

for advanced
role-players

exhumed OBSCURA

expansion for "old school" fantasy game systems



by paul de valera and grant parrinello

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Paul de Valera & Grant Parrinello



Play Testers:

Pete Ludeking, Pete Glenn, Brian Cochran, Darnell Coleman,
Grant Myers, Barry Blisten, Rob Poston, Jonathan Nikki,
Alex Volanakis, Natalie Decanini, Anthony Farina

Artwork:

Paul de Valera, Grant Parrinello, Max Martinez

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Foreword:

Sitting in the corner desk instead of working for the teacher as a TA, I was toiling away, busy with a pen and a ruler. When no one was watching, I was making critical hit charts. The year was 1987. I was in the 11th grade, and gaming was in my blood since I was 10 years old. I remember playing with my childhood friends in ridiculous Monty Hall games with character sheets printed on an Apple IIe. I still have some of them. As my childhood pals got into cars and girls I took all their gaming books and supplements gleefully off their hands. As time went on, my trajectory as a gamer went on to other games and other systems. Each time though, I would return to the old school systems; the ones that first evoked my imagination and sparked my creativity. Many games, players and gaming groups came and went. As we gamed, we came up with new ideas most of which were jotted down in notebooks and stuffed in a three-ring binder. My own designs were house rules and became the rules that we all used, so many of the ideas you see here are 20 + years old. It is only now collected in the tome you have in your hands. I can't remember all the people that in some way took in the part of making of the book, as they span decades. After being part of something for so long, it seemed right to contribute to it in some way, so Grant and I decided to collect all these well-used ideas and share them with the gaming community at large. Grant added a fair amount of new content to the already large sum of work I had produced. I feel this completes the idea that one must immerse one's self totally in all aspects of something to fully embrace it and reach a more total experience. I hope you find some or all of this work to enhance your old school gaming experience. Feel free to alter or improve as you see fit. I hope it inspires you to the true ethos of tabletop role-playing games; to explore the vast reaches of the mind.

-Paul de Valera
The San Fernando Valley, California
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New Stats

Bardic Voice (BV)



This stat simply rates how good of a natural singer the character is. The player rolls 3 d6 and a score for Bardic Voice (BV) is recorded. A score of 3-7 is horrible singing voice, 8-12 about average, 13-16 good and 17-18 excellent. A Bard would have a minimum Bardic Voice stat of 13 to qualify for the class. Characters with a higher (13 or greater) bardic voice score can sing songs with enough proficiency to earn a few coin doing so. The GM may allow characters with exceptional singing voices to enhance their charisma score temporarily after a performance. Since each race has their own idea of what kind of singing is good or bad, no race gets a bardic voice bonus or penalty.

Comeliness (CMS)

Simply how physically attractive a character is. The higher this stat the more attractive the character is to others. This can affect how others react to the character in question. Attractive characters will typically have members of the opposite sex court them more often and it can effect how the character can influence others. The range is as follows: 3-6 is hideous, 7-9 is homely, 10-12 is average, 13-15 is attractive, 16-17 is very attractive and 18+ is stunning. Every point the character has in CMS over 13 will add +5% to their reaction roll if the target creature is sexually attracted, otherwise it will be +2%. Looks will only carry one so far, the GM will have to decide when a character's good looks will come into play. Good looks can cause problems too as a stunning beauty can become the object of desire for someone. This could be trouble. Extremely ugly characters can be repellent as well. Different races have different standards for beauty so count a character's CMS and reaction bonus to be 4-6 points less in the eyes of other races.

Luck (LU)

Luck can be used to modify die rolls at the GM's discretion. There are two ways one can calculate a Luck score for their players.

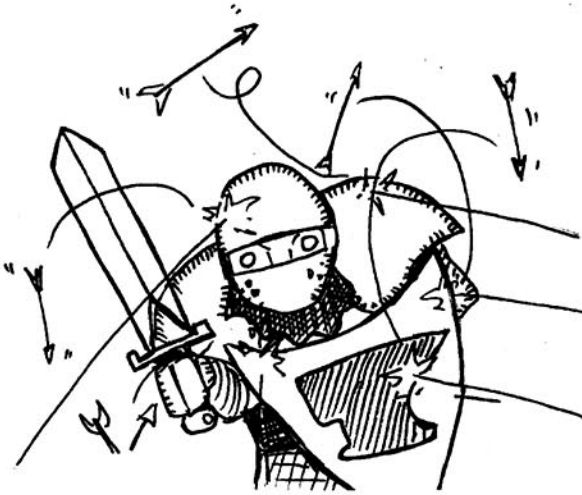
Method One: Roll 3d6; this is a character's luck stat, it cannot be changed.

Method Two: Roll 2D6 and add it to the characters level, the rationale being that higher level characters tend to be more lucky.

How luck is used is up to the GM. It can be used to modify die rolls either offensively, defensively or both. Luck can be used to make a saving throw or be used to add additional AC for a round, etc. A GM may want the players to limit the use of their Luck (LU) stat to strictly acts of self-preservation. Luck can also be used to help locate something or not be found by a party of searchers. Each GM must detail the acceptable uses of this stat for the players before play begins. The GM must outline what is acceptable use and be ever watchful of player's attempts to abuse the Luck stat.

One point of luck could be used to make a failed saving throw at a point for +1 increase basis, thus, if you failed your save by 3, you'd need to burn up 3 Luck points. A Luck point could be used to find a hidden object before others, or to hide in a pile of rubbish and not be seen. The more difficult the task, the more it should cost. The most one can spend on any one action is 5 points because no one is "that lucky". Strikes against player characters that are a natural score of 20 should cost 5 luck to make a normal hit and not be able to avoid it totally; otherwise the player becomes critical strike immune. Conversely, players should not be allowed to use their luck points to make critical strikes upon opponents. In addition, luck should not be used to alter the nature of critical strikes or be used as a way to increase damage. Once again the GM will detail how much luck can or should be used to alter a given outcome.

Luck is used up and should not be replenished until milestones are met in the game or the player does something very creative or daring that the GM feels a replenishing of Luck points is in order. A GM should allow players to replenish their luck when they earn experience, or when a certain amount of time is passed. A GM may allow the players to recover 1 point of Luck with a nights rest. Players should use their Luck when they really need it, not to make every roll a success. Players that abuse their Luck may find it slow to return, so they should they use it wisely. The GM may take away luck if the Character is doing something out of alignment or angering the Gods in some fashion. Conversely, A GM can, if they wish, reward points if the character is on a mission for a deity. All the details must be clear before play begins so there is no abuse of the stat. Replenishing Luck too often will have the players abusing and spending like there is no tomorrow. Conservative use of the Luck stat will bring out good role-play and creative solutions to challenges presented. Furthermore, powerful or key NPCs or Villains will have Luck of their own which they can spend. The GM must keep track of this in critical combats where key NPCs are present. It is safe to assume that low level opponents will not have luck to protect themselves.



An example of game play: Urluf is a Dwarven Warrior with a luck score of 14. He has just entered combat with 4 orcs. Urluf is a 3rd level fighter. Combat begins and one orc scores a hit of 18, what is required to strike Urluf. Urluf takes the hit of 6 points of damage. Being a 3rd level fighter, he has amassed 25 total hit points. Being strong, Urluf easily slays one orc in the first round. The next round the orcs attack and two score hits, one with an 18 and one with a 19. Urluf decides to use his Luck (LU) and make the two "hits" into "Lucky Misses" by expending 1 point of luck for the 18 and 2 for the 19 for a total of 3, bringing his luck score to a temporary total of 11. Urluf slays another orc in this round. The next round the orcs press the attack and both miss. Urluf slays yet another orc, and the last one flees. Urluf hurls his sword at the fleeing orc, missing by a score of 2. Urluf decides that having this orc run and alert his friends is not a good thing and, with the GM's permission, uses two more points of luck to make his miss become a hit. This brings his current luck total to 9. At this rate, Urluf is burning through his luck at a good rate, and when faced with a more serious encounter, he may find his luck to have ran out.

Perception (PER)

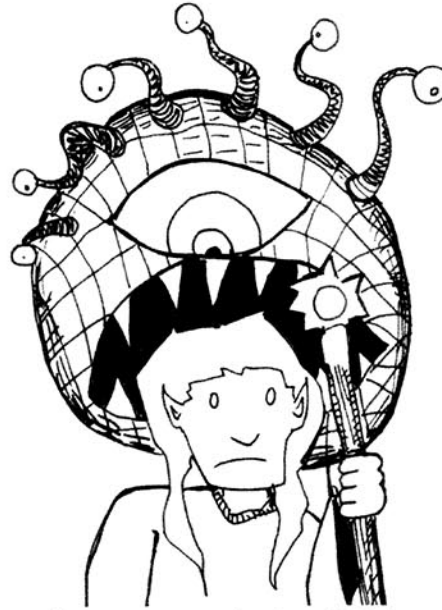
Perception is a figured stat that enables the character to be able to notice things that common folk may not notice. This is a d100 or percentage based stat. Rolling equal to or under the target number will indicate a success. The GM can either have the players roll a raw roll or give them a bonus or penalty depending of what it is to be perceived.

Some examples:

Easy rolls would be to notice a 1/2 ogre in a crowd or if a knight was carrying a two handed sword. For these the GM should reward a bonus.

Standard perception rolls are to notice things like an insignia or standard on a man's sleeve, the pommel of a sheathed sword being finely made etc. The GM can reward a bonus for players taking extra time to look.

Difficult Perception rolls are to notice a poisoned blade, a well-concealed door, or a false bottom in a chest. Once again the GM should have a penalty for finding such things.



Every Character starts with a base 25% chance.

The Character then adds their INT, WIS, & DEX to this 25% base.

Every Character then gets to add +2 per level, including the 1st.

The following classes gain an additional per level bonus:

+1 Additional per level
Ranger, Thief, Targeteer

+2
Monk, Assassin, Hand

+3
Blood Guard

You can have a perception stat over 100%

The GM may award a bonus if the party is carefully looking and more even if they know specifics of what they are looking for. Things that are made to be hidden like secret doors should have a penalty as well as living things that are using special skills like hide in shadows or some other form of camouflage.

And example would be a 7th level Paladin is looking for a secret door in an alleyway. He has a 13 Int, 14 WIS and 16 DEX score making his base PER score 68% + his level bonus of +14% for a total of 82% not bad! However the door is concealed so the GM assess a 30% penalty for the Paladin to find the door, or a 52% chance. The GM would perhaps make the penalty less if the character were of the Thief class or a Dwarf or other creature that naturally would find such things. If the Paladin in this example took time to listen and tap the walls in the alley, the GM may make the penalty less. Bonuses or penalties can be situational, and factors such as class and realms of knowledge may come into play.

Average people (0 level) will have a Perception roll of 40-60%. A guard or slightly skilled individual may have a Perception roll of 50-65%. Less intelligent creatures such as Orcs, Goblins, Trolls etc will have a Perception Stat of 30-50% on average. Animals with greater senses of hearing/sight/smell etc can have heightened Perception at the GM's discretion.

Character Races

Bahkaruh



Namlekei looked across the step as the wind made the vast grassland sway like an ocean. Behind him was his tribe, adorned in their best battle array. Every piece of armor was ornately decorated with lace and dye; the warriors' massive beheading swords and chain-whips were polished to a high sheen, and sunlight danced upon the well-used blades. The Chieftain Kwailokini stared intently at the young Namlekei. "Today you begin your journey, your ascent to a full member of the tribe. In 5 years time, you can return and receive

your first tattoo upon your face." The clan's warriors all had many tattoos. Each told a story; of a battle, a duel won, a triumph. There were many scars as well. The more accomplished the Bahkaruh warrior, the more ornate and plentiful were their markings. Namlekei held his beheading sword aloft and spoke loudly: "Today I leave a child and I will return to this tribe with many honors. I swear it will be or my bones will turn white in the sun!" Namlekei looked at his tribe no longer. He moved away towards what he knew not. He could not return for at least five years. In that time, he would have to slay many to earn his honor... or not return at all.

The Bahkaruh are a fierce nomadic warrior people that inhabit the great planes of many nations. Bahkaruh travel in small tribal bands, roaming the land hunting for food. All Bahkaruh are warriors and they spend much of their time honing their fighting skills to deadly perfection. Bahkaruh utilize a large sword with a blunted tip and a massive whip made out of chain-link barbs. Bahkaruh will use these preferred weapons before resorting to the use of any other weapons they may find in their journeys. Bahkaruh also will employ barbed javelins or massive long bows in hunting and ranged combat. The true test of a Bahkaruh is a ritualized form of single combat called the Angh-Tak. All Bahkaruh seek to challenge any and all opponents to a single combat. It is the only way others of their kind can gauge their status in the group. The average Bahkaruh is fiercely loyal to his/her companions, honest and honorable. They know no other way.

Often times, a Bahkaruh will leave their respective tribe to adventure. Adventuring is thought of as a good way to hone one's warrior skills and bring status to one's self and their tribe. If a member of a tribe has proven themselves to be a fierce warrior, then they may return to their tribe and challenge one of the sub-chiefs to a duel. These duels are often to first cut and are rarely to the death. If the challenger is successful, they gain sub-chief status and are given a set of magical armor and weapons to befit their newly acquired station. The new sub-chief has the option of questing or staying with the tribe. Any Bahkaruh may challenge the chief for the right to rule the tribe. Chieftain duels are not taken lightly. The challenger must be certain that their time is right. The Duel begins with a stand off; The two opponents gauge each other's power. At this time either can concede the duel, the loser being banished from the tribe. Once the duel begins however, it is always to the death. There is no honor lost in losing.

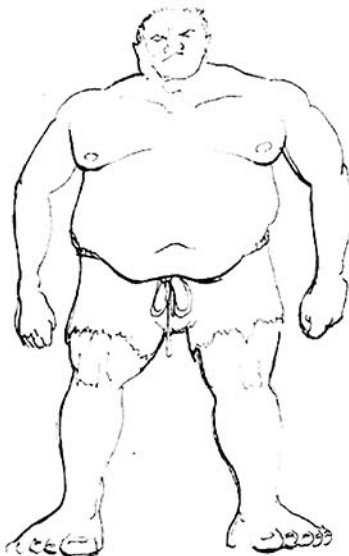
STYGER



GHOULE



HALF-OGRE



MENDELINKORIAN



TINELIAN



HUMAN



Character Races (Bahkaruh)

The Bahkaruh have a strict code of conduct. Its basic precepts are listed below:

Respect your foes, crush them with all your strength and ability.
Loyalty to one's companions is absolute.
Never refuse a duel.
Be fearless in combat, but not foolish.
Honor and respect are earned and cannot be bought.
Treat others with the honor and respect they deserve.

Bahkaruh are not skilled tacticians. They do not have a good sense of large formation battles. Bahkaruh are individualistic warriors and fight as if they are all alone. They don't have a cultural grasp of concepts such as group attacks and timed strikes. Bahkaruh are more attuned to duels and treat all fights as such. As they go about the world, they will quickly realize that no one else has their perception of combat. The Bahkaruh are quick to adapt and will learn but always keeping in mind the purity of the duel. Most Bahkaruh will wade into combat tearing opponents to pieces with their sword and chain-whip. They always try to show strength in combat, taking on the most powerful enemy first and proceeding to lesser foes. They have respect for magic but don't consider magic users to be true warriors. They will engage other warrior types first. Bahkaruh will not charge into battle if the attack is suicide, however. They are very brave but not foolish.

Bahkaruh live on the plains. They are nomadic and follow the game that they subsist off of. When hunting, they can and do employ large spears (treat as Halberd for damage) or massive long bows (double the range of a short bow and inflicting 1-8 points of damage). They will seldom use these weapons in a battle however. Bahkaruh will travel in bands of about 80 adults and 1/2 that number of children. They spend their time chasing game year round. When food is scarce they will send most of their young adults out to quest and claim glory for their tribe. This way, they cut down on the demand for food and the young adults are given a chance to prove themselves as Bahkaruh. Thus adventuring Bahkaruh are not a too uncommon sight. Bahkaruh tribes will only travel to other regions if the need to

Character Races (Bahkaruh)

follow game arises. The plains are their true home.

Bahkaruh live for about 80-90 years, they have life partners and mate only a few times in their life. Bahkaruh children are raised by their parents unless they have been killed. The responsibility for an orphaned Bahkaruh falls on the tribe. Children take about 15-20 years to reach their adult age, at which time they undergo a tattooing and scarification ritual that lasts for several days. Bahkaruh only carry what they can on their massive backs. Anything else is considered unnecessary. Bahkaruh are skilled smiths and can make excellent weapons and armor. They have developed a portable forge that is broken down into sections. These forges are highly efficient and thus sought after by other cultures. Sometimes Bahkaruh will trade weapons and forges for other things they need to other peoples.



MAVAKIN

BAHKARUH

JORAKIN

HAROOD



Physical Description:

Bahkaruh are large humanoid (8-10 ft tall) with massive, muscular builds. They have skin ranging from deep lavender to black; usually with a purplish hue. The bodies of most Bahkaruh are covered with blue and white tattoos. The head of a Bahkaruh is covered in a mass of horns and spiky protrusions. They are very proud of their horns and never cover them up.

STATS

STR	(min 18 max 19) 18 % STR Add + 25% if over 18/00 strength becomes 19 (17+1d3) (d3 1 being an 18, 2-3 being 19.)
CON	+1 (min 16, max 18)(3d6)
WIS	-1 (max 16)(3d6)
CHA	-2 (max 14) (3d6)

Bahkaruh get d12 for hit dice instead of d10 for the fighter class and a d10 instead of a d8 for clerics, 2-16 for the savage class. They are +1 to hit and damage with their cultural weapons and can use both of them without penalty. Bahkaruh can wield their beheading sword and chain whip together in melee with no penalty.

Bahkaruh are limited to the fighter, cleric and savage classes. A Bahkaruh Cleric is not restricted to blunt weapons; they can use their cultural weapons. Bahkaruh that are the Savage class do not possess the cultural weapons or special abilities and restrictions of the race.

- Beheading Sword: 1-12/3-18 dmg
- Chain Whip: 2-8/2-8 dmg
- Great Spear 1-10/1-12 dmg
- Great Bow 1-8/1-8 dmg

Drawbacks:

Bahkaruh are larger than man-sized and take damage as larger than man-sized creatures. Due to their large size, they must pay 20% more for clothing, armor, and weapons etc. Many magical items such as magical armor won't typically be made for them. Things like rings, necklaces etc will still work with the GM's discretion. They must also consume twice the food and water a human-sized warrior would in a day.

Bahkaruh will only use their cultural weapons if they are available; passing up on more powerful magical weapons in favor of these weapons.

Bahkaruh consider it a dishonor to run from a combat. If they choose to run from an encounter, the GM may decide not to award the player with experience for the entire session. These proud warriors will never refuse a duel, even if it means certain death.

Bahkaruh are often viewed with fear and suspicion in most areas. They have few allies.

Ghoule



Where does one begin? Framen had a life once... once... long ago. Once a farmer, a father, a husband. The details are...foggy. A battle and then...this. The necromancer that brought Framen back from the dead had kept him under his yoke for so many years, and then, one day, he too was gone. Now most of Framen's time is spent satiating his strange hunger. The craving for flesh of man or elf or whatever gets too close. Lately he has had poor luck finding meat while sulking in the woods, and Framen has been forced to move onto the vast cities. There, even his foul undead stench can be masked by the filth in the gutters. The poor quarter makes for easy pickings. The place is full of the unfortunate, the forgotten, and the damned. There are so many that no one will miss if they disappear. Framen does not go unnoticed. A scarred man approaches him, and sees his potential. In time and with training, a creature that could hide for days, without food, rest, or even air could be very useful to the scarred man. His first job involved hiding in a barrel of pickles for three days, waiting for an opportunity to spring out and kill a holy man of the local temple. Framen is happy to have a purpose again, and with it, as much fresh flesh as he can eat. A reward for a job well done. Framen's withered limbs grow strong, his intellect sharpens, and the memory of the simple happy life he once had becomes an even dimmer point in his clouded mind.

Ghoule are a special form of ghoul that are unique to the dark lands alone. Ghoule are created by Necromancers to act as servants, assassins etc. Being that they are made from the dead, they can do many things that living things cannot do. A Ghoule can remain still for days on end. They are not affected by poison or anything that they would have to breathe: because they don't. They can't feel pain, so they can't be tortured for information or anything else. Due to their undead nature, Ghoule have little attachment to other creatures: just loyalty to their master and anyone their master tells them to be loyal to. A Ghoule cannot disobey their creator. If forced to disobey their creator's orders, by magical or other means, they simply die (for the last time). In rare instances, where a Ghoule's creator is killed, the masterless Ghoule will most likely go mad without direction. These frenzied masterless Ghoule will most often go on murderous rampages. Some will have the strength of will to forge out on their own. These types are the kinds of Ghoule which can become adventurers.

Character Races (Ghoul)

Ghoule are not alive, but they still require food in order to maintain their corporeal form. If they do not feed regularly on humanoid flesh, they start to decay in a rapid fashion. A Ghoul will die in a scant few weeks without a steady diet of flesh. Due to this, they are not suited to long journeys. After a week of not eating, they will take one HP of damage per day until reduced to 0 hit points, at which point they will die. Ghoule look like corpses and carry the pallor of death about them. Their skin is usually grey and their hair is stringy and greasy. They are harassed by flies and other creatures that prey upon carrion, and, as a result, they often will have maggots sprouting from their skin.

Ghoule can be controlled or destroyed just like normal undead by a priest or paladin. They turn as a Skeleton at first level, a Zombie at second level, etc, until they reach 13th level, at which point they turn as a special. This means that low level Ghoule can be instantly destroyed by a high level priest. In addition, Ghoule are affected by holy water and holy ground just as regular undead. Despite this large drawback, Ghoule are very powerful creatures. Ghoule regenerate 1 HP every Turn (10 min) including the reattachment of severed limbs. They are immune to all mind affecting spells and have the other resistances that regular undead have. Conversely, they are also affected by magics that affect regular undead. Spells such as healing magics and other magics that affect living creatures do not affect the Ghoule. They possess supernatural strength and are able to climb walls as a thief of equal level (add +25% if the character is a thief or thief subclass or a member of The Hand). Ghoule never get tired and never need sleep; they can run for days on end and keep vigilant watch with no fear of nodding off.



Classes Available:

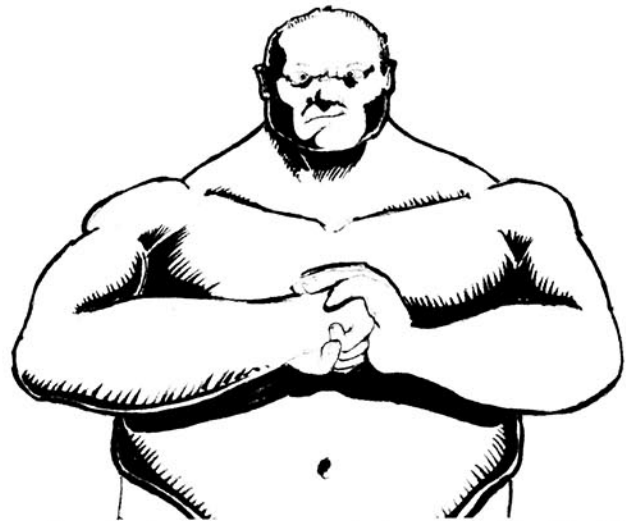
Fighter, Assassin, Hand, Thief, Magic User, Fighter Mage, Anti-Paladin, Pit Fighter, Targeteer, Cleric, Necromancer,

STATS

STR	17-19 (+35% if 18 str, 19 if over 18/00) (16+1d3)
INT	3-18 (3d6)
DEX	+1 (18 max) (3d6)
WIS	3-12 (3d4)
CON	16-18 (15 + 1d3)
CHR	2-8 (2 d4)
CMS	1-6 (1 d6)
BV	3-12 (3d4)

Character Races (Half Ogre)

Half Ogre



Grund hated going into new towns. It always meant trouble. Standing 7'3" tall and nearly as wide, Grund cast a large shadow upon the wooden palisade of the town walls. The gate was open. The lazy guard barely looked up from his napping perch and then, spotting Grund, frantically jumped up to a panicked alert stance. "Halt! State yer business!" barked the guard. Grund was not great with words. He chose his carefully; "Food.... Work." This gave the guard pause, but he was too afraid to try and stop him from continuing. Grund moved into the town and went immediately to the local tavern. A hush went over the tavern patrons as Grund's massive frame filled the doorway. "Ale...food." said Grund as he lay a few silver on the counter, the coins dwarfed by his massive hand. It was only a matter of time, Grund knew from experience... the local toughs would come looking for a fight. It came sooner than he thought. "What the hell are you?" came a bark from the tavern door. Grund turned to see half a dozen men armed with clubs. Grund was barely able to conceal his toothy grin as he, in one fluid motion, grabbed a table and flung it at the mass of thugs at the door. Grund hated new towns; he never got to finish his first meal in peace.

The Half Ogre is a powerful humanoid that is normally a combination of Human/Ogre or Orc/Ogre. Ogres are distant, primitive cousins of humans and can produce offspring together. Like many Half-breeds, 1/2 Ogres are sterile, and they are incapable of producing offspring of their own. The Half Ogre is very strong and tough, and they make superb warriors. Due to their Ogre parentage, they tend to be dull-witted and slow. Some exceptions have occurred, but they are rare. Half Ogres are usually used in armies as shock troops or spend their lives fighting in the pit. Most take on the looks of the Ogre parent and all take on the stature. A very few will appear as large humans, the bulk still looking like monsters.



Half Ogres have infravision at a range of 60'. They also have advanced healing properties, being able to heal +2 hit points a day in addition to the normal healing rate. Due to the Half Ogre's large size, they are able to wield human two-handed weapons with one hand while still doing the two-handed damage. Thus a two handed sword would do the same damage as if wielded by a human-sized character, but the 1/2 Ogre only needs to use one hand. Regular human-sized weapons are too small for a Half Ogre to wield effectively because they are too small to fit well in their large grasp: a longsword looking like a kitchen knife in the 1/2 Orge's hands. If a half ogre is using a weapon made for a human, they will be at -1 to hit for this reason. Larger giant-sized weapons can be made and wielded by Half Ogres. The GM will detail this information if it's needed: Typically they will conform to the characteristics of their human-sized counterparts in shape but be 1 1/2 times larger and deliver according damage. For example, a human-sized battle axe will deliver 1-8 point of damage whereas a Half Ogre sized battle axe will deliver 1-12 points of damage. Due to their strength and size, Half Ogres gain one step in their hit die type: a fighter's d10 becomes a d12 and a pit fighter's d12 base becomes 2-16. In addition to the above bonus, half ogres receive a one time hit point bonus of +4 at first level and then proceed as normal for each level after the first. Also, they have an increased chance to open doors, bend bars and lift gates. For these purposes, treat the 1/2 ogre character as if they have a STR score of 2 points higher than they really do. Thus a 1/2 Ogre with a 18/87 STR would open doors, bend bars and lift gates as if they had a STR score of 20.

STATS

STR	18 min +10% to exceptional strength (max 18/00) 18 +d100 +10%
INT	3-12 (3 d4)
WIS	4-13 (3 d4+1)
DEX	3-12 (3 d4)
CON	16-18 (15 + d3)
CHR	3-18 (normal with respect to Ogres, otherwise -8 for other races) (3d6)
CMS	3-12 (3 d4)
BV	3-18 (3d6)

Drawbacks:

Due to their large size, half ogres take damage as larger than man-sized creatures. In addition, they must pay 20% more for clothing, armor, etc. They have trouble fitting in rooms and using furniture made for smaller folk. Their size also gives them a very large appetite; they must consume twice the food and water that a human has to. Being a Half Breed, and large has they are, Half Ogres have trouble fitting in. They will often be treated with fear and suspicion in most settlements they encounter. They often look too close to their Ogre parentage for most people's liking. They tend to prefer the military where their large size and great strength is respected or at least feared.

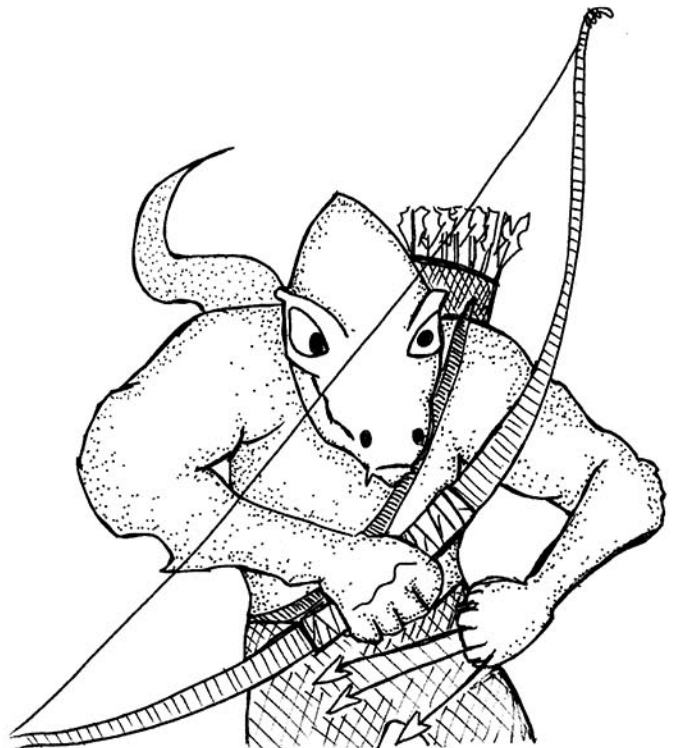


1/2 ogres are limited to the following classes:

Fighter, Pit Fighter, Thief, Assassin, The Hand, Cleric, Dark Druid, Savage

Half Ogres live for around 60-70 years.

Harood (Lizard Men)



Skeenesh just wanted to be like many of his kin... left alone. Why won't they leave him alone? Sitting on a rock overlooking the vast desert that was his home, he saw the weary adventurers from afar, black specs upon a merciless tan landscape. Specs... that was all they were. Skeenesh knew the land was the great teacher. All life out here was nothing more than specs. The brave warrior... the crafty wizard? Specs. The flies that ate their dead flesh, just smaller specs, but specs none-the-less. Here came the specs. His land was rumored to hide ancient treasure all-too-enticing for the greed of outlanders. Skeenesh knew they would not venture out into the hot sands without a guide. Why let one of his kin have the job? Besides, he could get away from them for a while too. That would be nice. But adventurers annoy Skeenesh almost as much as his kin: Questions! All the questions! How could six people not know so much? All the talking, like flies buzzing and buzzing, never being quiet. Skeenesh liked the

Character Races (Harood)

quiet of the desert, the purity of it, the honesty of it, the aloneness. He had, over time, ventured around every dune, every ruin, knew them all like the scales on the back of his hand. The land was not barren however; it was alive! The adventurers would soon see the sands come to life. The nomadic raiders who prowled the dunes were a harsh people... Nearly as harsh as the desert itself. Before they were able to ambush his group, Skeenesh had felled two with deftly placed arrows. The rest fell to the party's swords and spells. So many more days to the ruins. There would be other encounters. The heat made them travel mostly by night. The extreme heat and dry air did not seem to sit well with the elven spellcaster, nor the hearty dwarven warrior... Well, in truth, none of them took it well. None except Skeenesh, who needed little water and relished the midday heat. Skeenesh said very little, and offered no advice unless asked. They wouldn't listen anyway. Adventurers always think they are stronger than the desert. They are always wrong. He knew that, based on where they were going, he would most likely be returning alone. More raiders, some giant Scorpions and lizards, and a few more parched days in the sun, and they would arrive. Again the buzz of questions came. Will he go? No! A share of the treasure? No! Skeenesh will only agree to guard your things for a week and then return. Buzz. Buzz. Nothing will get Skeenesh to go in there. Why risk all for treasure when the ruins provide treasure for no risk? This was the 5th party this year Skeenesh guided to the ruins. None have returned yet, save for wise Skeenesh. Many trinkets to sell at the next market that the adventurers won't be needing anymore. Who so clever now?

Unlike their swamp dwelling cousins, the Harood are slightly more intelligent and civilized, though not by much. These Lizard Men are at home in any warm climate. They will not survive in areas where there is long lasting cold. Harood are solitary creatures for the most part, preferring to join other races for adventuring from time to time. They typically do not form long lasting bonds with others. In regards to their own kind: they do not enjoy the company of their own for some reason. As a result, you will see many Harood in the warmer climates of the realm acting within other groups for profit and adventure. Harood are a curious race. They seem to have no moorings, and they do not build towns or cities. They do not typically congregate in large numbers, preferring to wander from place to place and often times set about alone. They do, however, lust for wealth, and thus, are often seen employed as mercenaries or found in adventuring parties. They seem distant, callous, and cold; They do not greet others warmly or with enthusiasm. They can be raised to anger if they deem to have been treated unfairly; otherwise they are calm creatures of few words.

Harood are crafty fighters. They work well in groups during combat but are not master tacticians themselves. They tend to employ fast weapons, staying away from bulky armor and heavy two-handed weapons. If caught unarmed they can defend themselves with their sharp claws and a teeth as well as a tail whip, known to knock the most agile monk on their back.

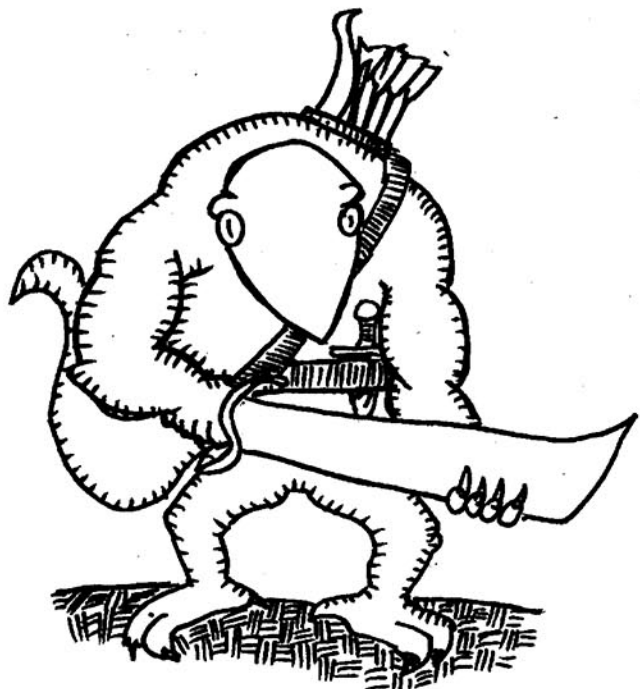
Harood prefer desert climates, swamps and other places where they can keep warm. They are cold-blooded creatures and, as a result, will slow down and eventually die if exposed to prolonged cold temperatures. Only those able to employ warming magics to stave off the cold will venture into frozen lands.

Harood live for several hundred years (300-500). They seldom, if ever, reproduce. Usually they will tolerate each other long enough for mating every 10 years or so. The female will lay a clutch of 10-100 eggs in the sand. They will be left to fend for themselves and grow to adulthood in about a year. Most of the eggs and young will succumb to predators, the elements and then to cannibalism

Character Races (Harood)

(common amongst hatchlings). The survival rate is about 10%. They keep no life partners and seldom keep friends of any kind. Due to their anti-social behavior, they are not numerous. This, coupled with their wanderlust has made it difficult to determine how many Harood there really are. They can and do eat nearly anything, preferring fresh kills to dead things. However, carrion is always on the menu as are dead companions. This makes them excellent survivors in harsh desert climates. The Harood can eat plants, animals and other substances which are poisonous to other races.

Harood are stout beings; never being over 5 feet nor under 4 tall. They are broad, nearly as much as they are tall. Walking with a waddle, and then with explosive bursts of speed when needed, they travel in a curious gait with their massive tail acting as a rudder in the sands. They have black, small eyes on the sides of their heads. Their skin is often mustard yellow in color in varying shades and patterns. They do not like to have their tails, feet, or hands covered but will wear armor and helms.



STATS

STR:	10-18/99 (8 +2 d4)
INT:	3-18 (3d6)
WIS:	3-17 (2d8 +1)
DEX	4-19 (3d6 +1)
CON	8-18 (8 + 1d10 18max)
CHR	3-12 (3d4)
CMS	2-8 (2d4)
BV:	3-12 (3d4)

Due to their scaly hide, Harood have a Natural AC of 8. If they are wearing armor on top of their scales, they gain an additional stacking +1 over the armor's AC base.

Harood use special organs near their nostrils to sense heat: They have infravision up to 60' and gain a +25% perception bonus whenever attempting to perceive something which involves temperature differences.

Natural Weapons:

Harood have two claw attacks for 1-2 and one bite for 1-3. They can tail whip every other round for 1-3. Targets of a tail whip must make DEX check or be knocked down. Their tails are semi-prehensile, and can grab largish objects like branches, legs etc. The tail can be used to hold the Lizard Man up if need be.

Their explosively quick muscle structure gives them a +2 to movement rate.

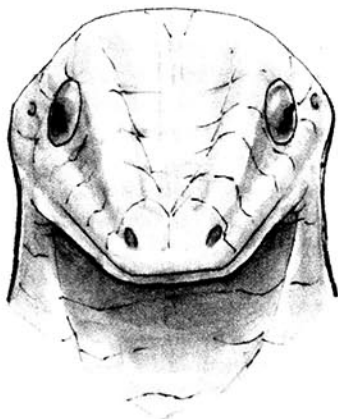
Harood gain +4 to save vs. any heat based spell, +2 vs. fire magics, +3 vs poisons, and + 6 against any ingested poison, plant or tainted meat. In addition, they require water only once every 9 days or so and can survive for a number of days without water equal to the character's CON X 2. They are unaffected by extremes of natural heat and can survive without harm in temperatures up to 140 degrees °F.

Classes available:

Fighter, Fighter Mage, Cleric, Magic User, Thief, Assassin, Targeteer, Pit Fighter, Ranger, Hand, Druid, Dark Druid, Spirit Hunter, Blood-guard, Savage, Necromancer

Disadvantages:

Harood are -2 to save vs. cold magics and take +1 hp per die of damage from cold based spells. In addition, they will die in 1-6 days in climates below 40 degrees °F unless provided with some way to keep warm. In climates 41-60 degrees or less they are -1 to initiative, -1 to attacks, and -2 to their movement rate. In temperatures between 21-40 degrees they are -2 to Initiative, -2 to attacks and -4 to movement. In 20 degrees or below they are -3 to initiative, -3 to attacks and -6 to their movement rate . Harood abhor the cold.



Wolf Men (Jorakeen) of the Blackened Woods



Bakar could smell them before he could see them... Orcs. Why they had come this far North, he knew not. All he did know is their Northward migration would be ending today. Tracking the Orc band was child's play. They were a very messy race and they took no provisions to conceal their presence. This raised a small alarm in Bakar's head. Their brazen carelessness had to have a cause. With great stealth, Bakar closed in on the smell. The smell became much bigger and there were other smells too. Bakar paused and found concealment. From his perch, he saw a vast array of Orcs walking by, never once looking at his position. Ten Ogres. Then Giants! This was no rabble band of Orcs randomly pushing North; It was an army with purpose. A toothy grin curled up on Bakar's lips. This battle would be epic.

Jorakeen look to be humanoid wolves. They stand upright but have the outward appearance of a large wolf in all other respects. They are typically 5'11" to 6'6" tall (5'10" + 1D8 inches), powerfully built, and have fur ranging from light brown, to gray, and black. Wolf Men have a keen sense of hearing and a very acute sense of smell making it so they are only surprised on a 1 in 8 if upwind of an attacker or 1 in 12 if downwind. Thus they make excellent sentries. Wolf Men also have excellent night vision and can see well in total darkness as if it were twilight; dusk seeming same as full daylight. These creatures can survive well in any forest environment as well as a setting of deep snow and cold. They do not need to eat or drink for several weeks suffering no ill effects as they are raised in areas of scarcity and harsh climates. Just like their wolf cousins, these creatures tend to be in small bands or packs with an alpha wolf leading the rest. When a single Wolf Man is to join a group of others, they will try to assert dominance. If they fail, they will gladly be subservient to a more powerful creature... that is until the opportunity for leadership arises.

Wolf Men are decent tacticians; They are excellent hunters and excel in small group actions. They will employ any sort of weapon that will give them an edge in combat, but tend toward large weapons, favoring polearms, and bows. They tend to shun shields, as they hinder movement. A party of wolf men will employ hit-and-run tactics on an enemy line, using natural cover to the best advantage. When pressed for an open fight, they will not waver. Their courage is legendary.

These creatures reside in thick wooded areas and prefer cooler climates. They survive by hunting so they must be near food sources such as deer or elk. Wolf men will follow a herd if need be, but they tend to be very territorial, marking their lands with scent and totems. They can also survive in snowy and mountainous climates. Hot and dry weather is uncomfortable for them and they loathe open desert. In temperatures over 90 degrees °F, Jorakeen are -2 to all actions and saving throws.

Wolf Men live for about 50-60 years. Most die from their harsh environment, or combat. They tend to rove in packs of 15-20 members with a leader, two sub leaders, 20% of their number being young sub-adults that take about 3 years to mature. Male and female Wolf Men are equal in strength and thus either can be the Alpha. They tend to be close knit and clannish, often clashing with others of their kind, keeping rigid territorial boundaries. They survive by hunting and can at times trade pelts for weapons and armor as they are not skilled in smithing. Any Jorakeen can track as a Ranger of equal level and a Jorakeen that is the Ranger class gets a +25% base to track. Sometimes they are employed as scouts and guides for other forces.

STATS

STR	+1 Min 12, Max 18/00 (3d6)
INT	3-17 (2d8+1)
WIS	3-18 (3d6)
DEX	3-18 (3d6)
CON	8-18 (8 + 1d10)
CHR	3-18 (3d6)
CMS	3-18 (3d6)
BV	3-18 (3d6)

Classes available:

Thief, Fighter, Ranger, Spirit Hunter, Cleric, Necromancer, Druid, Dark Druid, Pit Fighter, Targeteer, Anti-Paladin, Knight of the Elemental Order, The Hand, Blood Guard, Savage

Jorakeen are resistant to cold and can survive in cold climates in relative comfort. They gain +2 to all saves Vs. cold based attacks. Also, being hearty, they gain a +2 to save Vs. disease and poisons. In addition, all Jorakeen are immune to lycanthropy of any sort.

Jorakeen can move silently and hide in shadows in woodland surroundings as a thief of equal level and in such environments can surprise opponents in a 3 in 6 chance.

Mavakin



It was Ghavoran's turn to go to the surface. There was little meat left in his territories of the underworld. Hunting too deep in the great depths was dangerous... his tribe knew there were weavers of the painful craft below, and that left them but one option; hunt the along the skin of the world. The surface beasts were weaker...easier to kill, but Ghavoran knew that there were weavers on the skin of the world as well. He could not let his guard down. It took his eyes a full day to adjust to the whites, the greens, and the reds. He moved through the softness of the surface looking for a large beast with good meat. In a clearing, he spotted a massive boar and her young. He had killed one just like it a moon ago, and it had fed the tribe for 3 days. He rushed it with tremendous speed, but as he closed, he felt his foot grasped suddenly. His head smacked the ground as his legs were pulled violently into the air. He hung in place for a moment, stunned and confused. "So you are the one who has been killing my Dire Boars." a voice called from the foliage as he dangled a few feet from the forest floor. Ghavoran's mouth was dripping blood and his vision was blurred. A cloaked woman emerged from the bushes, a staff in her hand which radiated the energies of the painful craft. Ghavoran recoiled, grasping desperately for the vine which held him fast. "What a curious creature." The druid calmly commented. Ghavoran knew he could hurt her... His blood, it was poison to the weavers. He gathered some of it in his mouth and spit it in a stream at her face. Screaming, she fell backwards into the bushes from which she came. Smoke poured off of her face anywhere the blood had touched. Now, with a moment to gather himself, Ghavoran lurched upwards and grasped the vine which ensnared him, and snapped it with his great strength. He fell to the ground; his great mass shaking the surrounding trees. As he gathered up his spear, he heard that the weaver was still flailing and moaning in the bushes, but the pig was gone. He drove his spear through the helpless druid, waited until she was dead, and carefully knocked away her magic items with a stick. She no longer stank of the craft, and she would feed the tribe for a full day.

Mavakin are a type of Mendelinkorian which have lost the magical aptitude of their race and respond uniquely to magic effects. Their blood contains a powerful "Arcana Osmosia" which attracts and absorbs magical energy and damages surrounding tissues in the process. This "Arcana Osmosia" temporarily makes the Mavakin physically stronger, even while the magic is destroying their body. Some believe that it was the arcane experimentation of the Mendelinkorians which created the Mavakin. Others believe that the Mavakin were cursed by the Gods. Whatever made the Mavakin as they are, it is clear that what they have lost in arcane ability, they have gained in toughness and vitality. They are more massive and fearsome in physical aspect than their arcane counterparts. However, Mavakin are less intelligent than most other PC races. The smartest amongst them would be considered of average intelligence to most humans. Their skin color ranges from pale yellow to a bright red and their eyes are yellow or white. Like the Mendelinkorians, the Mavakin have 6 fingers and 6 toes. They have one sex and reproduce asexually as the Mendelinkorians do.

Few know of the Mavakin as they tend to live away from settlements and hide themselves from other races. If they cannot find lands devoid of other creatures, they prefer the presence of non-magic using cultures as they especially loathe humans, elves, and mendelinkorians (or any race which practices magic). Their technology and crafts are simple and they make their weapons from stone and bone and their clothing from furs. They have also been known to settle underground, where their normally red skin becomes pale without the sun. Being typically 9' to 12' tall and stout, Mavakin tend to wield large weapons and can use normal man-sized two-handed weapons in one hand. They are even larger in size than Mendelinkorians and take damage as larger than man-sized creatures. The cost for clothing and armor will increase by 50% over market price due to their stature. Mavakin have a base movement rate of 18".

Because Mavakin have a weakness to magic and they cannot wield magic safely, they tend to avoid magic and magic users of all kinds. They will usually seek to kill wielders of magic if they think they can mount a successful attack. Some Mavakin know that their blood is, in fact, a powerful poison which can quickly kill magic users, and some have been able to use this to their advantage when engaging their enemies.

Mavakin are usually Chaotic Neutral or Chaotic Evil, but can be any alignment.

Mavakin can be only non-magic using classes. If they are of a class which has some magic abilities, they will not be able to learn those abilities.



Mavakin have the following ability score adjustments:

STR +2	(Min 14, Max 20) (3d6)
INT	-2 (Max 11) (3d6)
WIS	3-18 (3d6)
DEX	3-18 (3d6)
CON	+2 (Min 14) (3d6)
CHA	-2 (3d6)
CMS	3-12 (3d4)
BV	3-12 (3d4)

Magic interacts with Mavakin differently than any other race: Mavakin take 1D3 damage if any spell is directly cast on them, even spells which normally do no damage. Spells with a duration of effect last half as long versus a Mavakin, but inflict 1D3 dmg/rd. for as long as the spell remains active. This damage occurs in place of the normal effects of the spell. For instance, If Charm Person was cast on a Mavakin, they would not be susceptible to the charm effect, but they would take 1D3 damage per round for the duration of the spell. Mavakin do not take normal damage from spells which do physical damage. They instead take 1D3 damage for each round an offensive spell is active upon them. For example, a spellcaster who casts a 6D6 fireball upon a Mavakin would be disappointed as the Mavakin would only take 1D3 worth of damage.

Mavakin will take 1D3/turn damage when walking through enchanted areas or areas likewise affected by spells. For example, a Mavakin could probably not pass through an enchanted forest, because they would take 1D3 damage for every 10 minutes they wandered there.

Mavakin have a 95% chance of spell failure when attempting to use magic items or cast spells. They also take 1D6 damage whenever attempting to do so.

Mavakin take 1D3 damage whenever they touch a magic item. Any magic item touching a Mavakin must make a saving throw vs. acid or become permanently disenchanting. Any magic item with Mavakin blood on it must make a saving throw vs. acid for every round the blood remains on it or it will become permanently disenchanting. (See Item Saving Throws OSRIC pg. 372)

Magic Weapons do not confer their normal bonuses to damage when used against Mavakin. They will inflict an additional 1D3 to the Mavakin, but that is all. Magical bonuses to hit are not applied to a Mavakin in combat.

Mavakin blood will burn any magic user for 1d6 dmg/rd as if it were magic acid.

Any magic user (Arcane, Divine, or Druidic) whose blood is tainted with Mavakin blood must make a save vs. poison or take 1D6 dmg/rd until dead. Spells will not stop this effect, but instead make it worse, inflicting an additional D6 of damage each time a spell is used to try to stop the effects. The only way to stop the effect is to drain out all of the Mavakin blood.

Mavakin blood, if spattered on a dweomer, will act as a dispel magic as if the Mavakin were a spellcaster of equal level.

The Mavakin has a chance to intuitively identify spells or magic items

Character Races (Mavakin)

they pass through or touch. This chance starts at 10% for the first exposure and increases by 10% every time the magic damages them. For every 10 hit points lost to magic effects, the Mavakin gain a +1 to STR. This effect lasts for 24 hours after the damage is inflicted.

Mavakin can be the following classes:

Assassin, Fighter, Pit Fighter, Thief, The Hand, Targeteer, Savage

Mendelinkorian



"You're making a mistake leaving the citadel!" Renuiklah'ah men laka neh' beamed with a smug certainty as he spoke to his charge, Mazel leh' lah kah lorne. "There is nothing out there for us." Mazel took the words into account and waited the typical Mendelinkorian long pause before speaking. "Our race is dying. We are few. We once were many, powerful, respected... feared even. Now we are near a myth." The arcane magics had become a heavy narcotic for his people; they took it in huge doses and in doing so, turned away from the world. They cared about little else. "We will fade into nothingness as we gaze into tome after tome, spell after spell, and for what? The great mages have been like hounds chasing their own tails and never getting anywhere. We are spiraling into nothingness. Doom. The end." Renuiklah looked about as shocked as a Mendelinkorian could. With their long years of experience, they were not often surprised. "The things you say are...dangerous...you..."

"I speak the truth!" Mazel raised his voice, another shocking thing. "Out there somewhere is the key to our former kingdom, to our rightful place amongst the intelligent races...as masters. It will not be found here gazing into moldy old books and debating them for eons. We've run out of time." Renuiklah looked even more surprised, if it was even possible, for he seldom heard such impetuous prattle from his fellow Mendelinkorians. It was just not their way.

"But these new races, they do not know... It will be dangerous for you. They will view you as an outsider."

"We've chosen to become outsiders to the world that we once were on top of."

"I can't stand by and watch our people fade into nothing. My deci-

Character Races (Mendelinkorians)

sion is clear in my mind." With this common Mendelinkorian saying, Renuiklah knew that there was no convincing his young charge. "Very well then, may your endeavor bring you success." With this token of respect, Mazel made a barely perceptible bow and left for new horizons.

The Mendelinkorian are an ancient magic using race that was once great and numerous. Now they are but a few isolated communities scattered about the land. Little is known about these mysterious creatures by the common folk as they are secretive and isolationist in nature. The Mendelinkorian are a very old race, they were once vast in number and power as many of the other great old races. Their story is a tragic one of betrayal in a time of great need. The Mendelinkorians are not warriors; To help with this weakness they created the insect race known as the Stygers to do their fighting for them. A great evil was at hand, and the many races of the land banded together to push back this irresistible evil. Humans, Elves, and the Mendelinkorians came together to form a very powerful ritual spell that would stop the evil armies and their controller. As they wove the spell, a traitor was amongst them. He destroyed the spell and perverted it so it would lash out at it's creators. The spell wound up causing a massive magical backlash throughout the land, destroying much of it. Both sides were decimated. Using this chaos to their tactical advantage, the Stygers rebelled and killed their creators. Times were dark for the Mendelinkorians. The survivors fled and went underground for safety. There they tried to rebuild their society but their numbers had been greatly diminished and their spirits broken. They became a bitter and resentful race. 1000's of years have passed and these once brilliant, vibrant people have still not left the safety of their underground city-states. As far as the Mendelinkorians are concerned they were betrayed because jealousy of their superior ability with magic. They were (and still are) the premier spell casters in the realm. Mendelinkorians are very adept at magic. They cast better than anyone else and they know it. Due to this increased magical ability and a sense of betrayal and jealousy, the Mendelinkorians tend to look upon the other races of the land with suspicion and do not trust them. Mendelinkorians will typically look out for themselves and their own kind. They tend to be stand-offish, cold and clannish.

Mendelinkorians are not warriors, they are spell casters. As they are not skilled in hand to hand combat typically, they rely solely upon their ability as excellent spell casters to win battles. They have an edge in casting, their spells are more powerful, hurt more, and cause more damage than the same spell cast by some other race. Mendelinkorians will summon creatures to use as cannon fodder and keep enemy warriors away from them as they hurl spells into combat. All Mendelinkorians carry a scepter that allows them to negate the use of at least one of the components needed to cast a given spell. This is very helpful if the spell normally requires the use of altars, bulky items, or rare substances. The scepter also allows them to "aim" spells more accurately and to more deadly effect. If the fight is going bad for them, they will throw up a cover and escape, always having a couple of spells set aside for just that purpose.

Mendelinkorians live underground in small city-states designed for protection and isolation. Through their use of magic, they are able to provide for all necessities of life. Their underground lairs will have secret entrances to the surface, usually guarded by summoned monsters and magical booby-traps. Usually the lair itself will be located deep in a forest or in a craggy, foreboding area. All of these locations and defenses are designed to keep others away, and make it nigh impossible to have an army enter the area.

Mendelinkorians live for 1000-2000 years of age. This longevity allows them to perfect their magic skills to unprecedented heights. There are no female or male Mendelinkorians. These creatures are

asexual and reproduce their numbers by budding off of themselves. The Mendelinkorians keep this fact as one of their darkest secrets. They feel that other races would perceive it as a primitive attribute and thus be a weakness in their eyes. The Mendelinkorians are able to survive unmolested partly due to their reputation as the best magic users in the land. They work to maintain this idea in the minds of others. Their young grow to adult size in a few months but it takes a Mendelinkorian at least a hundred years to mature mentally. Mendelinkorians live in city-states of a small size. Each citizen is part of a household which is ruled by a master. Each master of a household is ruled by a lord that governs a section of the city. Each lord is loyal to a Grand Master or overlord that is the final word in all matters. There is almost no crime in Mendelinkorian society; they have magics to find out everything-so why bother? In rare instances, outsiders may be brought in to do some dirty work for an aspiring lord.

Mendelinkorians are a tall race of humanoids standing 7-9 feet tall. They have thin, wiry builds and have no hair anywhere on their bodies. Mendelinkorians have six fingers and toes on their long hands and feet. They have round heads with small features. Their skin color is a sky blue that darkens as they get older to a deep night blue in their old age.

Classes Available: All

STATS

STR:	2-16 (2d8)
INT:	14-19 (13 + 1d6)
WIS:	14-19 (13 + 1d6)
DEX:	3-18 (3d6)
CON:	2-16 (2d8)
CHR:	3-18 (3d6)
CMS:	3-18 (3d6)
BV:	3-18 (3d6)

Innate abilities:

Mendelinkorians have the following spell like powers once per day: Read magic, Detect Magic, Identify, Light.

Mendelinkorians utilize a crystal scepter to cast spells which eliminates the use of one material spell component. Mendelinkorians cast at one level higher than their level; this includes spell level and number of spells cast. They also cast magics one segment faster than normal with a minimum of 1 segment casting time. They are able to read languages as the thief class of an equal level. Mendelinkorians gain +1 to save vs magic for every 4 points of Intelligence they possess, rounding up.

Styger



G5 hunkered down as the arrows flew overhead. He led the charge to the battlements. A small squad of his kin had been hired to help storm this keep. One of many keeps... one of many battles. G5 cared not the number. It was great, more than he could easily count. The spots on G5's shoulders had gotten large and plentiful, mingling with the many scars that covered his body. He was a venerable warrior, a leader by his long years. With the precision of a Gnomish machine, the Stygers went to work with the battering ram. In just a few moments time, the door was a mass of splinters. G5's group had already dropped the ram and drawn their weapons before the gate came crashing down. G5 took a few arrows closing the gap, but the Stygers poured in the breach, undaunted by the defender's attempts to repel them. G5 silently hoped he would not die of old age. The large man with the two handed sword looked like he would be a challenge. He may even have the strength required to end G5's long years of service. Only one way to find out. G5 leveled his blades and charged...

Stygers are a race of constructs; they were made by magical means. Long ago a powerful race of magic using creatures called the Mendelinkorians created the Stygers to be their warriors. After countless generations of bondage, a great cataclysm shook the land and the Stygers used the chaos as an opportunity to strike. Massive rebellions took place at all of the Mendelinkorians' city states. The Stygers killed all that were not smart enough to run. Even to this day, after several thousand years, the Stygers will attack the Mendelinkorians on sight.

Stygers are natural warriors; they have natural armor and weapons and are fearless in combat. Stygers possess great strength and endurance; Stygers can fight for twice as long as other races before becoming tired. Stygers resemble large humanoid insects; they have a hardened armor carapace that protects as well as a suit of brigantine. Stygers also have sharp claws upon their hands that are equivalent to daggers in melee. Stygers will usually use some type of weapon and only use their claws as a last resort. Stygers work very well with others and even better with their own kind; they receive increased chances to hit depending on how many of them there are. Stygers are made to fight and they do it well.

After the great rebellion, as they call it, there were few Stygers left. Their numbers are small compared to the thousands that used to walk

the battlements of the Mendelinkorian's walled city-states. Stygers are found in small bands of 10-100. They are warriors but not overly aggressive. Stygers have been seen serving various lords and causes as mercenaries. Their breeding makes them fiercely loyal to a lord that treats them fair. Those that do not treat a group of Stygers well will find a rebellion on their hands. Stygers have little concept of culture or tradition. They are fighters and not much more. The Mendelinkorians made them to be focused warriors and have no other interests, thus making them easier to control. Many a crafty lord has taken advantage of the Styger's great focus. An individual Styger gives the same loyalty to any group which treats them well and would be a trusted companion to any group of adventurers. The drawback of all this focus is that most Stygers cannot think outside the realms of combat and are not too intelligent in other matters. They often lack common sense, streetwise and cunning.

Stygers are born and bred for combat, it is all they know. The Mendelinkorians made sure that they could not cast magic and instead made them exceptional physical combatants. Stygers have excellent tactical sense. They will always use the best method of attack and defense in any given combat situation. They do not waver in combat but will make a tactical withdrawal if victory is not obtainable. Stygers can and will employ any sort of weapon or siege weapon made available to them. They are brave and will do daring things to win a fight. Stygers excel in group combat. For every five companions in combat allied with Stygers, all Stygers receive a bonus of +1 to hit, up to five such increases for a max of +5. If the group is comprised entirely of Stygers, they gain an additional +1 bonus to hit. These are non magical bonuses in addition to any other bonuses from strength, skill, or magic. Because the Styger has four arms, they can employ a shield and even employ two shields in combat. A second shield no matter the size will only confer +1 AC bonus (plus any magical bonuses if applicable). Stygers will usually gang up on one opponent to defeat them quickly and then move on to the next. They have found this tactic to work well in small group encounters. In mass battles, they will form a wedge and try to break a hole in the enemy line, heading for the general's outpost. Killing the enemy general is always a good way to win a battle as far as a Styger is concerned.

Stygers are insectoid in their origins and will usually be encountered in areas that would allow insect life to live. Thus, areas of extreme heat or cold would not be places you would normally encounter a group of Stygers. If they are under the leadership of someone, then you may see them in the desert or snow. Stygers have no skills for building and cannot construct homes. Most usually wander about, sleeping where they stop for the night. They do not require special clothing or protection from the elements being able to be comfortable in climates from 20 degrees F to 120 degrees F. If caught in a climate of extreme heat or cold, it will not kill a Styger, they will simply become dormant until the climate becomes more favorable: going into a state of hibernation to preserve themselves. Stygers can eat most anything, tree bark, insects, and most plants, so they don't have to work too hard to find food. Stygers find glue to be very tasty, and will eat furniture and other objects if assembled with glue. This habit can be a source of trouble. Stygers are most at home in a barracks and will often seek employment in the military to gain such lodging.

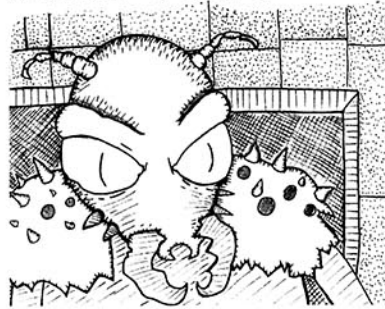
Stygers are not long lived; most die of old age by 30. The Mendelinkorians gave them short life spans to keep them under control. Due to this fact, old Stygers are revered by their comrades. The oldest Styger in a given group is the leader, no questions asked. If one group of Stygers joins up with another group of Stygers, then the oldest amongst them becomes the leader. Stygers do not have political motivations and will not usurp this chain of command. All important

tasks are relegated by age. Stygers reproduce asexually just like their creators. Stygers will lay a small clutch of 1-10 eggs every year. The survival rate is about 20%. The young mature to adulthood in a month's time. After a year of being a full adult, the Styger will lay eggs as well. The eggs are buried and left behind. This is why small groups of Stygers are encountered; they are the survivors from clutches of eggs left by another group. Stygers have no need for parenting or guidance. They have all the information they need for survival, as well as their native language, programmed into them magically. If Stygers are kept in the same locale for several years then their numbers can grow quickly. With their prolific reproduction, they can overrun a place in a few years.

Stygers are tall insect-like humanoids. They stand 6-7 feet tall and have powerful builds. The body of a Styger is covered in an armored carapace. The carapace is a light green in color with shades of brown and tan at the joints. As a Styger ages, they gain dark brown spots around their shoulders. Very old Stygers will have their shoulders covered in such spots. Stygers have triangle-shaped heads with large eyes and small mandibles on either side of their mouth. They have spiky protrusions coming from their elbows and knees. Stygers possess 4 arms and one set of legs. They are not true insects, but magical constructs patterned after them.

Stygers have a natural AC 4 or +3 to AC if armored. Stygers cannot wear normal armor. They will have to have special armor constructed for their unusual bodies. This will typically incur a +50% cost to make from standard market value of normal armor types. They can employ any weapon.

All Stygers can perform 4 claw attacks for 1-3 and a bite for 1-2 at no penalty; Or, if armed, they can employ extra weapons. These attacks are made at the following modifiers: 1 attack: no penalty. 2nd attack: -1, 3rd attack -3, 4th attack -6 Stygers can offset these penalties as follows: Dex 3-14 no mod. Dex 15-16 +1 Dex 17 +2 Dex 18 +3. If their DEX score exceeds the penalty, they attack with no modifiers. Thus a Styger with an 18 DEX score employing 4 weapons would be at -0/-0/-0/-3.



Classes Available:

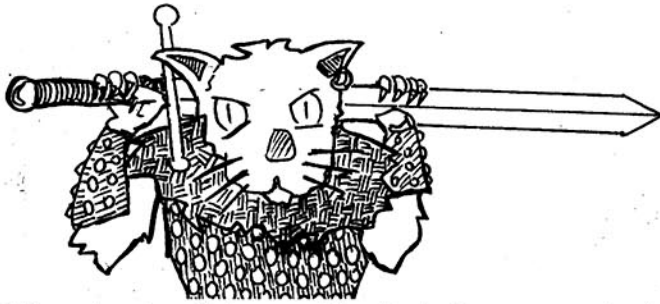
Assassin, Fighter, Pit Fighter, Targeteer, Thief, Hand, Savage

STATS

STR:	16-18/00 (15 + 1d4, 3 & 4 being 18)
INT:	2-12 (2 d6)
WIS:	2-12 (2 d6)
DEX:	3-18 (3d6)
CON:	13-18 (12 + 1d6)
CHR:	3-18 (3d6)

CMS:	3-18 (3d6)
BV:	2-12 (2 d6)

The Tinelian Cat-People



Vale was hanging off the mast of the ship, looking out towards a few small shapes on the horizon. Her keen vision made out three lumps, barely perceptible, but she knew the waters well, and they looked like a couple Morzen trading vessels and an armed escort. She was one of many Tinelians that manned the ship, *The Wishbone*, as it was called; they had been marauding these waters for a few years now and had met with a lot of success. Others had made the same observation she had and the helmsman looked over to the captain, Ma'Veel, for a nod of approval. After what seemed like a very long moment, captain Ma'Veel gave a nod and the crew of the *Wishbone* went into the well rehearsed but chaotic ballet of giving chase. Vale looked on with nervous anticipation. There were so many questions: so many curiosities to be dealt with. Very soon she would know.

In the northernmost lands live the race of cat people on the several islands known as the Tinel Islands. The Tinelian Cat-People are a graceful people. They are quick and strong, making excellent warriors. Being that they live on several islands in the north sea, the Tinelians have become very adept at sailing. The majority of the populace make their living as sailors and fisherman. Most of the cat-people are equally at home on their rugged islands as they are on a ship. The Cat-People of the Tinel islands also share an insatiable curiosity with their feline cousins. The Cat-People are always prying into things and looking around for the next object of idle curiosity to peak their interest. Many of the other races find the Tinelians over-active curiosity to be quite bothersome: Dwarves and Humans have often dealt harshly with a Tinelian's prying. This wanderlust and insatiable curiosity also makes them ideal adventurers. Several Cat-People have rose to become adventurers of great prominence.

Tinelians are independent, carefree, and tend toward chaotic alignments. They can work with a group if need be. Tinelians spend much time at play and the rest napping. This behavior tends to drive fellow adventurers mad at times. Tinelians have excellent hearing, night vision, and smell. They can see almost as well in the night as in the day. Their keen hearing makes it difficult for them to be surprised as long as they do not have their ears covered in a helm or other head covering. Tinelians loathe covering their ears; they may at times, wear a helmet or head covering if the need arises.

Tinelians look like humanoid house-cats; they are tall and slender with slight builds. They are quick and agile fighters, they like to keep moving. Their chaotic nature makes them ill-suited for highly organized battle lines. They are better set to purpose being skirmishers or sneaking behind enemy lines to disrupt things with guerilla warfare. They like to wear lighter armor types and use slender weapons. If a Tinelian Cat is wearing a light armor type they receive a +1 AC vs. melee and missile fire. Tinelian Cats are very dexterous and

highly coordinated; they can fight with two weapons with no penalty no matter what their DEX score is. In addition, if so armed with two weapons, the Tinelian Cat will gain a +1 to their AC in melee only. They tend to disdain shields for this reason. Their increased ambulatory skills also give them a +1 to strike with any bow, crossbow, or hurled weapon. These are in addition to any bonuses from stats or other skills and magic.

Tinelian Cat People are an island dwelling race; they are also a seafaring people and are adept sailors. They prefer middle climes to the extremes of heat and cold but are a hearty people and can tolerate near any clime. They, being creatures of islands and vast bodies of water, do not like tight confined spaces too much as evidenced by the unique open design of Tinelian ships. Over time, a seasoned Tinelian Cat can keep their cultural claustrophobia in check, but they will avoid such places if they can. Because of their skill as seafarers, these creatures can be found at near any coast in any land. They travel far and wide. The Tinelian wanderlust and curiosity is legendary.

Tinelian Cats live for 45-65 years typically. They mate seasonally with various partners and the female is left to raise the brood of 1-8 kits that will become adults in 5 years time. Within the mass of Tinelian Cats there are near countless clans or small groups or 5-50 members. Younglings are often driven out of the tribe once they reach adult age. Females are equivalent to males in regard to game mechanics; they are in leadership roles about 50% of the time. These beings are 5'-6" to 6'-1" (5'-5" +1d8 inches) tall and are of slender builds. They have long pointed ears often adorned with rings of gold and silver. They come in many colorings and patterns very similar to ordinary house cats.

STATS

STR	+1 to (min 13, max 18/99) (3d6)
INT	3-18 (3d6)
WIS	-1 (Max 16) (3d6)
DEX	+2 (min 14, max 20) (3d6)
CON	3-18 (3d6)
CHR	-1 (Max 17) (3d6)
CMS	3-18 (3d6)
BV	3-18 (3d6)

Surprised only on a 1 in 8 unless the head is covered, then normal chances of surprise apply.

Movement: 140ft Can leap their strength in feet forward, or 1/2 straight up.

Tinelian Cats can use a claw/claw/bite routine if unarmed for 1-2/1-2/1-2 points of damage. They need no proficiency in these attacks, it is natural.

Character classes available:

Fighter, Pit Fighter, Magic User, Blood Guard, Druid, Dark Druid, Spirit Hunter, Knight of the Elemental Order, Necromancer, Fighter Mage, Cleric, Assassin, The Hand, Ranger, Thief, Paladin, Anti-Paladin, Targeteer, Orator, Savage

The Tinelian race can dual class. Fighter, MU, Cleric & Thief mixes only.

Classes

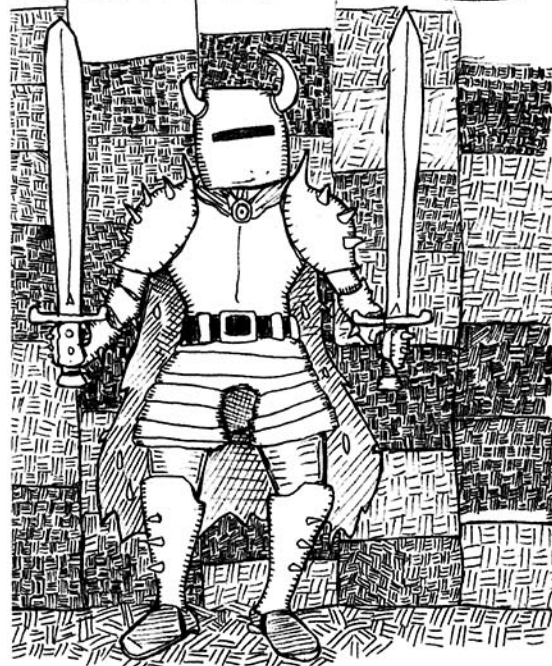
Anti-Paladin

Joric loved the sound his blade made as it severed yet another head of the White King's Honor Guard. There was nothing like that sound, and Joric longed to hear it again and again. Nothing quite like it, a wonderful sound it was. Joric's well-practiced strokes were now striking with increased accuracy and force as he'd hewn his way through the battlefield to the famous Honor Guard. On his way, he was sure to slay any wounded he encountered be they friend or foe. It did not matter as the killing pleased his dark masters and they cared not for whom he fought as long as the soul was taken, the Gods of Murder would be pleased with Joric and bestow upon him great strength. Joric's huge armored form was visible from many points on the battlefield. His black armor was now bathed in a crimson sheen of his fallen foes and whoever else got in his way. He had not a friend and cared not. His lust for power had driven him to make the pact with the Gods of Murder; it was the short and fast route to what he wanted. These thoughts were a dim whisper in Joric's mind as the clang of steel on steel and the cries of the battlefield roared on around him. The silver-and-blue-clad Honor Guard was beginning to waver from the heavy cleave of his greatsword. Unlike many of his kind, Joric was not afraid to get into the middle of things...get his hands dirty, as it were. The magical sound again! Joric could feel the Gods of Murder guiding him, making him stronger. He was close; perhaps a few more and then the great red madness would take him. The battle frenzy was nearly upon him. He could feel its power warming him like a great fire. Joric had abandoned his sword-mates, moving ahead to the most powerful opponents. He saw the wizard amongst their ranks weaving some magic as he fell more of the White King's banner men. But then it was too late to take action, the red rush was upon him, Joric's eyes turned red with blood and he let out a battle cry of inhuman origins...

The Anti-Paladin is a creature of deceit, lies, greed and a lust for power that leads this character class down a road of death and destruction like no other. Where a Paladin follows gods of righteousness and justice, the Anti-Paladin has made a pact with dark gods and even the hells themselves to be a sword on the prime material plane in the service of evil. By enacting this pact, the Anti-Paladin character taps into dark and powerful forces, propelling them into realms of the superhuman being. An Anti-Paladin can be a bully, a coward, a thief, or assassin, they can also have honor and fight with a code depending on the alignment of the Anti-Paladin in question. Anti-Paladins that serve demons or dark gods of chaos are of Chaotic Evil alignment. These warriors will seldom work in large groups or command armies for they are capricious and cruel and will seldom attract large numbers of followers. They tend to work their best evil by themselves or in small bands that will tolerate the Anti-Paladin's power-mad bullying. They will not tolerate being second-in-command to anyone, save their dark masters. Those that serve dark gods of true evil can balance on the precipice of law and chaos; they care not for structure of law nor the randomness of chaos, only that the agenda of their dark controller's evil be carried out. An Anti-Paladin that follows devils or gods of lawful evil will be thus aligned and will seek to impose such a structure upon the land. These types will often be the commanders of armies of evil creatures such as Orcs or Goblins. Alignment choice for the character is more of a role-play aspect than one of certain advantages or disadvantages; your GM should work out a detailed background for your character to give you some direction and purpose. Also, keep in mind that such characters will often be at odds with near everyone, including the other players,

so you, the player, will have to make the hard fit work though good role-play, this class would not be recommended for a beginner. Anti-Paladins often descend from noble stock, but they can be from any class of people. The advantages brought by being a Knight are not gained by the Anti-Paladin: the hard work and long hours of training being eschewed for the quick path to power in the form of a contract with a dark force willing to listen. The Anti-Paladin must have the following characteristics to qualify:
STR 13, INT 12, WIS 11, CON 12, DEX 9

Anti-Paladins do not need to be charismatic like their good counterparts; they rule through fear and intimidation. They can have exceptional strength like a fighter, and belong to the fighter class as a sub-class. They have d10 hit points and gain a hit die for each level until the 11th, then they gain 4 hp per level. They have attacks per round as a Paladin of equal level, they cannot weapon specialize. They can use poison, arms and armor of their choosing. They can be of any race, evil not being too choosy in who it uses as its vessels.



Special Abilities

At 1st level all Anti-Paladins have the following abilities:

Radiate Protection From Good in a 10 ft radius.

Rot Flesh. Do 2 points of damage per level by touch, twice a day.

Deliver 1 point of damage per level to good aligned creatures in melee combat only.

3rd. the Anti-Paladin can cast Strength as the spell 1 time a day upon themselves.

At 4th level the Anti-paladin can radiate fear as the spell, 1 time a day

Anti-Paladins have the thief backstab ability of a thief 3 levels lower; they gain this ability at 4th level.

Level 5 the Anti-Paladin gains the power of Blood Frenzy.

For every 5 opponents slain in combat, the Anti-Paladin gains +1 to hit and damage; this +1/+1 is not a bonus that can enable the character to strike magical creatures. An Anti-Paladin may increase this Blood Frenzy to a max of +5/+5 (25 slain creatures in the same combat) These bonuses can be gained by slaying intelligent creatures

Character Classes (Anti-Paladin)

only and a thoroughly evil and enterprising Anti-Paladin can beef up his bonus by slaying helpless innocents (How evil is that?) before a real fight begins. The Blood Frenzy bonus lasts for 24 hours.

7th Level yields the Life-Drain ability. The Anti-Paladin can, by a score of touch, drain hit points from an opponent and add it to his existing hit point total. The amount they drain is equal to 1/2 the Anti-Paladin's level rounded down. This can exceed the character's max hit points and any damage suffered will come off this drained point total first. This can be done twice a day. If the hit points gained exceed the normal hit point total of the character, these additional hit points will last for a 24 hour period or until used. If the Anti-Paladin is below their normal hit point total, it acts as healing and is not lost.

8th level Anti-Paladins can cast clerical magic once they reach 8th level, they cast as a cleric 7 levels lower i.e. 1st level casting at 8th level, 2nd level casting at 9th level, etc. The spell casting is limited to non-healing magics. They gain wisdom bonuses for spells for a high WIS score.

9th level, the Anti-Paladin can enter into a berserk rage. Before the character can achieve this extremely powerful state, they must have maxed out their Blood Frenzy (+5/+5). The Anti-Paladin then goes berserk; there is no turning it off. In addition to the Blood Frenzy Bonuses the Anti-Paladin receives the following bonuses:

+2 attacks per round

+3 to all saves

+2 to hit and +5 to damage

-20 hit point total to die (instead of -10) The Anti-Paladin will not go unconscious at - hit point totals, they will fight to the end.

The duration is one round per level, it cannot be turned off once enacted, the Anti-Paladin will attack the nearest creature, unable to distinguish between friend or foe. Use wisely, or not. In this state, the Anti-Paladin cannot cast spells or use any other abilities, nor do anything but attack in melee. The rage does not allow them to drink potions use magic items or normal gear or even manipulate missile weapons nor employ sound battle tactics; they are like a wild beast unleashed upon the battlefield, striking friend and foe alike. They will have to make a INT check at -2 to do things like climb ladders and open doors etc, the mind being masked in a berserk rage that clouds all reason.

