

Phaemorea Rules Supplement



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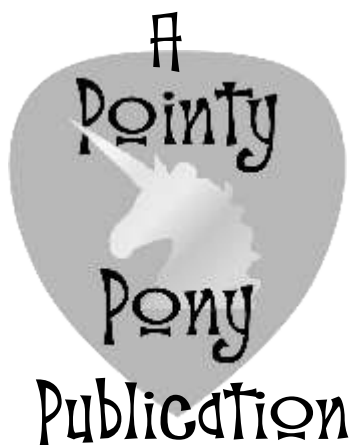
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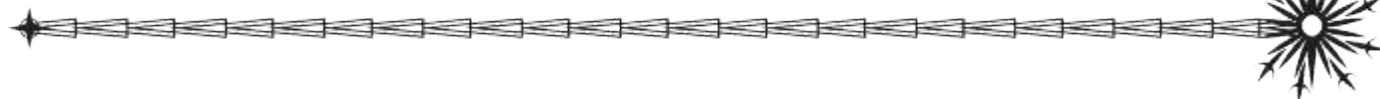
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House Rules



INTRODUCTION

THE original D&D books were written over 40 years ago now. While the system can and has stood the test of time, there are a few small alterations used in the creation of material for the world of Phaemorea.

These rules are designed to work with the Dungeons & Dragons Rules Cyclopedia published in 1991. The Rules Cyclopedia is an accumulation of the rules presented in the D&D Boxed sets, started with the original Basic Red Boxed set published in 1981. Some of these rules are also compatible with other early versions of D&D.

As with all House Rules, these are entirely optional, and the inclusion or exclusion of these rules will have little impact on the usability of Phaemorea or any adventures set within it. It is the role of any GM to work out for themselves how they want their game to run.

GENERAL SKILLS

THE system for General Skills was a simplistic set of rules tacked onto the system to add a little spice and background to characters. However, skill systems are now a much larger staple of RPGs, and the system presented in the Rule Cyclopedia is highly dependent on having high attributes rather than allowing characters to develop in a more organic manner. Also, becoming more competent in a skill was fairly pointless, as each skill slot only allowed +1 to the roll. The following modifications to the General Skills rules puts the focus on making the skills more independent from attributes and improves the worth of applying additional proficiency slots to individual skills.

Method

The GM sets a target number based on the difficulty of the task. For an average skill test, the target would be 10. This difficulty can be set anywhere from 5 for a simple task, through to 20+ for a highly complex task. In Phaemorea adventures the basic target for a skill roll will be recorded as SR#. For example,

a tracking roll with a base difficulty of 10 will be written as Tracking SR10 or just Tracking 10.

A player looking to make a skill test rolls 1d20. Halve the result if the character does not have the proficiency. Add the applicable attribute bonus for the skill being used. If the total is equal to or greater than the target, the action succeeds.

For every five points the target number is beaten by, the skill might be allowed to produce additional results. This wouldn't apply to things like Wrestling or Quickdraw, but it could be an excellent way to reward players for focusing on knowledge and craft skills. Any additional information is entirely subject to the whim of the GM.

Improving Skills

General Skills are now calculated using the same bonuses as Weapon Mastery, and are recorded in the same manner. Use the following table to calculate the bonuses based on the number of slots used:

Improving Skills		
Slots	Proficiency	Bonus
0	Unskilled	Halve Roll
1	Basic	0
2	Skilled	+ 2
3	Expert	+ 4
4	Master	+ 6
5	Grand Master	+ 8

As with weapon mastery, learning advanced skills will require a trainer. Use the weapon mastery rules for the costs and time required to improve a general skill.

Critical Success and Failure

On a natural roll of 1 a skill test is considered a critical failure. A natural roll of 20 is a critical success. The degree of success or failure is ultimately up to the GM to adjudicate, but it should reflect the level of mastery the character has in the skill.

A critical success for someone unskilled might indicate a simple success against the odds, such as dumb luck or a sudden insight. However, a critical success rolled by a Grand Master should represent a feat of legendary standards. Likewise, a critical failure for a Grand Master might indicate a simple failure due to unforeseen circumstances, such as a broken tool. For an unskilled person, a critical failure would result in an action of unfathomable stupidity.

Alternative Attributes

While most skills work perfectly fine under the listed attribute, there are times when an alternative attribute might be more suitable for the specific application of a skill. For example, if you were to use Dance might use Charisma if you were trying to dance seductively to win the favour of someone. Strength is not the only way to use Intimidation, because words can be just as effective and thus Charisma might be used instead.

Players are invited to be creative, but the GM gets final say on the application of alternative attributes. The only effect is that the new attribute is used in place of the usual attribute if the GM allows.

Thief Skills

There is some crossover between thief skills and General Skills. For example, Stealth (urban) could be used in many situations where Move Silent and Hide in Shadows can also be used. In all such cases thief skills are considered special knowledge beyond the ability of General Skills. A thief doesn't just know how to pick a lock as a locksmith might, he also knows how to bypass locks using specialised cracking methods such as the use of acids and knowledge of weaknesses in certain designs. These special tools are available in a set of Thieves Tools.

A successful roll for a thief skill automatically produces results superior to a General Skill. On a failed roll, the thief may make an additional roll on a General Skill in order to try to gain a level of success typical to a normal skill result. She is only entitled to this secondary roll if she has the applicable General Skill.

For example, a thief is moving in for a Backstab. She attempts a Move Silent roll and fails, however she also has Stealth (urban). The GM gives her a second chance with the Stealth (urban) roll setting the skill target at 20. She makes the roll and is still allowed to gain the benefit of the Backstab attack.

This change should give low level thieves a greater chance of performing the key skills of the class, as well as preventing other

Example 1 Kendra tracks some orcs

Kendra is **Skilled in Tracking** and has an Intelligence of 14 (+1). She has come upon the scene of a recent attack on a wagon and she uses her tracking skill to determine what has taken place. The ground is soft enough and the tracks are fresh so the GM applies a difficulty of 10. Kendra rolls the die getting a 13. She adds +2 to the roll for being **Skilled**, and +1 for her Intelligence, for a total result of 16.

The GM tells her that it looks like the wagon was attacked by a band of a half dozen humanoids within the last few hours, and that they headed east after the attack. Because Kendra made the target by five or more the GM also gives her some additional information to reflect her skill at reading the tracks. He adds that judging by the types of boots, the stride and the weight of the attackers, there is a very good chance they were orcs. One of the orcs also seems like he was carrying a heavier burden than the rest of them.

Example 2 The orcs get clever (or not)

Kendra is hot on the trail of the orcs now. However, before the orcs turned onto the trail that leads to their lair, one of the orcs also proficient in tracking attempts to hide the trail.

The GM rolls for the orc who has a -1 Intelligence penalty and only **Basic** knowledge of tracking. The GM rolls an 8 for the orc, minus one for his stupidity for a net result of 7.

