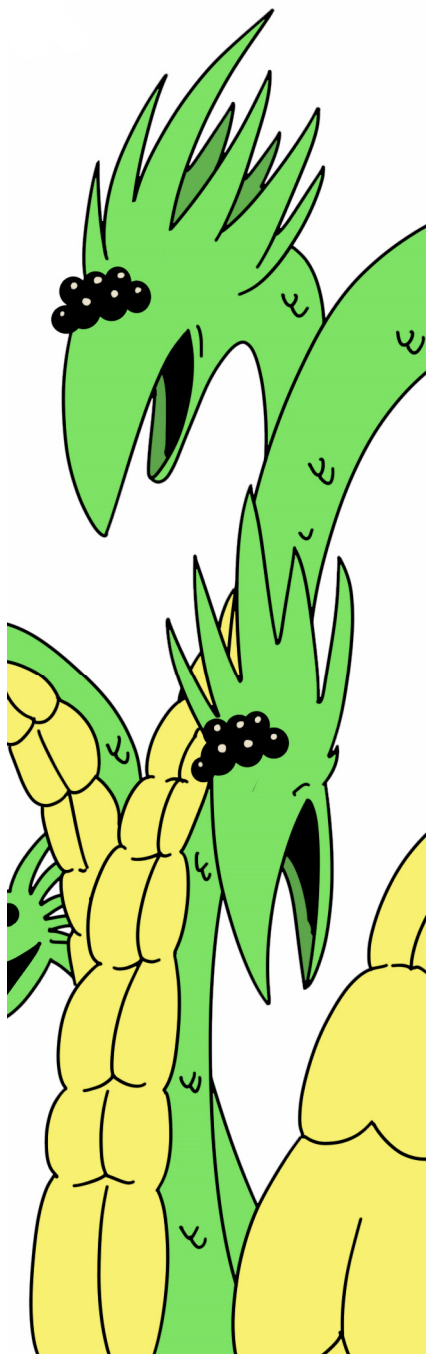
PANTHEON of FAR AWAY LAND

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.

While the Herensuge was regarded as the wisest of all the Children of the Cosmic Wanderer, he was also the greediest. His great influence allowed him to manipulate and coerce others to follow him by using subtle means of deception. Thus his greed blinded him to Skulrox and the two led their siblings to abandon the Materiosphere so that they could each create their own realm and rule absolutely. He is the first of the Children of the Cosmic Wanderer to be woven into his plane of existence.

Like all of the Children of the Cosmic Wanderer, the Herensuge was responsible for the planting of nearly infinite seeds which led to the birth and evolution of various beings throughout the Materiosphere. However, the greatest of the Herensuge's creations were the Dragons which he created on various worlds. For many of these creatures, including those on Far Away Land, the Herensuge left signs and lore about his existence and their creation.



PANTHEON of FAR AWAY LAND



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.

Hom was infused with the courage and the selfishness of the Cosmic Wanderer. It is said he forged his armor from the core of numerous worlds from within the Materiosphere. In doing this he became known as the blacksmith of the pantheon and within the mountains and minerals of untold worlds was left his mark.

Before merging with the Galeosphere, Hom spent his existence in the understanding of stone and metal. From these things he created all manner of creatures both living and automata. From Karaxan he watched as he sent his creations to war with one another, as he searched eternally for a creation to call his best. Before merging with the Galeosphere, Hom used his great pick called Lug to etch the names of his favorite creations within the halls of his palace.

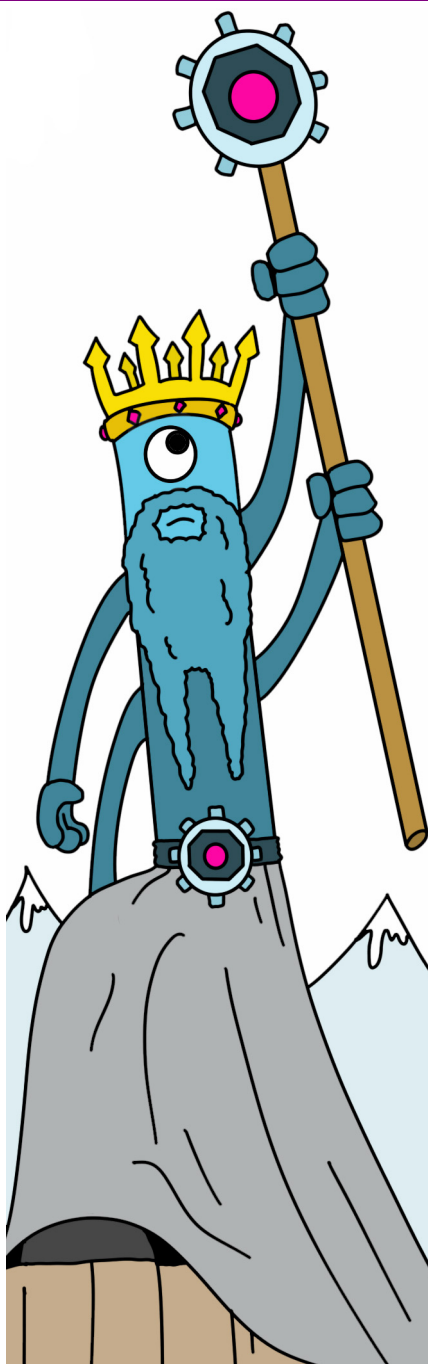
PANTHEON of FAR AWAY LAND

Melckol

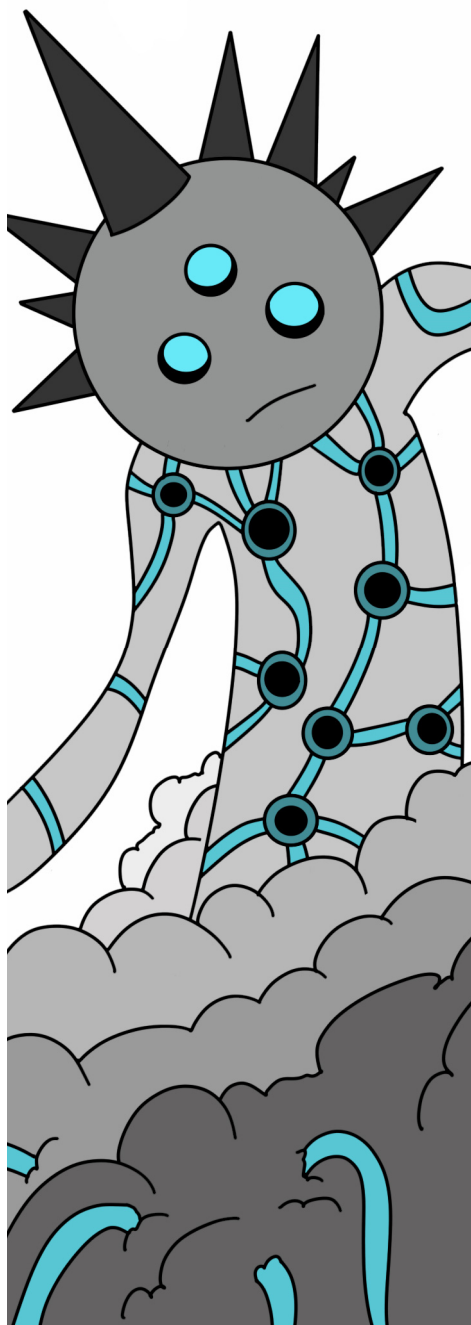
From the Cosmic Wanderer came Melckol, the blue and bearded god of snow and ice who was infused with honor and self-righteousness. Melckol created within the Materiosphere the frozen realms and wastes in which few living things were born. When the Children of the Cosmic Wanderer abandoned the Materiosphere, 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.

Melckol was one of the last of the Children of the Cosmic Wanderer to abandon the Materiosphere. It was only when forced by the Herensuge and Skulrox that he gave up and abandoned the creation he loved. He saw his forced departure as a great injustice and forever banned his siblings from entering into the Cryosphere. To make sure they were unable to find their way, he severed the conduits which once connected his realm with the realms of his siblings and thus increased the solitude of his world.

During his time as Lord of the Cryosphere, Melckol built a magnificent palace hewn from stone and ice. In the center of the palace was a tall tower that reached high into the sky. In this high tower Melckol spent his time in meditation, tracking and pondering the remnants of Cosmic Wanderers whose bodies lit the Void.



PANTHEON of FAR AWAY LAND



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.

When forced from the Materiosphere, Moshnag vowed that he would revenge on his siblings by altering their creations through the use of the Antigem, a colossal, magic gem the size of a mountain which he tethered to the Materiosphere and hid in the center of the Antiverse. Through the mighty power of his mind and the Antigem, Moshnag was able to recreate the Materiosphere within the Antiverse. Over time he began to worship the power of the Antigem and slowly the power ate away at his mind. Before merging with his creation he released his madness across his realm. The result was the destruction of the Antigem and the warping of the Antiverse into its current form.

The subsequent destruction of his creation at the time of his merging left Moshnag strewn between the Antiverse and the Materiosphere. As such, he was unable to fully merge with the Antiverse and was left to wander both realms and belonging to neither.

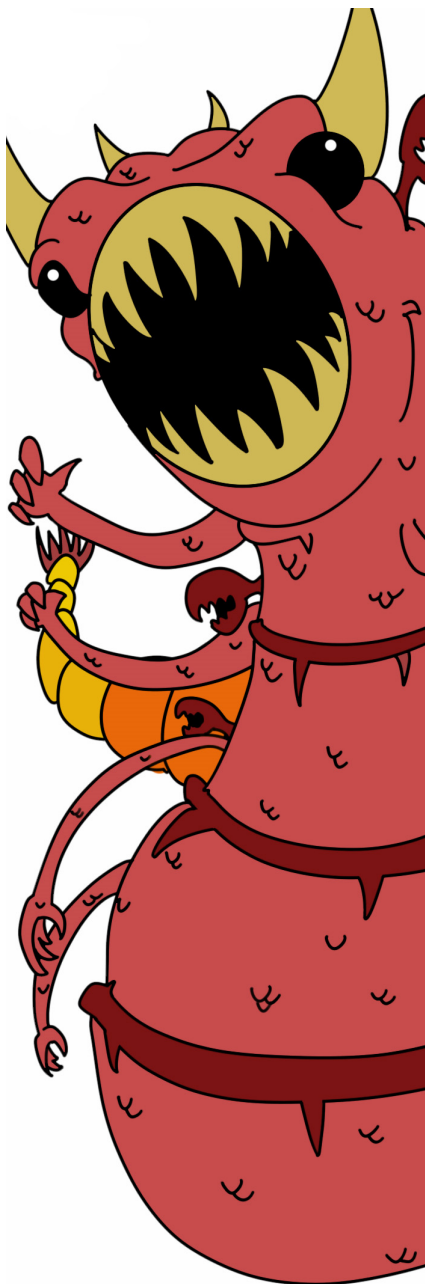
PANTHEON of FAR AWAY LAND

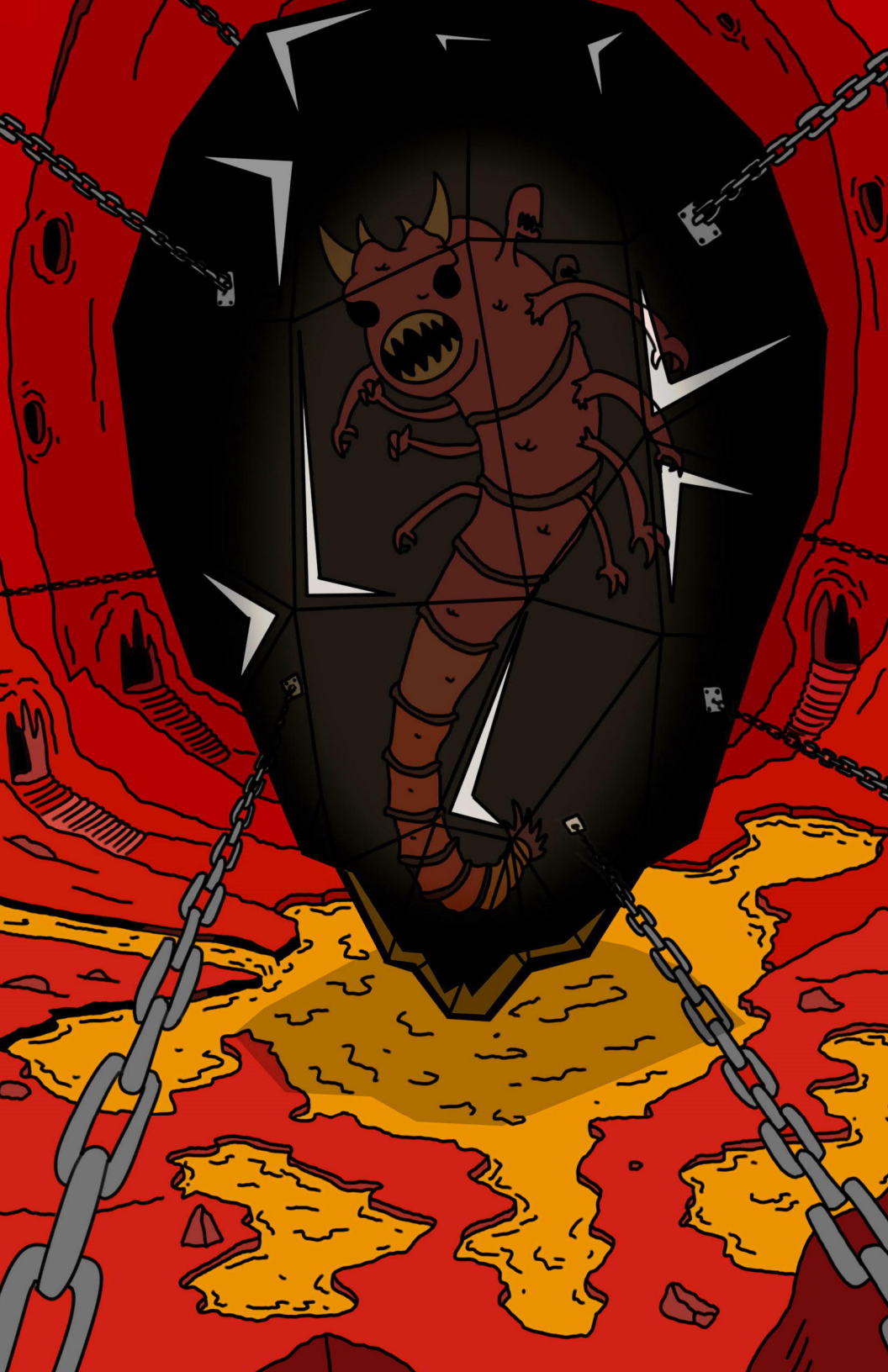
Skulrox

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.