When an Anti-Paladin Character Reaches 11th level, they gain the ability to corrupt the land. Consecrated in the blood sacrifice of a good aligned creature, the Anti-Paladin can turn crops to rot, lakes and rivers become full of poisoned waters, trees die and rot, animals succumb to sickness and die, the land dies in a one mile radius per level of the character. This can be done with the appropriate sacrifice, once a day. The corrupt land stays that way and will bear no plant or animal life unless the ground is consecrated by good aligned Clerics or Druids.

Anti-Paladins are tied to the negative material plane and their powers are derived by evil extra planar creatures. The detriments of this connection are as thus:

Anti-Paladins can be turned as undead of equal level. Thus a 1st level Anti-Paladin turns as a skeleton, a second level as a zombie, etc. until they turn as special undead (13th level). A result of D or destroy will not kill the Anti-paladin outright but will leave them stunned for 1-4 rounds.

Being that Anti-Paladins are tied to the negative material plane, healing magic has a reduced effect on them. At first level, there is no change, but at second level healing spells work 10% less on the Anti-Paladin. Rolls are rounded in the character's favor but it is always at least 1 point less. Each level thereafter, the effectiveness is an additional 10% i.e. 20% at 3rd level, 30% at 4th etc. until they reach

Character Classes (Anti-Paladin)

11th level when healing magics of all kinds no longer work with the exception of the Anti-Paladin's Life Drain ability. Furthermore, spells that affect the extra-planar aspects of the Anti-Paladin's power will affect the character at the GM's discretion. For example a Dispel Evil spell cast on the Anti-Paladin would render all their special abilities inert for the duration of the spell.

These characters are just pawns in the eyes of the devils, demons, and gods that give them their power. Total obedience at all times is demanded and any deviation would result in the stripping of the Anti-Paladin's powers in addition to incurring the wrath of their former master.

Few of these characters rise to great stature. They are often used up by their masters in various tasks and hidden agendas: their evil task masters ever weary of a lackey becoming too powerful...

Cleric Spells by Level

Level	1	2	3	4	5	5	7
8	1						
9	2						
10	2	1					
11	3	2					
12	3	3	1				
13	3	3	2				
14	3	3	2	1			
15	3	3	3	2			
16	4	4	3	2	1		
17	4	4	3	3	2		
18	5	4	4	3	2	1	
19	6	5	5	3	2	2	

Experience	Level/ HD (d10)	Title
0-2500	1/1	Vassal
2501-5000	2/2	Scoundrel
5001-10,000	3/3	Villain
10,001-20,000	4/4	Malefactor
20,001-40,000	5/5	Scourge
40,001-80,000	6/6	Blighter
80,001-160,000	7/7	Plague
160,001-300,000	8/8	Destroyer
300,001-600,000	9/9	Anti-Paladin
600,001-900,000	10/10	Anti-Paladin
900,001-1,200,000	11 +3	Anti-Paladin
1,200,000-1,500,000	12 +6	Anti-Paladin

Anti-Paladins need 300,000 experience for each level beyond the 12th.

Blood Guard

Eenar flipped the visor from his helm up and drank from his water skin to clear the dust from his throat; the road was long and dry in the summer months, and he was somewhat parched. Looking back along the high priest's caravan, he could see that most of the lower clerics and men-at-arms had grown weary of the day's long and hot march. Many had shorn some of their armor and raiment to combat the heat. Eenar thought that was a bad omen and the lack of preparedness of others weighed heavily on his mind. Being a Blood Guard, protection and alertness were always at the forefront of his thoughts. It could not be helped. Scanning the road ahead, Eenar could see a bend in the road that had an outcropping of rocks and a small but dense thicket of trees. He quickly replaced his water skin and hefted his battle mace off of his shoulder as the caravan approached. "A likely spot for an ambush," He thought to himself. Spotting the place in the thicket most likely to be used by hidden archers, he rushed to place himself between it and his charge's wagon. The nature of the High Priest's business made magical passage impossible, so the perilous road route it was, and who better to protect such an important person than a famed and feared Blood Guard? Eenar's thoughts went back quickly to the rock outcropping; something was out of place. Instantly and unconsciously, he deflected a volley of arrows that came from well-concealed positions near the peak. From around the bend, more appeared. Before an alarm could be sounded, Eenar brought his huge battle mace to bear, knocking aside one assailant that closed on foot and unhorsing another. As the trees emptied, more combatants arrived, Eenar kept all who came near the wagon at bay with deft and powerful swings of his weapon. The attackers had bit off more than they could chew, and quickly retreated.

"I see a Blood Guard's reputation is well deserved... as is your gold." The Priest said holding back a tent flap, climbing out of the wagon. "Guard me while I tend to the wounded." Already past where most of the battle took place, Eenar once again looked down the long dusty stretch of road as he hovered near the High Priest. It was going to be a long trip indeed.



The Blood Guard are some of the most feared warriors in the known kingdoms. A Blood Guard spends a lifetime training to protect their charges unto the death. Most of the Blood Guard are allocated to protect the ultra-elite of the world, but a few are

snatched up by powerful noble houses to protect their personages of importance. Fewer still are free to adventure, protecting who they chose. Blood Guard have several skills that they are able to employ to protect themselves and those around them. The Blood Guard is unequalled in this protective capacity. In addition to their uncanny skill at defense, they are accomplished priests and can operate almost as well as a regular cleric.

A Blood Guard must have the following minimum stats to qualify for this class: STR 15, INT 12, WIS 15, DEX 13, & CON 13. They do not gain any extra experience points for exceptional stats.

Blood Guard have eight sided (d8) for hit points and start at 1st level with 2 hit dice (2d8) and fight on the Cleric table. They are always of a Lawful alignment, but may be Good, Evil or Neutral. Blood Guard can use any sort of armor and weapons that they choose, and have weapon proficiencies as per a fighter. Most Blood Guards choose to employ large weapons and shields.

Blood Guard are able to cast cleric spells at 4 levels lower, thus a 5th level Blood Guard has the casting ability of a 1st level cleric. Blood Guard do, however, receive a spell bonus for a high Wisdom score.

Special Abilities

These special abilities can only be done one at a time, once a round, unless otherwise indicated. This means that they can set up one ability a round and then another on the next round, etc. The Blood Guard will still be able to attack while using these abilities, unless otherwise stated.

1st level:

Gain +2 to all Saving throws. In addition, a blood guard does not "bleed out" at negative hit point totals, being stabilized as if they had zero hit points at -1, -2 etc. They are surprised only on 1 on a d6. The Blood Guard gains the "Tower of Defense" ability. If the Blood Guard wishes to stop someone attempting to run past them within a 10 ft radius, that opponent must make a saving throw vs. paralysis, otherwise, they will be considered engaged in melee with the Blood Guard and cannot pass. They will not be able to disengage from melee until they successfully make their save (one attempt per round), at which point normal rules for disengaging from combat apply. The effective radius of this ability increases by 1 foot for every level after 1st. The "Tower of Defense" can be used on any number of opponents who enter the area of effect.

2nd level:

The Blood Guard can add +1 to their AC for every two levels of experience they possess. This action must be declared before initiative dice are rolled and lasts a number of rounds equal to level of the Blood Guard. This ability can be utilized 3 times a day.

3rd level:

The Blood Guard can add to the AC of others around them. This action can only be declared before initiative dice are rolled, and only if the Blood Guard is not surprised. This ability adds +1 for every 2 levels the Blood Guard possesses (rounded up) to those they protect. At 3rd level, they are able to add to the AC of up to 2 allied active combatants within a 10 foot radius. For every three levels after 3rd level, the Blood Guard can protect one additional active combatant. For every level after 3rd, the radius which they can defend is increased by 1 foot. They are able to maintain this ability for a number of rounds equal to the Blood Guard's level. This bonus does not apply to the Blood Guard themselves, but only those they are protecting. In addition to protecting a limited number of active combatants, the Blood Guard can defend as many non-combatants as

Character Classes (Blood Guard)

can gather behind them within their radius of protection. This ability can be used 3 times a day.

4th level:

The Blood Guard can continue to fight at a negative hit point total equal to his/her level. For example, a 4th level Blood Guard can continue to fight at -4 hp. If the Blood Guard is at -10 or more hit points, and does not receive healing during the combat, when the combat ends, the Blood Guard will die. If the Blood Guard is healed to -9 or greater before the combat ends then they may have their wounds bound or have healing magics used etc. after the combat has ended.

5th level:

A Blood Guard is surprised only on a 1 in 8 chance (1 d8). They also gain an additional +1 to all saving throws. (+3 total)

6th level:

A Blood Guard can take hits that would have normally hit others around them. A Blood Guard jumps in the way of an incoming melee or missile attack, taking the damage that was intended for someone else. This action may be done at any time, and only to other creatures that are within the Blood Guard's immediate melee range. If a successful hit is scored against one of the Blood Guard's allies, the Blood Guard can opt to take the hit instead of the intended target. This hit will always strike, doing damage to the Blood Guard as if they were the intended target. This is a sacrifice ability and may be done even if the Blood Guard has already acted or used another special ability during the round.

7th level:

A Blood Guard can parry missile weapons. They may parry a number of missile weapons equal to their level per round. They must be aware of the attack in order to use this ability. In order to make a successful parry, the Blood Guard character must make a save vs. paralyzation for each incoming missile. This ability can only be used to protect themselves at this level.

8th level:

A Blood Guard is now surprised on a 1 in 10 chance (1 d10) They also gain an additional +1 to all saving throws (Now +4 to all saves). They also gain the Iron Mind Ability: This ability allows the Blood Guard to remain awake for a number of days equal to their level with no ill effects. The Blood Guard can also go without food or water and suffer no ill effects for the same number of days. After the duration, the Blood Guard requires a normal day of rest and sustenance.

9th level:

Blood Guard can parry missile weapons adjacent to them, thus being able to protect others from ranged attack. They may only block incoming weapons that they are aware of, and the Blood Guard can be no more than 10 feet from the intended target at the beginning of the round. The Blood Guard must make a saving throw vs. paralyzation to successfully parry missile weapons in this fashion. A separate saving throw must be made for each incoming attack, and they have a chance to affect a number of missiles equal to their level each round.

Character Classes (Blood Guard)

10th level:

This is one of the most feared abilities that a Blood Guard can attain: The Blood Guard can "trade blows" with all opponents in melee that scored a successful hit against the Blood Guard in the same round. The Blood Guard's return strikes are automatic, but the character must still roll a "to Hit" as if it were a normal attack. They may do this ability in addition to their normal attack. The Blood Guard may attempt this ability a number of times per day equal to ½ their level, rounded down.

11th level:

The Blood Guard may sacrifice Hit Points to deliver extra damage on a strike. The Blood Guard must declare the ability's use before he/she makes an attack roll. If the Blood Guard misses, the Hit Points are still lost. They may sacrifice a number of hit points equal to their level per strike and may repeat until the Blood Guard runs out of Hit Points. Every Hit Point spent with this ability, will add two hit points of damage to an attack.

12th level:

Blood Guards are now surprised on a 1 in 12 (d12) and gains another +1 to all saves (Now +5 on all saves)

13th level:

A Blood Guard gains the "Sixth Sense" and can turn a critical strike against them into a normal hit once per day. They can also turn backstab damage against them into normal damage 3 times per day.

14th level:

Blood Guard are able to sacrifice AC for Damage. They may sacrifice AC until they reach AC 10. For every point of AC sacrificed the Blood Guard gains +5 points of damage to a strike. If the Blood Guard misses, the points are lost. The AC lost remains lost for the duration of the combat. Once the combat is over then the Blood Guard's AC will recover. This ability enables the Blood Guard to deliver a devastating blow at the cost of protection. They may use this ability a number of times a day equal to half their level, rounding down. This ability cannot be used with the ability to sacrifice HP for damage gained at level 11.

15th level:

The Blood Guard can create an "Aura of Defense". The radius of this defensive barrier is 1 foot per level of the Blood Guard. Anyone in the radius including the Blood Guard gains the following bonuses:

+3 to all saving throws. (The Blood Guard gets this in addition to their other saving throw bonuses)

An additional +2 to saving throws for fear based spells. All missile attacks are at a -5 to strike, all melee attacks are at a -2 to strike. Any creature fewer than 4 Hit Dice must make a save vs. Paralyzation or flee as per the fear spell from the Blood Guard. Once this ability is set up, the Blood Guard may attack or perform other actions. The Blood Guard can perform this action once a day for a duration of 1 Turn +1 round per level. The Blood Guard can combine this ability with other lower level abilities.

Character Classes (Blood Guard)

Cleric Spells by Level

Level	1	2	3	4	5	6	7
5	1						
6	2						
7	2	1					
8	3	2					
9	3	3	1				
10	3	3	2				
11	3	3	2	1			
12	3	3	3	2			
13	4	4	3	2	1		
14	4	4	3	3	2		
15	5	4	4	3	2	1	
16	6	5	5	3	2	2	
17	6	6	6	4	2	2	
18	6	6	6	5	3	2	

Experience	Level/ HD (d8)	Title
0-3,500	1/2	Protector
3501-7000	2/3	Vigilant
7001-14,000	3/4	Stalwart
14,001-28,000	4/5	Bulwark
28,001-46,000	5/6	Steadfast
46,001-92,000	6/7	Foundation
92,001-184,000	7/8	Battlement
184,001-368,000	8/9	Tower
368,001-736,000	10/11	Blood Guard
736,001-1,472,000	11/12	Blood Guard
1,472,000-1,972,000	12/13	Blood Guard
1,972,001-2,472,000	13/14	Blood Guard
2,472,001-2,972,000	14/15	Blood Guard
2,972,001-3,472,000	15/16	Blood Guard
3,472,001-3,972,000	16/17	Blood Guard

Blood Guard need 600,000 exp after 16th level. They gain +3 hp a level after 16th level.

In all other respects this character class behaves like the Cleric class in OSRIC.

Dark Druid

Reizzel knew from early on that she was special. The voices in the wind told her so. As she grew older, the elders of the village grew fearful as they realized something was amiss about her. She

Character Classes (Dark Druid)

seemed unnatural in her ways. The animals in the village obeyed her every command, but not out of loyalty or love; It was out of fear. Reizzel was a channel for dark forces: ancient forces of nature that had been buried by forgotten Gods long before man made his mark on the world. Now and then these Old Gods whispered in the wind to those who would listen. Many nights had been spent alone, out in the woods, listening to the whispers upon the wind; Reizzel listened intently to the dark words spoken. Soon she would be of age and her animal spies had told her much of the elders' plans for her, so she awaited the next full moon to enact a plan of her own. No one knew why, but all of the village animals went mad: even the blacksmith's loyal Mastiff became enraged and attacked its him in his forge. There would be no banishment, as the elders had planned; only the fires of burnt homes filling the night sky. Only the crying and screaming of the villagers. The winds spoke again. They spoke of a higher calling to greater glory and power. Reizzel located the few surviving elders and beat them with an oaken cudgel while she glowed red with dark magic. She said not a word as the village went up in flames around her. She disappeared into the black woods where no one dared to go: no one but Reizzel, guided by the whispers of the wind.

Not all forces of nature are ambivalent to the world that goes on around them. There are dark and sinister forces of nature that lay deep underneath the normal guise of the natural landscape. A Dark Druid is one that has discovered, or been led to see, these dark forces and has chosen a path to harness their dark energies. Dark Druids tend to be reclusive characters unless in the company of other evil characters. Their abilities are evil, and they will not openly tell others their true nature. All Dark Druids are of Neutral Evil alignment. Dark Druids must have the following ability scores: STR 12 WIS 12, DEX 10, CON 13. Dark Druids tend to be human, but they can be any humanoid race. Dark Druids seek to corrupt nature at every turn. They also despise civilization and will gladly do what is in their power to bring cities and towns to ruin.

Dark Druids conform to the Druid class in all respects not covered in this description. When Dark Druids advance in level which normally require a duel, duels are to the death.

Level	1	2	3	4	5	6	7
1	2						
2	2	1					
3	3	2	1				
4	4	2	2				
5	4	3	2				
6	4	3	2	1			
7	4	4	3	1			
8	4	4	3	2			
9	5	4	3	2	1		
10	5	4	3	3	2		
11	5	5	3	3	2	1	
12	5	5	4	4	3	2	1
13	6	5	5	5	4	3	2
14	6	6	6	6	5	4	3

Character Classes (Dark Druid)

Experience	Level / HD(d8)	Title
0-2000	1/1	Rotter
2001-4000	2/2	Corruptor
4001-8000	3/3	Deviant
8001-12,000	4/4	Subverter
12,001-20,000	5/5	Desloator
20,001-35,000	6/6	Waster
35,001-60,000	7/7	Defiler
60,001-90,000	8/8	Dark Druid of the outer circle
90,001-125,000	9/9	Dark Druid of the inner circle *
125,001-200,000	10/10	Grey Druid of the outer circle *
200,001-300,000	11/11	Grey Druid of the inner circle *
300,001-750,000	12/12	Black Druid of the outer circle *
750,001-1,500,000	13/13	Black Druid of the inner circle *
1,500,000 +	14/14	Darkest Druid *

* indicates a duel to the death is required to advance in level.

Fighter Mage

Engel saw the riders approaching from his hilltop perch that surveyed the small town. He knew by the bristle of weapons and glint of armor that they had come for his forge. A dozen heavily armed men approached, and a few dismounted, entering the threshold of Engel's hut. "Smith!" One shouted as he removed his helm, "We have come for your forge old man! Give it freely and we'll spare your life!" A hand rested upon the hilt of his sword. Engel could see he had limited experience simply by how he carried himself. Engel never stopped hammering. Between blows, he spoke in measured tones as he measured out deft strikes to a piece of worked steel. "I do not use my forge nor my skills for violence anymore young ones. Return whence you came. There is nothing here for you worth taking." A smirk crossed the young warriors face. "We will..." In a flash Engel had his sword of ethereal geometries in his hand and, with a word, a flurry of blows rang out. Before the brash warrior's sword had left its scabbard, he stumbled back amongst his cohorts with half a dozen wounds: none of them lethal, but the young man would never be the same. Engel muttered something under his breath, and a shimmering force surrounded his body, just in time to deflect the cuts of his assailants. Engel moved between the men, and in easily measured strokes, and measured breath, he struck each one in turn, leaving wounds that would be life-long reminders of the encounter. "I

Character Classes (Fighter Mage)

told you you'd find nothing here of worth. Leave here while you still draw breath!" The last few were wise enough to flee. They would tell of a strange smith on a hill which wielded great magic and a sword to deadly effect. Peace would reign in the small town for a time.

The Fighter Mage is a sub-class of the Magic User that specializes in combat magics. Fighter Mages have altered some of the spells available to magic users to a point that they are able to cast them while having metal on their bodies. This capacity is limited to a sword in most cases, as the Fighter Mage still cannot use armor or shields of any kind as the Magic User class in OSRIC pg 16. The college of the Fighter Mage is a young one comparatively, and thus they have only been able to attain spells of 7th level or less. Even with this limitation, the Fighter Mage is someone truly to be feared. Fighter Mages spend much of their time training with their swords. Swordsmanship is key to the Fighter Mage, and due to this training they are skilled fighters. Fighter Mages have minimum stat requirements of: 12 STR, 14 INT, 11 DEX, 10 CON.

Fighters Mages fight as a Cleric of equal level, they have one melee attack a round. Their number of attacks per round never increases. The Fighter-Mage has six sided (D6) for hit points. They cannot gain exceptional strength or fighter hit point bonuses for a high CON. At first level, the Fighter Mage has two (2 d6) hit dice and then one for every level after the first, up to 10th level. Fighter Mages gain 2 hp a level after the 10th level of experience.

Fighter Mages have two weapons of proficiency at first level: One of these must be a sword of some type, as it is their main weapon, and their sword is used in many of their spells. The other weapon can be any that they choose. Fighter Mages gain new proficiency slots for new weapons every 4 levels; 4, 8, 12, 16 etc. They will usually try to gain proficiency in all types of swords over other weapons.



Spell by Level

Level	1	2	3	4	5	6	7
1	1						

Character Classes (Fighter Mage)

2	2						
3	2	1					
4	3	2					
5	4	2	1				
6	4	3	2				
7	4	3	2	1			
8	4	3	3	2			
9	4	4	3	2	1		
10	4	4	3	2	2		
11	4	4	4	3	3		
12	5	4	4	3	3	1	
13	5	5	4	3	3	2	
14	5	5	5	4	4	2	1
15	5	5	5	4	4	3	2
16	5	5	5	4	4	4	2
17	6	5	5	5	4	4	3
18	6	6	5	5	5	4	4
19	6	6	6	5	5	5	4
20	7	6	6	6	5	5	5
21	7	7	6	6	6	6	5
22	8	7	7	6	6	6	6
23	8	8	7	7	7	7	6
24	9	8	8	7	7	7	7
25	9	9	8	8	8	8	8

Experience	Level/ HD(d6)	Title
0-2,250	1/2	Initiate of the blade
2,251-4,500	2/3	Apprentice of the blade
4,501-9,500	3/4	Student of the blade
9,501-20,000	4/5	Scholar of the blade
20,001-40,000	5/6	Master of the blade
40,001-90,000	6/7	Arch master of the blade
90,001-150,000	7/8	Grand master of the blade

Character Classes (The Hand)

150,001-225,000	8/9	Superior master of the blade
225,001-325,000	9/10	Fighter Mage
325,001-650,000	10/11	Fighter Mage

Fighter Mages gain 2 hp a level after the 10th level of experience. Fighter Mages require 325,000 experience for each level after the 10th.

The Hand

Raphael watched the guards go by a second time, he counted silently to himself, 17 minutes for the guards to make a full round trip. The mission was like many others before it, the merchant was part of a cult which worshipped chaos and sought to undermine the fabric of society. The Hand would not allow that to happen because they served a higher order: Not the law of the land, but the law of the universe itself. Raphael bore many scars from past encounters. Remaining motionless like the many statues in the courtyard of the merchant's home, Raphael enforcing the will of the Hand scanned his chosen path to the second story window. It would take him 13 minutes to get up there, so he had to act fast and still remain unseen and silent. Using the shadows as a cloak to mask his movements, he glided from point to point, and with little fuss, was on the second story balcony of the opulent household. Checking for traps or safeguards, he found none. He also found the glass door to be unlocked. Entering the bedchamber, he surprised the Merchant and his bodyguard. Before the guardsman could unsheath his sword, a brace of poison tipped daggers had peppered his chest. The merchant went running for the door but was stopped short by a sword thrust through his back. The blow, expertly placed, made it so the merchant could not cry out. This man had doubled his guard after he learned that The Hand knew his true identity, but that was of no consequence. A member of the Hand was on task and order itself was at stake. Raphael would not fail...Could not fail.



The Hand is secret society and its members keep their inclusion in this organization concealed. They work in the shadows to preserve order and balance within society. Sometimes they work in concert with the law of the land and sometimes they work at cross-purposes with it. Members of the hand can work as enforcers, spies, and assassins.

All members of the Hand must be of a lawful alignment. There are three major sub-sects within the Hand: The White Hand, The Red Hand, and the Black Hand. The White Hand members are lawful good, The Red Hand members are lawful neutral, and the Black Hand members are lawful evil. Each sub-sect deals with missions pertaining to the particular interests of their alignment. There is an extremely clandestine upper echelon that controls the actions of all Hand sects. As a Hand rises in level, they will gain new titles and responsibilities and greater insights into the more esoteric aspects of their organization.

The Hand is a Sub-Class of the Fighter. The Hand is a supreme killer of men and can handle themselves well fighting in the front lines in addition to the stealthy arts. Hands cannot gain exceptional strength or receive fighter constitution bonuses as do regular fighters, nor can they specialize in a particular weapon or group of weapons. Hands fight on the fighter table at an equal level to a fighter; they also have eight sided dice for hit points (d 8). Hands can use any weapon that a fighter can use, but prefer smaller hand-held weapons that work well in their profession. Hands can use any type of armor, but can only perform thief abilities in studded leather or lighter protection. Hands never get increased attacks per round as do fighters but they are able to fight with two weapons with no penalty. The minimum stats for a member of the Hand are as follows: STR 12 INT11 DEX12 CON11

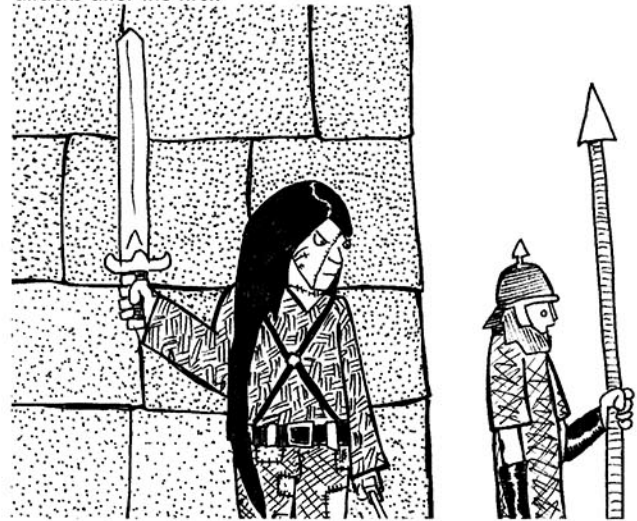
Special Abilities

Back stab:

The Hand's Back Stab abilities can only be utilized if they are wearing studded leather or lighter armor. Additionally, Back Stab only works against Humanoid creatures. Undead and other creatures that have no vital organs (golems, zombies etc.) cannot be affected by this skill. This skill may only be used in melee and can be done without surprise as long as the member of the Hand can get behind their opponent. This skill is to represent the Hand's knowledge of anatomy and the ability to execute precise strikes targeting vital organs. Hands gain a multiplier for a surprise attack as do the thief. The Hand uses the thief backstab tables to determine their multiple, the Hand gains an additional + 1 to their backstab bonus. For example, a 7th level Hand would have a X4 damage multiplier whereas a 7th level thief would only have x3. Damage is done by additional dice by weapon type. Thus, a Hand using a longsword in the example above would use a D8 (long sword) plus the multiplier of three additional D8 for a total of X4. Character's other bonuses from strength, magic etc. are added after the backstab damage is calculated. This way damage is better on average than rolling one die and multiplying it by the character's damage bonus. This extra damage multiplier can be done with any flank or back attack.

Hands may also use their backstab bonus with a missile weapon. To achieve this, the target must be surprised as per the rules (See OSRIC pg.120). Whereas a target may still be backstabbed in melee without surprise being achieved, the missile backstab must have the element of surprise in order for it to be effective. The target must be surprised as per the rules and this enables the Hand to "back stab" at range. If successful, the Hand delivers weapon damage times their back stab level bonus to the target creature. Once again the creature must be humanoid and have vital organs etc. to exploit. If a natural

20 critical hit is scored, when rolling on the critical chart, the hand adds +1 to their D6 severity roll. This ability is good for one shot only; rate of fire is not a factor in this case. A second or third shot may be taken based on the weapons rate of fire, but they are normal attacks after the first.



Damage bonus for humanoid creatures:

In addition to the above, a Hand gains a damage bonus that adds into the base weapon damage. This bonus increases by level, and can only be used against humanoid opponents. This damage bonus is scored in a successful melee attack as well as being added to backstab damage. For example, if the 7th level Hand above was back stabbing an ogre, they would do 4 D12 (long sword against larger than man-sized + backstab) plus an additional 2 points per die (damage bonus) for a total of 4 D12+8 + weapon and strength bonuses, if applicable. The damage bonus against humanoid creatures is as follows:

- Levels 1-3 = +1
- Levels 4 -7 = +2
- Levels 8 -11 = +3
- Levels 12 -14 = +4
- Levels 15+ = +5

Thief skills:

Hands have the thieving abilities of a thief two levels lower. For example, a third level Hand has 1st level thieving abilities.

Poison Use:

Hands can use poison and manufacture it at higher levels with the proper training and equipment. The GM will detail this information as needed.

Hand characters progress as per the Ranger for experience. Starting at 10th level, the Hands duties shift to a more administrative role where they guide the general affairs of the Order. They can only attain the highest levels by secret initiation rituals after years of faithful service. The Hand is as per the Fighter in all respects not covered here.

Experience	Level/ HD(d8)	Title
0-2,250	1/1	Little Finger
2,501-4,500	2/2	Ring Finger

Character Classes (The Hand)

4,501-10,000	3/3	Middle Finger
10,001-20,000	4/4	Pointing Finger
20,001-40,000	5/5	Thumb
40,001-90,000	6/6	Hand
90,001-150,000	7/7	Hand that strikes
150,001-225,000	8/8	Hand the rends
225,001-325,000	9/9	The Iron Fist
325,001-650,000	10/10	Hand that seeks
650,001-975,000	11/11	Hand the silences
975,001-1,300,000	12/12	The Hand
1,300,001-1,625,000	13/13	Hand that guides
1,625,001-1,950,000	14/14	Hand that binds
1,950,001 +	15/15	Invisible Hand

Members of the hand do not go beyond the 15th level.

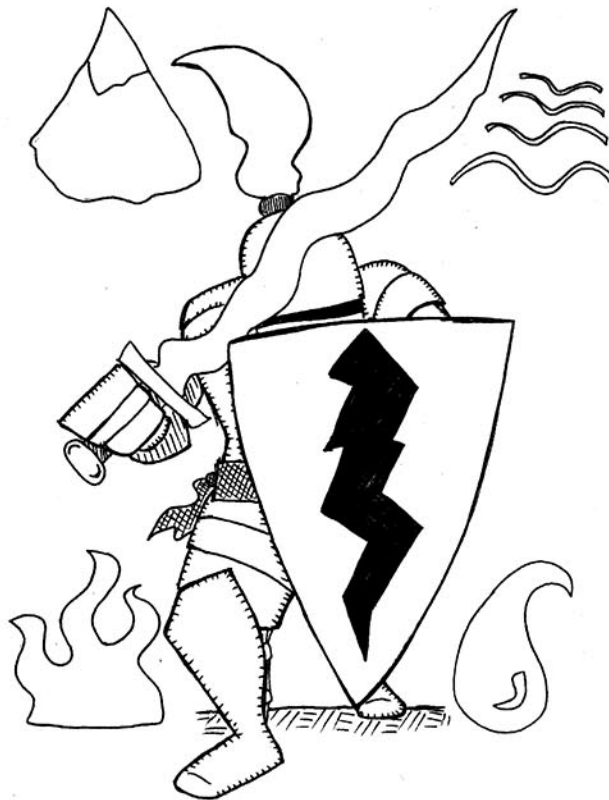
Knights of The Brotherhood of Elemental Orders

Elyria and her brothers had ventured deep into this ancient catacomb system in search of Chalice of Fire, rumored to have been lost here at the end of the last age. They had cut down many a goblin in the upper levels, but down here, they were running into... fouler things...stronger things. Kato, her mentor, had been slain by a huge beast, all teeth, muscle and claws. She remembered what he had told her when she first came into the college, "A brother of our order does not flee from danger. When the strength of others fails, an elemental knight will stand his ground, raise his sword against indomitable foes. Victory or death, Elyria. Glory or disgrace." Even as the beast ripped him apart she could hear his words, "Glory or disgrace". She and her brothers fell upon the beast with all they had trying to save him...the invincible Kato. The monster's strange tail pierced Jemenah through his leg even as he thrust his spear into the creature's side. Haruuq summoned a gust of wind to launch himself onto the beast's back only to be smashed against the wall as it bounded with astounding strength and speed down the side of the great hall. It came right for Elyria, it's eyes glowing ember red. With her word of power, her sword was alight in intense flame and she thrust it skillfully up the creature's maw at the very instant it closed its jaws around her hard plate armor. It skidded across the stone floor taking Elyria with it, gnashing and clawing the whole way. They came to a sudden stop as Elyria was crushed between the beast and an iron portcullis. The last thing she saw before she lost consciousness was the dying monster's eyes going dim. She awoke to a loud crash. She was in a stone room with rotten hay strewn about the floor. Jemenah lay beside her and Haruuq was standing near a braced wooden door. "I dragged you in here," Haruuq

Character Classes (Knights of Elemental Orders)

explained, "There are three more out there like the one that killed Kato." There came another crash against the door which knocked some of the stones from the wall around it. Elyria lifted herself to her feet. "Can you stand, Jemenah?" She asked. Jemenah rose, shaking and sweating from the pain of his wound. Blood ran down his leg. "I can stand," Jemenah said, "I can fight." "Then there is no reason to stay in here any longer. We do not yet have the chalice. Victory or death, brothers." Elyria said, her voice rising with the memory of her fallen mentor. "Glory or disgrace!" Her brothers called in response as Haruuq threw open the door.

Mages long ago trained a special body of warriors that were tied into and could utilize magical energies from the four elements. In time this group of warriors shed their ties with their creators and became an order of knights unto themselves. These knights swore eternal allegiance to each other and followed a strict code of conduct that was more stringent than the code of chivalry followed by common knights. Knights of the Elemental Orders are found for pound the most fearsome fighters in the land. Their reputation alone is often enough to strike fear into their opponents. Each Knight must complete the four circles of Elemental control: Earth, Air, Fire, then Water in that order to become a full fledged Knight. To be a member of the brotherhood, a character must have scores of no lower than 15 in STR, DEX, & CON. They must have an INT of at least 11, WIS of 10 and a CHR score of no less than 9. Through a strict training regimen, members of the brotherhood can increase their STR, DEX, CON scores. At 1st level they roll percentage dice and keep it next to the stat, 15/76 for example. When the character increases in level, the player rolls 2d10 and adds this to the percentile score. This percentile score does not improve the stat until it breaches 100, at which point the stat increases by 1. Their stats are limited to racial limitations. Knights must be any Lawful alignment. Women are allowed into the brotherhood, but by tradition, they are still referred to as "Brothers" despite their sex. Children are taken in at a young age (6-8 yrs old) and brought up in the ways of the Brotherhood.



Special Abilities

Knights of the Elemental Orders have the following advantages at 1st level:

Knights have a THACO of a fighter one level higher than themselves. They gain a +1 to all saving throws.

In addition, the Knights gain an additional +3 to save vs. any elemental magic.

They have attacks per round as per the fighter class, they may use any armor or weapon made available to them. They start with 4 weapon proficiencies. They gain a new weapon of proficiency every 3 levels. They have a non-weapon proficiency of -2.

Members of The Brotherhood know no fear and are thus immune to the following spells and spell-like effects: Fear, Charm, Hold Person. In addition, they gain +3 to save vs. other mind affecting spells.

Each Knight, like normal knights, has weapons of choice that they gain bonuses to hit and damage with. The knight must pick any weapon to be his first weapon of choice. With this weapon he gains +1 to hit & damage for every four levels of the character. Thus, if a Knight chose a battle axe at 1st level, they would be +1/+1 at levels 1-4, +2/+2 at levels 5-8, +3/+3 at levels 9-12, and +4 at levels 13 and up. At every new bracket, they may choose a new weapon. This new weapon begins at the bottom of the progression. Thus if a Knight chose an axe at 1st level and then a sword at level 5, they would be +2/+2 with the axe (1st choice) and +1/+1 with the sword. A knight will have four such weapons by the time they reach 13th level. These are not magical bonuses for the purposes of striking creatures that require enchanted weapons to be harmed.

When a Brother has reached his errant knight status at 1st level they are set loose from their towers to gain fame and glory for the Brotherhood. Each new knight will be equipped as follows:

4 weapons of the player's choice. 1 will be a non-magical +1 to hit due to quality.

1 suit of plate mail armor, medium shield, and a full helm.

1 light warhorse equipped with leather barding and saddle bags.

Standard adventuring gear

25gp in coin

Code of the Brotherhood:

If the player fails to follow the code of the Brotherhood the GM must enforce penalties. The first time they should be rewarded no experience for the adventure. The second time, should their cowardice be discovered by their other brothers, they will be cast out and marked as a fallen brother. Fallen Brothers can with the GM's permission go on a quest to redeem themselves and regain their former status. Even if they aren't discovered, no experience will be rewarded a second time. The third time the code is broken, their ties they have to the elemental planes are lost and they become normal fighters in all respects. They will have lost favor with the Elemental lords on the other planes and will have all of their abilities stripped. The truth of this third betrayal of the code cannot be concealed by any means. Loyalty to the Brotherhood and your Brothers comes before friends, family, or allegiance to any king. If one of your brothers commands you to strike down your family, you must do so with no hesitation: loyalty to the brotherhood is absolute and at the forefront of your mind.

A brother must never run or retreat from a combat. Even if death is certain, a Brother must embrace death and make it a glorious death worth remembering. The common man can be weak and retreat, for the Brotherhood this is not an option. If a member of the Brotherhood is seen fleeing from a battle, they are a false brother and shall be hunted down as traitors.

In battle, seek out the most dangerous foe. Only the most worthy opponents deserve our swords. A Brother must engage all foes, but

only through the vanquishing of the strong will the glory of the Brotherhood be known.

Non-Brothers can never be totally trusted, in a critical moment they will falter. Know this of all common folk you associate with. In addition, never reveal anything of the Brotherhood to an outsider.

Do not make gross displays of power just to impress common folk. The less people know of us, the more the legends will keep their hatred in check.

Defend a Brotherhood stronghold till your dying breath. It is better to destroy a stronghold than for it to be taken.

The details of the Brotherhood Colleges are as follows:

College of Earth (Levels 1-4)

Initiate abilities

Roll two hit dice for every level you gain hit dice, take the higher of the two.

Heal 2 hit points per level per day of rest to one's self only.

The Knight gains +1 to their AC for every 4 levels they possess.

They gain an additional +2 to save Vs. poisons

Level 1:

Stone Heart:

The Knight can function at a negative hit point total. For every level a Knight possesses, they can function at -2 hit points below zero. At 6th level or higher, they can fight beyond -10hp in damage (-12 at 6th, -14 at 7th etc.). Once this negative hit point total is reached, the Knights dies. In addition, Knights do not lose or "bleed" out additional HP when reduced to a negative hit point total.

Level 2

Earth Works:

The Knight is able to reduce damage from certain types of attacks. Melee attacks from opponents that are on the ground are reduced in effectiveness by 1 point for every four levels the knight possesses. Thus, they gain a damage reduction at levels 2, 6, 10, & 14. Air borne attacks from bows, slings, spears etc. do full damage. Creatures that normally reside in the Elemental Plane of Earth will do 1/2 damage to a Knight of this Order.

Level 3

Pillar of Strength:

This power can be used a number of times a day equal to the character's level. The duration is equal to the character's level in 1 minute combat rounds. This power gives the character +3 to all saving throws and if a save is not normally allowed, they gain a save with no bonuses. This ability takes one round to activate.

Level 4

Diamond Citadel:

Acts as the Magic User spell Stoneskin. The Knight is encased in magic crystalline stone. Can be used once a day, on self only.

College of Air (Levels 5-8)

Initiate Abilities:

Character Classes (Knights of Elemental Orders)

+20 ft to normal movement rate.

Knights can jump forward an additional foot for every level they possess.

An additional +2 to save vs. airborne gases and poisons.

+2 to save vs. falling damage and -1 per d6 for each die of damage taken in a fall.

Level 5

Winds of Change:

Knights of this order can dodge incoming missile weapons. The Knight must be aware of the attack and have freedom of movement to perform this ability. They may dodge a number of missile weapons equal to their level each round. Missile weapons do not include spell based missile attacks but include magical arrows, sling bullets etc. When a missile weapon has scored a hit they may opt to dodge by making a successful saving throw vs. petrification.

Level 6

Air Shield:

Air based attacks or attacks that fly through the air inflict -1 damage to the Knight for every 4 levels they possess starting at 6th. Thus, they are -1 at level 6-10, -2 at levels 11-14, and -3 at levels 15 and up.

Level 7

Gust of Air:

A knight of this order can leap straight up a number of feet equal to their level. In addition to this, they gain +1 to initiative dice.

Level 8

Whirlwind Attack:

The Whirlwind Attack allows the Knight to make an attack upon all targets within melee range. A separate to-hit roll is required for each attack. Normal bonuses and penalties to hit and damage are calculated. This attack is done in lieu of the Knight's normal attack routine for the round. A character with this ability can perform it a number of times a day equal to their level.

College of Fire (Levels 9-12)

Initiate Abilities

Additional +2 to save vs. all forms of fire and heat.

-1 per d6 of damage from fire and heat.

Ability to withstand high temperatures up to 140 degrees F as if it were a temperate climate.

Level 9

Flame Blade

This ability lasts a number of rounds equal to the level of the Knight and can be performed once per day for every three level the character possesses. The Knight calls elemental forces of fire to surround his weapon inflicting his level in damage to any opponent that is struck. Normal weapon damages and bonuses still apply. That target can save vs. spell for 1/2 damage, rounded up.

Level 10

Character Classes (Knights of Elemental Orders)

Holocaust Strike

This power can be used once a day. The Knight calls forth a column of fire 10 feet in radius and 20 feet high to strike where he chooses. It inflicts 1d6 points of fire damage per level of the Knight. Targets struck can save for 1/2 vs. spell damage. Normal resistances apply.

Level 11

Fire Shield

This ability works exactly like the Fire-Shield spell, and can be done 3 times a day.

Level 12

Soulfire Strike

The Knight can sacrifice his hit points to inflict damage. For every 2 hp burned, the Knight sends out a ring of fire that inflict 1d6 fire damage and travels 10 feet in a radius around the Knight. Any target struck can save for 1/2 damage and standard resistances apply. For example, if a Knight were to expend 20 hp they would release a 10d6 ring of fire that would travel 100 feet in a radius from the Knight. The hp spent in this fashion cannot be healed with magic or potions, they must be recovered naturally. This Power can be done but once a day.

College of Water (Levels 13-16)

Initiate Abilities:

+20 feet movement rate for swimming

+2 to save vs. water based attacks

Can go without water for a number of days equal to twice the Knights level.

Level 13

Way of the Water

Functions as if the character was wearing a helm of underwater action. (OSRIC pg 339)

Level 14

Water Walk

Able to walk on water for an unlimited duration.

Level 15

Tidal Wave

The Knight with this ability can summon the force of a tidal wave. He can do this a number of times a day equal to his level. The Knight can open doors, lift gates, push objects around as if he possessed a 25 strength. Each use lasts for three rounds.

Level 16

Water Spirit

When near a body of water, the Knight can draw some of it out and form a protective barrier that makes all melee weapons -3 to strike

Character Classes (Knights of Elemental Orders)

and all missile weapons -5 to strike the knight. Fire attacks will automatically do ½ damage, a successful saving throw vs. a fire based attack yields a result of no damage. Anyone that attacks in melee must save vs. petrification or be thrown 1-10 feet away from the Knight. This can be done once a day for a number of rounds equal to the Knight's level.

Level 17

Master of the Elemental Colleges

Summon a 8, 12, or 16 HD elemental one of each type once a day (roll d3 to determine HD). This summoned creature is 100% loyal and will serve for a 24 hour period.

Ability to plane shift at will as the spell, to any 4 of the elemental planes.

Flight as per the spell at a rate of 480 feet in any of the elemental planes, and suffer no ill effects of extra-planar travel.

Inflicts double damage on all elemental creatures, in melee or missile combat.

Experience	Level/HD (d10)	Title
0-3,500	1/1	Initiate of Earth
3,501-7,000	2/2	Novice of Earth
7,001-14,000	3/3	Acolyte of Earth
14,001-28,000	4/4	Master of Earth
28,001-56,000	5/5	Initiate of Air
56,001-112,000	6/6	Novice of Air
112,001-224,000	7/7	Acolyte of Air
224,001-448,000	8/8	Master of Air
448,001-896,000	9/9	Initiate of Fire
896,001-1,270,000	10	Novice of Fire
1,270,001-1,646,000	11/11	Acolyte of Fire
1,646,001-2,021,000	12/12	Master of Fire
2,021,001-2,396,000	13/13	Initiate of Water
2,396,001-2,771,000	14/14	Novice of Water
2,771,001-3,146,000	15/15	Acolyte of Water
3,146,001-3,521,000	16/16	Master of Water

Character Classes (Necromancer)

3,521,000 +	17/17	Master of the Elemental Colleges
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Knights do not progress beyond 17th level.

Necromancer

Skella was silent. She just smiled. Smiling has become harder and harder, each trip to town more difficult than the last. More talk about the weather, more queries as to why she was not married. People made noises and the noises made less and less sense. Skella could not wait to get her supplies and go back to her hut, back to the cave, back the silence. Silence of the dead was all she craved now for the dead spoke to her in ways the living could never do. It began long ago as a child when she found the book. The book told her of another world, the world of unlife and how to master it. The book told her of different realms other than the realms of men. Over time Skella knew the book and it's secrets well. She located a long forgotten graveyard to harvest the dead. She knew it was a dark art, one of danger, one of vast power for those who know how to master it. Next time Skella returned to the town it would be with an army at her back. What strange noises would the towns folk make then? Soon she would know.



The Necromancer is a sub-class of the Cleric. They have the following stat requirements:

STR 10, INT 11, WIS 11, CON 10. Necromancers have a D8 for hit points and fight on the Cleric table in melee combat equal to their level. They have two weapons of proficiency at first level and gain a new one every 4 levels of experience. They suffer a -3 weapon non-proficiency penalty. Necromancers are unrestricted in the types of arms and armor that they choose to utilize; they do not have the blunt weapon restrictions of normal clerics. Due to the nature of their magic, all Necromancers must be of Evil Alignment. Necromancers have the same number of spells allotted to them as clerics do. They receive bonus spells from a high wisdom score but not an experience point bonus for a high Wisdom stat. Necromancers conform to Clerics in most other respects.

All Necromancers must have a lair in which to build a lab to develop some of their magical vessels. Many of their most powerful spells

Character Classes (Necromancer)

require the development of potions, treatment of corpses, and the use of alters for successful casting. Necromancers utilize a combination of alchemy, sorcery and an increasing tie to the negative material plane to work their magic. Not only should their lair be secure and hidden, the Necromancer must spend an amount of gold to develop their new apparatuses as they attain new levels of spell casting. To cast first level spells, the Necromancer must have invested 1000 GP in lodgings and materials. We will assume that they have spent this coin over time and already have what is required of them at 1st level before they venture out. From here, the cost incurred increases, as they will require more and more costly and rare components for the completion of spells. To cast second level spells, the Necromancer needs to invest 2000 GP, for 3rd level spells and additional 3000 GP must be spent, 4th level, another 4000, etc. So you can see that, in order to rise in power, a Necromancer must somehow acquire a vast fortune to invest in their equipment. Once they have a lair sufficient to enable them to cast spells, they can make some of their required lab equipment more portable to take with them as they venture out into the land.

Not only are Necromancers adept in the making and controlling of undead, they are masters of destroying them. Due to their expertise and vast knowledge of undead as well as their ties to the negative material plane they will deliver an additional +1 hit points of damage per level of experience to any undead in melee or missile combat. This ability cannot be combined with spells unless the spell creates a weapon (i.e. the Bone Cudgel spell).

It is said that a Necromancer only has the friends that he makes; They tend to be recluses and are in fierce competition with each other for resources. Most Necromancers will downplay and obfuscate their abilities and practices, as they will generally gain the animosity of all living things, good or evil.

Spells by level

lvl	1	2	3	4	5	6	7
1	1						
2	2						
3	2	1					
4	3	2					
5	3	3	1				
6	3	3	2				
7	3	3	2	1			
8	3	3	3	2			
9	4	4	3	2	1		
10	4	4	3	3	2		
11	5	4	4	3	2	1	
12	6	5	5	3	2	2	
13	6	6	6	4	2	2	
14	6	6	6	5	3	2	
15	7	7	7	5	4	2	
16	7	7	7	6	5	3	1
17	8	8	8	6	5	3	1
18	8	8	8	7	6	4	1

Character Classes (Orator)

19	9	9	9	7	6	4	2
20	9	9	9	8	7	5	2
21	9	9	9	9	8	6	2
22	9	9	9	9	9	6	3
23	9	9	9	9	9	7	3
24	9	9	9	9	9	8	3
25	9	9	9	9	9	8	4

Experience	Level/ HD(d8)	Level Title
0-1,550	1/1	Grave Robber
1,551-2,900	2/2	Bone Scavenger
2,901-6,000	3/3	Filth Monger
6,001-13,250	4/4	Decay Master
13,251-27,000	5/5	Necrocrafter
27,001-55,000	6/6	Death Bringer
55,001-110,000	7/7	Black Channeler
110,001-220,000	8/8	Woe Monger
220,001-450,000	9/9	Necromancer
450,001-675,000	10/10	Necromancer

Necromancers need 225,000 experience per level after 10th level. Necromancers gain +2 hit points a level after the 10th.

Orator

"Those two look like trouble," Variel thought to herself as two fur clad half orcs pushed their way past the patrons in the front of The Twilight Tavern, knocking over the serving wench and the three flagons of ale she was carrying.

"Two pints," one of the half-orcs roughly growled at the bar keep. "Aye, You'll get yer pints when ya make nice fer knockin' over me help and pay fer the drinks ya jus' spilt," said the gruff dwarven bartender unflinched by the imposing size of the two ruffians. The half-orc pulled a hatchet from beneath his furs instantly, as if expecting resistance, lifted it above his head threateningly, and slammed it down, burying it in the solid oak countertop. The abrupt noise made everyone in the jovial tumult of the evening rush go suddenly silent. The second half-orc drew a longsword from his back and casually pointed it at the other patrons as a warning not to interfere.

"New deal, Bar Keep!" The half-orc snapped, "Two pints and all your coin, or we kill everyone in here starting with you."

Variel decided she couldn't let this go on much longer, even though it had proved quite entertaining thus far. She stood up on her table across the room from the bar, and called out in the deep baritone of her command harmonic, "You will do no such thing!"

The half-orcs could feel her words inside their skulls, in their bones, and in their organs. The vibrations of her words rippled and reverberated throughout their bodies, and although she had only spoken once, they heard her words over and over again. "You shall do no such thing! You shall do no such thing!" They even found themselves mouthing the words. Everyone in the bar was now paying full attention to the halfling standing on the tavern table issuing commands to brutes more than thrice her size.

It took the half-orcs a few moments to process what was going on. They couldn't understand the sudden rush of doubt and impotency they had felt upon hearing the halfling's words. When they regained their composure, the one who had been threatening the dwarf turned toward his armed companion and motioned to her.

"Kill her before she can do that again."

The half-orc came rushing at her, sword raised, over 300 pounds of muscle and scar tissue bowling over tables and bystanders alike in a desperate fury. Drawing a deep breath, Variel pointed her mouth at the sword in his hand and contorted her vocal box to make the resonant harmonic frequency of steel. A shrill, almost inaudible tone filled the tavern. Everyone writhed and covered their ears as the blade in the half-orc's hands began to shake violently. An instant before he would have been able to make his lethal blow, his long sword shattered into dozens of pieces. His hands shook and throbbed with a stabbing pain. Confused, but still furious, he clenched his fist and looked for a moment as if he meant to continue his attack. Variel switched back to her deep command harmonic and drew another full breath into her belly. This time she decided to change the frequency just slightly so that a more profound sense of dread would be instilled.

"What I did to your sword, I will do to your heads."

Again the words traveled through their blood and bounced off of their bones, but this time it was all they could do to stop from losing their bowels on the tavern floor. Their minds flashed with images of their heads exploding in a gory mess. Knees shaking, hands unsure, the two half-orcs stumbled out of the bar, trying hard not to soil themselves. They did not even have the sense to be embarrassed, for in their minds, they could hear only Variel's unnaturally deep voice repeating, "What I did to your, sword, I will do to your heads. What I did to your, sword, I will do to your heads..."

Variel looked around to see slack jawed stares and the annoyed grimaces of patrons twisting their fingers in their ears in an attempt to stop the ringing.

"Well the mood in here has sure run foul," Variel quipped as she pulled her travelling harp from her bag on the table. "How about a tune to lift your spirits? Don't worry, I do have sweeter songs to sing."

It was not even a full five minutes later when the half-orc incident was a distant memory in the Twilight Tavern. Variel had everyone singing, clapping, and dancing through the night.



Orators are artists and aristocrats, not warriors, but they do wield great power. Their hands are trained to caress the strings of lyre, not grasp the hilt of sword. Their skin is accustomed to the soft touch of silk, not the unyielding clatter of plate armor. They generally decline to bear the burden of weapons (preferring to hire guards if they deem it necessary). They are entertainers held in the highest esteem, trusted cultural ambassadors, and, if they choose a political career, they often become the most beloved politicians in the kingdom. They belong to the enigmatic Sulfugo School of Harmonics, a unique bardic college which trains the most promising young talents from early ages to be the best singers in all the realms. Rumor has it that some Orators are even selectively bred and magically modified for this purpose. The result is a highly refined instrument of expression which reaches far beyond the bounds of what most can achieve through hard work and dedication alone.

Information about the Sulfugo school is limited to outsiders as the masters of the school are highly selective and secretive. In fact, it is as much a secret society as it is a bardic college. The college campuses can be identified in almost every major city by the school crest. Usually carved out of obsidian, the crest contains a nine-pointed star within a circle. Inside the obsidian star is fastened a songbird carved from turquoise. Around the outside of the circle are the school words, "The sound shall lay bare the truth." The buildings the schools chooses for its campuses are often nondescript from without. Inside the halls are adorned with geometric patterns, equations, and diagrams which explain acoustic behaviour. Obsidian statues of famous alumni line the halls. The rooms are all sound proof and warded against magical scrying of all sorts. There are also many secret passageways and rooms which only the headmaster knows of. Each location also contains a Harmonic Beacon, the base of which rests in the headmaster's chambers. Harmonic Beacons are specially designed artifacts which interact with Orator's abilities and are detailed below. The forks of the Harmonic Beacon usually extend out the top of the roof. Except for the principal locations, Sulfugo schools tend to be quite small. There are often fewer than 6 lower level Pedit disciples, 2-3 Orators, and one headmaster at each location.

The Sulfugo school teaches Orators forgotten techniques and secrets from other planes of existence in order to unlock the full potential of their minds. This is especially significant when one takes into account that the only candidates considered are the smartest and most charismatic youths in the world. The power they unlock is most similar to a psionic's (and indeed some Orators possess psionic abilities), but as you will read below, Orators wield a very specific power that is not completely reliant on their physical brain. Children are usually taken very young for training at the Sulfugo school. Adults have been accepted into the school in the past, but this is rare. An Orator's abilities take decades (and thousands of gold pieces) to develop and Maestri (School Masters) will not risk investing in a "corrupt and undisciplined mind."

Alignment:

Orators tend to be lawful as there is no room unruliness in the regimented life of a Sulfugo student. Disobedience of any sort is not tolerated. Any student blatantly defying a teacher's orders is immediately brought before the headmaster where his ability to defy is erased through the use of a command harmonic (see Command Harmonic ability in the Orator Harmonics section). This drastic measure is almost never necessary because of the fear and respect given to faculty members. All this, however, is not to say that strong individuality is discouraged within Sulfugo, but only that individuals' personalities are not allowed to cause discord within their ranks.

Evil Orators have been known to exist, but again, this is exceedingly

rare. The masters of Sulfugo are all good or neutral aligned, so if a student is to develop evil tendencies, it would happen outside of the formative influence of their teachers and classmates.

Special Language and Cultural Abilities:

As the graduates of Sulfugo will be expected to entertain and mingle with the wealthiest, best bred, and most influential beings in the planes, their training is not limited to song only. Orators are cultural and linguistic masters. To rise in status in the school, the Orator must become fluent in one additional language per rank. As the spoken word is central to the Orator's training, they can learn double the amount of languages normally allowed by their INT score. At the beginning of each new experience level, the Orator must choose a new language to learn (or be assigned one by the school based on need). They can acquire texts on this language from a school branch library, or sometimes a quest is commissioned for the Orator to document a language and culture which the school does not currently understand completely. They must learn not only the language, but they must know important aspects of the culture that the language belongs to. For instance, if they choose to learn Draconian, they must learn Draconian customs, etiquette, songs, history, writing, philosophy, etc. One hour each day must be spent in this study. (Each point of Intelligence above 15 cuts this time by 15 minutes. (Int scores of 19 or higher require that the Orator study for only 15 minutes a day). Although this is a tremendous commitment, it is also a great benefit to the Orator and anyone traveling with them. A 15th level Orator with an INT score of 18 could know as many as 14 additional languages aside from the languages they started with at character creation. (Common, racial languages, and one additional language being granted at 1st level). Every time a new language/culture is added to an Orator's repertoire, they become an authority on that culture's lore, and they are likely to know of any artifacts, legends, and other obscure information. Sulfugo libraries are the envy even of mage's guilds, although they contain fewer arcane secrets. If it was ever written down, the chances are that the Orator Masters know of it.

Starting at 17th level, the Master Orator has learned the commonalities of sufficient tongues, such that they can understand any language. This is also due, in part, to the Master Orator's ability to read the indications of meaning in other beings' subtle bodies. A person's intention is interpreted partly through subtleties in their raw energy which most cannot detect. In addition, a Master Orator can begin speaking any language after hearing it for only a short while. (See ability description: Linguistic Mastery for more information)

In addition to language and cultural studies, an Orator is expected to maintain mastery over many different artistic skill sets. They are expected to play at least three different instruments at virtuosic levels, master at least 3 different non-music related art forms in the course of their career. Demonstration of one of these extra curricular skill-sets is required to ascend in rank from Pediti to Viaggiuni, one for Viaggiuni to Oratori, and one for Oratori to Maestri.

Level Progression:

Pediti (Level 1-7)

Once being accepted into the school, Orators must go through a disciplic phase (1st-7th level) where they study under the tutelage of those ranked Oratori Do (9th level) or higher. During this disciplic phase, students are called "Pediti", and spend most of their time studying, in choir practice, or chanting on their own. In addition to classroom studies, the Orator is expected to spend time every year travelling, exploring, and documenting other cultures. The higher

ranking the Orator, the more time they will spend doing this sort of work. They will also sometimes be transferred from one campus to another for the benefit of studying under a particular master. This will involve a long journey and ample opportunity to meet up with adventurers. If an Orator does happen to join up with an adventuring party, he must make certain to explain his absence to his masters and secure their blessings. School masters will sometimes grant students the freedom of field training with the stipulation that they maintain close ties with the school. This is made possible by the many campus locations as well as the numerous harmonic beacons (see ability: Beacon Tuning below) scattered throughout the realms. Orators must check in with the school at least once per level gained (To be recognized for their new rank, receive study materials, have secrets revealed, etc.). Good role playing encourages that they do so as often as possible because the character's closest friends and most trusted advisors are there.)

Viaggiuni (Level 8-9)

After a graduation ceremony, Pediti ranked students become Viaggiuni (8th Level). For humans who started their training young, this usually happens sometime between a student's twelfth and sixteenth birthday (depending on how gifted they are, some rise in rank faster than others and some races develop abilities at different rates than others). It is at this time in the student's life where they are required to leave the school and travel around the realms for a time. The student must learn how to apply their lessons in the world outside of the school halls. This is a right of passage that all Sulfugo students must make before being recognized as full Oratori. All of their gold, jewelry, and fine clothing are taken away and held for them by the headmaster who ceremoniously says to all those departing, "Your belongings will be held for you here, but upon your return they will seem as mere trinkets in the shadow of the shining wealth the world will grant you. May you have the ears of kings and commoners alike. May your sound lay bare the truth!"

Orator (Level 10-16)

After travelling throughout the world, an Orator will often have developed a vast network of allies and amassed a great fortune. After achieving riches, fame, and glory for themselves the student must return to their home school and be granted the title of Oratori Do (10th level). At this point, the student is truly an Orator in the eyes of the Sulfugo school. They must take one or two Pediti disciples under their tutelage and can choose to continue to live a worldly life or return to the halls of the school. Most will choose the comfort and security of campus life, but some will not be sated by their time abroad as a Viaggiuni and will take their disciples with them on their adventures. Oratori Do are also often assigned an office of ambassadorship to a kingdom with which the school wants to improve its relations. The Orator must visit this kingdom and establish themselves in the court there. This must be done as soon as can be managed amongst their other responsibilities.

Maestri (Level 17-25)

As an Orator fulfills his duties, tutors his students, and perfects his abilities he will rise in ranking until one day, his masters will recognize him as an equal. The Orator will be asked by their school headmaster to complete a ritual called "The Polyphonic Alignment" To do this, the Orator must travel to the main campus of the Sulfugo college and enter a special tuning chamber. In each corner of this room, there is one of nine elements. If the Orator is able to simultaneously generate the nine tones needed to destroy and reassemble these nine elements, he will have passed the test and will be considered a Maestri Do of Sulfugo Harmonics (Level 17).

Orators have many spell like abilities, but it is not magic that empowers them. Their powers come from the closely guarded secrets of Sulfugo harmonics. Only Maestri level Oratori know the full story of how Sulfugo harmonics work. Lower level students are simply applying instructions given to them by their masters. Upon being granted the title of Maestri Do (17th level), the entirety of the Tome of Sulfugo Harmonics is revealed to the Orator. The specific frequencies taught to Orators coincide with the frequencies of energy by which reality itself is manifest. By calling out these frequencies with perfect timing and control, one can constructively or destructively interfere with the wavelike fabric of reality on many different levels. What is revealed to the Maestri Do is that the Orator is not simply calling out with his voice, he is calling out with his many "subtle bodies". Subtle bodies are aspects of a person which exist on planes other than the prime material. As these subtle bodies are projected into the prime material, their energy frequencies are dramatically changed and they reveal themselves as attributes of that person. Sulfugo harmonics holds that every intelligent humanoid creature has 963 different subtle bodies, most of which are never used. As one gains greater and greater understanding of the harmonics of reality, they call out with more and more of their subtle bodies, and can enact more dramatic effects. The subtle bodies which contribute to one's charisma have the most powerful effects on an individual's "prime frequency" and therefore have the most profound impact on what an Orator can accomplish. After this secret is revealed to the Maestri Do, he or she is given their own school for which they shall be headmaster. The master is sworn to hold this truth in secrecy to all but other Maestri of Sulfugo... on pain of death. The Sulfugo masters feel that they must remain the sole custodians of the harmonic sciences for many reasons. Principal among these reasons is the simple fact that the realizations necessary to fully master harmonics conflict with an individual's sense of self. Once one becomes a Sulfugo master, they are ever less the person they once were, and they become ever more united with the egoless vibrations of raw reality. Their personality begins to unite with their prime frequency. Needless to say, unleashing such revelations upon the populace at large would put a halt to the industrious activities of the average person. Economies would collapse and kingdoms would crumble as everyone returned to the natural vibrations of their existence. For the time being, Sulfugo masters want the farmers to keep reaping their crops, the smiths to keep tending their forges, and the kings to keep lording over their kingdoms, so they take care to keep their secrets. To any who inquire beyond their rank and title, the master must reply thus, "The sound shall lay bare the truth."

The knowledge gained by master level orators enlivens them and begins the process of unlocking the complete potential of their being. From this point forward, the Orator's powers become more mystical and esoteric in nature. With continued research, discipline, and practice, a master orator may ascend to the level of Maestri La (22nd Level) before the end of their years. A Maestri La (Also called a Grand Master Nightingale) is an administrator for the Sulfugo school. There can be but one Grand Master per plane of existence, and if there is already a presiding Grand Master when an Orator is ready to ascend, the new Grand Master may be asked to travel to a different plane to take up his administration there. Once an Orator has become a Nightingale, he may be inclined to think that he has reached the pinnacle of harmonic knowledge, but upon taking up residence in the administrative offices of the main school, the Grand Master is visited by the Maestri Ohm who is the highest amongst all Orators. Of all Orators in the multiverse, there can be but one Maestri Ohm. In the years to follow this Maestri Ohm teaches the Grand Master Orator the last secrets of Sulfugo. These last secrets are never written down, but are passed through spoken word from one Maestri Ohm to the next.

Playing an Orator:

The Orator class is recommended for advanced players as the role playing background, game mechanics, and powers involved in playing an Orator are more complex than many of the base character classes. The effects of many of the Orator's abilities are determined using simple mathematical formulas. For those players who are not quick at arithmetic, it is recommended to have a calculator nearby to speed up the determination of ability outcomes.

Primary Attribute Scores:

Orators rely primarily on their Charisma, but Intelligence and Constitution are also important from a game mechanic and role-playing perspective. It is unlikely that a person of average Constitution could long endure the rigors of an Orator's vocal training. Similarly, a person of average Intelligence would not likely be able to comprehend the intricacies of the "Harmonic Geometries" which the Orators use to produce their Harmonic effects unless they were some kind of savant. It is for these reasons that a minimum Charisma of 17 and a minimum of 15 Intelligence is required for this class. A minimum Constitution score of 9 is required. Keep in mind that assigning a low Constitution to an Orator will lower their Stamina and reduce their ability to activate and sustain harmonics. An excellent Bardic voice is also required to become an Orator and a minimum BV attribute score of 16 is required for the class.

Hit Points:

The Orator gets 1D4 Hit Points/Level plus any additional CON bonuses for 1-16th level.

At 17th level they get a D6, at 18th a D8, at 19th a D10, at 20th a D12, at 21st 2D6, at 22nd 2D8, at 23rd 2D10, at 24th 2D12, and at 25th 2D20. These extra hit points at higher levels reflect a Master Orator's ever greater familiarity with their own "prime frequency" and it's relationship to the various positive and negative vibrations in the rest of reality. As a consequence, their ability to passively "tune" themselves out of harm's way increases as they grow in power and can feel the more subtle indications of danger.

Wave Mechanics:

An Orator's harmonic powers are not magic and cannot be dispelled by common magical means. Many of the Orator's abilities are based on the principles of waves. The harmonic waves proliferate in an environment interacting with different materials and energies operating on different levels of reality depending on the specific harmonic being used and the power level of the Orator. The Sulfugo school teaches harmonics which affect a variety of materials, magics, and even different planes of existence. An Orator has such precise control over these waves, they can choose to interfere with their environment constructively or destructively. Destructive interference will typically destroy a target material while constructive interference will typically heal, improve, or cause that target material to grow. The exact effect depends on the nature of the harmonic and the material in question. All resonant frequency abilities behave in this manner and each will have a suggestion for both constructive and destructive interference. However, the GM should adjust the potency and scope of these abilities to fit their campaign scenario. Generally, the Orator's powers are designed to allow the players and the GM to be creative in determining the myriad effects they could have on NPCs or environments.

Character Classes (Orator)

Attack Mechanics:

Many of the Orator's harmonic attacks are made as a fighter of equal level. When specified, roll to determine whether an offensive harmonic hits using the fighter's to-hit table.

For physical attacks (i.e. with weapons) Orators attack as magic users of the same level.

Harmonic and Subtle Body Stamina:

It is important to note how much Harmonic Stamina your character has available for each 24 hr period. The number of times a day a normal Orator (1st-16th Level) can use their harmonic abilities is contingent upon their Harmonic Stamina (A metric of stamina points equal to their Constitution plus their level). Master Orators (17th-25th level) have Improved Subtle Body Stamina (A metric equal to their Constitution and their Charisma plus their level). Every time an Orator uses a harmonic power that involves subtle body stamina, they use a portion of their daily stamina in the activation and maintenance of that power. The amount of stamina points used for each power is listed next to each harmonic ability. *Note: Changing a power from constructive effect to destructive effect is the same as activating the power anew.

Charisma:

Charisma is the Orator's primary attribute and domain of power. As such, the Orator can transcend the normal mortal charismatic limits and enter into the realm of divine attractiveness. Starting when the character is created, and continuing at every level gained, a D20 is rolled by the GM to determine a percentage of an additional charisma point which the Orator has gained. Once that percentage has reached 100%, the Orator gains an additional point of Charisma and the remainder is carried over as a percentage of the next point of Charisma they are to gain. For example, a 1st level Orator with a Charisma of 17 has just leveled up, so the GM rolls a D20. The result is 12, so the player records their Charisma score as 17/12%. This continues each level with the D20 result adding to the percentage of an additional CHA point. When the character is 8th level, this percentage has reached 17/96%. When next they level up, a D20 roll results in a 10. At this point, the Orator's CHA score has now climbed to 18/06%. (As a house rule, the GM may choose to award an additional D10 percentage or penalize the same based on how well the player adhered to the idea of the Orator as a Charisma based character. Regardless of any GM granted bonuses in determining this percentage gain, the Orator's base Charisma is capped at 18 for levels 1-4th, 19 for levels 5th-9th, 20 for levels 10th-14th, 21 for levels 15th-19th, 22 for levels 20th-24th, and 23 for 25th. Beyond 25th level, there is no cap to their Charisma. They can, of course, modify their Charisma magically beyond their caps at any time.)

Concentration and Sustenance of Harmonic Abilities:

If an Orator takes damage while in the middle of chanting a harmonic ability, they must make a CON check (roll a D20 under their Constitution) in order to maintain their harmonic. Failing the CON check will result in the immediate termination of the harmonic ability, and it will need to be re-activated on the Orator's next initiative in order for the effects to resume.

Some harmonic abilities must be sustained in order for their effects to remain. For these powers, the Orator must abandon one harmonic effect in order to activate another. Starting at 8th Level, an Orator can sustain multiple harmonics at one time. This ability, however,

Character Classes (Orator)

does not decrease the stamina used in the sustenance of each particular harmonic.

In circumstances where the Orator must overcome a loud or tumultuous environment, such as raging storm, the GM may demand that the Orator spend additional stamina points in order to activate or sustain a harmonic.

Range and Audibility:

Unless otherwise stated, it can be assumed that the range for an Orator's harmonic abilities is equal to their CON + Level x 10 feet.

Up until an Orator is Master Level (17th Level), some of their harmonic abilities are chanted at audible frequencies. It can be assumed that audible harmonic frequencies can easily be heard within a radius equal to the distance between the Orator and the target of the harmonic. Those outside this radius but within 3x the radius should roll under their PER check to see if they perceive the sound.

After the Orator achieves 17th level, they have the Silent Chanting Ability and will no longer audibly alert anyone when activating a harmonic.

Material Powers:

Orators have many harmonics which affect specific materials and energies. For this reason, many Orators will carry small amounts of various materials on their person in order to practice their harmonic abilities. These practice materials also provide ready access to sources of power in a campaign scenario. Although an Orator's powers might seem extremely specific, a creative player can find ways to use them to great effect.

See the list of Harmonic Orator spell-like abilities in the chapter on spells for a full list of Orator Harmonics

At first level, Orators are granted the following special abilities:

Priming:

Studiosness defines an Orator and time must be spent in study every day to keep their mind sharp. At least one hour each day must be spent in quiet study. The Sulfugo school calls this activity "Priming". Each point of Intelligence above 16 cuts the time for Priming by 15 minutes. (Int scores of 19 or higher require that the Orator study for only 15 minutes a day). The books containing thought exercises and practice harmonics given to Orators by their school must be read, reflected upon, and their principles practiced. An Orator who does not study and practice each day is penalized by having an additional point of stamina cost to each power for every day that has passed since they last "primed" themselves. They also lose the benefits of their Mnemonic Training which makes and an unprimed Orator's memory becomes fallible like normal people. They also cannot use their performance abilities when not primed. It is for this reason that an Orator guards their study materials as their most prized possessions.

Ventriloquism:

The Orator can make their voice seem to come from anywhere within their environment. This is not an illusion, but rather a result of the Orator's perfect knowledge of acoustic reflection. They can contort their vocal boxes and angle their mouths to create any number of directional or reverberating effects. They can also choose not to move their mouths when they speak. This is a free ability and does not

Character Classes (Orator)

require the use of an Orator's stamina.

Mnemonic Training:

One of the most striking things about Orators are their flawless memories. When their minds have been properly primed by their study, they can recall sounds, sights, and other details with a perfect mnemonic recall. They can recreate maps and books from memory. They can hear a song once and play it back (often with a better rendition than the one they heard). This is a free ability and does not require the use of an Orator's stamina.

Mimic:

The Orator can mimic anyone's voice perfectly. They can also mimic the qualities of most sounds in their environment including the noises of animals, the cracking of branches, or the rustling of wind. This can be used to great effect when combined with the ventriloquism ability as the Orator can put words in another's mouth or misdirect the ears of pursuers. This is a free ability and does not require the use of an Orator's stamina.

Beacon Tuning:

An Orator, when within 100ft of a harmonic beacon requires half the stamina to activate and sustain a harmonic. The efficiency of any harmonic is effectively doubled.

The Orator can determine the resonant frequency of a Harmonic Beacon by studying its construction. After one round of examination, the Orator can project sounds and non-auditory vibrations through the beacon for a distance of up to 100 miles. The range and potency of all Orator abilities is effectively doubled when within 10ft of a Harmonic Beacon. The wave signal can be bounced off of other beacons within 100 miles to send messages over very long distances. If the Orator has ever been shown a map of the Beacon locations, they will remember their positions exactly and without error. Large parties of Orators have been known to bring beacons with them, drawn by horse and cart, on long journeys for the sake of protection and communication. This however, is not common practice because the beacons are large and cumbersome. Beacons are composed of various heavy elements, they are typically 10ft - 50ft tall, and every single beacon is unique in construction. They are also designed with safeguards against vandalism. If a beacon is damaged or destroyed, it generates multiple frequencies which rip apart matter within 100ft. All creatures within 100 ft of a recently damaged beacon take 1d10 damage/ round. All creatures within 100ft of a beacon when it is destroyed take 10d10 damage. Only the highest ranking Orators know the secrets of how these beacons are constructed. they are near artifact level items shrouded in mystery.

Experience	Level (d4)	Level Title
0-2400	1/1	Pedi Do
2401-4800	2/2	Pedi Rai
4800-10,250	3/3	Pedi Mi
10,251-22,000	4/4	Pedi Fa
22,001-40,000	5/5	Pedi So
40,001-60,000	6/6	Pedi La
60,001-80,000	7/7	Pedi Ti
80,001-160,000	8/8	Viaggiuni

Character Classes (Pit Fighter)

160,001-300,000	9/9	Viaggiuni
300,001-400,000	10/10	Oratori Do
400,001-700,000	11/11	Oratori Rai
700,001-1,000,000	12/12	Oratori Mi
1,000,001-1,300,000	13/13	Oratori Fa
1,300,001-1,600,000	14/14	Oratori So
1,600,001-1,900,000	15/15	Oratori La
1,900,001-2,200,000	16/16	Oratori Ti
2,200,001-2,800,000	17/d6	Maestri Do
2,800,001-3,100,000	18/d8	Maestri Rai
3,100,001-3,400,000	19/d10	Maestri Mi
3,400,001-3,700,000	20/d12	Maestri Fa
3,700,001-4,000,000	21/2d6	Maestri So
4,000,001-4,300,000	22/2d8	Maestri La (Grand master nightingale)
4,300,001-4,600,000	23/2d10	Maestri Ti (Supreme Intoner)
4,600,001-5,000,000	24/2d12	Maestri Goh (Cosmic Chanter)
5,000,001+	25/2d20	Maesri Ohm (Singer of Ultimate Truths)

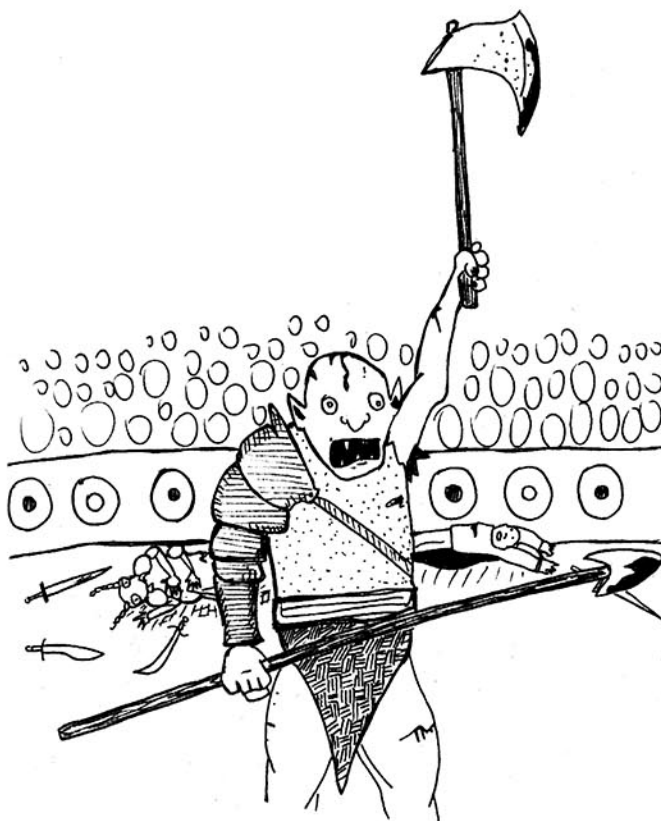
Pit Fighter

Skezel of the One Eye could see what was going on; he was to die. It had been Skezel's bad luck that found him an orphan, caught by slavers and sold to Merrick's fighting guild at a young age, he was to be a slave fighter for the pleasure of the rich. It was also Skezel's bad luck that he had been caught one night looking at the lord's wife while she undressed, hence the one eye. Merrick not wanting to waste his investment only took out one of his eyes. Now Skezel of the One Eye was to face two black skinned southern men at once. It looked bad for Skezel. Skezel could hear the talk above the pit. The odds were against him. Skezel had survived over two dozen encounters in the pit; not all were victories. It would surprise many that few bouts ended in death as the care and training of pit fighters was long and costly, not to be needlessly wasted. Often times Skezel would fight condemned men, he could see the desperation in their eyes, and he also now bore that same look, for he knew he had outlived his usefulness. At the sound of the gong, the two large dark figures approached Skezel with spear and sword drawn. Skezel feinted towards one fighter and then charged the other in a fury of sword and axe strokes. He had wounded the man and driven him back; quickly he turned and deflected the thrust of his other opponent. As the crowd roared, the gong struck out again, and four battle dogs came rushing out to the arena. Before anyone knew what was going on, Skezel had disarmed the spearman and reeled back from the

snapping jaws of the battle dogs that tried to surround him. Now it was 6 on 1. How unfair it was Skezel thought, he had been a good fighter, he had made his master money and glory. Now he was to be killed by dogs. Skezel stooped low and allowed one of the hounds to lunge. He deftly used his body to fling the dog into the crowd. The people above the pit screamed in terror as the angry and confused dog struck out at all near it. Quickly Skezel threw the captured spear at the archer above the gate and charged the unarmed man, leaping over the hounds. The unarmed man crumpled into a ball at Skezel's onslaught. This is just what he wanted. Using the curled figure of the man as a stepping-stone, Skezel leaped off his back and out of the pit. Skezel made short work of the few foolish enough to try and stop him. He was a Pit Fighter, the best fighters in the land and he was free; free for the first time in so long he knew not how to proceed. He knew he had had to move as far from the pit as he could as fast as he could, the rest would sort itself out.