When Kendra reaches that point she rolls again to find which way the orcs have gone. Her target number has been set by the orc at 7. Kendra easily beats the difficulty and can plainly see the orc's rough attempts to brush away the tracks on a particular side path, clearly indicating which direction they travelled.



characters from outshining them by using common General Skills. Thieves already suffer from terrible HP, so this change should give a low level thief some additional value in a low level party, where traditionally, they need to be carried more than a magic user. Like a magic user, at higher levels the combination of thief-like General Skills with their class skills should make them more than just a trap detector and lock picker.

New Skills

Add these skills to the list available in the Rules Cyclopeda.

Dance

You know an array of dances, and have trained your body to perform various feats of agility. Dance is a form of art or profession, and a skilled character can make a living as a dancer. Successful use of the Dance skill also allows you to identify the origins of dances you witness, and to replicate those dances.

Streetwise

Streetwise is a combination of etiquette and urban survival for high density urban areas, in particular, in finding and dealing with the urban underworld. Streetwise allows you to avoid unwanted entanglements with street thugs because you know how to identify and avoid potentially dangerous places. You also know how to make contact with fences, members of the Thieves Guild and similar lowlifes. This allows you to sell off or buy stolen goods, or find hired thugs to perform some less than legal deed. Knowledge of Thieve's Cant grants +2 to any Streetwise test.

STARTING SKILLS

IF using the rules for general skills, there are various skills which should be viewed as basic training for certain cultures and classes. The following skills are granted to all starting characters at a Basic level of mastery:

Fighter - Muscle

Cleric - Ceremony (their chosen Immortal)

Thief - Streetwise

Magic User - Alternative Magics

Jhan - Craft (choose one)

Dwarf - Labour

Elf - Art (choose one)

Mystic - Acrobatics

Cultural Skills

Depending on where your character grows up, your character will have automatically been taught a number of skills. These are a combination of formal education and simple life skills automatically picked up from living in an area.

If a character is already granted a skill from their class, then the skill slots add together to give them a greater degree of mastery. For example, a Thief who has grown up on the mean streets of Forecastle in the Garter States will begin play Skilled in Streetwise. Players may not spend their starting skill slots to improve any skill beyond Skilled Mastery.

Note that in most cases, a Demi-human will be raised among their own people and thus will take their appropriate Demi-human package. However, if for some reason they grow up outside the normal care of their people, then they are entitled to take the cultural skills from the area they grow up in instead of their racial skills. In the case of the Shae, the skill set provided is for people who grew up among the Shae, and are not automatically granted to someone who joins them later in life.

Bungara - Survival (desert), Riding (horse), Hunting

Dwarf (Cog) - Knowledge (history), Craft (choose one), Engineering

Dwarf (Rock) - Knowledge (history), Craft (choose one), Caving

Elf - Nature Lore (forest), Craft (choose one), Alertness

Garter States - Streetwise, Detect Deception, Persuasion

Getica (noble) - Deception, Law (Getica), Intimidation

Getica (serf) - Deception, Law (Getica), Labour

Jhan - Nature Lore (plains), Labour, Story Telling

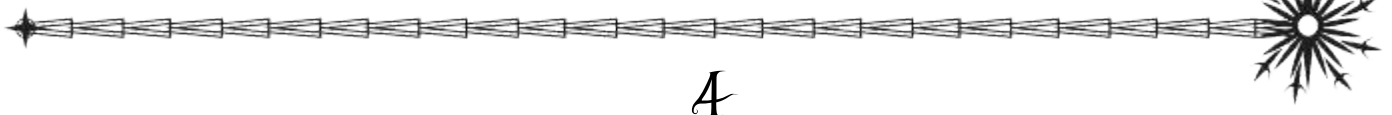
Manakata (Magus) - Magical Engineering, Alchemy, Knowledge (magic)

Manakata (non-Magus) - Magical Engineering, Knowledge (magic), Profession (choose one)

Saluria - Nature Lore (jungle), Survival (jungle), Danger Sense,

Shae - Dance, Craft (choose one), Any one Charisma skill

Solmani - Knowledge (heraldry), Mysticism, Persuasion



HEALING

“YOUR character’s hit point score represents his ability to survive injury.” (pg 7 Rules Cyclopedia). The concept of HP is foundational, not just to D&D, but to many games. The logic behind why a magic user gets less HP than a fighter isn’t just a question of game balance, there is also a certain logic to it. A fighter learns to roll with the hits and to deflect the worst of the damage. It will take more than a good stab with a dagger to end the life of a fighter because he’s experienced enough in the art of combat that you’ll never land a clean blow. This makes good logical sense and provides a simple system to track character damage.

However, why is a fighter harder to heal than a cleric? Certainly, should not the cleric should have faith enough in the healing powers of his god? Yet if the fighter and the cleric are each on 1 HP, it will take more healing spells to get the fighter to full health than it will take for the cleric. Why? There is no logic to it, and it leads to a lot of downtime. The fighter generally takes a lot of damage, yet healing spells are technically less effective on him than for a magic user. It’s silly.

Therefore, I use a simple system of Healing based on the Hit Die type of the creature receiving the healing. Instead of a Cure Light Wounds healing 1d6+1, it heals 1 Hit Die +1. So for a magic user it heals 1d4+1, while for a fighter it will heal 1d10+1. While this is less favourable for magic users and thieves, it’s equal too or better for all other classes. Better still, it means everyone recovers roughly the same amount percentage wise. This method reduces downtime and creates greater balance. It also means a party with enough Potions of Healing does not require a cleric to memorise nothing other than healing magic. This allows the cleric to perform in a role other than just healer, giving them the ability to use their full range of superb support spells.

Summary of the affected healing effects

Cure Light Wounds - 1HD+1

Cure Serious Wounds - 2HD+2

Cure Critical Wound - 3HD+3

Cureall - As per normal rules

Potions, Staves and Rods of healing take their healing rates from the equivalent spells.



Reversed Spells

The reverse versions of the spells also work the same way by being connected to the HD type of the target. For monster types this usually means a d8.

Optional Constitution Mod

If you want to further reduce downtime and give a bonus for characters with a high Constitution then you may allow positive constitution modifiers to be added to the amount healed. Treat any negative modifiers as zero.

The Healing General Skill

The General skill called Healing normally heals 1d3. Under these house rules the Healing skill can be used in one of two optional ways:

Option 1 – A difficulty 10 check will heal a 1/2HD using the same guidelines as listed in the book i.e. usable once per set of wounds. The amount healed cannot exceed the damage recently taken.

Option 2 – The skill can be used on each person only once per day and the amount of healing gained is dependent on the result of the skill check. At a difficulty 10 a full HD is healed. An additional HD is healed for each additional 5 points made on the skill roll. That’s 1HD for 10, 2HD for 15, 3HD for 20 etc.

Option 1 creates a more smoother result but more bookkeeping, as the wounds taken between each heal check must be tracked. Option 2 makes for easy bookkeeping, and requires resource management to choose the right time to have your injuries tended.

Whichever option is chosen, once a set of wounds has been tended they cannot be redone, unless the base Difficulty of 10 is failed. On a failed roll it is obvious that the wounds have not been treated correctly, and another character can attempt a Healing test instead.



