

ORIGINAL FANTASY RPG

ADDITIONAL

**Options for the Avremier Fantasy Campaign
Setting Playable with Original 0e Rules**



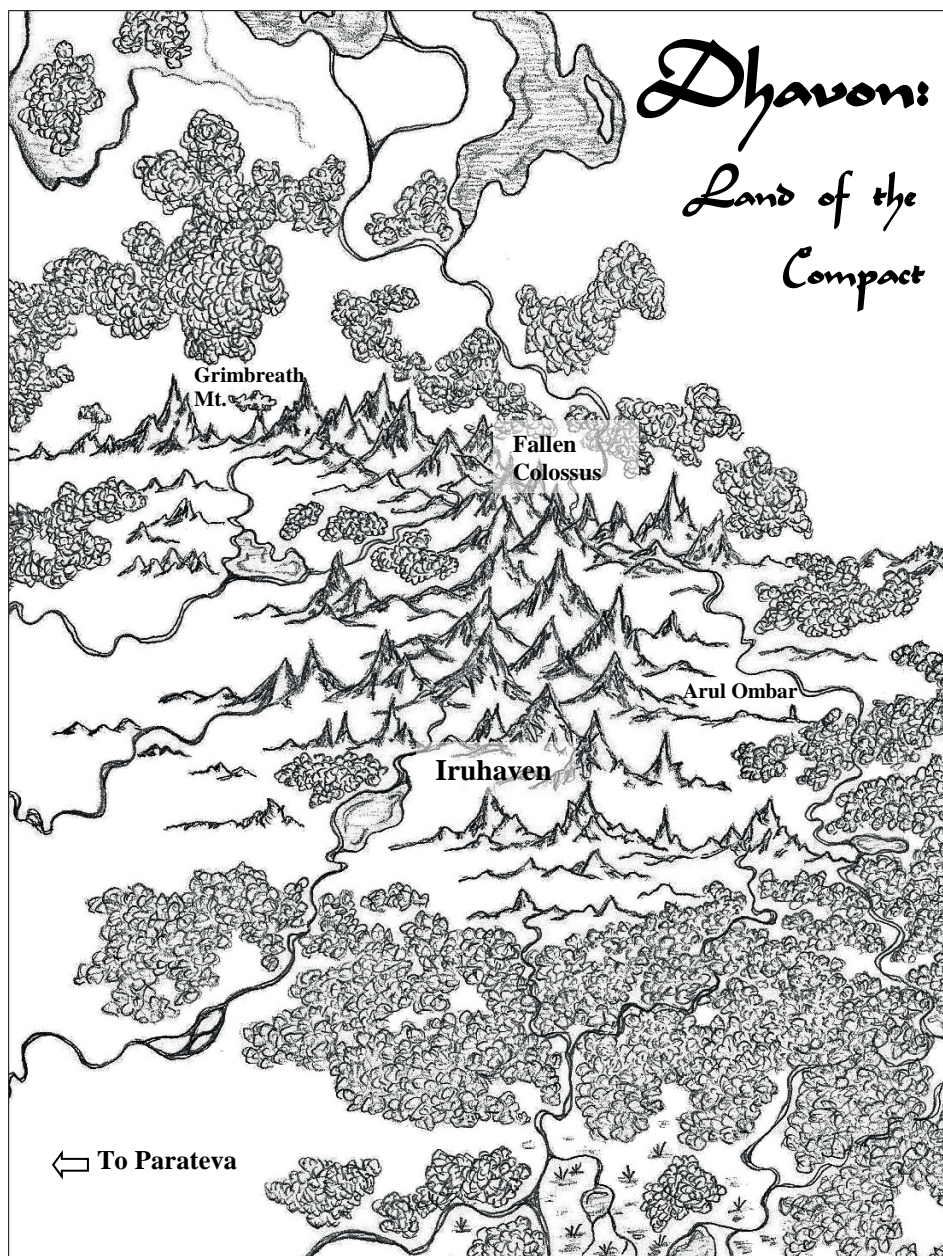
Supplement 0

AVREMIER

DAVID A. HILL



**PUBLISHED BY
MOTHSHADE CONCEPTS**



The inside front cover map displays an extent of Dhavon, the first human realm, established by the grace of the deminities and the Manifestations of Nature. The capital is Iruhaven, governmental seat of the Nine Counties of Dhavon.

ORIGINAL FANTASY RPG

Avremier Supplement 0

AVREMIER

BY
DAVID A. HILL

With deepest gratitude to Gary Gygax and Dave Arneson.