Skulrox initially believed that he was made more powerful than his siblings. This belief fueled his desire to break apart from the Materiosphere and create his own world so that he could work and scheme in private, to eventually overtake the Materiosphere and the other realms along with it. But Skulrox underestimated his siblings and once they found out that he was to betray them, they formed an alliance and rose against him. The Children of the Cosmic Wanderer entered the Abyssmalsphere and chained Skulrox to the Bitterstone, a mountainous black stone which was created in Hom's forge. Tied to the power of the Bitterstone, Skulrox was made a captive in his own realm.

Although unable to leave the Abyssmalsphere, Skulrox created hordes of evil minions to corrupt and warp the various realms through their influence. Eventually, as the time of the Great Merging occurred, Skulrox was absorbed into the Bitterstone. After being absorbed into the Bitterstone, Skulrox's minions destroyed the Bitterstone to release their creator's essence into the fabric of the Abyssmalsphere. The demon hordes then used the broken pieces of the Bitterstone to build the City of Minux, the great capital of the Abyssmalsphere. It is in the City of Minux, in the Temple of Skulrox, that the remaining essence of Skulrox dwells.





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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.

Trioni was the most powerful of the Children of the Cosmic Wanderer and regarded among their siblings as the balance within the realm. Through trickery, Trioni was led to believe that Skulrox had the agreement of his brothers to each go their separate ways and build their own realms. Trioni conceded that the Materiosphere should be abandoned and the gods should construct their own realms as each saw fit in order to keep peace. When Trioni learned the truth of Skulrox's deceit and desire to rule his siblings, she secretly met with Hom to construct the Bitterstone, and with the allegiance of her brothers she tied Skulrox to the stone at the center of the Abyssmalsphere.

Trioni constructed the Palace of Ermiel, a magnificent marble tower that could be seen from anywhere within the Elementalsphere. There she reigned over the Elementalsphere until she merged with her creation.



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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.

The Forever Wars

When the trilleons turned on their Immortal creators, they set about waging war so that they might rule the God Lands. For untold eons the wars that would come to be known as The Forever Wars raged across the God Lands. When the Immortals realized that the trilleons had become too strong and the war would never end, they created a giant mechanized warrior called the Umatotem to aid in their battle against the trilleons.

The Umatotem was far more powerful than the Immortals had expected and after it helped defeat the trilleons, it turned on the Immortals and laid siege to the Immortal City of Emerald Spires. The Immortals managed to defeat their creation and disassembled its pieces spreading them throughout the various planes of existence. The heart of the Umatotem was a great cube capable of holding life essence. This cube was deposited in Far Away Land and eventually brought life to the blonin. From the heart of the cube the blonin were born and within each of them was nestled a piece of the Umatotem. Unknown to the Immortals, the Umatotem works slowly and perseveringly through the blonin in an attempt to lead its children to one day rebuild it so that it may take over the God Lands. This instinctual desire exists within each blonin.

The Minor Beings

The Children of the Cosmic Wanderer created various beings and beasts before they merged with their realms. These creations served many purposes throughout the nine realms. Among these creations were beings such as Ramdous of the Gray Planes, the four guardians of the Elementalsphere who are called

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Evaporator, Compressor, Compostor and Immolator, Galeon of the Galeosphere, Elcarx of the Cryosphere, The Twelve Sages of the Antiverse, Maladon, Apolon, and Murdeathalon of the Abyssmalsphere, and the Thousand Eyed Cat of the Bolgosphere. But there were many others as well...

The Titans

The titans were huge, single-eyed, humanoids who were early creations of the Children of the Cosmic Wanderer. The titans were initially used as laborers to help shape the various creations of their makers. These single-eyed humanoid creatures were responsible for the earliest of creations in Far Away Land and their marks upon the world, although having been made long ago, still remain visible. The legends state that when their work was finished, the Titans entered into the center of the world to make the core their home.

The Mortals

The exact number of mortals within the various planes of existence are too numerous to be counted. It is said that not even the Children of the Cosmic Wanderer are aware of how many mortals have come to exist within the multiverse. Among the mortals are the many humanoid and beast races of Far Away Land. These races include the elves, humans, giants, glacierians, dragons, cow steeds, and all other creatures that live and die beneath the stars of Far Away Land and the uncountable worlds of the universe.

Most mortals in Far Away Land have little or no knowledge as to the workings of the cosmos. The creation of the universe, the Cosmic Wanderer, and the gods and goddesses are all areas of esoteric knowledge unknown to the majority of mortal creatures within any realm. There do exist certain individuals who possess information and knowledge of various realms of existence as well as the beings who dwell within these realms. However, this knowledge is hard fought and difficult to come by. Those who do possess such knowledge have usually studied the arcane arts and been exposed to ancient writings detailing other worlds and planes of existence.

Because of the limited information regarding the afterlife, gods, goddesses, and other planes of existence, most mortal species in Far Away Land have developed their own belief systems over time, most of which are in conflict with the actual cosmic hierarchy. The majority of these belief systems rely on ancient knowledge, events, and individuals who have passed down stories and traditions throughout the ages. The results from years of tradition and lore have created a plethora of various belief systems that exist amongst the species of Far Away Land. Since the Boom War, non-native species have added to the traditions and beliefs of Far Away Land further shaping the mortal's view of the cosmos.



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Radroz Continent

The continent of Radroz is one of the nine continents in the world of Far Away Land. It is located north of the Karkoz continent.

Akori Woods

The Akori Woods are an ancient and huge forest located in south-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 and often covered in fog. Sunlight rarely makes its way to the forest floor and wandering travelers can easily get lost in the labyrinthine entrails of the strange environment. Remnants of the ancient akori, their villages, temples, and dungeons are littered throughout the forest. Rumors of great treasures are equaled only by the rumors of even greater evils. 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."

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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.

Bavmore Ruins

Bavmore was once a great city that was home of Far Away Land's tallest tower. During the Boom War the tower was destroyed and the city of Bavmore abandoned as an onslaught of demons from the Abyssmalsphere wreaked havoc. Today travelers tell tales of the ruins being infested with various undead creatures.



Black Tower

The Black Tower is a remnant from the Boom War. Once a part of the boom's Cosmic apperati, this reminder of the war that shaped Far Away Land is now an ancient ruin. The tower itself is broken and shattered, a hull of the once powerful structure. Various denizens have made the tower their home over the centuries and the tower is currently occupied by a rogue wizard named Yerlez.

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Burned Lands

The Burned Lands exist to the far north in Radroz. The Burned Lands are so called because of their burned out appearance, as if a great fire had swept across the once mighty forests and hills and turned everything to ash. The real reason for the appearance is due to bad magic that seeped into the area during the Boom War. In the center of this wasteland is the noknil hive. The entire area is drenched in magical energy that prevents the growth of new plant or animal life. Constant cloud cover and terrible storms prevent sunlight from reaching the ground below. Those who use magic steer clear of the Burned Lands as the powerful bad magic that permeates the place nullifies outside magic. 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 Tyro name for the blonin capital. It is located on the eastern edge of the Failwood Forest. The city is protected by huge stone walls on all sides.



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In the center of the city sits the Glorious Cube, the birthplace and god of all blonins. In typical blonin fashion, the city is utilitarian in design. Buildings are cube shaped and made primarily of gray granite. The city is divided into layers with the more important facilities and jobs located on the upper most layers. Outsiders (non-blonin) are rarely allowed to enter the city.

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.

Dead Swamps of Keltor

The Dead Swamps of Keltor rest creepily in the south of Radroz. The swamps take their name from the ancient lich Keltor whose magic was so powerful that it literally killed the land. The dead swamps are generally avoided by most travelers as they are difficult to cross (impossible in some places). The stories go that those who die in the swamps are unable to enter the Gray Planes and are forced to return as undead creatures.

Den

Den is the terrible capital of the Murdertime Islands. Den is a city of thieves, cutthroats, vagabonds, mercenaries, assassins, ex-prisoners, murderers, politicians, and slave traders. Corrupt politicians run the city with gangs they control. The city is kept alive by its powerful trade economy which welcomes illegal and illicit items. Slavery is alive and well in Den as are gladiatorial matches where slaves are pitted against one another. Den is one of the most diverse cities in Far Away Land, with every race from poomkin to blonin to human. Most that dwell in Den are either trying to escape or ruin someone else. In *Blaine McDaine's Guide to Far Away Land*, the author gives Den a 3 out of 10 rating. The author writes, "If you are interested in being robbed, killed, maimed, beheaded, backstabbed, burned, or drowned, then by all means, visit Den."

Droon

Droon is a sea elf city located on the eastern coast of Radroz. It is known for its welcoming atmosphere, its fabulous wood architecture, and its markets which

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feature hard to find items. Droon commands one of the most powerful navies in Far Away Land. It prides itself on its low rate of crime and its renowned ship building experts.

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.

Fields of Agorn

Located in the northwestern part of Radroz, the Fields of Agorn border the Ronam Plains and the Strent Forest.

Fish Sea

The Fish Sea is a small inland sea in central Radroz. It has a small chain of islands which are home to troglodytes, ettins, and cyclops.

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. In *Blaine McDaine's Guide to Far Away Land*, the author gives the Icespire Mountains an 8 out of 10 rating and says, "The Icespire Mountains are some of the most beautiful mountains in the world. The way the sun shines on the mountains in the early morning, the way the various hues of blues are illuminated is breathtaking."



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Ironwall Mountains

The Ironwall Mountains are a huge mountain range in Radroz. The mountains are the homes of various dwarves and giants. Miles and miles of subterranean tunnels and caves run throughout the mountains.

The Glorious Cube

The Glorious Cube is the birthplace and sacred holy icon of the blonin race. It is located in the blonin city of Cage. The Glorious Cube is a perfect cube made of an indestructible material called blarian. The Cube is protected by a series of walls and fortifications and is under constant blonin guard. The blonin believe that the Cube is the source of their life force, their reason for being, and that it directs them in their lives.

Knives of the Gods

Sharp and stabbing, as if thrust up from the ground only yesterday, the Knives of the Gods are an intimidating mountain range that were once home to stone giants. Now these mountains are shrouded in mystery, and their ancient tunnels and sanctuaries are long since abandoned by the giants who created them. Today, creatures like the scrollax inhabit these subterranean places.

Kor

The city of Kor is located in the middle of the Kor Desert. Kor has high walls and a strong army composed of various humanoid races who call the city their home. Lush gardens and fountains, beautiful walkways and ornate stonework architecture can be found within the city walls.

Kor Desert

The Kor Desert is found in southern Radroz. The desert is a bleak and harsh landscape that stretches many miles along the southern coast of Radroz. Many ancient cities, temples, and ruins can be found abandoned in the Kor Desert where life is said to have once thrived. Now the desert is home to brigands, cutthroats, and terrible beasts. The city of Kor is the single oasis in this hot and dry wasteland.

Lakeland

Lakeland is a human city (which once belonged to elves) on the shore of Lake Maw. Lakeland is a fishing community and uses the Maw River as a highway on which it trades goods with the city of Droon. In *Blaine McDaine's Guide to Far Away Land* the author says, "Lakeland is rightfully a human city. Even with the lofty, and at times arrogant architecture that remains from its elven days, Lakeland is a human city unlike any other."

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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. 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."

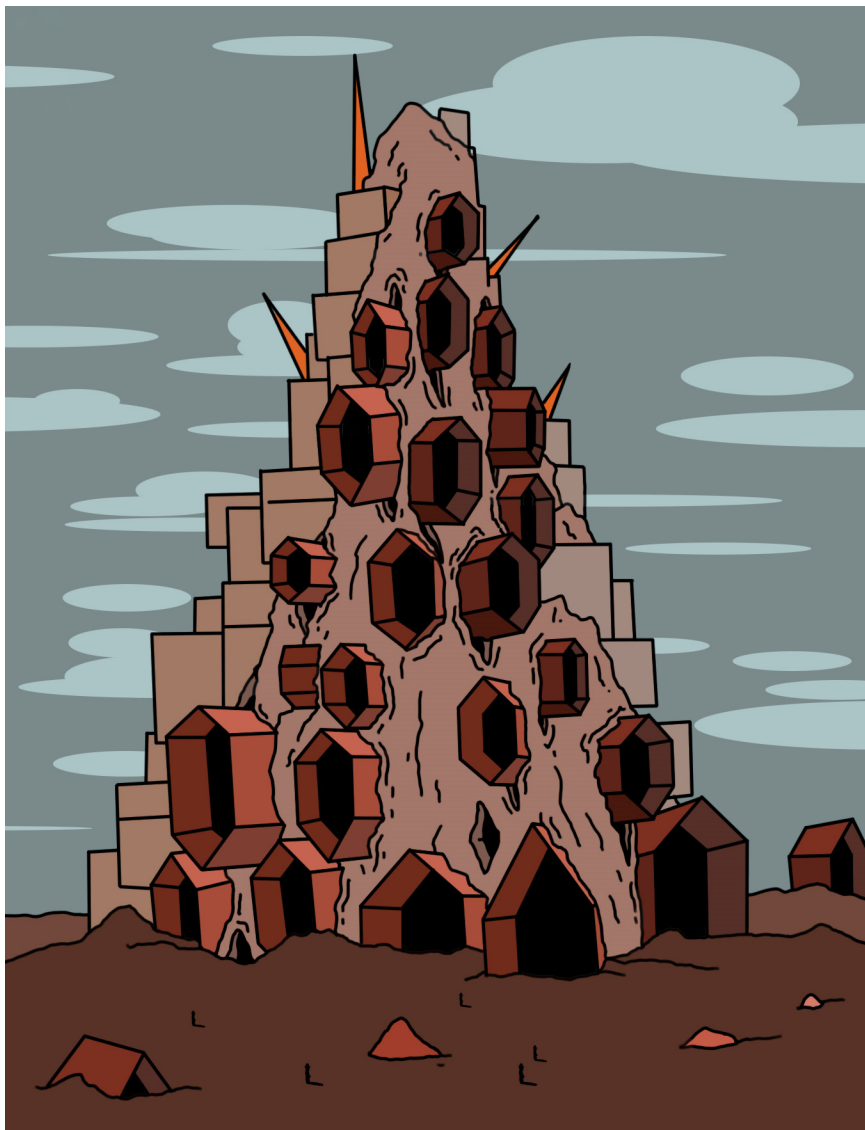
Murdertime Islands

The Murdertime Islands are a dense island chain 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.