ENERGY DRAIN

FEW abilities are as fearsome as energy drain, and that's exactly as it should be. However, energy drain can be more devastating to a party than effects that Save vs Death. At least when you simply die, a Raise Dead or similar spell can restore you. However, there is no way to recover from extensive energy drain other than re-earning the XP. This can lead to serious level division in a party, effectively retiring a character because they are no longer able to journey with their companions and hope to survive. Energy drain should be a devastating effect, but there should be an expensive yet viable way to recover.

This alteration looks to the 7th level Restore spell for guidance on the issue. First of all, remove the limit of only one level being able to be restored, changing it to one level per use of the Restore spell. Therefore, multiple castings of Restore can repair multiple level losses. However, Restore can only return you to your highest level prior to the level loss. XP earned after the level loss up to the Restore point is effectively lost. The second change to the Restore spell is that the cleric no longer suffers the temporary level loss.

The other change to energy drain is that the loss can recover on its own. Again, **borrowing from the Restore spell**, untreated Energy Drain will recover naturally at a rate of one level every 2-20 days. Unless of course you were reduced to zero levels, where you still end up dead and usually as a minion to the creature who slew you.

These changes still make Energy Drain devastating as recovery is a very long process and a party might be forced to withdraw from a dungeon for months to recover from an encounter with a Wraith.

However, it doesn't mean a character must be retired. It also means those with the financial means can have their levels restored faster with magic, but multiple level 7 spells are a heavy resource load. It also doesn't take away from the fact that level drain does not allow a saving throw and can kill a character outright. It also encourages story elements like the idea of a vampire stalking some poor wretch, trying to complete their conversion into a vampire before they can recover.

In addition, it's worth clarifying that Protection From Evil will protect characters from most creatures that cause Energy Drain. For example, even though Wraiths and Wights can be hurt by both silvered and magic weapons, they should still qualify as Enchanted creatures and thus be warded away by a Protection from Evil spell. Just remember if the person under the protection spell attacks an undead, that undead can retaliate using their energy drain attacks. If you want to get soft on players, allow Protection from Evil to prevent all energy drain, but that's going to seriously reduce the fear Energy Drain should create. However, there is value in the imagery of a party using a Protection from Evil 10' Radius to avoid an encounter with a pack of wraiths. It makes for good story telling and rewards players for spell choices that are not just for healing and combat.



MASTERY WITH SIMILAR WEAPONS

The standard rules for weapon mastery are fairly black and white. If you have mastery in the short sword, that knowledge does not in any way transfer to the use of the normal sword or the dagger. Under the Similar Weapons rules, knowledge in one field can be used for weapons of a similar type.

In the Weapon Categories table, weapons are grouped into similar weapon sets, and where applicable, have a related weapon set. If you have weapon mastery in a weapon, you may use other weapons in that similar category at one level of Mastery less. You may use weapons in the related category at two levels of Mastery less.

For example, if you are a Master of the short sword, you can use a normal sword and dagger at Expert level, as they are in the same Category, and use any of the weapons in the Heavy Blades category at a Skilled level of Mastery as Heavy Blades are a related category to Light Blades.

Some weapons are fairly unique in their use, and have no similar weapons. Any weapon in the Unique category does not share any similarities either within that category or outside, so no levels of Mastery in a unique weapon can be applied to other weapons.

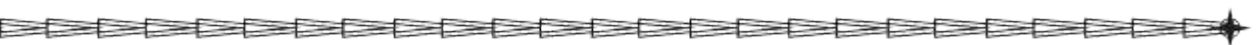
Improving Masteries

Rather than learning a single weapon, a character who takes Basic Mastery in a weapon receives Basic Mastery in all weapons in the Similar category. At this initial stage of learning, it can be assumed that the fundamentals apply equally to all similar weapons. So one weapon slot could give Basic Mastery of staff, spear, trident and javelin, instead of having to buy each one separately as was required under the original rules.

To really gain true mastery over a weapon, you have to learn how to really study every aspect of it. So, even though being Master of the short sword lets you use the dagger at Expert level, if you want to train in dagger you still must spend the slots to improve your knowledge from Basic to Skilled, to Expert etc. So while the similar weapons rule does give a broader selection of Basic Masteries, improving beyond Basic still requires the normal expenditure of training slots.

Weapon Categories	
Similar	Related
Bows	
Bow, Short Bow, Long	Crossbows
Light Blades	
Dagger Sword, Short Sword, Normal	Heavy Blades
Light Polearms	
Staff Spear Trident Javelin	Heavy Polearms
Bludgeons	
Blackjack Club Mace Hammer, War Hammer, Throwing	Axes
Axes	
Axe, Hand Axe, Battle	Bludgeons

Weapon Categories	
Similar	Related
Crossbows	
Crossbow, Light Crossbow, Heavy	Bows
Heavy Blades	
Bastard Sword, One Hand Bastard Sword, Two hands Two Handed Sword	Light Blades
Heavy Polearms	
Halberd Lance Pike Poleaxe	Light Polearms
Shields	
Shield, Horned Shield, Knife Shield, Sword Shield, Tusked	Nil
Unique	
Blowgun Whip Cestus Net Sling	Nil



Class Variants

RANGER

RANGERS are a variant fighter path available for 9th level wandering fighters, designed for use with the Dungeons & Dragons Rules Cyclopedia. A character can only choose one path, so you cannot, for example, be both a ranger and a knight; nor can you be a titled land owner and be a ranger.

A ranger is a wilderness fighter who spends long periods in the wilds acting as a protector of the natural balance. He often works with local communities to allow them to live harmoniously with nature, and he will actively work against communities that cause excessive damage to nature. His close kinship with the wilds gives him abilities that allow him to thrive in that environment. If ever he separates himself for too long from nature he will gradually lose his ranger abilities reverting to a standard fighter. This would most certainly be the case should he settle down and become a land owning fighter.

A Neutral travelling fighter may be known as a ranger if he meets the following requirements; if he does not meet these requirements he may become a knight (See RC Pg 18).

1. A ranger must revoke all titles and political claims.
2. A ranger can use Locate (as per the druid spell) as often as once per round, simply by concentrating. (Range 40m. The ranger cannot use this ability and attack in the same round.)
3. If the ranger's Wisdom score is 13 or greater, the character can cast spells as if she were a druid of one third his actual experience level (round any fractions down); if a fighter becomes a ranger right at 9th level, he'll immediately gain the spells of a 3rd level druid. A 17th level ranger would cast spells as if she were a 5th level druid. If his wisdom score is 12 or less, the fighter can still be a ranger, but cannot cast spells.

The ranger learns how to meditate and cast spells from the druids, but they will usually ask some service in return. (The service is at the DM's discretion.) Note that while the ranger's spell casting level is beneath the

starting level for druids, the ranger casts as a cleric of that level with access to druid spells, but with the same restrictions druids face i.e. no spell that directly affects good or evil.