Dedicated to the countless writers and artists who inspired me during the early years. To those who supported my creative efforts, even when they neither understood nor really believed in them. To all the friends and acquaintances who sat around the table or basement to explore my worlds and share in the dubious glory of those early adventures, each and every one of you — a hero.

BASED ON

The original publication of the *World's Most Popular Fantasy Role-Playing Game*.

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DIGITAL EDITION

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Foreword

More than thirty years in the making. In development before its creator even knew what he was doing it all for. Driven by the urge to bring forth a fantasy world of his very own. From that first moment of discovering a book titled *The Hobbit* and finding maps inside — maps of places that did not exist. The idea of creating worlds almost as real as our own. A place where all the adventures of the imagination could happen. That first stone of the avalanche. That point of no turning back.

The world that took shape in those earliest of days bore another name and did not look the same. That young boy had yet to experience the countless imaginary places and events that would push back the boundaries of possibility even further. So many maps and words put to paper in the years to come. So many changes, revisions, and additions. Edges of the map pushed ever further. Details added to make the place ever more *real*.

Before long, there came rules that would allow others to share the adventures of this imaginary-yet-real place. Others who wanted to experience new adventures somewhere on those maps. The sense of wonder shared. Fulfillment of this particular flavor of fantasy. My flavor of fantasy.

In the pages to follow, specific rules and details for my own campaign setting of Avremier will be presented for others to consider. These options are given in the format of the first published supplements and organized similarly to include *Men & Magic*, followed by *Monsters & Treasure*, then to conclude with *The Underworld & Wilderness Adventures*. The intention is to set down a series of supplements to follow, in the proud tradition of our founders. Avremier is a vasty place and will require a number of little booklets to cover — much less encompass.

It is my fond hope that others will explore these pages and take something away of value. It is the secret wish of my heart that some might even choose Avremier as a place to share their own adventures. In any case, Avremier is loosed upon the rest of the world — for good or ill.

David A. Hill

Mothshade Concepts Editor

30 January 2016

SCOPE:

This compilation is not meant to stand alone. The original fantasy role-playing game rule set of *Men & Magic*, *Monsters & Treasure*, and *The Underworld & Wilderness Adventures* — including the supplements that follow, will be essential to your use and enjoyment of this guide. That or rules of a comparable sort.

Avremier is the house setting for my personal game and is the only setting I've ever used. In the early days, there was little in the way of prefabricated campaign world guides or supplements and I was inclined to design my own from the start in any case. What you have here is an overview of that setting, including material that suits the structure taken from the first publications and divided accordingly.

SETTING:

Avremier is the name of the main continent that provides the base setting for this booklet. At least, it is the name given by the human populations that came and settled there. In much the same fashion as European explorers and pilgrims from our own world, the human race of Avremier journeyed from elsewhere to make a new home among lands that were already occupied — in this case by the other races of the game, including dwarves, elves, and halflings.

Player and Non-Player Characters co-exist in fragile harmony following a great conflict a millennium past known as the Harrowing. Humanity found itself at war with the land and the elements in a very real way, almost losing the conflict and facing extinction. Today, the human realms thrive under a truce brokered by their gods with representatives of the world's natural forces. These realms are extensive grants of land, but the rest of the continent belongs to others.

Adventuring has become an organized and regulated pursuit. Chartered adventuring groups enjoy legal protection and the advantages of guild membership. Freelance or rogue adventurers do exist, especially at lower levels, but they pose an ever-increasing risk to the stability and security of human society. For now, humanity is best served by stepping lightly and taking care while rebuilding civilization among a vast wilderness of fae and elemental forces. Your actions may have consequences. Humanity needs heroes far more than raiders and looters.

PREPARATIONS FOR THE CAMPAIGN:

As implied above, the foundation of the Avremier setting may be different from what players are used to. The original fantasy role-playing game, at its conception, is distinctly "humanocentric." The Avremier setting, by design, is somewhat less so. Still, the human classes form the bulk of adventuring options and the other races are still pushed gently into the background. At its heart, Avremier is a setting where humanity struggles against daunting odds to regain what it lost and, someday, to achieve greatness. Adventurers may tend to be human, but humans do not run roughshod across the entirety of the map. This arrangement is important to keep in mind for both Player and Referee. More on this later.