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The Noknil Hive

The noknil hive is the center of the noknil collective and is located with the wastelands known as the Burned Lands. The hive is a massive structure composed of hexagonal type substructures which make up the outer layer of the superstructure. Inside and beneath the hive are countless miles of tunnels and spawning chambers where stolen bodies act as surrogates for creating new noknil.



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Oricon

The port city of Oricon is home to various races and species from Far Away Land. Oricon is an old city that existed before the Boom War. It has long been a hub of trade and commerce and is considered one of the wealthiest cities in Far Away Land. The streets of Oricon are made of Oriconan Marble. The buildings are among the most beautiful and ornate architecture in the entire world. Statues of various heroes and kings line the various squares of the city as do lush gardens. Libraries, museums, and universities are plentiful in Oricon.

Raintum

Raintum is the city of the numans. It was pulled into Far Away Land during the Boom War. Raintum is from the human home world Urth of the future (in that time known as Terra). Once a technological marvel, the fissures created by the Boom War disabled the city's technology. Shortly after appearing in Far Away Land, various numan gangs gained power in the city and brought an end to what remained of the old numan government. A later visit from the the Crematoru left Raintum in shambles.

Now the city of Raintum is composed of small feudal kingdoms controlled by gangster overlords. The numans are at constant war with one another as they battle for territory and resources. Many numans have left Raintum in the last centuries and settled elsewhere in Far Away Land.

Ronam Plains

The Ronam Plains are a vast flatland in northern Radroz. Throughout history, the plains have been the sites of many battles and wars. Ancient kingdoms that once thrived on the plains now lay in ruins (there are also a great many forgotten dungeons). Nomadic tribes still roam the plains and call the grasslands home. Small towns and villages can be found on the edges of the plains. In *Blaine McDaine's Guide to Far Away Land*, the author gives the Ronam Plains a 6 out of 10. He writes, "The Ronam Plains contain a lot of history. The nomads are friendly for the most part. Just don't go stealing their cow steeds or else they will likely eat you."

Ruins of Axios

Axios was once a powerful kingdom in Far Away Land. Throughout the ages the kingdom fell into corruption and eventual decline. Various surrounding kingdoms waged war on Axios and the great kingdom fell. Today the Ruins of Axios still stand as a testament to the once great kingdom.

Simian Jungle

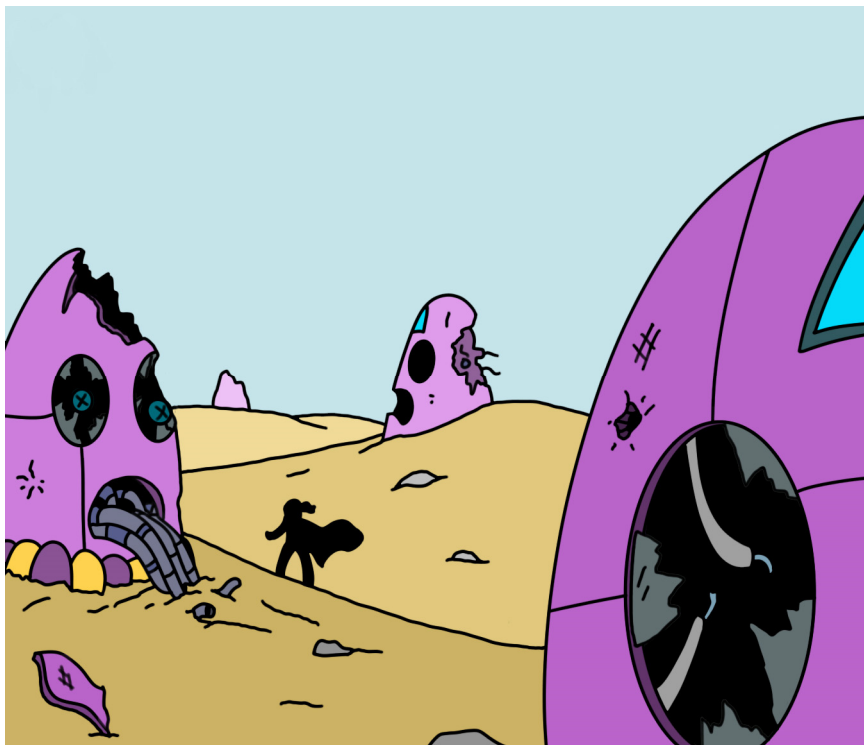
The Simian Jungle is located in southeastern Radroz. The jungle is dense and dangerous, home to thousands of creatures, including the sapient simians. The

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jungle is home to several primitive villages and various humanoid species. The inner jungle is largely unexplored and home to some terrible denizens.

Soracan Graveyard

The Soracan Graveyard is located between the Kor and Fal deserts in southern Radroz. The graveyard is the resting place for hundreds of Soracan remains who were destroyed in the Machine Wars. Various technology worshipping cults are said to live within the graveyard.



Spar Sea

The Spar Sea is located to the west of Radroz. The sea is known for its shallow areas, exposed rocks, and coral reefs, all of which make ship travel dangerous. Over the centuries, numerous ships have run aground and been lost to the sea. The hulking remains of these ships still sit in the graveyards of the Spar Sea.

Still Sea

The Still Sea is located to the southwest of Radroz. The sea takes its name from its still, glass-like waters. Ships entering into the sea risk becoming stuck as winds and tides are nearly non-existent. Many a crew has succumbed to starvation on the unmoving waters of the sea.

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Strent Forest

The Strent Forest is a large forest in northern Radroz. The forest takes its name from the strent trees which are a single ancient organism and compose the majority of the forest. Various groups of elves, goabs, and other humanoid creatures call the forest home. Ancient cities, long destroyed castles, and forgotten ruins have slowly been consumed by the forest.

Tanan

Tanan is a small city located on the Isle of Draf near the Calling Sea. Tanan is primarily a city of trade.

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 seven 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."

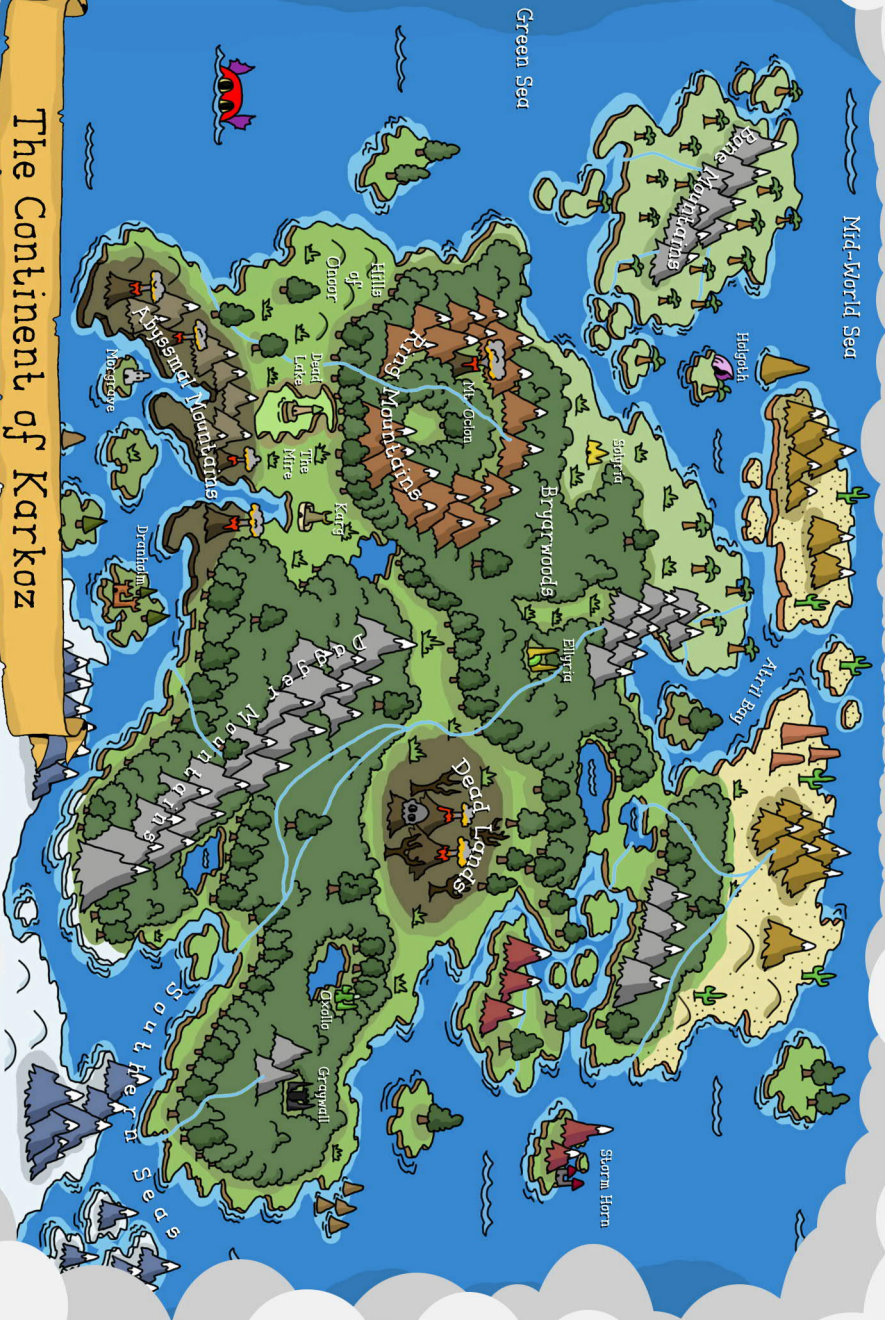
Thithik

Thithik is the poomkin capital. The city is highly protected and non-poomkin visitors are not allowed. The city is composed of giant pumpkins and gourds. The center of Thithik is known as the Patch and is the home to poomkin nurseries and seed mothers.

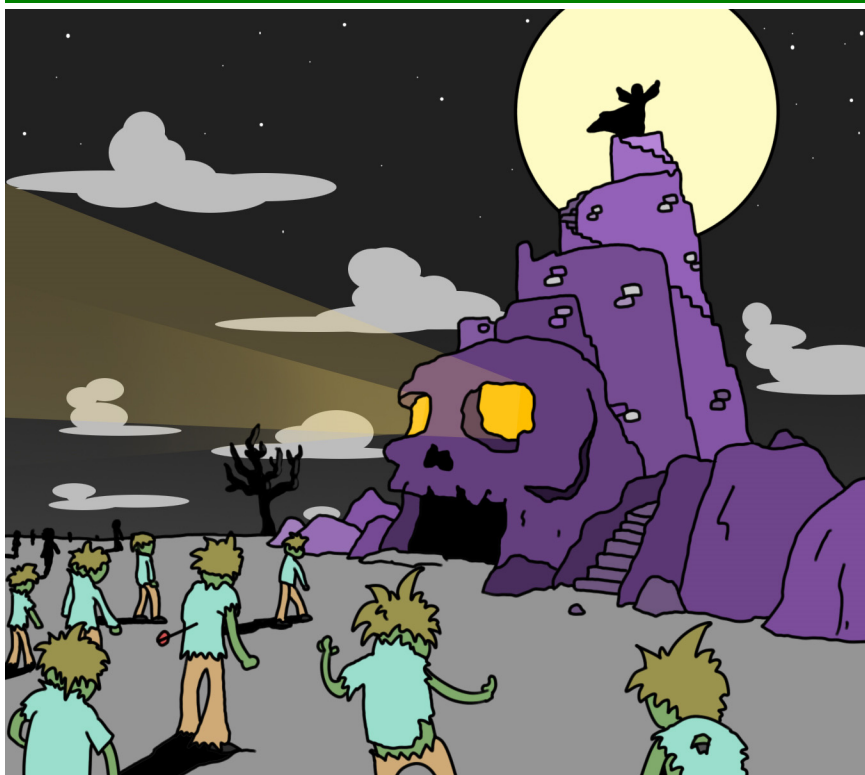
Umbercrag Mountains

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.

The Continent of Karkoz



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Karkoz Continent

The Karkoz Continent is located to the south of Radroz and is one of the nine continents in Far Away Land.

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.

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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.

Bryarwoods

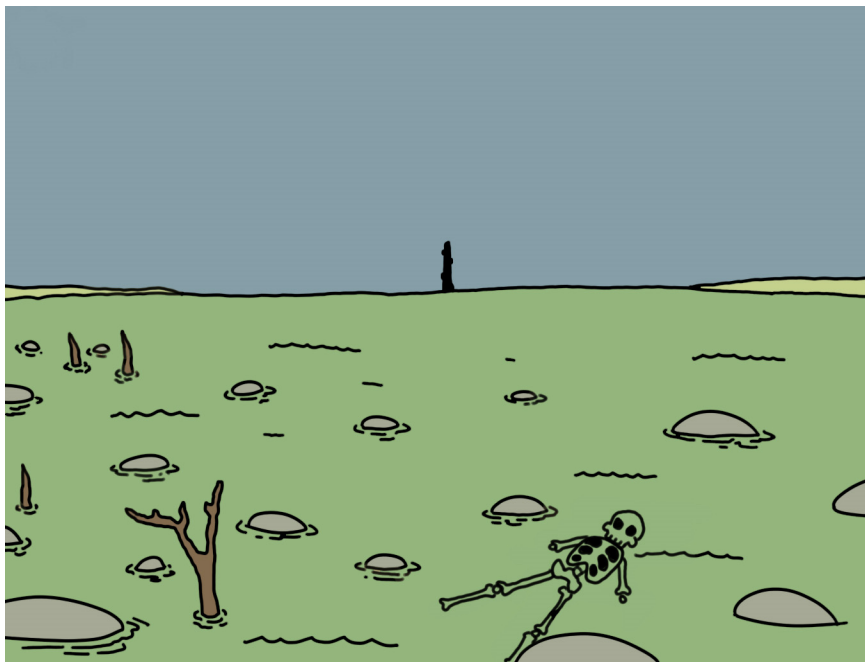
The Bryarwoods are a dense forest known for their tall Briar Trees. The forest is home to many elves.