4. A ranger gains +2 to any individual reaction check when dealing with natural animals.
5. A ranger may not have human or demi-human hirelings. However, a ranger may try to persuade natural animals of neutral alignment to become his followers. If an animal is not immediately hostile, the ranger may offer food or care, indicating (through word or gestures) friendship. If the animal's reaction roll indicates friendship, the creature is persuaded to follow and obey the ranger. Unless the ranger employs some method of magical communication or Animal Training, the commands are limited to simple commands such as "Attack", "Stay", "Fetch", etc. The duration lasts until the ranger either sends the animal away, it or the ranger dies, or the ranger treats the animal poorly. The ranger may have a number of neutral animal followers that his charisma score allows for; once he loses one, he may try to persuade another.
6. A ranger cannot wear any metal armour, though he may use metal weapons.
7. A ranger must seek to always maintain a reasonable balance between civilisation and nature. He understands that people need to cut trees and hunt to build and survive, but wanton destruction should be opposed. He will also seek to protect areas of special natural wonder.



JINX

A THIEF who reaches Name (9th) level and has an intelligence of 13 or more may elect to seek training as a Jinx. The Jinx learns the fundamentals of arcane spell casting under the guidance of a Magic-user.

The time devoted to the extra training does not leave sufficient time to establish a holding as a land owning thief, nor do they have the time to travel and pursue rumours in the way a travelling thief does. A Jinx walks between two worlds, and tends to be mistrusted by both other magic-users and the Thieves' Guild, who will charge premium fees for their training and assistance.

A Jinx has the following limitations and advantages:

1. A Jinx must remain a member of the Thieves' Guild, though they need visit the Guild only once per year.
2. Once a character decides to become a Jinx, the thief can not become a Guildmaster in an established Guild. However, upon reaching maximum level they may decide to settle down, and if the Guildmaster permits, they may set up a branch of the Guild where none currently exists.
3. A Jinx must seek out a patron willing to train them in magical skills. The patron must be a Magic-user (an elf or another Jinx does not qualify), and they must be willing to accept the thief as an apprentice. If the Jinx should lose their patron, they cannot improve their magical ability until a new patron is found.
4. A Jinx gains the ability to cast magic-user spells as if they were a magic-user of one-third their actual experience level (round all fractions down). So a thief of 9th level could cast spells as a third level magic-user. A Jinx cannot gain any backstab damage bonus to spells.
5. In order to gain each level of spell casting ability, the thief must pay their patron a cumulative 1000gp per magic-user level. So for a 9th level thief to cast spells as a 3rd level magic-user, they must pay 6000gp for the training (1000gp for level 1, 2000gp for level 2, etc). This payment may be paid in service or in exchange for magical items if the patron is willing. Failure to pay for the training means the thief does not improve their spell casting abilities.
6. A Jinx must keep a spell book and cannot cast spells while wearing any sort of armour. They learn their spells each day in the same way a magic-user does. A Jinx may pay their Patron a fee of 100gp per spell level for help scribing spells into their book. If they try to scribe spells

without help using spell scrolls they find, there is a 25% chance the scribing will fail and the spell will be lost.

7. At 10th level, a Jinx gains the ability to cast magic-user spells from spell scrolls. Due to their additional training and understanding of magic, these spells do not incur the 10% failure rate that other thieves suffer.
8. At 12th level the Jinx learns to activate wands. However, there is always a 10% chance that the spell will backfire, creating an unexpected result, because of the thief's imperfect understanding of how the items function. Wands are the only form of training they receive, so they cannot use any other items restricted to magic-users only.



DERVISH OF SHAE

BOTH graceful and deadly, the Dervishes of Shae learn mastery over both their body and their spiritual energy. Training as a Dervish can only be done among the Shae, where they begin young.

A Dervish uses the Mystic class, and is entitled to all the benefits and restrictions of that class. However, the Dervish must accept the 20% XP penalty in order to gain the Acrobatics ability.

A Dervish lives to serve their caravan, and as such they never settle to create a static cloister. They do not fight for dominance, and thus there can be any number of 16th level Dervishes. In all other respects the dervish is simply a mystic, as they are presented in the D&D Rules Cyclopedia.

MYSTIC OF FLOWERS

THE Mystics of Flowers are devout followers of Sharm, the Master of Flowers. Inspired by the life of solitude and contemplation Sharm adopted, these mystics foreswear a materialistic life and devote themselves to becoming one with nature.

Contrary to the soft and harmless sounding name, Flowers are strong believers in practicality and the food chain. They avoid violence, but have no qualms about defending themselves if provoked. Their martial training is all about honing their body to be as tough and as deadly as any wild beast.

In most respects a Mystic of Flowers gains all the benefits and limitations of a mystic as presented in the D&D Rules Cyclopedia, with the following exceptions:

1. The Prime Requisites for a Mystic of Flowers is Wisdom and Dexterity.
2. A Mystic of Flowers does not gain any thief abilities.
3. A Mystic of Flowers with a Wisdom of 12 or higher gains the spell casting ability of a Druid half their actual level (round down). So, a 9th level Flower casts spells as a 4th level Druid. They must meditate for their spells each day in the same way a cleric does.





Guilds

ADVENTURER GUILDS

GUILDS are a great way to give characters a sense of belonging. Adventurers should take pride in their guild and constant seek ways to raise the guild profile. The guild also provides a handy way for the GM to provide adventure hooks, and to provide a meta-goal for the PCs to constantly aspire to improve.

Guild Level

Guilds are rated by two main attributes; Reputation and Fame. These are the attributes the PCs should aspire to influence, as these attributes will influence the types of jobs a guild will attract, as well as generate many of the tangible in game benefits.

Reputation

Not all guilds have good goals, and some jobs are won't be given to good people. Bandit gangs, pirates, assassins and thieves guilds are all guilds which might be hired to perform less than legal activities.

Reputation is either positive or negative in value. If a guild reputation hovers around the zero mark, they are considered neutral. It is unlikely they will be given jobs which are highly illegal, nor will they be trusted with large tasks such as the safety of the realm.

Highly positive reputation indicates the guild can be trusted to always operate in a good and noble manner. They are the kind of people who might be called upon when real heroes are needed, people who will put the greater good above their own safety.

Highly negative values indicate the guild will do anything for coin, regardless of laws and morality. They are the people you might call upon if you wanted to perform a robbery or kill members of the ruling class.

All guilds start with a reputation of zero. This value is modified based on the types of jobs performed. Guilds who aim to shift

their reputation one way or another should choose jobs which attract the modifiers they desire. Of course, not all jobs are as they appear at face value.

Guild Reputation by Rating	
Rating	Reputation
500 or more	Paragons of virtue
300 to 499	Highly honourable and reputable guild
100 to 299	Guild in good standing. Trustworthy.
-99 to +99	Neutral or unknown
-299 to -100	Shifty and immoral
-499 to -300	Vile and murderous
-500 or less	Utterly evil

Here's a guide to the sorts of activities which might give a positive value to reputation. Each modification would be as little as +1 for something small, like saving the life of a single commoner, up to +10 or more for saving a town or a city.

- Actively seeking to save the lives of innocents.
- Preserve the property of honest citizens.
- Helping people on their own initiative without reward.

Activities which might subtract from reputation are:

- Killing innocents
- Torturing people.
- Stealing.
- Property damage (even in the course of honest activities.)