Avremier is also not quite so Eurocentric as many other settings. While the usual trappings of a pseudo-medieval, western world will be present in certain areas, the map will not resemble a fantasy version of Eurasia. There will not be fantasy Vikings to the north, fantasy Samurai to the far east, or fantasy Egyptians to the south. Avremier is not fantasy Earth. Cultures and civilizations in Avremier will have some basis in historic or mythic reality, but not always in such a straightforward manner. For example, the two main human civilizations take inspiration from sources as diverse as Colonial America, Pagan Slavic, Medieval Wales, Mythic Finland, Southeast Asia, Fertile Crescent, and Aegean Minoan.

Beyond the distribution of cultures and their major influences, it is worth remembering that much of the land is under the influence of native fae and elemental races. During the time of the Harrowing, humanity warred against the fae, the elementals, and the manifest essence of nature itself. Imagine if the early British colonists had come to the New World and found themselves at odds with the native tribes — but these natives had the forces of nature on their side to repel the invaders. This is much the situation that humankind found itself in when they tried to encroach upon the domains of the fae and their elemental allies. The land rose up and mountains walked. The winds became weapons. The waters engulfed human forces. Fires raged against humanity and their settlements. The seasons themselves gave their worst to the enemy. In the end, it was winter that decided the outcome.

So, this is what Avremier brings to the game. While the wars of the Harrowing have long since ended, humanity still struggles for security and a greater presence in the world. The fae and the elementals hold vast power over the land and weather. The very seasons are made manifest in great native deities known, appropriately, as the Manifestations of Nature. Humanity seeks ways to expand its fortune and to coexist with its neighbors.

The need for heroes is great. The need for glory-seeking adventures, not as much.

Men & Magic

CHARACTERS: (Additions and Changes)

Avremier includes five (5) main classes of characters:

Fighters (formerly Fighting-Men, including Rangers)

Magic-Users (Mages)

Clerics (including Druids and Monks)

Thieves (Rogues)

Armigers (Fighter sub-class, replacing Paladins)

Fighters that meet specific requirements of birth, charisma score, and alignment may opt to become *armigers*. Most armigers begin play at 1st level, trained from childhood to assume the mantle at a proper age. As a term, armiger refers to bloodline (race: human) and to character class.

Armigers (Fighter Sub-Class): A human fighter with a 15 or higher charisma score and an armigerial bloodline may advance as an armiger. An armiger acting against the tenets or interests of his Court (see below), becomes an armiger errant — out of favor with the Courts and no longer entitled to the benefits of his station. A grave transgression makes the armiger errant a wanted fugitive, hunted by agents of the Courts.

In essence, the tenets of the Armigerial Courts are as follows:

1. Devotion to the Court.
2. Glorify the Court.
3. Maintain the Blood.
4. Exemplify Nobility.
5. Advance the Human Cause.

ARMIGERIAL COURTS

In Avremier, the human lands are divided into two regions: Dhavon and Mauvolg. In Dhavon, there are two types of humans: armigers and everyone else (Dhavonish). Those of armigerial blood come from an armigerial family, or House, part of an Armigerial Court. Each Court is represented by a symbolic creature as in heraldry. There are eight recognized Armigerial Courts, each embracing a particular alignment and represented by a pair (or trio) of symbolic colors.

Court	Alignment	Colors
Basilisk	Neutrality	Green and gold
Bulette	Neutrality	Brown and silver
Chimera	Neutrality	Black, maroon, and copper
Dragonne	Neutrality	Brass and black
Gryphon	Law	Gold and white
Manticore	Chaos	Red and black
Unicorn	Law	White and silver
Wyvern	Chaos	Black and purple

An armiger character will follow and embody the laws and traits of his own Court above all else. An armiger's might originates in an unshakable faith in the Court and the quality of his own blood. While all armigers share certain "base traits," each Court grants specific qualities and advantages to the character. In short, there are eight different varieties of armiger — one for each Court.

All armigers enjoy a 10% bonus to all saving throws, with an additional 10% to saves vs. fear effects. An armiger's charisma-based Loyalty Base adjustment applies to interactions with the creatures represented by his Court, as well as those creatures deemed similar by the Referee. Thus, an armiger of the Gryphon Court with a 17 charisma would add +2 to all die rolls involving negotiations with gryphons (griffons) and possibly hippogriffs or giant eagles.

The traits and abilities of each Armigerial Court are listed below.