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 Lake

Dead Lake is a large lake located toward the south of Karkoz. The lake is a result of the boom fissures which turned the lake to poison. The lake is acidic and will dissolve most anything that enters. It also produces poisonous gas that makes going near the lake dangerous. In the center of the lake is the Tower of Bodoom.



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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.

Dranholm

Dranholm is an ancient fortress south of Karkoz. Dranhholm is located on the Isle of Storms and is home to the tyrannical Gorgoth.

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 the Burned Lands a 9 out of 10 rating. "It's absolutely beautiful. Second only to my own city of Londol."

Graywall

Graywall is an abandoned city that was taken over by goabs, ogra, and other unfriendly sorts. The city is a pit of despair, highly dangerous, and controlled by various ogra overlords who command small armies.

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.

Hills of Onoor

The Hills of Onoor are a series of rolling hills and plains located south of the Ring Mountains. The old kingdom of Onoor once thrived but has long since fallen into ruin. Various towns and villages are located within the hills.

Holgroth

Holgroth is a seamerl city located on the Isle of Idj. It is the largest seamerl city in Far Away Land. The city is partially underwater with seamerl buildings and architecture rising up from the seafloor. Citizens move about the city by means of canals and waterways.

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Karg

Karg is also known as Scourgetown. It is a brutal city of slavery, coliseums, and thieves. Fighting pits, arenas, and gladiatorial combat are prevalent in the city. Smuggling, gambling, and backstabbing are common pursuits and create the excitement and danger that exists so strongly within the walls of Karg. In *Blaine McDaine's Guide to Far Away Land*, the author gives Karg a 4 out of 10 rating and says, "It's not as bad as it could be, unless you are fighting for your life in one of the battle pits. I'm sure that really isn't much fun at all."

Mid-World Sea

The Mid-World Sea is a body of water that divides the continents of Radroz and Karkoz. The sea is fairly shallow and easily crossed by ship.

The Mire

The Mire is an area of land surrounding 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 Mire have changed over time.

Morgrave

Morgrave is a wizard city located south of Karkoz. In ancient days, Morgrave was considered the most powerful city in Far Away Land. Today, wizards and mages still make pilgrimages to the ancient city where arcane and esoteric knowledge awaits those who are allowed to enter.

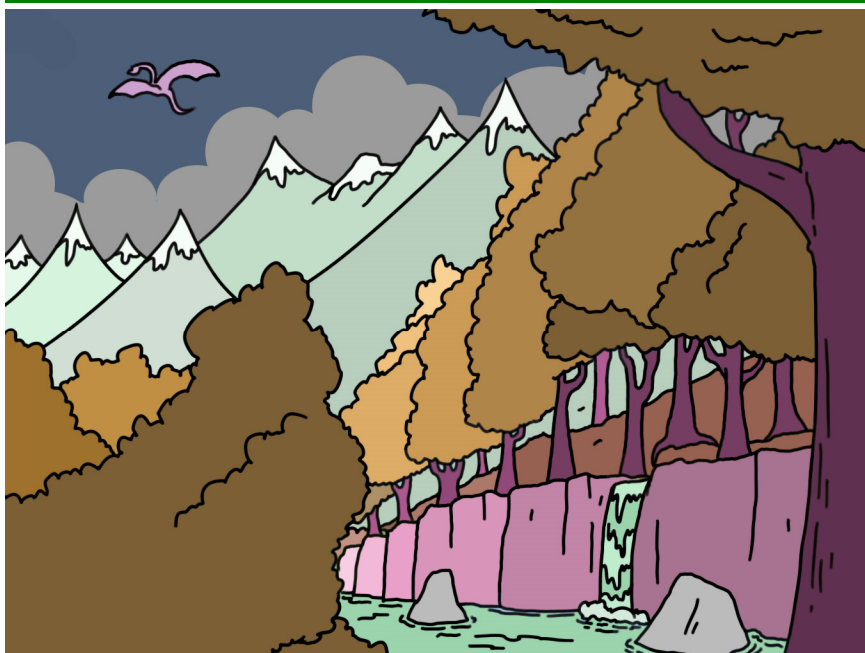
Mount Oclon

Mount Oclon is a powerful volcano located within the Ring Mountains. Mount Oclon is in continuous eruption and because of this the sky is perpetually filled with smoke, terrible rumblings, and powerful lightning storms. The lands around the volcano are desolate and ash covered wastes.

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.

PLACES of FAR AWAY LAND



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 cities 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.

PLACES of FAR AWAY LAND

Southern Wastes

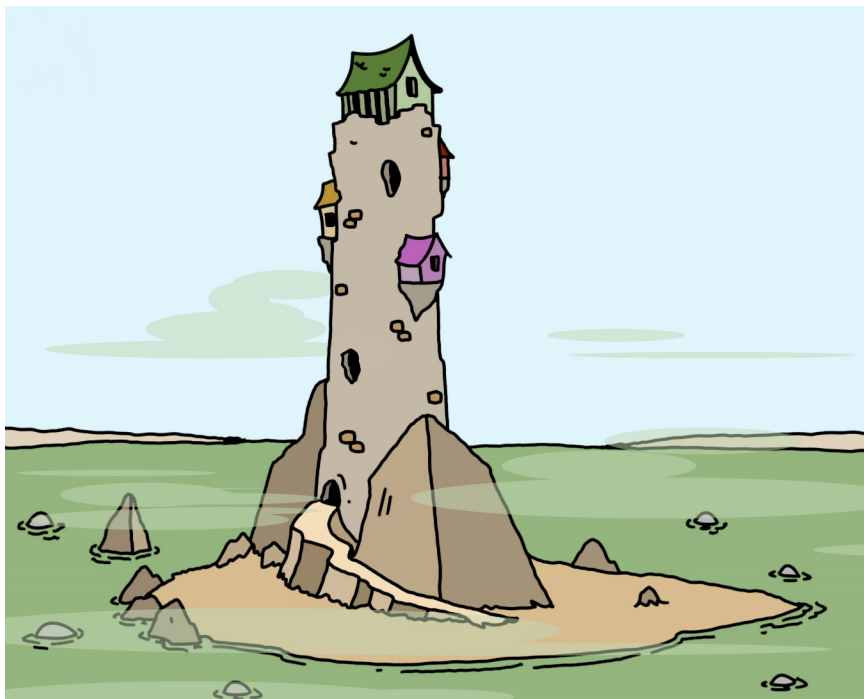
The Southern Wastes are located within the Ice Realm which is south of the Karkoz continent. The Southern Wastes are composed of frozen plains, ice shelves, and mountains.

Storm Horn

Storm Horn is a Human city located on the Isle of Rean. Storm Horn was built by human explorers new to Far Away Land. Today, Storm Horn is mainly a center of trade. It commands trade routes in the south and actively engages in commerce with places as far to the north as Tanan, Droon, Den, and Oricon.

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."





HEROES & VILLAINS of FAR AWAY LAND

Heroes and Villains

The following section takes a brief look at some of the heroes, villains, and creatures who have played a role in the shaping of Far Away Land.

Anilitus

Anilitus was a wizard who brought about the first two Undead Apocalypses. He was a porkus necromancer who used his powers to build an army of undead soldiers. He is known for attacking the city of Terezot and dying in battle at the hands of the orka warrior, Groom Radslayer.

After his death, Anilitus wandered the Gray Planes where he discovered the Vault of Myzeclexes. Within the vault he discovered the Ring of Loden and with its power he was able to return to the living world as a powerful lich. Upon his return to Far Away Land, Anilitus immediately constructed an army of undead to revenge on those who had defeated him years before. Once again Anilitus attacked the Orka city of Terezot and broke through the old walls of the city, where he and his undead army began to slaughter the Orka inhabitants. While in the city, he made his way to the Orkacle and siphoned its power in an attempt to restore his life. However, Groom Radslayer alongside the Orka Count Nine intervened and in the ensuing fight Anilitus was cleaved in half and banished through a vortex to the Gray Planes - where he continued his warring ways in the world of the dead.

Before his second death, Anilitus was able to consume part of the Orkacle's power. This gave him foresight into his own impending doom at the hands of Groom Radslayer, the most awesome orka warrior to have ever lived. Anilitus used this foreknowledge and informed his servant Soth, by means of telepathy, to meet him in the Gray Planes with the Ring of Loden. Anilitus was subsequently slain by Groom Radslayer and consumed in a vortex. After his death, he met his servant Soth at the gates of the Gray Planes

where was given the Ring of Loden. The gatekeeper Ramdous, having been angered by Anilitus' previous escape from the realm of the dead, sentenced the lich to oblivion in the Netherwastes. Once again Anilitus managed to use the



HEROES & VILLAINS of FAR AWAY LAND

ring to escape his fate. For a long time the lich hid out in the lower levels of the Gray Planes while he built an army to overthrow Ramdous.

Before reaching the Netherwastes, Anilitus used the Ring of Loden to stop his descent. He eventually made his way back to the second level of the Gray Planes known as the Emolitorium. There Anilitus lived in secrecy, unknown to Ramdous. Over time, Anilitus built a mighty army that conquered the various levels of the Underpsphere. Once Anilitus and his army reached the sixth level of the Gray Planes, the Skeletal Shore, they mounted their offensive against Ramdous himself in an attempt to overthrow the ancient Celestial and take over the entirety of the Gray Planes. In an epic battle, Ramdous crushed the Army of Anilitus and imprisoned the lich in the seat of his Moaning Throne. There Ramdous farts on Anilitus for eternity.

The Crematoru

There are stories of a beast known as the Crematoru, a terrible monster with charcoal scales, horns, and a blazing inferno for entrails, who was said to live deep in the world. Every six hundred years the Crematoru awakens from its smoldering sleep and claws its way to the surface of the world where it feeds and destroys.



The Orka Librarian Gloor Lighthorn is said to be the only living orka to have witnessed the Crematoru.

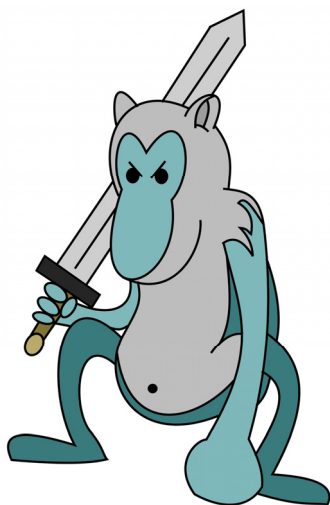
"The beast seemed to glow with fire. Its eyes were blood red coals and its skin was like dark stone. Beneath the skin was the light of fire and lava, the very entrails of the creature smoldered within. Smoke and ash was loosed from the creature as it moved. It made a most horrible screaming sound. The smell of sulfur was in the air. I saw it as it scooped dirt, rock, people, animals, trees, grass... everything into its smoky mouth, its hunger never ceasing..."

The Crematoru is known for laying waste to many kingdoms including the human city of Raintum, the Orka World Sphere, and the Dwarven Stronghold of Thunk.

HEROES & VILLAINS of FAR AWAY LAND

Fuegar

Fuegar was an ancient simian warrior renowned for his great prowess in battle. During his life he achieved much, but in death he became bitter and envious of the living. He managed to escape the Gray Planes and placed his soul into his ancient sword so that whoever should wield the blade would be possessed by his soul and that he could live again. The blade was later found by the human girl Joirel who used it to fight off the undead hordes sent after her by the maniacal necromancer Necra.



Groom Radslayer

Groom Radslayer was probably the most awesome orka warrior to have ever lived. During his life he is said to have singlehandedly defeated several ettins, an army of go-abs, and banished the Fire Elemental Hezeraxithulimuxial back to the Elementalsphere. He is also said to have destroyed over 9000 undead creatures... in a single battle. His greatest warrior moment most likely came about when he defeated Anilitus, the porkus necromancer... twice. The first time he defeated Anilitus was at the gates of Terezot. The second time he cleaved Anilitus in half (while Anilitus was in lich form) and banished the dark wizard to the Gray Planes.

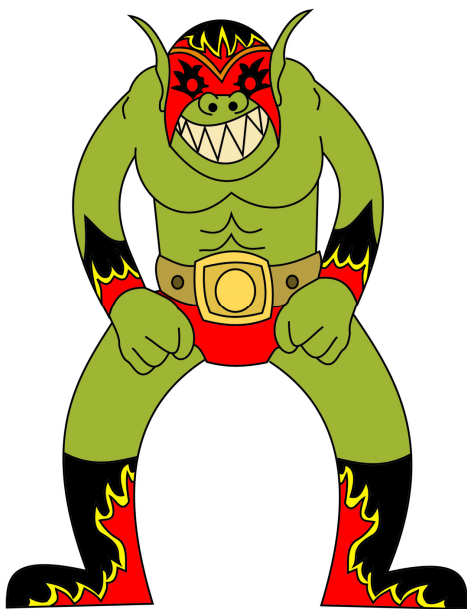


HEROES & VILLAINS of FAR AWAY LAND

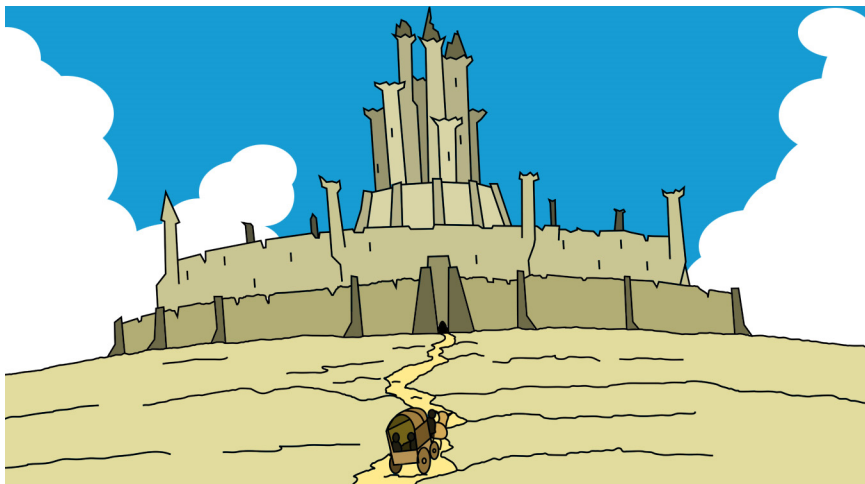
Grabble the Ogra

Grabble the Ogra is a famous ogra grabbomancer (the art of insane fighting). The story has it that one day while daydreaming on guard duty for his enforcer boss, Grabble was shown a vision that led him to a hidden room. Within that room the ogra found the lost scrolls of grabbomancy which depicted the insane fighting style that is grab-bomancy.