Pit fighters are the pinnacle of hand-to-hand combat, they are all slaves that have been trained from a young age to become gladiators. Most die young in the pit, some either are set free, some escape, and few fight long enough to buy their freedom and retire. A player character will usually be an escaped fighter that is on the run, only their skill at arms to keep them alive. Pit Fighters must have the following characteristics to qualify for the class: STR 14, DEX 10, CON 13, CHR 10. Any Pit Fighter that has a 16 or more in all these stats gains a 10% bonus to experience points awarded. Pit fighters have a d12 for hit dice and gain hit dice for every level, thus they can amass very high sums of hit points at high level. Also for every point of CON from 15 on, the pit fighter gets double the CON bonus, thus they can have up to +8 hit points per level. In addition, the Pit Fighter will always have +1 to their AC if they are holding anything in their hand that they can parry with, be it a brass urn, sword, or severed limb. This bonus only applies to melee combat. Pit Fighters can use any type of armor and weapons except missile weapons. Pit Fighters have 6 weapon proficiencies at first level and gain new ones every level. Their non-proficiency penalty is -1. They may not utilize ranged weapons until higher level (see below). A Pit Fighter may not weapon specialize; however they are +1 to hit and damage with any weapon they have proficiency in. Pit Fighters can use any armor and only take 1/2 movement penalty rounded up for wearing heavy armor, as they are very adept at quick and fluid movements while armored. Pit Fighters can also bind wounds well; they can heal two points of damage per wound with their expert first aid skills. This skill can be used on others was well.

For all the combat effectiveness they have, there are drawbacks to being a Pit Fighter. Firstly, you are an escaped slave, and this may come back to haunt you. You are never literate, nor educated; the character knows nothing of the world. Players should keep this in mind as they set out: that the world that is taken for granted by everyone else is a vast land of unknown to a Pit Fighter. They have spent the bulk of their lives in a training camp and traveling to fighting venues and fighting, nothing more. The player will have no knowledge of different lands and people, myths and lore will only be what other slaves tell them. Everything will be foreign, strange, and weird. Over time, the Player can acclimate somewhat, but never fully. While not a game mechanic penalty, it is a role-playing penalty or challenge. It could be translated to a negative reaction adjustment when dealing with others.



Special Abilities

Level 1

Pit Fighters can use two weapons with no penalty

Level 2

Gain +1 to damage in melee, you may use hurled weapons.

Level 3

A Pit Fighter can do a great strike which grants a bonus to damage a number of times equal to their level a day. If they miss the effect is lost. The damage bonus is equal to their level. This skill can only be used in melee combat. This skill cannot be combined with special abilities gained a 7th or 11th level.

Level 4

Gain +1 AC bonus in melee combat only. Gain +1 to hit in melee combat.

Level 5

Gain 3 attacks every two rounds (3/2) Character may use missile weapons (bow, sling etc). They also reduce the movement penalty for moving in armor by 10 ft.

Level 6

Gain +1 to hit in melee, gain another +1 to damage in melee (+2 total)

Character Classes (Pit Fighter)

Level 7

At 7th level the Pit Fighter can attempt a crushing blow. This blow can be done a number of times equal to their level a day. If the blow scores a hit on a modified roll of 20 or more, they inflict a damage bonus equal to twice their level (+14 at 7th, +16 at 8th etc). If they miss, the effect counts as one of the daily uses. This skill cannot be combined into the same attack with special abilities gained a 3rd or 11th level.

Level 8

Gain +1 AC bonus in melee combat (+2 total), gain +1 to strike in melee (+2 total).

Level 9

Pit Fighters of this level suffer no disadvantage from fighting multiple opponents and cannot be flanked nor back attacked (usually a +2 or +4 bonus). They may also fight any number of opponents with no penalty.

Level 10

Pit Fighters gain 2 attacks every round.

Level 11

At 11th level the Pit Fighter can do a whirlwind attack. They are able to double their normal attacks for one melee round. This can be done a number of times a day equal to their level. This ability cannot be combined with special abilities gained at 3rd and 7th level.

Level 12

The Pit Fighter gains +1 to damage (+3 total) in melee combat. They reduce the movement penalty in armor by an additional 10 ft.

Level 13

Pit Fighters gain 5 attacks every 2 rounds.

Level 14

Pit Fighter gains +1 to strike (+3 total) +1 to AC (+3 total)

Level 15

A Pit Fighter gains +1 to damage (+4 total)

Level 16

A Pit Fighter gains 3 attacks a round.

Level 17

Pit Fighters of this level will deliver max damage on any successful hit score 5 over the required to-hit roll and deliver double damage on any hit roll that succeeds by 10 or more. This ability can be used at all times and is in effect at all times and can be used in conjunction with special abilities gained at levels 3, 7, & 11. This is the last ability the pit fighter gains, they will only gain hit points if they go higher than 17th level.

Character Classes (Savage)

Experience	Level/ HD(d12)	Level Title
0-3500	1/1	Pit Fighter
3501-7,000	2/2	Pit Fighter
7,001-14,000	3/3	Pit Fighter
14,001-28,000	4/4	Pit Fighter
28,001-56,000	5/5	Pit Fighter
56,001-110,000	6/6	Pit Fighter
110,001-200,000	7/7	Pit Fighter
200,001-400,000	8/8	Pit Fighter
400,001-800,000	9/9	Pit Fighter
800,001-1,150,000	10/10	Pit Fighter
1,150,001-1,500,000	11/11	Pit Fighter
1,500,001-1,850,000	12/12	Pit Fighter
1,850,001-2,200,000	13/13	Pit Fighter
2,200,001-2,550,000	14/14	Pit Fighter
2,550,001-2,900,000	15/15	Pit Fighter
2,900,001-3,250,000	16/16	Pit Fighter
3,250,001-3,600,000	17/17	Pit Fighter

Pit Fighters need 350,000 exp to advance each level after 9th level. Pit Fighters gain +5 HP a level after the 17th.

Savage

It had taken the mighty Kuhrayk only two days to scale the great mountain, and now, above the clouds, a chasm stretched before him. Looking down, he could see trees growing from the sides of the cliff, rotten rope from a bridge long ago decayed, and further, he could see the misty veil moving swiftly like a white river across the narrow saddle he had traversed that morning. Across the gorge, great mounds of stones stood like sentinels watching over his ancestor's burial ground. Without hesitation, Kuhrayk ran and leaped across the gap. Falling well short of the opposite edge, he plunged some forty feet before grasping the stout oak which jutted out from the side of the mountain face. It's roots were deep in the rock, and it held him. Climbing the jagged cliff was an easy task for him as his strong hands and sure feet saw him quickly to the top. The sun was setting, and an orange glow was upon the burial mounds as he made his way to the ruins of the temple. It was not far now. Something was not right. He could sense that a dark energy had come upon the place. The very moment he had this thought, a ghoulish form arose from the ground, eyes sunken and teeth chattering. Then, in an instant, a vicious swing from an ancient stone axe would have laid open Kuhrayk's throat if it were not for his lightning quick leap backwards. He rolled and again and was on his feet, crouched and ready to defend himself. More of the ghastly forms crept forward from the stone columns as the sky now turned purple and the sun dipped behind the mountainous range. They wore the garb of his tribe, how can this be? A volley of arrows were flung from one of the shadows beside the temple and the savage was struck in his side and leg. An intense and searing pain came from his wounds as he stumbled backward looking for somewhere he was not so exposed. Upon realising he had nowhere to go, he felt a familiar anger well up within him. No, he would not meet his end here. Someone

had desecrated the sacred burial site of his ancestors. Someone had turned his sires and grandsires into abominations. For this, they would certainly perish by his hand. Kuhrayk did not remember much after that. After awaking the next morning very sore and on the topmost of the temple, he had vague recollection of throwing corpses, one by one, over the edge of the cliff.



The Savage is a wild, uncivilized and fierce member of a warrior tribe. They are hearty, highly skilled in combat and these doughty fighter are known far and wide to excel in unarmed battle. Savages are typically in small tribal bands. Some reside in small villages and other are nomadic, chasing game. All are expert hunters and trappers being excellent woodsmen. The Savage is a fearsome opponent as well, being very tough and adaptable fighters. Even unarmed they are deadly, not to be taken lightly. In the thick of battle they have been known to enter a battle rage that makes them even more dangerous. Savages can be of near any race but most are human. All savages fear and distrust magic of any kind, even clerical or druidical magic are looked upon with awe and suspicion. Lone Savages enter the civilized lands for trade, fortune, war, or simple curiosity. The Savage has the following stat minimums STR 13 DEX 13 CON 13. Savages do not receive additional exp for having high stats. All savages have a hit die type of a d12 + 2 hp per die for every point of CON over 14. Thus 16 con = +4 HP, 17 + 6, 18 +8. Savages also receive DEX bonus to AC in light armor. In light armor types, i.e. Studded leather, Leather, Clothing etc. the Savage will gain double the Armor Class bonus for having an exceptional DEX score. Thus a 15 DEX would be +2 not +1, a 16 DEX would be +4 instead of +2 etc. Only when wearing armor that is restricted to the Thief class or no armor will the Savage receive this bonus. The Savage fights on the fighter table as a fighter of equal level, they gain 4 weapon proficiencies at first level and one more every three levels; 4,7,10,13 etc. Non-Proficiency penalty is -1. Savages cannot weapon specialize. A Savage may employ any type of weapon, armor or shield. They lose their AC bonus if they employ armor higher than studded leather, or a shield greater than a medium size. The Savage is single class only, they cannot dual or multi-class.

Attacks per round:

levels 1-4	1/1
levels 5-9	3/2
levels 10-12	2/1
levels 13-15	5/2
levels 16+	3/1

The Savage conforms to the Fighter class in all other respects.

Special Abilities

Magic resistance: 1% for every point of CON the savage has, this goes up 1% per level of experience including the first. The resistance can not be turned off, so it works against healing magics and other beneficial magics as well. Savages can also detect magic as per the spell at will. This chance to detect magic is 25% at 1st level and goes up 2% thereafter for every level of experience. In addition Savages can affect creatures that normally require magic weapons to strike. Levels 1-4 a Savage can strike creatures that require a magical +1 weapon, levels 5-8 they can strike creatures that require a +2 or less magical weapon, levels 9-12 +3 weapon, 13-16 +4, and 17 and up a Savage can strike a creature needing a +5 weapon to hit. This does not confer any sort of to-hit or damage bonus of any kind.

Resistance to Illusion: Savages are not easily fooled by illusions or mind affecting spells. Savages gain an additional resistance to detect Illusion and avoid the effects of mind altering spells. The chance to detect illusion is 35% at first level and increases at a rate of 3% per level thereafter. Mind affecting spells such as Charm, Hold Person, Fear, etc. entitle the Savage a saving throw bonus of +3 in addition to their normal bonuses. For every 3 levels of experience i.e. levels 3, 6, 9 etc the Savage gains an additional +1 to saves versus this type of magic.

Bonus to saves: +3 to save vs. poison, +4 to save vs. disease, +3 to save vs. spell.

Berserk Rage: Savages may enter a Berserk Rage. In order to enter the Rage the Savage must be reduced to 1/2 of their starting hit point total or have been in combat for 5 rounds. While in the Rage, the Savage can only attack in melee, they cannot utilize missile weapons or other mechanical devices. Nor can they drink potions, seek healing, or employ any sound tactics. If there is a field of barb traps between the Savage and the enemy, they will just move through it taking damage instead of finding a way around. The Savage, while in the state, will aggressively pursue any antagonists. Once opponents have been slain, they will have trouble discerning friend from foe. They must make a WIS check to not attack friends once the enemy is slain or driven from the field. Once in the Berserk Rage, the Savage will gain the following bonuses:

- +2 to hit and damage in melee
- +1 attack a round
- +1 to initiative dice

Make all saves at an additional +2

Able to fight at a -HP total equal to the Savages CON score. They will only stop fighting when reduced below this score. Going below this score does not kill the savage. They will go unconscious and will only be slain once they reach a score of double their CON score. Thus a Savage with a 16 CON in Berserk Rage can be fighting at 0 to -16 HP and will only be slain at -32, from -17 to -31 they are unconscious.

The duration of the rage is the length of a combat. Once the combat is over the Savage must rest for 24 hours to regain their strength. They cannot fight effectively or do strenuous activity within this period and are -4 to all other actions.

Skills

running, wilderness survival, healing, move silently, climb walls, surprise, tracking, trap/snare making, animal handling, leaping & jumping.

A Savage can run for up to 24 hours at full speed without need of rest. Once the 24 hour period is up, the Savage needs to rest for a 2 hour period and then they can resume running for up to 12 hours more. After this second period of running they must get a standard 8 hours of rest and sustenance to reset the cycle.

Savages can survive for an unlimited duration in near any environment as long as they can guard themselves against the elements. Armed with a knife, a Savage can develop shelter, make fire, make tools for hunting and live off the land. There is no check or roll required. How well the Savage thrives in these environments is up to the GM. Unfamiliar environments will take some time for the Savage to live well, but they will survive regardless.

Savages are adept at dressing wounds as they have had to treat injuries using natural means in the wild. They can heal 1-2 HP of damage per wound on themselves or others. Each dressing takes one round to complete and can be done as many times as the Savage has tools and resources to do so. A wound can only be bandaged once.

In an outdoor environment, the Savage can move silently and climb walls as a Thief of equal level. In urban environments, the savage will incur a -25% penalty.

Savages are only surprised on a 1 in 8. In wilderness environments a Savage can surprise others in a 4 in 6 chance. In addition, it is near impossible to sneak up on the wily Savage. If anyone attempts to engage the Savage from the flank or rear, the Savage will detect such intrusions by making a WIS check. Thus it is near impossible for anyone to gain a flanking or rear attack on the Savage.

A Savage can track in wilderness environments as a Ranger of equal level and in urban environments they track at a -25% penalty. The Savage can also make traps and snares at the GM's discretion.

Savages are excellent at training wild animals and can ride horses with great skill. Savages can train and domesticate most wild animals if they acquire them near to birth. Savages can ride a horse, jump, and maneuver the animal while in combat as if it were part of their body.

Savages can make a standing jump of 1/2 their strength (rounded up) + 1d6 in feet. They can make a running jump equal to their strength and jump straight up a distance equal to 1/2 of their strength stat in feet.

Unarmed Combat

Savages are masters of a brutal form of unarmed combat; most duels and contests are fought unarmed. Unarmed combat includes punching, kicking, and grappling; the damage delivered is lethal damage unlike normal unarmed combat. Savages can add bonuses to hit and damage for Strength, magic etc. to these attacks. As the savage progresses in level, they gain increased attacks, damage and special abilities as follows:

Unarmed Combat Progression

Level	Damage Attacks	Unarmed Attacks	Ability
1	1-2	1	A,B,C
2	1-2	1	D
3	1-3	1	E
4	1-3	3/2	F
5	1-4	3/2	G
6	1-4	3/2	H
7	2-5	2/1	I
8	2-5	2/1	J
9	1-6	2/1	K
10	1-6	5/2	L
11	2-7	5/2	M
12	2-7	5/2	N
13	1-8	3/1	O
14	1-8	3/1	P
15	1-10	3/1	Q
16	1-12	7/2	R
17	3-18	7/2	S

A-Close Distance:

The Savage can close the distance with armed opponents. The Savage must simply make a DEX check to bypass the melee weapon of an opponent putting them in grappling range.

B-Grab:

The savage makes a grab attack where they get a hold of an opponent by one limb. The Savage must make a contested STR check vs. the opponent to keep the grab in place. The Savage makes the roll at +2. The grabbed limb will be held until they can break free.

C-Pin:

The Savage once they make a grab they can attempt to pin an opponent. The Savage must make two successful grab rolls before a pin can be attempted. The opponent of the Savage must make a DEX check at -2 or they have been swept to the floor and pinned by the Savage. Each round thereafter, the Savage and the opponent must make contested STR or DEX rolls, whichever is greater for the Savage to maintain the pin. An opponent may not attack or make other actions until they are free.

D-Shoulder Check:

The Savage may make this attack in addition to their normal attack routine. If successful the target must make a DEX check or be knocked down. The attack delivers no damage.

E-Throw:

The Savage makes a Throw attack by making a grab. If the grab strikes the target must make a DEX check at -2 or be thrown 1-6 feet taking the Savages unarmed combat damage and being prone.

F-Bear Hug:

The Savage makes a to-hit roll, and if successful, delivers their unarmed combat damage each round to the target for one attack automatically until the target beats the Savage in a contested STR check or the Savage is slain or knocked unconscious. The Savage can do no other actions while utilizing the bear hug. The opponent's actions are limited at the GM's discretion.

Character Classes (Savage)

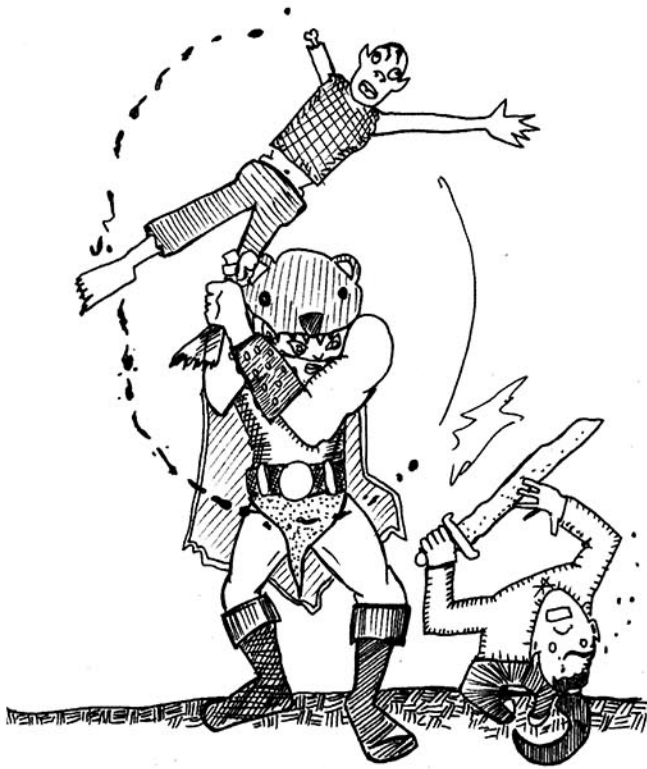
G-Disarm:

The Savage makes an unarmed attack and if they strike, the opponent must make a DEX check or lose their weapon to the Savage.

H-Bash Heads: If two opponents are next to each other the Savage may make an attempt to bash heads. They must make two successful unarmed strikes, one on each target. If they succeed, they deliver double damage to each target and they must make a save vs. paralyzation or be stunned for 1-4 rounds.

I-Drop Kick:

The Savage makes a running dropkick. If they strike, they deliver their normal unarmed attack damage and the opponent must make a DEX check at -3 or be knocked over. Larger than man-sized targets make their save at +1. Huge creatures or ones that can't be knocked over will not suffer the side effects of the drop kick. I.e. You can't drop kick a purple worm!



J-Choke Hold:

The Savage makes a successful unarmed attack at -2 and they will put an opponent in a choke hold. Each round the Savage delivers their unarmed attack damage to the opponent and they must make a CON check or pass out. Each round the Choke Hold is in place the CON check is made at a cumulative -1. The target can break the hold if they defeat the Savage in a contest of strength by at least 3 on the dice.

K-Body Slam:

The Savage simply picks up an opponent that they can lift for their STR and slams them to the ground. A normal to-hit roll is required. The target must make a save vs paralyzation or drop what is in their hands and be stunned for 1-2 rounds.

L-Flying Tackle: Upon a successful unarmed to-hit roll, the Savage knocked their target over and puts them in a pin as per special ability

Character Classes (Savage)

C. Larger than man-sized creatures are entitled to a saving throw vs. paralyzation to avoid the tackle.

M-Break Bone:

The Savage locks up an appendage (roll randomly) and attempts to break it. The Savage makes an unarmed strike at -2. If they strike, the target must make a save vs. paralyzation or have the appendage broken. Larger than man sized creatures save at +4. very large creatures save at +6.

N-Stunning Attack: This power can be done with each normal unarmed attack. If the roll to hit with modifiers is 5 or greater than what is required to hit, the target is stunned for 1-4 rounds.

O-Grab and Throw:

The Savage can grab one opponent by making an unarmed to-hit roll and then strike another target with the thrown opponent. A second to-hit roll must be made to hit the second target. Both will take the Savage's unarmed damage and the thrown target will be prone.

P-Roundhouse:

This attack allows to Savage to attempt a strike on all targets in immediate melee range. This counts as one attack and can be done a number of times in a round as the Savage has attacks. Each attack is made at -2 for each additional target after the first. Thus, if a Savage were to attack 4 opponents with the Roundhouse attack, they would be -0, -2, -4, and then -6 to strike the last target. Damage is delivered as normal.

Q-Hammer Fist:

This can be done only once a round as one of the Savage's unarmed attacks. If the strike is successful, it delivers double damage.

R-Sweep:

An attack is made and all in range of the Savage in melee must make a DEX check or be knocked down for 1 round. In addition, each takes the Savage's unarmed attack damage.

S-Anvil Strike:

May only be attempted once a round. This attack delivers +2 points of damage for each point over what is needed to strike and stuns the opponent for 1-6 rounds.

All Savages fear and distrust magic. They will avoid open association with clerics, druids and generally fear and distrust all magic users. As a Savage goes up in level, this restriction is reduced. Consult the chart below:

Level 1-3	No magic of any kind
Level 4-6	May utilize magic weapons or armor with no special effects
Level 7-9	May use Potions, openly associate with Clerics or Druids
Level 10-12	May use some magic rings, weapons and armor with special effects
Level 13-15	May loosely associate with magic users, may use some misc magic

Character Classes (Savage)

Level 16-17	May use more advanced misc magic
Level 18+	May openly associate with Magic Users.

A Savage will never use any Scrolls, Rods, Staves, or Wands and will avoid magic items that are not straightforward in their use.

Experience	Level/HD (d12)	Title
0-3,000	1/1	Savage
3,001-6,000	2/2	Savage
6,001-12,000	3/3	Savage
12,001-22,000	4/4	Savage
22,001-42,000	5/5	Savage
42,001-90,000	6/6	Savage
90,001-150,000	7/7	Savage
150,001-300,000	8/8	Savage
300,001-450,000	9/9	Savage
450,001-600,000	10/10	Savage
600,001-750,000	11/11	Savage
750,001-1,250,000	12/12	Savage
1,250,001-1,500,000	13/13	Savage
1,500,001-2,000,000	14/14	Savage
2,000,001-2,500,000	15/15	Savage
2,500,001-3,000,000	16/16	Savage
3,000,001 +	17/17	Savage

Savages need 500,00 EXP and get 5 hp for level beyond the 17th.

Spirit Hunter

How quickly the tables had turned for the raiding party. They were brash, strong, and many before entering Beloc's wood. Now they were broken, scattered, and running for their lives. Beloc told them, time and time again, not to hunt in these woods, but the local noble would not have some commoner tell him what to do, so Beloc hunted him. This, of course, brought the weight of the local militia into his wood. His wood... Beloc's. He who had honed his survival craft to a masterful art, who knew where every root lay on the forest floor. Even the local elves gave him a wide berth. They knew better. But noble men feel that all that they see is theirs. So it goes, and now the local lord is deep in the wood with two arrows sticking out of his chest. The ants have already begun making the most of this bounty. In a few days, there won't be much left. Nor is there much left of the fighters that entered Beloc's wood. Traps and ambushes took care of many of them. Fear did the rest. They'd been fighting him for a few days, and things turned south for them very quickly. Beloc had summoned his stag friends to roust their camp at night, and he went to work with the bow, plucking off the unwary. Now Beloc was hot on the hunt. He finally tracked one splinter group to a small clearing when he smelled their smoke. Swinging up and up to the highest tree, Beloc could see the mass of torches on the edge of the forest. Not

Character Classes (Spirit Hunter)

all of the king's battle men were so brave to enter the wood; many stayed back and tossed oil and fire into his ancient stand. Beloc cried out in rage as he ran to fight these men. Once outside the protective cover of the forest, he could no longer use stealth for defense, but his time in the woods had made him strong. He dispatched the first few of the men-at-arms with the speed and aggression of a wild animal. As the rest of the intruders scattered in the glow of the night fire, Beloc vowed revenge.



The Spirit Hunter is a protector of the forest and woodlands, a warrior of nature. While a Ranger uses his woodland skills to work with nature, the Spirit Hunter harnesses the ancient forces of nature to enhance their abilities. Spirit Hunters are protectors of nature and will attack any force, good or bad, which threatens their chosen protected area. The Spirit Hunter is a strong fighter, tracker, and an excellent huntsman. They seldom venture out from their chosen wood. Only in times of great distress would a Spirit Hunter leave their home to face a greater evil. Spirit Hunters usually have a domain about 5 square miles per level of experience that they cover. They will know every feature of the land they survey. Every fallen tree, stream, or cave will be known by heart. Without the use of powerful magic, the Spirit Hunter simply cannot be found in their home wood. It is as if they are invisible. A Spirit Hunter adventurer would be one that has struck out to combat a great threat to the land or is seeking vengeance for having their protected wood destroyed. A Spirit Hunter will usually be either Elven, 1/2 Elf, or Human and cannot be dual classed or split classed. They have no level limits. The Spirit Hunter will attract no followers at higher level, except his beast companions, and will never build a stronghold or keep. They are not limited to what magic items or possessions that they can have.

Character Classes (Spirit Hunter)

The Spirit Hunter will always travel light and only own things they can carry on their person. They will eschew amassing wealth and possessions. Most of the abilities detailed below will not work if the Spirit Hunter is heavily encumbered. Spirit Hunters are quick, agile, stealthy fighters, and not heavily armored knights. Spirit Hunters cannot weapon specialize, but gain special bonuses detailed below.

The Spirit Hunter is a Cleric sub-class. In all respects not covered here, they conform to the Cleric class (OSRIC pg.9-11) They do not gain Cleric spells.

Alignment: Any Neutral.

D8 Hit points up to 10th level, then 3 per level after the 10th. They fight on Fighter table, and have attacks per round as Ranger. They are limited to lighter armor types no heavier than Ring Mail. Can use any weapons that a Fighter can. They have 4 weapon proficiencies at 1st level and gain one additional proficiency every 3 levels.

Stat mins: STR 13 INT 11 WIS 11 DEX 13 CON 13 CHR 9

Spirit Hunters can have exceptional Strength. They also can receive a Fighter CON bonus. They gain no experience point bonus for high stats.

Special Abilities

1st level:

Track as a Ranger of equal level

Pass Without Trace as per the spell if the Spirit Hunter moves at 1/2 movement rate.

Woodland Survival:

The Spirit Hunter can live off the land for an unlimited amount of time. They are self-sufficient. No sort of roll or check need be made to see if the Spirit Hunter can secure food and shelter in normal wilderness conditions. Once out of their element, they must make normal checks, but do so at a +4. This includes fire building, trap/snare making, hunting, fishing, shelter making etc, all of which the Spirit Hunter will perform flawlessly in normal woodland conditions.

Tree Travel:

The Spirit Hunter can use the forest to travel from treetop to treetop, never needing to touch the ground. They can move at their normal movement rate as long as there is sufficient tree density in the forest, and long limbs or vines to swing upon and to climb. This ability may be applicable in urban settings at the GM's discretion.

Armor Class Bonus:

The Spirit Hunter gets an AC bonus of +1 per 3 levels as long as the Spirit Hunter wears ring mail or lighter armor. Levels 1-3 = +1, 4-6 = +2, 7-9 = +3, 10-12 = +4, 13 and up = +5

Improved Saves:

+2 to save vs. mind affecting spells.

+3 to save versus disease.

Improved Surprised:

Character Classes (Spirit Hunter)

In woodland surroundings, they surprise others on a 3 in 6 chance. They themselves are only surprised on a 1 on a d8.



Beast Form:

The Spirit Hunter can assume a beast form of their choosing. Only one form may be selected at 1st level and it cannot be changed. The character gains the attack routine of this animal, but retains their armor class, hit points & THACO. In addition, they are able to speak with that animal type in their language. A Spirit Hunter can assume their beast form at will. The character must choose a normal animal, not a magical or fantasy animal. Examples are: Bear, Wolf, Stag, Ram, Tiger, Snake, etc. This transformation takes one round.

Primal Rage:

The Spirit Hunter gains a non-magical to hit and damage bonus by summoning the primal forces of nature. This can be done but once a day and lasts as long as the character's level in rounds. Levels 1-3 the Spirit Hunter is +1/+1, levels 4-6 +2/+2, 7-9 +3/+3, 10-12 +4/+4 and +5/+5 for levels 13 and up. This ability can only be used in melee combat. This ability takes three segments to activate.

Level 3:

At 3rd level the Spirit Hunter gains the Woodland Alchemy ability. They can manufacture potions of healing (2D4+2 HP of healing) and potions of slow poison (same as Cleric spell). They can also make a salve of repel insects (same effect as Druid spell). Each potion acts as its normal magical counterpart, but is made with natural ingredients found in the woodlands. The Spirit Hunter can make one potion, per

Character Classes (Spirit Hunter)

every 1-4 days spent foraging in the woods and mixing ingredients.

4th Level:

At 4th level The Spirit Hunter gains 1st level Druidic abilities. Spirit Hunters get bonus spells for a high wisdom score just as Druids do.

Level 6:

At 6th level the Spirit Hunter is only Surprised on a 1 on a D10.

Level 7:

At 7th level, the Spirit Hunter gains the Improved Woodland Alchemy ability. They can now make potions of Cure Disease and Neutralize Poison (same as Cleric spells). Each potion acts as its normal magical counterpart, but is made with natural ingredients found in the woodlands. The Spirit Hunter can make one potion, per every 1-4 days spent foraging in the woods and mixing ingredients.

Level 9:

At 9th level, the Spirit Hunter can summon 2-20 of their beast form animal. These animals will take 1-6 rounds to arrive. They will follow the commands of the Spirit Hunter until dismissed or slain. It is the GM's discretion to determine the number of an animal type which is available to be summoned in a given area.

11th level:

The 11th level the Spirit Hunter gains the ability to enter into a Dire Form. Dire Form gives the Spirit Hunter an improved Beast Form. The Transformation takes one segment. The Spirit Hunter delivers x2 damage with all attacks in this form, gains +3 movement rate, +2 to hit and +4 to damage in melee. This transformation can only be done once a day but the Spirit Hunter can remain in this form as long as they wish.

13th level:

At 13th level, the Spirit Hunter gains the Spirit of the Forest ability. They can now command all animals within an area of effect once per week. Commands must be simple and are given telepathically. This includes subterranean as well as aerial creatures. If they are in their home forest, they can command all of the animals within a 10 square mile area. If they are outside their home forest, they can command all the animals within a 1 square mile area. The GM will detail the type and number of creatures that are in the area of effect when the spell is enacted. The activation of this ability takes one full round, and the animals will arrive at a given objective at their normal movement rates. The command over these creatures lasts for 24 hours.

Spells by Level:

v	1	2	3	4	5	6	7
4	2						
5	2	1					
6	3	2	1				
7	4	2	2				
8	4	3	2				
9	4	3	2	1			

Character Classes (Targeteer)

10	4	4	3	1			
11	4	4	3	2			
12	5	4	3	2	1		
13	5	4	3	3	2		
14	5	5	3	3	2	1	
15	5	5	4	4	3	2	1
16	6	5	5	5	4	3	2

Experience	Level/ HD (d8)	Level Title
0-2500	1/1	Gatherer
2,501-5,000	2/2	Hunter
5,001-10,000	3/3	Stalker
10,001-20,000	4/4	Trapper
20,001-40,000	5/5	Huntsman
40,001-80,000	6/6	Great Hunter
80,001-160,000	7/7	Grand Hunter
160,001-320,000	8/8	Master Hunter
320,001-640,000	9/9	Spirit Hunter
640,001-1,280,000	10/10	Spirit Hunter
1,280,001-2,560,000	11/ 10+3	Spirit Hunter

Spirit Hunters gain + 3 hit points and need 350,000 experience points per level after the 11th.

Targeteer

Grizwald had been in the same spot for three days now, scarcely moving an inch. On top of a rocky outcropping, overlooking the traveler's crossroads, he waited patiently. He had taken time to use the natural plant life and rocks to blend in perfectly with his surroundings. Not even the best ranger in the land would be able to detect him. "Soon the wait will be over", Grizwald thought to himself as he scanned the crossroads below and saw a small caravan in the distance. His target thought himself safe and secure in the caravan's middle wagon surrounded by armed escorts. It seemed the merchant prince Yinir had made too many enemies and while he could afford excellent sellswords which made an open attack risky, a single well placed crossbow bolt would solve the merchant guild's problems in a much more efficient manner. That is where Grizwald came in to the equation. For a normal man armed with a crossbow, the rocky outcropping would be well out of range for a shot down to the road. For Grizwald the range was about one half of the distance in which he could accurately place a bolt on target. This little known fact kept the watchful eyes of the guardsmen on closer potential sources for an ambush and not on Grizwald's perch. Timing was everything. Now he could see a cloth flap in the window of the wagon. Every bump in the road made it peek open just a bit, revealing the bored looking face of Yinir. Bump, flap, bump, flap, bump, flap, bump, hold your breath, bump, squeeze....The bolt arced silently across the grassy

Character Classes (Targeteer)

hillside, disappearing into the wagon. Grizwald peered intently on the distant window. The face of Yinir no longer looked bored but instead wore a frozen look of shock. Death was now carved into his features, and the guardsmen were none the wiser. Such was the accuracy of Grizwald's shot that Yinir did not even have the chance to cry out in pain. Grizwald would be long gone before anyone knew what had happened.



The Targeteer is a sub-class of the Fighter that specializes in the use of the crossbow. The Targeteer has eight sided (d8) dice for hit points, and fights and saves on the Fighter table. Targeteers gain hit dice up to 10th level and then 3 hp per level afterwards. They go up in level as the Ranger class in OSRIC (pg 21). Targeteers need to following stats to qualify for the class: 12 STR, 11 INT, 13 DEX, 13 CON. Targeteers start at first level with proficiency in hand, light, and heavy crossbow. They also have proficiency in one melee weapon chosen from the Fighter class weapons selection. They gain new proficiencies every 4 levels. Targeteers have a non-proficiency penalty of -3. Targeteers can employ shields and weapons available to the Fighter class but are limited to armor types no heavier than chain mail. They usually wear Thief-type armor so they can use the thief special abilities given to the class that they attain at higher levels.

Special Abilities

The Targeteer has the following thief abilities at two levels lower: Open Locks, Find/Remove Traps, Move Silently, Hide in Shadows, Hear Noise, & Climb Walls. They receive racial and dexterity bonuses for these abilities.

The Targeteer is a Crossbow specialist. They gain an increased attack routine with Crossbows as follows: Level 1-3 no change; levels 4-7 heavy 1/1, light 3/2, hand 5/2; Levels 8-11 heavy 3/2, light 2/1, hand 3/1; Levels 12-15 heavy 2/1, light 5/2, hand 4/1. In addition, Targeteers gain a non-magical +1 to strike and damage with all crossbows at 1st level. This is due to expertise and special equipment they possess. Every 2 levels thereafter, they gain an additional +1 non magical bonus to damage (3rd,5th,7th,9th,etc.). Thus they gain a +1 to hit at levels 1,3,5,7,9,11,13,15 etc. and +1 to damage at levels 2,4,6,8,10,12,14,16 etc. Shots taken at short

Character Classes (Targeteer)

range (shots which have no range penalty) from a Targeteer will deliver double damage. More information can be found about ranged attacks with missile weapons on OSRIC pg.29. If the Targeteer is ready with a crossbow cocked and loaded, they may discharge one bolt before initiative dice are rolled.

Targeteers are able to extend the range of their weapon beyond its normal capabilities. For every level a Targeteer possesses, their range increment increases by 10'. Normally a 1st level fighter would suffer a -2 penalty for taking a shot longer than 60'. A 1st level Targeteer would suffer no penalty until shooting farther than 70' and would suffer only -2 from 71'-140', and -4 from 141'-210'. The same Targeteer, once reaching 5th level would be able to take shots with no penalty out to 110', suffer a -2 from 111'-220', and -4 from 221'-330'. As you can see from the example, this extended range applies equally to each -2 range segment making the Targeteer's effective range peerless amongst other classes, especially at higher levels.

The Targeteer can also perform an extremely accurate 'called shot' under certain conditions. They must remain motionless for the round without interruption or anyone engaged with the character in melee for the attack to be delivered. The Targeteer also relinquishes any Dexterity bonuses for armor class and suffers an additional -2 penalty to their AC for the round. The benefit of this attack is it is +3 to hit, and, if successful, the damage is treated like a Thief's Backstab ability equal to the same level of the Targeteer. On a natural roll of 17, 18, or 19 the Targeteer does maximum damage, on a roll of a natural 20 the Targeteer does maximum damage and moves up to the next backstab multiple. The called shot cannot be combined with the Targeteer's ability to loose a bolt before initiative dice are rolled, however, they may make this shot upon targets that are unaware of their presence and thus out of combat. This attack takes the place of the Targeteer's normal attack routine.

Experience	Level/ HD(d8)	Title
0-2,250	1/1	Shooter
2,501-4,500	2/2	Marksman
4,501-9,5,00	3/3	Ace
9,501-20,000	4/4	Sharp Shooter
20,001-40,000	5/5	Long Shot
40,001-90,000	6/6	Eagle Eye
90,001-150,000	7/7	Bulls Eye
150,001-225,000	8/8	Master Shooter
225,001-325,000	9/9	Targeteer
325,001-650,000	10/10	Targeteer

Targeteers need 325,000 additional experience per level after the 10th. They gain +3 hp per level after the 10th.

Spell Lists

Spells in *italics* are in this book. Consult OSRIC 35-115 for other spells not shown here.

Dark Druid Spells

Number	Spell Level 1	Spell Level 2	Spell Level 3	Spell Level 4
1	<i>Animal Frenzy</i>	Barkskin	Call Lightning	Animal Summoning I
2	Ceremony	Charm Person Or Mammal	<i>Cloak of Vermin</i>	<i>Berserk Rage</i>
3	Detect Balance	<i>Corrupt Nature</i>	Cloudburst	Control Temperature
4	Detect Magic	<i>Companion Malice</i>	Hold Animal	Dispel Magic
5	Detect Poison	Feign Death	Know Alignment	Hallucinatory Forest
6	Detect Snares & Pits	Fire Trap	Neutralize Poison	Hold Plant
7	Entangle	Flame Blade	Poison Water	<i>Insect Sphere</i>
8	Faerie Fire	Heat Metal	Protection From Fire	Plant Door
9	Invisibility To Animals	Locate Plants	Pyrotechnics	Produce Fire
10	<i>Iron Cudgel</i>	Obscurement	Snare	Protection From Lightning
11	Locate Animals	Produce Flame	Spike Growth	Repel Insects
12	Pass Without Trace	Reflecting Pool	<i>Stone Blade</i>	Speak With Plants
13	Predict Weather	Slow Poison	Stone Shape	<i>Summon Corrupt Steed</i>
14	Shillelagh	<i>Spike Skin</i>	Summon Insects	
15	Speak With Animals	Trip	Summon Insects	
16	<i>Thorn Spray</i>	Warp Wood	Tree	

Number	Spell Level 5	Spell Level 6	Spell Level 7
1	Animal Growth	Animal Summoning III	Animate Rock
2	Animal Summoning II	Anti-Animal Shell	Change Staff
3	Anti-Plant Shell 10' Radius	Conjure Fire Elemental	Confusion
4	Control Winds	Feeblemind	Conjure Earth Elemental
5	Insect Plague	Fire Seeds	Control Weather
6	<i>Mantle of the Beast</i>	<i>Spread Filth</i>	Creeping Doom
7	Pass Plant	<i>Slay Animals</i>	Finger Of Death
8	<i>Slay Plants</i>	<i>Stone Armor</i>	Fire Storm
9	Spike Stones	Transmute Water To Dust	<i>Lightning Blade</i>
10	Sticks To Snakes	Transport Via Plants	<i>Pogrom</i>
11	Transmute Rock To Mud	Turn Wood	<i>Summon the Dark Forces of Nature</i>
12	Wall Of Fire	Wall Of Thorns	Transmute Metal To Wood
13	<i>Warp Tree</i>	Weather Summoning	

Fighter Mage Spells

Number	Spell Level 1	Spell Level 2	Spell Level 3	Spell Level 4
1	Affect Normal Fires	Audible Glamor	<i>Blade Restore</i>	<i>Blade Turn</i>
2	Alarm	Bind	<i>Blade Shatter</i>	Charm Monster
3	<i>Blade Sharp</i>	Continual Light	Blink	<i>Critical Strike</i>
4	<i>Blade Tell</i>	Darkness 15' Radius	Clairaudience	Confusion
5	Burning Hands	Deepockets	Clairvoyance	Dig
6	Comprehend Languages	Detect Evil	Cloudburst	Dimension Door
7	Dancing Lights	Detect Invisibility	Detect Illusion	Dispel Illusion
8	Detect Magic	<i>Dual Strike</i>	Dispel Magic	Enchanted Weapon
9	<i>Enchanted Parry</i>	Flaming Sphere	Explosive Runes	Extension I
10	Enlarge	<i>Force Blade</i>	Feign Death	Fear
11	Erase	Forget	Fireball	Fire Charm
12	Feather Fall	Invisibility	Flame Arrow	Fire Shield
13	Firewater	Irritation	Fly	Fire Trap
14	<i>Force Shield</i>	Knock	Gust of Wind	Fumble
15	Grease	Know Alignment	Haste	Hallucinatory Terrain
16	Hold Portal	Levitate	Hold Person	Ice Storm
17	<i>Hone</i>	Locate Object	Infravision	Secure
18	Identify	Magic Mouth	Invisibility 10' Radius	Shelter
19	Jump	Acid Arrow	Item	Magic Mirror
20	Light	Mirror Image	Tiny Hut	Minor Globe of Invulnerability
21	Magic Missile	<i>Parrying Spectre</i>	Lightning Bolt	Resilient Sphere
22	Melt	Preserve	Material	Mnemonic Enhancer
23	Mending	Pyrotechnics	Minute Meteor	Remove Curse
24	Message	<i>Quick Blade</i>	<i>Piercing Attack</i>	Shout
25	Mount	Ray of Enfeeblement	<i>Phantom Blade</i>	Stone Skin
26	Magic Aura	Scare	Phantasmal Force	Ultra vision
27	<i>Phantom Armor</i>	Shatter	Protection From Evil 10' Radius	Wall of Fire
28	Protection From Evil	<i>Shield Breaker</i>	Protection From Nomal Missiles	Wall of Ice
29	Push	Stinking Cloud	Sepia Snake Sigil	<i>Warp Steel</i>
30	Read Magic	Strength	Slow	Wizard Eye
31	Run	<i>True Aim</i>	Tongues	
32	Shocking Grasp	Vocalize	Wind wall	
33	Sleep	Web		
34	Spider Climb	Whip		
35	Wizard Mark	Wizard Lock		
36	Write			

Number	Spell Level 5	Spell Level 6	Spell Level 7
1	Avoidance	Anti-Magic Shell	Grasping Hand
2	<i>Blades of Kesh</i>	<i>Berserk Rage</i>	Delayed Blast Fireball
3	Interposing Hand	Forceful Hand	Instant Summons
4	Cloudkill	<i>Forge</i>	Duo-Dimension

Spell Lists (Fighter Mage Spells)

Spell Lists (Necromancer Spells)

5	Conjure Elemental	Chain lightning	Forcecage
6	Cone of Cold	Contingency	Limited Wish
7	Distance Distortion	Death Spell	Mass Invisibility
8	Dolor	Disintegrate	Phase Door
9	Extension II	Enchant An Item	Power Word, Stun
10	Fabricate	Ensnarement	Reverse Gravity
11	Feeblemind	Extension III	Simulacrum
12	<i>Furious Striking</i>	Eyebite	Statue
13	Hold Monster	Geas	<i>Sword of Slaying</i>
14	Magic Jar	Glasse	Teleport Without Error
15	Monster Summoning III	Globe of Invulnerability	True Name
16	Passwall	Guards and Wards	Vanish
17	Sending	Invisible Stalker	<i>Vampire Sword</i>
18	Stone Shape	Legend Lore	Volley
19	Telekinesis	Lower Water	
20	Teleport	Lucubration	
21	Transmute Rock To Mud	Move Earth	
22	Wall of Force	Freezing Sphere	
23	Wall of Iron	Part Water	
24	Wall of Stone	<i>Phantom Sword</i>	
25	<i>Warrior Soul</i>	Project Image	
26		Repulsion	
27		Stone To Flesh	
28		Transformation	
29		Transmute Water To Dust	

Necromancer Spells

Number	Spell Level 1	Spell Level 2	Spell Level 3	Spell Level 4
1	<i>Animate Insects</i>	<i>Animate Vermin</i>	Animate Dead	Abjure
2	<i>Bone Armor</i>	Augury	Animate Small Animals	<i>Animate Large Animals</i>
3	<i>Bone Arrow</i>	<i>Biting Heads</i>	<i>Bone Hound</i>	<i>Bone Shield</i>
4	<i>Bright Bones</i>	<i>Bone Shard</i>	<i>Cloak of Filth</i>	Cloak of Fear
5	Ceremony	<i>Bury</i>	Cloudburst	<i>Deconsecrate</i>
6	<i>Clean Flesh</i>	Chant	Continual Light	Detect Lie
7	<i>Cloud of Rot</i>	Detect Charm	Death's Door	Divination
8	Combine	Detect Life	Dispel Magic	Giant Insect
9	Command	Dust Devil	Feign Death	Imbue With Spell Ability
10	Detect Evil	Enthrall	Flame Walk	Lower Water
11	Detect Magic	Find Traps	Glyph of Warding	<i>Manufacture Giant Undead</i>
12	<i>Detect Undead</i>	Hold Person	<i>Infestation</i>	Neutralize Poison
13	Endure Cold/Heat	Know Alignment	Locate Object	Protection From Evil 10' Radius
14	<i>Increase Rot</i>	Messenger	Magical Vestment	<i>Revenant</i>

Number	Spell Level 1	Spell Level 2	Spell Level 3	Spell Level 4
15	Invisibility to Undead	<i>Negative Plane Shield</i>	Meld Into Stone	<i>Sever Negative Plane Connection</i>
16	Light	Resist Fire	Negative Plane Protection	<i>Skull Wardens</i>
17	<i>Locate the Dead</i>	<i>Silence Dead</i>	Remove Curse	Speak With Plants
18	Magic Stone	Silence 15' Radius	Remove Paralysis	Spell Immunity
19	<i>Manufacture Undead</i>	<i>Skull Read</i>	<i>See Through Vessel</i>	<i>Spread Rot</i>
20	Penetrate Disguise	Slow Poison	Speak With Dead	Spike Stones
21	Portent	<i>Slow Undead</i>	<i>Spirit Drain</i>	Sticks to Snakes
22	Protection From Evil	Withdraw	<i>Soul Wipe</i>	Tongues
23	Remove Fear	Wyvern Watch	<i>Turn Immune</i>	<i>Vampiric Weapon</i>
24	<i>Remove Pallor of Death</i>		<i>Unearth Dead</i>	<i>Zegat's Hearts</i>
25	Resist Cold		Water Walk	
26	<i>Resist Turning</i>		<i>Zegat's Closet</i>	
27	<i>Shadow Mask</i>			
28	<i>Undead Warding</i>			

Number	Spell Level 5	Spell Level 6	Spell Level 7
1	Air Walk	Aerial Servant	Astral Spell
2	Animate Dead Monsters	Animate Object	<i>Bone Storm</i>
3	<i>Bone Cudgel</i>	Blade Barrier	Control Weather
4	Commune	<i>Bone Lance</i>	<i>Disruption</i>
5	Dispel Evil	Find The Path	Earthquake
6	Flame Strike	Forbiddance	Exaction
7	Golem	<i>Improved Command</i>	Gate
8	<i>Graveyard</i>	<i>Maggot Swarm</i>	Holy (Unholy) Word
9	Insect Plague	Part Water	<i>Lichdom</i>
10	<i>Negative Plane Travel</i>	<i>Plague</i>	Symbol
11	Magic Font	<i>Snapping Jaws</i>	<i>Summon Major Death</i>
12	<i>Plague Zombie</i>	Speak With Monsters	<i>Transport to Vessel</i>
13	Plane Shift	Stone Tell	<i>Walk The Negative Plane</i>
14	Quest	<i>Summon Minor Death</i>	Wind Walk
15	Spike Growth	<i>Time in the Crypt</i>	Undead Army
16	<i>Summon Corrupt Steed</i>	<i>Undead Construct</i>	
17	True Seeing	Word of Recall	
18	<i>Wings of Death</i>		
19	<i>Zegat's Needle</i>		
20	<i>Zegat's Tent</i>		
21			

Orator (Spell Like Abilities)

All Orator abilities are spell-like and not considered magic. Orator ability descriptions are contained in this tome.

Number	Harmonic Level 1	Harmonic Level 2	Harmonic Level 3	Harmonic Level 4
1	Memorable Performance	Harmonic Shield	Echo Location	Resonant Frequency, Flesh
2	Resonant Frequency, Air		Resonant Frequency, Lead/Brass	Resonant Frequency, Steel
3	Resonant Frequency, Bone	Resonant Frequency, Stone/Earth (Non-Precious)	Stun Harmonic	
4	Resonant Frequency, Copper/Tin/Zinc			
5	Resonant Frequency, Glass			
6	Resonant Frequency, Wood			
7	Shout Harmonic			

Number	Harmonic 5	Harmonic Level 6	Harmonic Level 7	Harmonic Level 8
1	Resonant Frequency, Crystal	Resonant Frequency, Silver	Reciprocal Harmonic	Resonant Frequency, Magical Enchantments (+1)
2	Resonant Frequency, Ice	Resonant Frequency, Water	Resonant Frequency, Fire	Resonant Frequency, Magic Spell
3			Resonant Frequency, Gold	Multi-Frequency Chanting (2-tone)
4				Unforgettable Performance

Number	Harmonic Level 9	Harmonic Level 10	Harmonic Level 11	Harmonic Level 12
1	Resonant Frequency, Gemstone	Multi-Frequency Chanting (3-tone)	Multi-Frequency Chanting (4-tone)	Command Harmonic
2	Resonant Frequency, Magical Enchantments (+2)	Resonant Frequency, Magical Enchantments (+3)	Resonant Frequency, Magical Enchantments (+4)	Multi-Frequency Chanting (5-tone)
3		Truth Harmonic	Weak Space Weaving Harmonic	Phase Shift
4				Resonant Frequency, Magical Enchantments (+5)

Number	Harmonic Level 13	Harmonic Level 14	Harmonic Level 15	Harmonic Level 16
1	Multi-Frequency Chanting (6-tone)	Multi-Frequency Chanting (7-tone)	Multi-Frequency Chanting (8-tone)	Multi-Frequency Chanting (9-tone)
2	Resonant Frequency, Diamond	Weak Time Weaving Harmonic	Resonant Frequency, Mithril	Resonant Frequency, Adamantite
3			Resonant Frequency, Positive Energy	Resonant Frequency, Negative Energy

Number	Harmonic Level 17	Harmonic Level 18	Harmonic Level 19	Harmonic Level 20
1	Life Changing Performance	Resonant Frequency, Soul	Strong Space Weaving Harmonic	Resonant Frequency, Life
2	Linguistic Mastery			
3	Mass Destruction Harmonic			
4	Silent Chanting			

Number	Harmonic Level 21	Harmonic Level 22	Harmonic Level 23	Harmonic Level 24
1	Binding (Strong Command Harmonic)	Divine Performance	Strong Time Weaving Harmonic	Center

Number	Harmonic Level 25
1	Dissolution

Spell Descriptions

Dark Druid Spells

Spell Level 1

Animal Frenzy

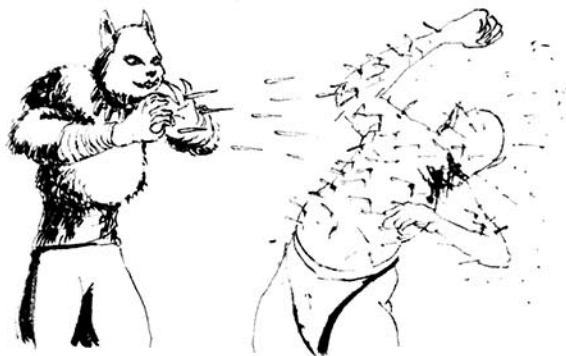
Level: 1
Components: V,S
Range: 10 feet per level
Casting Time: 7 segments
Duration: Special
Saving Throw: None
Area of Effect: 10 foot radius per level

The Dark Druid casting this spell will cause all creatures with an animal or lower intelligence within the radius to attack the nearest creature. As long as the animal is within the radius, they will be under the effects of the spell. There is no saving throw. The area of effect is a 10ft radius for each level of the caster. The duration is 10 rounds +1 per level of the caster.

Thorn Spray

Level: 1
Components: V,S,M
Range: 30 feet + 10 feet per level
Casting Time: 3 segments
Duration: 1 Segment
Saving Throw: Special
Area of Effect: 90 degree arc

The caster showers the target with a spray of thorns. The area of effect is a 90-degree arc in front of the caster. The damage is (1d4 + 1) for every level the caster possesses: i.e. 3rd level 3d4+3. Targets wearing hard armor such as , banded mail, splint mail, or plate mail may save for 1/2 damage. The material component for this spell is a handful of thorns from any sort of thorny bush.



Iron Cudgel

Level: 1
Components: V,S,M
Range: Melee
Casting Time: 1 segment
Duration: 6 turns +1 turn/level
Saving Throw: None
Area of Effect: Melee

This spell is cast upon a specially prepared oaken club. The club must be fashioned by the Dark Druid using the blood of an intelligent creature and takes two weeks to manufacture. The club

can only come from a dead oak tree harvested under a full moon. Once the club is made, it acts as a normal club in all respects. When the Iron Cudgel spell is cast upon the club, it delivers damage as a footman's mace (2-8/2- 7) and will inflict a magical +1 to hit and damage for every 3 levels of the caster. This bonus increases by +1 for every 3 levels of the Dark Druid. Thus a 1-3 Dark Druid is +1, a 4-6 level Dark Druid is +2, a 7-9 level Dark Druid is +3 etc. The duration of the spell is six turns + 1 turn per level of the caster.

Spell Level 2

Corrupt Nature

Level: 2
Components: V,S,M
Range: Touch
Casting Time: 3 segments
Duration: Permanent
Saving Throw: None
Area of Effect: 1 sq mile + 1 sq mile per level

This spell will cause naturally occurring things to become corrupt. Plants will wither and die, or sprout poisonous barbs. Fruit that once was edible will become poison, animals will morph and mutate into strange abominations. The natural order of things will become disrupted. The area of effect is 1 square mile (centered on the caster) +1 additional mile for each level of the caster. The duration is permanent. A Remove Curse spell will cure 1 square mile of corrupted land.

Companion Malice

Level: 2
Components: V,S
Range: 10 feet + 1 foot per level
Casting Time: 9 segments
Duration: Permanent
Saving Throw: None
Area of Effect: Target creature

This spell is cast upon a loyal animal companion of another person. No effect will be noticed until a specific command word is spoken. When the command word is spoken, either by the Dark Druid or another person, even unknowingly, the affected creature will attack the master of the animal. Only a Remove Curse or having the target creature slain will stop it from attacking. A Dispel Magic will remove it before the spell has gone into effect. The duration of the spell is permanent until the command word is spoken. If the animal's master is slain, the target creature reverts back to normal.

Spike Skin

Level: 2
Components: V,S,M
Range: Special
Casting Time: 7 segments
Duration: 1 turn +1 turn per level
Saving Throw: Special
Area of Effect: Target creature

The caster makes a magical suit of armor that is full of sharp barbs and thorny growths. The suit is a base AC of 4 and will add +1 to the casters AC for every 3 levels they posses. Thus a 10th level caster will have a +3 AC bonus. In addition, the suit provides some natural weaponry; the Dark Druid can make 2 attacks for 1-4 points of damage. For every 2 levels the base damage will go up. Thus, the progression as follows:

LVLs 1-2, 1-4 DMG;

Spell Descriptions (Dark Druid Spells)

LVLs 3-4, 1-6 DMG;

LVLs 5-6, 1-8 DMG;

LVLs 7-8, 1-10 DMG;

LVLs 9-10, 1-12 DMG;

LVLs 11-12, 2-16 DMG;

LVLs 13+ 1-20 DMG

The duration of the spell is 1 turn + 1 turn per level of the caster. The material component for this spell is a bundle of dried thorn bushes that the caster cuts themselves with and bleeds on. The armor retains an base AC of 4 once the spell effects have worn off.

Spell Level 3

Poison Water

Level: 3

Components: V,S,M

Range: 30 feet + 10 feet per level

Casting Time: 1 turn

Duration: Special

Saving Throw: None

Area of Effect: 1 cubic mile/level

When this spell is cast on a body of water, the water is effectively poisoned, and no living thing can thrive or grow in it. Plants and water life such as fish will instantly perish if they contact the corrupted area. In addition, the water will act as a poison. Those ingesting the water must save vs. poison or take 1D6 damage per round until dead). The duration depends on how much of the body of water is affected. If the whole body is affected, then the duration is permanent. If the Dark Druid only affects a portion of a body of water, then the duration will be a number of years, months, days, or hours depending on the size of the body of water and how much natural flow is received from tributaries etc. The GM will detail this information as needed. The Dark Druid can effect 1 cubic mile of water for each level they possess. A purify water spell will reverse the effects of the spell, but only as much as the caster can purify based on their level. The material component for this spell is a fish skeleton soaked in troll fat which must be dropped in the water.

Stone Blade

Level: 3

Components: V,S,M

Range: Melee

Casting Time: 3 segments

Duration: 1 Turn +1 round/level

Saving Throw: None

Area of Effect: Melee

The caster summons a magical force from a stone shard that turns it into a fearsome melee weapon. The duration is 1 turn + 1 round per level of the caster. The Stone Blade acts as a +3 weapon for the purposes of hitting magical creatures and gives the wielder +3 to hit. The base damage is 1-8 +1 point additional damage for every level of the caster.

Spell Descriptions (Dark Druid Spells)



Cloak of Vermin

Level: 3

Components: V,S,M

Range: Self

Casting Time: 8 Segments

Duration: 1 Turn/level

Saving Throw: None

Area of Effect: Target garment

This cloak must be fashioned by the Dark Druid out of the hides of rats, taking one week to manufacture. The cloak can then hold the spell powers upon it lasting one turn for each level of the caster. Each round the Dark Druid may summon 1-10 normal rats, and 1-4 huge rats, spilling forth from the inside folds of the cloak. There is no limit to the amount of rats which can be summoned in this manner except those imposed by the duration of the spell. These creatures are completely loyal to the Dark Druid and will do his/her bidding until slain or the duration of the spell has elapsed. Any rats alive when the spell stops regain their own will and will act as normal rats.

Spell Level 4

Berserk Rage

Level: 4

Components: V,S,M

Range: 30 feet + 10 feet per level

Casting Time: 3 segments

Duration: 1 round/level

Saving Throw: Special

Area of Effect: Target Creature

When cast upon an unwilling target they are entitled to a saving throw vs. spell. Creatures of Low Intelligence save at -2 and animal intelligence or lower save at -4. If the target is willing or if an unwilling target fails their save, the target creature goes into a berserk

Spell Descriptions (Dark Druid Spells)

rage. They will immediately attack the nearest target, treating friend and foe alike. The affected creature will gain +3 to hit and damage in melee and an additional attack per round. The target creature cannot use spells or manipulate magical items, take potions etc. They are only concerned with the attack. In addition, the use of missile weapons, spells or activating of magic items is prohibited until the duration the of the spell has passed or the target creature is slain. The duration is one round per level of the caster. The material component is some bone powder from mindless aggressive animals like giant ants, bees or the like.



Insect Sphere

Level: 4
Components: V,S,M
Range: 30 foot sphere
Casting Time: 3 segments
Duration: 1 round/level
Saving Throw: save vs. spell for 1/2 dmg
Area of Effect: 30 foot sphere

The Dark Druid Summons a small swarm of insects that form a 30 foot sphere around the caster. The insects will attack as a 10 hd monster for purposes of determining a hit. The insects will inflict 1-4 + 1 additional points of damage for each level of the caster possesses to anyone that is in contact with the sphere. Targets caught in the sphere can save vs. spell for 1/2 damage. The Sphere can be attacked and has a hit point total equal to the Druid. Fire will do double damage to the Insect Sphere. Strong winds or gouts of water will dissipate the sphere for 1 round. The duration is 1 round per level of the caster.

Summon Corrupt Steed

Level: 4
Components: V,S,M
Range: 10 feet
Casting Time: 1 Turn
Duration: Permanent
Saving Throw: None
Area of Effect: Target creature

The Caster can, with this spell, create a magical mount that will serve the Dark Druid without question. The duration is permanent, until the mount is slain. The Dark Druid can only summon one such mount at a

Spell Descriptions (Dark Druid Spells)

time. The mount can be any creature the Dark Druid wishes as long as it comes from a natural animal i.e. a horse, beetle, bee, scorpion etc. The Dark Druid can use this spell on a small sized animal that is not normally rideable or one that is already large enough grow to carry the Dark Druid as a mount. The creature will have the normal attack routine of the regular size creature but the damage will be two steps up in damage dice 1-2,1-3, 1-4, 1-6, 1-8 etc. Thus if a giant rat was used, it would have 1-3 base with two steps up for 1-6 damage. The Corrupt Steed has the base creature's AC at a +4 bonus and has a hit point total equal to the Dark Druid and attacks as a monster which has the same amount of hit dice as the Dark Druid which created it.

Spell Level 5

Mantle of the Beast

Level: 5
Components: V,S
Range: Self
Casting Time: 9 segments
Duration: 1 Turn +1 turn per level
Saving Throw: N/A
Area of Effect: Self

When the Dark Druid casts this spell upon themselves, they take on the mantle of a beast: a normal creature from nature such as a bear or a stag. The character is transformed into a 1/2 humanoid 1/2 animal form similar to a lycanthrope in appearance. The duration of this spell is one turn + 1 turn per level of the caster. The character takes on the special attacks of the chosen creature such as the Stag's ram attack or a bear's bear hug attack except all the attack damages are doubled. The character retains their normal hit point total and fights on the monster table equal to their level for the duration of the spell.

Slay Plants

Level: 5
Components: V,S
Range: 10 feet per level
Casting Time: 5 segments
Duration: instantaneous
Saving Throw: N/A
Area of Effect: 10 foot radius

The Dark Druid casts this spell in up to a 10 yard radius for each level of the caster centered on a target within their range. All normal plant life is instantly killed, withered and dried. Abnormal plants or plant based creatures will take 1-8 points of damage for each level of the caster. There is no saving throw.

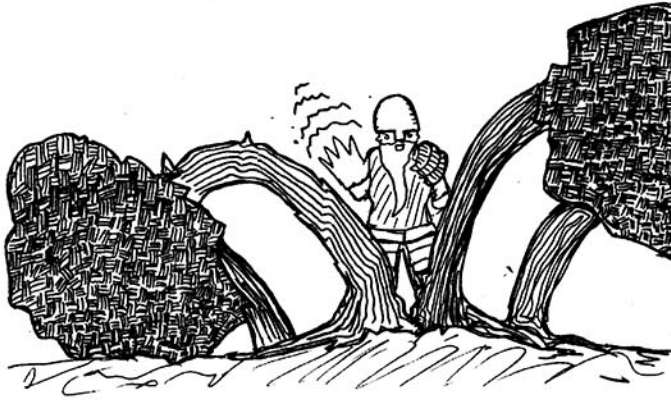
Warp Tree

Level: 5
Components: V,S
Range: 10 feet per level
Casting Time: 4 segments
Duration: Permanent
Saving Throw: N/A
Area of Effect: 1 target /level

The Dark Druid can make normal trees to bend, sway or even break with this spell. The Druid can affect a number trees equal to his/her level. Trees will remain in the shape the Dark Druid leaves them in permanently. For Example, The Dark Druid could make a tree to bend over a chasm or sway to one side to get a view of what the tree was obscuring. Normal trees have no saving throw

Spell Descriptions (Dark Druid Spells)

versus this spell. Magical tree creatures such as Tree Ents will take 1-12 points of damage from the spell for every level of the caster. This spell will only affect living trees, not dead wood.



Spell Level 6

Spread Filth

Level: 6

Components: V,S,M

Range: Area of Effect (Centered on Caster)

Casting Time: 1 Turn

Duration: Permanent

Saving Throw: N/A

Area of Effect: 1 square mile / level

This spell will cause all areas under the radius of effect to become overrun with filth. The land and streets will fill with insects and vermin, streams and ponds will become disease ridden and unpotable, and the all creatures in the area will begin to fall ill. The area of effect is one square mile per level of the caster. The duration is permanent until measures are taken to rid the land of infestations. The material component for this spell is a special totem which is constructed by placing a dead fly into a dead locust, which is, in turn, stuffed into a dead rat, which is stuffed into a cat, rolled in human excrement and buried in the ground at the casting site. The spell takes one turn to cast and begins slowly, with increased frequency of insects and vermin in the area of effect. After a week's time, the spell is at 1/2 of its full power. After two weeks the spell is at 3/4 of its power. In three weeks the spell has taken full hold and will remain until the below measures are taken. Anyone in the area of effect of a fully potent spread filth spell must make a save vs. death magic or take 1-4 points of damage per day spent there. Non-magical means of cleanup and abatement take 3 weeks per square mile. Magical means of cleanup will take an amount of time defined by the game master.

Slay Animals

Level: 6

Components: V,S

Range: 100 feet per Level

Casting Time: 6 segments

Duration: Instantaneous

Saving Throw: n/a

Area of Effect: 100 feet per level

The Dark Druid will instantly kill all animals up to 1 HD in a radius equal to 100 feet per level of the caster. Anything over 1 hd will take 1-8 points of damage per level of the caster. This spell only affects normal animals, not magic versions of regular animals.

Spell Descriptions (Dark Druid Spells)

Stone Armor

Level: 6

Components: V,S,M

Range: Self

Casting Time: 9 segments

Duration: 1 Turn + 1 Round / Level

Saving Throw: N/A

Area of Effect: Self.

The Dark Druid casting this spell envelops himself in a magical suit of stone armor. The base AC for this armor is AC -2 and will improve one step for each level the Druid has beyond the 9th. The duration for the spell is 10 rounds +1 per level of the caster. In addition the caster will be under the effects of a Stoneskin spell. The material component for this spell is a piece of granite.

Spell Level 7

Lightning Blade

Level: 7

Components: V,S,M

Range: Melee / Ranged 10 feet per level

Casting Time: 2 segments

Duration: 1D6 Rounds + 1 Round / Level

Saving Throw: Special

Area of Effect: 1 Target

The Dark Druid harnesses magical energy to form a blade of pure lightning that can be wielded in Melee combat. The Lightning Blade is +4 to hit and can hit magical creatures as if it were a +4 weapon. The damage is 1D6 per level of the caster. Opponents can save vs spell for 1/2 damage and normal resistances apply. Using the Lightning Blade in melee does not diminish its power. In addition, the Dark Druid can opt to discharge a lightning bolt as per the Magic User spell of the same name for 1-6 damage for each level of the caster. After such a discharge, the Lightning Blade will be reduced 1 D6 in effectiveness. This can be done a number of times until the blade is at 1 D6 damage or the duration is met, whichever comes first. The duration is 1-6 rounds + 1 round per level of the caster. The Lightning Blade attack is in lieu of the normal melee attack. The material component for this spell is a piece of a tree which has been struck by lightning.



Pogrom

Level: 7
Components: V,S,M
Range: Line of Sight
Casting Time: 1 Turn
Duration: 1 Turn / Level
Saving Throw: Special
Area of Effect: 1 Square mile / Level

This spell will cause all fires in the area of effect to become large and very hot, causing all combustible materials within 10 feet of one of the affected fires to spontaneously burst into flames. It does not matter how big the original fire is, the effect is the same. In this way, fires will spread very rapidly, tens of times faster than they would naturally. Living things caught in the blaze will take normal fire damage every round until they are free of the fire's radius. After the spell has worn off, the fires will behave as normal. The normal fires may continue to burn for some time depending on fuel, wind etc. The area of effect is 1 square mile for each level of the caster. The duration is a number of turns equal to the caster's level. The material component for this spell is a totem made from the burnt body of a good aligned forest creature such as a pixie, brownie, elf, etc.

Summon the Dark Forces of Nature

Level: 7
Components: V,S,M
Range: Self
Casting Time: 2 Nights
Duration: Special
Saving Throw: None
Area of Effect: Self

This spell takes two consecutive nights to cast and requires a sacrifice of a good aligned intelligent humanoid on the dark night of a new moon to complete the ritual. The first night is a preparatory ritual and the second night must be the night of a new moon. Once completed, the Dark Druid drinks the magical potion made from the sacrificial creature's blood. At this point, they must make a system shock roll or be slain. If they survive, the following abilities are gained until the next full moon (2 weeks from the casting time):

+100 hp (these will be taken before the Dark Druid's regular hit points)

+1 attack per round

Regenerate as a troll including severed limbs

STR stat increased to 22

+5 to all saving throws

+6 to movement rate

Inflict double damage to all good aligned creatures.

There is a 1% cumulative chance that the casting of this spell will gain the attention of a good aligned nature deity and they will send agents to slay the offending Dark Druid.

Fighter Mage Spells

Spell Level 1

Blade Sharp

Level: 1
Components: V, S,M
Range: Target blade
Casting Time: 1 segment
Duration: 3 rounds +1 round/level
Saving Throw: N/A
Area of Effect: Target blade

The Blade Sharp spell allows the Fighter-Mage to enchant their blade for a limited time; this is one of the core spells in the Fighter-Mage arsenal. The Fighter Mage gains a +1 to hit and damage while level 1-3 and gains an additional +1 for every 3 levels after the 3rd; 1-3 = +1, 4-7 = +2, and so on, up to a maximum of +5 (lvl 13+). These bonuses are treated as magical bonuses for the purpose of affecting creatures only hit by magical weapons. In addition, these bonuses will stack upon the bonuses of an already enchanted blade. The material component for this spell is the Fighter-Mage's sword and a smear of oil used in the care of weapons.

Blade Tell

Level: 1
Components: V,S,M
Range: Target weapon
Casting Time: 9 segments
Duration: special
Saving Throw: N/A
Area of Effect: 1 weapon

The Fighter Mage, with the casting of this spell, can learn many things about a weapon they are holding. Firstly, this spell acts as a specialized Identify spell that only works on melee weapons corresponding to the Identify spell in all other respects. In addition, the caster can learn more detail based on their level. At first level, the caster can learn where the blade was forged. Second level casters can also learn the name and race of the blacksmith that made the blade. For every level after that, the Fighter Mage can learn the name and race of the first owner, then the second, then the third etc all the way to the current or last owner, one owner per level of the caster after second level. The Blade Tell spell will reveal other details such as major battles the weapon has been in and if it slew anyone of importance. For each detail, the caster can ask the blade a question and ask a number of questions equal to his/her level. Each casting of the spell is good for one weapon only. The material component for this spell is a special silken cloth costing 10gp used to keep the polish on a blade.

Enchanted Parry

Level: 1
Components: V,S,M
Range: self
Casting Time: 2 segments
Duration: turn +1 round per level
Saving Throw: N/A
Area of Effect: N/A

The Fighter Mage enables themselves to deflect melee attacks with the casting of this spell. This spell works only against normal melee attacks; missile attacks and weapons wielded by creatures larger than 9 feet are not affected by this spell. Magical weapons are affected by this spell. The Fighter Mage can attempt a number of parries equal to

Spell Descriptions (Fighter Mage Spells)

their level each round. Before the opponent's combat dice are rolled the Fighter Mage must declare that they are attempting to parry. The Fighter Mage must then make a saving throw Vs. Paralyzation. If successful the attack is parried. If the Fighter Mage fails their save, the attack roll is resolved as normal. The material component of this spell is some shards from weapons used in combat.

Force Shield

Level: 1
Components: V,S,M
Range: Self
Casting Time: 3 segments
Duration: 1 turn + 1 round per level
Saving Throw: N/A
Area of Effect: Self

The Force Shield spell allows the Fighter-Mage to create a shield made from magical energy. This shield acts much like a normal shield does in combat but is not made of metal so as not to inhibit casting of spells and has no weight or encumbrance. Use of the shield will inhibit wielding of two handed weapons and other activities that a using a shield would prohibit, occupying the same psychical space as a normal shield. The caster can make the shield conform to near any type of shield and even be able to cast spells while donning the Force Shield. The shield is weightless and covers much of the wielder's body as a large shield does. The caster gains +3 to their AC in melee and +4 vs. Ranged weapons except large boulders or other giant/siege hurled projectiles. The caster must be aware of the attacks to gain the armor class bonuses. The material component for this spell is a small silver shield amulet (100 gp value).

Hone

Level: 1
Components: V,S,M
Range: target weapons
Casting Time: 7 segments
Duration: special
Saving Throw: N/A
Area of Effect: target weapons

The Fighter Mage can use this spell to clean, sharpen, straighten, and oil a number of blades. Each blade that is affected by the Hone spell will gain a non-magical +1 to hit that will last for a number of successful hits equal to the caster's level +1. Thus a 1st level Fighter Mage can hone a blade that will last for two hits, a 2nd level caster for 3 etc. Afterwards, the blade reverts to normal but retains the repaired condition. However, until the number of successful hits is used up, the duration is permanent. All blades affected by this spell have small chips, cracks and scratches removed. The blade is sharpened, straightened, and all rust and dirt is removed. The Hone spell will not repair large cracks or chips, or badly bent weapons. The caster can affect one two-handed sword, or two one handed blades, 3 axes or polearms, or 4 short swords, or 6 daggers per level. The caster can split up the spell amongst different weapon types. For example, the spell could affect one long sword and 3 daggers per casting. The material component is a small file and oil used to care for weapons. The opposite of this spell is Dull and is the same as the regular spell except it has a range of 10 feet per level. Dull will impart a non-magical -1 to targeted weapons and behave like Hone in all other respects.