CLASS TRAITS BY COURT

Armigerial Court	Immunity	Charisma-Based Attack Bonus	Heraldic Manifestation
Basilisk	Petrification	Undead	<i>Hold gaze</i>
Bulette	Confusion	Constructs	Armored skin
Chimera	Polymorph	Elementals (type)	Breath weapon
Dragonne	Sound-based	Evil	Deafening roar
Gryphon	Paralyzation	Undead	Blaze of glory
Manticore	Disease	Fae (type)	Spike volley
Unicorn	Charm	Evil	<i>Dimension Door</i>
Wyvern	Poison	Fae (type)	Poison strike

Immunity: The armiger is unaffected by the listed effect or attack, regardless of source. Sound-based effects include an androsphinx's roar, harpy's song, or Drums of Panic.

Charisma-Based Attack Bonus: Add the modifier listed under Loyalty Base (+1, +2, or +4) for the armiger's charisma score to attack and damage

rolls against the listed creature type. The bonus also applies to creatures able to be hit only by magical weapons as if the attack were made by a magical weapon equal to the charisma modifier. Constructs include any creature created or animated by artificial means, but not undead. Elemental type (air, earth, fire, or water) is chosen at the time of character creation and cannot be changed. Elemental includes such creatures as genies, salamanders, and others. Evil does not include creatures of the other listed types (constructs, elementals, fae, or undead). Fae type (lawful, neutral, or chaotic) is chosen at the time of character creation and cannot be changed. An armiger cannot choose a type that matches his own alignment. Undead includes all creatures of that type.

Heraldic Manifestation: The ultimate expression of an armiger's bloodline allows the armiger to undergo a limited transformation that recalls the symbol of his Court, up to one time per five armiger levels, with one transformation per day at first level.

The Basilisk's *Hold* gaze functions as a *Hold Monster* spell against a single living target up to about ogre-size. Duration is 6 turns + armiger level, range is 12", and the target saves at -2.

The Bulette's armored skin grants the armiger a +3 armor class bonus and 10 temporary bonus hit points for 6 turns + armiger level. This bonus functions with any armor already worn.

The Chimera's breath weapon is similar to that of a dragon, either acid or fire, as desired. The effect is greatly reduced from that of a real dragon, with a range of 10' and d6 damage dice equal to the armiger's charisma adjustment.

The Dragonne's roar affects those in a 30' cone, causing them to save vs. paralyzation or be deafened and disoriented for 6 turns, acting at 50% strength and suffering a -1 penalty to all attacks.

The Gryphon's blaze of glory manifests as an aura of bright golden light that equals *Protection from Evil* and a *Light* spell, revealing the unseen as a Gem of Seeing, and affecting non-lawful creatures as a *Fear* spell. All undead within the light are turned as if they are one rank lower on the Cleric versus Undead table. Duration is 6 turns.

The Manticore's spike volley allows the armiger to loose 5 iron spikes with range (18") and damage (1-6) equal to a light crossbow for each missile. The spikes are produced from nothing and directed by a motion of the hand, which must be empty and unhindered.

The Unicorn's *Dimension Door* functions exactly as the magic-user spell.

The Wyvern's poison strike treats any physical melee attack as if it were poisoned. The attack can be made with or without a weapon, but not with a reach weapon.

At 8th level, an armiger can attempt to turn the monster type listed under their **Charisma-Based Attack Bonus** on the **CLASS TRAITS BY COURT** table. This ability functions as a cleric of a level equal to 1 + the armiger's charisma bonus, adding one level after as the armiger gains experience. So, an 8th level Bulette Armiger with a 17 charisma may try to turn a homunculus as a 3rd level cleric. The chance of success would be equal to that of turning a ghoul since the two have the same hit dice. As the armiger gained levels after 8th, he would add them to his level equivalent to turn constructs. Armigers that turn Evil creatures may use this ability only on those creatures from other planes or that exist through evil magic. Simply having an evil alignment is not enough, the creature must *be* evil. A result of D will return such a creature to their home plane or source. The same result for a construct may cause it to fall apart into its component parts or compounds. Against elementals, a D results in the elemental being banished to its home plane or dissolved. Against fae, a D results in the creature being banished to the faerie realm.

Among the setting-specific magical items, Armigerial Panoply is possibly most important to this character class. A player character armiger bearing some or all of the panoply dedicated to his own Court gains additional powers and abilities — as detailed in the **Monsters & Treasure** section of this booklet.

Armigers will bear the finest armor, weapons, and equipment they can afford or acquire. Whenever possible, they will display the colors and heraldry of their Court. To do otherwise would be undignified and degrading to the glory of the Court which, at all times and in all ways, the armiger represents. While an armiger will keep himself in proper style as much as possible, it is customary to give at least 10% of earned treasure toward the upkeep and security of his Court. An armiger may not voluntarily change class unless outcast or otherwise separated from the Court. As with dwarf, elf, halfling, or hobgoblin, the role of armiger is a birthright.