Adventures set in Phaemorea will have suggested ratings for completing certain tasks during the adventure. When setting your own adventures you should limit any adjustment to no more than plus or minus 1-10 total for most adventures, though larger differences might be granted for especially heroic or vile deeds.

Fame

The better known a guild is the more respect they wield. Fame generates in game bonuses which grants PCs and their guild recognition and rewards from the people.

Fame is generated like character experience, with the total fame generating a guild level. Each adventure should generate some fame, from a single point for helping out an inconsequential local, through to 10 points for helping a section of the community, all the way up to 50 or even more for saving a kingdom.

Uses of Fame

A Guilds level of fame grants two main benefits. First all, the guild fame level adds to any social test required to directly carry out their duties. This applies only to social tests done within the context of the guild reputation. For example, a guild with positive reputation could add their fame level to social tests to convince the local police to release information relating to a job they are working on. However, a guild with a negative reputation won't gain any bonuses with the police, but they could apply their bonuses to dealings with the local thieves guild.

Level of Renown by Fame		
Level	Total Fame	Renown
0	0	Unknown
1	100	Local
2	200	Town
3	400	Citywide
4	800	Regional
5	1600	National
6	3200	Multi-national
7	6400	Continental
8	12800	World
9	25600	Legendary

The second benefit is a flat 5% discount per Fame level+1 on goods or services within their active area, but only where those goods and services are related to their reputation. A guild with a high positive reputation might not get a discount on poisons and thieves tools, while a negative reputation won't help you purchase holy water from a benevolent temple. Weapon and general skill trainers often make their living moving between guilds, in addition to members sharing their skills. This makes guild membership highly desirable as finding such trainers can be an arduous task.

These savings come with a few caveats. Goods cannot be reduced below cost value. Also, goods must be for tools directly used by the adventurer, not for further on trading. Lastly, the discounts are granted by a business in hopes that their services will be promoted by the guild. Every craftsman wants to be known as the provider of choice for a famous adventuring guild.

Fame lost over time

Over time people and guilds are forgotten. Each year reduce the fame level of a guild to the midpoint of the level. For example, a level 7 guild with 9600 fame would be reduced to a level 6 guild with 4800 fame.

Fame from NPCs

The burden of maintaining fame is not left solely to the PCs. While it's fine to allow the PCs to set the reputation for a guild (they are meant to be special after all), it takes more than 4-6 people to maintain a legendary guild. Simply put, 4-6 people simply wouldn't get around enough for their fame to spread that far.

Rather than creating complex calculations, reduce guild activity to a simple yearly calculation. Each full member contributes 10 Fame to the guild per year. Each guild will also have especially notable and heroic NPCs which might add more at the GM discretion. Such individuals should be detailed NPCs who have a higher local profile. For example, an NPC guild leader should add at least 20 Fame per year.

Guide Naming

Guilds strive to create a name that is memorable, heroic and generally with some meaning to the members. While there has been attempts to maintain a registry of names so that each guild name is unique, in practice most registries are only kept within the realm, so guilds from distant realms might mistakenly have the same name but no actual affiliation.

There are no real rules on names, except that some realms forbid names that might cause offence, particularly racial or political slurs. So a guild might be called an 'order of', a 'league', a 'fellowship' or any such permutation. Most older guilds have a name of this type as it was the initial trend.



In more modern times names tends to be less formal, often in relating to some founding event. *Greenbriar* was established in the village of Greenbriar. *Ogrebane* was started by an adventuring group whose first great act was the dissolution of a tribe of ogres. *Pony Pals* is a guild who initially bonded at a riding school in Solmani.

The potential variation is endless, but names which are easy to remember and which sound heroic tend to create the most successful guilds. Many guilds arise with joke names, but such guilds are usually established by people with limited discipline, and once the joke wears thin the names are usually changed or the guilds break apart. It's difficult to maintain pride in a guild with a name like *Kobold Toejam* or *That Time of the Month*.

Guilds usually establish their own insignia and heraldry. They are encouraged to openly display this insignia when on duty so others can recognise who belongs to what guild. In fact, it is mandatory in both Solmani and Manakata to always have your guild insignia clearly on display. In Saluria there is a trend to tattoo guild members with the insignia to help with the identification of corpses.

Rules of Conduct

Each guild is free to establish its own laws and method of governing, providing those laws are not in violation of realm laws. The one exception is that some realms within the Garter States respect guild law as superior to realm law in matters which are strictly internal to the guild. This is most likely a left over from the old pirate laws of 'A Captain is always master of his own ship.'

Because of past issues, and as a way of legitimising Adventurer Guilds, two common laws must be applied to all guilds in order to properly register as an official guild.

Guilds may not be employed for political actions.

Removing guild activity from politics went a long way to opening borders for adventurers. This rule often creates legal shades of grey, and if a guild faces legal actions it is usually over the interpretation of this rule. Generally speaking, if your guild is employed to directly interfere with the political structure and running of another realm, it is deemed political in nature. Most realms maintain their own unofficial guilds for such actions, and due to the clandestine nature of it all it is not uncommon for an official guild to clash with an unofficial one.

Guilds may not act against the lawful people of a realm or their trade.

In short, you cannot use a guild to attack common citizenry. This rule is to avoid the use of Guilds for the suppression of the population. It is also used to ensure that guilds do not get carried away in their pursuit of justice when dealing with common folk. Just because you think some old woman is a swamp hag who steals children, it doesn't entitle you to put her to the sword without considering that she might be a harmless and misunderstood old lady. The law is also used to remind guilds that if there is a body of law keepers, most matters are best handed over to them when the mystery is uncovered.



Guild Perks and Limitations

All realms offer something in order to encourage guilds to work in their realm. Adventurers not only make the place safer (generally), they also bring a lot of wealth into the economy. They are prolific spenders, and they uncover treasures hoarded or lost, so one good temple unearthing can flip a village wealth from destitute to wealthy overnight.

They also offer a lot of employment opportunities. While some larger guilds might maintain their own blacksmiths and alchemists, most do not. There is a wealth of specialist knowledge and skills an adventurer might need, from the ale he buys at the tavern to library access to research ancient history.

The first important benefit is in the form of tax breaks. It varies from realm to realm, but most realms average around a 10% tax rate on goods recovered by official guilds. This compared to the usual tax rate of 20-30% placed on most occupations. As a bonus, some places do not factor in the value of certain special items, such as potions and other magic items.

One of the biggest benefits is the Job Board. Every guild maintains a job board, where the various challenges have been graded and posted for members to take. Usually, once a group takes a job, it is removed from the board until they either fail or complete the task.

There will usually be at least one person in any guild whose job it is to interview potential clients and establish the parameters of the job. That person then gives the job a difficulty grading and posts it on the board. They also have the right to veto certain members from taking a job if they feel they are ill-suited to the task. In many ways, this job receptionist is highly responsible for the reputation of the guild and the safety of the members. For this reason, it is a job most often handled by the guild leader.

Most guilds maintain an armoury. This is a collection of magic and mundane items collected by the group, usually as payment for guild dues. The armoury sells back to members at a low rate, and will sometimes be open for free use under special circumstances.