Phantom Armor

Level: 1
Components: V, M
Range: Self
Casting Time: 1 segment

Spell Descriptions (Fighter Mage Spells)

Duration: 1 turn +1 round per level
Saving Throw: N/A
Area of Effect: Self

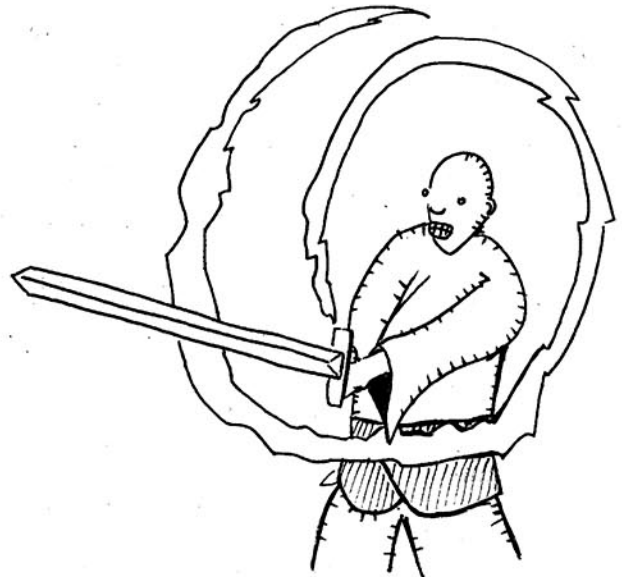
The Phantom Armor spell creates a shimmering force around the Fighter-Mage that offers some protection vs. Melee and missile attacks. Magical attack spells will pass right through the Phantom Armor and inflict their normal damage. The armor starts with a base AC of 5 and increases by one step for every 2 levels of the caster; thus levels 1-2 the armor is AC 5; levels 3-4, AC 4; Levels 5-6, AC 3; etc. all the way to -10 (level 30). This spell cannot stack protection with items such as Bracers of Defence. However items such as rings and cloaks of protection, and the character's DEX bonus to AC add to the total calculated AC once the spell is cast. The material component for this spell is a sliver of metal taken from a suit of armor that was used in battle.

Spell Level 2

Dual Strike

Level: 2
Components: V,M
Range: Self
Casting Time: 3 segments
Duration: 1 Turn +1 round/lvl
Saving Throw: N/A
Area of Effect: N/A

When this spell is cast it puts a powerful enchantment on the Fighter Mage's blade that gives him/her the chance for a second attack. Once the spell is in effect, the Fighter Mage can make a second strike in melee if their first strike was successful. Normal bonuses, if any, apply. If the Fighter Mage misses their first attack, they cannot attempt the dual strike. The material component for this spell is the Fighter Mage's weapon.



Force Blade

Level: 2
Components: V
Range: Self
Casting Time: 1 Segment
Duration: 1 Turn +1 round per level
Saving Throw: N/A
Area of Effect: Self

Spell Descriptions (Fighter Mage Spells)

The Fighter Mage can create a sword of magical energy. There are no material components for this spell, the caster merely utters a few incantations, and the blade will appear in the caster's hand. This blade, once created, cannot be used in conjunction with other Fighter Mage spells that augment a weapon nor can it be used by anyone else. The base damage for this spell is 1d4 points of damage and goes up after 3rd as follows: 4th 2-5, 5th 1-6, 6th 2-7, 7th 1-8, 8th 1-10, 9th 1-12, 10th 1-12 +1, 11th 1-12 +2 etc. This weapon cannot be used or given to anyone else; it will only appear in the caster's hands. It can hit creatures normally only struck by magical weapons, being equivalent to a +1 weapon in that respect only.

Parrying Spectre

Level: 2
Components: V,S,M
Range: Self
Casting Time: 6 Segments
Duration: 1 Turn +1 round per level
Saving Throw: N/A
Area of Effect: 10 foot radius + 10 feet /level

The caster, in the evoking of this spell, creates a wall of whirling blades that surrounds them, fending off attacks. The caster may move, but is unable to attack or cast spells while this spell is in effect. Other creatures can stand next to the caster and share their protection. The Fighter Mage can shield any number of creatures that will fit in the radius of the spell at the GM's discretion. These other creatures may attack, cast spells etc as normal while under the Fighter Mage's protection. At 3rd level, the Fighter Mage is +2 AC Vs. melee attacks and +4 Vs. missile, and +2 to all saving throws. For every 2 levels after the 3rd, the Fighter Mage gains an additional +1 in each. Thus a 5th level fighter Mage would be +3/+5/+3, a 7th +4/+6/+4 etc.

Quick Blade

Level: 2
Components: V, S, M
Range: Self
Casting Time: 4 segments
Duration: 3 rounds +1 / level
Saving Throw: None
Area of Effect: Self

This spell enables the caster to enchant their blade to give it a greater speed of attack. Once cast, the Quick Blade spell will give the wielder of the enchanted weapon automatic first attack in a combat round as long as the caster is attacking, otherwise they must dice initiative as per normal. The material component for this spell is a small vial of mercury that is shattered upon the weapon during casting.



Spell Descriptions (Fighter Mage Spells)

Shield Breaker

Level: 2
Components: V,S,M
Range: Self
Casting Time: 1 Segment
Duration: Until dispelled
Saving Throw: None
Area of Effect: Target Weapon

The Fighter Mage casts an enchantment on their blade that gives them the power to smash inanimate objects: doors, walls, trees, shields, locks etc. The spell will stay on the blade until it has successfully struck an inanimate object. Upon a successful strike, the weapon damage is converted to structural damage and given a damage bonus of +5. Living things are not affected by this spell. If a golem or undead construct is struck, the damage is in hit points instead of structural damage but the target takes X3 damage. i.e. Weapon damage + any strength or magical bonuses +5, times 3. The material component is chips from a shattered door, wall, shield etc.

True Aim

Level: 2
Components: V,S,M
Range: Target item in 100 feet
Casting Time: 4 segments
Duration: One attack
Saving Throw: Special
Area of Effect: One Item

The True Aim spell allows the Fighter-Mage to enchant a missile weapon to give it an increased chance to strike for one attack only. The Fighter-Mage can enchant one weapon or projectile per spell cast. The spell confers a +2 to hit and an additional +1 to hit for every 4 levels of the caster, levels 4-7 a total of +3 to hit, levels 8-11 +4 to hit and so on. In addition, a missile enchanted as such will treat all distances as if they were short for purposes of range penalty. Once the missile or missile weapon has been used, the magic dissipates. It is good for one shot only. In addition to this, the missile has an increased chance of scoring a critical hit, based upon the bonus. Count the spell's bonus to hit: if the to-hit die result and the bonus to hit sum to 20 or more, then a critical hit is scored. Thus a 3rd level caster could magic a weapon that would score a critical hit on a natural roll 17-20. The material component for this spell is an arrow that scored a bulls-eye in an archery competition. The opposite of this spell Poor Aim, which will make the target missile -4 to strike. For this version, a saving throw vs. spell negates the effects. The material component for Poor Aim is the dried eye from a bird of prey.

Spell Level 3

Blade Restore

Level: 3
Components: V,S,M
Range: 10 feet
Casting Time: 9 segments
Duration: Permanent
Saving Throw: N/A
Area of Effect: Target weapons

The caster can affect a number of blades equal to their level; the size of the weapon is unimportant. All targeted weapons will be restored to as-new condition. Bent, shattered, cracked, and broken weapons will be restored to their original condition. Weapons that are badly shattered require that 75% of the weapon be present for the spell to work. Magical weapons that have been destroyed or lost their magical properties will be restored to normal weapons. The material

Spell Descriptions (Fighter Mage Spells)

component of this spell is a mini anvil, and hammer, finely crafted by a Dwarven smith costing no less than 500 gp.

Blade Shatter

Level: 3

Components: V,S,M

Range: 10 feet per level

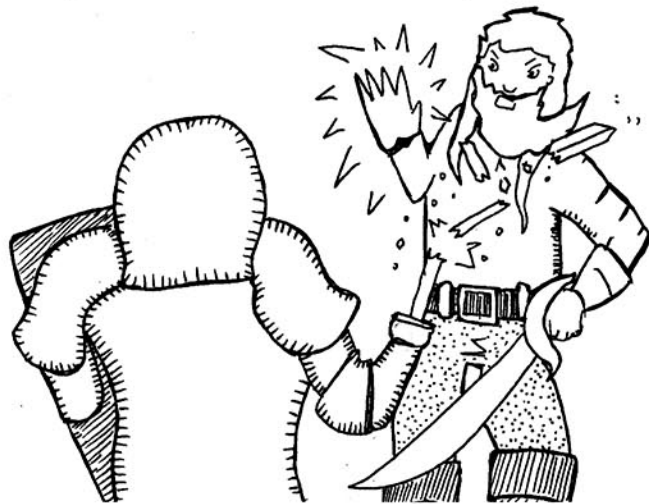
Casting Time: 4 segments

Duration: Permanent

Saving Throw: Neg

Area of Effect: Number of weapons equal to level

The casting of this spell will cause the target weapons to become brittle and shatter upon striking of any solid object. The caster can affect a number of weapons equal to their level. The duration is permanent, but magical weapons are not affected by this spell. No noticeable difference in the affected weapon's appearance is visible. When the weapon strikes a solid object it will inflict 1/2 normal damage (rounding down) and then shatter. Wooden weapons, such as clubs are not affected by this spell. The targeted weapons must have their main striking surface made of some sort of metal. The material component for this spell is metal shards from a broken weapon.



Piercing Attack

Level: 3

Components: V,S

Range: Target weapon

Casting Time: 3 segments

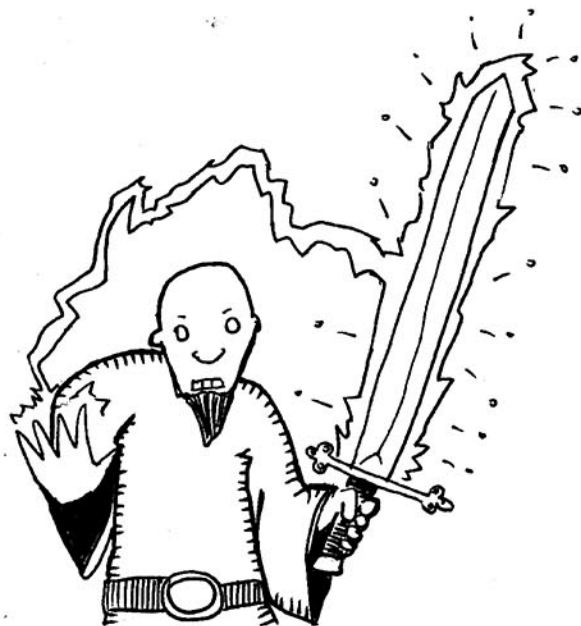
Duration: Until used

Saving Throw: N/A

Area of Effect: Target Weapon

This spell enchants the caster's blade to make it deliver one devastating blow. The enchantment will stay on the blade until it has struck a target, at which time the spell fades. The additional damage inflicted is equal to twice the caster's level, rounding up, weapon damage, strength, and magical bonuses still apply.

Spell Descriptions (Fighter Mage Spells)



Phantom Blade

Level: 3

Components: V,S, M

Range: 10 feet per level

Casting Time: 5 segments

Duration: Instant

Saving Throw: None

Area of Effect: Target creatures

When cast the Fighter Mage can arc magical energy into a number of "blades" equal to the casters level. Each blade travels away from the caster in a direction of their sword stroke. Each blade can be targeted to individual targets in the forward facing arc of the caster. Each blade must have a to hit roll made as if the caster were attacking in melee except that no strength or magical bonuses will apply. Each successful hit will deliver 1d6 of damage. There is no saving throw. The material is component comprised of a special oil that costs 100 gp per vial and each vial is good for 6 castings of this spell.

Spell Level 4

Blade Turn

Level: 4

Components: V,S,M

Range: Self

Casting Time: 7 segments

Duration: 1 round level

Saving Throw: N/A

Area of Effect: Self

This spell is used to reduce the amount of damage inflicted by melee and missile weapons. When a successful hit is scored against the caster, they will only take half damage. The caster may make a saving throw vs. paralyzation to save for no damage. This spell will affect all normal melee and missile weapons. Siege weapons and giant hurled weapons are not affected by this spell. Magic weapons are not affected by this spell. The duration of this spell is equal to the caster's level in melee rounds. The material component for this spell is the caster's sword and a miniature crystal shield worth 500 gp.

Spell Descriptions (Fighter Mage Spells)

Critical Strike

Level: 4
Components: V,S,M
Range: Self
Casting Time: 3 Segments
Duration: Length of 1 combat
Saving Throw: N/A
Area of Effect: Self

The Critical Strike spell enables the caster to have an increased chance of scoring a critical strike in melee combat. The increased chance for a critical strike will also increase with a more powerful caster. From levels 1-8 the chance for a critical strike is increased to a natural roll of 19 or 20. For levels 9-12 the chance increases to a natural roll of 18,19 & 20. For levels 13-16 the chance increases to a roll of 17,18,19 & 20. For levels 17 and up, the Fighter Mage can score a critical hit on a natural roll of 16,17,18,19 & 20. If GM isn't using the critical strike rules, this spell simply deals double damage when a critical strike would have been scored. The material component for this spell is the caster's sword and some freshly drawn blood that is drawn across the edge of the blade (usually the caster's). The spell's duration is for the length of one combat. If there is a break in the combat round "going out of combat", the spell's power fades.

Warp Steel

Level: 4
Components: V,S,M
Range: 10 feet level
Casting Time: 2 Segments
Duration: Instantaneous
Saving Throw: None
Area of Effect: 10 foot radius/level

This powerful magic will cause all non-magical metal weapons and armor to bend, twist, and buckle. Weapons in the area of effect will still be usable but strike at -2 and deliver 1/2 normal damage. Shields will be rendered useless. Metal armor in the area of effect will deliver 1-4 points of damage per round to the wearer until the armor is removed. The armor wearer will be at 1/2 normal movement and be at a -2 AC and -2 STR and DEX penalty for all actions. The material component for this spell is a bent piece of weapon-grade steel. The area of effect is a 10' radius for every level of the caster.

Spell Level 5

Blades of Kesh

Level: 5
Components: V,S,M
Range: N/A
Casting Time: 2 weeks +1 week per blade
Duration: Permanent
Saving Throw: N/A
Area of Effect: special

Casting the Blades of Kesh spell requires the Fighter Mage to construct a special forge and invest 2 weeks time and 2000 GP. Each blade to be made requires an additional 2000 GP on the outset of the spell casting for materials. Once the forge is made, the Blades of Kesh can be constructed and each one takes one week for the Fighter Mage to create the weapon without rest. After each blade is made, the Fighter Mage must rest for 1 day to regain their strength. At 9th level, the Fighter Mage can make 2 blades. For every level after the 9th, they can make 1 more Blade of Kesh. Thus, 3 at 10th level, 4 at 11th etc. The blades can be any type of sword the Fighter Mage desires. A single Blade of Kesh is a +1 magical sword in all respects.

Spell Descriptions (Fighter Mage Spells)

When a Blade of Kesh is within 100 yards of another Blade of Kesh they gain an additional +1 to hit, if another Blade of Kesh is within 100 Yards (3 in total) they all gain an additional +1 to damage, making them all effectively +3 weapons. This progression goes on until a maximum of 6 blades of Kesh are +6 weapons. Additional Blades of Kesh will confer no further bonuses. Once an individual Blade of Kesh is outside of 100 yards of any other Blade of Kesh, they revert back to being +1 magical weapons. A holder of a Blade of Kesh can detect another Blade of Kesh within 10 miles, they need not be made by the same caster.

Furious Striking

Level: 5
Components: V, S, M
Range: Self
Casting Time: 6 Segments
Duration: 1 Turn +1 Turn per level
Saving Throw: N/A
Area of Effect: Self

When this spell is cast, the Fighter-Mage is able to augment their skill at arms to give them an increased number of attacks in melee. At levels 9-12, the Fighter-Mage has 3/2 attacks, at levels 13-15 the Fighter-Mage has 2/1, at levels 16-19: 5/2 and at levels 20 and up 3/1. The material component for this spell is the caster's sword and some blood from a high (9+) level fighter of some type.



Warrior Soul

Level: 5
Components: V,S,M
Range: Self
Casting Time: 1 Round
Duration: 1 round/level
Saving Throw: N/A
Area of Effect: Self

The Warrior Soul spell enables the caster to harness the power of a warrior's soul to aid them in combat. The spell's duration is equal to the caster's level in melee rounds. The Fighter-Mage fights on the fighter table as a fighter of equal level to the caster. In addition, the

Spell Descriptions (Fighter Mage Spells)

caster gains bonus hit points equal to his/her level, thus a 11th level Fighter-Mage will have 11 additional hit points for the duration of the spell. The bonus hit points are taken off from the Fighter-Mage's hit point total before any of the character's actual hit points are taken. The material component for this spell is some dirt from the grave of a powerful warrior.

Spell Level 6

Berserk Rage

Level: 6
Components: V,S,M
Range: 10 feet per level
Casting Time: 1 round
Duration: 2 rounds/level
Saving Throw: Neg
Area of Effect: Target creature

This spell transforms the Fighter-Mage into a berserk fighter of terrifying power. The spell lasts for a number of rounds equal to twice the caster's level or until the caster is knocked unconscious or killed. The caster's Strength is raised to 18/00 (+3/+6) and the number of attacks the caster has is doubled for the duration of the spell. In addition, the caster hit point total is temporarily doubled, taking from the casters starting hit points. These extra hit points are taken off last from the caster's hit point total, so if the spell's duration ends and the character would normally be at -10 or below, they die. If the caster is healed to a number of hit points no less than -8 before the spell's duration ends then they will live. If they are at -9, they must make a system shock roll or lapse into a coma for 10 days. The final bonus is that the Fighter-Mage attacks as a monster of a hit die equal to the caster's level, thus a 13th level Fighter-Mage will have the attack matrices of a 13 hit die monster. The casting of this spell completely enralls the Fighter-Mage in battle lust. They can not stop to do anything else but attack. No additional spells may be cast while the spell is still in effect, nor may the character take healing potions etc. The spell must be ran to it's end and cannot be turned off unless dispelled by someone else. If the Fighter Mage runs out of foes, they they must make a saving throw Vs. spell or attack the nearest ally. Once the spell's duration has expired, the Fighter-Mage falls into an exhausted stupor and cannot do anything but take in light sustenance and rest for 24 hours. A potion of vitality or other such item will enable the caster to recover. This spell can be cast upon an unwilling target, but they are entitled to a saving throw vs. spell. The material component for this spell is a small vial of berserker blood that is consumed during the spell's casting.

Forge

Level: 6
Components: V,S,M
Range: N/A
Casting Time: 1 month
Duration: Permanent
Saving Throw: N/A
Area of Effect: 1 forge

The Fighter Mage must spend 1 month's time making a special constructed forge out of the finest materials at a GP cost of 10,000. Once the forge is in place, the Fighter Mage can use it to construct magical weapons. Cost of materials is usually 1/2 the GP sale of cost of a given magical weapon. To give the weapon extra powers beyond bonuses to hit and damage will take extra time and more gold to manufacture. The GM will detail what is required, but as a rough guide, each weapon should take 1-2 weeks to make and add an additional week and cost for each ability. Weapons with high bonuses to hit/damage and ones with special powers are more difficult to

Spell Descriptions (Fighter Mage Spells)

create. The success rate for each weapon starts at 100%. For each +1 the success rate goes down by 10%. for each special power, the success rate goes down by 10%. The Fighter Mage can reduce these odds by taking an additional week and incur an increased cost of 50% to reduce the risk for each step to a minimum failure chance of 5%. This can be done for each step if the Fighter Mage so chooses and has the required resources and time. Once the chance of success is calculated, percentage dice are rolled and if the result on the dice is equal to or less than the computed chance of success, the weapon is constructed. If the roll is over the computed chance, the casting is a failure and all materials used are wasted. The forge remains intact but the Fighter Mage must begin anew.



Phantom Sword

Level: 6
Components: V,S,M
Range: Self
Casting Time: 7 segments
Duration: 1 round/level
Saving Throw: none
Area of Effect: target creature

The Phantom Sword spell creates a magical sword that appears in the hand of the caster. The Phantom Sword cannot be wielded by anyone but the caster and will disappear if the caster loses hold of the sword for any length of time. The sword is +5 to hit and damage and has the base damage of 2-12/2-20. The Phantom Sword scores double damage (4-24/4-40 +5) on creatures that have ties to other planes of existence; i.e. Devils, Angels, undead etc. If a creature from another plane is in it's true body/form and struck with the Phantom Sword the hit will be for x5 damage of 10-60/10-100 (10 d6/10 d10) + 5 but the Phantom Sword will be destroyed on the first successful strike against this true form manifestation. The spell will last for a number of rounds equal to the caster's level and cannot be used in conjunction with other combat augmenting spells that affect a blade such as the Blade Sharp spell. The material component for this spell is dust off a warrior's grave no younger than 1000 years old and a miniature crystal sword (1000 gp).

Spell Descriptions (Fighter Mage Spells)

Spell Level 7

Sword of Slaying

Level: 7
Components: V,S,M
Range: N/A
Casting Time: 1 month
Duration: permanent
Saving Throw: none
Area of Effect: One sword

This spell must be cast in conjunction with the 6th level spell Forge. Once the Forge spell is completed (1 months time) the Fighter Mage can begin the casting of Sword of Slaying. The Fighter Mage seeks to manufacture a sword of slaying, a weapon designed to kill one specific type of creature. The caster must have the blood, heart and mind of one of the types of creatures they are making the Sword of Slaying for. Thus one cannot make a sword of slaying for unique beings, but a sword of slaying for say Elves, Giants, or even Dragons is possible. The cost is a base of 10,000 gold pieces in materials and an additional 10,000 GP for each magical +1 the weapons possess up to a maximum of +5. Thus a +1 sword would cost 20,000 a +2 sword 30,000 etc. The chance for success is 5% per point of intelligence of the Fighter Mage rolled on percentage dice, any result over will mean a failed casting. For each +1 the blade possess, there is a -1% change to the success roll. Thus a +5 sword would be -5% to the success roll, a +4 weapon -4% etc. If the creation roll fails, all materials will be lost and the Fighter Mage must begin anew. Once created successfully, the weapon will bring it's magical bonuses to hit and damage upon any creature but on the target type intended for slaying it will inflict triple (X3) damage i.e weapon (longsword) 1-8 x3 +5 (magical bonus) for a total of 3d8 +15. Any natural strike of 17-18 against the target creature will deliver x4 damage, any strike of 19 will deliver X 5 damage and a roll of a natural 20 will deliver maximum damage X5. The fighter mage can construct any type of sword they wish.

Vampire Sword

Level: 7
Components: V,S,M
Range: N/A
Casting Time: 1 round
Duration: 1 round/level
Saving Throw: N/A
Area of Effect: Creature struck

This spell enchants the caster's blade to drink the life force from opponents that are struck in melee and deliver a portion of the damage to the caster. For every two points of damage scored against an opponent in melee, one hit point is returned to the caster. This can act as healing or if the caster is at full hit points, it can exceed the normal total of the Fighter Mage. The caster may exceed their normal hit point total in this fashion. The extra hit points are taken off the total of the Fighter Mages' hit point total first before their normal hit points. If the caster's total number of hit points are greater than the total number of hit points that the Fighter-Mage normally possesses, they run the risk of a powerful extra-dimensional being entering the caster's body and vying for possession (as per the enchanted sword rules OSRIC pg 328). In other words, if the character normally has 50 hit points and has absorbed enough hits to make their current hit point total 100+ then they are inviting trouble. For every point over their total, there is a 1% chance per round of gaining this unwanted attention. The chance goes up +1 percent for every extra hit point gained in this fashion. If the caster is accosted thus, the invading spirit can be good or evil aligned; There is a 50% chance of either. The Fighter Mage has no choice whether to take the extra hit points if

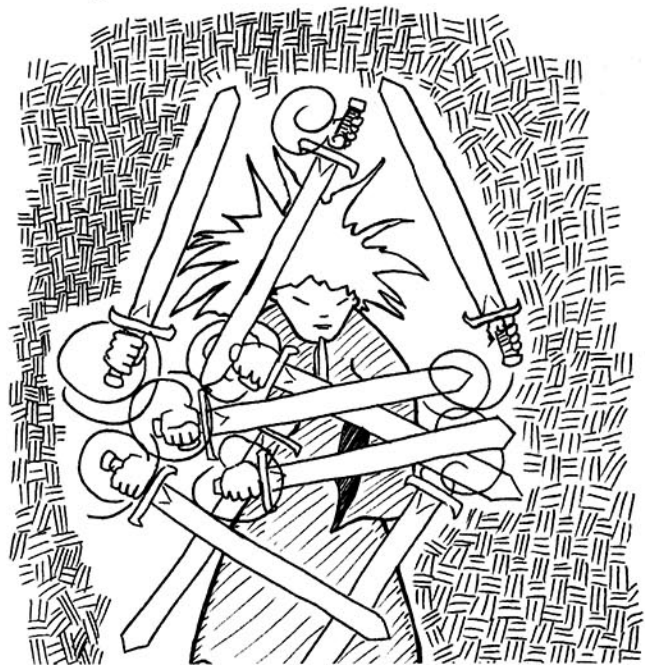
Spell Descriptions (Fighter Mage Spells)

they are drained using this spell. The extra hit points, if not used up, will remain for the spell's duration. The components for this spell are vampire's blood, rubbed onto the casters blade with a shammy made from the flesh of a vampire.

Wall of Steel

Level: 7
Components: V,S,M
Range: Self
Casting Time: 1 round
Duration: 3 rounds +1 per level
Saving Throw: vs. spell for 1/2 dmg
Area of Effect: 10 foot radius

The Wall of Steel spell enables the caster to create a wall of whirling blades, cutting and stabbing all that come into contact with the caster. When the Wall of Steel is cast, the caster's blade is whirled about at terrific speed, creating a barrier. Any creature (including friends) or objects that come within 10' of the caster takes 2-20 points of damage (save vs. spell for 1/2). If any creature attempts to pass through the barrier, they take 8-80 (8 d10) points of damage (save for 1/2). Any attacker that attempts to strike the caster must make a save vs. crushing blow or their weapon is destroyed, missile weapons save at -5. Magical weapons are affected by this spell though they get bonuses to their saves for being magical. If a creature makes it through the barrier they can attack normally, not to say that the caster cannot simply back up to catch the intruder anew in the Wall of Steel. The caster can launch ranged attack spells and move about when this spell is in effect, but they may not attack in melee. The material component for this spell is the casters sword, a miniature ruby sword (2000 gp), and a small block of highly polished steel intended for the making of a sword.



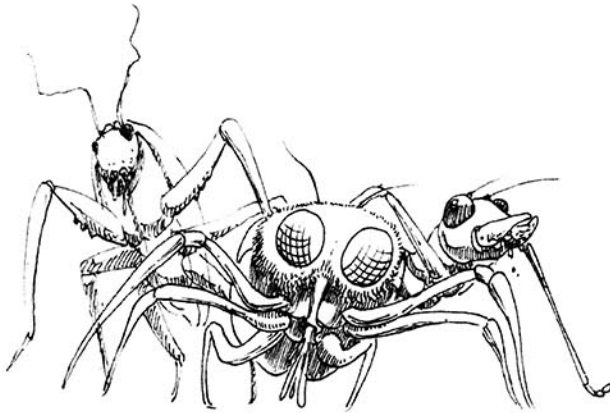
Necromancer Spells

Spell Level 1

Animate Insects

Level: 1
 Components: V,S,M
 Range: 10 feet per level
 Casting Time: 1 round
 Duration: Until dismissed or destroyed
 Lab Time: None
 Area of Effect: 10 square foot area per level
 Saving Throw: None

The Necromancer summons thousands of small dead insects in the general area and re-animates them into tiny undead creatures under the Necromancer's command. They will cover an area equal to 10 square feet for each level of the caster. The caster can command them to move at 10ft movement rate, cover a structure, or attack. Anyone attacked by the Insects takes 1 point of damage for each level of the Necromancer for every round spent in the area of effect. Wind, water, fire or a bless spell will disperse them. A turn undead will destroy them. The material components for this spell is a sack of insect larvae of any kind.



Bone Armor

Level: 1
 Components: V,S,M
 Range: Self
 Casting Time: 1 Segment
 Duration: 1 Turn + 1 round per level
 Lab Time: 2 days
 Area of Effect: Self
 Saving Throw: None

After preparing some special bones in the Necromancer's lab, they can cast this spell to have them form around the caster and act as magical protection. The strength of this spell is dependant of the caster's level as follows:

Level 1-3 +1 AC
 Level 4-6 +2 AC
 Level 7-9 +3 AC
 Level 10-12 +4 AC
 Levels 13+ +5 AC

The material component for this spell a handful of bones.

Bone Arrow

Level: 1
 Components: M
 Range: Special
 Casting Time: None
 Duration: Until used
 Lab Time: 1 day per arrow
 Area of Effect: N/A
 Saving Throw: None

Each Bone Arrow costs 50 gp to make and takes 1 day to manufacture. The Bone Arrow will inflict 1-8 points of damage when employed in a bow. Any creature struck must make a save vs. Death Magic or be infected with rot (the same as the Plague Disease detailed in OSRIC page 126). In addition the Bone Arrows have a magical bonus to hit and damage as follows:

Level 1-5 +1
 Level 5-10 +2
 Level 11-15 +3
 Level 16+ +4



Bright Bones

Level: 1
 Components: V,S,M
 Range: 10 feet per level
 Casting Time: 9 segments
 Duration: 1 Turn + 1 Round per level
 Lab Time: None
 Area of Effect: One target
 Saving Throw: None

When cast upon a bone or pile of bones they will glow with a fierce luminance, glowing in a 100 ft radius for each level of the caster. Anyone that touches the Bright Bones will suffer 1 point of damage for each level of the caster. In addition, the bones will heat an area in a 10ft radius, raising the temperature 5 degrees for each level of the Necromancer. The bones can also cause fires if touching anything combustible such as cloth, paper, dry wood etc. Once the duration is up, the bones become dust. This spell cannot be cast on living creatures, but it can be used against undead which have their bones exposed, the damage being the same as above each round for the duration of the spell. The material component for this spell is white phosphorous.

Detect Undead

Level: 1
 Components: V,S,M
 Range: 10 feet per level
 Casting Time: 2 segments
 Duration: 1 Turn per level

Spell Descriptions (Necromancer Spells)

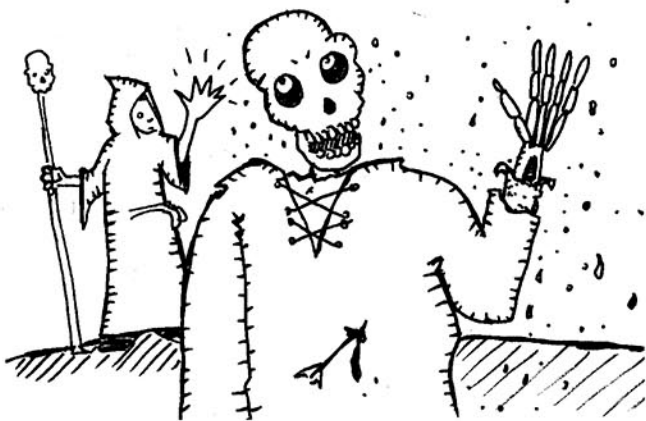
Lab Time: None
Area of Effect: 100 square yards per level
Saving Throw: None

The Necromancer can see the number, type, and relative strength of undead in an area of effect equal to 100 square yards per level of the caster. The material component for this spell is a dried vulture's eye.

Increase Rot

Level: 1
Components: V,S
Range: 10 feet per level
Casting Time: 5 segments
Duration: 1 Turn per level
Lab Time: None
Area of Effect: 10 foot radius per level
Saving Throw: Save vs. death magic for half damage

The caster increases the rot or decay of all dead matter in the area of the effect. Targets include dead plant matter, animals, humanoids, other creatures and food. Anything in the area of effect will rot one day for each round the spell is in effect. Thus food will spoil, corpses will rot etc. Living things that have necrotic wounds will have the wound fester at this increased rate as well. Any undead, or living creatures under the effects of rot, in the area of effect will take 1 point of damage for each level of the caster. The area of effect is a circle with a radius of 10 feet each level of the caster.



Clean Flesh

Level: 1
Components: V,S,M
Range: 10 feet per level
Casting Time: 6 segments
Duration: Permanent
Lab Time: None
Area of Effect: Special
Saving Throw: None

The Necromancer can target a number of man-sized corpses equal to the Necromancer's level, or larger than man sized equal to 1/2 of the caster's level, or smaller than man sized equal to times 2 the level of the caster. The target must be dead, not undead. When cast, the target's bodies will be stripped clean of all flesh, leaving clean, bright bone. The material component for this spell is a piece of clean white cloth.

Cloud of Rot

Level: 1
Components: V,S

Spell Descriptions (Necromancer Spells)

Range: 10 feet per level
Casting Time: 9 segments
Duration: 3 rounds +1 per level
Lab Time: None
Area of Effect: 10 foot radius per level
Saving Throw: vs. Death Magic for reduced effects

The Necromancer casts forth a cloud of rot in a 10ft radius for every level of the caster. The rot is a foul smelling haze; anyone caught in the area of effect must make a saving throw vs. Death Magic. If they fail their save, they are coughing and hacking, unable to take any action except to remove themselves from the cloud. If the saving throw is made, creatures caught in the area of effect are -2 to hit and -2 to AC while they remain in the cloud.

Resist Turning

Level: 1
Components: V,S
Range: 10 feet per level
Casting Time: 5 segments
Duration: 3 rounds +1 per level
Lab Time: None
Area of Effect: 1 creature per level
Saving Throw: None

The Necromancer casts this spell on an individual. The spell enables the target to gain a saving throw vs. turning at a +2 bonus. The Necromancer can affect a number of creatures equal to their level.

Locate the Dead

Level: 1
Components: V
Range: Centered on Self
Casting Time: 1 segment
Duration: 3 rounds +1 per level
Lab Time: None
Area of Effect: 1 cubic mile per level
Saving Throw: None

This spell is one of the Necromancer's staple spells, enabling them to find dead bodies that are hidden or interred into the earth in an unmarked location. The dead still carry a small remnant of the soul, and, with this spell, this tiny piece shines like a beacon to the Necromancer. The Necromancer can detect dead in one cubic mile for each level they possess.

Undead Warding

Level: 1
Components: V, S, M
Range: Touch
Casting Time: 1 round per 10 foot radius
Duration: Until Dispelled
Lab Time: 1 Day
Area of Effect: Special
Saving Throw: None

The caster must draw a circle of warding on the ground where they want to spell to take effect. No undead may enter the warded area. For each 10 foot radius the Necromancer wants to affect, they must spend one round casting. The Necromancer must spend 1 day preparing a special powder made from bones and herbs to cast this spell. Once the powder is used in the casting of this spell, it must be remade.

Remove Pallor of Death

Level: 1
 Components: V
 Range: 10 feet per level
 Casting Time: 4 segments
 Duration: 1 Turn per level or Until Dispelled
 Lab Time: None
 Area of Effect: 1 Target
 Saving Throw: Special

When cast upon a dead being or an undead that still has the vestiges of their living being; it removes the look and smell of death. The target creature will look as if they are in a deep slumber. A dead or undead target will remain preserved until the effect is dispelled or until the duration runs out. The spell can be reversed effectively making living flesh look and smell as if it is dead. If the target is unwilling, they can make a save vs. spell to avoid the effect.

Manufacture Undead

Level: 1
 Components: V,S
 Range: 10 feet per level
 Casting Time: 1 round for controlling actions
 Duration: Permanent
 Lab Time: Varies
 Area of Effect: 1 Target
 Saving Throw: N/A

The Necromancer must spend some time in his lab to develop special potions for this spell to work. Once the potions have been made, they can be applied to any available corpse. The Necromancer can make as many potions as they have time and materials for, but have limited control over the more powerful undead. In addition, they can only manufacture undead based upon their level of experience.

Time Taken:
 Skeleton 3 days
 Zombie 1 week
 Ghoul 2 weeks
 Wight 3 weeks
 Vampire 4 weeks

Type Based on Level:
 Skeleton Levels 1-3
 Zombie Levels 4-6
 Ghoul Levels 7-9
 Wight Levels 10-12
 Vampire Levels 13+

Control Number:
 Level 1-3 120
 Level 4-6 240
 Level 7-9 360
 Level 10-12 480
 Level 13+ 720

Max number controlled of each type:
 Skeletons: level x 10
 Zombies: level x 5
 Ghoul: level x 3
 Wight: level x 2
 Vampire: Equal to level



Shadow Mask

Level: 1
 Components: S,M
 Range: Self
 Casting Time: 2 Segments
 Duration: 1 turn +1 round per level
 Lab Time:None
 Area of Effect: 1 Target
 Saving Throw: N/A

The Necromancer casts this spell and is enveloped in a dark shroud that enables them to magically blend in the with shadows. The caster must have shadows to work with, if so, then they can hide in shadows equal to a thief twice the caster's level. The lighting conditions will modify the roll:

Full Daylight: ½ skill
 Twilight: No penalty
 Night: +25 %

The material component for this spell is the pelt of a black cat.

Spell Level 2

Animate Vermin

Level: 2
 Components: V,S,M
 Range: 10 feet +10 feet per level
 Casting Time: 2 Segments
 Duration: 1 turn +1 round per level
 Lab Time: None
 Area of Effect: 10 feet square per level
 Saving Throw: Save vs. Death Magic for ½ damage

The Necromancer casts this spell and draws forth all the dead rodents, snakes, large insects and other vermin and animates them. They will flock to the caster and be under the yoke of the Necromancer's control. Thousands of these creatures will swarm about the caster and follow simple commands such as "Attack", "Swarm that house", etc. The mass of undead vermin will cover an area equal to 10 square feet per level of the caster, anyone caught in the area will take 1-3 points of damage per level of the caster from the mass of undead vermin. A saving throw vs. death magic can be made for ½ damage. Large fires, masses of water or violent winds will disperse

Spell Descriptions (Necromancer Spells)

the mass, and a turn undead roll vs. skeletons will destroy one casting level's worth of the spell per round. The material component for this spell is snake eggs and rat tails.

Biting Heads

Level: 2
Components: V,S,
Range: 10 feet per level
Casting Time: 1 round
Duration: 3 rounds + 1 round per level
Lab Time: 1 week per Head
Area of Effect: 10 feet square per level
Saving Throw: None

The Necromancer must have heads prepared to cast this spell. Each head will animate and hover in the air around the caster, attacking any targets the Necromancer commands. The heads attack as fighters equal to the level of the caster, delivering 1-6 points of damage. While the spell is in effect, the Necromancer can move, attack, cast other spells etc. The skulls can be attacked; they are AC 5 and have 5 HP each. The number of skulls the Necromancer can control is based upon their level as follows:

Level 1-3: 1

Level 4-6: 2

Level 7-9: 3

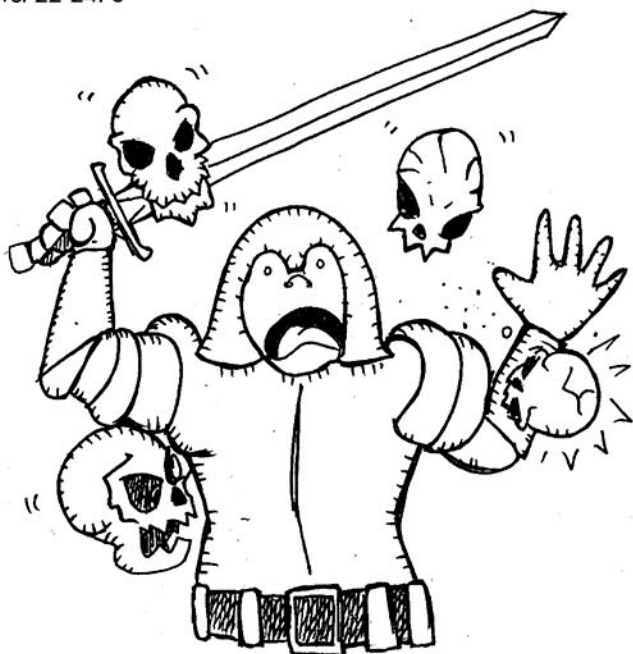
Level 10-12: 4

Level 13-15: 5

Level 16-18: 6

Level 19-21: 7

Level 22-24: 8



Spell Descriptions (Necromancer Spells)

Bone Shard

Level: 2
Components: V,S,M
Range: 10 feet per level
Casting Time: 1 Segment
Duration: Instant
Lab Time: None
Area of Effect: 1 Target
Saving Throw: Vs. Death Magic for 1/2 dmg

Using a handful of bone, the necromancer hurls them at a target with the aid of this spell to deadly effect. Upon a successful strike, the necromancer will deliver 1d6 per level points of damage to the target, a save vs. Death Magic will cause the spell to inflict only 1/2 damage.

Bury

Level: 2
Components: V,S,M
Range: 10 feet per level
Casting Time: 7 segments
Duration: Permanent
Lab Time: None
Area of Effect: 100 foot radius per level
Saving Throw: Vs. Death Magic negates

The Necromancer casts this spell, effecting a number of corpses or undead equal to their level. The target bodies will be buried in the ground horizontally for 1 foot for each level of experience. If the target or targets are undead and hostile, they are entitled to a save vs. Death Magic to avoid the effect. The material component for this spell is an earthworm and a clot of dirt.

Negative Plane Shield

Level: 2
Components: V,S
Range: Self
Casting Time: 5 segments
Duration: 3 rounds + 1 per level
Lab Time: None
Area of Effect: Melee
Saving Throw: None

This spell envelops the caster in a shimmering force that protects them from attacks from undead. Any undead that strike the recipient of the spell in melee will take double the damage they inflict. Any creature that is tied to the Negative Material Plane is affected by this spell.

Skull Read

Level: 2
Components: V,M
Range: Touch
Casting Time: 1 Turn
Duration: Special
Lab Time: None
Area of Effect: 1 target
Saving Throw: None

The Necromancer can take any skull and gain knowledge of the person it belonged to. The accuracy and detail of this gained knowledge is dependent upon the Necromancer's level.

Level 1-3

The race, how long they lived and at what time they lived

Level 4-6

Spell Descriptions (Necromancer Spells)

The name of the deceased, how they died, a few pivotal moments of their life, if they lived in a town or city etc.

Level 7-9

Names of their loved ones and friends, what they did for a living.

Level 10-13

The caster can replay pivotal moments of their life as if they were there.

Level 14-16

Caster can replay full conversations, in full color and rich detail, most details of life known.

Level 17+

Knows deceased thoughts of the deceased and most of their secret desires.

The material component for this spell is a polished black stone.

Silence Dead

Level: 2

Components: V,S

Range: 10 feet per level

Casting Time: 4 segments

Duration: 1 year per level

Lab Time: None

Area of Effect: 1 target

Saving Throw: None

This spell is cast upon a dead creature. Once the spell is cast, the spirit of the target creature is silenced and cannot have a voice to be spoken to even through a Speak With Dead spell. The target spirit cannot speak nor try to communicate with anyone in any plane for the duration of the spell.

Slow Undead

Level: 2

Components: V,S,M

Range: 90 feet + 10 feet per level

Casting Time: 3 segments

Duration: 3 rounds + 1 round per level

Lab Time: None

Area of Effect: 1 creature per level in 40 foot square area

Saving Throw: None

This spell acts just as the third level Magic User Spell Slow (pg 99 of OSRIC rulebook). Except that the spell only effects undead. It can also be reversed to haste them as well. The material component for this spell is a jar of gelatinous blood.

Spell Level 3

Animate Small Animals

Level: 3

Components: V,S,M

Range: Touch

Casting Time: 1 round

Duration: Permanent until dispelled

Lab Time: 1 Day

Area of Effect: Special

Saving Throw: N/A

Unlike Animate Insects and Animate Vermin, this spell would require the caster collect a number of animals or find a number of dead animals to complete the spell. A special powder is sprinkled upon the

Spell Descriptions (Necromancer Spells)

bodies of small animals no bigger than a medium sized dog. Each undead small animal would be considered a 1/2 hit die creature and the Necromancer can animate and control a number of creatures equal to twice their level in hit dice, thus a 10th level Necromancer can control 20 hit dice worth of small animals, or 40 creatures. The animated small animals will obey only simple commands and are combat effective as follows: AC 8, HD 1/2 HP 3 Att # 1 for 1-3. These creatures are turned as a skeleton. The material component for this spell is a powder made from the salts of dried corpses.

Cloak of Filth

Level: 3

Components: V,S,M

Range: Special

Casting Time: 9 segments

Duration: 1 Turn per level

Lab Time: 1 Month

Area of Effect: Special

Saving Throw: Vs. Death Magic Negates

The Necromancer must fashion this cloak from rotting pelts, whole dead animals and the innards of various creatures, then the cloak must be cured in the blood of the dead for a month before it can contain any magics. Once the cloak is complete, the Necromancer can cast the Cloak of Filth spell, which will give the cloak the following abilities:

1. Cause Disease in a 10 ft. radius, anyone in the area must make a save vs. Death Magic or become infected with a random disease.
2. Once a Round the Necromancer can target an opponent and "spew filth" at them, doing 1-6 points of damage and stunning the target for 1-4 rounds. A save vs. Death Magic negates this effect.
3. Anyone that is within 10ft of the wearer is -1 to attack and -1 to all saving throws, the stench and overall horror of the thing making it hard to stay focused.
4. Anyone under 5th level that sees the cloak must make a save vs. spell or flee in panic for 1-6 rounds.

The wearer is immune to the effects of the cloak while wearing it. The material component for this spell is the cloak itself.



Spell Descriptions (Necromancer Spells)

Bone Hound

Level: 3
Components: V,S,M
Range: Touch
Casting Time: 2 rounds
Duration: Permanent
Lab Time: 1 Week
Area of Effect: N/A
Saving Throw: N/A

The Necromancer must spend one week in their lab preparing a dead dog to receive this spell. Once the spell is cast it creates a loyal servant that is linked to the caster. The dog is ever watchful and never need eat, drink, nor rest. The Bone Hound is only surprised on a 1 on a d10. The dog can "bark" and this will awake any in a 20-yard radius immediately. The Bone Hound is AC 8, HD 1, att # 1 for 1-4. The material component for this spell is the dog's prepared corpse. The bone hound turns as a ghoul.



Infestation

Level: 3
Components: V,S,M
Range: 100 feet per level
Casting Time: 1 Turn
Duration: Permanent
Lab Time: None
Area of Effect: 100 square yards per level
Saving Throw: N/A

The Necromancer summons all kinds of vermin, rats, mice, other small rodents, insects, spiders, cockroaches, ants etc to infest a target area. The area affected is 100 yards square per level of the caster. All manner of pests will converge on the target area in large numbers, blanketing the target with a sea of vermin. Once there, these creatures will seek shelter and food as they normally would; this will cause damage to buildings and the destruction of foodstuffs. In addition, if left unchecked, the large numbers of these creatures living and dying in the area will attract predators and potentially cause disease. The infestation, once present, can only be gotten rid of through normal means. The material component for this spell is dried and powdered giant dung.

Spell Descriptions (Necromancer Spells)

Soul Wipe

Level: 3
Components: V,S,M
Range: 10 feet per level
Casting Time: 8 Segments
Duration: Permanent
Lab Time: None
Area of Effect: Target
Saving Throw: vs. Death Magic Negates

Cast upon a target undead or spirit of a recently deceased person, this spell will erase the memory of the target creature unless they make a saving throw vs. Death Magic. If cast on lower level undead that are not intelligent enough to have individuality, the spell will not be as effective but will confuse the target for 1-6 rounds. Intelligent undead will lose their personality, their memories etc. They will be wiped clean of all memory and be left with just their base instincts. Hit dice, skill at arms and knowledge of magic etc will not be lost however. Undead magic users will, however, lose any spells memorized for the day. The material component for this spell is a small bone chime that is rung during the casting of the spell.

Spirit Drain

Level: 3
Components: V,S
Range: 10 feet per level
Casting Time: 3 Segments
Duration: Instant
Lab Time: None
Area of Effect: Target
Saving Throw: None

The spell only affects creatures that have ties to the negative material plane: undead and the like. The caster projects a black bolt of energy at a target, and, upon a successful to hit roll, it will drain 1-8 hp of life from the target per level of the caster and transfer it to the Necromancer. The amount drained is limited to the current hit point total of the target creature. Thus, if the Necromancer targeted a Zombie with 12 hit points, they could only drain up to 12 hp for themselves. The Necromancer can only take as many hit points as they can up to their normal total, no more. Any undead drained to 0 hit points in this fashion becomes dead for the second time.

See Through Vessel

Level: 3
Components: V,S,M
Range: 20 miles per level
Casting Time: 3 Rounds
Duration: Permanent
Lab Time: 2 Days
Area of Effect: Target
Saving Throw: N/A

The Necromancer makes a special salve to cover a undead or skull of a dead creature. Once the spell is cast, the Necromancer only need concentrate to see and hear what would be in sight and hearing of the vessel. The duration is permanent until the vessel is dispelled or destroyed. The necromancer can manufacture as many vessels as they want, but can only have a number active equal to their Wisdom score. The material component for this spell is a salve soaked in ogre fat.

Turn Immune

Level: 3
Components: V,S,M
Range: 10ft per level
Casting Time: 9 Segments
Duration: 1 day per level
Lab Time: None
Area of Effect: Target creatures
Saving Throw: None

This spell when cast enables the necromancer to protect undead under their control from being turned. The Necromancer can affect a number of undead equal to twice their level. The material component for this spell is a broken or defaced holy symbol of a good aligned Deity.

Unearth Dead

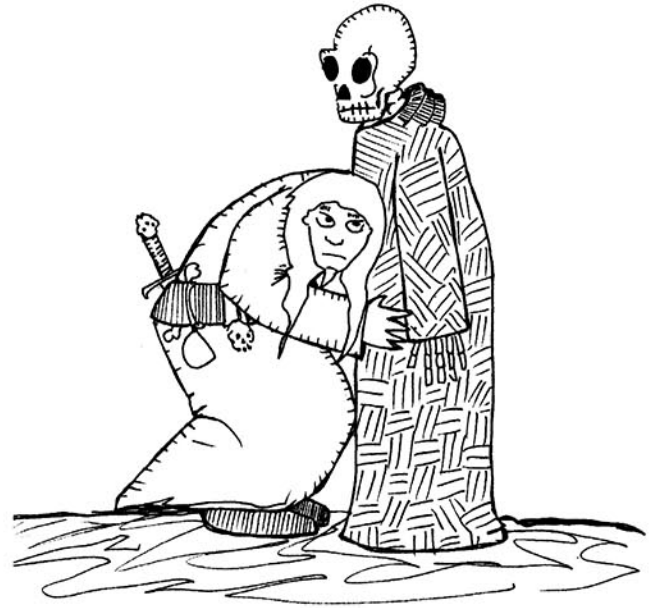
Level: 3
Components: V,S,M
Range: Touch
Casting Time: 1 round
Duration: Permanent
Lab Time: 1 Week
Area of Effect: 10 square yards
Saving Throw: N/A

The Necromancer makes a magical elixir in their lab; this elixir will cover an area of 10 square yards. Once the elixir is spread on an area and the spell cast, all dead in that area of effect will be drawn forth from the ground. Unmarked graveyards may yield a few dead while a mass grave from a battlefield will potentially yield thousands, the GM must use discretion when the spell is used to determine the effects. The Necromancer can make as many of these potions as they choose to carry. The material component for this spell is an elixir distilled from human bial.

Zegat's Closet

Level: 3
Components: V,S,M
Range: Touch
Casting Time: 1 turn
Duration: Permanent
Lab Time: 1 Month
Area of Effect: 1 target
Saving Throw: N/A

The Necromancer makes a special skeletal undead called Zegat's Closet which is draped in a black leather cloak made from the skins of Dark Elves. Such skins will not likely be on the open market or even the black market. The Necromancer must find some way to acquire them. The Servant is a non-combatant; they will follow the Necromancer and obey simple commands such as "stay here" or "follow me". Zegat's Closet can store up to 10 cubic feet of material inside the folds of the cloak. The Necromancer only need utter what they want to retrieve, and it will appear in the chest opening of Zegat's Closet. The Skeleton is AC 5 and has 25 HP, it does not fight, open doors, or do much else but move and store things inside it. If the Closet is destroyed, then all the items, living or dead are lost to the void. The Closet cannot be turned.



Spell Level 4

Animate Large Animals

Level: 4
Components: V,S,M
Range: Touch
Casting Time: 1 round
Duration: Permanent Until Dispelled
Lab Time: 1 Day
Area of Effect: Special
Saving Throw: N/A

This spell is a more powerful version of Animate Small Animals. The caster can control animals equal to four times their level. Large animals are AC 8, HD 2, HP 15, Att # 1 for 1-6. The spell conforms to the lower level version in all other respects. The material component for this spell is a powder made from the salts of dried corpses.

Sever Negative Plane Connection

Level: 4
Components: S
Range: 10 feet per level
Casting Time: 4 segments
Duration: Instant
Lab Time: None
Area of Effect: Special
Saving Throw: vs. Death Magic Negates

This spell will sever the tie that any creature has with the negative material plane. The target creature must make a saving throw vs. Death Magic or the target is severed for the Negative Plane, any undead that fail their save are instantly slain, any that make their save are stunned for 1-4 rounds. The tether of unlife, nearly severed, has a jarring effect.

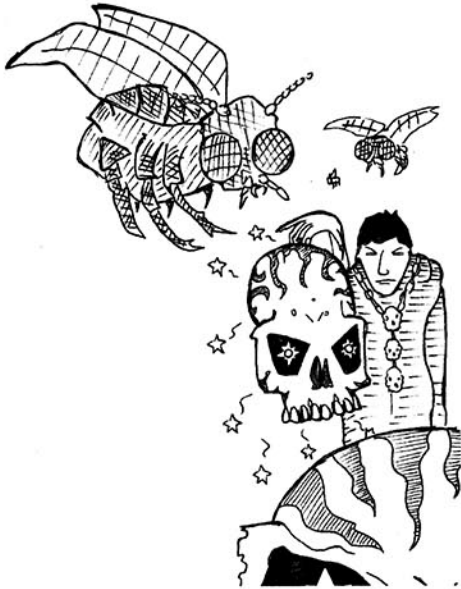
Skull Wardens

Level: 4
Components: V, M
Range: Touch
Casting Time: 1 round
Duration: Until dispelled
Lab Time: 1 Week per skull

Spell Descriptions (Necromancer Spells)

Area of Effect: Special
Saving Throw: N/A

The necromancer prepares special skulls to receive the magic for the Skull Warden spell. The skulls can be used to alert the Necromancer when someone passes near them as the skulls have a 120 degree arc of vision, have infravision of 900ft and untravision of 600ft. If anything moves past the skulls field of vision a silent alarm is sent to the caster, even waking them from a deep sleep. The skulls can be of any size and can be placed anywhere the Necromancer chooses and they function at any range. Once alerted, the Necromancer can see what the skulls see. The Necromancer can operate one skull for every three levels of experience they possess. The material components for this spell are the skulls and a green crystal.



Spread Rot

Level: 4
Components: V, S, M
Range: Self
Casting Time: 1 day
Duration: 1 day per level of the caster
Lab Time: 2 weeks
Area of Effect: 1 square mile per level
Saving Throw: vs. Death Magic Negates

This spell acts as a low level but wide ranging level drain, sucking the life force out of all living matter in the area of effect. After the spell is cast, any living thing caught in the area of effect will take 1-2 points of damage unless a save vs. Death Magic is made. Each day thereafter, all living things must make a save again or suffer 1-2 more points of damage until they are slain. This will kill all normal plant, insect, and small animal life in a day. Larger animals, children and the weak will die in two days, and healthy adults will perish in 3 days. The spell will sap people's energy, and act as a plague. A negative plane protection spell will stop it on one person, but the only way to avoid the effects entirely is to remove one's self from the area. The area of effect is one square mile per level of the caster. The material component for this spell is a specially prepared mix of fermented bodily fluids.

Bone Shield

Level: 4
Components: S,M
Range: 10 feet per level to activate
Casting Time: 7 Segments

Spell Descriptions (Necromancer Spells)

Duration: 3 rounds+ 1 per level
Lab Time: None
Area of Effect: 10 foot radius centered on caster
Saving Throw: N/A

In order for this spell to work, the Necromancer must have a pile of bones to work with the size of 4 man sized creatures, 2 larger than man sized creatures, or 8 smaller than man sized creatures. Once cast, the bones whirl about, centered upon the caster following them wherever they go for the duration of the spell. Anyone that tries to engage the Necromancer in melee or is touched by the Bone Shield will suffer 6d6 points of damage. In addition to the bones themselves, the material components for this spell are a bit of the Necromancer's blood or hair.

Manufacture Giant Undead

Level: 4
Components: V,S
Range: 10 feet per level to activate
Casting Time: 1 round
Duration: until dispelled
Lab Time: 1 week for skeleton, 2 for zombie
Area of Effect: 10 foot radius centered on caster
Saving Throw: N/A

The Necromancer can control as many of these undead as they have levels. Suitable bodies must be found and they must be treated in the lab before the Necromancer can animate them. Skeletal giants are AC 6 HD 5, HP 30 and attack for 1-10 in melee. Giant Zombies are AC 8, HD 8, HP 50 and attack for 1-12. They can be turned as a ghoul or shadow respectively.



Deconsecrate

Level: 4
Components: V,S,M
Range: 10 feet per level to activate
Casting Time: 24 hours
Duration: Permanent until dispelled
Lab Time: 4 weeks
Area of Effect: 100 yard radius per level
Saving Throw: N/A

The Necromancer must spend a month in the lab to prepare for this spell. The words must be written down on scrolls made from human skin, potions of blood must be made. In addition, the Necromancer

Spell Descriptions (Necromancer Spells)

must sacrifice a good aligned creature on an altar made from the skulls of infants during the last hour of the spell's casting. Once cast on a consecrated area, the area becomes deconsecrated. If the area was neutral land, it becomes unholy, if the land is consecrated by good deities, the land becomes neutral. The exact nature of unholy land is up to the GM, but it is recommended that good aligned creatures and magics are hindered within the area of effect. For example, deconsecrated ground might have the effect of causing a 50% spell failure rate for all good aligned creatures. It could also reduce the efficacy of healing magics by 1/2. The GM should decide the effect and not the player, as this spell has varying outcomes based on the lands upon which it is cast. The area effect for this latter aspect of the spell is a 100-yard radius for each level of the caster. The area will remain this way until it is dispelled.

Revenant

Level: 4
Components: V,S,M
Range: 10 feet per level to activate
Casting Time: 3 rounds
Duration: Permanent until dispelled
Lab Time: None
Area of Effect: 1 target
Saving Throw: vs. Death Magic Negates

Cast upon a living being, the Necromancer binds the target creature to perform a task that they will tirelessly perform once they have died. Once the target creature dies, they will arise again as a Zombie as per OSRIC Page 244 at 0-3rd level in strength or 1/2 of their current level, whichever is greater. The target creature will use melee weapons and will retain no other of the abilities that it had in life. The command must be a few sentences such as "slay your master", or "go to the black keep and kill anyone you see" They cannot be given complex instructions to find things that they have never seen before or know nothing about. The task can be to fetch an item if they knew its whereabouts when they were alive. The target creature will toil tirelessly, never resting until they complete their objective. They will track a man over all the known lands, the evil magic urging them on. Once the task is completed, the target creature falls over dead and cannot be commanded further.



Spell Descriptions (Necromancer Spells)

Vampiric Weapon

Level: 4
Components: V,S,M
Range: Self
Casting Time: 1 segment
Duration: 3 rounds + 1 round per level
Lab Time: 1 Day
Area of Effect: 1 target
Saving Throw: None

Using specially treated vampire blood, the Necromancer smears it upon a melee weapon. The weapon will act as a vampiric ring of regeneration, delivering 1/2 of the hit points inflicted by the wielder back to them in healing (up to their total maximum hit points).

Zegat's Hearts

Level: 4
Components: V,S,M
Range: 10 feet
Casting Time: 1 round
Duration: Permanent until dispelled
Lab Time: 1 Week per heart
Area of Effect: 1 target
Saving Throw: N/A

Zegat's hearts enables the Necromancer to manufacture a dried heart of some creature and treat it with an alchemical potion in the Necromancer's lab. Once created, the heart will keep fresh until needed. The Necromancer can make any number of hearts they have time for, but can only control a number of them equal to their level. The Hearts are tossed upon the ground and an incantation is uttered to activate the spell. In 1 round, 1 skeletal warrior per heart will spring forth to obey the Necromancer's commands. The skeletal warrior is AC 5, HD 2 HP 12, att# 1 for 1-8. These undead cannot be turned and will remain until dispelled or slain. The material component for this spell is an alchemical potion made from brain oil.

Spell Level 5

Bone Cudgel

Level: 5
Components: V,S,M
Range: N/A
Casting Time: 1 round
Duration: 1 turn + 1 round a level
Lab Time: 2 weeks
Area of Effect: Target weapon
Saving Throw: N/A

In the Necromancer's lab they construct a special bone cudgel. Once the spell is cast upon it, the bone cudgel will confer the following powers:

The Cudgel does 2-12 points of damage and is a + 5 weapon in all respects. The Bone Cudgel delivers the following extra damage to these creatures:

- X 2 damage to any good aligned creatures
- X 2 damage to any undead
- X 3 damage to any creature from the abyss, nine hells, etc.
- X 4 damage to any creature from the positive material plane, seven heavens etc.



Summon Corrupt Steed

Level: 5
 Components: V,S,M
 Range: 10 feet per level
 Casting Time: 3 turns
 Duration: Permanent
 Lab Time: 1 month
 Area of Effect: Target creature
 Saving Throw: N/A

The Necromancer can choose any sort of creature that could be ridden for this spell. They can choose a horse, griffon, or a bear, giant insect, unicorn etc. The Necromancer must spend an amount of time in their lab and concoct a potion that has the bone dust from a famous steed. Once the spell is cast, the Necromancer will have a loyal and powerful steed to aid them in combat. The Corrupt steed will have the attack routine that it had when it was alive; if it could fly it still can, even though it's wings may be rotten. If the steed had any magical powers while alive, they are lost. The Corrupt Steed is AC 4 HD 6 and has 40 HP. They also will have a 7-9 INT score (roll a d3), and be able to perform simple tasks. The Corrupt Steed is completely loyal to the Necromancer who made it. The steed will radiate fear in a 10' radius, regenerate 1 HP a turn in addition to the standard undead resistances; they turn as a special undead. While mounted upon the Corrupt Steed, the Necromancer gains +1 to strike in melee attacks and saving throws.

Graveyard

Level: 5
 Components: V,S,M
 Range: 10 feet per level
 Casting Time: 24 hours
 Duration: Special
 Lab Time: 1 month
 Area of Effect: target graveyard
 Saving Throw: N/A

For this spell, the Necromancer must find a true graveyard, not a random mass grave but land set aside for the sole purpose of interring the dead into the earth. The graveyard can still be in use or have been lying dormant for eons, as long as it had been used at one time as a proper burial ground. Once a proper location is found, an altar made from the bones of good beings must be set forth and an inno-

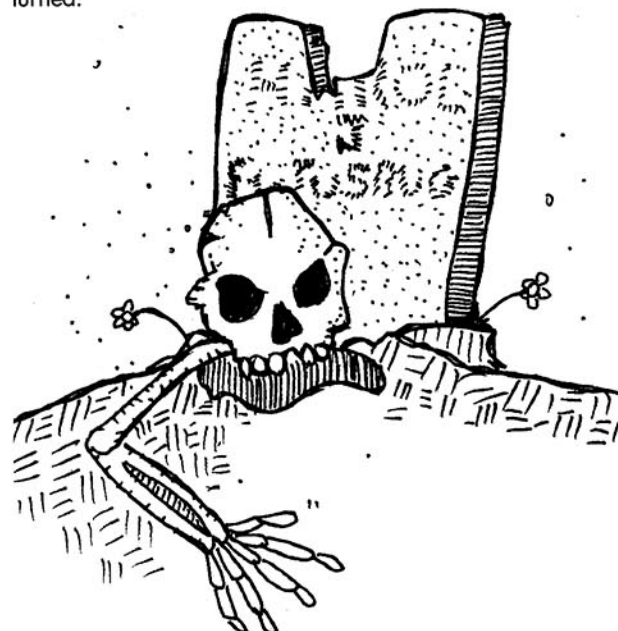
cent child sacrificed upon it. Once the spell is cast, 1-6 skeletons and 1-4 zombies if available depending on whether or not the graveyard is still in use or not will pull themselves forth from the ground and follow the Necromancer's commands, up to the total number indicated by the dice. The total number that can be harvested from the graveyard is determined by how long the graveyard has been there, and what size community it serviced as follows:

Size	Years in Existence	Number of possible undead
Small Town (pop under 100)	100 or less	1-100 (d100)
	100-500	2-500 (1d4+1 x 100)
	500+	500-10,000 (d20x500)
Large Town (pop 100-5000)	100 or less	2-200 (2d100)
	100-500	400-1000 (2d4+2 x 100)
	500+	1,000-20,000 (d20 x1,000)
Small City (pop 5k-50k)	100 or less	3-300 (3d100)
	100-500	800-2,000 (4d4+4 x 100)
	500+	2,000-40,000 (d20 x1000)
Large City (pop 50k +)	100 or less	4-400 (4d100)
	100-500	1,600-4,000 (8d4+8 x 100)
	500+	4,000-80,000 (4d20 x1000)

Increase Command

Level: 5
 Components: V,S,M
 Range: line of sight
 Casting Time: 2 segments
 Duration: 1 turn +1 turn/level
 Lab Time: 0
 Area of Effect: 1 mile radius
 Saving Throw: N/A

This spell enables the Necromancer to turn undead with greater efficiency. The Necromancer for the duration of the spell can turn undead at one level higher. In addition, they will turn 12+2d6 worth of undead from each turn attempt and every level the Necromancer possesses above 9 th , they can add an additional d6 of undead turned.



Plague Zombie

Level: 5
 Components: V,S,M
 Range: Special
 Casting Time: 1 Turn
 Duration: Special
 Lab Time: 1 month per zombie
 Area of Effect: Target creature
 Saving Throw: Special

The Necromancer makes a Plague Zombie: AC 8, HD 2+1, HP 15, Att#1 1-6. Anyone slain by a Plague Zombie becomes a Plague Zombie, anyone that is bit by a plague Zombie must make a saving throw vs. death magic or they will die in 1-6 days and turn into a plague zombie. Cure disease will stop the infection. The Necromancer can make a number of Zombies equal to their level. They will only remain under control for 1 turn, these zombies cannot be turned. These zombies will move to the next living target, kill and devour some of them; they will stop feeding only if new targets present themselves.

Wings of Death

Level: 5
 Components: V,S,M
 Range: 10 feet per level
 Casting Time: 1 round
 Duration: Permanent
 Lab Time: 1 week per "wing"
 Area of Effect: N/A
 Saving Throw: N/A

The Necromancer must spend time in the lab grafting wings from a man sized or greater creature to a skeleton. Once the spell is cast, the wing will become a fearsome warrior for the necromancer to command. These creatures can fly at a 240 foot mvmt rate and move on ground at 120 feet per round. They will utilize any weapon provided, ranged or melee. They are AC 4, HD 4+1, 25 HP each, Att#1 by weapon. They turn a special undead otherwise the Wings have standard undead resistances. The Necromancer can control a number of these creatures equal to the Mecromancer's level.



Zegat's Needle

Level: 5
 Components: V,S,M
 Range: 10 feet per level
 Casting Time: 1 turn
 Duration: Special
 Lab Time: 1 week
 Area of Effect: Target creature
 Saving Throw: N/A

The needle must be made from the bones of some sort of powerful regenerating creature such as a troll or vampire. The needle can be used to sew a dead limb onto the stump of a living persons limb. Once the spell is cast, the new limb will act as a equal replacement to the original lost limb in all respects except it will always have the look and pallor of death in addition to how the limb will vary from the recipient of the spell. The limb will remain in use until a special turn undead or dispel magic is cast, in which case the limb will turn to dust. At any time the Necromancer can take control of the limb even if it is on another person and in the range of the spell. The Necromancer need not cast the spell again to gain control of the limb in question.

Zegat's Tent

Level: 5
 Components: V,S,M
 Range: 10 feet per level
 Casting Time: 1 round
 Duration: 1 day per level
 Lab Time: 1 month
 Area of Effect: Special
 Saving Throw: N/A

This magical tent must be made from the hides of displacer beasts. Each hide could cost at least 500 gp each and would be very difficult to find. The tent requires 10 such hides for its construction as well as the tent poles being made from the bones of dark elves and the whole thing sewn together with the ligaments of any good aligned creature. Once completed, and the spell is cast, the tent will appear to be a black leather one-man tent. The tent can be broken down and carried on a pack as any small tent would. The tent takes 3 rounds to assemble and 2 rounds to break down. On the inside of the tent the area is 20ft x 20ft x10ft. A Necromancer can store a number of things in this space, living or dead. If the tent is packed up then the "door" is closed. Once the duration has ran out everything in the tent is trapped there until the spell is cast upon it again. Nothing in the tent will come under any harm when the spell has expired. The tent is AC 10 and has a hit point total equal to the caster, if the tent is reduced to 0 hp it is destroyed and the contents therein are lost to the void, living or dead.

Negative Plane Travel

Level: 5
 Components: V,S,M
 Range: Self
 Casting Time: 1 round
 Duration: 1 Turn +1 turn per level
 Lab Time: 0
 Area of Effect: Self
 Saving Throw: N/A

This spell enables the Necromancer to travel to the negative material plane. Once there they are protected by the spell against the constant life drain that is present on that plane of existence. However any creature with a positive life force will be like a shining beacon in the realm of negative energy. When the caster wishes, or when

Spell Descriptions (Necromancer Spells)

the duration runs out, they are whisked back to the prime material.

Spell Level 6

Bone Lance

Level: 6

Components: V,S,M

Range: weapon

Casting Time: 3 segments

Duration: 2 turns +1 round a level

Lab Time: 2 Weeks

Area of Effect: Creature struck

Saving Throw: N/A

The Necromancer constructs a special lance made from the spine of a whale. This lance will be finely crafted battle lance, and will be light and well balanced with the handling characteristics of a light lance but will behave as a heavy lance in all respects to damage, length, vs. armor type etc. Once the magics are cast upon the lance it gains the following powers for the duration of the spell:

The lance will emit a low power level drain that will sap the life force out of anything in a 10 foot radius, delivering 1-6 points of damage a round as long as they are in the area of effect, save the wielder of the lance.

The weapon is a +5 magical weapon in all respects

The weapon does X 2 damage upon any strike (4d4 +2/ 6-36 +5)

The weapon inflicts X 4 damage upon any successful charge. (8d4+8/12-72 +5)

For every target slain by the lance, the soul of the slain creature is stored in the lance. As the wielder commands the stored energy of these souls can be released in one of two ways:

1. Deliver 1-6 points of damage per soul released in a bolt of energy. The range is the same as a long bow and the Necromancer must still make a roll to hit, the effect suffers no range penalty. This can be done in addition to other attacks or actions in the round.

2. Deliver 1-8 points of damage per soul discharged in melee combat, the Necromancer must still make a successful to hit roll.

Once the spell duration has expired the lance reverts to a normal lance in all respects, any soul trapped in the lance remains there until used. The Bone Lance can be used time and time again until it is destroyed.

Maggot Swarm

Level: 6

Components: V,S,M

Range: 10 feet per level

Casting Time: 1 turn

Duration: Special

Lab Time: 0

Area of Effect: Special

Saving Throw: Special

The Necromancer summons necrotic death maggots that will converge on the area of effect which is a massive heap centered around the caster. From this point, the maggots crawl quickly away in a radius of 100 yards in a turn. The radius will expand in a 100 yard increment radius equal to twice the caster's level. Anyone in the area of effect must make a save vs. Death Magic; those that fail their save

Spell Descriptions (Necromancer Spells)

are bitten by 5d4 maggots (5-20). The maggots enter the victim and began to grow into Death Flies. After 6 turns the maggots will have completed their transformation, they will leave the host body and inflict 1-4 points of damage per maggot in doing so. Any creature slain in such a fashion will become a Zombie under the Necromancers control. The flies will remain in a cloud for 1d6 turns, anyone entering the cloud will suffer 1-10 points of damage from the bites of these massive flies (save vs Death Magic for ½). The flies will cover an area of 10 yards for every level of the caster. Fires and massive torrents of water will stave off the maggots as will a protection from evil spell. Strong winds, or very thick smoke will stave off the attacks from flies and disperse them. A fireball spell or other area of effect damage spell will destroy both maggots and flies.

Plague

Level: 6

Components: V,S,M

Range: 10 feet per level

Casting Time: 24 hours

Duration: Special

Lab Time: 1 Week

Area of Effect: 1 square mile/level caster

Saving Throw: vs. Death Magic negates

Summoning dark forces, the Necromancer inflicts a plague on a target area, the area of effect being 1 square mile per level of the caster. The spell is, in effect, a massive cause disease spell; any caught in the area of effect must make a save vs. death magic or contract the plague. Any healthy creature that gets within 10 feet of a plague victim must also make a save vs. death magic or also become infected. Anyone infected is at ½ of their normal stats, ½ hit points and -2 to hit and damage. After 2-12 days anyone infected must make another saving throw vs. death magic or they will die from the effects of the plague. Dead bodies still carry the plague. The area of effect can grow at the GM's discretion. A cure disease spell will cure one individual.

Snapping Jaws

Level: 6

Components: V,S,M

Range: 10 feet per level

Casting Time: 8 Segments

Duration: 1 Turn +1 round/level

Lab Time: 1 Week

Area of Effect: 10 ft square per level

Saving Throw: None

The Necromancer casts this spell by speaking an incantation and spreading a sack of jawbones from various creatures inside the area of effect. The area of effect is 10 foot square for each level of the caster. Anyone that is caught in the area of effect will be bitten by the huge masses of snapping jaws that leap up from all directions, striking unerringly for 1-6 points of damage for each level possessed by the caster. The attacks will continue each round until the target creatures have taken themselves out of the area of effect or the duration has expired.

Summon Minor Death

Level: 6

Components: V,S,M

Range: 10 feet per level

Casting Time: 2 rounds

Duration: 24 hours

Lab Time: 0

Area of Effect: N/A

Saving Throw: N/A

The Necromancer summons a minor death (AC -4 HD 12 HP 88 Att#4 for 1-10) to do his bidding for a 24 hour period. The Death will strike unerringly in combat, never missing. The Death cannot be turned and has standard undead resistances. The Death will follow the Necromancer's commands until it is destroyed or the duration of the spell is over. Only one such death can be summoned at a time.



Improved Command

Level: 6
Components: V,S
Range: 10 feet per level
Casting Time: 3 segments
Duration: Special
Lab Time: 0
Area of Effect: Target creatures
Saving Throw: N/A

With this spell, the Necromancer is able to give detailed commands and instructions to low level, mindless undead such as skeletons and zombies. Normally such undead can only follow commands of 12 words or less such as "Attack everyone that comes through the pass", or "Attack the next caravan that rolls through". With this spell the command can become much more detailed and many tiered. For example: "Take this bag. Take the old road by night avoiding other travelers till you find the Red Keep. Once you find the keep, enter by stealth and go to the dungeon, where you will find the Key Master by name of Torric, give him the bag and take what he gives you in return and make your way back to me once again by night and avoid contact with others." The Necromancer can affect a number of undead equal to their level. Once the instructions are met, the undead affected by this spell revert back to normal.

Time in the Crypt

Level: 6
Components: V, S,M
Range: 10 miles per level
Casting Time: 7 segments
Duration: 1 round per level
Lab Time: 2 Weeks
Area of Effect: Target vessel
Saving Throw: Special

The Necromancer makes a miniature crypt about the size of a stone that would fit into one's palm; this crypt is used as the vessel for this spell. Once cast, the Necromancer "enters" the crypt wherever it is located in the range of the spell. The crypt is small from the outside and would not normally be seen unless someone knew what to look for. Once the Necromancer is inside, however, the crypt is a room measuring 20'x20'x10'. The Necromancer can spend a "day" in the crypt for each level they possess. In the outside world, for each "day" the Necromancer spends in the crypt, only one round has transpired in real time. The Necromancer can return to reality whenever they wish or when the spell's duration has run out. If the crypt is attacked it has AC 0 and hit points equal to the caster's. If it is destroyed while the caster is in the crypt, it will expel the necromancer delivering 6-36 points of damage, a save for ½ damage is applicable. The Necromancer is unaware of what is going on outside the crypt, they can not see, hear, feel, nor scry outside the confines of it's protective walls. The only spells that will allow the Necromancer to view the outside world are his specialized scrying spells Skull Warden, See Through Vessel and Zegat's Hand.