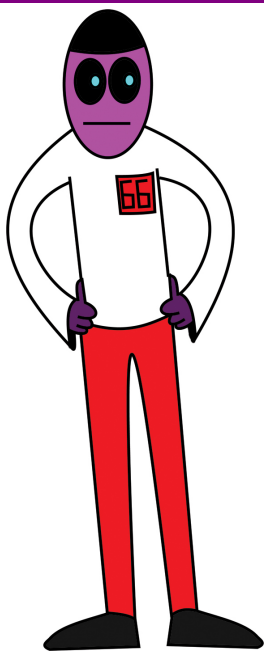
Grabble entered into seclusion and began to study the scrolls in order to perfect the ancient fighting styles depicted. For years the ogra studied and practiced in his cave high up in the Ring Mountains. When at last he mastered all of the techniques, he proclaimed himself Grabble the Grabbomancer and donned the ancient attire for grabbomancy shown within the scrolls.



Now, Grabble the Grabbomancer is one of the most renowned gladiators in all of Far Away Land. He can be seen in various combat arenas in and around the city of Karg where he travels the fighter's circuit and unleashes a flurry of destructive moves on any opponent who would fight the "greatest, rowdiest, most macho pit fighter since the Boom War."



HEROES & VILLAINS of FAR AWAY LAND

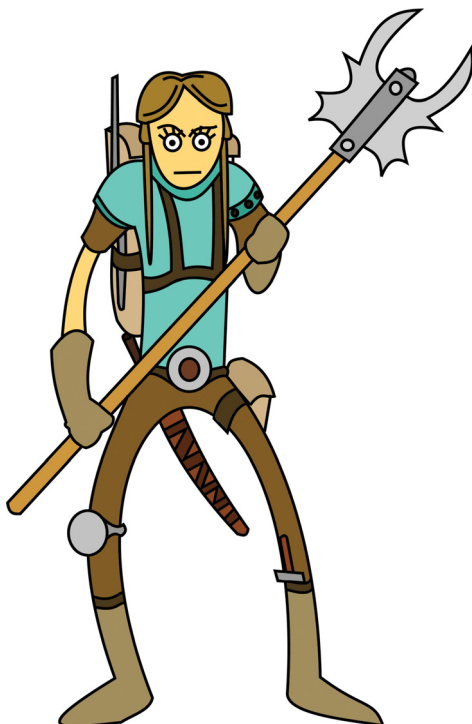


Harold 66

Harold 66 is the 66th version of a series of constructs known as the Harold Models. The Harolds were originally created by the soracan and were supposed to be similar to humans so that they could infiltrate the city of Londol and kill everyone inside. However, the Harolds looked and acted nothing like humans and each time one was destroyed by the humans, the soracan made another and another. Harold 66 was the last Harold to be created. As was done sixty-five times before, Harold 66 was sent to infiltrate Londol so the soracan could invade. But Harold had no desire to wind up deactivated like his previous sixty-five siblings, and so he set off to explore the world. After wandering about for a long while, Harold 66 eventually developed a following which would come to be known as the Teknians, a cultish group of technology worshippers with Harold 66 as their leader. Currently, Harold 66 and his followers reside near the Soracan graveyards in the Kor Desert.

Jen Arcool

Jen Arcool is a human adventurer who has obtained a sort of celebrity status in much of the human world. She is known for her many adventures which have included the raiding of ancient dungeons, temples, and other dangerous places. She is also known for defeating some of the most terrible monsters in Far Away Land. She is the founder of the Adventurer's Guild in the human city of Londol. The Arcool family name is well-known in Londol and surrounding human towns. Jen Arcool's father was Artimus Arcool, a famous human warrior.



HEROES & VILLAINS of FAR AWAY LAND



Joirel

Joirel is a young human woman who recently arrived in Far Away Land by means of a rogue fissure that pulled her from her own world. Her arrival caught the attention of Necra the necromancer, whose ancient texts had predicted the arrival of a stranger who would foil her evil plans for conquering the living. Necra believed Joirel to be this stranger.

Almost as soon as Joirel arrived in Far Away Land, Necra unleashed her un-

dead legions to destroy the girl at any cost. During her escape, Joirel hid in the ruins of Alcron near the Sand Giant Mountains. Within the ruins she came across the renowned simian sword known as Fuegar's Blade which houses the corrupt soul of the ancient simian warrior Fuegar. When Joirel wielded the weapon, she was imbued with great power and magic that allowed her to fight off and defeat the undead hordes that plagued her. But with the power came Joirel's constant struggle to defeat the power of Fuegar's soul and its attempt to take over her body.

Joirel wandered deep into the Simian Jungle where she came to the mysterious Weeping Well, an ancient, two-dimensional portal of great power that is rumored to appear in various locations throughout the world. Longing to return home, Joirel stepped into the Well but was attacked by Necra's undead army. By the time she had defeated Necra's minions, the Well had once again disappeared and Joirel was left stranded. Now Joirel carries the Blade of Fuegar and fights to keep her soul as she defends herself against the wilds of Far Away Land while searching for the Weeping Well, her only chance to return home.



HEROES & VILLAINS of FAR AWAY LAND



Lagremel

The Red Wizard Lagremel was a powerful triksel magic user who built the Ruby Tower. Lagremel is also the wizard who was responsible for bringing the dimensional traveler known as the Linkon to Far Away Land. For many years Lagremel kept the Linkon in captivity where he attempted various experiments. When his final experiment failed, Lagremel and the Linkon were pulled into a vortex. From this vortex emerged their exact opposites from which the noknil hive mind evolved.

The Linkon and the Lone Noknil

Long ago the spirit wanderer known as the Linkon (a wise and bearded being from a place called Urth) left his world in a flash of light and passed through the Bizarro Vortex created by the Red Wizard Lagremel. Lagremel imprisoned the Linkon in the Ruby Tower. For years the Red Wizard kept the Linkon a prisoner and performed terrible experiments on him as he tried to extract his otherworldly wisdom. The finality of these experiments was an attempt to separate the Linkon from his own being. But the experiment failed with catastrophic consequences and a portal was formed that pulled both the Red Wizard and the Linkon in. At the exact same time the two entered into the portal, their exact opposite selves were discharged into Far Away Land. The opposite of the Linkon was called the Noknil and it quickly destroyed Lagremel's opposite. What became of the Linkon and Lagremel is unknown.



HEROES & VILLAINS of FAR AWAY LAND

The Lone Noknil remained within the Ruby Tower and over time deciphered the works of Lagremel. Within the wizard's writing the Lone Noknil found the secret of cloning and thus began to reproduce itself. The number of noknil grew and soon they left the Ruby Tower and established a bizarre and huge hive-type structure in which they created their kingdom. Within the hive the noknil hierarchy was established with the Lone Noknil as a Queen sort of figure. Soldier noknil protect the Lone Noknil. Miner noknil mine the ingredients required to clone. Harvester noknil gather and grow food which feed the hive. Grub noknil are undeveloped noknil who are fed to the Lone Noknil.



Lord Kythos

Lord Kythos was a crotalian arch mage and leader of the Dark Axis during the Mage Wars. Kythos was born of the Hytheek Brood near the Bone Mountains. His early life was spent as a slave in the service of the crotallian Lord Izz. During a trip into the heart of the jungle, Kythos saved a crotallian mage named Ethrek from the jaws of a fell lamprey. In repayment for his deed, Ethrek bought Kythos' freedom and began to show him the ways of the arcane arts.

Kythos quickly learned the ways of magic and became a powerful mage. As he grew in power so too did he grow in fame and when his fame reached his old master Lord Izz, he found his life in peril. Izz commanded that Kythos be killed as an example and sent his guards to take the mage. But Kythos refused to be taken and destroyed the guards with his powers as his followers watched. Shortly thereafter, Kythos and his followers went to the crotallian city of Holgroth and killed Izz and his remaining guards and took control.

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It was under the strict rule of Kythos that the crotallian empire grew. Many statues were raised in the mage's honor. But Kythos sought more power and delved into the darkness of the arcane arts. He designed and constructed the Obsidian Tower, a powerful mage conduit designed to enhance his magical abilities. Within the confines of his tower he created minions and raised the dead.

Over the next years, Kythos sent his spies to bring forth information about wizards and kingdoms from the continent of Radroz in the north. He vowed to expand the rule of the crotallians and to conquer those who were too weak to rule themselves. A traitorous mage named Mormethes (who was a member of the Circle of Seven) informed Lord Kythos that the Circle of Seven had found a decline in magic. It was at this time that Kythos sent his invisible spy, the Lemurax, to watch the Circle of Seven and report back. The Lemurax reported that what Mormethes spoke of was the truth. The news that magic was becoming weaker both frightened Kythos and enraged him. Already stricken with a lust for power and a mind warped by the dark arts, Kythos set his sights on attaining all of the world's magic. He vowed to destroy the Circle of Seven and become the supreme mage of the World.

Kythos spread word to his crotallian allies that mages in the north were harnessing and storing up magic as they waited to take control of the world. He told his followers that because of the greed of other mages, soon all magic in the world would be lost. He pointed the finger of shame at the Circle of Seven to gain followers. As he created a common enemy in the northern mages, he simultaneously forged a network of necromancers and elementalists from the southern lands who were intent on keeping their powers.

The years that followed were a bleak and terrible time for the world. This century of magical fighting came to be known as the Mage Wars and it left the world in shambles. But Kythos prevailed and with his Dark Axis he marched his armies across the lands and took the towers in the north. Nevertheless, the Circle of Light, commanded by the prophecy fulfilling Lapiz Wizard, rose up to stop Lord Kythos. In an epic battle that saw terrible carnage, the Lapiz Wizard faced off against Lord Kythos in a single mage combat. For many days the two mages battled and when it finally looked like Kythos would be victorious, the Lapiz Wizard sacrificed his own life and destroyed the crotallian arch mage at the place that came to be called Silvelvis.

Mr. Mean, Boy Destroy, and Noone

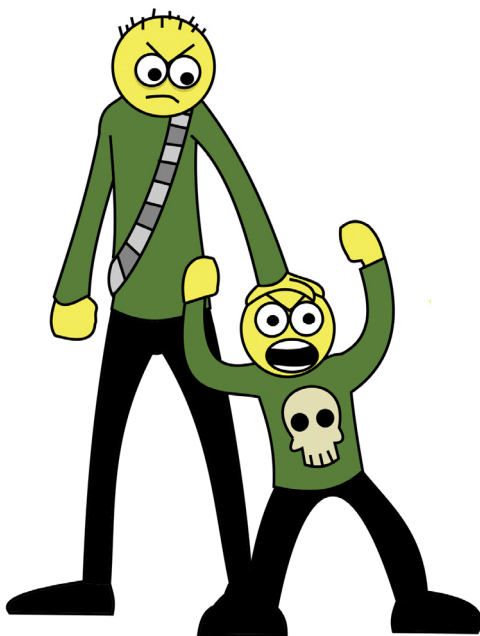
Far in the future, on a world called Terra, the Imperial Investigator Noone had been chasing the mad murderer Mr. Mean for nearly three years when the cosmic apparati pulled both numans into Far Away Land. Along with Noone and

HEROES & VILLAINS of FAR AWAY LAND

Mr. Mean also came a chunk of Terra, an old and decrepit city that was home to Mr. Mean and his followers. On Terra the city was called Raintum and was part of Vanguard Mega City, a sprawling and vast megalopolis home to nearly a billion human inhabitants. Unfortunately for Noone (and Far Away Land), Raintum contained some of the most criminal elements of Terra. These criminals and their diabolical leader were thrust into Far Away Land, forever trapped.

Mr. Mean made quick sense of the situation and immediately began to build up the defenses of Raintum. Noone on the other hand was exiled along with all of those who refused to follow Mr.

Mean. These numans made their way into the new world in search of a new home. Although their future technology was powerless in Far Away Land, Mr. Mean and the Yellow Fist forged a powerful army with Raintum as their capital. Noone and the other numans spread out through Far Away Land finding work and lodging in the new world wherever they could.



Soon after having arrived in Far Away Land, the human city of Raintum was attacked by the noknil clones of the noknil hive mind. The noknil were easily defeated but Mr. Mean was intrigued by their clonage and so he set out to learn of the noknil ways. With a small army, Mr. Mean besieged a noknil hive and stole a cloning chamber which he then used to create his own clone. Ignorant of the noknil and the cloning process, Mr. Mean failed to recreate himself and instead made a clone half his size with twice his destructive attitude. The clone was called Boy Destroy and during his creation the noknil cloning device was destroyed due to an incompatibility with the psionic human mind.

Although his clone, Mr. Mean viewed Boy Destroy as his own child and Boy Destroy viewed Mr. Mean as a father figure, taking orders only from him. Prone to temper tantrums and violent outbursts that could last hours and days, Boy Destroy was feared by most numans (and many others as well). His lawless behavior and disregard for life ultimately led to his destruction at the hands of Noone just before Mr. Mean was cast into the Bolgosphere.