Respect is another common perk. Adventurers might not always be liked, but they are usually respected. If an adventurer wants the best room in a tavern he is likely to get it for the right price, because if he makes a habit of returning he's likely to bring a lot more prosperity than a common merchant. Depending on the realm, some guilds are given as much respect as government officials and nobles. Especially active guilds might even be treated to free drinks at the tavern by grateful patrons, or be offered cheaper rates of gear providing they advertise where they made their purchase.

Accountability is both a pro and a con. A guild is expected to pay for any damage done by a member. If an adventurer runs through your shop in the pursuit of some villain, you know you

can just bill his guild for the damage with a fair expectation of payment, though you might be called to debate the degree of expense in court.

Guilds are expected to maintain a certain level of decent behaviour, and are thus often under scrutiny. A government can revoke the official status of a guild if they deem the actions of the members to be consistently poor.

Guilds are also expected to act. While others are free to flee some danger, people automatically turn to adventurers with an expectation they will help. The common person views adventurers as being special and capable of acts of story book legend, so they have little knowledge about what is a fair challenge for the average adventurer. What this translates to is a serious loss of face for any guild unable to meet a threat.

Primary Structure

Each guild will have its own unique structure, but there are some common methods used by most. The most basic structure is the grading system.

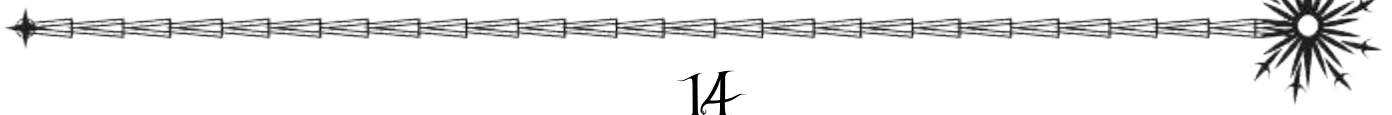
At the most basic level you have applicants. An applicant wants to join the guild but at this time they are not welcome as members. Instead, they are put on roster where they might be hired on as retainers for guild members. Or they might simply work as cleaners or other service people awaiting their opportunity. Applicants expect little or no treasure, they are just trying to earn their place on a guild.

The next stage is Apprentice. An Apprentice level member has been put forward as a potential member by another member in good standing who acts as their sponsor. They are not yet actual members, but they are given preferential consideration as retainers and employees of the guild. Most often they are taken on by one or more members of the guild under direct training, usually under their sponsor. If they prove competent they might be invited to join as a full member.

Once accepted as a full member you have your skills and experience graded. Notices on the guild board are usually graded by the same system, indicating what grade of member might be needed to meet the requirements of a particular job.

As a full member you will be expected to pay regular guild dues. The amount tends to be small, but entitles the member to special services and reduced rates. In addition to the flat fee, a member is usually asked to contribute up to 10% of their wealth to the guild. Even when added to the taxes taken, this usually has the adventurer paying less tax overall than the average citizen. Payment in unusable magical items is the common method of payment, with such items being added to the guild armoury.

For a full member, you can expect many services available in house at cost price. This includes things like magical item



identification, curse removal, locked caskets opened etc. Most guilds establish special deals outside the guild for those services which cannot be done in house.

Above all, a Guild is like family. You don't always like family, but you will go that bit extra for them if you can.

The Job Board

Every guild has a job board which holds posters displaying the jobs people need done. People file the job with the guild, sometimes for a small fee but usually for free. They also offer a cash reward for the task. Unless the task involves the retrieval of something specific the guild members who take the job are usually entitled to keep anything they find or loot on the mission, providing it is consistent with realm laws.

A job will be rated based on the degree of difficulty, which in turn indicates the rating the adventurers involved should have. The basic system of grading is as follows:

Copper = Levels 1-3

Silver = Levels 4-9

Electrum = Levels 9-12

Gold = Levels 13-22

Platinum = Levels 22-30

Diamond = Levels 30+

This guide is general at best, and suggests a party of four between the proscribed level ranges. Given the completely unknown threat posed by most places, many guilds conduct independent assessments on many jobs before assigning it a rating. Often, this assessment is carried out by guild members who scout the area then return to notify the original client as to a suitable price. Especially uncertain tasks might be posted as unrated, leaving it to the discretion of the adventurers to decide if they want to tackle the challenge.

Tasks that promise good loot tend to have little to no associated reward. Tasks with no real promise of loot obviously require higher rewards to cover expenses and to motivate action. Often Guilds will often volunteer to complete tasks for organisations they seek favour from.

One job will often be available with multiple guilds, which can cause clashes as separate teams are assigned from different guilds. This has obviously caused issues in the past as competition can be fierce. In addition, many public places offer free community job boards, where common folk can post their woes in hope of finding resolution. Many new guilds filled with young hopefuls get their start by answered want ads on a temple job board or at the local barracks.

Famous Guilds

THERE have been countless guilds created. Some with only a handful of members, while others have numbered in the hundreds. Yet it is not size that counts for most guilds, it's fame. Here are a couple of the most well-known. Near to their guild house they are local names, and are often known by reputation in far distant lands.

Sisterhood of the Harpy

Hailing from the Garter States, they were established under the leadership of the wizardess Kaleme the Harpy. Kaleme disappeared almost two decades ago, but her legacy lives on. The guild is exclusively female only, however they are known to use male agents and retainers, many of whom have relationships with full members.

Travellers League

Starting as a mercenary band who specialised as caravan guards. Unlike many guilds, the Travellers League has bases in many towns and all large cities. While the base might be nothing but a stable or friendly house, the network is massive and they distribute contracts to as many stations as appropriate. This makes them one of the best connected and most wide reaching of guilds. They are a friend to merchants and they still do a lot of caravan guarding.

Black Wolf

A fairly new guild based in the Forecastle. They are devoted to Theghera, and they specialise in acts of revenge. They are an official guild, and despite being accused of illegal acts, no charges have stuck. They were catapulted to fame when they uncovered a plot involving an old Getica noble family that had maintained their family keep by pretending they had captured it after the Age of Jackals. They killed the entire village to hide their guilt, then invited new people to the land to take over the vacated farms. The crime reached considerable public attention not only because of the brutality of the crime, but because it was a reminder that the Empire was still present.

Knights of the Silver Sword

One of the older guilds, they can trace their heritage all the way back to just after the Battle at World's Edge. They were a mercenary group led by the grandmaster swordsman Lathren Silver. The small unit spent a lot of effort rooting out the remnants of the Empire, and as a job that was never truly done, they simply stayed together and kept up the noble work.



There are a number of services that provide a secure payment method for jobs. Clients leave their money in trust with the organisation, to guarantee that the payment is available upon completion. Temples, reputable money lenders and government bodies tend to be the service providers.

Any disagreement about the terms of a contract being completed is a civil matter that can be taken to the courts if need be. Usually individuals can negotiate the situation well before legal action.

THIEVES' GUILDS

THE Thieves' Guild is not just a bunch of thugs and brigands, nor is it just the shop from which your thief buys his tools. A Thieves' Guild is the beating heart of the local underworld, and they control crime in the local area in order to ensure fairness for both citizens and Guild members.