Undead Construct

Level: 6
Components: V,S,M
Range: N/A
Casting Time: 1 turn
Duration: Permanent/till destroyed
Lab Time: Varies
Area of Effect: Target construct
Saving Throw: N/A

With this spell, the Necromancer is able to take various humanoid, animals and creatures, sewing them together to make new unique undead constructs. The lab time varies based upon how difficult something would be. For example, a skeleton that has an extra set of arms would take a week or so. Something more inventive like grafting the body of a dolphin to the torso of a man, a few weeks. Making a giant sized undead out of man sized bodies a few weeks. Making a colossal undead construct that was 50+ feet tall could take months. The GM will give the caster a time frame to develop these creatures and the cost of acquiring the resources necessary. The GM will also determine the construct's attributes and abilities based on the Necromancer's creation. These creatures typically turn as Fiends. The Necromancer controls a number of these constructs equal to their level.

Zegat's Hand

Level: 6
Components: V,S,M
Range: Self
Casting Time: 1 segment
Duration: 1 Day/Level
Lab Time: 0
Area of Effect: N/A
Saving Throw: N/A

With the casting of this spell, one of the Necromancer's hands will rot slightly and fall off. The caster suffers no damage in this action except the loss of the hand. The hand, once away from the caster's body, can be controlled by the Necromancer, moving at a 60ft movement rate and possessing the same Strength that the caster possesses. In addition, the caster can "see" where the hand is going simply by concentrating on it. The hand is small and can move with near complete stealth. The hand is the same AC as the caster and has an equal number of hit points, if it is destroyed or not re-united with the caster in a number of days equal to or less than the caster's level, the magic wears off and the hand "dies". If the caster recalls the hand before the spell's duration is finished it can be reunited with

Spell Descriptions (Necromancer Spells)

the Necromancer's body and will remain inert for 24 hours before it is once again fully functional. The material component for this spell is the caster's hand pierced by a thorn from a dead plant

Spell Level 7

Bone Storm

Level: 7
Components: V,S,M
Range: 10 feet per level
Casting Time: 3 segments
Duration: Instantaneous
Lab Time: 0
Area of Effect: 100 square feet per level
Saving Throw: Special

Simply tossing a handful of bone shards in the air, the Necromancer calls down a barrage of bone shards and splinters to rain death on all of those in the area of effect. The area of effect is 100 ft square for every level of the caster; those caught out in the open in the area of effect take 1-8 points of damage for each level the caster possesses, with no saving throw. Those inside buildings or under some sort of hard cover are entitled to a saving throw vs. spell for 1/2 damage.

Undead Army

Level: 7
Components: V,S,M
Range: 10 feet per level
Casting Time: 24 hours
Duration: Permanent
Lab Time: 3 weeks
Area of Effect: 10 square miles/ level
Saving Throw: Special

This, being one of the most powerful spells that the Necromancer can bring to bear, the components for this spell are difficult to find. First the Necromancer must construct an altar made from the heads of great fighters (5th level or greater). The Necromancer must collect 20 such heads. In addition, he must make a potion from the shards of a broken magical sword and the powdered bones of a great captain (9th level or higher). Once these objects are completed, the Necromancer can begin casting, not stopping for 24 hours until the spell is complete. The Necromancer must make a save vs. Death Magic or lose a level of experience, stopping the casting. Once these hurdles are crossed, the spell takes effect. In an area of 10 square miles (per level of the caster) all dead humanoids are animated into Skeletons (80%) and Zombies (20%) moving toward the caster at full movement rate. In addition to the lower level undead, this spell will spawn a great champion of (1D6+8) levels. This champion is spawned from the souls of the sacrificed fighters and will appear in a form determined by the GM. Any undead in the area of effect must make a saving throw at -4 vs. Death Magic or also come under the Necromancer's yoke. Any undead that are under the control of the Necromancer will remain so until dispelled, turned, or destroyed. The spell will draw all of these creatures to the Necromancer, forming an army. The GM must determine the number of dead bodies and undead in the area of effect, choice areas being old battle grounds, graveyards etc.

Disruption

Level: 7
Components: V,S
Range: Creature Struck
Casting Time: 2 segments
Duration: 1 Turn +1 round/level
Lab Time: 0

Spell Descriptions (Necromancer Spells)

Area of Effect: Target weapons
Saving Throw: Special

This spell enables the caster to affect a number of weapons equal to their level, giving the weapons the power of disruption. A successful strike with any weapon enchanted thus has the potential to destroy a target undead on contact. To determine whether a target is destroyed, consult OSRIC pg 124 and make a turning roll equivalent to the caster's level. Any successful turn roll will instantly destroy any undead it strikes with no saving throw.

Lichdom

Level: 7
Components: V,S,M
Range: N/A
Casting Time: 24 hours
Duration: permanent
Lab Time: 1 month
Area of Effect: Self
Saving Throw: Special

This spell enables the caster or a target creature to become a lich. The Necromancer must spend one-month making special potions, sacrifices, and drawing special circles underneath a bed comprising the bones of virgins. The GM can determine what sacrifices and potions are necessary based on their game world. The Necromancer or target creature must make a saving throw vs. Death Magic or be slain. If the Necromancer survives, they will become a Lich in all respects as per OSRIC pg 240-241.

Summon Major Death

Level: 7
Components: V,S,M
Range: 10 feet per level
Casting Time: 2 segments
Duration: 24 hours
Lab Time: 0
Area of Effect: N/A
Saving Throw: N/A

The Necromancer summons a major death (AC -8 HD 17 HP 133 Att#6 for 2-20) to do his bidding for a 24 hour period. The Death will strike unerringly in combat, never missing. The Death cannot be turned and has standard undead resistances. The Death will follow the Necromancer's commands until it is destroyed or the duration of the spell is over. Only one such death can be summoned at a time. The material component for this spell is an fine onyx statue inlaid with precious metals and stones worth 1000gp.

Transport to Vessel

Level: 7
Components: V,S,M
Range: Self
Casting Time: 1 turn
Duration: permanent
Lab Time: 1 week
Area of Effect: Self
Saving Throw: N/A

The Necromancer prepares a special body that is magically preserved. The spell is cast upon the Necromancer themselves and the duration of this magic is permanent unless dispelled. If the Necromancer is slain, their soul, personality and memories are transferred to this specially prepared body. The Necromancer must make a saving throw vs. Death Magic or they die in the process. The Necroman-

Spell Descriptions (Necromancer Spells)

cer will retain all their skills and abilities they had in their previous body, however all physical stats such as Strength, Constitution score, etc. will have to be re-rolled with the new body.

Walk The Negative Plane

Level: 7
Components: V,S,M
Range: self
Casting Time: 7 segments
Duration: 1 week per level
Lab Time: 0
Area of Effect: self
Saving Throw: N/A

With this spell, the Necromancer may transport themselves to the Negative Material Plane. They can travel the plane uninhibited and unhindered as they wish and the spell is such a powerful one that only the most powerful of undead would even dream of attacking the Necromancer. In addition, the spell acts as the Negative Plane Shield, and Negative Plane Protection spells for its entire duration.

Orator Harmonics (spell like abilities)

Harmonic Level 1

Memorable Performance

Subtle Body Stamina Used: 1/2 of daily points on the day of the performance.

Duration: Special
Area of Effect: Special
Saving Throw: N/A

This special ability takes up to 2 weeks (2D8-2 Days) to prepare for and it works best in larger towns and cities. The Orator must find a venue and an audience for a performance in which he or she will sing for or otherwise entertain up to 100 people. This ability can also be used to perform for a single wealthy or powerful patron. The Orator will earn 1d100x10 gold pieces from this performance. An extra d10x10 gold pieces is added for each point of Bardic voice and charisma above 16. The cost of renting the venue, paying other performers, and other administrative costs should be subtracted from the Orator's total profit. These expenses will range from 0 through 20% of the total take depending on the circumstances of the performance. These GP amounts are for illustrative purposes, and the GM should adjust the wealth gained by this ability to suit their campaign scenario. The idea is that the Orator is so charming and inspiring, people will give up their worldly possessions in awe and appreciation.



Spell Descriptions (Orator Harmonics)

Resonant Frequency, Air

Subtle Body Stamina Used: 1 Point/Round
Frequency: Inaudible
Duration: 1 round/level
Area of Effect: 10 feet (cubic)/level
Saving Throw: None

Constructive Effect: The Orator can create high pressure areas of air equal to 10 cubic feet /level. This effect can be used to lift or otherwise affect objects that are the Orators CHA x Level X 10 lbs. in weight. The degree of control the orator has on the air depends on the weight of the object they are trying to affect. Whatever the percentage of their weight capacity they are trying to lift, that is the percentage chance for failure in a given round. For instance, A first level Orator with a CHA of 17 would be able to lift 170lbs. with this power. If they attempted to lift a chest which weighed 100lbs. (Roughly 58% of their total capacity) every round they would have to roll Percentile dice, and a roll of 1-58 would result in the object being dropped. Stabilization does not require an additional activation of the power and the Orator can continue moving the object.

Destructive Effect: The Orator can create a low pressure area of air equal to 10 cubic feet /level. This removes all air in the AOE and anyone caught in it will take 1d6 suffocation damage per round until dead. Anyone caught in the AOE for more than 2 rounds must make a CON check or lose consciousness. Moving the AOE requires the Orator to cancel and reactivate the Harmonic.

Resonant Frequency, Bone

Subtle Body Stamina Used: 2 Points/Use
Frequency: Audible
Duration: 1 round
Area of Effect: Target Creature
Saving Throw: Roll under CON for half damage

Constructive Effect: The Orator can heal cracked bone 1D4/level +1 for every additional point of CHA over 17. Damage sustained from falling, blunt weapons, or any other type that caused damage to the skeleton of a character can be healed. Damage to the flesh cannot be healed with this harmonic.

Destructive Effect: The Orator can crack bone for damage 1D4/level +1 additional point for every point of CHA over 17.

Resonant Frequency, Copper/Tin/Zinc

Subtle Body Stamina Used: 1 Point/Use
Frequency: Inaudible
Duration: 1 round/level
Area of Effect: Special
Saving Throw: None

Constructive Effect: The Orator can shape copper, zinc, or tin into any form or cause copper to increase in volume. In this way, a copper coin could be molded into a cooking pot, or set of copper bracers can be made to tighten around the wrists of an adversary. The Orator can effect a volume of metal equal to the Orators CHA x Level X .5lbs.

Destructive Effect: The Orator can cause copper, zinc, or tin to rapidly heat up to its melting point. A bag of coins could be made to instantly become molten slag. Any wood or other flammable material which is contacted by the molten copper would immediately be set ablaze. After 1 round the metal begins to oxidize and decay at a rate of 1 lb./round. The Orator can heat up their CHA + Level x 1lb. of metal and the damage dealt is 1D6 for every 2 levels of the Orator.

Spell Descriptions (Orator Harmonics)

Resonant Frequency, Glass

Subtle Body Stamina Used: 1 Point/Use

Frequency: Inaudible to most humanoids. Audible to dogs, cats, and those creatures with improved hearing.

Duration: 1 round/level

Area of Effect: Special

Saving Throw: Special

Constructive Effect: The Orator can shape glass to into any form. In this way, a window can be made to open and close without breaking or a chandelier could be remolded into a flat platform. Broken glass can be mended flawlessly into its original shape. The Orator can effect a volume of glass equal to the Orators CHA x Level X 1 lb.

Destructive Effect: The Orator can shatter glass and cause shrapnel to burst from glass objects. The blast radius from bursting glass is equal to 10 feet/level. The Orator can destroy their CHA + Level x 1lb. of glass and the damage dealt is 1D4 for every 1 level of the Orator. Creatures caught in the area of effect can save vs. breath weapon for ½ damage.

Resonant Frequency, Wood

Subtle Body Stamina Used: 1 or 2 Points/round

Frequency: Inaudible

Duration: 1 round

Area of Effect: 10 cubic feet / level

Saving Throw: Special

Constructive Effect: The Orator can cause wood to grow rapidly sprouting branches and leaves of the original plant. The Orator can cause the wood to grow in size by a factor equal to their level, and it takes a number of rounds equal to this growth factor to complete the growth (1st level can cause wood to grow by 100% larger in 1 minute. 2nd level is 200% larger in 2 minutes, etc.). If the wood is already on a living plant, the stamina cost is 1 pts /rd. If the wood is dead, the cost for this effect is 2 pts rd. The growth is unpredictable, tends to sprout in all directions, and the Orator cannot control the type of growth. The GM must determine the effect on game mechanics. The maximum range for this harmonic is 10ft / LVL. For example, a 1st level Orator attempts to jam a wooden door using the wood harmonic, the door is dried dead lumber, so 2 stamina points are spent and the Orator attempts to grow the door to twice its original size (100% increase) in one round.

Destructive Effect: The Orator can cause wood to dry out and die, making it weaker, more brittle, and easier to break. If the wood is on a living plant, this effect cost 2pts/rd. If it is a dead plant or lumber, it costs 1pt/rd. On wooden creatures such as treants, this effect does 1D6/level/rd of damage (Save vs. paralyzation for half). On non-animate wood, this does 1D4/ level structural damage to the lumber. The maximum range for this harmonic is 10 feet/ LVL.

Shout Harmonic

Subtle Body Stamina Used: 6 Point/Use

Frequency: Audible to all

Duration: Instantaneous

Area of Effect: 10 feet x (Lvl + CON)

Saving Throw: Vs. Breath Weapon negates damage dealt. Vs. Breath Weapon -4 negates all effects.

A blast of sound forms a 10 ft sphere of violent energy. It travels in a straight line throwing any medium sized creatures it hits 10 ft, and knocking large creatures off their feet. It continues until hitting something anchored in the environment (i.e. a wall) or its maximum range (LVL + CON in 10ft increments). It deals 1d4 damage / level.

Spell Descriptions (Orator Harmonics)

Harmonic Level 2

Harmonic Shield

Subtle Body Stamina Used: 2 Points/Round

Frequency: Audible

Duration: As long as sustained

Area of Effect: 10ft Radius (Melee)

Saving Throw: Special

With this harmonic, the Orator creates an intense low frequency field around them which makes the ground tremble and the air quiver. Anyone entering this field of intense energy will find it hard to attack the Orator amidst the turbulence. All attacks made against an Orator with a shield harmonic activated are at a negative to hit based on the table below.

2nd - 4th Level: -2 (+1/CHA pt over 17)

5th - 7th: -2 (+1/CHA pt over 17) +1 point DMG/level to enemies in melee (save vs. breath weapon for half)

8th - 11th: -3 (+1/CHA pt over 17) +50% chance for missiles to shatter when they strike the shield

12th - 16th: -4 (+1/CHA pt over 17) + disarm enemies (Save vs. Breath Weapon to negate)

17 - 25th: -5 (+1/CHA pt over 17) + 1D4/Level DMG (save vs. breath weapon for half)

These effects are cumulative

Starting at 5th level, enemies who enter the shield harmonic take 1pt of dmg/Orator level for every round they are in melee and the harmonic is active (save vs. breath weapon for half). Starting at 8th level, there is a 50% chance that non masterwork or magic arrows or other missiles entering the active shield harmonic will shatter and do no damage. Starting at 12th level, there is a chance of the shield harmonic disarming enemies within it. Anyone attempting to strike the Orator must save vs. breath weapon. If they fail, any weapons or items in the enemy's hand will be flung violently outside the shield harmonic. Starting at 17th level, the damage enemies take while within the shield harmonic changes to 1D4/level/round.

Resonant Frequency, Iron

Subtle Body Stamina Used: 1 Point/Use

Frequency: Inaudible to most humanoids. Audible to dogs and similar creatures with improved hearing.

Duration: 1 round/level

Area of Effect: Special

Saving Throw: None

Constructive Effect: The Orator can cause a volume of iron to become powerfully magnetized. In this way, an iron helm of one enemy could be made to attract the sword of another. The Orator can magnetize a volume of metal equal to the Orators CHA x Level X .5lbs. The force of the magnetism is (CHA+Level) x 10lbs. of force. The range of this powerful magnatic attraction is the Orator's Level + Charisma in feet.

Destructive Effect: The Orator can cause iron to rust away rapidly. Iron bars in a prison could be destroyed in less than a minute with this harmonic. The Orator can affect (5lbs. x level) + (CHA) lbs. of iron with this ability every round.

Resonant Frequency, Stone/Earth (Non-Precious)

Subtle Body Stamina Used: 1 Point/Use

Frequency: Audible

Duration: 1 round/level

Area of Effect: Special

Saving Throw: Special

Constructive Effect: The Orator can fuse together rock, sand, or any other non-precious Earthen material. In this way, a pit of quicksand could become as solid as marble, or an angry earth elemental could be solidified into a harmless statue. The Orator can affect 1 cubic game inch / level. (Creatures made of stone or earth can save vs. Paralyzation each round to avoid being solidified)

Destructive Effect: The Orator can cause rock to crack and shatter. This does 1D4/level Structural damage to buildings and 1D8/level HP damage to stone creatures/round. The Orator can affect 1 cubic game inch / level.



Harmonic Level 3

Echo Location

Subtle Body Stamina Used: 1 Point/Turn
Frequency: Inaudible to most humanoids. Audible to bats and similar creatures with excellent ultrasonic hearing.
Duration: 1 turn per Stamina Point
Area of Effect: 360 degrees
Saving Throw: None

The Orator produces an normally inaudible ultrasonic frequency which bounces off of surfaces in the environment and returns. Magic acoustic modifiers worn on the ears (Given to all Pedi Mi Orators) pick up reflected sound, map a 3-Dimensional image of the area, and relay an image of their surroundings to their mind's eye. This ability is effective up to 120 feet and will work underwater, in the air, and it will even allow them to "see through" thin walls, drapery, and around corners. This ability can be used for 1 turn per stamina point spent.



Resonant Frequency, Lead/Brass

Subtle Body Stamina Used: 1 Points/Activation
Frequency: Audible
Duration: As long as sustained
Area of Effect: Special
Saving Throw: None

Constructive Effect: The Orator can cause a volume of lead or brass to increase in weight by a factor of up to their Charisma score. They can effect an initial weight of the metal equal to their (LEVEL x CHA) lbs. I.e. A 5th level Orator with a Charisma of 18 could affect up to 90lbs. of metal and cause it to become up to 1620 lbs. in weight. In this way, a lead sling bullet could be given more weight at the time of impact to increase damage or a brass cooking pot could be made to fall through the floor under its own increased weight. This effect only remains for as long as the Orator keeps the harmonic activated.

Destructive Effect: The Orator can cause lead or brass to become light and decrease in weight by a factor of up to their Charisma score. They can effect an initial weight of the metal equal to their (LEVEL x CHA) lbs. E.G. A 5th level Orator with a Charisma of 18 could affect up to 90lbs. of metal and cause it to become as little as 5 lbs. in weight. This effect is permanent, but the Orator can reverse the effects and restore the metal to its initial state by activating the harmonic a second time. The player should make note of the metal's initial starting weight because this ability is always limited by the material's actual mass.

Stun Harmonic

Subtle Body Stamina Used: 1 Point/Round
Frequency: Audible
Duration: As long as sustained
Area of Effect: 10ft Base Cone + 10ft length/level, expanding in width 10ft for each 10ft of length
Saving Throw: Save vs. Paralyzation Negates

A cone of shrill sound is projected out from the Orator up to a distance of 10 feet/level. The cone begins 10 feet wide and spreads an additional 10 feet in width for every 10 feet of length. All creatures in the area of effect capable of hearing are slowed and their armor class is lowered 1 point for every 2 levels of the Orator. It costs the Orator 1 point of stamina for every round he or she keeps the stun harmonic active. Orators can move and perform other actions while performing this ability.

Harmonic Level 4

Resonant Frequency, Flesh

Subtle Body Stamina Used: 2 Points/Round
Frequency: Inaudible (Subsonic)
Duration: As long as sustained
Area of Effect: 1 Target
Saving Throw: Save vs. Breath Weapon for half.

Constructive Effect: The Orator can heal all manner of flesh wounds including burns, cuts, ruptured organs, etc. The healing is equal to 1D4 for every 4 levels (rounded up if their CHA is 18 or higher and rounded down if it is below 18). In this way, a 10th level Orator with a CHA of 18 could heal a comrade with flesh wounds for up to 5D4/round. *Note: This harmonic cannot cure diseases of the flesh and it cannot bring back characters from the dead.

Destructive Effect: The Orator can cause flesh to bubble and split inflicting severe wounds and extreme pain on enemy creatures. The damage is equal to 1D4 for every 2 levels(rounded up if their CHA is 18 or higher and rounded down if it is below 18). In this way, a 5th

Spell Descriptions (Orator Harmonics)

level Orator with a CHA of 17 could rip apart the flesh of an attacker for 2D4 dmg/rd. The same level Orator with a CHA of 18 would do 3D4 dmg/rd. Undead take half damage from this attack. *Note: A successful save vs. Breath Weapon by the victim of this harmonic will reduce the damage taken by half.



Resonant Frequency, Steel

Subtle Body Stamina Used: 1 Point/Activation
Frequency: Audible (Shrill)
Duration: As long as sustained
Area of Effect: Targets in Line of Sight = $\frac{1}{4}$ LVL
Saving Throw: None

Constructive Effect: The Orator can cause a steel target to become more supple, hard, or keen with respect to its intended design. They can affect a number of steel targets equal to their Level / 4 (rounded up if their CHA is 18 or higher and rounded down if it is below 18). E.G. A 10th level Orator with a Charisma of 18 could affect up to 3 targets. Steel affected by the constructive aspect of this harmonic gains a temporary bonus to its abilities as if it were enchanted. It gains +1 for every 4 levels of the Orator. In this way, a steel sword targeted would by a 16th level Orator would gain a +4 bonus to hit and damage. A set of steel armor targeted by the same Orator would grant a +4 bonus to AC. This effect only remains for as long as the Orator keeps the harmonic activated.

Destructive Effect: The Orator can cause a steel target to fracture or even shatter. They can affect a number of Steel Targets equal to their Level / 4 (rounded up if their CHA is 18 or higher and rounded down if it is below 18). E.G. A 10th level Orator with a Charisma of 18 could affect up to 3 targets. The level of the Orator determines the type of steel they can easily affect and the percentage chance that they can affect higher quality steels:

Level 4-8: Poor quality easily affected, 50% of damaging normal quality, 10% chance of damaging masterwork items, 5% chance of damaging magical items.

Level 9-12: Normal quality easily affected, 30% of damaging masterwork quality, 5% chance of damaging magical items.

Level 13-16: Normal quality easily affected, 60% of damaging masterwork quality, 30% chance of damaging magical items.

Level 17-20: Masterwork quality easily affected, 60% chance of damaging magical items.

Level 21+: Masterwork quality easily affected, 90% chance of damaging magical items.

The steel object shatters doing (1d4 damage/ 2 levels Orator).

Spell Descriptions (Orator Harmonics)

Harmonic Level 5

Resonant Frequency, Crystal

Subtle Body Stamina Used: 1 Point/ Activation
Frequency: Inaudible (Supersonic)
Duration: As long as sustained
Area of Effect: 10 square feet/LVL
Saving Throw: None

Constructive Effect: The Orator can cause the rapid growth of crystal into whichever shape they desire. The crystal can also be made to grow in volume by a factor of the Orator's LVL+CHA. In this way, a 15th Level Orator with a CHA of 20 could cause a crystal to grow 35 times its original size and form a spiky defensive structure on a battlement. The Orator can affect an initial volume of their (CHA x LVL) lbs. e.g. The same Orator as above could affect an initial volume of 300lbs. of Crystal.

Destructive Effect: The Orator can cause crystals to melt and become a hot corrosive liquid. The Orator can affect an initial volume of their (CHA x LVL) lbs of crystal. This crystal acid will dissolve and burn all organic matter it touches. Creatures touching the acid take 1D4 for every 2 levels of the Orator in acid damage and 1D4 for every 2 levels Orator levels of fire damage. The acid has the same viscosity of water and will continue to flow as water does until it has cooled for one hour.

Resonant Frequency, Ice

Subtle Body Stamina Used: 1 Point/ Activation
Frequency: Audible
Duration: As long as sustained
Area of Effect: 10ft/level
Saving Throw: None

Constructive Effect: The Orator can freeze liquids into their solid state. The Orator can affect a volume of liquid equal to 10 cubic feet per level. This volume doubles if the Orator's Charisma is 20 or higher. In this way, a 5th Level Orator with a CHA of 19 could freeze a volume of water equal to 50 cubic feet. A 10th level Orator with a Charisma of 20 could freeze 200 cubic feet.

Destructive Effect: The Orator can cause ice to melt. The Orator can affect an initial volume of liquid equal to 10 cubic feet per level. This volume doubles if the Orator's Charisma is 20 or higher.

Harmonic Level 6

Resonant Frequency, Silver

Subtle Body Stamina Used: 1 Point/Round
Frequency: Audible (Shrill)
Duration: As long as sustained
Area of Effect: Special
Saving Throw: Special

Constructive Effect: The Orator can propel silver swiftly through the air. Any size piece of silver can be affected by this spell, but larger pieces behave differently than smaller ones. An Orator can propel silver coins like flying shrapnel at their enemies, doing 1D4 for every 2 levels they possess (Save for half). This affects an area 10 feet wide and up to 100ft / level away from the Orator. Roll percentiles to determine what percentage of the coinage is lost in this attack. If the Orator takes the time to have a larger piece of silver made into a sphere or other projectile 10 lbs or greater, then the damage is 1D8 for every 2 levels and a to-hit roll made as a fighter of equal level must be made in order to strike a target. There is no save for

Spell Descriptions (Orator Harmonics)

the damage in this type of attack. Assume that a fee of 50% of the projectile's worth is charged by craftsmen who manufacture it for the Orator. Every time this attack is made, the projectile must make a save vs. crushing blow or it is destroyed and cannot be reused.

Destructive Effect: The Orator can cause a piece of silver to leech poisons and other impurities out of the body. The of silver must be placed on the body of a poisoned character before this harmonic is activated. It takes one full round for all of the poisons in a body to be extracted into the silver and purified. This harmonic will also purify water.

Resonant Frequency, Water

Subtle Body Stamina Used: 1 Point/Turn

Frequency: Audible

Duration: As long as sustained

Area of Effect: 10 cubic feet x (LVL+CHA)

Saving Throw: None

Constructive Effect: The Orator can cause water to flow in a direction of their choosing. The water cannot levitate above the ground, but it can be made to flow uphill, or against the force of a normal current. Water that is already flowing in a direction can be sped up to double its normal rate. The Orator can affect up to 10 cubic feet x (LVL+CHA). For example, a 6th level Orator with a CHA of 18 could affect 240 cubic feet of water.

Destructive Effect: The Orator can cause water to vaporize rapidly without any heat. The Orator can affect up to 10 cubic feet x (LVL+CHA) / Turn. The vapor will condense on nearby surfaces if indoors or will merge with the atmosphere if outside. For example a 10th Orator with a CHA of 20 could rapidly vaporize 300 cubic feet of water.

Harmonic Level 7

Reciprocal Harmonic

Subtle Body Stamina Used: Special

Frequency: Special

Duration: Special

Area of Effect: Special

Saving Throw: Special

The Reciprocal Harmonic is essentially an inverse wavelength generated to cancel out the effects of another specific Harmonic. In order to use this ability, the Orator must have Primed themselves within the last 24 hours and must have their perfect mnemonic recall available to them. Upon hearing the frequency of a harmonic which they know, they can produce a specific cancellation frequency which will interfere with it. The base stamina cost of this reciprocal harmonic is the same as the cost of the harmonic which it is cancelling. If the Harmonic to be cancelled is being generated by a higher level Orator, then there is an additional cost of 1 stamina pt / Level of difference/ round. It is also possible for the Orator who is originating the Harmonic which is being cancelled to spend extra stamina points to keep the harmonic active. Any number of stamina points can be spent in a battle between the two Orators to determine whether the harmonic remains active or not, but this stamina expenditure can only be escalated once per round. As soon as one Orator has either run out of stamina to spend or is unwilling to spend more stamina points, the other Orator prevails. In this way, it is common that Orators battling for control of harmonic effects will often exhaust each other in short order. For example, a 7th level Orator with a Con of 16 (23 stamina points total) is trying to cancel a resonant frequency fire harmonic being sustained by a 10th level Orator with a CON of 16 (26 stamina points total). The base cost to cancel this harmonic

Spell Descriptions (Orator Harmonics)

is the same as the harmonic itself (3pts/rd), however, since the harmonic is being cast by an Orator 3 levels higher, the cost to cancel this harmonic is 3pts/rd higher. The 7th level orator must spend 6 pts /rd to cancel the effects of a harmonic which only takes 3 pts a round for the 10th level Orator to sustain. Once the cancellation is initiated, the effects of cancelled harmonic are nullified until the next round. A "cancelled" harmonic is not deactivated. At the beginning of the next round the 10th level Orator realizes that the weaker Orator is canceling their harmonic and chooses to spend 5 more pts per round. If the challenging Orator decides to match this, they can spend the additional stamina points and the harmonic will be cancelled for another round. The contest will begin again at top of the next round. And this process will continue until one Orator gives up or runs out of stamina.

Resonant Frequency, Fire

Subtle Body Stamina Used: 3 Points/Round

Frequency: Inaudible to most humanoids. Audible to dogs, cats, and those creatures with improved hearing.

Duration: As long as sustained

Area of Effect: Special

Saving Throw: Save vs. Breath Weapon for Half Damage

Constructive Effect: The Orator can feed a fire as if a highly flammable fuel source were being thrown into it. No matter the initial size of the fire, when this harmonic is activated, a large gout of flame will burst out from it in the direction of the Orator's voice. This gout of flame can be up to 1ft x (LVL+CHA) long and 10 feet wide. The damage that the fire does is 1D6/level of the Orator. For example a 7th level Orator with a CHA of 18 can affect an area 10 feet wide by 25 feet long (7 + 18) doing 7D6 damage to all within the range (save vs. breath weapon for half damage)

Destructive Effect: The Orator can quickly extinguish a fire. They can affect an area of up to 10 cubic feet/level/round. The fire will go out as if being quenched by large amounts of water.

Resonant Frequency, Gold

Subtle Body Stamina Used: 1 Point/round

Frequency: Audible

Duration: As long as sustained

Area of Effect: Special

Saving Throw: Save vs. Paralyzation for half damage from destructive effects

Constructive Effect: The Orator can cause gold to shine brightly from within. This produces an effect similar to the continual light spell. A brilliant yellow light emanates 60' outwards in all directions.

Destructive Effect: The Orator can cause gold to explode in a ball of fire. The Orator can affect a number of gold pieces equal to their level. Gold pieces which are contacted by the waves of this harmonic are destroyed and release a potent blast of yellow fire. Creatures within 10 feet of an exploding gold piece take 1D4+1 Damage/ Gold Piece (Save vs. paralyzation for half damage)

Harmonic Level 8

Resonant Frequency, Magical Enchantments (+1)

Subtle Body Stamina Used: 1 Point / Magical Bonus /Round

Frequency: Inaudible (Ultrasonic)

Duration: As long as sustained

Area of Effect: 1 Target

Saving Throw: None

The Orator is taught the principles of the arcane energies and can

Spell Descriptions (Orator Harmonics)

now affect magic enchantments by 1 point of magical effect.

Constructive Effect: The Orator can increase the magical bonus of a weapon by 1 point. This bonus applies to both hit and damage. For every round this harmonic is active, the Orator must spend 1 stamina point to maintain the increased magical bonus. The bonus is removed as soon as the Harmonic is no longer active. An Orator can never increase a weapon's enhancement to more than +5.

Destructive Effect: The Orator can decrease the magical bonus of a weapon by 1 point. This penalty applies to both hit and damage. For every round this harmonic is active, the Orator must spend 1 stamina point to maintain the decreased magical effect. The penalty is removed as soon as the Harmonic is no longer active. If the magical bonus of an item is reduced to zero the Orator may attempt to destroy it. The item would have to be made of a material for which the Orator knows a destructive frequency which results in the material's ruin. Additionally, the Orator must activate that Harmonic and will have the following probabilities of destroying it based on their level:

- Level 8-12: 5% chance of damaging magical items.
- Level 13-16: 30% chance of damaging magical items.
- Level 17-20: 60% chance of damaging magical items.
- Level 21+: 90% chance of damaging magical items.



Resonant Frequency, Magic Spell

Subtle Body Stamina Used: (1 pt / Spell Level) +/- (1 pt / Caster Level Difference)

Frequency: Inaudible (Ultrasonic)

Duration: Duration of spell to be affected

Area of Effect: Special

Saving Throw: None

The Orator is taught the principles of the arcane energies and can now affect magic spells.

Constructive Effect: The Orator can increase the range, area of effect, or the general efficacy of magic spells. The GM must decide the most appropriate effect for this harmonic given the situation and the particular spell being affected. Since magic is somewhat unpredictable, the GM might decide to roll to randomly determine what aspect of the spell is improved. This Harmonic uses 1pt Stamina / Level of Spell plus an additional point of stamina for every level that caster is above the Orator. The stamina cost is reduced 1 pt for every level that the caster is below the Orator. There is a minimum cost of 1 point to affect a spell, and the stamina cost is spread out over the duration of the spell. Orators use this ability most often when collaborating with mages.

Destructive Effect: The Orator can disrupt a magical spell and cause it to be ineffective. The effect of this Harmonic is the same as the

Spell Descriptions (Orator Harmonics)

Magic User spell, Dispel Magic. This Harmonic uses 1pt Stamina / Level of Spell. If the spellcaster is higher in level than the Orator, the Orator can choose to spend an additional point of stamina for each level they wish to increase their effective casting level up to equal level with the caster they are opposing. This, in effect, would equate to a dispel magic contest between casters of equal level. For example, an 10th level Orator is attempting to dispel a 4th level spell cast by a 20th level Wizard. They could choose to spend only 4 pts of stamina and the dispel magic would be as a contest between a 10th level magic user and a 20th level magic user on the dispel magic table. However, the Orator could choose to spend 14 points of stamina and then the contest would be as between two 20th level magic users on the dispel magic table.

Multi-Frequency Chanting (2-tone)

Starting at 8th Level, an Orator is able to chant at multiple frequencies simultaneously. They are able to direct the different frequencies in different directions or focus all of the sound streams in one direction. This can be used in a variety of ways. For Example, An Orator could slow an aggressor using a stun harmonic while simultaneously using the resonant frequency of rock to loosen the cave ceiling above them and have it come crashing down. In a direct offensive, an Orator could use this ability to combine the resonant frequencies of bone and flesh and inflict the damage of both to a humanoid creature. This ability cannot be used to double the strength of a single frequency. *Note: Once an Orator has achieved the ability to chant multiple frequencies at once, the player must be extra careful to tally all of the stamina point used for each power as they will be using their daily allotment of stamina more quickly.

Unforgettable Performance

This ability is the same as the Memorable Performance with a few modifications: The Orator now performs for larger audiences as their fame is growing. The gold multiplier for Unforgettable Performance is x100. For example, if the result of a d100 roll is 77 it is multiplied by x100 to yield 7700 gold pieces for the performance. This x100 multiplier also applies to the Orator's Charisma bonus gold. These GP amounts are for illustrative purposes, and the GM should adjust the wealth gained by this ability to suit their campaign scenario. In addition to earning the Orator more gold, an Unforgettable Performance has a chance of earning the performer followers. If the d100 roll which determines the gold yield exceeds 75, the Orator will enchant 1-10 members of the audience (0-level characters or creatures) and they will seek to win the favor of the Orator by offering services and companionship so that they may remain in their company.

Harmonic Level 9

Resonant Frequency, Gemstone

Subtle Body Stamina Used: 2 Points / Gem / Round

Frequency: Audible

Duration: As long as sustained

Area of Effect: 10ft diameter within line of sight

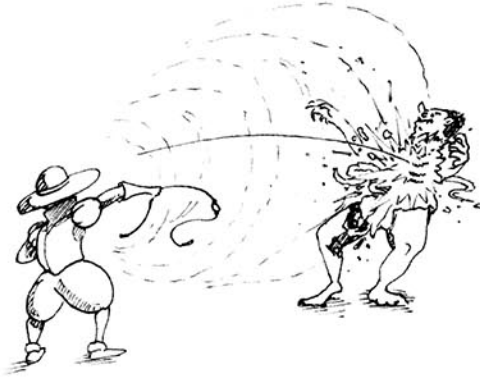
Saving Throw: None

Constructive Effect: As this harmonic is activated, a dazzling aura appears in a 10ft sphere around a precious gemstone. Anyone looking at the sphere must make a saving throw vs. paralyzation or be stunned for as long as the harmonic is active or until they make their saving throw. Saving throws are made at -1 for every point of CHA the Orator has above 17. This contest is repeated each round the Harmonic is active.

Destructive Effect: This harmonic sounds off as a deep boom coming from the Orator and causes a precious gemstone to explode

Spell Descriptions (Orator Harmonics)

violently. The gemstone will do 1D6+1 damage for every 100g.p. of value it would sell for on the open market. This affects all precious gemstones within a 10 cubic feet spheroid volume somewhere within the Orator's line of sight. Gemstones used in this manner are destroyed and worth nothing afterwards.



Resonant Frequency, Magical Enchantments (+2)

Subtle Body Stamina Used: 1 Point / Magical Bonus /Round
Frequency: Inaudible (Ultrasonic)
Duration: As long as sustained
Area of Effect: 1 Target
Saving Throw: None

The Orator is taught the principles of the arcane energies and can now affect magic enchantments by 2 points of magical effect.

Constructive Effect: The Orator can increase the magical bonus of a weapon by 2 points. This bonus applies to both hit and damage. For every round this harmonic is active, the Orator must spend 2 stamina point to maintain the increased magical bonus. The bonus is removed as soon as the Harmonic is no longer active. An Orator can never increase a weapon's enhancement to more than +5.

Destructive Effect: The Orator can decrease the magical bonus of a weapon by 2 points. This penalty applies to both hit and damage. For every round this harmonic is active, the Orator must spend 2 stamina points to maintain the decreased magical effect. The penalty is removed as soon as the Harmonic is no longer active. If the magical bonus of an item is reduce to zero the Orator may attempt to destroy it. The item would have to be made of a material for which the Orator knows a destructive frequency which results in the material's ruin. Additionally, the Orator must activate that Harmonic and will have the following probabilities of destroying it based on their level:

Level 8-12: 5% chance of damaging magical items.
Level 13-16: 30% chance of damaging magical items.
Level 17-20: 60% chance of damaging magical items.
Level 21+: 90% chance of damaging magical items.

Harmonic Level 10

Multi-Frequency Chanting (3-tone)

The Orator can now sustain up to 3 tones simultaneously. This ability cannot be used to compound the strength of a single frequency. *Note: Once an Orator has achieved the ability to chant multiple frequencies at once, the player must be extra careful to tally all of the stamina point used for each power as they will be using their daily allotment of stamina more quickly.

Resonant Frequency, Magical Enchantments (+3)

Subtle Body Stamina Used: 1 Point / Magical Bonus /Round

Spell Descriptions (Orator Harmonics)

Frequency: Inaudible (Ultrasonic)
Duration: As long as sustained
Area of Effect: 1 Target
Saving Throw: None

The Orator is taught the principles of the arcane energies and can now affect magic enchantments by 3 points of magical effect.

Constructive Effect: The Orator can increase the magical bonus of a weapon by 3 points. This bonus applies to both hit and damage. For every round this harmonic is active, the Orator must spend 3 stamina point to maintain the increased magical bonus. The bonus is removed as soon as the Harmonic is no longer active. An Orator can never increase a items enhancement to more than +5.

Destructive Effect: The Orator can decrease the magical bonus of a weapon by 3 points. This penalty applies to both hit and damage. For every round this harmonic is active, the Orator must spend 3 stamina points to maintain the decreased magical effect. The penalty is removed as soon as the Harmonic is no longer active. If the magical bonus of an item is reduce to zero the Orator may attempt to destroy it. The item would have to be made of a material for which the Orator knows a destructive frequency which results in the material's ruin. Additionally, the Orator must activate that Harmonic and will have the following probabilities of destroying it based on their level:

Level 8-12: 5% chance of damaging magical items.
Level 13-16: 30% chance of damaging magical items.
Level 17-20: 60% chance of damaging magical items.
Level 21+: 90% chance of damaging magical items.

Truth Harmonic

Subtle Body Stamina Used: 1 Point / Turn
Frequency: Audible (loudness of a faint wisper)
Duration: As long as sustained
Area of Effect: 1 Target
Saving Throw: None

The Orator emits a quiet but audible frequency which cancels out the all disingenuous language and energy. Only statements which a speaker believes are true will reach the Orator's ears. Only true light will reach the Orators eyes. They will not be fooled by glamours or illusions of any kind.

Harmonic Level 11

Multi-Frequency Chanting (4-tone)

The Orator can now sustain up to 4 tones simultaneously. This ability cannot be used to compound the strength of a single frequency. *Note: Once an Orator has achieved the ability to chant multiple frequencies at once, the player must be extra careful to tally all of the stamina point used for each power as they will be using their daily allotment of stamina more quickly.

Resonant Frequency, Magical Enchantments (+4)

Subtle Body Stamina Used: 1 Point / Magical Bonus /Round
Frequency: Inaudible (Ultrasonic)
Duration: As long as sustained
Area of Effect: 1 Target
Saving Throw: None

The Orator is taught the principles of the arcane energies and can now affect magic enchantments by 4 points of magical effect.

Constructive Effect: The Orator can increase the magical bonus of a

Spell Descriptions (Orator Harmonics)

weapon by 4 points. This bonus applies to both hit and damage. For every round this harmonic is active, the Orator must spend 4 stamina point to maintain the increased magical bonus. The bonus is removed as soon as the Harmonic is no longer active. An Orator can never increase a weapon's enhancement to more than +5.

Destructive Effect: The Orator can decrease the magical bonus of a weapon by 4 points. This penalty applies to both hit and damage. For every round this harmonic is active, the Orator must spend 4 stamina points to maintain the decreased magical effect. The penalty is removed as soon as the Harmonic is no longer active. If the magical bonus of an item is reduced to zero the Orator may attempt to destroy it. The item would have to be made of a material for which the Orator knows a destructive frequency which results in the material's ruin. Additionally, the Orator must activate that Harmonic and will have the following probabilities of destroying it based on their level:

- Level 8-12: 5% chance of damaging magical items.
- Level 13-16: 30% chance of damaging magical items.
- Level 17-20: 60% chance of damaging magical items.
- Level 21+: 90% chance of damaging magical items.

Weak Space Weaving Harmonic

Subtle Body Stamina Used: 5 Points/Activation +1 point for each additional person
Frequency: Audible
Duration: As long as sustained
Area of Effect: Single Target
Saving Throw: None

Constructive Effect: This Harmonic makes the distance between two points in space shorter relative to a single target character. From that character's perspective, the journey between those two points in space is reduced. The Orator is weaving and stitching space together in such a way that the traveler experiences continuous terrain, but they are really leaping from one point in space to another rapidly. The start, destination, and the target character must be specified prior to starting the Harmonic and the Orator must be familiar with the locations involved and must be within 10ft of the target character. A percentile roll will give the base percentage by which the journey is reduced. The Orator's Level + Charisma is added to the percentage by which the journey is reduced. For Example, an 11th Level Orator with A Charisma of 19 activates this Harmonic and rolls a 50% on Percentiles, so the journey between two designated points in space is reduced by 70%. A journey cannot be shortened by more than 100% (This result would make the destination appear one step in front of the target character). Those traveling with the target character experience the same shortening effect, but anyone who strays more than 10' in any direction from them will be outside the effect of the Harmonic. If the target character moves forward, onlookers will notice they will seem to vanish in 1d4 rounds. This harmonic is limited to a single plane of existence.

Destructive Effect: This Harmonic makes the distance between two points in space longer relative to a single target character. From that character's perspective, the journey between those two points in space is increased. The Orator is weaving and stitching space together in such a way that the traveler experiences what they believe to be a direct route, but they are really leaping from one point in space to another that is far off course. The start, destination, and the target character must be specified prior to starting the Harmonic and the Orator must be familiar with the locations involved and must be within sight of the target character. A percentile roll will give the base percentage by which the journey is increased. The Orator's Level + Charisma is added to the percentage by which the journey is

Spell Descriptions (Orator Harmonics)

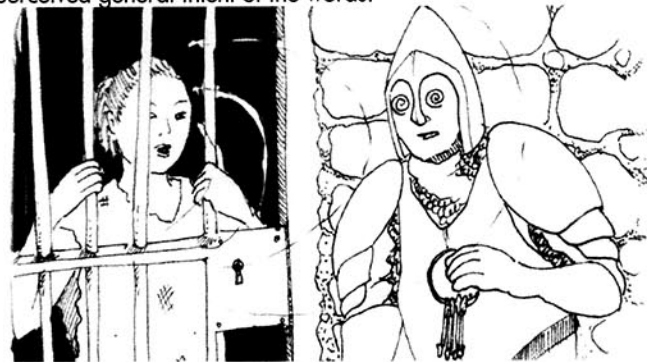
increased. For Example, an 11th Level Orator with A Charisma of 19 activates this Harmonic and rolls a 50% on Percentiles, so the journey between two designated points in space is increased by 70%. There is no upper limit on how long a journey can seem. Those traveling with the target character experience the same circuitous route, but anyone who strays more than 10' in any direction from them will be outside the effect of the Harmonic. If the target character moves forward, onlookers will notice they will seem to vanish in 1d4 rounds. This harmonic is limited to a single plane of existence.

Harmonic Level 12

Command Harmonic

Subtle Body Stamina Used: 1 Point/Level of affected character
Frequency: Audible (Spoken Words)
Duration: 1 round / point Orator CHA max
Area of Effect: 1 Target
Saving Throw: Vs. Paralyzation

The Orator can bend others to their will by speaking commands in a special tone. This harmonic only works on creatures who understand the language being spoken. The Orator must initially commit to spending a number of stamina points equal to the level of the character they are trying to control. If the target character saves versus paralyzation the battle for control of their mind continues, but if they fail, they must obey the command which they failed their save against. The amount they beat their paralyzation save by is the additional amount of stamina points the Orator must spend to battle for control. The target then has additional opportunities to save vs. Paralyzation. If they successfully save again, the Orator must spend additional stamina point equal to the amount they saved by. This process is assumed to take place over the course of a round and continues until a save is failed or the Orator is unable or unwilling to spend any more stamina points to maintain the contest. Once a target character is under the effects of a command harmonic, they will continue to do the bidding of the Orator for 1 round per Charisma point of the Orator. If the Command Harmonic had no specific instructions within the spoken words, the target will comply with their perceived general intent of the words.



Multi-Frequency Chanting (5-tone)

The Orator can now sustain up to 5 tones simultaneously. This ability cannot be used to compound the strength of a single frequency. *Note: Once an Orator has achieved the ability to chant multiple frequencies at once, the player must be extra careful to tally all of the stamina point used for each power as they will be using their daily allotment of stamina more quickly.

Phase Shift

Subtle Body Stamina Used: 4 Points/Round
Frequency: Audible
Duration: As long as sustained
Area of Effect: 1 Target

Spell Descriptions (Orator Harmonics)

Saving Throw: Save vs. Breath Weapon for unwilling targets

The Orator can adjust the certain aspects of a target character's presence to make them partially invulnerable. At the beginning of this harmonic, the Orator must choose a target character and one of three aspects of that character to make invulnerable: Psychic, Magic, or Physical. Psychic will nullify all psionic effects for the round, Magic will nullify all magical effects for the round, and Physical will nullify all physical effects for the round. The target of this harmonic also loses their ability to affect others within the domain of the Phase Shift. For example: The Orator sees that their Magic User ally is about to be targeted by a spell so she Phase Shifts him and makes him immune to magic attacks. The magic user cannot cast spells until the Phase shift is lifted. The range for this harmonic is 10 feet / LVL.

Resonant Frequency, Magical Enchantments (+5)

Subtle Body Stamina Used: 1 Point / Magical Bonus /Round

Frequency: Inaudible (Ultrasonic)

Duration: As long as sustained

Area of Effect: 1 Target

Saving Throw: None

The Orator is taught the principles of the arcane energies and can now affect magic enchantments by 5 points of magical effect.

Constructive Effect: The Orator can increase the magical bonus of a weapon by 5 points. This bonus applies to both hit and damage. For every round this harmonic is active, the Orator must spend 5 stamina points to maintain the increased magical bonus. The bonus is removed as soon as the Harmonic is no longer active.

Destructive Effect: The Orator can decrease the magical bonus of a weapon by 5 points. This penalty applies to both hit and damage. For every round this harmonic is active, the Orator must spend 5 stamina points to maintain the decreased magical effect. The penalty is removed as soon as the Harmonic is no longer active. If the magical bonus of an item is reduced to zero the Orator may attempt to destroy it. The item would have to be made of a material for which the Orator knows a destructive frequency which results in the material's ruin. Additionally, the Orator must activate that Harmonic and will have the following probabilities of destroying it based on their level:

- Level 8-12: 5% chance of damaging magical items.
- Level 13-16: 30% chance of damaging magical items.
- Level 17-20: 60% chance of damaging magical items.
- Level 21+: 60% chance of damaging magical items.

Harmonic Level 13

Multi-Frequency Chanting (6-tone)

The Orator can now sustain up to 6 tones simultaneously. This ability cannot be used to compound the strength of a single frequency. *Note: Once an Orator has achieved the ability to chant multiple frequencies at once, the player must be extra careful to tally all of the stamina point used for each power as they will be using their daily allotment of stamina more quickly.

Resonant Frequency, Diamond

Subtle Body Stamina Used: 3 Points/Round

Frequency: Audible (Shrill)

Duration: As long as sustained

Area of Effect: 10 cubic ft/LVL (Touching Diamond)

Saving Throw: None

Constructive Effect: Any object or character in contact with a dia-

Spell Descriptions (Orator Harmonics)

mond within the area of effect for this harmonic is imbued with the surface hardness of a diamond. The object is as normal except that it will behave as diamond with respect to its resistance to damage. This grants a +10 Armor class bonus for characters and quadruples structures' hit points. There are many other possible effects which the GM can determine based on the scenario.

Destructive Effect: Any object or character in contact with a diamond within the area of effect for this harmonic is put under enormous pressure. The pressure that created the diamond is exerted on a character or object which is in contact with it. This does 1D20 HP of DMG/ round per diamond to characters and 1D4 of DMG/ round per diamond to structures. The Orator can affect 1 diamond for every 5 levels of experience they possess. At the end of two rounds of continuous effect, this Harmonic will have destroyed the diamonds in the area of effect by turning them back into pure carbon.

Harmonic Level 14

Multi-Frequency Chanting (7-tone)

The Orator can now sustain up to 7 tones simultaneously. This ability cannot be used to compound the strength of a single frequency. *Note: Once an Orator has achieved the ability to chant multiple frequencies at once, the player must be extra careful to tally all of the stamina point used for each power as they will be using their daily allotment of stamina more quickly.

Weak Time Weaving Harmonic

Subtle Body Stamina Used: 1 Point/Time Unit

Frequency: Audible (Low Frequency)

Duration: Instantaneous

Area of Effect: Self

Saving Throw: None

The Orator can weave back through time at their current vantage point to see the events which have transpired there in the past. They must spend one stamina point for every time unit they wish to go back in time. Time units are as follows:

- 14th-16th Level: Time Unit = 24hrs
- 17th-19th Level: Time Unit = 1 month
- 20th Level + : Time Unit = 1 Year

The Orator may only observe the past and they may not interfere with it. Characters in the past are unaware that someone from the future is watching them. To anyone viewing the Orator performing this harmonic in the present time, the chanting only seems to last for few seconds, however the Orator can experience many years of events within this time.

Harmonic Level 15

Multi-Frequency Chanting (8-tone)

The Orator can now sustain up to 8 tones simultaneously. This ability cannot be used to compound the strength of a single frequency. *Note: Once an Orator has achieved the ability to chant multiple frequencies at once, the player must be extra careful to tally all of the stamina point used for each power as they will be using their daily allotment of stamina more quickly.

Resonant Frequency, Mithril

Subtle Body Stamina Used: 10 Points/Round

Frequency: Inaudible

Duration: As long as sustained

Area of Effect: 10 cubic feet

Saving Throw: None

Spell Descriptions (Orator Harmonics)

Constructive Effect: The Orator can turn Platinum into Mithril. This process takes one round and has a range of 10ft/LVL.

Destructive Effect: Mithril objects within this area of effect melt like wax. They become flimsy, droop, then puddle over the course of a round. Once the harmonic is released, the mithril regains its original characteristics. This can be used to reshape mithril objects or foil an attacker who is using mithril equipment. *Note, in order to affect mithril which is enchanted, the Orator must first successfully suppress its enchantment.

Resonant Frequency, Positive Energy

Subtle Body Stamina Used: 2 Points/Hit Die of summoned being
Frequency: Audible
Duration: Special
Area of Effect: Special
Saving Throw: Special

Constructive Effect: The Orator can summon a creature associated with the plane of positive energy. The creature that answers this Harmonic song will be good aligned, and will be of the appropriate strength for the amount of stamina which was put into the Harmonic. It takes 1D10 rounds for the creature to arrive and they will stay until a given task has been completed. If there are no appropriate creatures nearby, an extraplanar creature of the GM's choosing will answer the summons. The stamina cost to summon a creature is 2 pts per hit die. Thus a 3 hit die creature would cost 6 stamina points or a 8 hit die creature would cost 16 points. For example, an Orator decides to spend 14 stamina points to summon a powerful extraplanar creature (7 hit die : $7 \times 2 = 14$ stamina points). After 6 rounds, a Movanic Deva answers the summons, traveling through the planes to heed the harmonic song of positive energy.

Destructive Effect: A creature associated with the plane of positive energy is banished from the presence of the Orator. If the creature does not wish to go, the GM may roll a D20 under their number of hit dice and compare the result with a CHA check from the Orator. If the Orator rolls under their Charisma by more than the creature rolls under its hit dice, the creature has no choice but to flee. The GM must decide the efficacy of this harmonic on a case to case basis. In general, the more good a creature is, the more it is associated with the plane of positive energy, and the more likely this Harmonic will affect it. The stamina cost to banish a creature is 2 pts per hit die

Harmonic Level 16

Multi-Frequency Chanting (9-tone)

The Orator can now sustain up to 9 tones simultaneously. This ability cannot be used to compound the strength of a single frequency. *Note: Once an Orator has achieved the ability to chant multiple frequencies at once, the player must be extra careful to tally all of the stamina point used for each power as they will be using their daily allotment of stamina more quickly.

Resonant Frequency, Adamantite

Subtle Body Stamina Used: 1 Point/Round
Frequency: Inaudible to most humanoids. Audible to dogs, cats, and those creatures with improved hearing.
Duration: As long as sustained
Area of Effect: 10 cubic feet
Saving Throw: None

Constructive Effect: The Orator can turn Silver into Adamantite. This process takes one round and has a range of 10ft/LVL.

Spell Descriptions (Orator Harmonics)

Destructive Effect: Adamantite objects within this area of effect start to dissolve into a fine powder. This process takes 1 turn (10 rounds) and every round which passes causes 1/10th of the Adamantites total volume to disintegrate into a metallic sand. *Note, in order to affect adamantite which is enchanted, the Orator must first successfully suppress its enchantment.

Resonant Frequency, Negative Energy

Subtle Body Stamina Used: 2 Point/Hit Die of summoned being
Frequency: Audible
Duration: Special
Area of Effect: Special
Saving Throw: Special

Constructive Effect: The Orator can summon a creature associated with the plane of negative energy. The creature that answers this Harmonic song will be evil aligned, and will be of the appropriate strength for the amount of stamina which was put into the Harmonic. It takes 1D10 rounds for the creature to arrive and they will stay until a given task has been completed. If there are no appropriate creatures nearby, an extraplanar creature of the GM's choosing will answer the summons. The stamina cost to summon a creature is 2 pts per hit die. Thus a 3 hit die creature would cost 6 stamina points or a 8 hit die creature would cost 16 points. For example, an Orator decides to spend 14 stamina points to summon a powerful extraplanar creature (7 hit die : $7 \times 2 = 14$ stamina points). After 6 rounds, a 7 hit die Shade answers the summons, traveling through the planes to heed the harmonic song of negative energy. The song is highly disturbing, and anyone hearing it will be ill at ease.

Destructive Effect: A creature associated with the plane of negative energy is banished from the presence of the Orator. If the creature does not wish to go, the GM may roll a D20 under their number of hit dice and compare the result with a CHA check from the Orator. If the Orator rolls under their Charisma by more than the creature rolls under its hit dice, the creature has no choice but to flee. The GM must decide the efficacy of this harmonic on a case to case basis. In general, the more evil a creature is, the more it is associated with the plane of negative energy, and the more likely this Harmonic will affect it. The stamina cost to banish a creature is 2 pts per hit die

Harmonic Level 17

Life Changing Performance

This ability is the same as the Unforgettable Performance with a few modifications: The Orator now performs for larger audiences as their fame is growing. The gold multiplier for Life Changing Performance is $\times 1000$ gp. For example, if the result of a d100 roll is 77 it is multiplied by $\times 1000$ to yield 77,000 gold pieces for the performance. This $\times 1000$ multiplier also applies to the Orator's Charisma bonus gold. In addition to earning the Orator more gold, a Life Changing Performance has a chance of earning the performer followers. If the d100 roll which determines the gold yield exceeds 75, the Orator will enchant 1-100 members of the audience. 0 through 5th level characters are enthralled and will serve the Orator when in their presence and for a number days after leaving their presence equal to the Orator's Charisma. Characters higher than 5th level are entitled to a saving throw vs. paralyzation to resist the Orator's charms. All enthralled characters will seek to win the favor of the Orator by offering services and companionship so that they may remain in their company.

Linguistic Mastery

Starting at 17th level, the Master Orator has learned the commonalities of sufficient tongues, such that they can understand any language. This is also due, in part, to the Master Orator's ability to read

Spell Descriptions (Orator Harmonics)

the indications of meaning in other beings' subtle bodies. A person's intention is interpreted partly through subtleties in their raw energy which most cannot detect. In addition, a Master Orator can begin speaking any language after hearing it for only a short while:

Time hearing a language being spoken before being able to speak it fluently with linguistic mastery:

INT=15/16: 1D4 Days
INT=17: 1D4 -1 days (Min 1)
INT=18: 1 D4 Hours
INT=19: 1 D4 -1 Hours (Min 1)
INT=20+= 1 D4 Turns

Mass Destruction Harmonic

Subtle Body Stamina Used: 1 Point/10 cubic feet of effect / Round
Frequency: Audible (Deafening)
Duration: As long as sustained
Area of Effect: 10 cubic feet / Stamina Point Spent
Saving Throw: vs. Breath Weapon for half damage

All matter within this Harmonic's area of effect (10 cubic feet per stamina point spent) is atomized. All characters within the area of effect take 1D6/LVL damage + 1pt DMG per point of Orator Charisma/ Round. A successful save vs. breath weapon will reduce the damage taken by half. Normal items must make a save at -4 or be immediately atomized. Magic items are will not be destroyed unless the Orator has nullified their magic effects. It also does 1 point of structural damage per point of Orator CHA to nearby structures. The range is 10' /level.



Silent Chanting

The Orator now performs the purest form of Harmonics. They call out with their subtle bodies on other planes of existence and do not need to make any sound on the prime material. However, they can still choose whether or not a harmonic is audible on the prime material. Silence spells will no longer stop an Orator from using their harmonics once they have achieved this mastery.

Harmonic Level 18

Resonant Frequency, Soul

Subtle Body Stamina Used: 1 Point/Level of Character being affected
Frequency: Inaudible
Duration: As long as sustained
Area of Effect: 1 Target with Levels or 1D20 0 Level Targets
Saving Throw: Special

Spell Descriptions (Orator Harmonics)

Constructive Effect: The Orator can permanently shift the alignment of a target character or creature from Evil to Good. The base stamina cost to do this is 1 point / Level of the target character (minimum 1). The target character saves by rolling a D20 underneath their Intelligence. If the target fails this save, their alignment is changed from evil to good and they will behave accordingly. If they make the save, the Orator must spend an additional stamina point per point which they saved by in order to remain in the contest for their soul. After this the contest will begin again at the beginning of the next round. There is a 1% cumulative chance that the use of this power angers the gods and causes them to send powerful agents to destroy the Orator. This chance grows by 1% every time the power is used.

Destructive Effect: The Orator can permanently shift the alignment of a target character or creature from Good to Evil. The base stamina cost to do this is 1 point / Level of the target character (minimum 1). The target character saves by rolling a D20 underneath their Intelligence. If the target fails this save, their alignment is changed from Good to Evil and they will behave accordingly. If they make the save, the Orator must spend an additional stamina point per point which they saved by in order to remain in the contest for their soul. After this, the Orator gets one additional chance at dominating the target in the same round. There is a 1% cumulative chance that the use of this power angers the gods and causes them to send powerful agents to destroy the Orator. This chance grows by 1% every time the power is used.

Harmonic Level 19

Strong Space Weaving Harmonic

Subtle Body Stamina Used: 1 Point / # of dimensions traversed x Number of travelers
Frequency: Audible (High Pitch)
Duration: Instantaneous
Area of Effect: Special
Saving Throw: Vs. Breath Weapon

The Master Orator can planeshift themselves and their companions. The number of stamina points used depends on the number of planes between the starting plane and the destination plane through which one would travel using standard methods. i.e. If there were three travelers which wanted to go from the ninth circle of hell to the astral plane, they would normally have to travel through the other 8 hells. The stamina cost for one person to travel this distance instantaneously would be 8 (8 planes of hell) if you have three travelers it would be x 3 (3 travelers) = 24 Stamina Points. The Orator can also send unwilling creatures to other planes, but they can save vs. breath weapon to avoid unwanted teleportation. This Harmonic can also function as a perfect teleportation spell with a stamina cost of the number of travelers being teleported. Fellow travelers must be within 10 feet of the Orator when the harmonic is initiated.

Harmonic Level 20

Resonant Frequency, Life

Subtle Body Stamina Used: 1 Point/Level of Character Affected
Frequency: Inaudible
Duration: As long as sustained
Area of Effect: 1 Target with Levels or 1D20 0 Level Targets
Saving Throw: Vs. Breath Weapon

Constructive Effect: The Orator restores life to the recently deceased. Anyone who has died within the last 24 hrs can be brought back to life with this Harmonic. The cost for this Harmonic is 1 stamina point per Level of the Character they are restoring. If the Orator does not have enough stamina points left to bring them back to their full

Spell Descriptions (Orator Harmonics)

strength, they may opt to spend some stamina points to restore their life. The target character will be revived up to a level equivalent to the amount of stamina points the Orator spent when restoring them. Any remaining levels will return to them at a rate of 1 per week. The range for this harmonic is 10 feet.

Destructive Effect: The Orator can instantly kill a target by ripping the life force from them and leaving their body an empty shell. The base stamina cost for this harmonic is 1 Stamina point / Level of the Target creature. A successful save vs. breath weapon preserves the target creature's life but deals 1d6 per stamina point spent.

Harmonic Level 21

Binding (Strong Command Harmonic)

Subtle Body Stamina Used: 1 Point/Hit Die
Frequency: Inaudible
Duration: 1 round / Charisma Point
Area of Effect: Line of sight
Saving Throw: Special

The Orator can bind their Stamina points in creature hit dice to their will. This works on intelligent and non-intelligent creatures. Creatures of average intelligence or higher get a saving throw by rolling a D20 under their Intelligence. If they make their INT check by more than the Orator makes their CHA check, then they are not under the effect of this binding. Once bound, the creatures must do everything the Orator commands.

Harmonic Level 22

Divine Performance

Subtle Body Stamina Used: full allotment of daily points on the day of the performance.
Duration: Special
Area of Effect: Special
Saving Throw: Special

A Grand Master Nightingale has honed his/her craft to perfection and can now perform for the delight of deities. The Orator calls through the planes with a divine summoning chant and 1-6 Gods will sit audience to the performance. The venue for the performance need not be physical as the Master Orator can now call through the different dimensions to affect deities on their home planes. The performance takes one full day (24hrs) to complete on the prime material (the perceived time will vary depending on what planes and which Gods the Orator contacted in the performance). Percentile dice determine the Gods' reaction to the performance:

51-99 (Wish Granted as per the Wish spell with no ill effects)
41-50 (One of a Kind Magic Artifact Gifted)
20-40 (Limited Wish Granted as per the Limited Wish spell with no ill effects)
02-19 (Performance Ignored)
01 (Orator Cursed for a perceived insult)
00 (Orator Killed for a perceived insult)

Harmonic Level 23

Strong Time Weaving Harmonic

Subtle Body Stamina Used: 1pt/ Hour traveled back in time
Duration: Instantaneous
Area of Effect: Self
Saving Throw: None

A Supreme Intoner has the ability to travel back in time in their cur-

Spell Descriptions (Orator Harmonics)

rent location. For each hour they travel back, they must spend 1 Stamina point. Once they reach their desired time, they stay there and can affect events in the past. If any paradoxes are created in their tampering with the past i.e. (they get their past self killed), they will return to the moment in which they originally activated the harmonic. The GM must decide what constitutes a time paradox within the context of their game. Touching their past self causes the future body to merge with the past body. The past Orator will then have knowledge and abilities of the future Orator, but the rest of the party will return to their past selves. The GM will detail the effects of this powerful harmonic.

Harmonic Level 24

Center

Subtle Body Stamina Used: Full Daily Allotment of Stamina
Frequency: Inaudible
Duration: As long as sustained
Area of Effect: Self
Saving Throw: None

The Cosmic Chanter can travel to a vantage point in the center of the planes at which they can generally see everything which is going on in the multiverse. When centered, the Orator can see only vague trends in each particular plane, but they can sometimes be shown details of important events. Vague impressions are things like whether a plane is generally at peace or war, whether it is mostly vital or dead, etc. Detailed are things such as where a specific enemy is, what is going on in the privacy of the king's quarters, etc. A roll of percentile dice determines what an Orator can see while centered:

95-100 = Everything in perfect detail (Major Deity-like awareness)
75-94 = Most things vaguely with an important detailed event revealed (Minor Deity-like awareness)
10-74 = Vague impressions of the entire multiverse.
01-9 = Gods cast the Orator out of the Center

It takes 24 hours for an Orator to regain their stamina once coming out of a centering. They will return to the place where they first activated the harmonic and 1D100 days will have passed while they were gone.

Harmonic Level 25

Dissolution

Subtle Body Stamina Used: Full Daily Allotment of Stamina
Frequency: Inaudible
Duration: 1 Turn
Area of Effect: Self
Saving Throw: None

The Singer of Ultimate Truths can dissolve within the prime frequency. They can be somewhere, everywhere, and nowhere as they choose. Dissolution is the unification of the Master Orator and the whole of existence. When not in physical form they are in a state which is qualitatively similar to the above Center Harmonic, peacefully observing the affairs of the multiverse. In this state, they are immortal. If however, they choose to take physical form, they again become mortal. They can manifest anywhere in the multiverse when exiting a Dissolution, but they will be weak for up to 2d12 hours. They return to full strength after this 2d12 hour period. This Harmonic takes 1 turn to activate.

Magic Items

D20 roll:

- 01-02 Armor
- 03 Shield
- 04-06 Miscellaneous Magic
- 07-09 Miscellaneous Weapons
- 10-13 Potions
- 14 Rings
- 15 Rod Staves and Wands
- 16-18 Scrolls
- 19-20 Swords

Armor

D20 Roll

- 01 Blood Armor
- 02 Armor of Deflection
- 03-04 Diver's Chain
- 05-06 Dragon Scale Armor
- 07 Dwarven Wedge Armor
- 08-09 Emerald Plate
- 10 Gore
- 11-12 Lion's Armor
- 13-14 Armor of Repair
- 15 Armor of Sacrifice
- 16 Armor of Shadow
- 17 Suit of the Blob
- 18-19 Traveler's Armor
- 20 Wraith Vapor Armor

Shields

D100 Roll:

- 01-04 Buckler of Sticking
- 05-10 Shield Of the Anvil
- 11-15 Shield Of Alertness
- 16-20 Shield of the Banshee
- 21-25 Shield of Blade Shattering
- 26-30 Shield Of Comfort
- 31-35 Shield Of Concealment
- 36-40 Shield Of the Dragon
- 41-45 Shield of Flame Protection
- 46-50 Shield Of the Flying Blade
- 51-52 Shield The Last Stand
- 53-60 Shield Of Light
- 61-65 Shield Of the March
- 66-70 Shield of Missile Defense
- 71-75 Shield Of the Ram
- 76-80 Shield Of the Raft
- 81 Sheild of Spell Reflection
- 82-87 Shield of the Returning Arrow
- 88-90 Shield of the Siege Lords
- 91-95 Shield of Sliding
- 96-97 Shield of Transparency
- 98 Shield of Twirling Blades
- 99-00 Shield Of the Watch

Miscellaneous Magic

D100 Roll:

- 01 Anvil of Torim
- 02 Art of Defence
- 03-04 The Battle Horn Rangkoff the Mighty
- 05-06 Boots of Deadly Riposte
- 07-08 Boots of the Mule
- 9 Boots of the Old Assassins
- 10 Boots of the Planeswalkers
- 11-12 Boots of Waterwalking
- 13 Boots of Windwalk
- 14 Bronze Monkey of Al-Kadiz
- 15 Cape of the Sleeping Serpent
- 16 Cape of the Wind
- 17 Caravan of Kingly Comfort
- 18 Catapult of the Siege Lords
- 19 Cauldron of Souls
- 20 Choker of the Maestri
- 21 Circlet of Casting Prowess
- 22 Circlet of Concentration
- 23 Cloak of the Beserk
- 24 Cloak of the Old Assassins
- 25 Cloak of the Bounty Hunter
- 26 Death Dealer Helm
- 27-28 Decanter of Good Wine
- 29-30 Dwarven Lockpicks
- 31-32 Ever-Burning Log
- 33-34 Everlight Tinderbox
- 35 Folgmid's Momentus Discus
- 36 Folgmid's Notebook
- 37-38 Gavorsek's Stilts
- 39-40 Girdle of the Bear
- 41-42 Gloves of Hand Slight
- 43-44 Gloves of Healing
- 45 Gloves of Intention
- 46 Gloves of Martial Preeminence
- 47 Gnomish builder's cask
- 48 Gnomish Chest
- 49 Golem Armor
- 50-51 Helm of Alertness
- 52-53 Helm of Awareness
- 54-55 Helm of the Cat
- 56 Helm of Eyes
- 57 Helm of Farsight
- 58 Helm of Fortress Mind
- 59 Helm of Mental Agility
- 60 Helm of the Ram
- 61-62 Helm of the Stag
- 63 Helm of Vigilance
- 64 Helm of Vision
- 65-66 Horseshoes of the Cavalier
- 67 Hyrod's Fortress
- 68 Innek's Arm
- 69 Innek's Cannon
- 70 Innek's Hand
- 71 Innek's Suit
- 72 Innek's War Machine
- 73-74 Jorum's Jaw
- 75 Malluk's Iron Hound
- 76 Mask of the Bounty Hunter
- 77 Mask of Infinite Disguises
- 78 Mask of the Insect Lord
- 79 Mask of the Old Assassins
- 80 Parasol of the Winds

Magic Items (Random Determination)

81	Sapping Worm of the Siege Lords
82	Scribe Pen
83	Seeds of the First Trees
84	Spool of Mending
85	Shoes of the Horseman
86	Stone Horse
87-88	Traveler's Boots
89-90	Traveler's Comb
91-92	Traveler's Hammock
93-94	Traveler's Notebook
95	Traveler's Plate
96	Traveler's Spoon
97	Traveler's Tent
98	Tome of Efficient Spell Casting
99	Way of the White Fang
100	Yerzak's Silken Armor

Miscellaneous Weapons

D8 Roll:

1	axes
2	bows/crossbows
3	daggers/knives
4	blunt weapons
5	polearms
6	exotic
7-8	arrows

Axes

1

D8 Roll:

1	Axe of Chopping
2	Hand Axe of Doubling
3	Dwarven Giant Slayer
4-5	Great Axe
6	Axe of the Masochist
7	Mercy
8	Metamorphosis

Bows/CrossBows

2

D6 Roll:

1	Bow of Colors
2	Bow of Ever Striking
3	Bow of the Field
4	Crossbow of the Mile
5	Bow of the Old Assassins
6	Bow of Slicing

Daggers/Knives

3

D6 Roll:

1	Creeper
2	Dagger of Explosions
3	Dagger of the Old Assassins
4	Hawks Daggers
5	Seeker
6	Stone Cutters Knife

Magic Items (Random Determination)

Blunt Weapons

4

D8 Roll::

1	Battle Mace
2	Bone Crusher Mace
3	Mace of Healing
4	Sling Bullets
5	Bullets of Distance
6	Havord's Bullets
7	Sling Bullet of the End
8	Sling Bullets of True Striking

Spears/Polearms:

5

D10 Roll:

1	Spear of the Defender
2	Drydirk
3	Spear of the Hunt
4	Spear of Hurling
5	Halberd of Sweeping
6	Knight's Lance
7	Longreach
8	Spear of Penetration
9	Terrible Two
10	Spear of Twirling Blades

Exotic

6

D3 Roll:

1	Caltrops of the Old Assassins
2	Cesti
3	Chain Whip

Arrows

7-8

D100 Roll:

01	Armageddon
02-06	Armor piercing
07-08	Backstab
09-12	Bone Shattering
13	Arrows of the Bounty Hunter
14	Arrows of the Swarm
15-18	Of Daylight
19-22	Distance
23-26	Of Doubling
27	Earth Shaker
28	Eye Biter
29	Firestorm
30-34	Of Fog
35-38	Hornet's Nest
39	Lightning Strike
40-43	Of the Line
44-46	The Net
47	Arrows of the Old Assassins
48-54	Piercing
55-60	Plant Kill
61-65	Of Rallying
66-70	The Ram

Magic Items (Random Determination)

71-74	Screaming
75	Seeking
76-77	Arrows the Siege Lords
78-83	Of Silence
84-86	Of the Spider
87-90	Of Striking
91-95	True Aim
96-98	Tunneling
99	Arrow of Turlin
00	Of the Wrath

Potions

D20 Roll:

1-2	Of Accelerated Learning
3	Of Buoyancy
4	Potion of the Bezerk
5	Disruption
6	Of Distance Running
7	Of Doom
8	Oil of Ever Burning
9	Explosions
10	Potion of Freshening
11	Of the Fleet Foot
12	Of Floating
13	Great Water
14	Herbs of the Old Assassins
15	Oil of Immunity
16	Of Nullification
17	Potion of the Roach
18-19	Sustenance
20	Potion of the War Gods

Rings

D100 Roll:

01-02	Ring of Absorption
03-06	Ring of Armor
07-10	Ring of the Attack
11-15	Ring of Attraction
16	Ring of Augmentation
17-25	Ring of the Blade
26-30	Ring of Bouncing
31-35	Rings of Calling
36	Ring of Casting Prowess
37-40	Ring of Form Change
41-44	Ring of Coveting
45-46	Ring of Deflection
47	Dragon Rings
48-57	Ring of Healing
58-63	Ring of Gender
64-70	Ring of Grace
71	Ring of Life Drain
72-78	Ring of Melancholy
79	Ring of the Old Assassins
80-85	Ring of Occupation
86-90	Ring of Race
91-92	Ring of Saintly Power
93-95	Ring of the Shield
96-98	Ring of Transfiguration
99-00	Ring of Youthful Countenance

Magic Items (Random Determination)

Rods Staves and Wands

D100 Roll:

01	Staff of Augmentation
02-10	Staff of The Bard
11-15	Wand of Banishing
16-20	Staff of the Bridge
21-24	Staff Of Calling
23-26	Wand of Channeling
27-31	Staff of Comfort
32-35	Staff of Corrupt Animal
36-40	Staff of Deflection
41-44	Wand of Discomfort
45-50	Dowser Wand
51	Earthquake Staff
52-57	Rod of Erasure
58-60	Wand of Glue
61-64	Rod of Infestation
65-70	Staff of The Oar
71-75	Staff of the Ram
76-80	Wand of Recollection
81-90	Rod of Securing
91-94	Wand of Spoiling
95-96	Staff of Summoning
97-98	Rod of the Sword
99-00	Staff of Vaulting

Scrolls

2D20 Roll:

2	Armageddon
3-4	Of the Bat
5-10	Battle Rally
11-12	Desertification
13	Dragon Summoning
14-15	Forestation
16-17	Oasis
18-20	Of the Path
21	Peace Accord
22-24	Restoration
25-26	Snowfall
27	Stalwart Companion
28	Strong Hold
29	Summon The Beast Within
30-31	Of the Swarm
32-33	Swamp
34-35	Terrible Storm
36-37	Torrential Rain
38	Undead Slaying
39	Undead Summoning
40	Whipping Wind

Swords

D100 Roll:

01-02	Beheading Sword
03	Blade of Black
04-05	Bladestorm
06-10	Brimstone
11-15	Sword of Celestial Geometries
16-20	Citybane
21-24	Cutlass of The Way
25-30	Dwarven Goblin Bane

Magic Items (Random Determination)

31-35	Sword of the Frontline
36-40	Harken Divinity
41-42	Sword of Irrevocable Blackness
43-47	Sword of the Light
48-51	Sword of Mighty Hewing
52-57	Orcish Blood Sword
58-62	Sword of the Path
63-70	Rapier of Repost
71-75	Scimitar of the Twins
76-80	Sea Maiden
81-84	Skysplitter
86-90	Sword of Shadows
91-95	The Stout Defender
96-00	Sword of Tirelessness

Armor

Blood Armor

This red tinted plate mail will detect evil if the spell is cast upon it. For any Neutral aligned character that dons the armor, it will only behave as a suit of +3 plate mail. Good aligned characters that don the armor will take 1 point of damage a turn until it is removed. Only a character of evil alignment will gain the full benefits of the Blood Armor. While being worn by an evil character the armor is +3 as above unless they have slain a intelligent being that day, then the bonus raises to +4 protection. If the wearer of the blood armor has slain 5 or more intelligent creatures that day, the bonus raises to +5. These additional bonuses will last for a 24 hour period. In addition, for every 5 intelligent beings slain, the wearer gains +1 to their strength stat up to a max of 25 strength. These bonuses to strength last for 24 hours.