HEROES & VILLAINS of FAR AWAY LAND



Necra

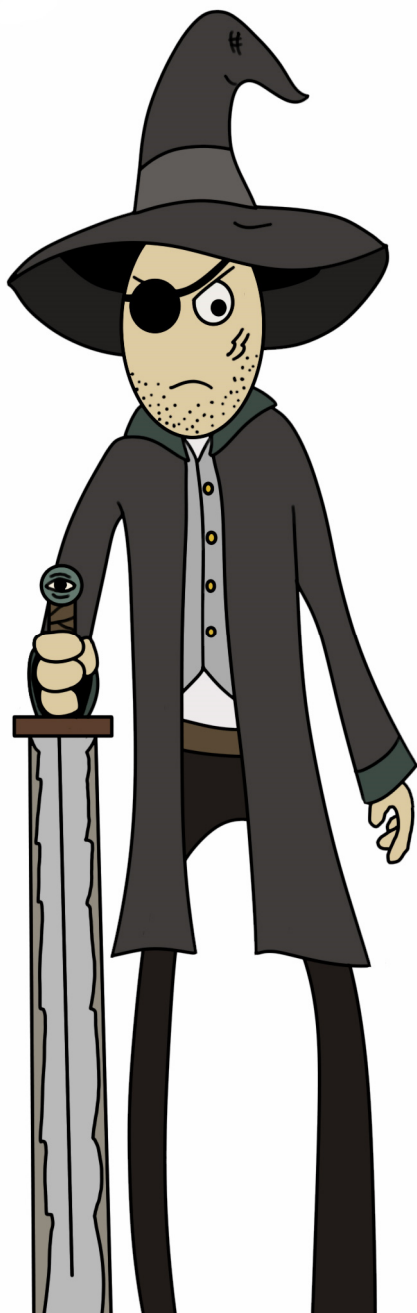
Necra is a human necromancer who lives in the Dead Swamps of Keltor on the continent of Radroz. Over the years, Necra's mind has been slowly warped by the use of dark magic. She believes that there will be a final undead apocalypse known as The Reckoning of Souls, when the gates of the Gray Planes are opened and the dead in Far Away Land rise up to bring about the end of all living beings. Necra believes that she is the one to bring about this event and that she can only be stopped by an obscure prophecy which foretells the coming of a stranger who brings about peace. Necra believes this stranger to be the human girl Joirel who possesses Fuegar's Blade. Necra believes that once she destroys Joirel, she will be free to bring about the Reckoning.

Ramdous

The gates to the Gray Planes are guarded by Ramdous, a creature of immense power who acts as the single guardian to the Planes. Ramdous is the creation of the Great Seed. Ramdous awaits all those who enter into the Gray Planes. His kingdom is on the sixth level of the Planes and acts as an impenetrable buffer between the Underpsphere and the Mazigodome. It is at the feet of Ramdous that the dead are sentenced to their punishments on the appropriate level of the Gray Planes. He awaits in his Moaning Throne of a million undead, those who have been chosen to hold him up for eternity.



HEROES & VILLAINS of FAR AWAY LAND



Raymere Vulcang

Raymere Vulcang was one of the greatest human warriors to have ever walked the world of Far Away Land. Legend says that his father was an Immortal and his mother a normal human. While history is unclear on whether this is true or not, Raymere Vulcang was said to have displayed abilities impossible for most humans (such as slaying an ettin with his bare hands and rubbing his hands together at such speeds so as to form glass from sand).

Raymere Vulcang grew up in the village of Stoke, a small farming community on the Garn River. When he was ten, the village was laid to waste by a band of goab marauders who imprisoned the boy and forced him into slavery. For the next five years Raymere toiled day and night for his goab masters until he was freed during a battle with the Knights of King Nolan. Raymere was taken back to the castle of King Nolan where he was nursed back to health. He quickly became famous for his long imprisonment with the goab horde (since most prisoners lasted only a few months).

Over the years he rose in the ranks of King Nolan's Knights and at the young age of twenty, he became the leader of the order. During this time Raymere was known as Raymere the Knight and it was while in service to King Nolan that he was said to have killed Grok the ettin with his bare fists.

HEROES & VILLAINS of FAR AWAY LAND

With age King Nolan became paranoid and came to believe that everyone was out to take his throne, Raymere most of all. So he had his best knight imprisoned in the dungeon and left to rot. But Raymere was soon freed by the King's daughter, Sola, whom he secretly loved. The two then escaped together.

The king was angered by his daughter's treason and sent his knights to retrieve her and to kill Raymere. Once the knights caught up with the couple, they battled Raymere and during the course of the battle, Sola was killed. Furious, Raymere killed all of the knights and returned to the kingdom disguised as a knight carrying the body of Sola. When King Nolan saw his daughter he was overcome with sadness and killed himself.

In the years that followed the death of his beloved, Raymere Vulcang roamed the countryside of Far Away Land as a dark and solitary hunter of beasts. He was a mercenary for hire finding work in villages desperately in need of a hero. He came and went across the land, moving from village to village, from kingdom to kingdom in search of battle. He is said to still be roaming.

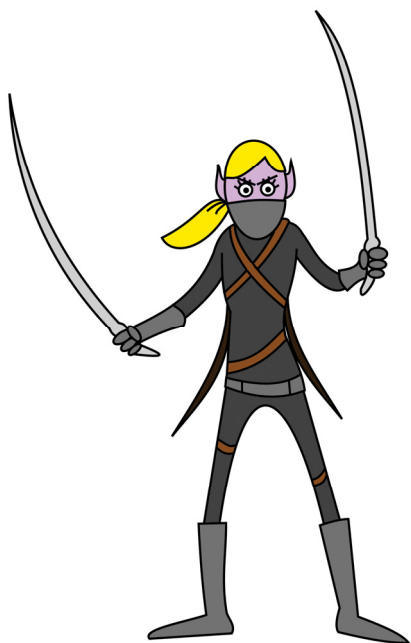
Richard Awesome

Richard Awesome was one of the first famous humans in Far Away Land. Born to simple farmers on the outskirts of Londol, Richard Awesome soon proved himself to be one of the most cool and awesome humans to have ever existed. His coolness was only enhanced by his desire to wear an ancient artifact known as sunglasses.

Richard Awesome was awesome with knives. During a bloody battle with the Dark Moon Clan, Richard used both his knife and leadership abilities to save the day. In the end however, Richard Awesome succumbed to his own arrogance as he foolishly took on a ten times ten man singlehandedly (armed only with two knives). He was blown to bits and a tiny knife statue was erected in his honor.



HEROES & VILLAINS of FAR AWAY LAND



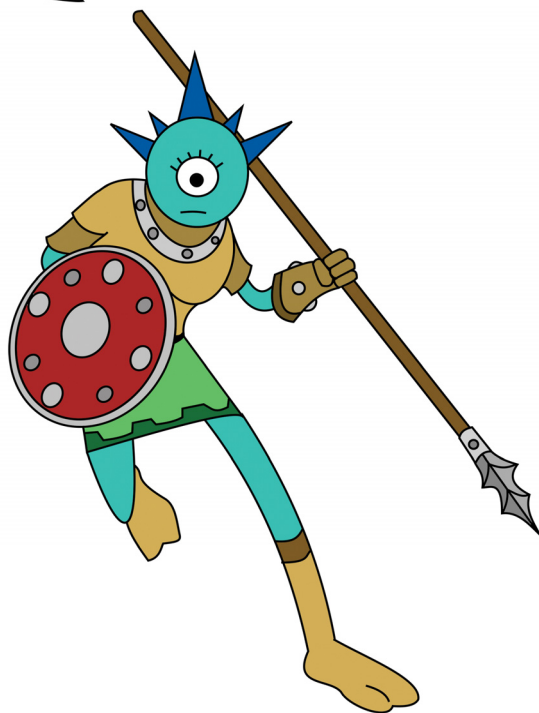
Sheelia

Sheelia is an elf assassin who hires out her services to the highest bidder. She often works as a mercenary, performing assassinations for various kingdoms and merchants who need dirty work handled in a clean and discreet manner. Much of her recent activities have been spent in the Lakeland area where she works for the Tal-Mik Na'ar thieves' guild.

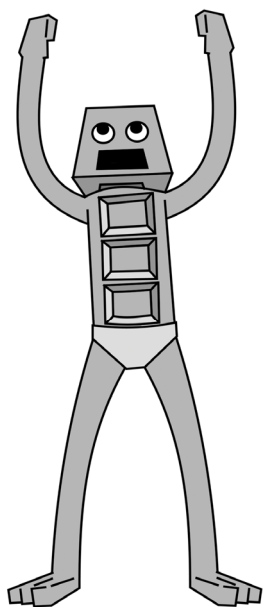
Sheelia lives by a strict code of discipline. She prides herself on breaking free of the restrictive elven culture and finding her own way in the world.

Soola Wellhorn

Soola Wellhorn is a renowned orka warrior who helped defend Terezot during various battles and undead uprisings. She is most known for defeating the Vampire Lord Arkonodon by decapitating the vampire with her magical shield Gramere. Years after the battle, Soola Wellhorn led an orka cartography team to the continent of Huloz where she discovered the magical spear of Hooloon. After returning from Huloz, Soola Wellhorn was made Captain of the Elite Guard in Terezot.



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Toc Pow A

Toc Pow A was the first blonin to emerge from the Glorious Cube. It is said that upon his emergence (which took place in a flash of light) that the Glorious Cube once again breathed and in its breath was born life. Toc Pow A spent the first lonely years of its life in communion with the Cube, discerning its secrets and listening to its voice. It was in those days and in that communion that Toc Pow A laid down the hierarchy for all blonin as it was given by the Glorious Cube. Thus the blonin Book of Cubikism was created and within its pages were laid down the laws and the rights of the blonin people. On the morning of All Cubes Day, Toc Pow A stood atop the Cube and commanded that it once again breath life into the world. As the words were spoken, the Glorious Cube took the life essence within Toc Pow A and from it created the blonins.

Zadkiel

Zadkiel (sometimes known as "The Oath Keeper") is a cunning shapeshifter who resides in the human city of Lakeland. Unknown to even his closest acquaintances, Zadkiel keeps his true nature as a shapeshifter a complete secret and relies on various personas and appearances to thwart and deceive his foes and expand his constantly growing war empire.

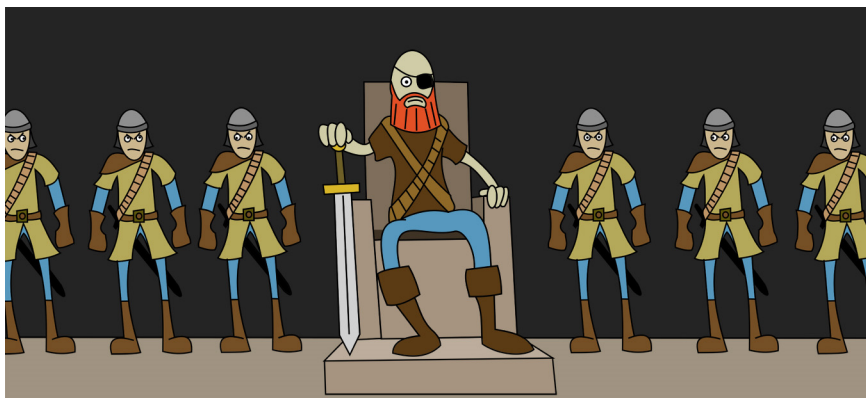
In Lakeland, Zadkiel is known by the name of Gerhard Viske and appears as a middle-aged human male. He is the leader of the renowned and feared thieves guild known as the Tal-Mik Na'ar (ancient Elven for "twisted flowers") that specializes in all manner of crime. While on the surface the Tal-Mik Na'ar appears as a common thieves' guild, the guild is actually responsible for more heinous and lucrative crimes such as the trading and sale of weapons and arms to various human kingdoms that are currently at war with one another. The Tal-Mik Na'ar's clients include Baron Headaxe, King Stime, and the kingdom of Arch Lord Magniz. Under the leadership of Zadkiel, the Tal-Mik Na'ar not only sells weapons and resources to various kingdoms, but also perpetuates these small wars through blackmail, murder, kidnapping and various other crimes.

HEROES & VILLAINS of FAR AWAY LAND



Zadkiel often poses as a human woman named Nicole who is a trader and shipping agent for the city of Lakeland and who has close ties with the cities of Droon and Tanan. Many of the resources obtained by Nicole are sold to the kingdoms whose wars the Tal-Mik Na'ar perpetuates.

While the Tal-Mik Na'ar are known in and around Lakeland, their exact headquarters remains a mystery. Rumor has it that the guild headquarters are located somewhere on the Ronam Plains in the ancient ruins of a long since abandoned ziggurat. The ziggurat is rumored to be protected by powerful magic spells.





RELIGIONS & CULTS of FAR AWAY LAND

Religions and Cults of Far Away Land

The following section contains several descriptions of common religions, cults, and other organizations found in Far Away Land.

Astrology (Sleptours)

The six-legged sleptours believe that the heavens contain the stories of the past and the future. They believe that the position of stars and other heavenly bodies have a direct effect on the way mortals live their lives and that the stars and planets were placed in the sky as messengers from the old gods.

Sleptours view astronomical signs such as comets, eclipses, and other heavenly anomalies as having deep spiritual significance in the world. Their holy texts and scrolls greatly detail past events and the impact these events had on Far Away Land. Their texts also predict various events based on the positioning of the stars and the location of Far Away Land in the cosmos. Many claim that the sleptours predicted the coming of the Boom and the fissures that reshaped Far Away Land.

The Balbergulb Syndicate

Crime is organized in Far Away Land (sometimes) and there exist no better criminal masterminds than the balbergulb. This toad-like race has natural instincts for cunning, betrayal, back-stabbing, and all around dastardliness. Since before the Boom War, the balbergulbs have operated a crime syndicate according to a strict set of rules known as the Codex Sluthothos (written by the ancient balbergulb Sluthothos). The Codex lists the rules by which balbergulb, who are members of the Syndicate, must abide. Breaking even one of the laws of the codex results in the assassination of the balbergulb by his or her peers.

On Far Away Land, the Balbergulb Syndicate practices every type of criminal behavior from kidnapping and murder to the funding of armies and wars. The failed human king Heston Apollyon was known to have usurped the throne of George the Best with the help of several balbergulbs (those same balbergulbs are thought to have had Apollyon beheaded when he failed to uphold his end of the bargain).

Balbergulbs have a strict caste system with the most noble of families also being the most ancient. These ancient and royal families are known to run the Syndicate and act as the enforcers and cabinet for which all Syndicate activities pass through. As such, balbergulb criminality is equaled only by balbergulb bureaucracy.

RELIGIONS & CULTS of FAR AWAY LAND

Cubikism (Blonins)

Blonin civilization is literally centered on worship of their Glorious Cube, a large, cube shaped object which the blonin believe directs them in their daily lives. The Glorious Cube is the life essence and creator of the blonin as was recorded by the first blonin, Toc Pow A. The blonin holy book is known as the Blonin Book of Cubikism. The blonins believe Toc Pow A to be the author of the Book of Cubikism and its 64 rules.