In Phaemorea, 'thief' is not a dirty word in many parts of the world. A thief in good standing is a valued member of an adventuring team, and offers no threat to the average merchant. A thief is viewed as an artisan, much as a blacksmith might be. Like any artisan, they need to be able to practice their skill. This means that there is a chance a thief might target your business in order to hone their art.

This is where the Thieves' Guild comes in. All crimes must be approved by and reported to the local Guild. A thief is given direction on who they may steal from, and how much they may steal. Why? Simple economics. If the local Thieves' Guild was to allow any business to be ransacked, it would lead to open warfare. Some businesses would be forced to close overnight, and any thief caught could expect terrible punishment. So, regulating the trade provides a basic level of understanding and compromise.

This isn't to say the local merchants just open their doors to thieves or pay a tithe, that would be unthinkable to both sides as it doesn't help thieves improve their skill and reduces the noble art to being just about money. Instead, merchants account for a certain level of loss, roughly 10% of their gross takings. Some Guilds demand more, some less. When the demands get too high, the local law enforcement seeks to put the Guild back in their place.

However, if a thief is assigned a job and they fail, then the merchant doesn't have to pay their due. In effect, a merchant able to protect their property well enough won't be giving the guild a single copper. This creates a sort of arms race between the Thieves' Guild and the locals. It also means a low level thief would never be granted the right to break into the manor of a local lord, because their bungled efforts would result in the guild missing their percentage.

Of course there is a lot of grey area in all of this. Common pilfering from food stalls and the like is often overlooked, and the rightful percentages are often in dispute. However, most locals see the Thieves' Guild as a positive step towards regulation and control of crime in their area. Thieves who are caught can expect to be punished by the law, because if there was no risk it would also stifle growth.

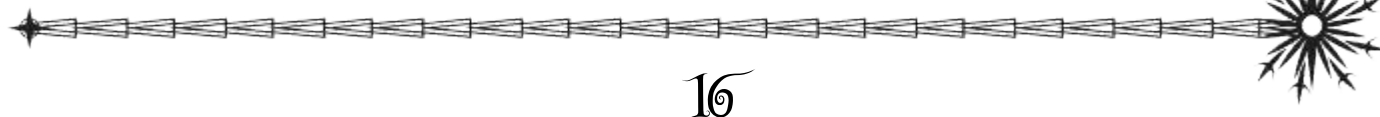
What makes this entire system work is dependent on one principle thing; information. If the Guild does not track things like the activities of the local thieves, and the profitability of local business, then they cannot accurately determine who should be targeted and for how much. Mess this up too often, and your Guild either doesn't become financially stable or you anger the locals which results in further backlash. In fact, it is very much in the interest of the Thieves' Guild to help local businesses thrive. Hence, information is the key resource any good Thieves' Guild will invest in.

The Information Game

Any responsible thief becomes a part of the information network that is the Thieves' Guild. Even a travelling thief will usually check in at the local Guild to swap information, giving some information in exchange for learning what they can and cannot do without ruffling a few feathers. Thieves who are unwilling to trade information are often seen as dangerous renegades by the Guild, and they will swiftly find themselves the subject of careful scrutiny.

This information is what makes the Guild such a powerful tool in the arsenal of the thief player character. If they are a local thief in good standing with the guild, they can expect a wealth of information to be no more than a tavern trip away. Most information will be free to them, as they in turn are expected to reveal all they know to the Guild. Information includes anything of local interest, but in particular a thief can be expected to be able to learn any of the following.

- Who the important people in town are and why.
- News on any local thefts or disturbances of the peace.
- What level of protection any VIP might have.
- Any recent dealings or movements of any VIPs.
- Local rumours and legends, particularly in regard to treasures.
- Accurate local evaluation of goods and services.
- Market trends and predicted difficulties.
- Troop movements, especially among law enforcement.
- The general location and movement of any notable treasures.



What is important in any locale varies, so local politics will play a large role in the information kept. Some records are kept encoded, but most information is simply kept in the heads of local members. You might have to talk to a half dozen or more thieves before you can put together all the information you need for something, but there are always a few individuals who act as repositories for such information. These people might not even be thieves themselves, but act as independent associates.

Travelling thieves such as Rogues might have to pay for the information gained. Usually payment in kind is sufficient, so if they share what they know with the local guild, that guild will share what they know in return. However, particularly juicy stuff might carry a substantial fee. The Jinx is even less trusted than the Rogue, as the Jinx is seen as the agent of an outside entity, and thus they tend to struggle to obtain any free information.

Crime Control

The influence and power of a local Thieves' Guild can only be maintained if they in turn can keep control of local crime. Just one renegade thief pulling off a big heist will automatically level blame on the local guild, and the guild will be expected to sort the issue out. This is most true of theft, where the Guild is expected to act more so than even the local law enforcement. For crimes like rape and murder, the Guild is generally considered as important in solving the crimes as local law enforcement.

In this regard every intelligently run law enforcement agency will have connections within the Thieves' Guild, and vice versa. Many an aspiring freelance thief has ended up found on the steps of the local watch with a note pinned to their back. If they are a murderer, that note might be pinned to their back with a dagger. Of course law generally requires things like proof and due process etc, and a good Thieves' Guild will usually help in some way there as well. In some cities, a Thieves' Guild even maintains a few 'professional witnesses' in case they are needed for court.

Heroic Thieves

The best thing for any Guild is to have a few local heroes as members. Thanks to the popularity of adventurers, the adventuring thief is seen as a dashing and daring noble of the people. It is expected that the adventuring thief will be an active member of an Adventuring Guild, and providing the interests of both guilds do not clash, there is no problem.

The adventurer thief is often the poster child for a Guild. They will often be forbidden from doing jobs which might get messy, but they might be encouraged to perform high profile jobs where their fame might add to the reputation of the Guild. A good example would be the apprehension of dangerous freelancers, or the theft of some priceless item as punishment for a noble who has displeased the Thieves' Guild.

If caught, the adventurer thief is not above the law, and can expect whatever punishment is their due. Failure is in its own

way an important lesson to all. However, if they are a person in good standing then they will be helped through the legal process and like any VIP, they may expect a certain level of preferential treatment. Nobody likes a regular screw up though, so they had best be sure to avoid similar entanglements in the future.

OTHER GUILDS

The world is not run by adventurers and thieves alone, there are many other guilds such as Craftsman Guilds, Merchant Guilds, Traveller's Guilds etc. Such organisations vary so much from group to group that no single set of rules can be applied to all. Some adopt the same or similar methods of management that Adventurer Guilds use, but many others are simply loose agreements between peers for mutual benefit.

The limits to the power of any of these other guilds depends a lot on local government. In Solmani, the crown encourages community involvement and would entertain the requests from any organised social group, providing those interests are aligned with the crown. However, in Getica, Guilds are basically unheard of, and any effort to join together in any way might be seen by the local lords as rebellious, and will be destroyed with extreme prejudice.