Armor of Deflection

This is a finely crafted but plain looking suit of full plate mail. The armor is +2 to the wearer's AC but will add an additional +6 to the armor class of the wearer (+8 total) vs. all missile based attacks such as arrows, thrown hammers or giant-hurled missiles.

Diver's Chain

This is a finely wrought suit of chainmail that is 1/2 the normal weight and encumbrance of regular chain mail. Equivalent to a suit of chainmail +3 the true power of the suit is only revealed when in water. The wearer can breathe underwater for an unlimited duration and have normal full movement as if in normal clothing while submerged.

Dragonscale Armor

This is a very rare armor that has been fashioned from the hides of dragons. Each type of dragon scale armor will grant the user immunity to various attacks depending upon the color of the armor. Roll on a chart as follows:

D100 roll	
01-20	Red
21-40	Green
41-60	Blue
61-80	White
81-00	Black

Red suits are immune to fire, Green immune to poison gas, Blue immune to lightning, White is immune to cold based attacks and Black Dragonscale armor makes the wearer immune to acid. In addition, each will have a magical bonus to AC as follows:

D100 roll:

Magic Items (Armor)

01-50	+1
51-75	+2
76-85	+3
86-95	+4
96-00	+5

Dwarven Wedge Armor

Only found in dwarf size, this magic full plate was made for fierce dwarven warriors that were to be at the center of a charge. Each suit can reduce the damage off a given melee or missile attack and confer the following AC bonus:

roll %	AC +	Damage Reduction
01-50	+3	1 point
51-75	+4	2 points
76-100	+5	3 points

The reduction works for all individual attacks in melee and missile combat only, it does not reduce damage from spells.

Emerald Plate

A green tinted suit of plate mail or full plate armor. This suit will deflect all magical attacks on a roll of a 1 or 2 on a D6. Each attack must be rolled for separately such as magic missile for each missile or once for a fireball spell for example. Roll as follows to see what version of Emerald Plate is found.

% roll	type
01-10	Plate Mail +1
11-20	Plate Mail +2
21-30	Plate Mail +3
31-40	Plate Mail +4
41-50	Plate Mail +5
51-60	Full Plate +1
61-70	Full Plate +2
71-80	Full Plate +3
81-90	Full Plate +4
91-00	Full Plate +5

Gore

Gore is +2 Finely wrought red enameled full plate fashioned to appear as skeletal muscle tissue. Damage given to the wearer feeds this armor's power. Every 10 hit points of damage the wearer sustains increases their strength by 1. Every day this bonus is wiped away and will start from over. The bonus that can be received from Gore armor is limited to +5.



Lion's Armor

A gold colored suit of +3 full plate made to look like a lion. Upon command, a set of "claws" will spring forth from the forearms of the armor. These claws are +3 weapons and deliver 1-8 points of damage. The wearer must use a weapon proficiency slot to use the claws properly, if they do so they gain 2 claw attacks a round or 1 additional attack if they already possess more than one attack a round.



Armor of Repair

The magical suit of plate mail will look well used but not have a single dent or spot of rust on it when encountered. The Armor of repair will mend all damage and shed rust every 24 hours. It makes all saving throws at an additional +5, this bonus confers to the wearer. The armor of repair is +2 plate mail in all other respects.

Armor of Sacrifice

This is very ornate plate mail that is +2 magical plate. The wearer can opt to sacrifice 2 HP to the armor. Up to 10 hp a round can be sacrificed. For every 2 hp sacrificed, the user gains +1 to hit and damage for the round. If the character misses their attack or does not use the bonuses, they are lost at the end of the round.

Armor of Shadow

This grey suit of leather armor confers a +3 bonus to Armor Class to the wearer. In addition, they can hide in shadows equivalent to a thief of 9th level (60%). If the character that dons this armor is a thief or any of the thief sub classes, they gain a + 35% bonus to their skill.

Suit of the Blob

When discovered, the suit will look like a large 8-10 foot tall doughy humanoid shape. The Suit will be a transparent red, blue, or green in color. Once the command word is discovered, the user can allow the suit to envelope the wearer. Once inside the suit the user can walk, climb, use weapons etc, the suit mimicking the movements of the wearer. The suit cannot manipulate small weapons or things like bows, crossbows etc, it can use most one and two handed melee weapons. The wearer of the suit has the following powers/advantages:

Makes all saves vs. poisons and gas attacks at +5

Any weapons that are below 3 feet long will not penetrate the suit, they simply lack the reach. Things like arrows, thrown hand axes etc will get stuck in the suit, their energy dissipated by the suits special properties. Any weapon long enough to penetrate the suit will only deliver 1/2 damage. Striking the suit is easy it has an AC of 10, to

hit the wearer one must still make a normal to hit roll vs their armor class. The suit typically cannot be damaged by melee or missile weapons.

The suit can be sticky, allowing the user to climb wall as a thief of 9th level or +20 % if a thief class.

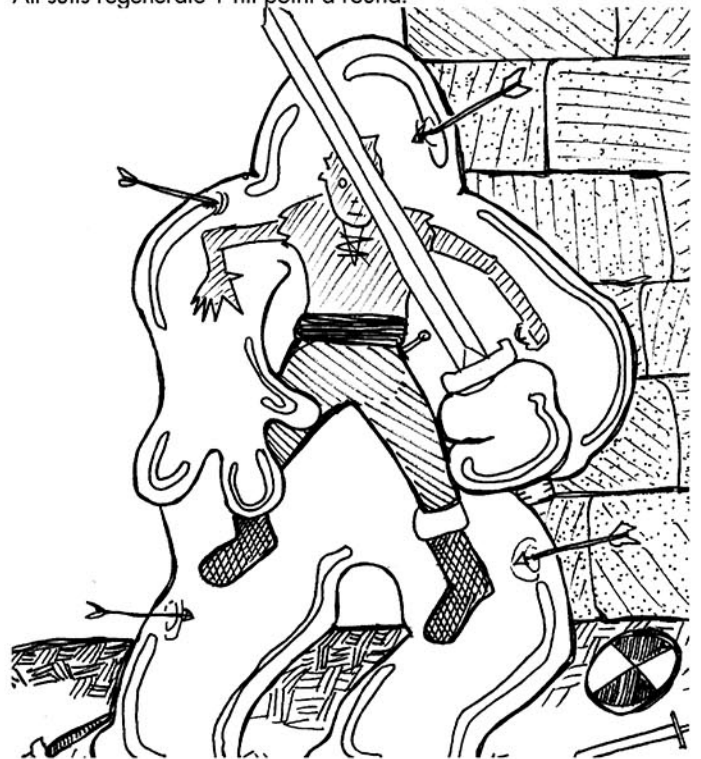
The suit will repel any magic attack that delivers less than 10 points of damage. Spells like magic missile, each missile is counted against the suit, are totally ineffectual. Large area effect spells will damage the suit. The suit can take 100 points of damage from fire or electricity before it melts off. Any attack that does more than 10 points of damage will get all it's normal damage through.

The suit is susceptible to fire. If it catches fire it will burn for 2d6 of damage to the suit and 1d6 to the wearer. If it takes 100 points of damage from fire or lightning, it will melt causing 6-60 points of damage to the user (no save).

Any lightning or fire attack that strikes the suit forces it to make a saving throw vs. spell. A failed save means it will begin to burn as above.

Any cold based attack causes the user to be under the effects of a slow spell. A dispel magic spell cast upon the suit will freeze it in place for 1-4 rounds.

All suits regenerate 1 hit point a round.



Each color suit also has a special power. To determine the color of a given suit roll on the following chart:

D100 roll	Color
01-50	Red
51-90	Blue
91-00	Green

Red suits can stretch themselves and create a pseudopod that will strike for 1-8 points of damage. This is in addition to the user's nor-

mal attack routine.

Blue Suits can store magical energy and shoot it back at a given target. For every 15 points of spell damage taken, they can fire back a magical energy bolt for 1d6 points of damage. The user must make a to-hit roll. Energy lasts for 24 hours before dissipating if not used.

Green Suits can emit a cloud of poison gas equivalent to the Cloud Kill spell. This can be done once a day.

Traveler's Armor

This appears to look like a rugged suit of clothing for work or traveling. Once worn however the Traveler's Armor will behave as rolled in regards to base armor class.

% roll	protects as:
01-10	chainmail
11-20	banded mail
21-30	plate mail
31-40	full plate
41-50	chainmail +1
51-60	banded mail +1
61-70	plate mail +1
71-80	full plate +1
81-90	chainmail +2
91-00	banded mail +2

Wraith Vapor Armor

This is a +3 intelligent black enameled full plate armor which constantly discharges black poisonous smoke. The helm from this suit must be worn to prevent damage from inhalation. Wearer may designate allies and the wraith vapor will avoid them. Those within 10ft. must make a saving throw vs. Death Magic once per round or take 1D12 damage. A successful save negates this damage. Wraith Vapor can only be worn by Evil characters. Wraith Vapor Armor will animate and attempt to slay all good aligned characters in the area when not being worn by an evil character. A set of wraith vapor armor might be convinced to follow an evil character and assist in an evil quest.



Shields

Buckler of Sticking

If the wearer of this +2 buckler is missed within 3 of what it would have taken to hit them, the attacker's weapon is magically stuck to the buckler. The buckler can still be wrenched away from the wielder (an opposed Strength check is recommended to determine the outcome), but it will never come off until a command word is spoken by the wearer.

Shield of the Anvil

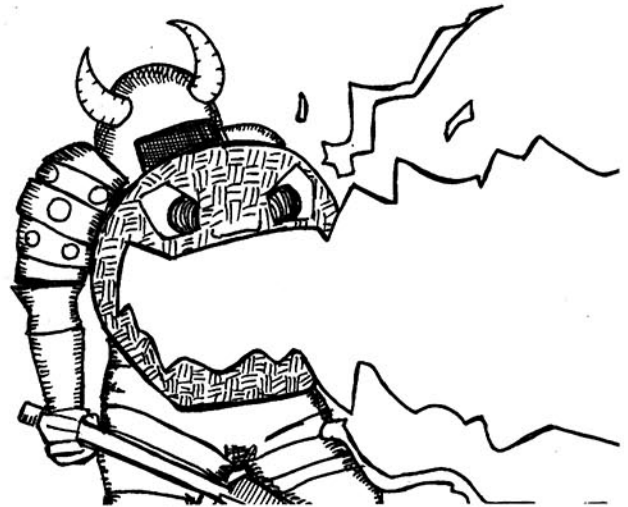
A tall wall shield made of stout steel with a picture of an anvil embossed upon its surface, the shield of the anvil gives the wielder a +4 bonus to one's armor class. In addition, the user cannot be moved from a chosen spot unless they desire to do so. No amount of force, giant or siege hurled missile, magic, or force of nature will uproot the wielder of the Shield of the Anvil unless they are slain or knocked unconscious.

Shield of Alertness

This round medium shield gives the wielder a +2 to their AC and in addition makes sneaking up on them near impossible. They are surprised only a one in 20 chance in normal conditions. Magically silent and invisible creatures may surprise the user of this shield on a 1 in 12.

Shield of the Banshee

This +1 kite shield allows the user to make an additional sonic attack once every three rounds. This attack radiates out from the shield in a cone which starts 5ft wide and doubles in width every 10 ft for 100ft. All creatures in the cone who can hear must make a save vs. breath weapon or take 1D6 sonic damage.



Shield of Blade Shattering

This round metal shield will force any weapon used against it that misses its to-hit roll by 3 or less to make a saving throw vs. crushing blow or be destroyed. The shield gives the user a +3 AC bonus.

Shield of Comfort

This +2 magical shield enables the wielder to suffer no ill effects from the extremes of heat and cold. They will always feel like they are traveling in relative comfort, never being too hot or too cold, or too wet regardless of the elements at the time. This will protect the wielder from things like heat stroke and frostbite, sunburn, and chapped lips from the cold. When set in the center of a camp, these benefits will expand to a 10-foot radius around the shield.

Shield of Concealment

This medium round shield is of wooden construction with dull metal bands. In addition to conferring a +2 to one's armor class, the shield will enable the wielder to conceal himself in all kinds of surroundings. If motionless, the wielder is 99% undetectable. If they move at ½ movement rate, the percentage drops to 75%, full movement rate the rate drops to 25%. Attacking in melee, casting spells or doing anything but trying to remain unnoticed will make the wielder visible, nor can one blend in effectively if they are being watched when they start their concealment.

Shield of the Dragon

This red lacquered shield has a dragon's head artfully painted upon it. The shield will confer a +3 bonus to one's armor class, and once a command word is spoken an 8d6 gout of dragon's breath will emanate from the front of the shield in a cone to go out 60 foot distance. Creatures struck with this fire are entitled to the usual saving throws for dragon's breath. This power can be used but once a day.

Shield of Flame Protection

This shield is adorned with a symbol of fire on it. This shield is +2 to one's AC and will enable the wielder to be totally immune to the effects of normal fire. Magical fire still does damage but the shield enables the wielder to make a save for ¼ damage if one is allowed and one for ½ if one is not normally allowed. All fire based attacks are saved against at a +4 bonus.

Shield of the Flying Blade

This +3 round shield can be hurled at any opponent up to 60 ft away delivering 1-8 +3 points of damage plus strength bonuses if applicable. It returns to the wielder at the end of the round. This requires a to-hit roll as if the target is at short range.

Shield of the Last Stand

There is reputed only to be a dozen of these shields in existence. Made long ago to stop an overwhelming enemy, the shields confer mighty magical power with a terrible cost. While the shield confers a +2 armor class bonus, its real power enables the wielder to be protected from all forms of damage while in combat. No damage from any source will harm the user of the shield, that is, until the battle is over. Once a conflict is settled all the damage the character would have taken will be taken all at once, the shield only delays the damage taken. All hits in melee and range, all magical attacks must still be dealt with as if they were affecting the character in real time. The GM should record all the damage the PC is taking in secret until the combat is over. The character will look fresh and unwounded as long as they are in combat and using the shield. If the shield is taken or the combat is ended, all damage done to that point is calculated. If the total is beyond what the wielder has in hit points (to -10) then the user is slain. All damage done can be healed through normal means.

Shield of Light

This full-sized shield is +3 to one's armor class bonus. The bearer of this shield will be able to turn undead as if they were an 8th level Cleric. Clerics that utilize this shield will gain a +2 to their turning roll and turn an additional +2 creatures. In addition, as long as this shield is wielded, the bearer is under the effects of a negative plane protection spell.

Shield of the March

This medium shield has a pictorial of a column of soldiers upon its surface. These shields will be of +2 magical bonus and confer the following attributes to the wielder. The wielder will feel refreshed and rested on any march. They will always have spring in their step, not feeling the effects of fatigue for 24 hours of constant marching. After this time has elapsed they will require only one hour of rest to keep

going at normal marching pace. The wielder can also move at full movement rate for 12 hours without need of rest, at which time they will only require two hours of rest to feel refreshed and rested for another march. In addition, they can do this while being fully encumbered: the load feeling like they are lightly encumbered.

Shield of Missile Defense

This large, full-sized shield will give the wielder normal armor class bonuses in melee and double that for ranged attacks, this includes giant hurled or siege missiles as well.

D100 roll
01-50 +2
51-75 +3
76-95 +4
96-00 +5

Shield of the Ram

A round shield with a head of a ram emblazoned upon it, this shield will confer a +2 AC bonus to the bearer. Once a round in melee the bearer can use it to shield bash an opponent instead of using it for protection, this attack delivers 3-18 points of damage and will knock down any man-sized or smaller opponent. Larger than man sized opponents may make a save vs. petrification to avoid being knocked down.

Shield of the Raft

This large wooden full shield will, upon the utterance of a command word, turn itself into a raft that can hold up to six man-sized creatures. The raft will follow the commands of the wielder, traveling without the need of oars at the normal rate for a raft. The shield behaves as a +2 magical shield in all other respects.

Shield of Spell Reflection

This shield is highly polished and protects the wielder as a +3 shield. When a spell is cast at the wielder of the shield a percentage of the spell is reflected back. First, one must roll % dice to see how much of the spell is reflected back, secondly a d6 will indicate the direction that the reflected magic returns to; a 1-2 means the left flank, 3-4 straight ahead and 5-6 the right flank. Thus a spell might be turned back on the caster or another nearby target. Spell ranges and saving throws if applicable are still in effect. If the spell is an all or nothing type of spell it will be reflected and nullified if 51% or more of the spell is reflected. If the spell is an area effect spell, then only a portion of the spell that strikes the shield bearer will be reflected back.

Shield of the Returning Arrow

This is a +1 medium-sized kite shield which fires arrows and thrown weapons which miss the wearer back at those who sent them. The returning attack is made as a fighter of equal level to the wielder, +1 to hit and damage. This does not work on giant hurled weapons or siege weapons.



Shield of the Siege Lords

This is a +1 tower shield that can turn into ladder which is up to 100 ft long. The ladder can support any weight placed upon it without bending and weighs the same as the normal tower shield. The transformation from shield to ladder takes 1 round and is activated by a command word. The transformation from ladder back to shield also takes 1 round. If a dispel magic is cast on the shield when in ladder form, it will immediately return to shield form and remain in that state for 24 hours.

Shield of Sliding

This is a +1 kite shield which can be placed on the ground and will slide across the Earth as if completely without friction. It will glide over small rocks, plants, and other debris without slowing down. As long as there are no major obstructions, this shield will slide indefinitely across flat land or downward slopes. It will rapidly slow down if made to slide uphill as gravity still affects it.



Shield of Transparency

This +1 large tower shield appears to be made out of green glass when it is lying on the ground, but when it is held in the hand, it disappears to all except the wielder. Anyone attempting to attack the user must make an intelligence check the first time they attack. Failing the intelligence check will result in an additional +3 to the wielder's AC over and above what they gain for having the shield. A true sight spell will reveal the shield. A dispel magic can only be cast on the shield if the intelligence check is made and the spell caster is aware of the dweomer. A dispel magic will cause the shield to function as a normal tower shield for 1 turn.

Shield of Twirling Blades

This shield is made up of dozens of daggers attached to magic spindles. When a command word is spoken, the daggers animate and begin to spin blindingly fast. In most respects, this shield behaves as +2 magic tower shield. The shield can be employed as an off hand weapon and will deal 2D4+2 damage in melee. If a fumble is rolled when attacking with this shield, there is a 25% chance that the shield will deal its full damage to the wearer.

Shield of the Watch

The wearer of this shield will not fall asleep while on watch and is immune to sleep and charm spells as long as they wear it. These shields are +2 to AC and make the wielder hyper alert, being only surprised on a 1 in 12 chance.

Miscellaneous Magic

Anvil of Torim

Torim was a blacksmith of great renown; he could not only make excellent weapons and armor, but also take someone else's work and improve upon it. Only a master smith can utilize the Anvil of Torim correctly. Anyone else cannot get the magics of the anvil to come forth. With the proper foundry and tools, including the anvil, the smith utilizing the Anvil of Torim can give a weapon or suit of armor a permanent magical +1. Normal weapons become +1 weapons and normal suits of armor become +1 magical suits. Any object can only be increased by the anvil of Torim once, you cannot take the same weapon or armor and work it over and over again to gain higher bonuses. Weapons and armor that are already magical can also be increased by a +1 and are also restricted to gaining this bonus only once. However, items that are already magical may be destroyed by the anvil, the GM must roll a d20 and on a roll of a 1, all magical properties of a given item are lost. The highest bonus one can gain from an Anvil of Torim is +5. Each item takes a week of the smith's time to produce the +1 bonus.

Art of Defence

This magical tome can be utilized by any save the magic using classes. Once read and the methods practiced for a month, the reader will gain +1 to their armor class in melee as long as they have a weapon or shield in their hands. Once read the book becomes blank.

The Battle Horn Rangokoff the Mighty

This splendid horn, crafted from that of a giant ram, will sound off with a blast that can be heard for 20 miles regardless of obstructions. All those within 100ft of the horn when sounded must make a Constitution check. A failed check will cause deafness for 1D10 rounds and deal 1D6 damage. Sounding this horn has also been known to cause rockslides and avalanches as the very ground shakes when it is blown.

Boots of Deadly Riposte

When an opponent misses an attack by 5 or more in melee, these magic boots allow the wearer to quickly capitalize and take an immediate extra attack.

Boots of the Mule

With these boots, the wearer may forfeit their normal attack routine for an opportunity to kick an opponent for 2-5 points of damage + STR bonuses is applicable. Successful kick attacks will knock the wind from an opponent and slow opponent as per slow spell (OSRIC pg.99) for 1D4 rounds. They also grant a +5 on CON checks for endurance when marching for long distances.



Boots of the Old Assassins

The wearer of these boots will find that their movement rate is X3, but only when being pursued by someone who means them harm

Boots of the Planewalkers

This finely crafted pair of magical boots allows the wearer to plane shift once per week.

Boots of WaterWalking

These boots will allow the wearer to tread upon water as if it were hard earth. If they are donned while underwater, they launch the wearer to the surface at extreme velocity as if in freefall.

Boots of Windwalk

The wearer of these boots and the items that he is carrying feel as if they are 1/4 their actual weight. They will also allow the wearer to carry 4x their normal encumbrance weight without feeling the effects.

Bronze Monkey of Al-Kadiz

Only a few of these are known to exist. The Monkey will detect as evil if a detect evil spell is cast. It is about 2 feet tall and appears to be a statue with rubies for eyes. Once activated, it will obey the user's commands. It can climb walls and move silently as a 13th level thief. It has the following Stats: AC 0 HD 6 hp 45 attacks #2 for 1-8. Every time the monkey is activated it will turn on the user if the GM rolls a 1 on a d10. This can be avoided if, before the command is given, the user gives the monkey a gem of any value. The monkey will have 1-20 gems of various worth inside if cut open. If left free to wander, the monkey will seek out and steal all gems it can find. Damage to the monkey can be repaired by a skilled smith for 100 gp per hp lost.



Cape of the Sleeping Serpent

When wearing this cape, anytime the wearer falls asleep, a large golden snake appears and guards them. This snake is 6 hit dice and attacks once per round for 2D4 points of damage, has an AC of 4 and 36 hit points. Once the wearer is awoken, the snake instantly disappears.

Cape of the Wind

This cape allows the wearer to atomize himself into a fine dust and be carried upon the wind currents. The wearer can reconstitute himself at anytime and will recollect at any point desired within their dust cloud.



Caravan of Kingly Comfort

This one-of-a-kind magic caravan is not drawn by horses, but travels as if it were drawn by 4 horses bred for the road. Inside, there are comfortable accommodations for up to 5 travelers. Food will magically appear on a center table twice per day at breakfast and supper time. It obeys simple commands such as "Stop" "Go" and "Faster". It will intelligently defend its occupants whenever it perceives danger by letting in allies but shutting off intruders. It has an effective AC of 8 and saves as an artifact level magic item. The caravan has 25 HP of structural damage that it can suffer before being cracked open. Any damage done to the caravan is magically restored after a 24 period.

Catapult of the Siege Lords

This catapult was not designed to lob chunks of rock at an enemy strongholds, but rather, it is enchanted with a spell which will allow up to 5 men to be launched and to land safely at distances up to 500 yards away. Anyone launched from this apparatus will speed through the air, but land as if they were gently placed upon the ground.

Caldron of Souls

This large iron cauldron, when used to heat a special mix of fat and blood, will summon the souls of all dead within a 1 mile radius. Any dead bodies will reanimate into skeletons and zombies. Souls bound to the area will come as ghosts. The undead will be bound to any task the cauldron owner asks of them. The cauldron of souls weighs 800 lbs. and is 4 ft in diameter. The recipe for the mixture is written on the side of the cauldron in the language of the dead.

Choker of the Maestri

This is an extremely rare item (perhaps one or two in existence) which appears as an ornate necklace which fits tight to the throat. It makes the wearer immune to silence spells and effects.

Circlet of Casting Prowess.

This magical circlet enables to cast any spell 25% faster than normal, the minimum casting time being one segment.

Circlet of Concentration

A golden circlet that, when worn, gives the user +1 INT and increases their chance to know spell by +10%.

Cloak of the Old Assassins

This cloak will instantly teleport the wearer to the ceiling of any room or above-standing ledge. It will also teleport the wearer instantly back to the ground from any ceiling or ledge.

Cloak of the Berserk

Originally made for powerful barbarian kings, the cloaks have long since left the hands of their intended owners and have found their way out into the world; there are perhaps a dozen of these cloaks in existence.

This magical cloak appears an animal skin of a bear, wolf, or large cat with the head made to drape over the head of the wearer. The cloak can be worn normally and in this fashion it acts as a +1 cloak of protection. Once the wearer dons the hood, however, a powerful magic will send the user into a berserk battle frenzy. The character cannot take the cloak off until the battle is finished and they will continue to attack as long as there are opponents in sight, this includes allies, the berserk rage not enabling the wielder to separate friend or foe. The cloak acts as a combination of haste and strength spells as well as making the wielder immune to illusions and mind affecting spells. The wielder gains double their normal attack routine in melee and always wins initiative. In addition, the wearer of the cloak gains +3 to hit and +6 to damage, these bonuses will add to any other strength, skill, or magical bonuses that the character already possesses. Furthermore, the cloak makes the wearer unaware of damage, needing to take the character to -10 hit points before they stop fighting, at this point they are slain. They cannot be knocked unconscious while wearing the cloak. The drawbacks are that the wearer cannot reason very well and all tactics, save moving to the next nearest target are gone. The berserk warrior will move from target to next nearest target like an automaton, slaying each until everyone on the battlefield is slain or the wearer of the cloak be slain. They will ignore things like pit traps, insect plagues, fire and other obstacles choosing instead to move through them to the next target. For the reasons mentioned above, the cloak is a dangerous weapon to bring to bear.

Cloak of the Bounty Hunter

Focusing on a target person with this cloak on will give the wearer a general bearing on which way they need to go to encounter them.

Death Dealer Helm

A massive full horned helm. The helm will detect as evil, and any good aligned character that touches the helm takes 2d6 points of damage. If donned by a neutral character it has no effect except to deliver 1d6 points of damage, if donned by an evil character it has the following powers:

+1 to the wearer's AC

For every opponent slain The helm absorbs their essence. In doing so, the helm transfers +2 hp and a non-magical +1 to hit and damage to the wearer. This can go up to a max of +12 hp and +6 to hit and damage. The helm can be used to recover lost hit points if beyond the max bonus even if the bonus to hit and damage is already maxed out. The bonuses fade after one turn. If the helm is not "fed" for a week's time it will deliver a jolt to the wearer for 2d6 damage.

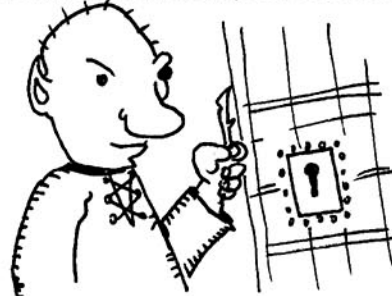


Decanter of Good Wine

Appears to be a average looking wine bottle that will radiate magic if detected for. The decanter of good wine will pour up to 3 gallons of good wine a day. Once the wine is used up for the day, it requires 24 hours to recharge.

Dwarven Lockpicks

A finely crafted set of lockpicks, the dwarven tools will give a thief a +15% chance to find and remove traps on locks and pick locks.



Ever Burning Log

This magical log will, once a command word is uttered, burn until another command word is used to put it out. The Ever Burning Log will burn at a normal fires temperature only being put out for one round if doused with water or soil. Even submerged, the log will burn. The log generates normal fire, so it can spread to other normal logs to build a fire or tossed into a building to set it alight.

Everlight Tinderbox

A very ornate silver tinderbox when in skilled hands, will always light in cold, wet, or fiercest winds enabling the user to make a fire under near any circumstance provided there is something to burn.

Folgmids Momentus Discus

This 6" golden disc is smaller than a dinner plate when held in the hand, but as soon as it is thrown, it begins to grow in size. It will travel in a straight line, gaining in mass and speed until it comes into contact with something which can stop it. For every 50 ft it travels, it doubles in size up to a maximum disc size of 100 yards. For every 50ft it travels it also doubles in speed. Indeed, if this discus is thrown at something which is very far away, it can be very destructive. However, hitting a specific target at great distance is no easy task. The last known use of this artifact was when Folgmids tossed his disk from a mountain top and crushed a castle wall in a valley below. The discus starts out doing 1D4 points of structural damage or 2d4 regular damage, and the damage dice double every time the disk speed doubles.

Folgmids Notebook

This small leather bound book bonds with its owner, sharing its contents telepathically. Anything written in the book can be instantly accurately called to mind. Complex directions or instructions, maps, runes or anything else difficult to remember can be recorded and effortlessly remembered once inscribed. The book does not need to be in the owner's presence in order to be used. If the bonded owner is slain, all information is erased and it is free for another character to bond with.

Gavorsek's Stilts

These appear to be a finely crafted set of stilts. Anyone wishing to use the stilts must spend two months familiarizing themselves with them. For each point of DEX over 13 the time taken to become proficient goes down by one day. Once familiarized the following powers will become manifest:

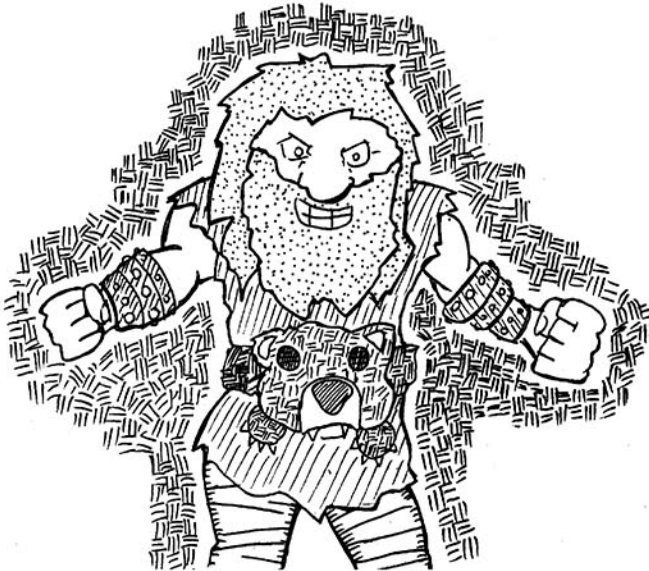
Magic Items (Miscellaneous Magic)

Able to telescope the height of the stilts from 6-20 feet at will. Increase of movement rate by 10 yards per round for every 2 feet of height the stilts possess over 6 feet. +1 to strike in melee vs any target lower than the stilt wearer. (assuming weapons can reach)

The stilts can be attacked, they are AC 4 and can take 25 points of damage each before being destroyed. The wearer can take themselves out of melee but the stilts will still be vulnerable.

Girdle of the Bear

A heavy girdle made from bear hide gives the wearer the ability to add an additional attack of a bear hug each round for 2-12 points of damage. Once the bear hug has successfully struck the wearer of the Girdle of the Bear can decide to maintain the bear hug in lieu of their normal attack routine, automatically delivering 2-12 points of damage a round until they are forced to let go. A contested strength roll at -1 is required to break free from the bear hug.



Gloves of Hand Slight

These simple deerskin gloves conform perfectly to the wearer's hands, no matter their size. Fine motor skill actions involving the hands are sped up by x3. Picking locks, picking pockets, or any other tasks requiring nimble fingers are done at three times the normal pace. For instance, a lock picking attempt which would normally take 1 round would be shortened to 3 segments. The gloves also confer a +10% bonus to such actions.

Gloves of Healing

These cloth gloves are charged with a cure light wounds spell which can be cast once per day by touching an injured ally.

Gloves of Intention

These padded leather gloves have a peculiar mind affecting quality. Once per day, the wearer can attempt to strike an adversary. The target then needs to make a save vs. spell. If the save is failed, the target forgets everything from the last 24 hrs including memorized spells.

Gloves of Martial Preeminence

The wearer of these gloves makes unarmed strikes at an improved bonus based on their level. Level 1-5 at +1, Level 6-8 at +2, Level 9-10 at +3, Level 11+ at +4. When unarmed, they can block, catch, or attempt to break weapons used against them. Anyone attacking the wearer must make a save vs. paralysis. If the save is failed,

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the the weapon has been seized by the wearer. The following round the wearer of the gloves may attempt to shatter the weapon grasped: An item saving throw vs. crushing blow must be made or the weapon has been destroyed. On the attacker's initiative they may attempt to wrench their weapon away by succeeding in an opposed Strength check.

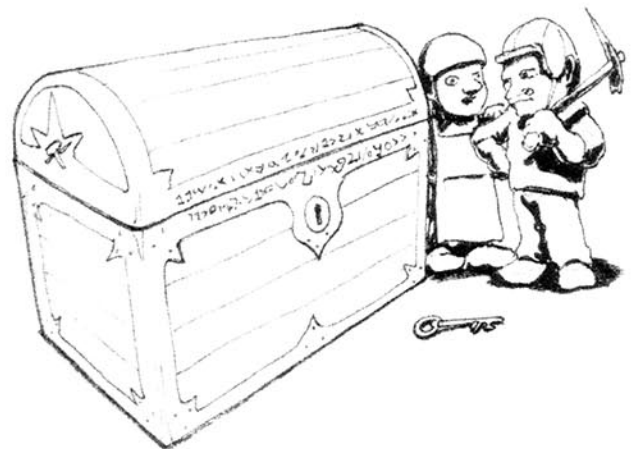
Gloves of the Old Assassins

These ragged black gloves have the ability to put a target under the silence spell. The wearer must place their index finger over their lips and focus upon the target. The target is then under the silence spell with no save until the wearer loses focus or removes their index finger from their lips.



Gnomish Builder's Cask

This 2ft long brass box is covered with rare and beautiful stones. If one has the accompanying key, they can open the chest and release a small army of Gnomish craftsmen. The Gnomes will work tirelessly at three times the rate of a skilled human laborer and will bring their own magical tools with them from the box. They are ingenious and will build anything that is asked for but there must be materials to do so. 40% of the time the key to the lock of the Gnomish Builder's Cask will be with the box. If not, the key must be found in order to open it. No other means of opening the cask will suffice. Once finished with their work, the Gnomes will return to the cask and cannot be called forth again for 1D10 weeks.

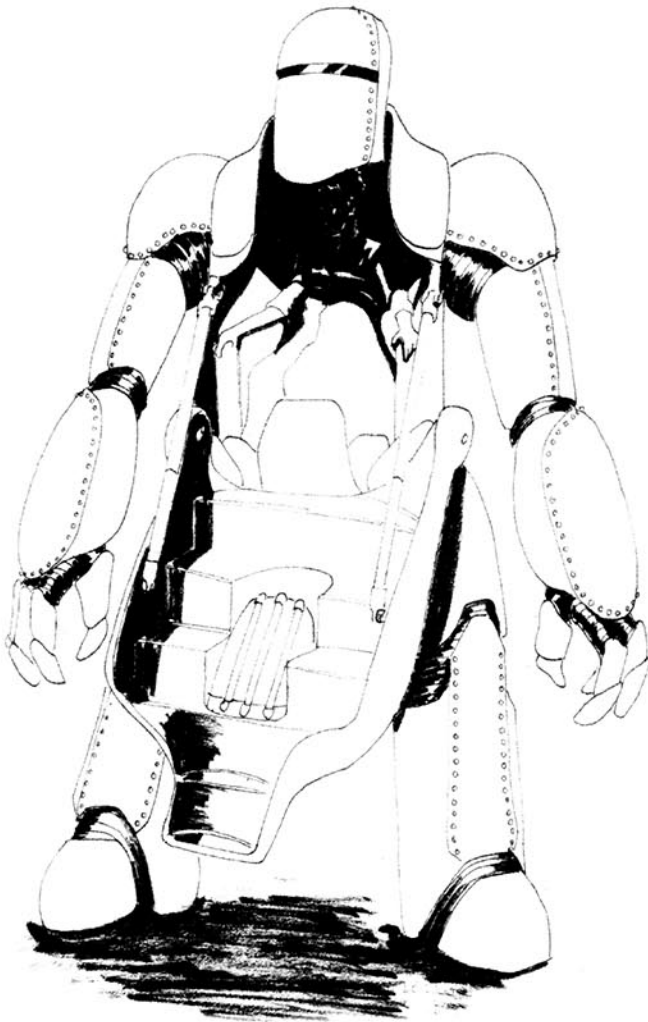


Gnomish Chest

This otherwise ordinary looking chest is indestructable and cannot be opened by any means other than its parred magical keys. The chest is 100 resistant to all magic and spells.

Golem Armor

These suits of armor are very rare and can only be found in the lairs of extremely powerful Wizards or Clerics. They are specifically designed to be worn, and as such, cannot be controlled from without as normal Golems can. They appear as a seated humanoid construct with a man sized cavity in its chest, and can take the form of any Golem found in OSRIC pg 231 (functioning as described there). They can be sized anywhere from Large to Colossal. Golem armor is not animated until someone enters the the magical cavity in its belly, at which point it springs to life and mimics the movements of the driver. Clerics, Druids, Magic Users, and other classes familiar with magic will find it effortless to control the actions of the armor whereas classes unfamiliar with any sort of magic will be -2 for all actions taken while driving. Failing an action involving the Golem's legs by 7 or more will cause the Golem Armor to fall over, taking 1 round to recover to standing position. The driver can still cast spells from the belly of the golem armor, but their field of vision is limited to a 90 degree front facing cone, and the golem armor will mimic all somatic actions taken cast the spell. Anyone wishing to attack the driver rather than the golem armor itself, must take a -5 to hit penalty. No damage that is taken by the armor is transferred to the driver. If the armor is destroyed while the driver is inside, the driver must roll a d4. A roll of 1 means the armor falls backwards, 2 to the left, 3 or to the right and the driver can escape after 1 round. A roll of 4 means that the armor falls forward and the driver is trapped until the armor can be removed off of his or her body or turned over.



Helm of Alertness

A open faced helm will confer to the wearer night vision of 600ft and they can only be surprised on a 1 on a D8.

Helm of Awareness

The open faced helm makes the wearer hyper alert, thus they are only surprised on a 1 in a d10 and get +2 to all reaction adjustments when surprised.

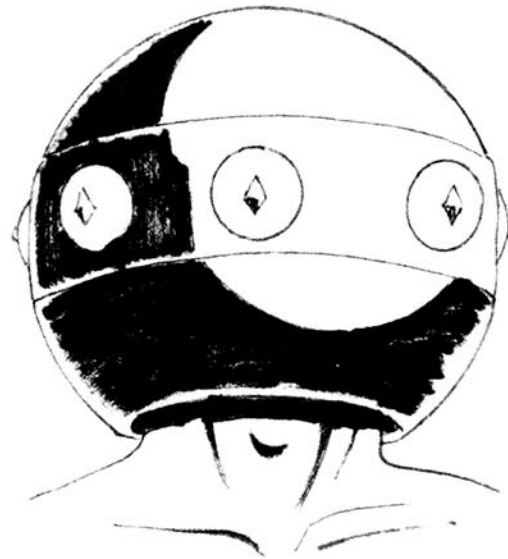
Helm of the Cat

Helm of the cat is a leather helm that has the appearance of a cat. When worn is gives the wearer the following benefits:

- +1 to DEX score
- +1 to movement rate
- Able to leap an additional +5 feet forward or up
- +5 to save vs. falling damage.

Helm of Eyes

This strange helm has no eye holes on it. Once donned, the wearer can see in a 360 degree sphere around and above by simply thinking about it. The wearer cannot be penalized for attacks to their flanks or rear. In addition they are only surprised on a 1 on a D10. The wearer of the helm of eyes can see in total darkness same as full daylight to normal ranges of vision.



Helm of Farsight

This strange looking bronze helm extends down over the wearer's eyes, however it does not impair their vision. The wearer can see anything in their line of sight with perfect clarity as per the clairvoyance spell.

Helm of Fortress Mind

This jewel encrusted helm makes the wearer immune to all mind affecting spells and psionic abilities which affect the mind. The helm also lets the wearer know when an attempt to affect their mind has been made.

Helm of Mental Agility

The wearer of this crystalline helm receives assistance with tasks/spells/traps/puzzles etc. as if the wearer's intelligence was 19. The helm whispers advice whenever it is needed. The Helm of Mental Agility cannot be worn by spellcasters as the soul contained within abhors them.

Helm of the Ram

A full helm with curving ram's horns adorned upon it, allowing the wearer to perform a charge into melee. The charge attack is made at +2 to hit and delivers 1d6 damage plus an additional +1 point of damage for every 10 yards the wearer covers in a melee round up to their max movement rate.

Helm of the Stag

This full-face helm is adorned with a fine rack of antlers. When worn, it confers the following advantages to the wearer:

- +2 to movement rate
- Able to leap an additional +10 feet forward
- Able to leap and additional +3 feet up.

Helm of Vigilance

The wearer of this helm can stay awake for any number of days. Once the helm is removed, they must rest for 24 hours to regain their strength. In addition, sleep, charm and hold spells will have no effect on the wearer of the helm.



Helm of Vision

An unusual helm looks to be made of clear crystal. Once placed on the head however the user can focus on a given area by simply concentrating and can "see" clearly distances up to 1000 yards as if 10 feet away. Sight in the ultraviolet and infrared spectrums are also seen to equal distances as normal vision. In addition the user gains a +3 save vs all illusions and mind affecting spells. For every point of WIS score the wearer posses they gain a 5% chance to detect illusion, up to a max of 100%.



Horseshoes of the Cavalier

When mounted on a horse, these magical set of horseshoes will give the rider a non-magical bonus to hit and damage while mounted (melee only). Roll as follows to determine the power of the set:

% roll	Bonus
01-50	+1
51-90	+2
91-00	+3

Hyrod's Fortress

This small cube can fit inside one's pocket, but once a year it can be commanded to transmute into a magnificent fortress. Upon speaking the command word (inscribed on the side in a language of the GM's choosing), the cube will begin to expand at a rate of 100 cubic feet per round. It will continue to complexify and grow until the command word is spoken a second time or until it has reached its maximum size. If allowed to grow for a 24 hour period, it will be several thousand square yards in area and have 9 towers that stretch hundreds of yards into the air. The walls are 50 feet high and have two main reinforced doors. There is room for up to 1000 guests as well as food and accommodations to match. Details beyond this should be filled in by the GM. It is to be assumed that this is a very fine fortress which would have been built by master builders for a royal's keep. As the fortress grows, it will crush and displace all non-magical structures around it. This includes earth, buildings, trees, or anything else that is in the way. All will be pulverized and pushed aside to make room for the massive structure. If a magic structure is encountered, the fortress will grow around it. Characters can enter the fortress early in its expansion (2nd round) and they will be sheltered in a foyer while it expands. If stopped before it is complete, it will have some fraction of it's full size equal to the fraction of a 24 hour period that it was allowed to grow. The fortress will remain for 2 weeks, at which point, it will begin to contract over a 24 hour period. Anything left inside the fortress will be destroyed except for magic items which will become trapped inside. The fortress cannot be summoned again until a year's time has passed since it's last use.

Innek's Arm

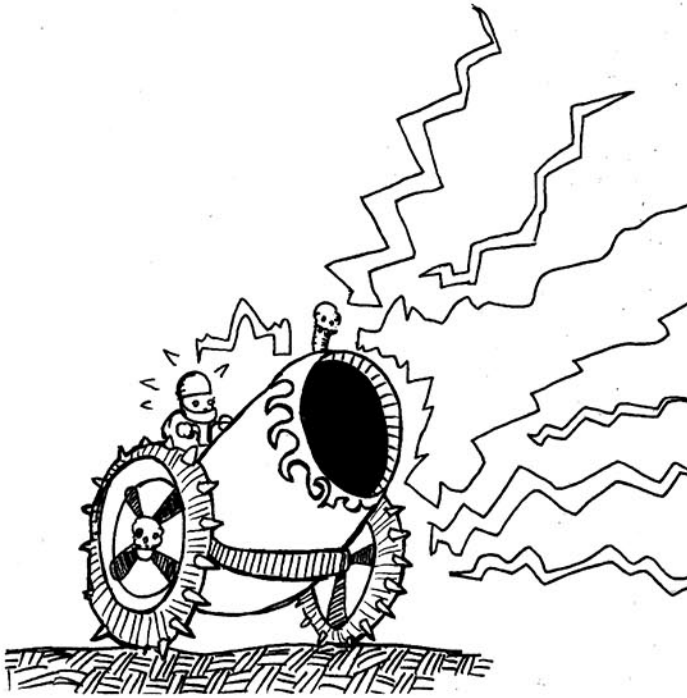
A finely crafted steel arm that is very ornate and covered with inlays of gold and silver as well as runes. Only 10% of the time will Innek's Hand be attached to the arm (see Innek's Hand below), most of the time only the arm is found. By itself, the arm will radiate magic but will only function if placed next to a appendage that was severed off at the shoulder, then the arm will graft itself to the user and it's powers will become evident as follows:

- The arm has equivalent of a 19 STR.
- The arm can be used to parry a blow. The user can make a saving throw vs. Breath weapon to parry one attack per round.
- The arm has 4 weapon functions as follows:
 - Mace +2, the arm being used as a bludgeon.
 - Pressing a button makes a short sword +1 come out from the forearm.
 - The arm can cast magic missile once per round, two missiles per shot up to 10 missiles a day.
 - The arm can spout a gout of flame that does 1-8 points of damage, this can be done 3 times a day.

Innek's arm can be joined with Innek's hand and combine their powers.

Innek's Cannon

This massive weapon weighs several tons. To activate it, a gunner must sit in a seat and hook themselves up to the cannon. Upon turning on the cannon the gunner must make a system shock roll or be slain. The cannon can fire one round every quarter hour and strikes as a 6hd monster or the gunner's THACO, whichever is higher. Each shot fired forces the gunner to make a system shock roll or be slain. Each shot temporarily drains the CON score of the gunner by 1 point. Any gunner drained to 0 CON is slain by the cannon. The cannon has a 1 mile range and can only be loosed upon static targets such as structures without penalty. Moving large targets such as armies can be struck at -5 and smaller targets such as ships can be targeted at -10. The ground can be targeted as well but direct hits on small targets is near impossible (-15 to 20 to hit at GM's discretion). Each strike delivers 10-100 points of structural damage on a direct hit (x2 normal HP to a soft target) and 20d6 of normal damage in a 20 yard radius, targets 21-40 yards away take 10d6 damage, targets 40-100 yards out take 5d6 damage. All can save vs breath weapon for 1/2 damage. The cannon has 400 hp and makes all saves at +5. If destroyed it explodes as if it were a direct hit upon itself except all in the radius do not get a saving throw vs the damage.



Innek's Hand

This hand will be made of finely crafted steel and be very ornate. It will detect for magic but will not have it's true powers revealed unless it is mated with an arm that is missing a hand. Then the following powers will come to light:

Acts as a normal hand that can be controlled by the user, the hand has a 18/00 str for purposes of grasping only. .

Can be used to strike as a weapon for 1-3 points of damage.

Can be used to grab a blade or weapon in combat, the user must make a saving throw vs. Breath weapon to catch a weapon in the hand. A failed roll means they are struck.

Innek's Hand can be removed by the user at any time and makes all saving throws at +5.

Innek's Suit

At first glance, Innek's Suit would appear to be a ornate statue 8-10 feet tall. Upon closer inspection, one can see it has moving limbs

fully articulated joints and a hatch in the back for someone to get inside the suit. To fully grasp the suit and use it properly, the user must expend a weapon proficiency slot and spend at least one month training with the suit to make it function at full capacity. If no proficiency slot is expended, then the use can only make it perform at 1/2 movement rate and attacks, special functions to be rolled randomly each round. The normally functioning powers are as follows:

120ft movement (1/2 if not proficient)

Base AC of -2

Armor takes 200 HP of damage before becoming disabled and 300 to totally destroy it.

It has an equivalent of a 20 STR

Can make two melee attacks (1 if not proficient) for 1-8 + STR bonus.

Makes all saves at +5

Driver's compartment is sealed and immune to gas attacks.

Once proper training has taken place, the following additional powers are available:

Function underwater for 24 hours before needing to resurface for air with a 120ft swimming rate.

Cast light as the spell, emanating from the helm section at will.

Blade function will spring forth from the arm, treat as great sword in lieu of normal melee attacks

Climb walls equivalent to 9th level thief.

Tunnel at the rate of 1 foot per round.

Repeating crossbow 3 attacks a round for 1-8 points of damage. Suit holds 100 bolts. in addition to melee attacks.

Can lob Greek Fire once every other round. Up to 10d6 worth in reserve can be done in any D6 increment. Fire covers a 10 yard radius and burns for 10 + 2d6 rounds for a d6 of damage each round. Shots can be lobbed up to 60 yards away.

However, there are some drawbacks to using the suit.

The armor draws upon the life force of the user to power it, each time it is "booted up" the user must make a system shock roll or be slain by the suit.

Any score of a natural 20 will bypass the armor and strike the wearer.

Once the suit is reduced to 1/2 hp total (100) the armor class is reduced to 3 and the pilot takes 1/2 damage from all attacks.

Once it reaches 300 hp of damage it explodes in a 12d6 fireball. Everyone in a 60 yard radius must make a saving throw vs. breath weapon or take full damage, the pilot is not entitled to a save.

Any damage done to the suit can be repaired by a master smith at the cost of 50-200 gp per point lost at the GM's discretion. Weapon systems can be easily re-stocked.

Innek's War Machine

Innek the Mad only made a dozen or so of these war machines, and it is rumored even fewer have survived the centuries. They are rare, powerful and dangerous artifacts. Each one is different, some walk and others roll on wheels or treads. All of Innek's war machines carry a vast array of weapons and are near impossible to destroy. Each one is large; the size of a small house or tall as a tower depending on the configuration. Each machine requires the crew to spend three months training with the machine. At the end of the training they have to devote a weapon proficiency slot to become truly proficient with the machine. Without proper time and training, the machine

Magic Items (Miscellaneous Magic)

cannot be operated. They all have the following features in common:

Innek's war machines have very hard armor; all melee weapons do ½ damage and all normal missile weapons do 1 point of damage.

They all have a base AC of -4 as most attacks bounce harmlessly off.

They take ½ damage from fire

They move at a 60 ft movement rate.

They all possess 1000 HP before they stop working and take 1500 points of damage to be completely destroyed.

Each machine takes a crew of 1 to 6. A single pilot can operate the machine but the risk is higher for them. (see below)

Each of the machines is equipped with a cage to store sentient beings for fuel. (see below).

Each machine will have various light, medium, and heavy weapon systems. The number and type will vary from machine to machine.

Function underwater for 72 hours before needing to resurface for air with a 120ft swimming rate.

Cast light as the spell, emanating from the helm section at will.

Sealed bridge immune to gas attacks.

Makes all saves at +5

Crew:

For each machine to work well, it needs a minimum crew of 4. A pilot, a power source, a navigator, and a gunner. Up to two additional gunners may be added. The machines can run off a skeleton crew of less or even just the pilot but this is a risky affair. The power source is what will allow the machine to "boot up" or turn on. The power source must make a system shock roll each time they activate the machine, a failed roll means the machine has killed them and they must be replaced. The machine must be powered by all four crew members once it is booted up. If less than 4 crew are present, the chance of failure becomes -5% to system shock roll for each lost crew member. For every 8 hours the machine is on, every one must make a system shock check or be slain. If all four members are present, this check is made at +8% and can be improved an additional 2% for each additional power source, up to 6 total for a max 12% bonus. The craft can only be powered by sentient creatures that have a soul (no undead). A roll of 100 fails no matter how high the crew's individual CON scores are. This can go the other way as well; a single pilot can power the craft but they incur a -5% penalty for each member below four for a max penalty of -15%. The power source crew member takes the initial risk and the crew takes a reduced risk afterwards. Each machine is equipped with a cage to hold up to 4 humanoids as Innek intended to use slaves or prisoners to power the craft.

The navigator helps guide the craft and helps the gunner find targets.

The gunner can use up to two weapons per round. Additional gunners can man up to two weapons each every round.

The pilot can do all the jobs of the others but will take a penalty of -2 for each additional job they have to take on. This means if down to 3 crew, the pilot makes all attack and piloting rolls at -2, 2 crew, -4 etc.

After 16 hours the Power source must rest for 8 hours or they must make a system shock roll every hour, a failed roll means death.

The GM may opt to have the pilot make a piloting roll which is equivalent to making a d20 roll equal or less to their DEX score. For each crew member below 4, they make this roll at -2.

The gunner strikes as a 6 HD monster or their own skill level whichever is greater. For each crew member below 4 they make this roll at -2.

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Each of Innek's War Machines are configured as follows:

roll d6:

1-2 wheeled

3-4 treads or tank-like tracks

5 has four legs

6 has two legs

Wheeled craft can move at a 60 yards/round rate and can roll over most mild terrain, small streams, and rocks up to 6 feet high can be rolled over. Bushes and trees can be rolled over as well. Each obstacle takes 10 yards off the round's movement rate to go over. A wheeled craft on a road can increase its movement rate to 180 yards a round.

Tank-like tracks take no extra time to traverse obstacles. They can increase their movement rate to 90 yards on roads.

Four Legged War Machines can climb over most obstacles with ease under 6 feet tall, trees must be gone around or destroyed. They move at 60 yards/round movement rate at all times.

Two legged craft have a 10 foot leg span and can step over anything shorter than 10 feet and cross any span under 20 feet with ease. They move at a 60 yards/round movement rate at all times.

Weapon Systems:

Each craft will have systems from each chart as below, for each (light, medium & heavy) section roll the number of weapons systems from each group:

d6 roll

1-3: one weapon system

4-5: two weapon systems

6: three weapon systems

Light weapons:

Bolt thrower: 1d6 bolts for 1-8 points of damage each. Craft holds 500 bolts. Range as heavy crossbow.

Stone thrower: lobbs 2-20 stones in area 10 yard radius 1-3 points of damage (save vs Breath Weapon for ½ damage) 100 charges. 100 yard range.

Magic Missile as per the spell 2 a round (unlimited)

Spear launcher: 2d6 damage two a round (50 charges) range as thrown spear.

Blade thrower: area effect line 10 yards by 50 feet each target struck by 1-8 blades for 1-4 points of damage. (50 shots) Range as thrown dagger.

Chain launcher: 1d6 damage area effect 100 yard line 10 foot wide column. All must save or be knocked down. (50 uses) Range of thrown dagger.

Medium Weapons:

Fire spray: area effect 10 yard radius. 2d6 damage save vs fire or take 1d6 for d6 rounds. 20 charges. 60 yard range.

Boiling Oil: 10 yard radius all in target area take 3d6 damage and incapacitated 1-4 rounds. Save for ½ damage. 20 charges. 60 yard range.

Lighting Bolt: as spell for 6d6 damage 20 charges

Poison gas in 100 ft radius around craft. All in area save vs. poison or die. 20 charges. 20 yard range, 20 yard square area of effect.

Magic Missile as spell 5 missiles per volley. 40 charges.

Fire Ball as spell 6d6 damage. 20 charges

Magic Items (Miscellaneous Magic)

Heavy Weapons:

Ballista: 1 per round. 6d6 damage or 2d6 structural damage. 10 charges 500 yard range.

Stone Thrower: 4d6 damage or 3d6 structural damage. 10 charges. 100 yard range.

Iron Ball Thrower: 10 yard area effect each target in area struck with d10 balls for 1d10 damage. or 1d6 structural damage. No save. 20 charges. 100 yard range.

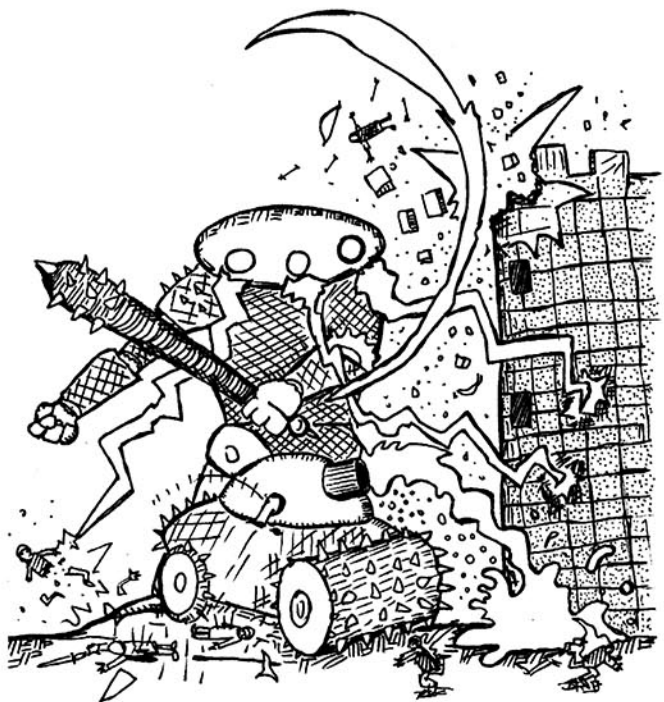
Acid gout: does 6d6 acid damage to all targets in 10 yard area. take 3d6 for 1d6 rounds thereafter. No save. 10 charges. 40 yard range.

Greek Fire Spray: does 8d6 damage (save for ½). and burns for 1-20 rounds for 2d6 per round (no save once ignited). 60 yard range.

Lead Mortar: Strikes human-sized targets at -10 and giant sized targets at -5. Massive lead shot weighing 500 pounds arcs into air and delivers 1-100 points of damage or 6-60 points of structural damage. 5 charges. 500 yard range.

Walker types will, in addition to the above, will have one melee attack of a massive weapon doing 4-40 points (2-20 structural) of damage and have a 22 STR.

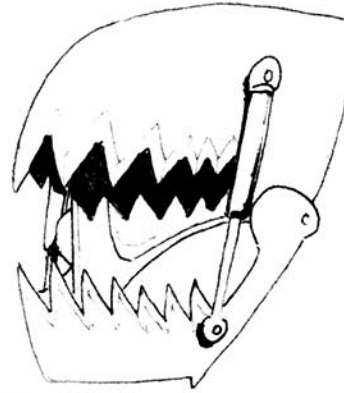
Charges must be replaced by craftsmen or recharged via magical means. Cost and availability are GM's discretion. Most of Innek's war machines will only have partial stores intact when found. If the machine is destroyed, it will explode in a 20d6 fireball in a 100 yard radius all but the crew can save for ½ damage. This is an artifact level magic item and can be the source of a whole campaign setting. Do not include this item in your game haphazardly.



Jorum's Jaw

This full face helm has huge metal jaws that open and close upon command of the wearer. The helm gives the wearer +1 to their AC and if they spend a proficiency slot on learning how to use the helm they can gain an additional attack in melee for 1-6 points of damage. In addition, the helm can be used to cut ropes, snap cables, chains etc. making a bend bars roll as if it has a 19 STR to determine success.

Magic Items (Miscellaneous Magic)



Malluk's Iron Hound

Looks to be a iron statue of a guard dog. Upon the command word being uttered, the hound comes to life and will obey all commands of the owner, fighting fearlessly, never needing to check morale. The hound has the following attributes: AC 0 HD 5 HP 40 Att# 1 for 1-8. The hound can see invisible, infrared, and ultraviolet at a 100 yard range. It is surprised only on a 1 on a d12. Any damage the hound takes can be repaired by a skilled smith for 100-300 gp per point lost at the GM's discretion.



Mask of the Bounty Hunter

This mask gives the wearer keen senses like those of an animal. All perception checks are made with a +25%. The wearer is surprised only on a 1 in 8.

Mask of Infinite Disguises

Once per week, this mask has the power to perfectly mimic the appearance of a chosen person. Donning the mask and envisioning the target person will cause the wearer's face and voice to be altered to match.

Mask of the Insect Lord

This mask allows the wearer to turn themselves into as many insects as they have hit points. While in insect swarm form, the wearer can attack, making a to-hit roll, and doing 1 point of damage for each insect (save vs. Breath Weapon for ½ damage). While in insect form, the wearer is especially vulnerable to area effects such as fireball. Each insect has only one hit point and when all of them have been killed, the wearer is killed. If a portion of the insects are killed, when the wearer retakes their normal form, their hitpoints are reduced by whatever portion have been slain. The wearer can switch back and forth between forms as often as desired, but the transformation takes one round.

Mask of the Old Assassins

This onyx mask allows the wearer to see 10ft past any door or wall.

Sapping Worm of the Siege Lords

This small grub can be activated by burying it a few inches under the ground. It will travel at a speed of 1 yard per round in a straight line until it comes into contact with something it cannot burrow through. It will then explode doing 6D6 points of structural damage to everything within a 50ft radius.

Scribe Pen

Looks to be an ordinary quill pen, but a detect magic will reveal an enchantment aura. When the proper incantation is spoken the pen will leap to life as if being guided by an invisible hand. The wielder can then command the pen to write what they are saying. The pen will write in clear and easy to read script, never running out of ink or making any runs, or spelling errors. After 8 hours of use, the pen will lay dormant for 12 hours.

Seeds of the First Trees

This rare item appears as a rough and wrinkled seed the size of a human's fist. They exhibit no abnormal behavior, but a detect magic will reveal that a powerful dwoemer is radiating from the core of the seed. They are kept by Wood Elf elders as a last resort weapon to use against civilizations which cut too deep into their forests. Digging a small hole, placing the seed in the ground, covering it, and speaking the elven word for "Grow" causes a large tree to burst from the ground. Within 1 game round, this tree will be 100ft tall and 10ft in diameter. If the roots or trunk encounter an obstacle such as a building, the building will most likely yield to the force of the growth. The trees and roots will grow around hard surfaces such as solid stone or iron, but topple structures of piecemeal stone, wood, or clay. A forest then begins to sprout up around the roots. Regardless of the type of soil or the amount of precipitation, a dense forest will grow 10ft in radius every round for the next 1440 rounds. The forest cannot grow in solid rock, but it can grow in gravel and hard packed clay. A dispel magic will prevent growth within the area of effect, but the forest will continue to grow around such spells. Setting the forest aflame will cause it to burn, but it will not stop the spreading of the trees. The only way to stop the growth is to get to the center (identifiable by the large main tree) and remove the seed from the ground by digging underneath the main tree. It takes 1-100 rounds to find it beneath the vast network of roots. This, however, is not common knowledge, and it would be unlikely that any creature besides fey forest dwellers, high level druids, or learned elves would know about this. The forest reaches full size in just 24 hours, and if this is allowed to happen, 1-20 Treants appear in the center of the forest to protect the seed and the mother tree. Clusterings of 1-10 violet fungi sprout up randomly throughout the forest ground. 1-4 unicorns and 4-40 dryads appear throughout the forest and will protect it. Because this forest is magically sustained, removing the initial seed at any time will result in the immediate death (but not disappearance) of all trees and creatures which grew out of it.



Shoes of the Horseman

A set of ornate horseshoes once shod upon a horse, will increase its movement rate by 20ft.

Spool of Mending

A magical spool of thread and needle that is ever-full. Once the command word is spoken, the needle will leap out of the spool and begin to mend any article of clothing, sail or other fabric at the rate of 1 yard a round. After 100 yards of material are mended, the Spool of Mending will remain dormant for 24 hours.

Stone Horse

Appears to be a statue at first glance. The horse will detect for magic, and, once the command word is found, it will spring to life behaving like a heavy war horse in all respects except it will have a base AC of 0 and 50 hit points. If the command word is spoken again, it will revert back to statue form and can heal all damage if left in this state for 24 hours. In addition, due to its weight, all charges delivered from the back of the Stone horse will deliver triple damage. The horse obeys all commands and need never check morale and is not affected by mind affecting spells. A stone to flesh spell will destroy the horse.

Traveler's Boots

A sturdy pair of traveling boots: when worn, the wearer will be able to walk for up to 12 hours with no ill effects. In addition, their feet will always be at a comfortable temperature and remain dry.

Traveler's Comb

A simple bone comb that, upon close inspection, will reveal runes on its surface. If the comb is used, a singular pass over head or beard will detangle, clean, straighten, and groom the user, making them look very groomed and well kept.



Traveler's Hammock

This hemp hammock will enable the user to gain the benefit of 8 hours of rest in only 4 hours. The hammock must be strung up properly for the magic to work. In addition, the user's normal daily healing rate doubles against normal hit point loss. This magic item does not allow one to regain spells quicker, a spell caster must still spend the same time they normally do recovering spells.

Traveler's Notebook

A leather bound book with 200 blank pages. The book, when spoken to, will write down whatever is told to it in clear writing. Upon command, the user can call upon a certain item and the book will open to that particular page. In addition, it can create drawings based on the descriptions given to it. Once full, the user can choose to erase given parts to make room for new information.

The Traveler's Plate

This appears to be an ordinary steel plate often used by travelers and soldiery. A detect magic spell will show the plate to possess a magical quality of the summoning sort. Once a day, the owner of the plate can summon forth a warm hearty meal, enough to feed well one person or give two a 1/2 portion. The food will stay hot and fresh as long as it remains on the plate.

The Traveler's Spoon

The Traveler's Spoon appears to be a well worn large spoon at first glance. Upon closer inspection, one will discover the surface of the spoon to be covered with fine runes and glyphs. If the spoon is placed in a vessel containing food or drink and stirred 3 times it will neutralize any and all poisons that are in the food or drink. The spoon has unlimited uses.

The Traveler's Tent

Appears to be a normal canvas tent. One will quickly notice how light it is, about 1/2 the normal weight. A dweomer of alteration will be found if detected for. Once the command word is spoken, the tent will set itself up in one round and speaking the same command word again will make it break down to a small folded canvas bundle about 12 by 12 inches and 3 inches thick. The tent looks to be a two man tent but the inside can easily sleep a dozen man sized creatures. The temperature will be 65 degrees inside no matter what the elements are like outside.

Tome of Efficient Spell Casting

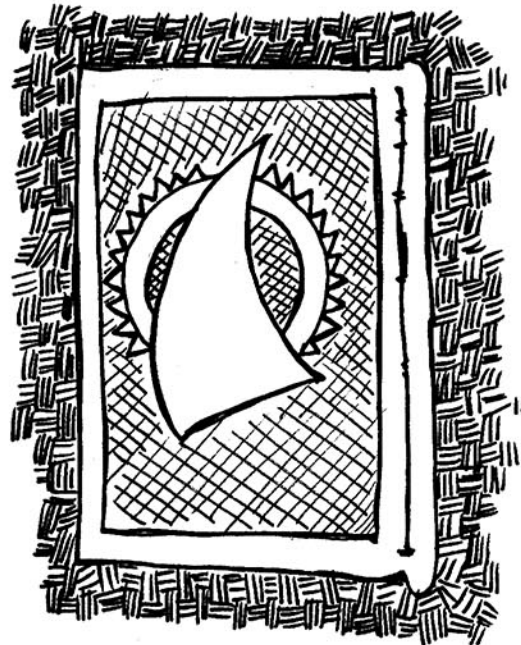
Usable by the various spell casting classes, once read, the magic of this strange tome disappears and the reader can cast spells more efficiently, eliminating one material component from all spells needed hereafter.

Way of the White Fang

This massive iron bound book will have a picture of a white fang emblazoned upon its cover. The book is written in a lost code and must be deciphered. In addition a read magic spell must be cast after a key is made to read the contents. The reader must seclude themselves for a year and read each chapter and practice the moves, fast, and meditate as the manual prescribes. Once the year is up the reader must make a d20 roll equal to or less than their wisdom to grasp the concepts. Once the knowledge is grasped, they can make a copy of the book, this also takes a year. Failure to do so means the information will be forgotten in a years time. If both of these requirements are met the reader gains the ability to fight unarmed at level one (see chart) and for every level of experience they gain they progress up the chart up to rank 10 (master). These attacks are done in lieu of a normal attack routine. If choosing to use a melee weapon instead the reader can utilize the White Fang's weapon elements and receive +1/2 point of damage (rounded up) per level of experience.

Level	# open hand attacks	damage
1	1	1-6
2	1	1-8
3	1	1-10
4	3/2	1-10
5	3/2	2-12
6	3/2	2-16

7	2/1	2-16
8	2/1	3-18
9	2/1	2-20
10	3/1	4-24



Yerzak's Silken Armor

This fine set of silken garments are enchanted with a dweomer that will deflect slashing or piercing attacks as if the wearer was wearing full plate armor (AC 0) However, the wearer will take no penalties associated with weight or encumbrance when wearing Yerzak's silken Armor. Attacks with blunt weapons are treated as AC 7.

Axes

Axe of Chopping

This large axe is a +3 weapon and delivers the same damage as a two-handed sword 1-10/3-18. It must be wielded two-handed. Against wooden objects, the axe delivers double damage or 1-2 points of structural damage. It inflicts triple damage vs. creatures comprised of wood i.e. Tree Ents, golems etc.

Hand Axe of Doubling

These well-balanced axes are made for throwing, typically one will find 1-4 of them. Once thrown they split into two axes, each requiring a separate to-hit roll upon a singular target. If both axes strike, they will deliver an additional d6 of damage. They are +2 weapons in all other respects. Once landed on the ground, the two magically separated axes will revert back to a singular weapon.

Dwarven Giant Slayer

This is a large two handed axe with a base damage of 1-12 vs man-sized creatures and 1-10 versus larger than man sized. The axe is a +3 weapon in the hands of anyone that wields it. In the hands of a Dwarf, however, the weapon's powers truly come full force. In the hands of a Dwarf, the weapon can detect giants in a 1 mile radius. In addition, the wielder gains +4 to their armor class versus any giant in melee. Any giant struck with this weapon takes double damage.



Great Axe

A magical 2 handed axe has the base damage of 1-12/1-10. They have the magical bonuses as follows:

- 01-50 +1
- 51-75 +2
- 76-85 +3
- 86-95 +4
- 96-00 +5

Axe of the Masochist

This +1 Bronze looking axe explodes for 3D8 extra damage upon a successful melee hit. Half of the damage from the explosion is inflicted back on the wielder.

Mercy

If this +3 battle axe scores a critical hit on an opponent on the very first attack against them, that opponent is instantly beheaded with no save.

Metamorphosis

This dull grey greataxe is +1 when first picked up. This axe is imbued with a subtle telepathic intelligence which encourages the wielder to change their alignment from either good to evil or from evil to good. Acts which show that the wielder is changing their alignment cause the axe to grow more powerful. It gains a +1 bonus to attack and damage for each act which shows a change in alignment (up to a maximum of +5). This system of subtle telepathic encouragement and reward is meant to change the wielder and to please Metamorphosis. Metamorphosis grants no bonuses to neutrally aligned characters and will encourage any neutral character to drop it.

Bows/Crossbows

Bow of Colors

This pearlescent metal bow imbues the flightpath of any arrow fired from it with a rainbow of prismatic light. A bright rainbow fills the sky that can be seen even in a noon day sun and will be visible for 1-4 turns. The bow is a +2 magical bow in all other respects.

Bow of Ever Striking

A simple looking shortbow is +1 in all respects. Any arrow loosed from the bow will strike its target unerringly, no to-hit roll is required.

Bow of the Field

If this +1 magic bow is fired from within the ranks of archers in a volley, the damage of all other arrows in the volley is doubled. This effect works if even only one more archer is present, as long as the bows are fired at the same time.

Crossbow of the Mile

This is a heavy crossbow that has a special sight attached to it. The weapon is +3 in all respects, any target up to a mile away can be seen through the looking glass on the weapon. The target can be struck at no penalty, all ranges are considered short.



Bow of the Old Assassins

This ash wood bow causes any arrow fired from it to become a magical vapor until it strikes the target. Arrows shot can only be stopped or deflected by magical means. Bonuses from non magical armor or shields will not affect the shot. Magical armor, shields, or spells, are fully effective at stopping shots from this bow. This bow grants no bonus to hit or damage and a normal attack roll must be made.

Bow of Slicing

This metal bow is strung with a magic indestructible bowstring which cuts like a razor. A special set of magical gloves must be worn when it is used as a bow, stored in a hidden compartment. The razor sharp wire bowstring also allows it to be used as the equivalent of a +3 Falchion in melee.

Daggers/Knives

Creeper

This thin, crooked, and chipped dagger grants no bonus to attack, but it has other peculiar properties. Envisioning and concentrating on a target while releasing Creeper will cause the dagger to float around an area looking for the target within 2 miles. It moves completely silently and can hide intelligently as if it were a 6th level thief. Upon finding the target, it will attempt a backstab as if it were a 6th level thief. It will continue to attack its target relentlessly until

a dispel magic is cast upon it. The dispel makes the dagger inert for d100 hours and makes it forget it's current target. The dagger can be attacked, it has an AC of -6 and 15 hit points. If reduced to 0 or less hit points the dagger must make a save vs. crushing blow at +5 or be destroyed, otherwise it is rendered inert for 24 hours. Creeper will return to it's owner once it completes its mission.

Dagger of the Old Assassins

An unknown number of these fabled blades exist. All are +3 daggers. Upon striking, they have varying effects depending on which one is found.

Die 100 Result	Dagger	Effect
1-50	Apprentice Blade	Slow as per spell (Save vs. Poison neg.)
51-75	Eastern Order Blade	Confusion as per spell (Save Vs. Poison neg.)
76-89	Orelia's Blade	2D8 additional damage (Save Vs. Poison ½ dmg)
90-100	Xavier's Blade	Sleep as per spell (Save vs. Poison at -4 neg.)

Dagger of Explosions

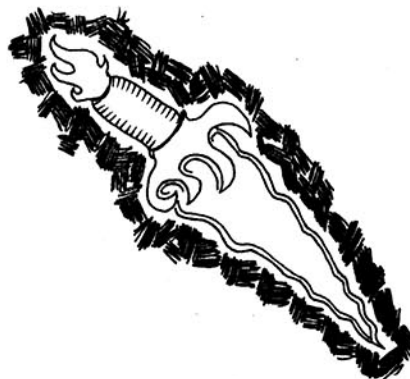
Shaped to look like licks of flame, these daggers will typically be found in clutches of 1-4. Treated as a +2 dagger in melee, if hurled, they will travel twice the normal distance of a thrown dagger and deliver damage as per an 8d6 fireball spell of the same name. Daggers used in this fashion are destroyed once thrown.

Hawk's Daggers

Shaped like the bird of prey, these daggers are +2 to hit and damage and score double damage when thrown. In addition, once thrown, they will shatter delivering 1-4 points of damage to all in a 10 foot radius. The daggers are destroyed when thrown. 1-6 will typically be found.

Seeker

This companion blade to Creeper works in a similar way, although it can travel much longer distances. Saying the name of any person while dropping the blade to the ground will cause it to roll along, going after that person. It travels slowly (movement rate of 30ft per round) but persistently, day and night. It can roll over almost any obstacle including sheer vertical walls. Once finding the target, it will attempt a bakstab as a 6th level thief. When wielded, Seeker is a +3 dagger. The dagger can be attacked, it has an AC of -6 and 15 hit points. If reduced to 0 or less hit points, the dagger must make a save vs. crushing blow at +5 or be destroyed, otherwise it is rendered inert for 24 hours. Creeper will return to it's owner once it completes its mission.



Stone Cutters Knife

Looks to be a normal, single sided dagger but this +2 blade will cut through any sort of stone as if it were soft clay. The dagger can be used to work through a wall of 1-foot thickness in about 5 minutes; thicker stones will require an additional 2 rounds per foot of thickness to carve through. When used in attacking a clay or stone golem, the blade delivers x5 damage and affects them as if it were the appropriate magical bonus and weapon type to affect such creatures.