The blonin religion (which has no name but is generally referred to by outsiders as Cubikism) is structured around the blonin belief that they are each a part of the Glorious Cube, both in life and after death. They believe the Glorious Cube transmits thoughts and epiphanies to those who are open to its teachings. The blonin ultimately believe that the Glorious Cube is leading them to salvation, that through the teachings of Toc Pow A and the Book of Cubikism, they may one day achieve a state of perfection within the cube.

When a blonin dies, its life essence is said to return to the cube and merge with it in a state of perfection until it is born again in a different form. The blonin believe that they are to experience the world and learn as much as they can in order to add to the perfection of the Cube. Blonin who refuse to obey the Book of Cubikism and the strict laws of blonin society are often outcast from the city of Cage. The blonin also believe that if they refuse to follow the teaching of Toc Pow A and fail to open themselves to the commands of the Cube, that their death will mark the end of their existence as they will be refused entry into the Cube.

Cult of the Last Human

The Cult of the Last Human is a human cult that believes that the end of the world will be brought about by a human. The cult believes that the human child will be born to peasants and will rise in power eventually taking over Far Away Land creating a powerful, human led empire.

The Cult of the Last Human has grown in power as many rally behind their teachings and prophecies. The founder of the cult, a man named Los Acron, wrote out the mission and prophecy of the cult in a short book known as the Book of the Last Human.

One of the major missions of the cult is to seek out children and newborns whom they believe will lead humanity into conquering Far Away Land. The Book of the Last Human outlines the signs by which this leader will be known. A select group of elders in the cult administers these secretive tests in order to discover the Last Human.

RELIGIONS & CULTS of FAR AWAY LAND

Cult of the Second Coming

The Cult of the Second Coming is a group of self-exiled elves who believe that the Boom War was only the first of the Boom invasions. These elves believe that another invasion will take place soon and to prepare, the cult has committed to a militant lifestyle. The cult itself is spread throughout various parts of the world. They have an elaborate communication system that allows them to converse with one another via scouts and riders who carry important end of the world messages.

The Cult of the Second Coming believe they are the true defenders of Far Away Land. They believe that when the boom arrive for their second attack, they will be the ones who defeat the boom. In order to prepare and accomplish their mission, the cult stockpiles food and weaponry, practices various military tactics, and waits for the second coming in underground bunkers.

Dalnuk and Ancestral Worship (Glacierians)

In the snowy wastes of Far Away Land live the glacierians. These frosty blue folk worship an ancient warrior named Dalnuk. It is said in glacierian lore that there was a great beast called the Kragor, which was a giant and whose head and body were covered in dark blue ice. For centuries the Kragor is said to have tormented and fed on the ancient glacierians. Then along came this totally skilled warrior named Dalnuk and his famed ice blade Gheati. When the Kragor came down from the glaciers it was met on the snowy plains by Dalnuk, and the two immediately entered into a fight which lasted several days. In the end, Dalnuk had slain the Kragor and saved the glacierians from the creature's constant hunger.

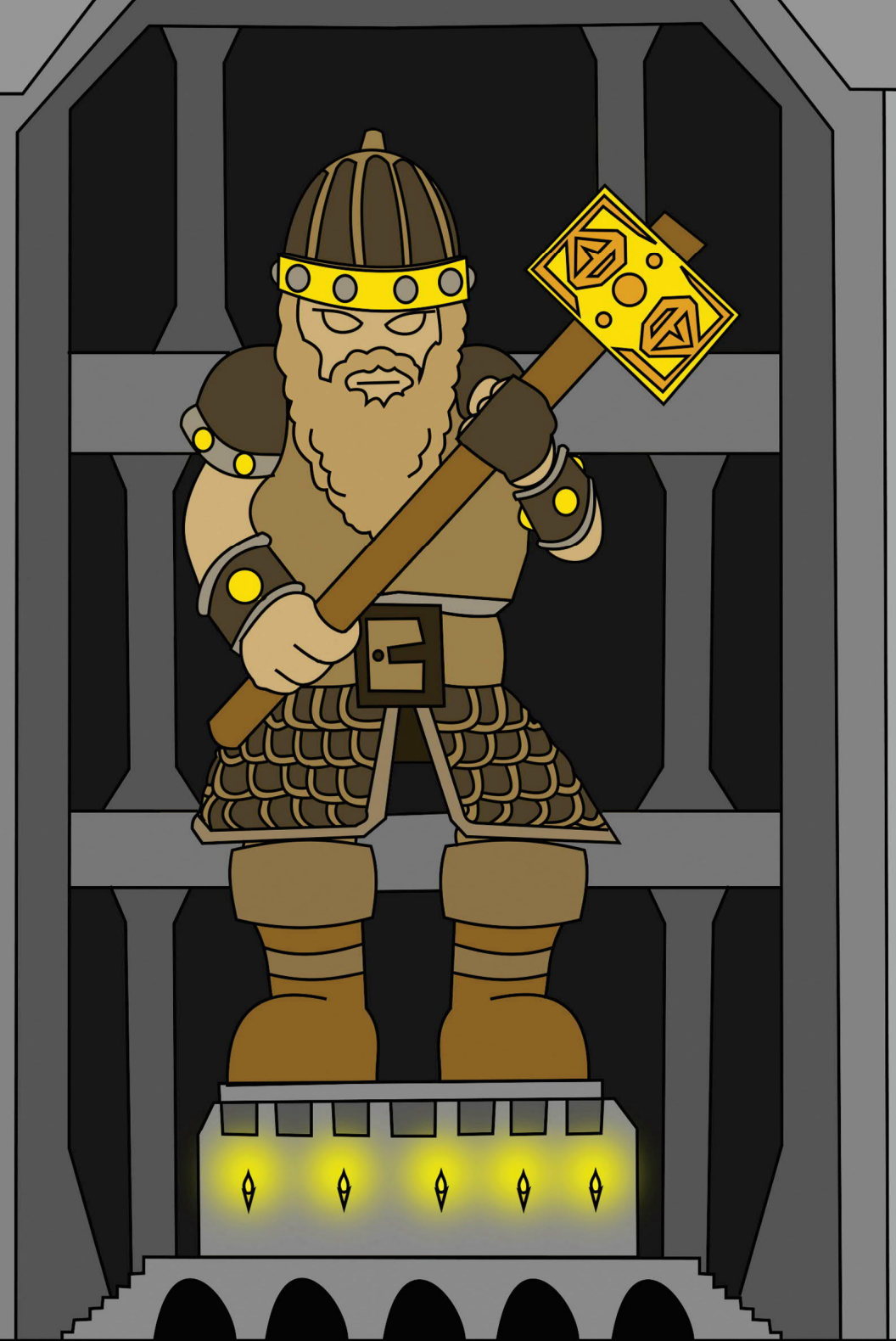
Today in glacierian societies, Dalnuk is seen as a sort of savior type character who freed the glacierians and proved that they were the best of all warriors in Far Away Land. Most glacierians have been able to (conveniently) trace their ancestral lines back to Dalnuk.

Besides their worship and esteem for Dalnuk, glacierians also worship their own ancestors and family members. They believe that the spirits of dead glacierians accompany them on hunts and into battle.

Elven Trinity

The elves worship a trinity of beings whom they refer to as the Voolutri. The Voolutri are composed of three female deities, Sora, Anora, and Mara.

Sora is the goddess of land and trees. She appears as a blond haired female elf whose skin is made of tree bark, whose eyes glow bright green, and whose music is said to calm even the angriest soul. The elves believe that the voice of



RELIGIONS & CULTS of FAR AWAY LAND

Sora comforts those who are dying. She is the most important goddess of forest elves. Anora is the goddess of the air and the heavens and the stars. She appears as dark skinned with beautiful black eyes and long black hair. She is said to be the most beautiful of the Voolutri. Anora is the most important goddess for mountain and hill elves. Mara is the goddess of seas and water and the rain. She is blue in color with long blue hair and bright, white eyes. She is said to dwell in the oceans and seas of Far Away Land. Mara is the main goddess for the sea elves.

Leviathrog (Seamerls)

Seamerls worship the ancient sea god Leviathrog, a long, multi-legged eel-like creature with the head of a giant frog and razor sharp teeth. Seamerls believe that Leviathrog was born from Lurola (the mother of the sea) and was placed in the oceans to bring luck and protection to those who worship it, while bringing destruction to those who do not.

The Leviathrog is said to live in the deepest parts of the ocean and comes to the surface only when the fate of the world is at hand. Seamerl custom dictates that the dead be placed on a raft made of Eechee Reeds and set adrift in the ocean so that they may return to the Leviathrog from which they were created.

Mort (Dwarves)

The dwarves worship their creator whose name is Mort. Mort is basically a gigantic dwarf. Mort is always depicted dressed like a dwarf wearing cumbersome mail armor. His awesome god weapon is a giant hammer named Stallor.

Mort is known for his love of ale, ore, and fighting. It is said that through Mort, all dwarves receive their courage and battle prowess. It is also said that by consuming large quantities of dwarven ale, dwarves grow closer to the spirit of Mort.

Dwarves generally worship Mort in huge statue form. Each dwarf clan has a statue of the god and their own particular symbol for him. This symbol usually incorporates an image of a fist or the god's hammer Stallor in various forms.

Noknil Cult of the Lone Noknil (Noknil)

The first noknil was the Lone Noknil and he was created from the essence of the dimensional traveler known as Linkon. Over the ages the Lone Noknil created many clones of himself which are called noknil. Into each noknil clone he infused the thought of complete loyalty and obedience. In the end, the Lone Noknil became a sort of god to his hive mind children.

RELIGIONS & CULTS of FAR AWAY LAND

Today the Lone Noknil is housed within the Hexagonal Throne of the Noknil Hive. From within his throne, the Lone Noknil issues commands to his noknil children. His sole responsibility is to feed and create more noknil and to command his servants. He feeds on specially fed noknil who are cloned only for the sake of keeping him alive. Once a year the Lone Noknil participates in the Great Feeding, in which his noknil food is prepared and laid out within his throne. He then spends days gorging on his clone food.

Olantians

Olantians are a group of elves, dwarves, poomkin, orka, and humans who worship the giant snails called olantas. They believe the olantas are the direct conduits to understanding the universe and that by worshipping and trying to understand the olantas, they grow closer to understanding the universe. Olantians believe that when they die they will once again become part of the olantas on a planet called Neux where they will all be made kings due to their diligence and beliefs while they were alive.

Part of the cult's calling is to bring other followers into the fold in order to increase the density of the mass thought. This is usually done through gentle and easy means with simple indoctrination rituals. However, Olantians have been known to forcefully motivate non-believers into accepting their truths. This is usually done through forced brainwashing.

Old Man (Humans)

Some humans believe that there is an Old Man who lives in the sky. The Old Man is the creator of all worlds. The Old Man is said to have become exhausted from his creation and sleeps for ages.

As their native language changed over time, so too did many of the practices brought from their home world. What evolved was a simplistic belief system that an Old Man made Far Away Land and that sometimes the Old Man interferes in the mechanics of the world, but most of the time the Old Man just sleeps.

While the core belief of humans is based on the Old Man, there are many different variations in the belief systems. The Old Man goes by various names such as Rodger, Bishop, Papi, and Menu. Some humans believe that the Old Man is actually an Old Woman (although these beliefs are often challenged by the ruling patriarchy). Some view the Old Man as benevolent and forgiving while others see him as spiteful and mean. Many believe that by praying to the Old Man they can influence his dreams. They believe that through constant prayer they can influence his dreams to the point that he will interact in their own lives and give them what they desire.



RELIGIONS & CULTS of FAR AWAY LAND

The Orkacle (Orka)

The orka Orkacle is located in the orka city of Terezot, within the Temple of the Orkacle. While there are those orka who worship the Orkacle directly, most orka have taken a more secular view of the Orkacle and have attempted to understand and define its nature.

The Orkacle is a powerful presence that appears like a radiant energy orb. The light from the Orkacle swells and diminishes as if breathing. The Orkacle contains all of the knowledge of every orka who has ever existed. The orka believe that the Orkacle is a living entity that has attached itself to their species and remains alive because they live. This symbiotic relationship has created a great deal of mystery and intrigue around the Orkacle.

There are those orka who can communicate directly with the Orkacle. These orka are known as Prime Orka and they are very rare. Prime Orka can tap into the knowledge of the Orkacle and ask questions, see the past, and communicate with those orka who lived centuries before. Some of the Prime Orka also possess an ability of foresight. When they allow the Orkacle to enter into them, they are able to see brief glimpses of the future. Some of those who have studied the Orkacle believe that this event is not a prophetic event, but rather a culmination of the orka knowledge that allows the Orkacle to assume what will take place based on history.

The Ozotum Mysterious

The ozotum are a race of humanoids from the planet Urth in the Antiverse. They came to Far Away Land during the Boom War. The Ozotum Mysterious is a religious order of ozotum who believe in the ultimate supremacy of their race, and as such, believe that they must do everything they can to ensure their survival and dominance. The order is comprised of powerful warlocks and witches who have bonded with quilquim symbiotes.

Each member of the Ozotum Mysterious receives an identifying tattoo. This tattoo is known as the “Mark of O” and features a stylized ouroboros with sideburns and a pompadour. The Ozotum Mysterious are highly feared and extremely dangerous. They wear flashy jumpsuits and have perfectly sculpted hair. They ride on giant birds called rooks and lay waste to their enemies without mercy. All Ozotum Mysterious must bond with a quilquim. Once in the order there is no turning back. Those who attempt to leave face death.

One of the greatest enemies of the Ozotum Mysterious was Eckard of Kor. Eckard was a human who killed a member of the order and subsequently received the quilquim that had once been bonded to the ozotum. For years, Eckard travelled about Far Away Land as both hunter and hunted. In the end, the Ozotum killed Eckard but they were unable to retrieve the quilquim before it bonded with an elf named Ora Darkleaf.

RELIGIONS & CULTS of FAR AWAY LAND

Seed Mothers (Poomkin)

The poomkin worship a being known as the Seed Mother. The Seed Mother is a great growth of vines and plants from which poomkin are born. In the old days, there was only a single Seed Mother but the poomkin have since taken clippings from their creator and planted them in other regions.