Equipment



WEAPONS

Dwarf Forged Weaponry (cost x10)

The term 'Dwarf Forged' does not apply to all weapons made by dwarves, but only to those weapons of exceptional craftsmanship and balance created by the true dwarven master smiths. Genuine dwarf forged weapons provide a non-magical +1 to hit, but not to damage. This bonus is not cumulative with magical weapon bonuses.

Orc Forged Weaponry (cost x7)

Orcs are exceptional smiths, rivaling the master smiths in the dwarven halls. However, orcs focus on brutish heavy weaponry made for a swift kill. The weapons are not only heavier than normal, but they have jagged striking surfaces designed to rend flesh and armour alike. The weapons often have additional striking surfaces, such as a sharpened cross guard or a blade on the back of the hilt. A weapon forged by an orc master smith gains a +1 bonus to damage rolls (but not to hit). This bonus is not cumulative with magical bonuses.

ARMOUR

Elven Silk Undergarments (250gp+)

Most are usually designed as a gambeson to be worn under armour. Many elves prefer undergarments and chain instead of plate mail, because it's easy to move in while still providing good protection. What makes elven undergarments so special is that they are woven from spider silk, and are therefore highly resistant to damage. The garments count as cloth, so they can even be worn by magic-users without any penalty to their spell casting. Elven silk undergarments improve a character's AC by -1. This bonus is not cumulative with magical armour. The listed price is the base cost for a gambeson if purchased within an Elven community.

OTHER GEAR

Berkin (5gp)

The berkin is an item unique to female dwarves, though under endowed male dwarves and even other races might find a use for it. It is basically a chin wig, worn by female dwarves to help hide their gender when travelling outside the Halls. A basic berkin might be only short, down to the top of the chest, and made from horse hair or similar. Much more expensive berkins are longer and more likely to be made from real dwarven beard hair. The berkin is usually secured with adjustable leather loops around each ear, and thus they are easy to spot as fakes unless the straps are hidden in some way. Dwarves who wear a berkin often wear it with a helmet, which hides the straps very well. Failing that, the straps can also be concealed by long hair.

Elven Mask (10gp+)

Elves often disguise their faces when travelling outside the safety of their domains. Their masks vary from simple leather, through to highly ornate works of art. Strands of beads are a common feature, hung to conceal the mouth and allowing the elf to eat or drink without having to remove the mask at all. The base price listed is for a simple leather mask covering most of the upper half of the face, with strands of simple wooden beads to conceal the lower half of the face. There is no real limit to how expensive these masks can become, and among many elves they are seen as personal expressions of the self, as much as they are works of art.

Jhan Healers Kit (50gp)

These small rolled up packs contain a selection of clean bandages and special herbal blends. In the hands of a trained healer, the Jhan Healers kit increases the HP gained from a 1/2HD to a full HD when making a successful use of the Healing skill. There is enough material in one kit for five uses. The Jhan Healer's kit can be purchased with Quality Bonuses.

Professional Tools (25gp)

This set of professional tools can be used for one Art, Craft or Profession skill. The kit includes all the general tools required to perform the task, but it does not include raw materials for the production of an end result. Raw materials should have a base cost of roughly 50% of the cost of the finished product. Also, this



kit only includes the basic tools, some crafts like Blacksmithing would require other resources such as a forge in order to create some items. Professional Tools can be purchased with Quality Bonuses.

Shawl, Shae (25gp+)

Every true Shae shawl is very important to the individual for whom it was made, as they must take a hand in its creation. The price listed here is for a common copy, such as the Shae might sell to outsiders. For a true Shae, this price is the minimum cost for creation, where it functions as both a professional tool for dancing, and a Holy Symbol for followers of Shae.

A Shae shawl is a square or rectangular piece of cloth, hand embroidered in vibrant colours and edged with tassels and little metal discs which jingle together lightly as the scarf is moved. The better quality ones will be made from genuine elven silk, and the metals will be precious and semi-precious, with electrum being one of the preferred metals due to the delicate tone they make. The highest quality shawls, sometimes called Song shawls, have incorporated into the embroidery expertly wrought flutes which produce musical notes if the scarf is used in the right way. Shae shawls can be given Quality bonuses for the Dance skill.

ADVENTURER KITS

With the rise in popularity of adventurers, many stores local to adventuring hot spots often compile special Adventurer Kits. The kits include a variety of items, such as rations, lanterns, ropes, healer's kits etc, which are claimed to be of benefit to the starting adventurer. As the goods are often sourced from local merchants the overall kit is often sold for a discount compared to value of the individual items. The discount is usually around 10% off.

Of course, as with anything to do with money, some people will offer shoddy kits or offer them at inflated prices. A smart adventurer will usually seek out a local Adventurer's Guild for advice on where a suitable kit might be acquired. Many Guilds even boast their own versions of their recommended kits, using their reputation to help budding adventurers get an honest start to their career.

What constitutes useful for a kit depends a lot on the local area. For example, Holy Water and wooden stakes feature prominently in kits sold in the Garter States, where encounters with undead are common. In Saluria no kit would be complete without some form of local bug repellent.

Product availability is the other big decider when putting together a kit. For example, iron spikes are very rare in Bungara, and would have likely been melted down for weapons. So even though iron spikes would be an invaluable resource among the steep canyons of the area, adventurers will have to find alternatives. If you purchase your adventurer kit from a market

right near a Jhan settlement, then the Jhan healer's kits would be an automatic inclusion.

QUALITY BONUSES

A good craftsman never blames his tools, but having the right tools for the job certainly makes things easier. Many pieces of equipment can be purchased with a Quality Bonus. This bonus adds onto any skill rolls with the associated skill.

Quality Bonuses apply not only to tools, but can also apply to clothing, food and many other things. Quality Bonuses do not apply to Combat bonuses and Saves, such bonuses are restricted to the individual listings such as for Dwarf Forged Weapons. In many cases, such as for food and clothing, the quality bonus might be largely aesthetic. Yet, buying quality can help avoid issues such as food poisoning. Quality Bonuses do not stack. If another item offers bonuses to the same skill, then use the highest bonus.

It's not always possible to find someone able to supply the level of quality you desire. Depending on the equipment being purchased, the DM should call for a skill test using the skill you seek the bonus for. The more a craftsman knows their craft, the more likely they will know suitable suppliers. Some general skills such as Streetwise, Persuasion or Profession (merchant) might be substituted for the other general skill in some situations.

The difficulty for the skill roll will depend on the quality of the market you are in, and the DM should feel free to limit the results at any time. For example, finding quality brushes for Art (Painting) is unlikely in the middle of a swamp, but should be much easier in a large city or among an Elven community. As a general guide, increase the difficulty by one degree for rural areas, such as small villages, and make the skill roll a level easier for large settlements. This bonus will depend a lot on what you are seeking, for example a small Jhan community is an excellent place to buy a Jhan Healer's Kit.

Use the following table for the prices, bonuses and availability of Quality Bonuses.

Quality Bonuses			
Quality	Cost	Bonus	Availability (SR)
Basic	x 1	0	5
Good	x 5	+ 1	10
Excellent	x 20	+ 2	15
Masterwork	x 50	+ 3	20