Maces

Battle Mace

A two-handed battle mace has the base damage of 1-10/1-8. They possess magical bonuses to hit and damage as follows:

- D100 roll
- 01-50 +1
- 51-75 +2
- 76-85 +3
- 86-95 +4
- 96-00 +5

Bone Crusher Mace

This magic mace looks to be a well-made large footman's mace. It is large (42" long) requiring the wielder to have at least a 13 STR and use both hands to make it effective. The Mace has a magical bonus of +3 to hit and damage and delivers 1-10 points of damage to small and man-sized targets and 1-10 vs. larger than man-size opponents. Against any sort of skeletal undead the mace delivers double damage (2-20 +6).



Mace of Healing

A +2 footman's mace that can hold 6 cure light wounds, 4 cure serious wounds, and 2 cure critical wounds spells. These can only be released by a cleric and can be recharged by any cleric high enough level to cast the appropriate spell.

Slings/Bullets

Bullets of Distance

2-20 of these prolate spheroid bullets will be found. They are +2 weapons and have triple the normal range of a standard sling bullet (105 feet).

Havord's Bullets

Only a few caches of these prized sling bullets are known to exist. They will be found in a wooden case that is ornately carved. A dozen bullets are located in a full set, often some are missing. The GM should roll 6+ 1 D6 to determine the number still remaining. All bullets will have double the normal range before penalties are incurred (70 ft). Each one will have one of the following additional properties:

- +4 to hit and damage
- + 2 to hit and damage
- Delivers double damage
- Explodes upon impact delivering 2d6 damage to all targets in a 10 yard radius.
- Makes a loud thunderclap, stunning all creatures in a 20 yard radius for 1-4 rounds (save vs Breath Weapon negates)
- Instantly slays any Ogre, Ogre Magi, Troll or Giant it strikes. (no save)
- Strikes as a 6d6 fire ball as per the spell.

Sling Bullets

Magical sling bullets found in caches of 2-20 will have bonuses to hit and damage as follows:

- D100 roll:
- 01-50 +1
- 51-75 +2
- 76-85 +3
- 86-95 +4
- 96-00 +5

Sling Bullet of the End

Only one of these will be found. It is jet black with flat black runes carved upon its surface. Typically found in a lead case emblazoned with a skull, the bullet will detect as evil and as magical. The sling bullet will not go to the intended target but fly 100 yards above its max range of 100 yards. From there it will explode in a sphere 100 yards comprised of black energy. Any creature caught in the sphere under 4 hit dice is instantly slain with no saving throw. All others must make a saving throw vs death magic or be slain as well. Those that make their save will still suffer 5-50 points of damage. All good aligned creatures caught in the field save at -4 and take double damage if their save is successful. A crater will be left behind in the area of effect, all matter in range being destroyed.

Sling Bullets of True Striking

2-20 of these will typically be found. Each one is a +3 weapon will strike unerringly, no to-hit roll is required.

Spears/Polearms

Spear of the Defender

This +1 spear will adjust its length from between 6ft and 20ft intelligently and in concert with the wielder. The wielder can attack charging opponent twice before they are able to reach him and can attack opponents up to 20ft away.

Drydirk

This +2 spear appears to be made out of stone, but is light and wieldy when handled. Upon a successful hit, the tip will break off in an opponent spread within their body as a powder and begin to absorb fluids. On living creatures with blood, this has the effect of lowering their constitution by 1 every round. If their CON reaches 0 they are completely desiccated and dead. A dispel magic is the only thing which will stop the effect of the desiccating magic. The tip of the spear regenerates after 3 rounds. Until the tip reforms, it can be used as a +2 quarterstaff.

Spear of the Hunt

This magical spear looks to be the type of spear commonly used by various woodland tribes, rangers, and hunters. It is long in size but is well balanced for fighting in melee or to be used as a thrown weapon where in such capacity it inflicts double damage. While the spear is held, the wielder's movement rate is increased by +20ft. In addition, the user of this spear gains a base 20% tracking skill or adds this base to an already existing skill. The spear is a +3 weapon and conforms to a normal long spear in all other respects.



Spear of Hurling

For this +2 spear all hurling ranges are considered short and the max range of the weapon is doubled.

Halberd of Sweeping

This well-built weapon will enable the wielder to attack all foes once in a round that surround him in a sweeping attack. This takes the place of the character's normal attack routine regardless of how many attacks they have. You can only attack each opponent once in a round. Thus if the character was surrounded by 3 opponents, he could strike all three, if the character was surrounded by 5 opponents, all 5 could be attacked. The halberd, being a long weapon, the wielder must have sufficient space to utilize its powers. The Halberd can be used in a normal fashion as well.

D100 roll:

- 01-50 +1
- 51-75 +2
- 76-85 +3
- 86-95 +4
- 96-00 +5

Knight's Lance

A heavy battle lance, not intended for tourneys. This lance can only be used on a heavy war horse and the wielder must have a minimum 13 STR to use it. Any target struck with the lance must make a save vs. breath weapon or be knocked down. This weapon delivers triple (X3) damage on a successful charge. The lance will have a magical to hit and damage bonus as follows:

D100 roll

- 01-50 +1
- 51-75 +2
- 76-85 +3
- 86-95 +4
- 96-00 +5

Longreach

This +3 spear can be fired from the wielder's hand as if it were a ballista and doing damage as such. Any attack made in this way is made as if the target is at close range, no matter the distance. Once fired, the spear must be manually retrieved.

Spear of Penetration

This +3 weapon does double damage when thrown, and, on a score of a natural 20, delivers quadruple damage instead of the normal critical effect.

Terrible Two

This set of two silver spears work together and must be kept together. If the spears are more than 100 yards apart, all bonuses are lost until they return within range. The first spear is covered with runes and is meant for the skewering of severed heads. Anywhere from 1 to 5 heads can be skewered on this spear at a time. For every freshly skewered head (less than 1 week old) which is on the first spear, the second spear gets a +1 to attack and damage. This item will detect as evil.

Spear of Twirling Blades

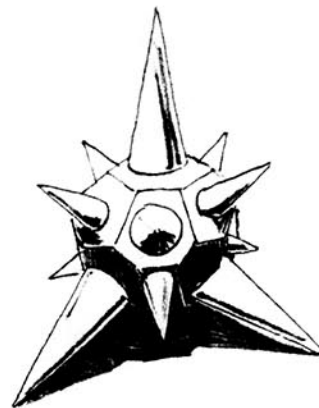
Upon the utterance of a command word, the forward half of this +3 spear can split into 3 separate sections and spin with great velocity. These spinning sections then thrust forward independently and sporadically. When the forward section is spinning, the wielder can make 2 additional attacks per round although these attacks will

be at -3 to hit and +3 to damage. If a natural 20 critical strike is made which pierces the opponent (when not spinning) the wielder can choose to activate the spear the following round delivering an automatic 2d6 +3 damage. When not spinning, this spear acts as a normal +3 spear.

Exotic

Caltrops of the Old Assassins

These caltrops are invisible when placed on the ground. When stepped on by someone pursuing the owner, they will instantly kill them (save vs. poison for 6D6 damage instead). When moving through an area with a bag of these caltrops dispersed, there is a 90% chance of stepping on one. When a bag of these is found, there will typically be enough to cover 3 square yards.



Cesti

Cesti are armored and spiked gauntlets used in gladiatorial games. These weapons can come in many forms, magical ones enabling the open-hand fighter to deliver a more powerful blow. These weapons will enable the wielder to strike creatures that require a magical weapon but will not protect against touch attacks. The weapon delivers a additional damage of 1-2 vs man-sized targets and 1 point additional to larger than man-sized. Magical Cesti will have the following bonuses:

D100 roll:

- 01-50 +1
- 51-75 +2
- 76-85 +3
- 86-95 +4
- 96-00 +5



Magic Items (Exotic)

Chain Whip

The chain whip is comprised of sharpened links of chain that is wielded to deadly effect by any member of the Bahkaruh race as it is one of their cultural weapons. A few of these mighty weapons are magical as follows:

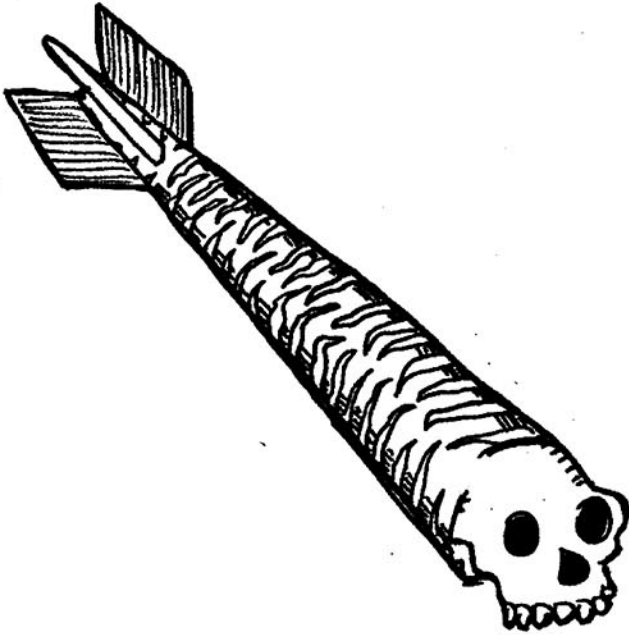
D100 roll:
01-50 +1
51-75 +2
76-85 +3
86-95 +4
96-00 +5

Arrows/Bolts (20% will be bolts)

Arrows of Armageddon

This single arrow is jet black with a bejeweled skull for a tip. When the arrow strikes anything, a sphere of death energy rolls out, 100 yards in all directions. Everything in the blast radius takes 10-100 (10 d10) points of damage, there is no saving throw.

Only one of these arrows will be found at a time.



Arrows of Armor Piercing

These are bodkin point arrows made to pierce heavy armor. These arrows deliver normal damage but ignore all armor and shields for determining chances of a successful to hit roll. Dexterity bonuses, magical cloaks, rings of protection etc. still count towards calculating the target's AC. These arrows will have magical bonuses as follows:

d100 roll
01-40 +1
41-60 +2
61-80 +3
81-94 +4
95-00 +5

2-20 of these arrow will be found.

Arrows of Backstab

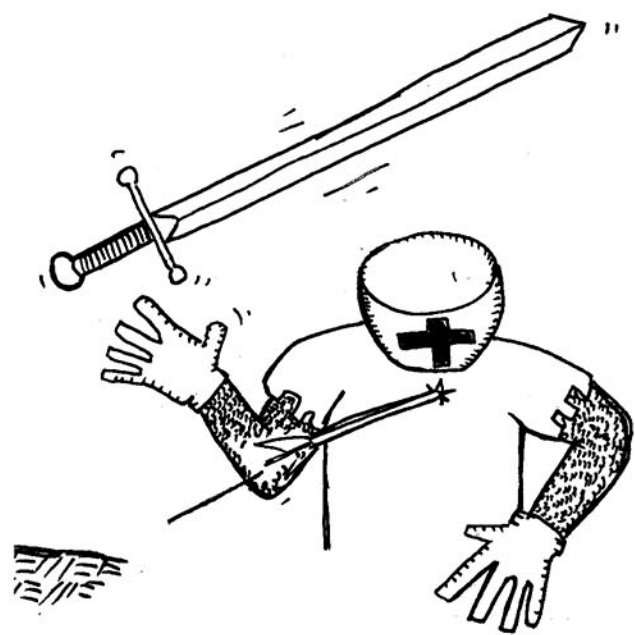
These duly painted arrows have blackened tips to fend off all reflec-

Magic Items (Arrows/Bolts)

tion. A normal to-hit roll is required. Once fired at a target, they will race off into the sky and return in 1-4 rounds striking the rear of the target at +4 and delivering a damage multiplier as follows:

d100 roll
01-40 X2
41-60 X3
61-80 X4
81-94 X5
95-00 X6

1-10 of these arrows are typically found.



Arrows of Bone Shattering

These arrows are made from bone and have blunted tips made out of lead. They will only fly to medium range, for range penalties they are -2 at short and -5 to hit at medium range. Any creature struck with one of these arrows must make a save vs. petrification or suffer a broken bone. Creatures without armor save at -4, creatures in armor types up to splint mail save at -2, those that wear plate type armors have no penalties. If the strike misses by 1 point and the target has a shield, the shield must make a save at -2 or be shattered. Skeletal undead of any kind takes X5 damage from one of these arrows. These arrows have no magical bonuses to hit or damage.

1-10 of these arrows are typically encountered.

Arrows of the Bounty Hunter

These arrow have a distinct spiral pattern carved on their shaft. Upon a successful strike, the arrow will extend to an animated rope and instantly hog tie the target. Skillful and tightly tied knots bind the victim and a bend bars/ lift portcullis roll is required to break free. Once the magic in these arrows has been affected, they are no longer usable.

1-4 of these arrows are typically found.

Arrows of Daylight

This is a +2 arrow in all respects. If fired in the air it will radiate light as true daylight for one round. If fired at undead, the arrow will deliver double damage.

1-10 of these arrows are commonly found.

Arrows of Distance

A +1 arrow, when fired, flies twice the normal range and all ranges are considered short.

2-20 of these arrows are commonly found.

Arrows of Doubling

When an Arrow of doubling is loosed from a bow, a second arrow will appear next to it. The second arrow is identical to the first in all respects and will require an additional to hit roll to see if it strikes the target. The target for both arrows of doubling must be the same, they cannot be split. These arrows are +2 to hit and damage.

2-20 of these arrows will typically be found.

EarthShaker

This arrow is stone in construction yet it will fly out to the full distance of the bow used to propel it. If used against a foe, it will strike at +4 to hit delivering 2-20 points of damage. The target must make a saving throw vs paralyzation or fall to the ground. If the Earth Shaker arrow is fired up in the air, when it hits the ground, it will act as the 7th level Cleric spell Earthquake in all respects. The center of the area of effect will be where the arrow strikes.

Typically, 1 of these arrows will be found.

Eye Biter

This arrow is a +1 arrow in all respects. If it strikes a target creature, they must make a saving throw vs. paralyzation or lose an eye.

1-6 of these arrows can be found together.

Arrows of Firestorm

These arrows are pointed with tips that resemble licks of flame and are painted to match. Once fired, and upon finding their target, the arrow will erupt into a 8d6 fireball as per the spell. The arrow still delivers damage and is +3 in all respects.

Typically caches of 1-4 of these arrow are found.

Arrows of Fog

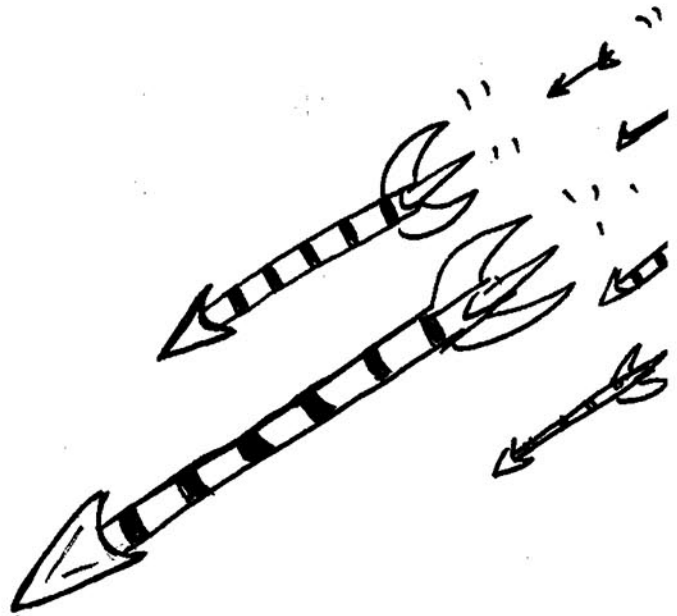
These arrows are a medium grey in color with olive drab fletchings. When fired at a normal target they act as +1 arrows, vs. sea creatures of any stripe they deliver double damage. If fired into the air, they will strike the ground and release a fog that reduces visibility to about 3 feet, the fog covering 1-4 square miles. The fog will dissipate in 2-5 hours under normal circumstances and will dissipate quicker if aided by strong winds etc.

One will find 2-20 of these strange arrows in caches.

Arrows of Hornets' Nest

These arrows are painted with yellow and black bands of color and have fletchings made from the wings of giant hornets or bees. When an Arrow of the Hornets' Nest is loosed from a bow, 1-8 additional arrows will spring forth from it, all striking the same target. To hit rolls must be made for each individual arrow. The Arrows are +1 magical arrows in all other respects. Arrows of the Hornets Nest lose their magical properties once fired.

2-12 of these arrows will typically be encountered.



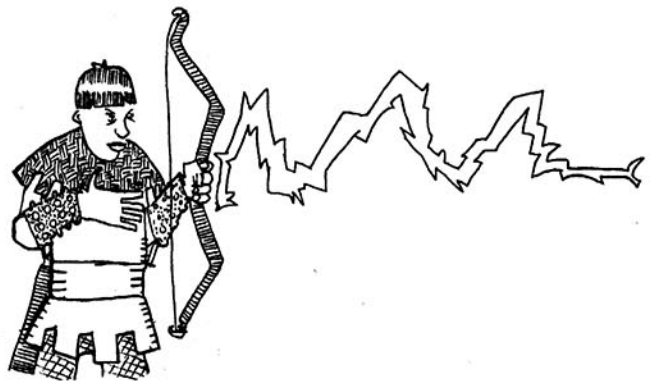
Arrows of Lightning Strike

Light blue and white adorn the flightless-looking jagged arrows. When fired, they arc out from the bow as a bolt of lightning as per the magic user spell. The damage delivered is as follows:

- d100 roll
- 01-40 5d6
- 41-60 6d6
- 61-80 8d6
- 81-94 10d6
- 95-00 13d6

Any creature struck by an arrow of Lightning Strike are entitled to a saving throw for 1/2 damage as per the spell. Standard immunities and resistances are applicable, the level of casting for the arrows is 16th level.

Only 1-4 of these arrows are typically found.



Arrows of the Line

When the Arrow of the Line is fired it will anchor itself to a stone wall, cliff face, or the like and 200 feet of rope will appear behind it. The rope is held fast to the arrow and will hold up to 2500 gp weight once tied on the other end securely. If fired at a normal target it will act the same except it will be affixed to a target creature and thus not be able to hold any weight. The Arrow of the Line is a +1 arrow in all other respects.

1-10 of these highly prized arrows will commonly be found.

Arrows of The Net

These arrows are often found carved with nautical themes and are tipped with sea shells. When fired at short range they turn into a net. If they strike their target, it is held fast and they must spend 1-4 rounds getting themselves out of the net. This arrow is only effective at short range. The arrows are +2 to strike but deliver no damage if they hit their target.

1-6 of these arrows will typically be found.

Arrows of the Old Assassins

These fabled arrows will critically strike an opponent, no matter how skillfully they were shot by their owner. (When identifying an arrow of the old assassins, roll a critical strike for a piercing weapon on the critical hit table of this book. The type of critical hit rolled is the type of critical strike the arrow will execute when fired at a target. If the target does not have the anatomy associated with the critical hit, it will behave as a +1 arrow.) Once an arrow of the old assassins has met its mark, its enchantment is forever lost.

Typically adventurers who find a quarrel of these find 1-6.

Arrows of Piercing

These +2 arrows deliver double damage upon any target struck. Furthermore, any target struck will take a minimum 1 point of damage even if the target is typically immune to the attack. If the arrow of piercing strikes a golem or similar magical construct, the damage delivered is X4.

One will encounter 1-10 of these arrows when found.

Arrows of Plant Kill

These arrows are made from a gnarled root and are a sickly black-green in color. When fired into the ground, all normal plant life in a 1-100 (d100) yards is instantly slain. Plants with intelligence or plant-like creatures caught in the area of effect take 1-100 (d100) points of damage.

1-10 of these arrows are commonly found.

Arrows of the Ram

These blunt-tipped arrows have a ram's head for a tip. They are +2 arrows in all respects. If a man-sized target is struck, they are knocked down and must make a DEX check or be hurled back 1-6 feet. Larger than man-sized targets make their DEX save at +5. Any wooden door or gate struck with an Arrow of the Ram will suffer 2-12 points of structural damage, any stone objects 1-6 points and any metal object, door, gate etc will take 1-4.

1-6 of these arrows are typically found.

Arrows of Rallying

The Arrow of Rallying is brightly colored and will have a tip made to whistle through the air when fired. If shot at a target, the arrow of rallying will act as a +1 arrow. If the arrow is shot over a battle, large or small, it will act as a massive Bless spell to all friendly combatants in a 1/2 mile range. Only one such arrow can be used per battle.

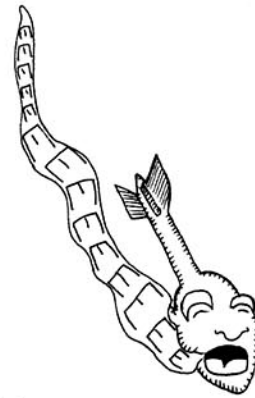
1-10 of these arrows will commonly be found.

Arrows of Screaming

This arrow has screaming faces carved all over its shaft. When fired into the air, it emits an terrible ear-piercing howl that makes all hearing creatures in 1000 yards -2 to hit and damage and -2 their AC. It also makes all spell casting and speech impossible as the sound drives out all other noises. It can be heard for miles around. The

effect lasts for 2 rounds, one going up, the other going down. The Arrow of Screaming is a +1 arrow in all other respects.

Caches of 1-10 of these arrows will typically be found.



Arrows of Seeking

A very rare arrow, the Arrow of Seeking is made for a specific creature that the GM will detail when needed. Once fired, the arrow of seeking finds the nearest creature it is made for no matter the distance and hits unerringly delivering 10-100 points (10 d10) of damage. There is no saving throw. Common types are made for very powerful creatures such as demons, devils, angels, powerful undead, dragons, or for kings, queens, knights etc. An arrow of seeking will not likely be for a generic type of being such as "elf", "human" etc.

Only one Arrow of Seeking will be found at a time.

Arrows the Siege Lords

These large metal arrows will stick into any surface they strike. Upon a successful hit, they will explode, forcing any object to make a saving throw versus crushing blow. A failed save will instantly destroy that object, sending shrapnel in all directions. Any golem or construct struck with this arrow will take 6D8 damage (save vs. breath weapon for 1/2 damage). Against living things, these arrows behave as +2 arrows.

1-2 of these are usually found.

Arrows of Silence

These are normal well crafted looking arrows. The Arrows of Silence are +1 magical arrows in all respects, however when fired they emit no noise and make no noise when they strike their target. In addition once they strike their target they will project an area of silence in a 10 foot radius. The duration is for 1-6 turns after which the magic fades and the arrow reverts back to a normal non-magical arrow.

2-20 of these arrows are typically found.

Arrows of the Spider

This arrow is jet black with a red diamond on its shaft and red fletchings. The arrow acts as a normal magical arrow +1. Once fired, it will break upon its target delivering normal damage. A round later a giant black widow spider (HD 3 HP 20 AC 6 at# 1 2-8 + poison save or die) will form and attack the nearest living creature. The spider fights until slain.

1-6 of these arrows will be found.

Arrows of Striking

These stout arrows will deliver maximum damage upon a successful hit. They deliver 8 points of damage in addition to the magical bonus they possess as follows:

% roll
 01-40 +1
 41-60 +2
 61-80 +3
 81-94 +4
 95-00 +5

2-20 of these arrows will typically be found.

Arrows of the Swarm

When fired into the air, the Arrow of the Swarm will fill the sky with 100-1000 arrows. These arrows will rain down on an area in a 100 yard radius delivering 1d6 strikes to each target in the area of effect for 1d6 damage per arrow that strikes home.

This arrow is found in very small clutches of 1-4.

Arrows of True Aim

These finely crafted arrows deliver 1-8 points of damage and never miss their target. They are magicked as follows:

% roll
 01-40 +1
 41-60 +2
 61-80 +3
 81-94 +4
 95-00 +5

1-20 of these arrows are found.

Arrows of Tunneling

This broad-tipped heavy-shafted arrow will act as a +2 arrow when shot normally, but will only fly to short range. If the Arrow of Tunneling is fired at the earth, it will create a 10 foot wide tunnel that is equivalent in length to the weapons short range that it was fired from.

1-20 of these arrows are found.

Arrow of Turlin

An unusual arrow that only has a wooden point on its oaken shaft instead of a normal arrow head. It is treated as a +3 arrow in all respects. Upon striking any vampire, the target is instantly slain, there is no saving throw.

Only 1-4 of these arrows are typically encountered.

Arrows of Wrath

These arrows are +2 weapons. For every point over what is needed to strike a target that is rolled, the arrow of Wrath delivers +2 points of damage. For example if a total roll of 12 is required to hit and the archer makes an adjusted roll of 16 they deliver an additional +8 points of damage.

2-20 of these arrows will typically be found.

Potions**Potion of Accelerated Learning**

When used, this potion will sharpen the mind for a period of 8 hours. While one's effective INT score is not raised, the user is able to take any book, tome, or volume and read it and absorb the knowledge at twice normal speed. Spell casters who take this potion can even use it to learn their spells in 1/2 of the normal time.

Potion of the Berserk

Once drunk, this potion will give the user the following bonuses:

+3 to hit
 +6 to damage
 +1 Attack
 +15 Hit points (to be taken first)
 +3 to all saves and immune to mind affecting spells.

The effects last for 10 + 1d8 rounds, the user must attack (foes then friends) until the duration is met.

There is a 1% cumulative chance that drinking this potion will kill the user.

Potion of Buoyancy

This brackish liquid, when uncorked, has a very fishy smell and an oily consistency. When imbibed, the potion of buoyancy will make the user be lighter than water, floating on any liquid surface with no effort. The user must still find means of propulsion but they will not sink as long as the potion is in effect; it lasts for 2-12 hours. One can also use this magical fluid to help traverse swamps and quicksand, and nearly every liquid surface.

Potion of Disruption

When hurled, the contents of this potion will explode in a 2-20 yard radius, instantly destroying any and all undead in the area of effect.

Potion of Distance Running

Being clear and tasting of sweet water, this potion will enable the user to run at their full movement rate for a 24 hour period with no need of rest or nourishment. Once the 24-hour period has elapsed, they suffer no ill effect. If a second potion of distance Running is taken right after the first one the user must make CON check or suffer a heart attack and die.

Oil of Ever Burning

This vial is contained in an airtight metal flask. Once uncorked and the contents poured out, the oil will burn much like a normal campfire in size and intensity. The oil cannot be doused or put out by any means save a wish or limited wish spell, even full submersion in water will have no effect on the Oil of Ever Burning. In all other respects it behaves as normal fire.

Potion of Doom

This iron flask is corked and has steel wire around its opening to prevent an accidental opening. Once uncorked, it instantly slays all living creatures in a 10-100 yard radius that are 4 hit dice or under, creatures over 4 hit dice are entitled to a saving throw vs. death magic; if successful, they only lose 1/2 of their starting hit point total.

Potion of Explosions

This clay vessel is thrown, and upon impact, will deliver 6-36 points of damage to all creatures in a 2-20 yard radius area of effect. The damage is fire-based, appropriate protections are applicable and a saving throw vs. breath weapon will yield 1/2 damage.

Potion of Great Water

Upon drinking of this potion the user can go without water for a span of two weeks.

Potion of Freshening

Sprinkle the Potion of Freshening on spoilt or rotten food and it will be restored to edible condition. Each potion will work for up to 10 lbs of food.

Potion of Fleet Foot

Each potion will have 1-10 small draughts in it. Each draught, when consumed, will give the imbiber +1 to their movement rate for a duration of 3 hours. One can consume as many draughts as they wish.

Potion of Floating

A sky-blue sweet-smelling liquid will emanate from the potion bottle when uncorked. Once imbibed, the user will float up and up for 1-6 hours. The affected creature will behave much like a balloon, being subject to the wind and elements. Unless the user has a way to control their movement, they will float up and away for the time the potion lasts. Being tethered or moored somehow will keep the user from traveling upwards to the full effect of the potion. Once the duration is met, there will be a ½ hour period of descending like a Feather Fall spell, then one will fall at normal falling rates.

Herbs of the Old Assassins

When this mixture of herbs is smoked, it reveals the location of all hidden chambers, guards, traps, and other points of interest within a 100 yard radius of the user. The user is disoriented 1D6 minutes subsequent to inhaling.

Oil of Immunity

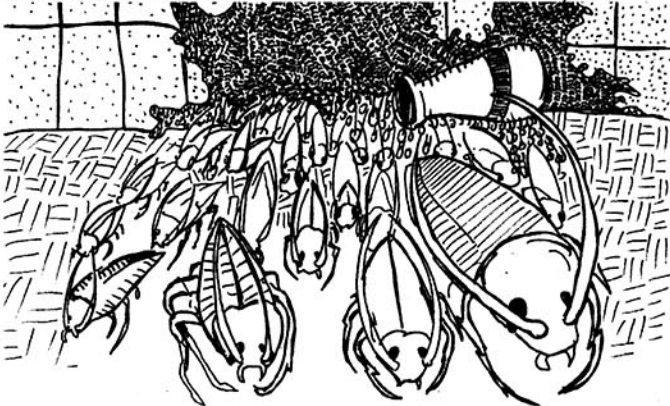
Each vial of this oil is good for one application where one must rub it all over their body; the process takes 1 round to complete and one round to activate. Once used, it will make the wearer of the oil immune to all physical attacks, and even magic weapons will not harm them. The user can still be harmed by mind affecting spells, be drowned, etc. but no attacks from weapons, fire, lightning, cold etc. will harm them for the duration of a 1d10 +3 rounds.

Potion of Nullification

This black liquid looks and tastes of bitter liquorice. This potion will nullify all the current effects of any other potion or potions the character is using. It will also nullify any ingested poison. The effects are immediate and permanent.

Potion of the Roach

This bottle's contents of rank smelling liquid is spilled upon the floor and a huge mass of cockroaches and other filthy bugs and carrion eaters will spill fourth. The mass of insects act in all respects like the spell Creeping Doom except it cannot be controlled, moving at 10ft a round in a random direction until it is used up or destroyed.

**Potion of Sustenance**

Upon imbibing of this potion, the user is sustained and nourished with no ill effects for the span of one week.

Potion of the War Gods

Once drunk, this potion will give the user the following bonuses:

- +2 to hit
 - +5 to damage
 - +1 Attack
 - +10 Hit points (to be taken first)
- The effects last for 10 + 1d8 rounds.
There is a 1% cumulative chance that drinking this potion will kill the user, the gods of war being fickle.

Rings**Ring of Absorption**

These rings appear to be made of steel and will be adorned with the symbol of a shield upon them. The wearer of one of these rings will be able to reduce the amount of damage they take from attacks. Damage that they can absorb from attacks is either 1, 2, or 3 points per attack. Thus an arrow striking the wearer of the ring would have its damage reduced by the number of the ring's power, and, for example, a 10d fireball would also only have its damage reduced by a few points, the total damage being affected because it is a singular attack. However, with a magic missile, each missile would be counted against the ring because they are individual attacks. Two of these rings cannot be stacked together to increase the bonus. The ring's damage reduction is as follows:

- D100 Roll:
01-50 +1
51-75 +2
76-00 +3

Ring of Armor

This ring will act as a suit of armor. While the protection is given, the ring will not encumber the character nor inhibit their movement. The ring of armor cannot be stacked with other suits of armor. Roll on the following chart to see what sort of armor the ring will protect as.

- D100 Roll:
01-20 Leather
21-40 Studded Leather
41-60 Scale Mail
61-80 Chain Mail
81-90 Banded Mail
91-00 Plate Mail

Ring of Attraction

This slender gold band will make the wearer very attractive to members of the opposite sex. Treat as an increased CHR score of +2 and a +4 CMS score for purposes of reaction when dealing with the opposite sex.

Ring of the Attack

This ornate silver band, once worn, will give the wearer an additional melee attack per round: this attack coming at the end of the round after all normal attacks have been completed.

Ring of Augmentation

This ring allows the wearer to have up to three magic rings in addition to the ring of Augmentation functioning at the same time.

Ring of the Blade

This is a ornate gold and steel twisted band. Once the command word is spoken, it will transform into a shimmering sword in the wielder's hand. The ring will function as a sword in all respects until the wearer utters a command word, at which time it will revert into ring form. The ring behaves as a sword in all respects when activated and comes in the following forms:

D100 roll:

- 01-50 short
- 51-60 broad
- 61-70 long
- 71-80 bastard
- 81-90 scimitar
- 91-00 two handed

Each ring will be of the following magical bonus:

D100 roll:

- 01-50 +1
- 51-75 +2
- 76-85 +3
- 86-95 +4
- 96-00 +5

Ring of Bouncing

The wearer of this elastic band will find that falling from any height will cause them to take only 1/3rd the damage they would normally take and bounce as if made of rubber.



Rings of Calling

These pearlescent rings come in pairs. They allow the wearer to communicate with another wearer of a paired band simply by speaking into the ring. This will allow for communication across any distance or even across different planes of existence.

Ring of Casting Prowess

A very rare and powerful ring. This allows any spell caster to cast two spells a round instead of one, cutting all casting times in 1/2. Two spells cannot take longer than one round to cast, however, once both the time segments for each spell has been added up.

Ring of Coveting

This wooden ring causes the wearer to attempt to steal anything of considerable value that they see. They must makes a save vs. spell at -4 or they will immediately attempt to steal all valuable objects in their vicinity. The wearer cherishes the ring of coveting and will guard it with their life. The ring can only be removed by another person and the wearer will do everything within their power to prevent it from being removed.

Ring of Deflection

This plain looking gold band will enable the wearer to deflect missile weapons by making a saving throw vs. petrification. Any successful save indicates the character has deflected the incoming missile. Characters wearing this ring must be aware of the attack to deflect it and can deflect arrows, sling stones, javelins, spears, hurled axes, hammers and the like, they cannot deflect missiles hurled by siege craft or boulders hurled by giants. If the character wearing the ring already has a missile deflecting ability, then they increase their chances by +3.

Dragon Rings

These legendary rings contain essence of a dragon which has been magically trapped inside. If the dragon's name is uttered, then the dragon will emerge and obey the commands of the wearer. (The name of the dragon is usually written in draconic cypher on the inside of the ring) The dragons will remain and do the bidding of the wearer until slain or commanded to return to the ring. If the dragon is slain, the ring crumbles away to dust. The dragon does not age while it is inside the ring. When the ring is generated, roll a D10 and a D100 to determine the dragon type:

D10 Roll	Type	D100 Roll	Age
1	Black	1-5	Hatchling
2	Blue	6-15	Very Young
3	Brass	16-30	Young
4	Bronze	31-45	Sub Adult
5	Copper	46-75	Young Adult
6	Gold	76-86	Adult
7	Green	87-90	Older Adult
8	Red	91-94	Old
9	Silver	95-98	Venerable
10	White	99-00	Ancient



Ring of Form Change

The wearer of this ring becomes a randomly determined monster. They will behave like the monster and lose their normal personality. They will gain the abilities of the monster but keep their current HP total. Speaking the wearer's name will dispel the effects of this ring and instantly return the wearer to their normal form. If the monster form is knocked unconscious or slain, the wearer will return to their original form in that same state.

Ring of Gender

The wearer of this ring will have their sex reversed for as long as it is worn. They will appear as an opposite sexed version of themselves.

Ring of Grace

This ring is finely wrought of silver and gold bands of ornate detail and craftsmanship. The wearer of this ring will move with a level of grace at all times. They will walk through areas as if they are dancing to some silent tune only played for their ears. They will not run into things, trip, or be snared upon protrusions while passing through a given area. In wooded areas, they will pass through unfettered, not tripped up by branches or roots. They will glide with grace. The wearer of this ring will also be able to take to any kind of dance as if they were a practiced expert, even if they have never seen it before. In addition, spells designed to ensnare or entrap the character will not work such as Web or Ensnare.

Ring of Healing

This ring can hold a number of healing spells as follows:

- 6 cure light wounds
- 4 cure serious wounds
- 2 cure critical wounds
- 1 heal spell
- 6 cure disease spells
- 4 cure blindness spells

The ring can be recharged by any Cleric that can cast any of the above spells and can only be used up to it's max total once a day.

Ring of Life Drain

This ring looks to be made of bone and will radiate magic if a detect magic is cast upon it and will detect as evil if detected for. Good aligned characters that don this ring will suffer 2-12 points of damage and have to make a save vs. spell or lose a life level. Neutral characters and evil characters are not affected. Using the rings power via a touch attack, the wearer of the ring can absorb a life level and temporally add it to his own. The victim is entitled to a saving throw vs. spell, and, if they fail, they will lose a life level. Victims drained to 0 level become wights in the ring wielder's service. Each level drained will raise the wielder one level in abilities and add 1-8 hit points for a 24-hour period, after which it fades. One can absorb 10 life levels in a day before the ring is sated and will confer no further benefit. If the ring is not fed at least once a week it will drain the wearer, saving throw vs. spell is applicable.

Ring of Melancholy

This stone ring causes immediate and ceaseless depression. The wearer must roll under their Wisdom score by more than 4 in order to do anything besides eat or sleep. If worn for more than a month, the ring will cause the user to become suicidal. After one month the wearer must make a saving throw vs. spell or kill himself. While wearing this ring, the wearer's intelligence is +4.

Ring of Occupation

Upon donning this ring, the wearer's class is switched to one with which the ring is imbued. They will be of equal level, but with a new set of powers and skills. This effect is permanent until a remove curse spell is cast upon the wearer. If the ring's occupation is the same as the wearer, there is no effect. When generating this ring, roll a D4 to determine which class is magically stored in the ring.

D4 Result: Class

- 1 Fighter
- 2 Cleric
- 3 Thief
- 4 Magic User

Ring of the Old Assassins

There are 12 different Rings of the Old Assassins, each one having different powers. Having one ring is rare. It is rumored that if all 12 rings are amassed they form a truly powerful magic item. This is lore spoken in Assassin Guild halls throughout the land, but no one has seen all 12 rings together or is not talking if they have. Only a member of the Hand or members of the Assassin class can use these rings; they are inert in anyone else's hands. Roll a d12 to determine what ring has been found.

Ring 1

This ring is two slim rings that can be separated to form a garrote. Upon a successful to-hit roll, the target is being strangled and will die in 1-6 rounds unless they manage to break themselves free with a contested STR roll. For each round of strangulation, they gain a cumulative -2 to all stats and saving throws.

Ring 2

When the ring wearer grabs a target by the throat with the ring hand, the target is placed under a silence spell until the assassin lets go.

Ring 3

Any vessel held by the assassin with the ring hand will have it's contents poisoned. If the assassin holds a drink that has already been poisoned, the drink becomes unpoisoned.

Ring 4

When the ring is placed over a door, the door becomes unlocked. The ring wearer can do this a number of times a day equal to their level. However this doesn't mean it disengages any traps that may be on the door.

Ring 5

When the ring hand is cupped over a door, and the assassin presses an ear to listen what is on the other side, any sound beyond can be heard clearly as if they were standing in the room.

Ring 6

This ring will inject a slow acting poison into the hand of a target that shakes the hand of the assassin. They are entitled to a saving throw vs. poison. If failed they will die in 1-8 days.

Ring 7

This ring will allow the user to create a miniature grapnel hook that will allow the user to safely descend down to surfaces equal to or less than 300 feet. Once landed, the ring will revert back to it's normal form.

Ring 8

This ring makes it so any door, lid, hatch etc that the assassin opens does so completely noiseless.

Ring 9

This small band of leather could easily be overlooked as a piece of trash, but it possesses great boon to any who seek to go where they should not. Once per month, this ring can produce a key in the wearer's hand which will open any non-magical door. The wearer must be in contact with the door and hold their hand in a fist. After only a few seconds, a perfectly matched key will appear in their clenched hand. The key will remain permanently.

Ring 10

When held over the eyes like a salute, anyone that views the ring wearer won't be able to remember what they look like.

Magic Items (Rings)

Ring 11

When cupped over a door or wall and peered into, the assassin can see what is on the other side of the wall or door as long as there is illumination to do so.

Ring 12

When cupped over the mouth and blown through, the ring will make a poison dart. The Assassin must make a to-hit roll and the target is entitled to a saving throw vs poison. If the target fails they are knocked unconscious for 2-12 rounds.

Ring of Race

Upon donning this ring, the wearer's race instantly changes to the type with which the ring is imbued. They receive all bonuses and penalties associated with their new race. It takes 24 hrs for the body to return to its original form if the ring is removed.

Result on 2D8

Race

2	Human
3	Elf
4	Dwarf
5	Half-Orc
6	Half-Ogre
7	Mendelinkorian
8	Jorakeen (Wolf Men)
9	Tinelian
10	Bahkaruh
11	Mavakin
12	Harood (Lizard Men)
13	Styger
14	Gnome
15	Halfling
16	Half-Elf

Ring of Sainly Power

This ring, made from the bones of devoted followers of good deities, doubles the effectiveness of spells cast in the name of a good deity. The types of spells this ring affects are up to the GM's discretion, but generally spells which aren't offensive like bless, and cure wounds will be under the domain of this ring's power. Any impure act that comprises anything less than the most saintly of actions causes the ring to come off. Cannot be used by a person who has ever committed an overtly evil act.

Ring of the Shield

A steel ring that, upon command, will create a field of energy that will behave as a medium shield +2.



Magic Items (Rods Staves And Wands)

Ring of Transfiguration

Donning one of these rings will make the wearer appear as an avatar of a God. Each one is carved from a different material and has the symbol of the God to which it is dedicated. Anyone interacting with a character transfigured by one of these rings must save vs. spell at -2 or be awestruck for 1-4 rounds. The transfiguration effect lasts for 10 minutes and can be used once per week.

Ring of Youthful Countenance

A plain looking silver ring, when worn, makes the wearer appear 9 + 1d6 years younger than they actually are. Non-humans will have their age adjusted accordingly to reflect a similar change in years.

Rods Staves and Wands

Staff of Augmentation

This finely crafted staff amplifies spell energies. The staff will typically be found with 2 - 20 charges, and, for each charge, can make a spell that is more powerful as if it were being cast by a mage one level higher. The staff of augmentation can be used to make a spell more powerful as if it were being cast by magic user two levels higher, but this uses two charges and the staff must make a save vs normal blow or be destroyed by the energy surging through it.

Staff of the Bard

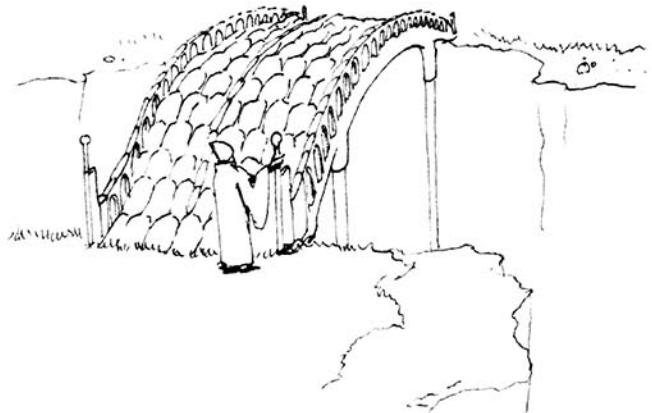
The Staff of the Bard imbues its owner with an additional 1d4 for points to their Bardic Voice attribute. It also adds one point to the charisma of its owner, but only when held in the hand. It is adorned with small bells which jingle as it moves causing the owner to receive a - 20% to their move silently check.

Wand of Banishing

The Wand of Banishing sends extraplanar creatures back to the plane from which they came. It is typically found with 20 +1d20 charges and will expend one charge per hit die of the creature being banished. Banished creatures are entitled to a saving throw vs spell to resist being sent away. If they are successful in making their save, they will be held in limbo in the ethereal plane for 1d4 rounds before returning to the prime material.

Staff of the Bridge

The Staff of the bridge is a large oaken staff which, when placed at the edge of a chasm or any large gap which has an area across from it which is less than 200 feet away, it will produce a stout Stone Bridge wide enough for two caravans to pass each other on it. The bridge will be of a quality as if it were made by dwarven masters and will remain until a successful dispel magic has been cast upon it or until it is commanded by its owner to return to staff form. The staff of the bridge is typically found with 1-4 charges in it.



Staff Of Calling

When thrust into the ground, and a command word spoken, the staff will emit a wail that can be heard for miles. This sound will attract all creatures with an animal intelligence in a 5 mile radius. All others in earshot will take notice and some or all will go to the staff at the GM's discretion. Hostile creatures like Orcs or Goblins will be drawn to the noise. The noise will last until the command word is spoken again.

Wand of Channeling

With this wand, the magic user can take spells and channel them into raw magical energy. For each level of spell cast into the wand it will channel a single charge. Each charge can be delivered as a strike for 1d6 of damage. The magic user must make a to hit-roll as a fighter of equal level. The energy must be expended on the round it was cast or it is lost. Thus if a Magic User channels a memorized 4th level spell through the wand it launches a 4d6 attack at the desired target. The range is 60 yards + 10 yards per level of the spell being channeled.



Staff of Comfort

This lightweight and slender staff is a pleasure for any adventurer to have. Placing it in the ground 6 inches at a campsite will produce a 20 foot radius of a perfectly hospitable environment. The temperature, humidity, and all other impediments to rest are eliminated for 8 hours per charge. the staff of comfort is typically found with 2-20 charges.

Staff of Corrupt Animal

This staff is made from a mysterious shiny black substance and is warped and strange. The skull of a small rodent is affixed to the top. The Staff of Corrupt Animal can turn a target animal into a deformed and crazed version of itself. The animal will sprout tentacles from both the front and rear of its body which will lash out and strike anyone near it for 1-6 points of damage. The animal gains an additional attack over its normal attack routine and has the same hit points as it does in its normal form. The staff is usually found with 2-20 charges.

Staff of Deflection

The Staff of Deflection allows the wielder to deflect incoming missile weapons of any type except for siege weapons and giant hurled weapons. If the wielder makes a saving throw vs. paralysis, the staff will gracefully redirect any approaching missiles. The staff func-

tions as a +2 quarterstaff.

Wand of Discomfort

Touching the Wand of Discomfort to any target will cause them to become violently ill. They will immediately begin to sweat, vomit, and have uncontrolled bowel movements. They will remain debilitated and at -4 to all actions 1-6 rounds. Targets are entitled to a saving throw versus spell but at -2 which will negate the effects of the wand. Spell casters who fail their saving throw cannot cast spells with verbal components until the spell has worn off. The Wand of Discomfort is typically found with 2 to 20 charges.

Dowser Wand

At first glance, this appears to simply be a forked twig made of willow or hazel. If detected for, the wand will detect for magic. The Dowser's Wand allows the holder to detect running water, and underground pools or lakes up to 1 mile underground. The wielder must slowly walk with the wand in their hand. When water is found, the wand will twist violently and point to the spot where below, water can be located.



Earthquake Staff

Functions as a quarterstaff +1. If a command word is spoken, and the staff thrust into the ground it will act as the 7th level Cleric spell Earthquake, centered upon the staff. The staff is destroyed upon this use.

Rod of Erasure

This simple Pinewood rod has a lump of sticky rubber on the end. Rubbing the rubber end on any non magic or non-sentient object will erase it from existence as if it had been sent to another plane. One charge can erase up to 1 cubic yard of material and these rods are typically found with 2-20 charges.



Wand of Glue

This wand is a slender hollow metal tube. It has three functions. The first function is to adhere an object back together or to something else. This function expends one charge, the glue will hold fast equivalent to an 18/00 str. The second function is the Glob feature that propels a glob of viscous fluid at a target. The target must make a saving throw vs. spell or be struck by the gluey mass. Any creature struck is held fast identical to the spell Web (OSRIC pg 105). This function expends two charges. The third function is to create a pool of glue that has a 10 yard radius and can be created up to 60 yards away from the wand wielder. Any creature caught in the pool of glue will be stuck fast as a double-strength Web spell in all respects. This function expends 3 charges. This wand can only be recharged by a 16th or higher level Magic user and will have 20 +1d20 charges when found.

Rod of Infestation

This non-descript rod calls upon all vermin in an area to invade a place of the wielder's choosing. Each charge can summon enough insects, rodents, and other crawling things to infest 100 square yards of space. The vermin will not leave until a successful dispel magic or consecrate ground has been cast. The rods are typically found with 3 - 30 charges in them.

Staff of the Oar

This staff can instantly transform into a large oar and imbue its owner with giant strength for purposes of propelling Seacraft. When rowing a boat, treat the owner's strength as 25. This magical oar allows the owner to row indefinitely without tiring for as long as he can remain awake.

Staff of the Ram

This is a very stout oaken staff with a bronze ram's head on the top of it. In melee it is a +2 weapon and does 1-8 points of damage to both man sized and larger than man-sized creatures. When a command word is spoken and the staff held horizontal, it becomes a battering ram that magically floats in the air and will strike a target in 3 yards range once a round for normal battering ram damage. Once the command word is spoken again and the staff grasped it will become a normal staff again.

Wand of Recollection

This wand sparkles as if cut from rock rich in precious metals. Touching the wand of recollection to anyone's forehead while they are attempting to remember something will allow them to instantly call it forth even if the memory is suppressed by magical means. It will not allow spellcasters to remember spells which have been used for the day.

Rod of Securing

The Rod of Securing fires a blast of energy which coalesces into whatever is necessary to bind the target at which it is aimed. For example, when launched at doors, the energy of the rod coalesces into chains, bars, and locks to hold the door fast. When launched at a human target, it would form into thick rope wrapping around the person and holding them. The rod of securing will bind anything as if a character with 18/00 strength was holding it. A ranged attack must be made at +2 in order to strike a target. The Rod of Securing is typically found with 2d8 charges.



Wand of Spoiling

This wand appears to be a rotten and twisted piece of wood. Once a command word is spoken, it will spoil an amount of food equal to 100 pounds for every charge expended. The food will retain the appearance of being edible. Anyone that eats the spoiled food must make a saving throw vs. disease or become sick for 1-6 days. While sick all actions are made at -4. The Wand of Spoiling is typically found with 2d10 charges.

Staff of Summoning

This is a very potent magical staff that can summon three types of creatures, animals, monsters or extra-planar creatures; Animals require one charge, Monsters require two charges and extra-planar creatures cost three charges. For each additional charge, one additional creature of the same type can be summoned. The strength and type of the creature or creatures summoned will be randomly determined by the GM. Animals summoned in this fashion will obey the wielder's simple commands for 24 hours. Monsters summoned will obey the wielder for 12 hours and extra-planar creatures will follow the commands of the staff holder for a span of 6 hours. Once the duration is over, the various creatures will regain their own free will and act accordingly. The staff will have 10 +1d10 charges when found.

Rod of the Sword

Upon the command word being uttered, this rod turns into a short sword +1. Repeating the command word reverts it back to a rod.

Staff of Vaulting

This staff behaves in all respects like a +2 quarterstaff. When a command word is spoken, the staff will elongate up to 20 feet long as the wielder desires and enables them to make a pole vault over any object that is 20 feet high or less. It does not protect the user from any falling damage that may occur.

Scrolls

Scroll of Armageddon

In a lead scroll tube with the skulls of unborn children adorned on each end, simply opening the scroll case forces a save vs death magic or the person opening the case is slain. Once read, the scroll will turn into a sphere of black void delivering 1-100 points of damage to all creatures, living or dead, in a 100 yard x 1d6 radius. The caster is not immune to the effects. The sphere will last for 1d6 turns

before vanishing, taking all slain with it.

Scroll of the Bat

Upon reading of this scroll, all bats in a 100 mile radius will converge on the spot where the scroll is and fill the sky, creating a huge cloud of d100 x 1000 bats. The cloud will last for 24 hours or until dispersed or destroyed. Anything caught in the cloud will take 1 point of damage a round. Anything trying to fly in the swarm of bats will be forced to make a saving throw vs. breath weapon or crash to the ground.

Scroll of Battle Rally

If this is spoken over an army before a battle, everyone in the army gains a massive bless spell with the following advantages:

- +1 to hit and damage
- +3 to save vs fear
- +3 to check morale
- +1 to all saving throws

The effects will last for the duration of the battle.

Scroll of Desertification

Found in a sheath of bleached white bone, once cast, this will render all land in a d100 square mile radius into desert. The effects are permanent. Once read, the scroll disintegrates.

Scroll of Dragon Summoning

Summons any dragons in a d100 mile radius to the caster. The dragons are not under control when they arrive but will stay in the area for 1d10 rounds. Dragons will behave as per their type and alignment detailed by the GM.

Scroll of Forestation

This scroll will be found in a tube of oak. When cast, it will cause all saplings, and bushes to become trees as well as triple the size of any existing tree in a d100 square mile radius. The effects are permanent.

Scroll of Oasis

This scroll can only be used in desert climates. Once cast, it will create a permanent oasis where fresh water and shade can be had.

Scroll of the Path

This scroll will radiate very high magic but appear blank except for some small magical writing around the edge. Once unrolled and the incantation read aloud, the outlay of the land will appear on the scroll. The user can then ink in an "X" with a name of a place no matter how old or forgotten. The "X" will appear on the map to scale and the map will change as the user gets closer to the objective, making the area views smaller with more detail. Once the scroll arrives at the location, the magic fades and it becomes a blank piece of parchment.



Peace Accord

This is a very ornate, finely detailed document that legislates the ceasing of hostilities between two warring nations. At the bottom of the scroll, there are two places for someone to sign. Once signed, the two signees are bound by powerful magics to keep the peace. The peace will be kept for 3 years at the minimum. If either of the two signing parties want to begin hostilities with each other anew, they must make a saving throw vs. spell at -10 to break the magic of the scroll. Each year after the 4th year, the penalty is reduced by 1 until it has been 14 years where they must make a save with no penalty. The signees can only attempt to break the Peace Accord once a year on the anniversary of the signing. A successful save by one party will cause the other to make a save. Only if both parties save is the spell broken.

Scroll of Restoration

When read, this scroll will unleash a magic that will revitalize the land for d100 square miles. All normal plant life will spring back to life, crops will bear a bountiful yield, and animals will become healthy. The effects are permanent, however, ecosystems will only survive if the weather permits.

Snowfall

Once cast, snow will begin to fall for 1d6 feet high for d100 days in a radius of d100 miles. Weather permitting the snow will either melt or build upon itself at the GM's discretion.

Stalwart Companion

This scroll is cast upon a statue. Once cast, the statue will come alive and become an ever-loyal stalwart companion. The statue cannot speak but it can follow directions of any complexity having the equivalent intelligence of 12. The Stalwart Companion can see in total darkness the same as daylight and is only surprised on a 1 on a d8. The Stalwart companion can carry loads equivalent to a being with a 25 STR and never gets tired. It has the following combat statistics:

- AC 0
- 100 HP
- Attacks as a 10 HD monster
- 2 attacks for 1-10

The Stalwart Companion cannot be healed, once they reach 0 hit points they crumble to dust. They have standard construct immunities.

Strong Hold

When cast, a magical stronghold will rise up from the earth. The Strong hold will have 4 walls 120 feet long and 20 feet thick and 40 feet high. Each corner will have an arrow tower that rises another 40 feet above the keep. There will be an iron bound drawbridge and a moat that is 10 feet wide and 10 feet deep full of water, an iron portcullis acts as a second line of defense. The gate can be opened by a word from the scroll reader. In the center are barracks that can house 60 men, below a cellar that contains enough hard tack, water and stores to feed 60 men for up to a year. The Strong Hold will remain a permanent structure, the scroll has one use.



Summon The Beast Within

When read, this scroll will transform the reader into a terrible beast. They will grow to 10 feet tall or add 1d6 feet to their height if already 10 feet tall. Coarse hair, fangs, and claws will sprout forth from their body becoming barely recognizable to their friends. The duration lasts for 24 hours, during that time they gain the following attributes: 22 STR

Two claw attacks for 2-12 points of damage (+4 to hit and +10 to damage)

One bite attack for 3-18 (+4 to hit and +10 to damage) + 50 hit points to be taken first for damage.

+5 to all saving throws, immune to charm, sleep, fear and other mind control spells.

Regenerate +3 hit points a round and can re-attach severed limbs.

Can roar once a turn as the fear spell.

The beast can "frenzy" once a turn doubling all attacks for one round.

movement rate at 24 yards a round and can run tirelessly for 24 hours.

Once the spell has lapsed, the reader must make a system shock roll or die. If they survive they require 1 week of bed rest to recover. The scroll has one use only and can only affect the reader.

Scroll of the Swarm

This scroll, when read, summons 100,000 x 2d6 of crawling and flying insects. Anything caught in the swarm takes a point of damage every round. The swarm will cover 100 square yards for every 100,000 insects. All vision is obscured to a couple of feet. The holder of the scroll is immune to the effects of the swarm. The swarm will last for 2-20 hours or until dispersed or destroyed.

Scroll of Swamp

This scroll will transform an area d100 square miles into a swamp. The effects are permanent.

Scroll of Terrible Storm

Upon casting, a terrible storm will begin to develop. First the skies will darken and fill with black clouds taking 1d6 hours to develop. Afterwards winds will tear through the land with gusts from 10 to 60 miles an hour that will fluctuate every turn. Thunder, lightning and very heavy rains will begin to rain down on the land. The storm will last for 1d6 days and affect an area of 1-100 square miles.

Torrential Rain

When cast the sky will fill with black clouds and a heavy rain will begin to fall in 1d6 hours. The area of effect is d100 square miles and last for d100 days. The rain will be 4 +1d6 inches a day. Flash floods will destroy low lying areas. If 60 or more days are rolled, the land will be completely flooded.

Scroll of Undead Slaying

This scroll will instantly turn undead in a 1d6 mile radius as if the caster were 13th level. Any turn result will destroy the undead regardless of the chart result. Thus, a turn result is equal to a destroy result.

Scroll of Undead Summoning

This scroll will draw all undead in a d100 mile radius to the caster. The caster can attempt to control the undead as if they were a cleric of 16th level. Control will last for 24 hours.

Whipping Wind

When cast, gusts of wind from 10-100 (d10 x 10) miles per hour will cover an area of 1d100 square miles. The wind will change direction and intensity every turn (10 minutes) roll a d12 counting 12 as due

north and 6 a due south. Each turn roll a d10 x 10 for the severity of the wind. The winds will last for d100 days. Missile weapon discharge, traveling, and flying will be curtailed by the GM's discretion during the winds.

Swords

Beheading Sword

This is the Bahkaruh cultural weapon, a massive sword with a chisel pointed tip that would be equivalent to a two handed sword in the hands of a man-sized creature. Some of these blades are magical as follows:

% roll

01-50 +1 to hit and damage

51-70 +2 to hit and damage

71-85 +3 to hit and damage

86-90 +4 to hit and damage

91-95 +5 to hit and damage

96-00 Roll again for bonus and once on the following table:

01-50 Bane (double damage vs specific type of creature)

51-75 Slaying (triple damage vs specific type of creature)

76-90 Sharpness

91-95 Vorpal

96 Vampiric Regeneration

97-00 Defender

Blade of Black

This +2 shortsword can be stored or summoned in a shadow. It can only change ownership when its blade form is outside of shadow. Once stored in shadow, it is forever at the beck and call of the one who put it there. If the owner is slain while the Blade of Black is in shadow, it will fall out of the nearest shadow and lay upon the ground.



Bladestorm

A +1 bastard sword in all respects and behaves as such in the hands of all classes except the Fighter class, only then its true power is revealed. In the hands of a fighter, the blade treats all opponents as if they were 0 level targets. This means the weapon allows a fighter to have a number of attacks equal to their level. Only one attack may be directed against any one opponent. This is in lieu of the fighter's normal attack routine.

Brimstone

This normally +2 long sword, when heated with intense flame, becomes a +5 sword. When cooled to the point that it no longer glows red, the sword reverts back to a +2 sword.

Sword of Celestial Geometries

This strikingly ornate blue metal +1 longsword casts out brilliant patterns into the air when wielded. Spinning and transforming shapes and lines fill the environment and anyone attempting to attack the wielder must save vs. Spell or be at a -3 to attack. Every successful attack against the wielder causes the illusion to become stronger requiring an additional save vs. spell. Once a save has been failed, the attacker remains at -3 to attack for the remainder of the combat.

Citybane

When grasped by a Savage, this normally +1 greatsword becomes a +5 blade. It disdains all forms of civilization. If it remains in the hands of the Savage, it will magically incite war within a 200 mile radius. Kings or leaders within the area of effect must make a save vs. spell each week or they will begin to make preparations for war against their neighboring states.

Cutlass of The Way

A finely wrought Cutlass with the guard crafted to resemble sea shells. This is a +2 weapon in all respects but its true powers only become evident when upon a ship:

The wielder will always know the position of true North.

While holding the sword, the wielder is sure footed making all DEX checks at +5.

Even if sheathed, the owner will never become sea sick.

The sword can be lain on the deck of a ship and asked for a direction of a given isle, landmass, other ship, etc. and it will point the way.

Dwarven Goblin Bane

Typically a short sword, 20 % will be broadswords and 20% battle axes. This +3 weapon can detect Goblins in a 100 yard radius and delivers double damage to any goblin that is struck with it. When a round is spent swinging the Goblin Bane overhead, it emits light equivalent to full daylight. This can be done each round instead of attacking for a number of rounds equivalent to the wielder's CON score.

Sword of the Frontline

A great sword that is common among frontline soldiers. The sword will give the wielder +2 to their AC in addition to the following magical bonuses:

- D100 roll:
- 01-50 +1
- 51-75 +2
- 76-85 +3
- 86-95 +4
- 96-00 +5

Harken Divinity

This longsword, made of a mysterious white metal, gains a +1 enchantment for every full day spent outside, up to a maximum of +5. It loses a level of enchantment for every day spent inside but never below 0. Any evil aligned character who attempts to wield Harken Divinity will take 1D10 points of damage per round. Harken Divinity delivers +2 points of damage to evil beings in addition to its level of charge



Sword of Irrevocable Blackness

A neutral evil weapon, the Sword of Irrevocable Blackness delivers x2 damage to all good aligned creatures and x3 damage to any extraplanar good aligned creature. The sword will have the following bonuses to hit and damage:

- D100 roll:
- 01-50 +1
- 51-75 +2
- 76-85 +3
- 86-95 +4
- 96-00 +5

Sword of the Light

A lawful good weapon, the sword of light delivers x2 damage to undead and x3 damage to any extraplanar evil creature. It automatically detects evil in a 100 yard radius. In addition, it will have the following bonuses:

- D100 roll:
- 01-50 +1
- 51-75 +2
- 76-85 +3
- 86-95 +4
- 96-00 +5

Sword of Mighty Hewing

These are very rare swords and are only great or two-handed swords, no other type of blade has been found. These swords are slightly larger and heavier than a normal great sword. The wielder must be at least 6 feet tall and have a 15 or greater strength to use the weapon. The weapon is a +3 magical sword in all respects. In addition a natural roll of 18 or 19 on the attack indicates a score of double damage. A score of a natural twenty (20 on the dice) indi-

causes a damage roll of x3 damage. In addition any object made of wood, bone, clay, or plant material that is struck must make a saving throw vs. crushing blow at -3 or be hewn in half. This power also affects animated undead such as skeletons and constructs like clay golems.

Orcish Blood Sword

In the hands of an Elf, this blade will deliver 1 point of damage a round to the holder until it is let go. In the hands of any other humanoid it acts as a normal Scimitar. In the hands of a ½ or full blooded Orc, however, the blade exhibits it's true power. The blade is a +2 weapon. It detects Elves in a 300 yard radius by giving off a pulsating red glow when they are near. Any time a successful hit is struck, the blade delivers 1 point of the damage done to the hit point total of the wielder. This total can exceed the user's normal hit point total. The extra hit points will be taken off first before the character's hit points if there are extra. If the extra points are not used, they fade in a 24 hour period. Any Elf or ½ Elf struck with this blade takes double damage and must make a save vs. paralyzation or be stunned for 1-4 melee rounds.



Sword of the Path

If this sword is placed upon the ground and asked where the location of a given place or structure is, the sword will point to it. Commands like "nearest keep" or "closest cave" will give the user some general direction as to where to go to find such a thing. Very specific things or things that are typically hidden like "nearest assassin guild" will not yield a result. These swords are typically +2 weapons.

Rapier of Riposte

A rapier is a thin bladed sword that delivers 1-8 damage versus man sized creatures and 1-6 vs larger than man sized. If the opponent is wearing any armor heavier than chain mail or has a natural AC of 4 or better, the weapon delivers ½ damage. The quick blade allows one to strike with +1 to initiative dice however so it has it's advantages. The Rapier of Riposte is magical and will allow the wielder to have an attack against any opponent in melee that made an unsuccessful attack against them that round. This is in addition to the wielder's normal attack routine. The Rapier of Riposte will have a magical attack and damage bonus as follows:

01-50 +1
51-75 +2
76-85 +3
86-95 +4
96-00 +5

Scimitar of the Twins

When a single Scimitar of the Twins is found, this is a +1 magical weapon. When a second Scimitar of the Twins is paired up with another of it's kind, they become +2 weapons. For every Scimitar of the Twins in 100 yards of one another each gains that number of bonuses. So if there were 4 of these blades in a 100 yards of each other they would all act as +4 weapons. This capability is capped at +6.

Sea Maiden

This rapier is a +1 sword when on dry land, but is +5 when at sea. It gains its bonus instantaneously when aboard an ocean faring ship or when over the open water and it loses the bonus instantaneously when over dry land.

Skysplitter

This +1 greatsword attracts and absorbs all natural lightning strikes. Each of these lightning strikes is equivalent to 4D6 damage. Upon a successful strike with the sword, all of the stored charges are expelled into the target at once. When wielding Skysplitter, the wielder may parry magical lightning spells with a successful save vs. paralyzation. If successful, the spell's damage is stored in Skysplitter and will be discharged on the next successful hit.

Sword of Shadows

Only in the hands of a thief, assassin or member of the Hand does this blade reveal it's powers, otherwise it behaves as a +2 weapon. In the hands of a thief, assassin, or Hand member the blade becomes a +3 weapon and confers the following bonuses: +35 % to move silently, +50 to hide in shadows, and increases one's chance to surprise by 1 (normally 1-2 on a d6). This sword is always a short sword.

The Stout Defender

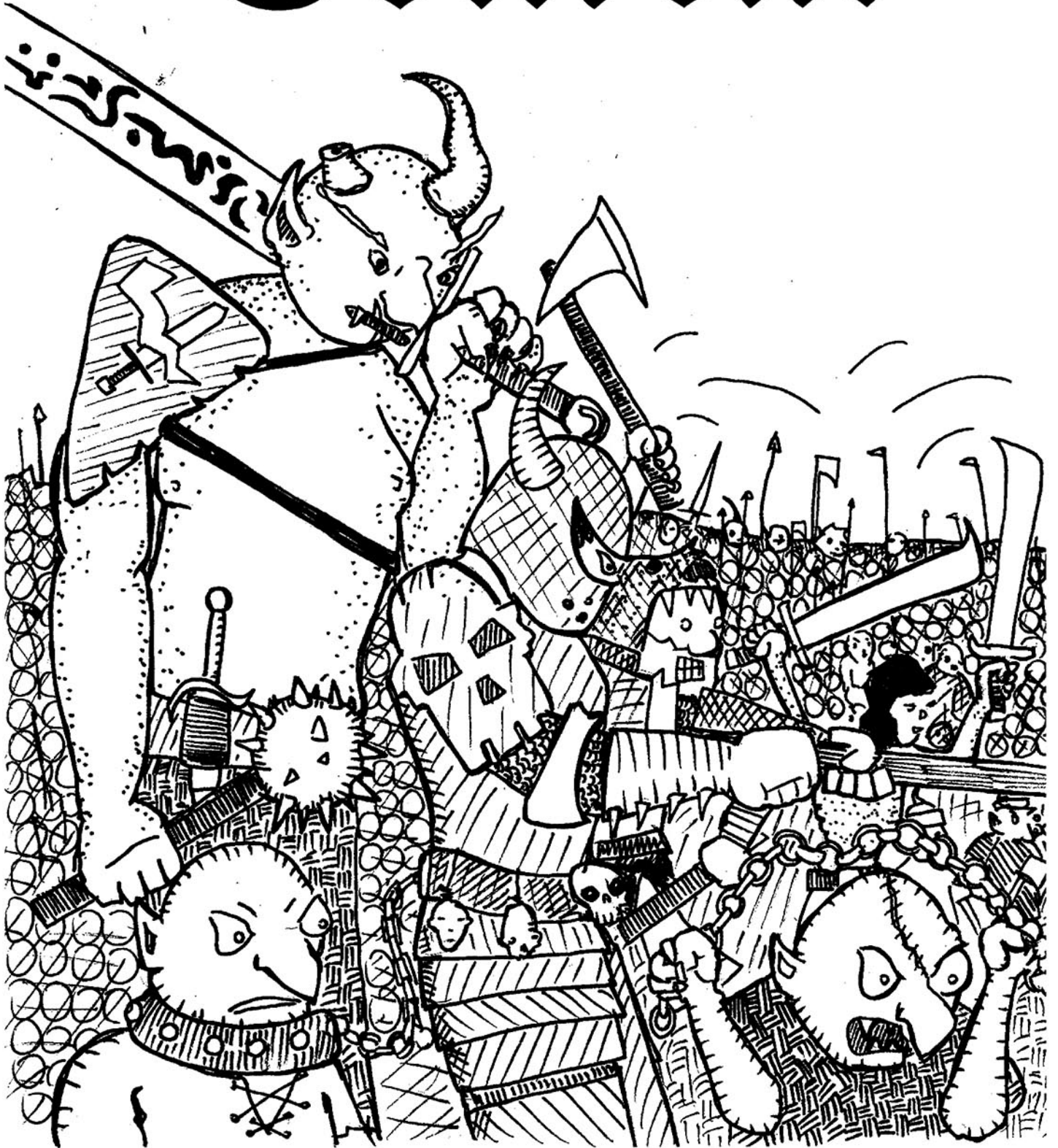
In the hands of any humanoid this is simply a +2 short sword. In the hand of any sort of Halfling the weapon's powers become fully manifest. The blade becomes a +4 weapon and adds +2 to the wielder's armor class. They also gain +2 to all saving throws and are only surprised on a 1 on a D8. It delivers double damage to Goblins, Orcs, Hobgoblins, Trolls, Ogres, and Giants.

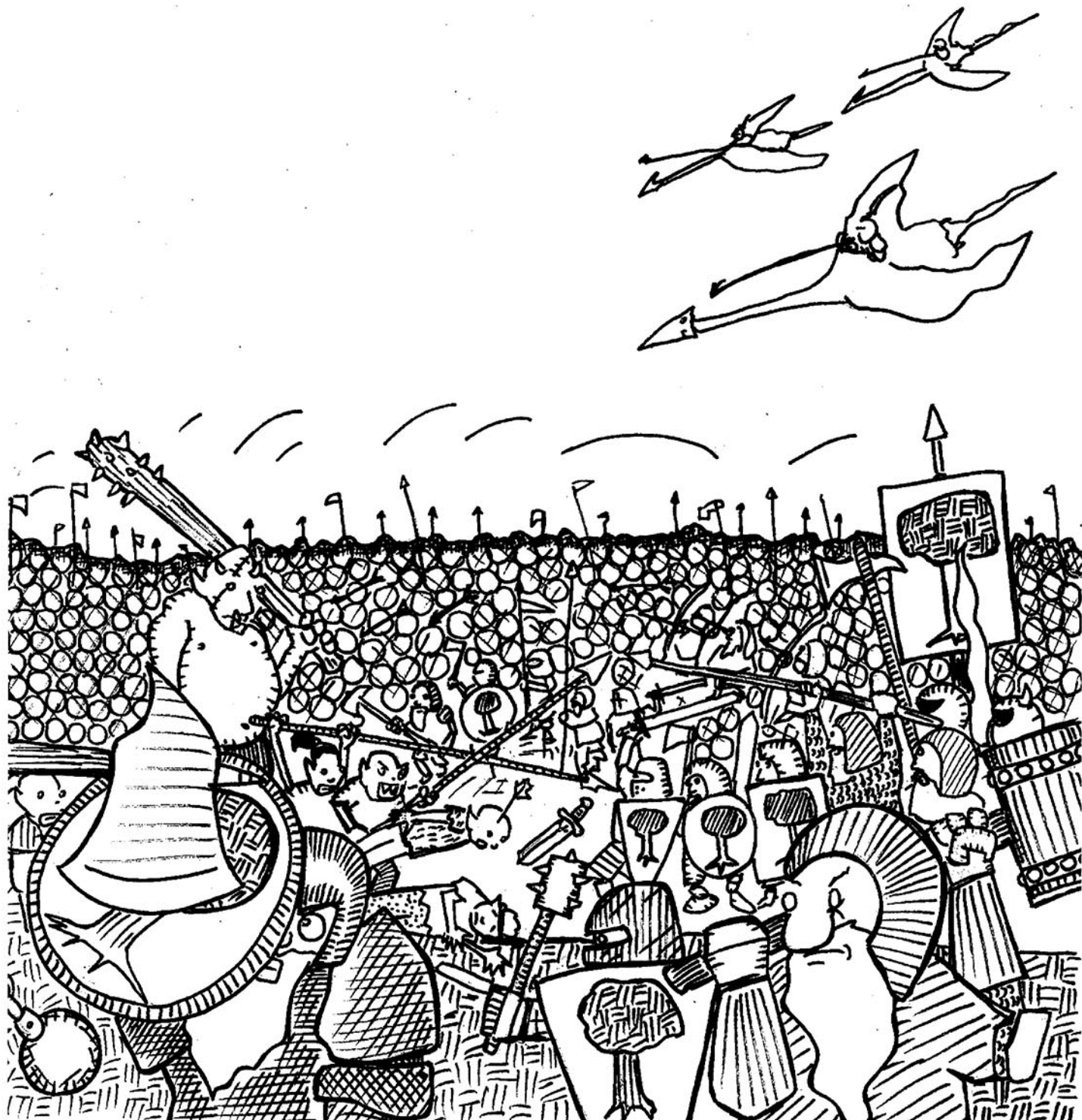
Sword of Tirelessness

This can be any type of sword and is a +2 weapon in all respects. The wielder will never grow tired while the weapon is used in combat. Most melee combats will last one to twenty minutes before the combatants fatigue and retire from the battlefield. The wielder of the Sword of Tirelessness will maintain their strength for the duration of the melee combat. Once the combat is over, they must rest for 1 round.



Combat





Mass Combat

When two armies clash, what determines which side will prevail? With this mass combat system, the GM can easily resolve large scale combat. When including the players in a war scenario, the GM may want to run a normal combat in the midst of the battle and narrate the outcome as the normal melee rounds tick off. When deciding the victor in your scenario, using this system, consider the following:

Numbers

How many soldiers are in each army? Having superior numbers will give that side an advantage but it is no guarantee that the side with more troops will prevail.

Troop Type

The GM must determine the troop type of each side on a scale of 1-10 1 would be 0 level peasant levies, a rating of 2 would be professional soldiers. Things like ogres would rate 4 roughly for their hit dice and a giants could be 7 or 8. Troops that are elite level fighters of 9 or 10th level would rate 8 or 9. Troops that have special powers like magical creatures such a dragons or high level wizards would rate 10. With mixed troop types you should average them all together. Do this for each army.

Leadership

The level of the leadership is also rated from 1-10. Groups with a strong or powerful leader will have an advantage over poorly led troops.

Terrain Advantage

From a scale of 1-10 each side must be give a terrian number. Also factor in the troop type. For example, open planes would favor cavalry and rocky terrain would favor dwarven fighters.

Morale

Each side's morale and willingness to fight should be assessed. Warriors defending their homeland will have a higher morale than typical mercenaries. Undead are fearless and will have superior morale. Also rated from 1-10.

Special

The GM must factor things like flight, spell use, or special attacks like breath weapon etc. Area of effect attacks can be a decisive factor in battle. The GM must assign a number between 1-10 for each army which can bring special attacks to bear and assign it to the side.

Determining who wins:

First, determine a raw number ratio using a percentage between the two sides. For example, if the orcish army has 12,000 troops, and the elven army has 8,000, you can determine a raw ratio of numerical force by the following formula:

Place the lesser numbered force above the greater and create an equation to determine a ratio of 100:

$$\frac{8000}{12,000} = \frac{?}{100}$$

Cross multiplying yields:

$$12,000x = 800,000$$

Isolate the variable by dividing:

$$\frac{12,000x}{12,000} = \frac{800,000}{12,000}$$

this yields:

$$x = 66.7$$

round to the nearest full number:

$$x = 67$$

So we have now found that the elven army's 8,000 troops comprise only 67% of the forces which the orcs have (in solely numerical terms). As a game mechanic, this means that they would have a base chance of 33% (100%-67%=33%) of winning the battle based solely on troop numbers...But numbers aren't the only thing which determine martial victory.