Seed Mothers are tall tree-like plants which grow up from the ground. They are covered in long vines and attached to their trunks are poomkin pods, the flowers from which poomkin are born. Seed Mothers are said to have a consciousness that directs the poomkin.

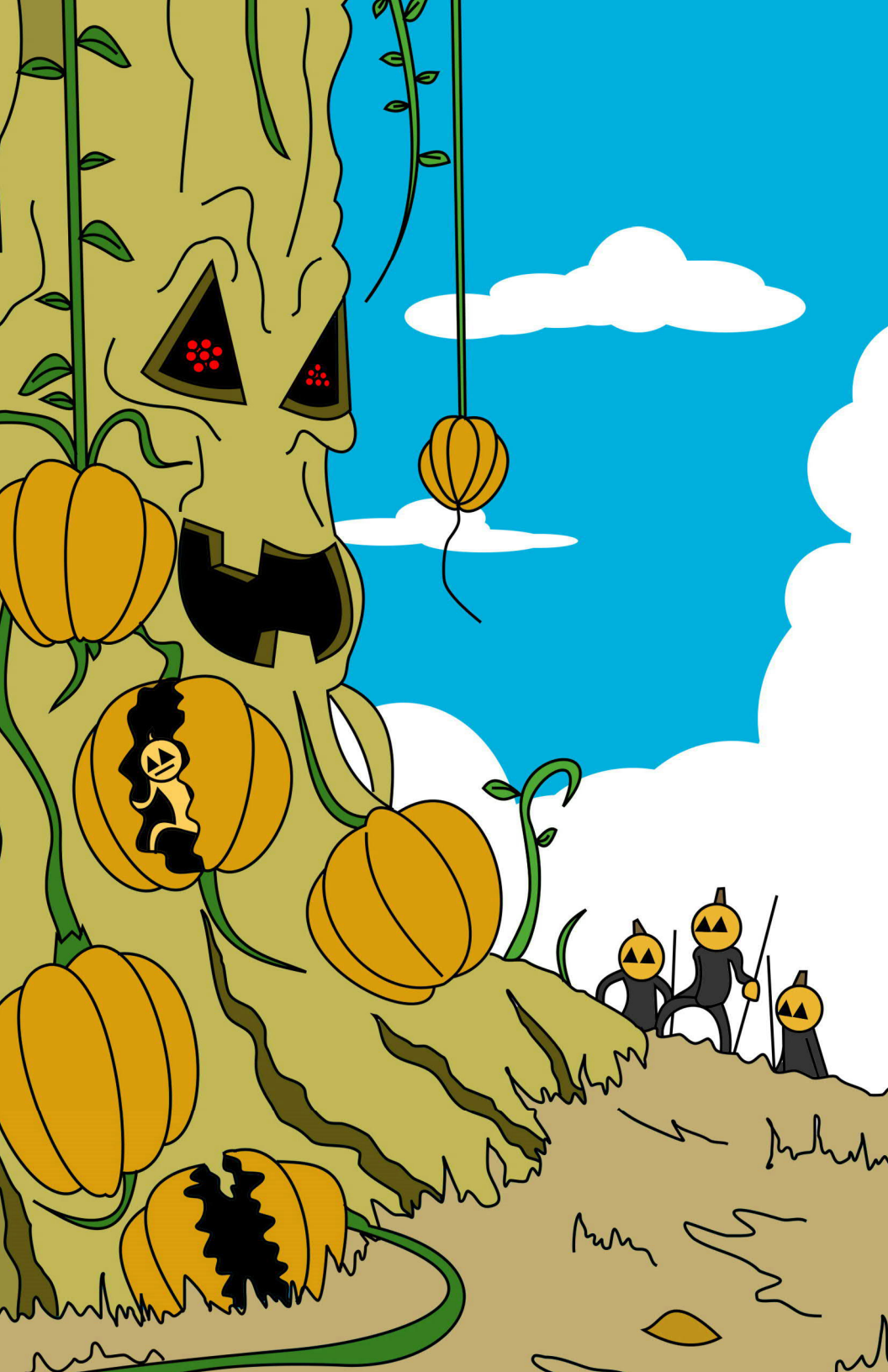
Teknians

The founder and all supreme leader of the Teknians is Harold 66, a construct built by the soracan to seek out and destroy humans. After abandoning his mission, Harold 66 wandered Far Away Land and eventually founded the Teknians, a cult that believes they will be made perfect through machinery. As a result of their obsession with technology, the Teknians worship Harold 66 and all things mechanical. They spend their time attempting to understand and decipher the workings of technical species such as the soracan, ten times ten men, and various other construct beings. The end goal of the Teknians is to become one with automata, fusing the body with the machine. Teknians often kidnap victims to use as test subjects for their technology experiments.

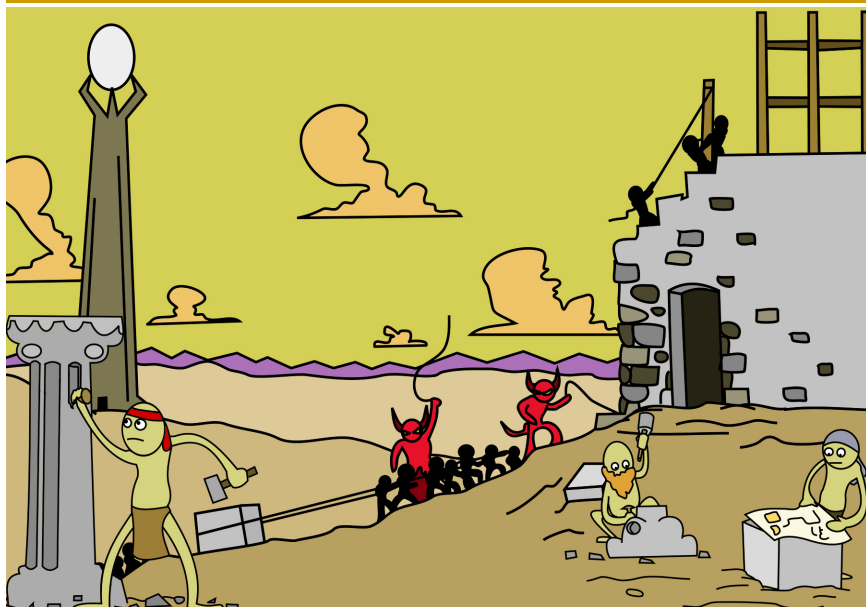
The Teknians reside around the Kor Desert and spend vast amounts of time in the Soracan Graveyard where they gather discarded and busted pieces from dead soracan and attempt to understand the way the creatures functioned. Although Teknians worship and seek to understand technology, they do not hold automata as sacred objects but rather objects that are designed for their own understanding. The Teknian Cult is composed of various humanoid races including orka, blonin, poomkin, elves, and humans.

Wyseria or Robo Bear (Agnuns)

Agnuns worship the Robo Bear, an ancient robotic remnant from their home world. Over the centuries, the way the Robo Bear is perceived has changed according to the elders and the Sababe. Each morning in the Temple of Marsheeria, the agnun elders and the Sababe enter into the Chamber of the Robo Bear where they await the Bear's command for that day. In actuality, the Robo Bear is an ancient theme park automaton that the Agnun once used as entertainment. The orders the Robo Bear issues are electronic ramblings as its circuitry continues to degrade over time. It is the job of the elders and the Sababe to interpret the statements made by the Robo Bear and to carry those statements out. These statements and interpretations are then issued to each agnun via telepathy. Few agnun outside the agnun elders are ever allowed to actually see the Robo Bear.



LANGUAGES of FAR AWAY LAND



Tyro and the Quintabeth

There are as many languages in Far Away Land as there are intelligent species to speak them. And just as there are innumerable spoken languages, so too are there a near equal amount of written languages. Many ancient languages have evolved and mixed and become infused with other languages over time. As plagues and wars and famines swept the land, as people moved and married and species interacted with one another, so too did language change.

It was the orka, the renown keepers of history and holders of vast tomes of knowledge, that first set down the idea of a single written and spoken language which could be used by the civilized people of the world. This ancient language was created long before the Boom War and was called Utoo. It is from the roots of that language that the modern Tyro evolved.

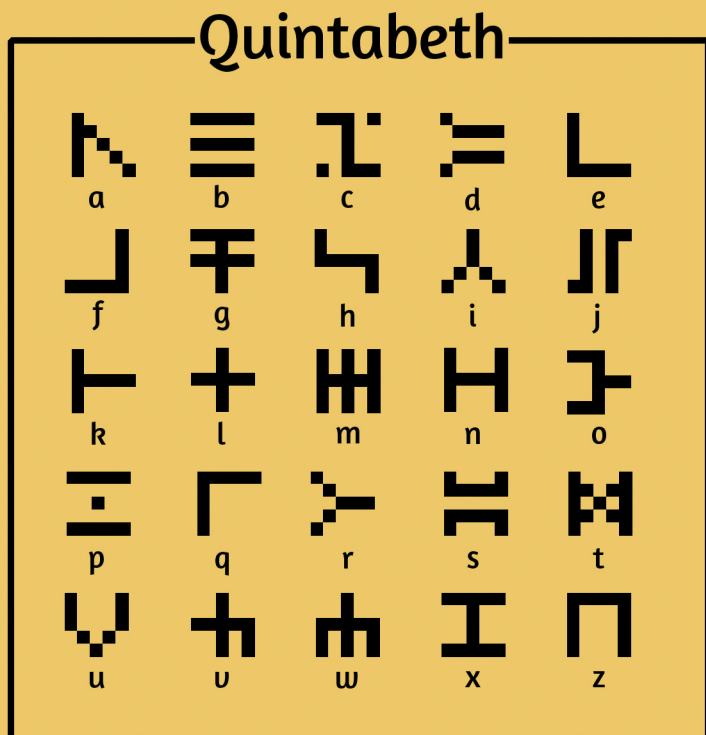
Tyro is a nearly universal language spoken by most civilized people. The world of Far Away Land is diverse and even those who live on the outskirts of society usually speak at least two languages. Tyro is known as the language of trade as well as the language of diplomacy. All civilized nations and kingdoms conduct matters of state in Tyro.

The Tyro alphabet is known as the Quintabeth. Each letter of the quintabeth was created from a 5x5 grid which is said to have originated from the idea of the five-horned orka scholars of the old days. Each letter is the width and height of the grid and is often written using orka stamps, block stamps with

LANGUAGES of FAR AWAY LAND

carved shapes of each letter according to the original quintabeth block style (where each letter is composed of various squares that make its shape).

Tyro uses no punctuation nor does it rely on capitalization. It is written from left to right and read in the same manner. When spoken, inflections are used to denote questions, statements, and exclamatory remarks.



In *Blaine McDaine's Guide to Far Away Land* the author states, "Tyro is my first language. It was the language of my parents and their parents before. What remains of the old human languages has been lost to time and a smattering of ancient texts and tomes which only a very few can read. Tyro is universal and enables one to speak with anyone worthy of speaking to. Those who cannot speak the language remain wallowing in the muck pits from which they were born. It's sad really, that our world is so rife with the uncivilized."

LANGUAGES of FAR AWAY LAND

Common Language List

Abyssmal

The dark, hissing language of demons.

Aguanix

The slurred language of seamerls and piranha folk.

Balbergone

The language spoken by the balbergulbs. Balbergone is blunt and to the point. It is a harsh monosyllabic language.

Craaw

A bird language spoken by squarks.

Drak Tongue

This language is spoken by creatures such as goabs, gorgons, and ogra. It is called the drak tongue because of its ancient roots and origins.

Dubstep

An electronic language spoken by soracan. Most organic creatures find the language terribly incomprehensible.

Earth

The colorful and idiom-laced language of humans and numans.

Elvish

The flowing and flowery language spoken by elves.

Enoi

The pompous language of Immortals, trilleons, and the ootoom.

Fungi

The thick, slow language of mushroom folk, Poomkin.

Groont

The monosyllabic language of giants, cyclops, troglodyes, and ettins.

Hizorogim

A tinkling language used by elementals, wisps, and molomoxors.

Kreezeek

A language composed of hisses and hand movements spoken by ratlings.

Monkey Tongue

The monkey language of the simians.

Nymph

A happy, ringing language spoken by fairies.

Orka

The dense and difficult language spoken by the orka.

Pisica

The mewling, cute language of bolgo cats.

Sleptaureez

The ancient, snorting language of the sleptaur.

Snown

The crisp and blunt language of the glacierians.

Tyro

A common humanoid language created by the orka before the Boom War. Most humanoid races speak some tyro.

Zoord

A crass language of insults and jokes spoken by the zoordrooz.



FAR AWAY LAND

CHARACTER SHEET

NAME _____



XP _____ LVL _____

HP _____ AC _____ ACT _____ LUCK _____

BRT ☐ BOONS _____

DEX ☐ BOONS _____

WIT ☐ BOONS _____

FLAWS _____

ABILITIES (ARCHETYPE ABILITIES, POWERS, ETC.)

EQUIPMENT (WEAPONS, ARMOR, GEAR, ETC.)

DESCRIPTION (ARCHETYPE, RACE, SIZE, Demeanor, ETC.)

SPELLS (SPELL NAMES, RANGE, EFFECTS, DESCRIPTIONS, ETC.)

ACTIONS

ABILITY (4)	DRAW/SHEATHE (1)	RANGED ATK. (3)
BLUFF (2)	GRAPPLE/HOLD (3)	READY SELF (3)
CRAWL (2)	LOAD WEAPON (2)	SHOVE (3)
DELAY TURN (2)	MELEE ATK. (3)	SPELL (4)
DISARM (3)	MOVE (2)	USE SKILL (3)

FAR AWAY LAND

NPC RECORD SHEET

NAME _____

RACE _____

SIZE _____

HP: _____

BRT: _____

ARCHETYPE _____

AC: _____

DEX: _____

NOTES _____

ACT: _____

WIT: _____

NAME _____

RACE _____

SIZE _____

HP: _____

BRT: _____

ARCHETYPE _____

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FAR AWAY LAND

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Official
FAR AWAY LAND

Tome of Awesome

Dirk Stanley

“I started out as no one. The world was huge and I was small, but I knew I wanted to make something of myself. Now I’m rich and people respect me because I slay dragons!”

Hail adventurer!

Inside this revised Tome of Awesome is a single compilation of all the FALRPG rules needed to get you started on the road to adventure.

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