Next, total up the scores you gave each army for each of the other categories. For example:

Orc army troop type rating: 2 (Mostly 0 level troops with a few higher level combatants.)

Elven army troop type rating: 6 (Mostly professional soldiers with many extremely experienced veterans.

Orc army leadership rating: 4 (An experienced general is present on the field, but he lacks enough lieutenants to oversee his massive force)

Elven army leadership rating: 7 (Several veteran generals oversee the elven force and are used to working in tandem with the veteran ranks)

Orc army terrain advantage: 1 (The orcs are campaigning deep into the Elven wood where they are prone to becoming disoriented.)

Elven army terrain advantage: 10 (The elves know this wood in its every detail and can use the trees for cover and concealment)

Orc army morale rating: 3 (The orcs banded together in this army are of many tribes which don't get along with one another, but their fierce general strikes fear into them, and they cooperate despite their many differences)

Elven army morale rating: 10 (This land is the Elven kingdom's last refuge and they will fight until every one of them lies dead to prevent it from falling into the hands of Orcish kind)

Orc army special attack rating: 2 (The Orcs had to leave their siege equipment at the edge of the forest because they could not pull it through the thick foliage. Now they rely on setting fires in the woods in order to drive the elves back...a tactic that can easily turn against them if the winds change.)

Elven army special attack rating: 6 (There are dozens of spell casters amongst the Elven ranks ready to unleash area effect spells such as cloudkill and fireball).

Combat (Mass Combat)

Now you tally up the two armies' situational bonuses:

Orcish Army Total: $2+4+1+3+2+6=18$

Elven Army Total: $6+7+10+10+6=39$

Subtract the lesser situational bonus from the greater:
 $39-18 = 21$

And then add the difference in situational bonus to the base percentage chance of the army which had the greater situational advantage bonus:

Elven army base chance of success = 33% (4,000 fewer troops)
 Elven army's situational advantage = +21% (Better troops, better morale, terrain advantage, special attacks and leadership)

Elven army's adjusted chance of success = 54%

The odds are now tipped in their favor, even with dramatically fewer soldiers!

Simply roll a D100 to determine the fate of the clashing armies. For example:

A die result of 94 on a D100 would mean that the Elves lost. Too bad for them!

*Note: If there is a situational advantage which is not covered by the above categories, and the GM feels that percentage chance for a particular army winning are not correct for their circumstance, they may elect to grant a "Favor of the Gods" bonus of 1D20% to a side's chances of success.

Now it's time roll for casualties! Note that casualties as listed below are a mix of slain and wounded soldiers. For all intents and purposes, a casualty of war is no longer combat effective for the campaign in question

Winning Side	Losing Side
D100 Result Casualties Sustained (As percentage of starting force)	D100 Result Casualties Sustained (As percentage of starting force)
01-05 1%	01-02 5%
06-12 5%	03-04 10%
13-25 10%	05-09 20%
26-49 20%	10-14 30%

Combat (New Armor)

50-59 30%	15-29 40%
60-70 40%	30-49 50% (Routed)
71-78 50%	50-59 60% (Routed)
79-85 60%	60-70 70% (Routed)
86-92 70%	71-81 80% (Routed)
93-97 80%	82-91 90% (Routed)
98-00 90%	92-00 100%

Is it possible to lose more soldiers than an enemy army and still win? Yes! The winner of a battle is the side which owns the field as the end of the fighting. The losing side, will either retreat or route from the field. An orderly retreat will require that the losing side take 1D6 days to regroup and rally. A routed army will be scattered to the lands and will take 1D6 weeks to regroup. Depending on how bad their defeat was, the GM may decide that a routed army will not regroup at all, but will attempt to return to where they came from. Once a losing force is reassembled, its commanders may attempt to bring them back into battle, but it takes a truly charismatic (or fearsome) leader to make their defeated troops march once again into the jaws of death. An army will typically have no morale situational bonus for battles fought in close succession to a recent defeat.

Once the losing side has withdrawn from the battlefield, the winners will have a tactical advantage in the area, and can do as they please while the losing army is licking their wounds.

New Armor

Dwarven Plate

99% of these finely crafted suits of full plate mail will be for dwarven kind, rarely a suit will be made for a non-dwarven race. A suit of Dwarven Plate is very stout and resistant to blows of any kind. The weight of the armor is roughly 50% greater than a normal suit of full plate mail. Character must have a minimum STR stat of 13 to move in the suit and even then their movement rate is reduced to 40 ft. Each suit must be tailor-made for a given Dwarf. Suits can be altered by a skilled Dwarven smith to fit someone besides the original wearer. These suits are typically made for the finest warriors and high nobles of the Dwarven court. Purchasing one would typically cost 5000-10,000 GP. While non-magical, these suits of armor have a base AC of 0 and will completely deflect an attack delivering no damage if the wearer rolls a 1 on a d20. This deflection can be done for every melee and missile attack that successfully strikes the wearer. In addition, the armor makes all saves at +2, this does not confer to the wearer however. Dwarven plate conforms to full plate mail as seen below in regards to damage absorption. A suit of Dwarven Plate can absorb 40 hit points of damage in 2 hit point increments per attack, once this is used up, the armor becomes a base AC of 2 until repaired.

Elven Armor

Elves wear many types of armor and have honed the art of making a suit of armor light and maneuverable as possible. A suit of Elven Armor can be nearly of any type, but will be the weight and encumbrance of a normal suit of the same kind and reduce the movement penalty for a given type by 10 feet. 90% of these types of armor will be Elf-sized and the rest for other races. Smaller humans and many 1/2 elves can utilize these suits. A suit of Elven armor, if on the open market will typically fetch 5-10 times the cost of a normal suit of armor of the same type.

Full Plate

Full Plate is a finely crafted suit of plate armor that is tailor made for a given individual, typically a wealthy noble or person of great importance. These suits of armor take several months to complete by highly skilled craftsmen. Full Plate gives the bearer a base AC of 1. A suit of full plate can absorb 20 hit points of damage in 2 hit point increments per attack. Once this is used up, the armor becomes a base AC of 2 until repaired. Suits of full plate can be altered by a skilled armorer to fit someone that has a similar body type of the original wearer the suit was intended for. Suits of full plate typically cost 4000-10,000 gp to have made.



Gnomish Armor

Exclusively made for Gnome-kind, these are a sturdy form of Studded leather. Well made, the base AC of the suit is 4 and will not inhibit movement. The suits will have 10 concealed pockets and 10 more in obvious places each able to hold about a fist sized amount of material. In addition, the studs can be removed for a field of caltrops, delivering 1-2 points of damage to anyone that steps in the 10' x 10' area left by the caltrops. Using the caltrops reduces the base AC of the suit by 1. The suit also has a mini collapsible grapnel and 100 feet of ultra sturdy thin rope (that can be used to help scale walls etc.) located on the suit's forearm. The suit also has a combat dagger and a foot activated toe spike that are concealed unless one knows what to look for. In the opposite arm a set of well made lock picks are hidden, giving the user of said picks a +5% bonus to a pick lock roll. The armor is made in such a way that it makes no noise and will not inhibit the movement of the wearer in anyway. This stealth quality gives the wearer a base 10% to move silently and hide in shadows or if they already possess these skills a 10% increase to both. Only found in a black market, these rare suits will go for 1000-3,000 gp.

New Weapons

Bakaruh Beheading Sword

The cultural blade of a Bakaruh warrior. These swords have a chisel pointed tip and are very large, over 5 feet in length. The Bakaruh or any giant-sized creature can wield one of these swords 1 handed otherwise the wielder must be over 6 feet tall and possess an 18 strength. The base damage is 1-12/3-18

Bakaruh Chain-Whip

These whips are made from sharpened chain links and are over 8 feet long. They require any non-giant sized creature to use two hands to properly wield it. The minimum strength requirement for this weapon is 16. In the hands of a skilled warrior, the chain whip can, with a successful DEX check, ignore an opponent's shield for purposes of armor class. Also, the wielder can choose to attempt a disarm instead of a normal attack. If the hit was successful, the target must make a saving throw vs. paralyzation or lose their weapon. The base damage is 2-8/2-8

Battle Mace

A huge mace over 4 feet long that requires two hands and a minimum of a 9 strength to wield effectively. Any one that wields this weapon with a 15 strength or greater will gain a non-magical to hit bonus of +1. The base damage is 1-10/1-8.

Great Axe

A great axe is an axe that must be wielded with two hands. It requires a minimum strength of 9 to wield it. Any one that wields a great axe with a 15 or greater strength gains a +1 non-magical to hit bonus. The base damage is 1-12/1-10

Hand Crossbow

Small hand-held crossbow favored by Dark Elves. Some versions of this rare weapon find their way to the surface. They have a base damage of 1-4 and a rate of fire of one shot per round.

Main-Gauche

A heavy parrying dagger. Every round the wielder can make a DEX check, and, if successful, they gain +1 AC vs. other melee attacks. The user can attack with the dagger as well. Base damage is 1-4/1-3

Maul

A massive two handed hammer that requires the wielder to have a strength of 13 or higher and be over 6 feet tall to use properly. Any one that has an 18 or greater strength will deliver an extra point of damage. Base damage 2-13/1-10.

Rapier

A long thin blade. Anyone skilled in it's use gains +1 to initiative dice vs other melee opponents. However, the blade's lightness makes it deliver only 1/2 damage vs opponents in armor heavier than studded leather. Base damage is 1-8/1-6



Blunt Weapons Critical Hit Table (Roll % and d6. Read roll as d100 / d6. i.e. 37 by 4.

D100 Result	Hit Location	Lower Severity 1-3 on D6 (for more lethality 1-2 on D6)	Mid-Severity 4-5 on D6 (for more lethality 3-4 on D6)	High Severity 6 on D6 (for more lethality 5-6 on D6)
01-05	Hand	Normal Damage Roll a D6: 1-3 Weapon Arm (lose an attack). 15% chance to break 1-4 fingers., 4-6 Shield Smashed (Save vs. Crushing Blow) If no shield, treat off-hand effects as weapon arm.	+3 Points of Damage Roll a D6: 1-3 Weapon Arm (lose an attack). 30% chance to break 1-4 fingers., 4-6 Shield Smashed (Save vs. Crushing Blow at -2) If no shield, treat off-hand effects as weapon arm.	Double Damage Roll a D6: 1-3 Weapon Arm (lose an attack). 50% chance to break 1-4 fingers., 4-6 Shield Smashed (Save vs. Crushing Blow at -5) If no shield, treat off-hand effects as weapon arm.
06-10	Wrist	Normal Damage Roll a D6: 1-3 Weapon Arm (lose an attack). 15% chance to break wrist., 4-6 Shield Smashed (Save vs. Crushing Blow) If no shield, treat off-hand effects as weapon arm.	+3 Points of Damage Roll a D6: 1-3 Weapon Arm (lose an attack). 30% chance to break wrist, 4-6 Shield Smashed (Save vs. Crushing Blow at -2) If no shield, treat off-hand effects as weapon arm.	+5 Points of Damage Roll a D6: 1-3 Weapon Arm (lose an attack). 60% chance to break wrist, 4-6 Shield Smashed (Save vs. Crushing Blow at -5) If no shield, treat off-hand effects as weapon arm.
11-15	Forearm	Normal Damage Roll a D6: 1-3 Weapon Arm (lose an attack). 15% chance to break forearm., 4-6 Shield Smashed (Save vs. Crushing Blow) If no shield, treat off-hand effects as weapon arm.	+3 Points of Damage Roll a D6: 1-3 Weapon Arm (lose an attack). 30% chance to break forearm, 4-6 Shield Smashed (Save vs. Crushing Blow at -2) If no shield, treat off-hand effects as weapon arm.	Double Damage Roll a D6: 1-3 Weapon Arm (lose an attack). 60% chance to break forearm, 4-6 Shield Smashed (Save vs. Crushing Blow at -5) If no shield, treat off-hand effects as weapon arm.
16-20	Elbow	+1 Damage Roll a D6: 1-3 Weapon Arm (lose an attack). 30% chance to break elbow., 4-6 Shield Smashed (Save vs. Crushing Blow) If no shield, treat off-hand effects as weapon arm.	+5 Damage Roll a D6: 1-3 Weapon Arm (lose an attack). 60% chance to break elbow, 4-6 Shield Smashed (Save vs. Crushing Blow at -2) If no shield, treat off-hand effects as weapon arm.	Double Damage Roll a D6: 1-3 Weapon Arm (lose an attack). 90% chance to break elbow, 4-6 Shield Smashed (Save vs. Crushing Blow at -5) If no shield, treat off-hand effects as weapon arm.
21-25	Upper Arm	+3 Damage Roll a D6: 1-3 Weapon Arm (lose an attack). 5% chance to break arm., 4-6 Shield Smashed (Save vs. Crushing Blow) If no shield, treat off-hand effects as weapon arm.	+5 Damage Roll a D6: 1-3 Weapon Arm (lose an attack). 20% chance to break arm, 4-6 Shield Smashed (Save vs. Crushing Blow at -2) If no shield, treat off-hand effects as weapon arm.	Max Damage +1 Roll a D6: 1-3 Weapon Arm (lose an attack). 50% chance to break arm, 4-6 Shield Smashed (Save vs. Crushing Blow at -5) If no shield, treat off-hand effects as weapon arm.
26-30	Shoulder	+1 Damage Roll a D6: 1-3 Weapon Arm (lose an attack). 10% chance to break shoulder., 4-6 Shield Smashed (Save vs. Crushing Blow) If no shield, treat off-hand effects as weapon arm.	+3 Damage Roll a D6: 1-3 Weapon Arm (lose an attack). 20% chance to break shoulder, 4-6 Shield Smashed (Save vs. Crushing Blow at -2) If no shield, treat off-hand effects as weapon arm.	+5 Damage Roll a D6: 1-3 Weapon Arm (lose an attack). 40% chance to break shoulder. 70% chance to drop weapon, 4-6 Shield Smashed (Save vs. Crushing Blow at -5) If no shield, treat off-hand effects as weapon arm.
31-35	Upper Body	Double Damage 10% of x3 Damage 5% chance of being knocked prone	Triple Damage 10% chance of x4 Damage 15% chance of being knocked prone	Quadruple Damage 10% chance of x6 Damage. 30% chance of being knocked prone
36-40	Ribs/Side	Double Damage 10% chance of 1-4 ribs broken.	Triple Damage 20% chance of 1-4 ribs broken.	Quintuple Damage 40% chance of 1-4 ribs broken.
41-45	Lower Body	Double Damage	Triple Damage	Quadruple Damage
46-50	Hip	+5 Damage 10% of chance of broken pelvis 10% chance of being knocked prone	Max Damage 20% of chance of broken pelvis 20% chance of being knocked prone	Double Damage 45% of chance of broken pelvis 40% chance of being knocked prone

51-55	Upper Leg	+2 Damage 10% chance of broken femur 10% chance of being knocked prone	Max Damage 20% chance of broken femur 20% chance of being knocked prone	Double Damage 60% chance of broken femur 40% chance of being knocked prone
56-60	Knee	+2 Damage 15% chance of broken knee 15% chance of being knocked prone	Max Damage 30% chance of broken knee 30% chance of being knocked prone.	Max Damage +3 60% chance of broken knee 60% chance of being knocked prone.
61-65	Lower Leg	+3 Damage 15% chance of broken shin 15% chance of being knocked prone	+5 Damage 30% chance of broken shin 30% chance of being knocked prone	+8 Damage 60% chance of broken shin 60% chance of being knocked prone
66-70	Ankle	Normal Damage 15% chance of broken ankle 5% chance of being knocked prone	+1 Damage 30% chance of broken ankle 15% chance of being knocked prone	+3 Damage 60% chance of broken ankle 30% chance of being knocked prone
71-75	Foot	Normal Damage 20% chance of broken foot	+3 Damage 50% chance of broken foot	+5 Damage 75% chance of broken foot
76-80	Neck	+5 Damage 5% of broken neck*	Max Damage +3 15% of broken neck*	Double Damage +2 30% of broken neck*
81-85	Head (Side)	Double Damage +3 20% chance of permanent hearing loss 20% chance of broken skull and rendered unconscious*	Triple Damage 40% chance of permanent hearing loss 40% chance of broken skull and rendered unconscious*	Quadruple Damage 45% chance of permanent hearing loss 60% chance of broken skull and rendered unconscious*
86-90	Head (Top)	Double Damage 20% chance of broken skull and rendered unconscious*	Quadruple Damage 40% chance of broken skull and rendered unconscious*	Hexuple Damage 80% chance of broken skull and rendered unconscious*
91-95	Head (Back)	Double Damage 10% chance of broken skull and rendered unconscious*	Triple Damage 20% chance of broken skull and rendered unconscious*	Quadruple Damage 40% chance of broken skull and rendered unconscious*
96-00	Face	Triple Damage 20% chance of broken nose 20% chance of losing 1-6 teeth	Quadruple Damage 40% chance of broken nose 40% chance of losing 1-8 teeth	Quintuple Damage 60% chance of broken nose 60% chance of losing 1-8 teeth

Effects marked with an asterisk* are immediately incapacitating or lethal. If a severed limb or broken bone result is rolled, the GM may call for a CON check. If failed, the target goes into shock and cannot continue fighting. It is up to the GM to determine how long a target will be in shock, unconscious, or otherwise incapacitated.

If a body part is rolled which is not present on the target, move up or down the chart to the nearest applicable body part. This makes the chart work for non-humanoid creatures.

If the GM wants to run a more lethal game, they can change the die codes under the severity columns to the second set in parenthesis.



Slashing / Cutting Weapons Critical Hit Table (Roll % and d6. Read roll as d100 / d6. i.e. 37 by 4.

D100 Result	Hit Location	Lower Severity 1-3 on D6 (for more lethality 1-2 on D6)	Mid-Severity 4-5 on D6 (for more lethality 3-4 on D6)	High Severity 6 on D6 (for more lethality 5-6 on D6)
01-05	Hand	Normal Damage Roll a D6: 1-3 Weapon Arm (lose an attack), 4-6 Shield Smashed (Save vs. Crushing Blow) If no shield, treat off-hand effects as weapon arm.	+1-4 Points of Damage 20% chance of 1-4 fingers severed. Roll a D6: 1-3 Weapon Arm (lose an attack), 4-6 Shield Smashed (Save vs. Crushing Blow at -2) If no shield, treat off-hand effects as weapon arm.	Double Damage 30% chance of 1-4 fingers severed. Roll a D6: 1-3 Weapon Arm (lose an attack), 4-6 Shield Smashed (Save vs. Crushing Blow at -5) If no shield, treat off-hand effects as weapon arm.
06-10	Wrist	Normal Damage Roll a D6: 1-3 Weapon Arm (30% chance to drop weapon. 5% chance to sever hand), 4-6 Shield Smashed (Save vs. Crushing Blow) If no shield, treat off-hand effects as weapon arm.	Double Damage Roll a D6: 1-3 Weapon Arm (lose an attack. 20% chance of severing wrist.) 4-6 Shield Smashed (Save vs. Crushing Blow at -2.) 10% chance of broken wrist) If no shield, treat off-hand effects as weapon arm.	Double Damage Roll a D6: 1-3 Weapon Arm (lose an attack. Drop weapon and lose an attack. 30% chance of a broken wrist. 20% chance of a severed wrist.) 4-6 Shield Smashed (Save vs. Crushing Blow at -5. 20% chance of broken wrist) If no shield, treat off-hand effects as weapon arm.
11-15	Forearm	+3 to damage Roll a D6: 1-3 Weapon Arm (lose an attack. 30% chance of dropping weapon. 5% chance of severing forearm.) 4-6 Shield Smashed (Save vs. Crushing Blow) If no shield, treat off-hand effects as weapon arm.	Double Damage Roll a D6: 1-3 Weapon Arm (lose an attack. 70% chance of dropping weapon. 10% chance of breaking forearm. 10% chance of severing arm.) 4-6 Shield Smashed (Save vs. Crushing Blow at -2) If no shield, treat off-hand effects as weapon arm.	Double Damage Roll a D6: 1-3 Weapon Arm (lose an attack. 90% chance of dropping weapon. 20% chance of breaking arm. 20% chance of severing forearm.) 4-6 Shield Smashed (Save vs. Crushing Blow at -5) If no shield, treat off-hand effects as weapon arm.
16-20	Elbow	Normal Damage Roll a D6: 1-3 Weapon Arm (lose an attack. 70% chance of dropping weapon. 10% chance of breaking elbow.) 4-6 Shield Smashed (Save vs. Crushing Blow) If no shield, treat off-hand effects as weapon arm.	+5 Damage Roll a D6: 1-3 Weapon Arm (lose an attack. 90% chance of dropping weapon. 30% chance of breaking elbow.) 4-6 Shield Smashed (Save vs. Crushing Blow at -2) If no shield, treat off-hand effects as weapon arm.	Double Damage Roll a D6: 1-3 Weapon Arm (lose an attack. Weapon is dropped. 50% chance of breaking elbow. 5% chance of severing elbow.) 4-6 Shield Smashed (Save vs. Crushing Blow at -5) If no shield, treat off-hand effects as weapon arm.
21-25	Upper Arm	+2 Damage Roll a D6: 1-3 Weapon Arm (lose an attack. 5% chance of breaking upper arm.) 4-6 Shield Smashed (Save vs. Crushing Blow) If no shield, treat off-hand effects as weapon arm.	+5 Damage Roll a D6: 1-3 Weapon Arm (lose an attack. 15% chance of breaking upper arm.) 4-6 Shield Smashed (Save vs. Crushing Blow at -2) If no shield, treat off-hand effects as weapon arm.	Double Damage Roll a D6: 1-3 Weapon Arm (lose an attack. 30% chance of breaking upper arm.) 4-6 Shield Smashed (Save vs. Crushing Blow at -5) If no shield, treat off-hand effects as weapon arm.
26-30	Shoulder	+5 Damage Roll a D6: 1-3 Weapon Arm (lose an attack. 5% chance of breaking shoulder.) 4-6 Shield Smashed (Save vs. Crushing Blow) If no shield, treat off-hand effects as weapon arm.	Double Damage Roll a D6: 1-3 Weapon Arm (lose an attack. 15% chance of breaking shoulder.) 4-6 Shield Smashed (Save vs. Crushing Blow -2) If no shield, treat off-hand effects as weapon arm.	Triple Damage Roll a D6: 1-3 Weapon Arm (lose an attack. 30% chance of breaking shoulder.) 4-6 Shield Smashed (Save vs. Crushing Blow -5) If no shield, treat off-hand effects as weapon arm.
31-35	Upper Body	Double Damage 5% chance of x4 Damage	Quadruple Damage 10% chance of x6 Damage	Quintuple Damage 10% chance of x10 Damage. (Weapon lost in target if this occurs)
36-40	Ribs/Side	Double Damage	Triple Damage 15% chance of 1-4 ribs broken.	Quadruple Damage 30% chance of 1-4 ribs broken.
41-45	Lower Body	Double Damage	Triple Damage 10% chance of x4 Damage	Quadruple Damage 10% chance of x6 Damage
46-50	Hip	+5 Damage 5% chance of broken pelvis	Double Damage 15% chance of broken pelvis	Double Damage +2 30% chance of broken pelvis
51-55	Upper Leg	+2 Damage 5% chance of broken femur	+6 Damage 15% chance of broken femur. 5% chance leg is severed.	Double Damage 30% chance of broken femur. 10% chance leg is severed.

56-60	Knee	+2 Damage 5% chance of broken knee	Double Damage 15% chance of broken knee. 5% chance leg is severed.	Double Damage 30% chance of broken knee. 10% chance leg is severed.
61-65	Lower Leg	+3 Damage 5% chance of broken shin 30% chance of being knocked to the ground.	+6 Damage 15% chance of broken shin 5% chance leg is severed. 50% chance of being knocked to the ground.	Double Damage 30% chance of broken shin 15% chance leg is severed. 70% chance of being knocked to the ground.
66-70	Ankle	Normal Damage 5% chance foot is severed off. 15% chance of broken ankle 30% chance of being knocked to the ground.	+2 Damage 15% chance foot is severed off. 30% chance of broken ankle 50% chance of being knocked to the ground.	+4 Damage 30% chance foot is severed off. 60% chance of broken ankle 70% chance of being knocked to the ground.
71-75	Foot	Normal Damage 15% chance of broken foot 5% chance 1-4 toes lost	+2 Damage 30% chance of broken foot 15% chance 1-4 toes lost	+4 Damage 50% chance of broken foot 25% chance 1-4 toes lost
76-80	Neck	+2 Damage 5% chance of broken neck*	Double Damage 10% chance of broken neck* 5% chance of severed head*	Double Damage 25% chance of broken neck* 15% chance of severed head*
81-85	Head (Side)	Max Damage 5% chance of permanent hearing loss 5% chance of broken skull and rendered unconscious*	Double Damage 15% chance of permanent hearing loss 15% chance of broken skull and rendered unconscious*	Double Damage +5 30% chance of permanent hearing loss 30% chance of broken skull and rendered unconscious*
86-90	Head (Top)	Max Damage 10% chance of broken skull and rendered unconscious*	Double Damage 20% chance of broken skull and rendered unconscious*	Triple Damage 30% chance of broken skull and rendered unconscious*
91-95	Head (Back)	+5 Damage 5% chance of broken skull and rendered unconscious*	Max Damage 10% chance of broken skull and rendered unconscious*	Double Damage 15% chance of broken skull and rendered unconscious*
96-00	Face	Double Damage 5% chance of losing an eye 5% chance of losing 1-6 teeth	Triple Damage 15% chance of losing an eye 15% chance of losing 1-8 teeth	Quadruple Damage 30% chance of losing an eye 30% chance of losing 1-8 teeth

Effects marked with an asterisk* are immediately incapacitating or lethal. If a severed limb or broken bone result is rolled, the GM may call for a CON check. If failed, the target goes into shock and cannot continue fighting. It is up to the GM to determine how long a target will be in shock, unconscious, or otherwise incapacitated.

If a body part is rolled which is not present on the target, move up or down the chart to the nearest applicable body part. This makes the chart work for non-humanoid creatures.

If the GM wants to run a more lethal game, they can change the die codes under the severity columns to the second set in parenthesis.



Thrusting / Impaling Critical Hit Table (Roll % and d6. Read roll as d100 / d6. i.e. 37 by 4.)

D100 Result	Hit Location	Lower Severity 1-3 on D6 <small>(for more lethality 1-2 on D6)</small>	Mid-Severity 4-5 on D6 <small>(for more lethality 3-4 on D6)</small>	High Severity 6 on D6 <small>(for more lethality 5-6 on D6)</small>
01-05	Hand	Normal Damage Roll a D6: 1-3 Weapon Arm (lose an attack), 4-6 Shield Arm (Take +1 point of damage if wearing a shield) If no shield, treat off-hand effects as weapon arm.	Normal Damage +1 Roll a D6: 1-3 Weapon Arm (lose an attack), 4-6 Shield Arm (Take +2 points of damage if wearing a shield) If no shield, treat off-hand effects as weapon arm.	Normal Damage +3 Roll a D6: 1-3 Weapon Arm (lose an attack, 10% chance of losing 1 finger), 4-6 Shield Arm (Take +3 points of damage if wearing a shield) If no shield, treat off-hand effects as weapon arm.
06-10	Wrist	Normal Damage Roll a D6: 1-3 Weapon Arm (lose an attack), 4-6 Shield Arm (Take +1 point of damage if wearing a shield) If no shield, treat off-hand effects as weapon arm.	+1 Point of Damage Roll a D6: 1-3 Weapon Arm (lose an attack and drop weapon). 4-6 Shield Arm (Take +2 points of damage if wearing a shield) If no shield, treat off-hand effects as weapon arm.	+3 Points of Damage Roll a D6: 1-3 Weapon Arm (lose an attack and drop weapon). 4-6 Shield Broken (Save vs. Crushing Blow at -2). +3 additional points of damage. If no shield, treat off-hand effects as weapon arm.
11-15	Forearm	Normal Damage Roll a D6: 1-3 Weapon Arm (lose an attack, 30% chance to drop weapon), 4-6 Shield Arm (Take +1 point of damage if wearing a shield) If no shield, treat off-hand effects as weapon arm.	+2 Points of Damage Roll a D6: 1-3 Weapon Arm (lose an attack, 60% chance to drop weapon), 4-6 Shield Broken (Save vs. Crushing Blow at -2). +1 additional points of damage. If no shield, treat off-hand effects as weapon arm.	+4 Points of Damage Roll a D6: 1-3 Weapon Arm (lose an attack, 90% chance to drop weapon), 4-6 Shield Broken (Save vs. Crushing Blow at -5). +2 additional points of damage. If no shield, treat off-hand effects as weapon arm.
16-20	Elbow	Normal Damage Roll a D6: 1-3 Weapon Arm (lose an attack, 30% unusable until healed), 4-6 Shield Arm (Take +1 point of damage if wearing a shield) If no shield, treat off-hand effects as weapon arm.	+2 Damage Roll a D6: 1-3 Weapon Arm (lose an attack, 60% unusable until healed), 4-6 Shield Arm (Take +2 points of damage if wearing a shield) If no shield, treat off-hand effects as weapon arm.	+4 Damage Roll a D6: 1-3 Weapon Arm (lose an attack, unusable until healed), 4-6 Shield Arm (Take +3 points of damage if wearing a shield) If no shield, treat off-hand effects as weapon arm.
21-25	Upper Arm	+1 Damage Roll a D6: 1-3 Weapon Arm (lose an attack, 10% unusable until healed), 4-6 Shield Arm (Take +1 point of damage if wearing a shield) If no shield, treat off-hand effects as weapon arm.	+3 Damage Roll a D6: 1-3 Weapon Arm (lose an attack, 20% unusable until healed), 4-6 Shield Arm (Take +2 points of damage if wearing a shield) If no shield, treat off-hand effects as weapon arm.	+6 Damage Roll a D6: 1-3 Weapon Arm (lose an attack, 40% unusable until healed, 20% chance of taking 1pt of bleeding damage per round until healed), 4-6 Shield Arm (Take +3 point of damage if wearing a shield) If no shield, treat off-hand effects as weapon arm.
26-30	Shoulder	+2 Damage Roll a D6: 1-3 Weapon Arm (lose an attack, 20% unusable until healed), 4-6 Shield Arm (Take +1 point of damage if wearing a shield) If no shield, treat off-hand effects as weapon arm.	+4 Damage Roll a D6: 1-3 Weapon Arm (lose an attack, 40% unusable until healed), 4-6 Shield Arm (Take +2 points of damage if wearing a shield) If no shield, treat off-hand effects as weapon arm.	+8 Damage Roll a D6: 1-3 Weapon Arm (lose an attack, 80% unusable until healed), 4-6 Shield Arm (Take +3 points of damage if wearing a shield) If no shield, treat off-hand effects as weapon arm.
31-35	Upper Body	Double Damage 10% chance of x4 Damage (Weapon lost in target if x4 damage is rolled)	Triple Damage 10% chance of x6 Damage (Weapon lost in target if x6 damage is rolled)	Quadruple Damage 10% chance of x8 Damage (Weapon lost in target if x8 damage is rolled)
36-40	Ribs/Side	+5 Damage	Double Damage	Triple Damage
41-45	Lower Body	+3 Damage	Double Damage	Double Damage +2 incapacitated for 1-4 rounds (no save)
46-50	Hip	Normal Damage 10% of chance unusable until healed	+5 Damage 20% of chance unusable until healed 20% chance of being knocked prone	Double Damage 40% of chance unusable until healed 40% chance of being knocked prone

51-55	Upper Leg	Normal Damage 10% of chance unusable until healed	+4 Damage 20% of chance unusable until healed 20% chance of being knocked prone	+8 Damage 40% of chance unusable until healed 40% chance of being knocked prone 20% chance of taking 1 pt of bleeding damage per round until healed
56-60	Knee	Normal Damage 10% of chance unusable until healed 20% chance of being knocked prone	+2 Damage 20% of chance unusable until healed 40% chance of being knocked prone.	+4 Damage 40% of chance unusable until healed 80% chance of being knocked prone.
61-65	Lower Leg	Normal Damage 20% chance of being knocked prone	+3 Damage 30% chance of being knocked prone	+6 Damage 50% chance of being knocked prone
66-70	Ankle	Normal Damage 10% of chance unusable until healed	+2 Damage 20% of chance unusable until healed	+4 Damage 40% of chance unusable until healed
71-75	Foot	Normal Damage 10% of chance unusable until healed	+2 Damage 20% of chance unusable until healed	+4 Damage 60% of chance unusable until healed
76-80	Neck	+5 Damage	Double Damage 10% chance of taking 1 pt of bleeding damage per round until healed	Triple Damage 20% chance of taking 1 pt of bleeding damage per round until healed
81-85	Head (Side)	+5 Damage 10% chance of permanent hearing loss	Double Damage 20% chance of permanent hearing loss	Triple Damage +2 40% chance of permanent hearing loss
86-90	Head (Top)	+4 Damage 10% chance of broken skull and rendered unconscious*	Double Damage 30% chance of broken skull and rendered unconscious*	Triple Damage 60% chance of broken skull and rendered unconscious*
91-95	Head (Back)	+5 Damage	Double Damage 10% chance of broken spine*	Triple Damage 20% chance of broken spine*
96-00	Face	Double Damage 10% chance of x4 damage and lost eye	Triple Damage 10% chance of x6 damage and lost eye	Quadruple Damage 10% chance of x10 damage and lost eye

Effects marked with an asterisk* are immediately incapacitating or lethal. If a severed limb or broken bone result is rolled, the GM may call for a CON check. If failed, the target goes into shock and cannot continue fighting. It is up to the GM to determine how long a target will be in shock, unconscious, or otherwise incapacitated.

If a body part is rolled which is not present on the target, move up or down the chart to the nearest applicable body part. This makes the chart work for non-humanoid creatures.

If the GM wants to run a more lethal game, they can change the die codes under the severity columns to the second set in parenthesis.



Fumbles (Roll on this chart when a to-hit roll results in a natural 1)

D10 Result	Condition	Effect
1-4	Loose Grip	Lose an Attack
5-6	Lose Weapon	Melee weapons fly 10-40 feet from attacker in a random direction. Missile Weapons: determine random hit to front or side of attacker.
7	Overswing	No actions except for dodging can be done in the span of time in which you would take your next 1-2 attacks (roll a D2 to determine how many attacks lost)
8	Severe Overswing	No actions for the next 1-4 rounds. No dexterity bonuses for defense.
9	Strike Random Target	Roll a D4 for direction. 1 is yourself, 2 is to your right, 3 is behind you, 4 is to your left. If anyone or anything is in that area, roll a to-hit roll to strike it. Normal bonuses to hit and damage apply.
10	Strike Ground	Weapon saves vs. crushing blow. Melee weapons which fail saves are shattered. Missile weapons with strings which fail saves have their string snap



Different methods of multiplying damage:

Most attacks will have a base die code for weapon damage as well as bonuses due to strength, magic, etc. It is recommended for a GM to pick one of the following methods for dealing with damage multipliers and enforcing this standard on the gaming group. Methods one and two will have lower average damages but greater chances of extremely high or low results. Methods three and four will have more even average damage results. Keep in mind that whatever method you use goes both ways!

The first method of multiplying damage is to multiply only the base dice for the weapons and to add bonuses after this is done. I.E. a fighter with an 18/40 Strength is +3 to damage from Strength, and has a +2 magical longsword, for a total of +5. The longsword die code is 1D8 damage and a 4 is rolled on that D8 as a result. A Critical Strike Quadrupling the base dice damage would yield 16 points of damage, and then the +5 bonus from strength and magic is added for a total of 21 points of damage.

The second method of multiplying damage is to multiply the base damage as well as the bonuses. I.E. a fighter with an 18/40 Strength is +3 to damage from Strength, and has a +2 magical longsword, for a total of +5. The longsword die code is 1D8 damage and a 4 is rolled on that D8 as a result. The +5 bonus is added before the multiplication for 9 points damage. A Critical Strike Quadrupling the damage would yield 36 points of damage.

The third method of multiplying damage is to multiply the number of dice rolled rather than a single die result and adding the bonuses after the result is tallied. I.E. a fighter with an 18/40 Strength is +3 to damage from Strength, and has a +2 magical longsword, for a total of +5. The longsword die code is 1D8 damage and a quadruple damage critical strike is rolled. The player rolls a D8 4 times for results of 8, 4, 1, and 8 for a total of 21. The +5 bonus is added after the result is tallied for a total of 26 points of damage.

The fourth method of multiplying damage is to multiply the number of dice rolled and to add the bonus to damage to each die result. I.E. a fighter with an 18/40 Strength is +3 to damage from Strength, and has a +2 magical longsword, for a total of +5. The longsword die code is 1D8 damage and a quadruple damage critical strike is rolled. The player rolls a D8 4 times for results of 8, 4, 1, and 8 for a total of 21. The player then adds 20 points of damage to the die result from the multiplied bonuses. This yields 41 points of damage. Quite a pounding!



Anti-Paladin - Easy Reference Chart

Lvl	Title	Hit Points (w/ out race or CON bonus)	Cleric Spells	Abilities	THACO	Turn As	XP
1	Vassal	1-10	-	Protection from Good (10ft radius), Rot Flesh (2pts dmg / lvl x2 /day, 1pt dmg/lvl to good aligned x1/day),	20	Skeleton	0-2500
2	Scoundrel	2-20	-	-	20	Zombie	2501-5000
3	Villain	3-30	-	Strength Spell x1/day	19	Ghoul	5001-10,000
4	Malefactor	4-40	-	Fear Spell x1/day, Back Stab as a thief 3 levels lower.	18	Shadow	10,001-20,000
5	Scourge	5-50	-	Blood Frenzy (+1 to hit/dmg for every 5 intelligent creatures slain up to +5/+5. Lasts for 24 hrs.	17	Wight	20,001-40,000
6	Blighter	6-60	-	-	16	Ghast	40,001-80,000
7	Plague	7-70	-	Life-Drain (Drain 1/2 lvl in hit pts from target x2/day)	15	Wraith	80,001-160,000
8	Destroyer	8-80	1st-1	Cast Cleric spells as Cleric 7 lvs lower (no healing)	14	Mummy	160,001-300,000
9	Anti-Paladin	9-90	1st-2	Berserk Rage (must max Blood Frenzy ability and activate: +2 attacks/rd, +3 all saves, additional +2 hit +5 dmg, fight to -20 hit pts. Kills indiscriminately)	13	Spectre	300,001-600,000
10	Anti-Paladin	10-100	1st-2,2nd-1	-	12	Vampire	600,001-900,000
11	Anti-Paladin	11-110	1st-3,2nd-2	Corrupt Land	11	Ghost	900,001-1,200,000
12	Anti-Paladin	12-120	1st-3,2nd-3,3rd-1	-	10	Lich	1,200,001-1,500,000
13+	Anti-Paladin	13+	1st-3,2nd-3,3rd-2	Anti-Paladins continue to progress casting Cleric magics as a Cleric 7 lvs lower. Abilities that scale w/ lvl continue to scale.	-1 to Thac-0/lvl	Turn as Special	1,500,000 + 300K/lvl

Blood Guard - Easy Reference Chart

Lvl	Title	Hit Points (w/out CON bonus or race bonus)	Cleric Spells	Abilities	Thaco	XP
1	Protector	2-16	-	+2 to all saves, stable @ neg. HP, Tower of Defense (Enemies moving within 10ft+1ft/lvl radius past BG must save vs. paralyzation or be stopped)	20	0-2500
2	Vigilant	3-24	-	+1 for every BG 2 lvs to BG AC (3x/day) Declare before init.	20	2501-5K
3	Stalwart	4-32	-	+1 for every 2 BG lvs to others' AC (within 10ft+1ft/3 lvs radius) (3x/day)	20	5001-10K
4	Bulwark	5-40	-	Fight into neg. HP equal to lvl.	18	10,001-20K
5	Steadfast	6-48	1st-1	Suprised on 1in8 chance, +3 to all saves	18	20,000-40K
6	Foundation	7-56	1st-2	Take hit for ally in melee range (Free action)	18	40,001-80K
7	Battlement	8-64	1st-2,2nd-1	Parry missile weapons against BG (1/lvl) (Save vs. paralyzation deflects)	16	80,001-160K
8	Tower	9-72	1st-3,2nd-2	Suprised on 1in10 chance, +4 to all saves, Iron Mind (stay awake and doesnt need food or water for 1 day/lvl)	16	160,001-300K
9	Blood Guard	10-80	1st-3,2nd-3,3rd-1	Parry missile weapons within 10ft. radius (1/lvl) (Save vs. paralyzation deflects)	16	300,001-600K
10	Blood Guard	11-88	1st-3,2nd-3,3rd-2	Trade Blows (Free counter-attack to successful melee attacks against BG 1xday per lvl/2 rounded down)	14	600,001-900K
11	Blood Guard	12-96	1st-3,2nd-3,3rd-2,4th-1	2pts of extra dmg on attack per 1 BG HP spent (1HP per lvl can be sacrificed)	14	900,001-1200K
12	Blood Guard	13-104	1st-3,2nd-3,3rd-3,4th-2	Suprised on 1in12 chance, +5 to all saves	14	1,200,001-1500K
13	Blood Guard	14-112	1st-4,2nd-4,3rd-3,4th-2,5th-1	Sixth Sense (turn critical strike against BG into normal attack 1x/day. Turn Backstab dmg into normal dmg 3x day)	12	1,500,001-1800K
14	Blood Guard	15-120	1st-4,2nd-4,3rd-3,4th-3,5th-2	+5 to BG attack dmg for every point of AC sacrificed (reduced AC lasts entire combat) (up to AC 10)	12	1,800,001-2100K
15	Blood Guard	16-128	1st-5,2nd-4,3rd-4,4th-3,5th-2,6th-1	Aura of Defense (BG and allies within 1ft/lvl radius gain +3 to all saving throws, additional +2 against fear, missile attacks -5 to hit, melee attacks -2 to hit, 4HD and less enemies save vs. paralyzation or flee (1 turn +1 rd/lvl duration)	12	2,100,001-2400K
16	Blood Guard	17-131	1st-6,2nd-5,3rd-5,4th-3,5th-2,6th-2	All BG abilities that scale with lvl continue to scale past 15th lvl.	10	2,400,001-2700K
17	Blood Guard	18-134	1st-6,2nd-6,3rd-6,4th-4,5th-2,6th-2		10	2,700,001-3000K
18	Blood Guard	19-138	1st-6,2nd-6,3rd-6,4th-5,5th-3,6th-2		10	3,000,0001-3300K
19+	Blood Guard	20-141	1st-7,2nd-7,3rd-7,4th-5,5th-4,6th-2	BG continues to progress in casting Cleric magics as a Cleric 4 lvs lower	9	3,300,001-3,700K

Dark Druid - Easy Reference Chart

Level	Title	Hit Points (w/out CON or race bonus)	Abilities	Spells per day	THACO	XP
1	Rother	1-8	Druid's Cant (Speak secret Druid language), +2 saves against lightning,	1st-2	20	0-2000
2	Corrupter	2-16		1st-2, 2nd-1	20	2001-4000
3	Deviant	3-24	Druid Knowledge (Identify plant and animal types. Can identify pure water), Wilderness Movement (Move at full rate without leaving trace in natural undergrowth)	1st-3, 2nd-2, 3rd-1	20	4001-8000
4	Subverter	4-32		1st-4, 2nd-2, 3rd-2	18	8001-12,000
5	Desolator	5-40		1st-4, 2nd-3, 3rd-2	18	12,001-20,000
6	Waster	6-48		1st-4, 2nd-3, 3rd-2, 4th-1	18	20,001-35,000
7	Defiler	7-56	Immunity to fey charm (immune to mental enchantments from all fey creatures), Shapeshift (Change form up to 3x per day. Must change into a corrupted animal no more than x2 DDs weight. 1dx10% HP are recovered when shapeshifting)	1st-4, 2nd-4, 3rd-3, 4th-1	16	35,001-60,000
8	Dark Druid of the Outer Circle	8-64		1st-4, 2nd-4, 3rd-3, 4th-2	16	60,001-90,000
9	Dark Druid of the Inner Circle	9-72		1st-5, 2nd-4, 3rd-3, 4th-2, 5th-1	16	90,001-125,000
10	Grey Druid of the Outer Circle	10-80		1st-5, 2nd-4, 3rd-3, 4th-3, 5th-2	14	125,001-200,000
11	Grey Druid of the Inner Circle	11-88		1st-5, 2nd-5, 3rd-3, 4th-3, 5th-2, 6th-1	14	200,001-300,000
12	Black Druid of the Outer Circle	12-96		1st-5, 2nd-5, 3rd-4, 4th-4, 5th-3, 6th-2, 7th-1	14	300,001-750,000
13	Black Druid of the Inner Circle	13-104		1st-6, 2nd-5, 3rd-5, 4th-5, 5th-4, 6th-3, 7th-2	12	750,001-1,500,000
14	Darkest Druid	14-112		1st-6, 2nd-6, 3rd-6, 4th-6, 5th-5, 6th-4, 7th-3	12	1,500,000 +

Fighter Mage- Easy Reference Chart

Level	Title	Hit Points (w/ out CON or race bonus)	Spells per day	THACO	XP
1	Initiate of the blade	2-12	1st-1	20	0-2,250
2	Apprentice of the blade	3-18	1st-2	20	2,251-4,500
3	Student of the blade	4-24	1st-2, 2nd-1	20	4,501-9,500
4	Scholar of the blade	5-30	1st-3, 2nd-2	18	9,501-20,000
5	Master of the blade	6-36	1st-4, 2nd-2, 3rd-1	18	20,001-40,000
6	Arch master of the blade	7-42	1st-4, 2nd-3, 3rd-2	18	40,001-90,000
7	Grand master of the blade	8-48	1st-4, 2nd-3, 3rd-2, 4th-1	16	90,001-150,000
8	Superior master of the blade	9-54	1st-4, 2nd-3, 3rd-3, 4th-2	16	150,001-225,000
9	Fighter Mage	10-60	1st-4, 2nd-4, 3rd-3, 4th-2, 5th-1	16	225,001-325,000
10	Fighter Mage	11-66	1st-4, 2nd-4, 3rd-3, 4th-2, 5th-2	14	325,001-650,000
11	Fighter Mage	13-68	1st-4, 2nd-4, 3rd-4, 4th-3, 5th-3	14	650,001-975,000
12	Fighter Mage	15-70	1st-5, 2nd-4, 3rd-4, 4th-3, 5th-3, 6th-1	14	975,001-1,300,000
13	Fighter Mage	17-72	1st-5, 2nd-5, 3rd-4, 4th-3, 5th-3, 6th-2	12	1,300,001-1,625,000
14	Fighter Mage	19-74	1st-5, 2nd-5, 3rd-5, 4th-4, 5th-4, 6th-2, 7th-1	12	1,625,001-1,950,000
15	Fighter Mage	21-76	1st-5, 2nd-5, 3rd-5, 4th-4, 5th-4, 6th-2, 7th-1	12	1,950,001-2,275,000
16	Fighter Mage	23-78	1st-5, 2nd-5, 3rd-5, 4th-4, 5th-4, 6th-3, 7th-2	10	2,275,001-2,600,000
17	Fighter Mage	25-80	1st-5, 2nd-5, 3rd-5, 4th-4, 5th-4, 6th-4, 7th-2	10	2,600,001-2,925,000
18	Fighter Mage	27-82	1st-6, 2nd-5, 3rd-5, 4th-5, 5th-5, 6th-4, 7th-4	10	2,925,001-3,250,000
19	Fighter Mage	29-84	1st-6, 2nd-6, 3rd-6, 4th-5, 5th-5, 6th-5, 7th-4	9	3,250,001-3,575,000
20	Fighter Mage	31-86	1st-7, 2nd-6, 3rd-6, 4th-6, 5th-5, 6th-5, 7th-5	9	3,575,001-3,900,000
21	Fighter Mage	33-88	1st-7, 2nd-7, 3rd-6, 4th-6, 5th-6, 6th-6, 7th-5	9	3,900,001-4,225,000
22	Fighter Mage	35-90	1st-8, 2nd-7, 3rd-7, 4th-6, 5th-6, 6th-6, 7th-6	9	4,225,001-4,550,000
23	Fighter Mage	37-92	1st-8, 2nd-8, 3rd-7, 4th-7, 5th-7, 6th-7, 7th-6	9	4,550,001-4,875,000
24	Fighter Mage	39-94	1st-9, 2nd-8, 3rd-8, 4th-7, 5th-7, 6th-7, 7th-7	9	4,875,001-5,200,000
25	Fighter Mage	41-96	1st-9, 2nd-9, 3rd-8, 4th-8, 5th-8, 6th-8, 7th-8	9	5,200,001+

Knights of the Elemental Orders- Easy Reference Chart

Lvl	Title	Hit Points (w/ out CON or race bonus)	Abilities	Atks/ Rd	THACO	XP
1	Initiate of Earth	1-10	Roll 2 hit dice every level and choose best, heal 2hp/lv per day to self, +1 to AC every 4 lvs, +2 save vs. poison, Stoneheart (fight of negatives)	1/1	20	0-3,500
2	Novice of Earth	2-20	Earthworks (dmg reduction)	1/1	19	3,501-7,000
3	Acolyte of Earth	3-30	Pillar of Strength (bonus to saves)	1/1	18	7,001-14,000
4	Master of Earth	4-40	Diamond Citadel (Stoneskin as per spell x1/day)	1/1	17	14,001-28,000
5	Initiate of Air	5-50	+20' to mvmt rate, leap forward +1'/lv, +2 save vs. gas poison, +2 save vs. falling dmg, -1 per d6 falling dmg, Winds of Change (dodge missiles)	1/1	16	28,001-56,000
6	Novice of Air	6-60	Airsheld (dmg reduction vs. airborne attacks)	1/1	15	56,001-112,000
7	Acolyte of Air	7-70	Gust of Air (Leap up 1' /lv, +1 to initiative)	3/2	14	112,001-224,000
8	Master of Air	8-80	Whirlwind Attack (Attack all targets within melee range)	3/2	13	224,001-448,000
9	Initiate of Fire	9-90	+2 save vs fire/heat, -1d6 dmg from fire/heat, withstand 140°F as normal temp., Flameblade (once per day for every 3 lvs inflict your level in fire dmg)	3/2	12	448,001-896,000
10	Novice of Fire	10-100	Holocaust Strike (once per day, 10'x20' column of fire for 1d6 dmg/lv)	3/2	11	896,001-1,270,000
11	Acolyte of Fire	11-110	Firesheld (As per spell 3x/day)	3/2	10	1,270,001-1,646,000
12	Master of Fire	12-120	Soulfire Strike (for every 2hp of dmg sacrificed do 1d6 dmg in 10' radius)	3/2	9	1,646,001-2,021,000
13	Initiate of Water	13-130	+20' mvmt rate when swimming, +2 save vs. water attacks, go without water for 2 days/lv, Woy of the Water (Knight can function as if wearing a Helm of underwater action)	2/1	8	2,021,001-2,396,000
14	Novice of Water	14-140	Waterwalk (walk on water)	2/1	7	2,396,001-2,771,000
15	Acolyte of Water	15-150	Tidalwave (25 strength rating to move things 1x doy per lv)	2/1	6	2,771,001-3,146,000
16	Master of Water	16-160	Water Spirit (when near body of water knight can form protective barrier)	2/1	5	3,146,001-3,521,000
17+	Master of the Elemental Colleges	17-170	Master of Elemental Colleges (Summon elemental of each type 1x /doy, plane shift at will to any of elemental planes, flight as per spell 480' mvmt rate when in elemental planes, no ill effects of elemental planes, inflict x2 dmg on elemental creatures)	2/1	4	3,521,001+

The Hand- Easy Reference Chart

Lvl	Title	Hit Points (w/ out CON or race bonus)	Abilities	Backstab Multiple	THACO	XP
1	Little Finger	1-8	Dmg bonus against humanoids +1, back stab as theif +1 dmg die higher, 2 weapon fighting at no penalty, make poisons	x3	20	0-2,250
2	Ring Finger	2-16	Dmg bonus against humanoids +1	x3	20	2,501-4,500
3	Middle Finger	3-24	Dmg bonus against humanoids +1, gain skills as theif 2 lvls lower	x3	19	4,501-10,000
4	Pointing Finger	4-32	Dmg bonus against humanoids +2	x3	18	10,001-20,000
5	Thumb	5-40	Dmg bonus against humanoids +2	x4	17	20,001-40,000
6	Hand	6-48	Dmg bonus against humanoids +2	x4	16	40,001-90,000
7	The Hand that Strikes	7-56	Dmg bonus against humanoids +2	x4	15	90,001-150,000
8	The Hand that Rends	8-64	Dmg bonus against humanoids +3	x4	14	150,001-225,000
9	The Iron Fist	9-72	Dmg bonus against humanoids +3	x5	13	225,001-325,000
10	The Hand that Seeks	10-80	Dmg bonus against humanoids +3	x5	12	325,001-650,000
11	The Hand that Silences	11-88	Dmg bonus against humanoids +3	x5	11	650,001-975,000
12	The Hand that Moves	12-96	Dmg bonus against humanoids +4	x5	10	975,001-1,300,000
13	The Hand that Guides	13-104	Dmg bonus against humanoids +4	x6	9	1,300,001-1,625,000
14	The Hand that Binds	14-112	Dmg bonus against humanoids +4	x6	8	1,625,001-1,950,000
15+	The Invisible Hand	15-120	Dmg bonus against humanoids +5	x6	7	1,950,001 +

Necromancer- Easy Reference Chart

Level	Title	Hit Points (w/ out CON or race bonus)	Spells per day	THACO	XP
1	Grave Robber	1-8	1st-1	20	0-1,550
2	Bone Scavenger	2-16	1st-2	20	1,551-2,900
3	Filth Monger	3-24	1st-2, 2nd-1	20	2,901-6,000
4	Decay Master	4-32	1st-3, 2nd-2	18	6,001-13,250
5	Necrocraftor	5-40	1st-3, 2nd-4, 3rd-1	18	13,251-27,000
6	Death Bringer	6-48	1st-3, 2nd-3, 3rd-2	18	27,001-55,000
7	Black Channeler	7-56	1st-3, 2nd-3, 3rd-2, 4th-1	16	55,001-110,000
8	Woe Monger	8-64	1st-3, 2nd-3, 3rd-3, 4th-2	16	110,001-220,000
9	Necromancer	9-72	1st-4, 2nd-4, 3rd-3, 4th-2, 5th-1	16	220,001-450,000
10	Necromancer	10-80	1st-4, 2nd-4, 3rd-3, 4th-3, 5th-2	14	450,001-675,000
11	Necromancer	12-82	1st-5, 2nd-4, 3rd-4, 4th-3, 5th-2, 6th-1	14	675,001-900,000
12	Necromancer	14-84	1st-6, 2nd-5, 3rd-5, 4th-3, 5th-2, 6th-2	14	900,001-1,125,000
13	Necromancer	16-86	1st-6, 2nd-6, 3rd-6, 4th-4, 5th-2, 6th-2	12	1,125,001-1,350,000
14	Necromancer	18-88	1st-6, 2nd-6, 3rd-6, 4th-5, 5th-3, 6th-2	12	1,350,001-1,575,000
15	Necromancer	20-90	1st-7, 2nd-7, 3rd-7, 4th-5, 5th-4, 6th-2	12	1,575,001-1,800,000
16	Necromancer	22-92	1st-7, 2nd-7, 3rd-7, 4th-6, 5th-5, 6th-3, 7th-1	10	1,800,001-2,025,000
17	Necromancer	24-94	1st-8, 2nd-8, 3rd-8, 4th-6, 5th-5, 6th-3, 7th-1	10	2,025,001-2,250,000
18	Necromancer	26-96	1st-8, 2nd-8, 3rd-8, 4th-7, 5th-6, 6th-4, 7th-1	10	2,250,001-2,475,000
19	Necromancer	28-98	1st-9, 2nd-9, 3rd-9, 4th-7, 5th-6, 6th-4, 7th-2	9	2,475,001-2,700,000
20	Necromancer	30-100	1st-9, 2nd-9, 3rd-9, 4th-8, 5th-7, 6th-5, 7th-2	9	2,700,001-2,925,000
21	Necromancer	32-102	1st-9, 2nd-9, 3rd-9, 4th-9, 5th-8, 6th-6, 7th-2	9	2,925,001-3,150,000
22	Necromancer	34-104	1st-9, 2nd-9, 3rd-9, 4th-9, 5th-9, 6th-6, 7th-3	9	3,150,001-3,375,000
23	Necromancer	36-106	1st-9, 2nd-9, 3rd-9, 4th-9, 5th-9, 6th-7, 7th-3	9	3,375,001-3,600,000
24	Necromancer	38-108	1st-9, 2nd-9, 3rd-9, 4th-9, 5th-9, 6th-8, 7th-3	9	3,600,001-3,825,000
25	Necromancer	40-110	1st-9, 2nd-9, 3rd-9, 4th-9, 5th-9, 6th-8, 7th-4	9	3,825,001+

Orator - Easy Reference Chart

Lvl	Sulfugo Rank	Hit Points (w/out CON bonus) or race bonus	Abilities /	Maximum Additional Languages Known	THACO for Harmonics (when applicable)	THACO Physical Attacks	Weapon Prof.	XP
1	Pedi Do	1-4	Priming (Must study materials once per day), Beacon Tuning (Ability to interact w/ harmonic beacons), Mnemonic Training (Perfect memory as long as primed), Venitiloquism (Throw voice), Mimic (Reproduce voices/ sounds), Memorable Performance (Perform for gold), Shout Harmonic (Blast of sonic energy). Resonant Frequency: Air/Glass/Copper/Tin/Zinc/Bone, Wood	2	20	20	1	0-2400
2	Pedi Rai	5-8	Resonant Frequency: Stone/Earth/Iron, Shield Harmonic	3	19	20	1	2401-4800
3	Pedi Mi	6-12	Stun Harmonic, Echo Location, Resonant Frequency: Lead/Brass	4	18	20	1	4801-10,250
4	Pedi Fa	7-16	Resonant Frequency: Steel/Flesh	5	17	20	1	10,251-22,000
5	Pedi So	8-20	Resonant Frequency: Crystal/Ice	6	16	20	1	22,001-40,000
6	Pedi Ia	9-24	Resonant Frequency: Water/Silver	7	15	19	2	40,001-60,000
7	Pedi Ti	10-28	Resonant Frequency: Fire/Gold, Reciprocal Harmonic	8	14	19	2	60,001-80,000
8	Viaggiuni	11-32	Unforgettable Performance, Resonant Frequency: Magic Enchantment+1/Magic Spell/_Gold, Multi Frequency Chanting (2 Tone)	9	13	19	2	80,001-160,000
9	Viaggiuni	12-36	Resonant Frequency: Magic Enchantment+2, Gemstone	10	12	19	2	160,001-300,000
10	Oratori Do	13-40	Multi Frequency Chanting (3 Tone), Resonant Frequency: Magic Enchantment+3, Truth	11	11	19	2	300,001-400,000
11	Oratori Rai	12-44	Multi Frequency Chanting (4 Tone), Resonant Frequency: Magic Enchantment+4, Space Weaving (Weak)	12	10	16	3	400,001-700,000
12	Oratori Mi	13-48	Multi Frequency Chanting (5 Tone), Resonant Frequency: Magic Enchantment+5, Phase Shift, Command Harmonic	13	9	16	3	700,001-1,000,000
13	Oratori Fa	14-52	Multi Frequency Chanting (6 Tone), Resonant Frequency: Diamond	14	8	16	3	1,000,001-1,300,000
14	Oratori So	15-56	Multi Frequency Chanting (7 Tone), Time Weaving (Weak)	15	7	16	3	1,300,001-1,600,000
15	Oratori Ia	16-60	Resonant Frequency: Mithril / Positive Energy, Multi Frequency Chanting (8 Tone)	16	6	16	3	1,600,001-1,900,000
16	Oratori Ti	17-64	Resonant Frequency: Adamantite / Negative Energy, Multi Frequency Chanting (9 Tone)	17	5	13	4	1,900,001-2,200,000
17	Maestri Do	18-70	Life Changing Performance, Mass Destruction, Silent Chanting, Linguistic Mastery, Improved Subtle Body Stamina	All	4	13	4	2,200,001-2,800,000
18	Maestri Rai	19-78	Resonant Frequency: Soul	All	3	13	4	2,800,001-3,100,000
19	Maestri Mi	20-88	Space Weaving (Strong)	All	2	13	4	3,100,001-3,400,000
20	Maestri Fa	21-100	Resonant Frequency: Life	All	1	13	4	3,400,001-3,700,000
21	Maestri So	23-112	Binding (Strong Command Harmonic)	All	1	11	5	3,700,001-4,000,000
22	Maestri Ia (Grand Master Nightingale)	25-128	Divine Performance	All	1	11	5	4,000,001-4,300,000
23	Maestri Ti (Supreme Intoner)	27-148	Time Weaving (Strong)	All	1	11	5	4,300,001-4,600,000
24	Maestri Goh (Cosmic Chanter)	29-172	Center	All	1	11	5	4,600,001-5,000,000
25	Maestri Ohm (Singer of Ullimate Truths)	31-212	Dissolution	All	1	11	5	5,000,001+

Pit Fighter- Easy Reference Chart

Lvl	Title	Hit Points (w/ out CON or race bonus)	Abilities	Atks/ Rd	Weapon Proficiencies	THACO	XP
1	Pit Fighter	1-12	2 weapon fighting with no penalty, double CON bonus to HP, 6 melee weapon proficiencies, +1 to hit and dmg with any weapon in which PF is proficient, Parry (+1 to AC when anything is in PF's hand which can be used to parry), 1/2 movement penalty from armor, Bind Wounds (lead 2hp of dmg per wound inflicted on PF)	1/1	6	20	0-3500
2	Pit Fighter	2-24	+1 to dmg in melee, PF can now use hurled weapons	1/1	7	19	3501-7,000
3	Pit Fighter	3-36	Great Strike (dmg bonus equal to lvl which can be used 1x a day per lvl. Does not stack with Crushing Blow or Whirlwind Attack)	1/1	8	18	7,001-14,000
4	Pit Fighter	4-48	+1 to AC in melee combat, +1 to hit in melee combat	1/1	9	17	14,001-28,000
5	Pit Fighter	5-60	PF can now use missile weapons, armor penalty to mvmt reduced by 10'/rd	3/2	10	16	28,001-56,000
6	Pit Fighter	6-72	additional +1 to hit in melee combat, additional +1 to dmg in melee combat	3/2	11	15	56,001-110,000
7	Pit Fighter	7-84	Crushing Blow (if modified attack roll is 20 or more PF deals x 2 dmg. Can be attempted 1 x per day per lvl. Does not stack with Great Strike or Whirlwind attack)	3/2	12	14	110,001-200,000
8	Pit Fighter	8-96	additional +1 to AC in melee combat, additional +1 to hit in melee combat	3/2	13	13	200,001-400,000
9	Pit Fighter	9-108	PF cannot be flanked or back attacked, PF may fight any number of opponents with no penalty	3/2	14	12	400,001-800,000
10	Pit Fighter	10-120		2/1	15	11	800,001-1,150,000
11	Pit Fighter	11-132	Whirlwind Attack (PF doubles normal attack routine 1 x per day per lvl. Does not stack with Great Strike or Crushing Blow)	2/1	16	10	1,150,001-1,500,000
12	Pit Fighter	12-144	additional +1 to dmg in melee combat, armor penalty to mvmt reduced by an additional 10'/rd	2/1	17	9	1,500,001-1,850,000
13	Pit Fighter	13-156		5/2	18	8	1,850,001-2,200,000
14	Pit Fighter	14-168	additional +1 to hit in melee combat, additional +1 to AC in melee combat	5/2	19	7	2,200,001-2,550,000
15	Pit Fighter	15-180	additional +1 to dmg in melee	5/2	20	6	2,550,001-2,900,000
16	Pit Fighter	16-192		3/1	21	5	2,900,001-3,250,000
17+	Pit Fighter	17-204	PF delivers max dmg on any strike in which to-hit score is 5 pts over what is necessary to hit and double dmg on any strike in which to-hit score is 10 pts over what is necessary to hit. PF continues to gain hit dice at higher lvs. Thaco continues to go down as per fighter class.	3/1	22	4	3,250,001-3,600,000

Savage- Easy Reference Chart

Lvl	Title	Hit Points (w/ out CON or race bonus)	Abilities	Magics Allowed	Unarmed Atks/Rd	Base Unarmed Dmg	Armed Atks/Rd	Weapon Proficiencies	THACO	XP
1	Savage	1-12	Double DEX bonus to AC, +3 to save vs. Poison, Disease, and Spell, Magic Resistance, Resistance to Illusion, Berserk Rage, Wilderness Survival Skills, Outdoor Movement, Animal Domestication, Improved Jump, Close Distance, Grab, Pin	None	1/1	1-2	1/1	4	20	0-3,000
2	Savage	2-24	Shoulder Check	None	1/1	1-2	1/1	4	19	3,001-6,000
3	Savage	3-36	Throw	None	1/1	1-3	1/1	4	18	6,001-12,000
4	Savage	4-48	Bear Hug	Weapons and Armor with no special effects	3/2	1-3	1/1	5	17	12,001-22,000
5	Savage	5-60	Disarm	Weapons and Armor with no special effects	3/2	1-4	3/2	5	16	22,001-42,000
6	Savage	6-72	Bash Heads	Weapons and Armor with no special effects	3/2	1-4	3/2	5	15	42,001-90,000
7	Savage	7-84	Drop Kick	Potions, Associate w/ Clerics and Druids	2/1	2-5	3/2	6	14	90,001-150,000
8	Savage	8-96	Choke Hold	Potions, Associate w/ Clerics and Druids	2/1	2-5	3/2	6	13	150,001-300,000
9	Savage	9-108	Body Slam	Potions, Associate w/ Clerics and Druids	2/1	1-6	3/2	6	12	300,001-450,000
10	Savage	10-120	Flying Tackle	Rings, Weapons Armor w/ Special FX	5/2	1-6	2/1	7	11	450,001-600,000
11	Savage	11-132	Break Bone	Rings, Weapons Armor w/ Special FX	5/2	2-7	2/1	7	10	600,001-750,000
12	Savage	12-144	Stunning Attack	Rings, Weapons Armor w/ Special FX	5/2	2-7	2/1	7	9	750,001-1,250,000
13	Savage	13-156	Grab and Throw	Loosely Associate w/ MU, Misc. Magic	3/1	1-8	5/2	8	8	1,250,001-1,500,000
14	Savage	14-168	Roundhouse	Loosely Associate w/ MU, Misc. Magic	3/1	1-8	5/2	8	7	1,500,001-2,000,000
15	Savage	15-180	Hammer Fist	Loosely Associate w/ MU, Misc. Magic	3/1	1-8	5/2	8	6	2,000,001-2,500,000
16	Savage	16-192	Sweep	Advanced Magic	7/2	1-10	3/1	9	5	2,500,001-3,000,000
17+	Savage	17-204	Anvil Strike	Advanced Magic	7/2	1-12	3/1	9	4	3,000,001 +

Spirit Hunter - Easy Reference Chart

Lvl	Title	Hit Points (w/out CON bonus or race bonus)	Druid Spells	Abilities	Atks/ rd	Thaco	XP
1	Gatherer	1-8	-	Track as Ranger, Pass w/out trace @ 1/2 mvmt rate, Woodland Survival, Tree Travel, Light Armor AC bonus, +2 save vs. mind affecting, +3 save vs. Disease, Improved Surprise, Beast Form, Primal Rage	1/1	20	0-2500
2	Hunter	2-16	-	-	1/1	19	2,501-5,000
3	Stalker	3-24	-	Woodland Alchemy	1/1	18	5,001-10,000
4	Trapper	4-32	1st-2	Cast Druid Spells	1/1	17	10,001-20,000
5	Huntsman	5-40	1st-2, 2nd-1	-	1/1	16	20,001-40,000
6	Great Hunter	6-48	1st-3, 2nd-2, 3rd-1	Surprised on 1 in D10	1/1	15	40,001-80,000
7	Grand Hunter	7-56	1st-4, 2nd-2, 3rd-2	Improved Woodland Alchemy	1/1	14	80,001-160,000
8	Master Hunter	8-64	1st-4, 2nd-3, 3rd-2	-	3/2	13	160,001-320,000
9	Spirit Hunter	9-72	1st-4, 2nd-3, 3rd-2, 4th-1	Summon Beast Form Animal	3/2	12	320,001-640,000
10	Spirit Hunter	10-80	1st-4, 2nd-4, 3rd-3, 4th-1	-	3/2	11	640,001-1,280,000
11	Spirit Hunter	13-83	1st-4, 2nd-4, 3rd-3, 4th-2	Dire Form	3/2	10	1,280,001-2,560,000
12	Spirit Hunter	16-86	1st-5, 2nd-4, 3rd-3, 4th-2, 5th-1	-	3/2	9	2,560,001-2,910,000
13	Spirit Hunter	19-89	1st-5, 2nd-4, 3rd-3, 4th-3, 5th-2	Spirit of the Forest	3/2	8	2,910,001-3,260,000
14	Spirit Hunter	22-92	1st-5, 2nd-5, 3rd-3, 4th-3, 5th-2, 6th-1	-	3/2	7	3,260,001-3,610,000
15	Spirit Hunter	25-95	1st-5, 2nd-5, 3rd-4, 4th-4, 5th-3, 6th-2, 7th-1	-	2/1	6	3,610,001-3,960,000
16	Spirit Hunter	28-98	1st-6, 2nd-5, 3rd-5, 4th-5, 5th-4, 6th-3, 7th-2	-	2/1	5	3,960,001-4,310,000
17	Spirit Hunter	31-101	1st-6, 2nd-6, 3rd-6, 4th-6, 5th-5, 6th-4, 7th-3	-	2/1	4	4,310,001-4,660,000

Targeteer- Easy Reference Chart

Lvl	Title	Hit Points (w/ out CON or race bonus)	Abilities	Hand Crossbow Atks/Rd	LightCrossbow Atks/Rd	Heavy Crossbow Atks/Rd	Melee Atks/Rd	Weapon Pro-ficiencies	THACO	XP
1	Shooter	1-8	+1 non-magical bonus to hit and dmg w/ crossbow, Short range shots deliver x 2 dmg, Discharge ready crossbow before Init roll, Improved Range, Called Shot	1/1	1/1	1/2	1/1	4	20	0-3500
2	Marksman	2-16	Additional +1 to dmg w/crossbow	1/1	1/1	1/2	1/1	4	19	3501-7,000
3	Ace	3-24	Additional +1 to hit w/crossbow, Thief Skills (Open Locks, Find Traps, Move Silently, Hide in Shadows, Hear Noise, Climb Walls as Thief 2 lvs lower)	1/1	1/1	1/2	1/1	4	18	7,001-14,000
4	Sharp Shooter	4-32	Additional +1 to dmg w/crossbow	5/2	3/2	1/1	1/1	4	17	14,001-28,000
5	Long Shot	5-40	Additional +1 to hit w/crossbow	5/2	3/2	1/1	1/1	5	16	28,001-56,000
6	Eagle Eye	6-48	Additional +1 to dmg w/crossbow	5/2	3/2	1/1	1/1	5	15	56,001-110,000
7	Bulls Eye	7-56	Additional +1 to hit w/crossbow	5/2	3/2	1/1	1/1	5	14	110,001-200,000
8	Master Shooter	8-64	Additional +1 to dmg w/crossbow	3/1	2/1	3/2	3/2	5	13	200,001-400,000
9	Targeteer	9-72	Additional +1 to hit w/crossbow	3/1	2/1	3/2	3/2	6	12	400,001-800,000
10	Targeteer	10-80	Additional +1 to dmg w/crossbow	3/1	2/1	3/2	3/2	6	11	800,001-1,150,000
11	Targeteer	13-83	Additional +1 to hit w/crossbow	3/1	2/1	3/2	3/2	6	10	1,150,001-1,475,000
12	Targeteer	16-86	Additional +1 to dmg w/crossbow	4/1	5/2	2/1	3/2	6	9	1,475,001-1,800,000
13	Targeteer	19-89	Additional +1 to hit w/crossbow	4/1	5/2	2/1	3/2	7	8	1,800,001-2,125,000
14	Targeteer	22-92	Additional +1 to dmg w/crossbow	4/1	5/2	2/1	3/2	7	7	2,125,001-2,450,000
15	Targeteer	25-95	Additional +1 to hit w/crossbow	4/1	5/2	2/1	2/1	7	6	2,450,001-2,775,000
16	Targeteer	28-98	Additional +1 to dmg w/crossbow	4/1	5/2	2/1	2/1	7	5	2,775,001-3,100,000
17+	Targeteer	31-101	Additional +1 to hit w/crossbow	4/1	5/2	2/1	2/1	8	4	3,100,001-3,425,000

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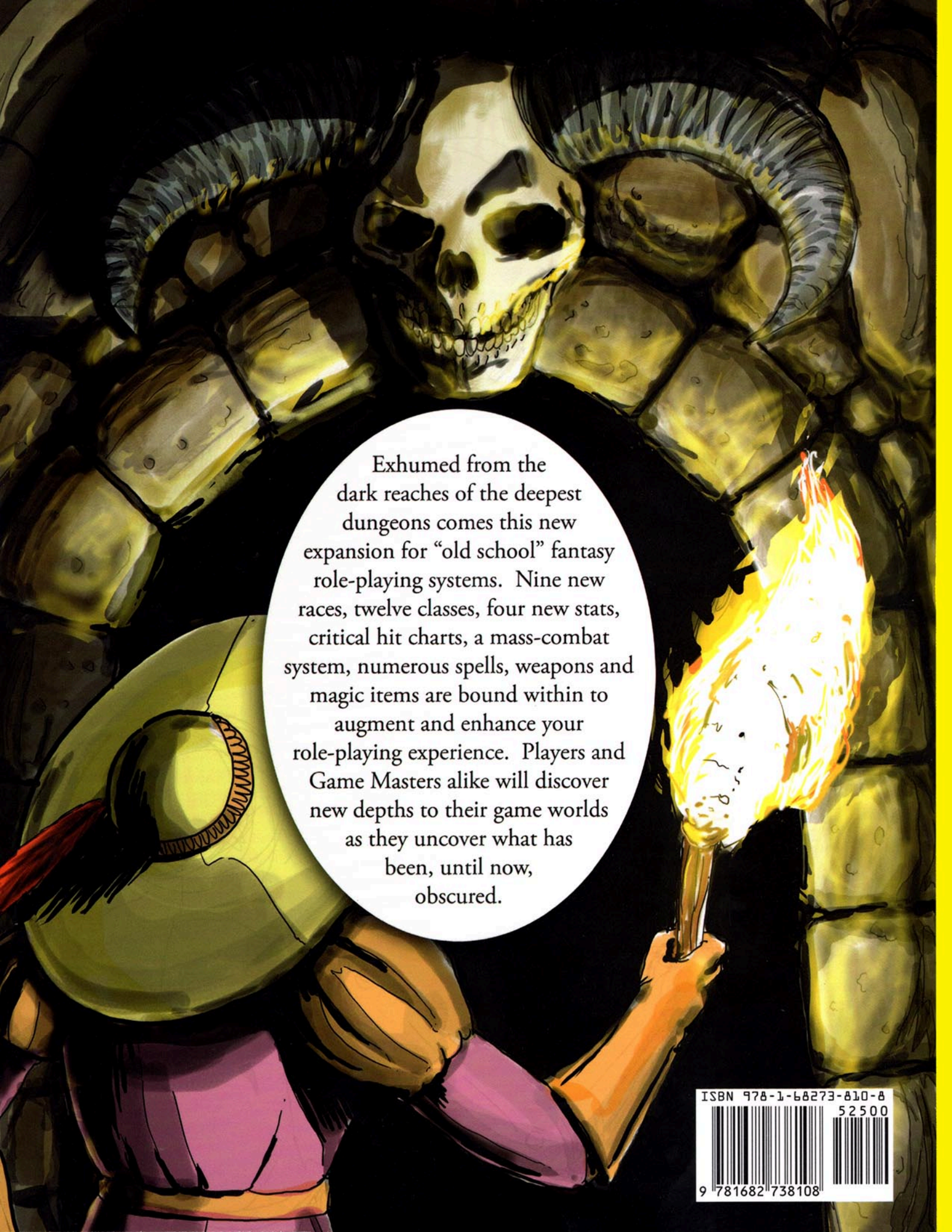
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