Due to traditions and rivalries among the Courts, it is not advisable to have more than one armiger in an adventuring group. For every additional armiger player character present, all armigerial charisma-based rolls and abilities are reduced by one. This penalty does not apply to non-player character armigers. Charisma is the prime requisite for the class.



Legendary original crest of House Chimera, by Lady Chimerae herself.

NON-HUMANS: (Setting Specifics)

This section should be prefaced by two important notes that apply to the non-human player character races of the Avremier setting.

Half-Humans: Do not exist — at least not in the sense of half-elves or half-orcs. Humans cannot breed with the other races of Avremier. Thus, half-humans are not possible in this way.

Orcs: Do not exist. Call it a quirk of the designer, but there have never been orcs in the Avremier setting. Hobgoblins generally fill that niche, as necessary. Hobgoblin (yalkhoi) is also a player character race (see below).

In Avremier, the non-human races have unique features or traits specific to the setting.

Dwarves: In Avremier, this race is descended from the azer — brass-skinned dwarves from the border between the Elemental Plane of Fire and that of Earth. So, while they have the same physical height and build as standard dwarves, those of Avremier (known as *delvers*) have metallic (not actual metal) skin tones and hair colors. Delvers also divide themselves into two distinct groups.

Highdelves: These are dwarves that make their homes aboveground, typically in hills and mountains. They have skin tones and hair colors that range from brass or bronze to copper and gold. Highdelves tend toward lawful alignment and embody the qualities of elemental earth and fire. They are the default dwarven player character race, with all the traits of dwarves as listed in **Men & Magic**, plus the ability to make saving throws against all fire-based attacks or effects (regardless of source) as a character of three levels higher. Their racial language is High Delvish.

Lowdelves: The dwarves that live belowground, in dungeon environments and deep subterranean realms, have skin tones and hair colors ranging from iron (gray or black) to silver. Lowdelves are usually of chaotic alignment. They are not a player character race. Their racial language is Low Delvish.

Elves: Within the setting, elves favor the shore where they may dwell among wind and water. This preference also represents the elvish desire to always keep one foot in another realm whenever possible. Their base physical traits are the same as standard elves and they are presented as two character types.

Cyrannyn (Cyr): Those elves that lived in coastal communities and rarely ventured inland for any length of time. In touch more with the elements of air and water. Tend toward neutral alignment. They speak the languages of non-evil fae and of the elements of air/water. The default elf class for the setting.

Mūrannyn (Mūr): Corresponding to the game traits of half-elves, these are elves that have lived and ventured far from their homeland, adapting to other ways and environs. Tend to be lawful. While there are no true half-human elves in the setting, the murannyn provides a comparable option.

Class (Additions and Changes): While the typical elf advances as a fighter and a magic-user, switching from one to the other from adventure to adventure, the cyr may advance as druids up to 6th level (initiate of the 5th Circle) instead of magic-users. A cyr with an 18 wisdom is able to gain 10th level (Initiate of the 9th Circle) as a druid.

More information on highdelvish class and culture can be found in the **NEKARI** supplement for the Avremier setting. Similar details and description for the cyr can be found in the **INDRUNEL** supplement.

Halflings: More than any other non-human player character race, halflings have spread far and wide throughout human lands and other domains. Halflings in Avremier are often neutral in alignment and have no racial language of their own, adopting the dominant tongue of their chosen homeland or settlement. They claim to be descended from the fae race of brownies.

Bücca (Büc): The one halfling player character race is called the bucca. They share the basic physical traits of standard halflings and have no single homeland they claim as their own. Bucca can be found nearly anywhere and are often welcome in the communities of other peaceful races. Attuned to the elements of air and earth, the bucca prefer to make their homes high off the ground and are known for their cliff-side dwellings and floating *driftowns*. Adapting to life among the heights, all bucca can climb as a thief of equal level and have the ability to fall without damage as an 8th level monk.

Hobgoblins: Here's a setting "secret" — hobgoblins are actually fallen ogre magi (oni), and ogre magi themselves are somewhat degenerate genies. Player character hobgoblins (yalkhoi) are on a path to possible ascension back to their oni heritage while standard "monster" hobgoblins (hobgoblin) have lost their way.

Yalkhoi: The player character hobgoblin race is ochre-skinned, dark-haired, and angular of features. Their societies are often nomadic and they are famed for their abilities in mounted combat and archery. Yalkhoi of a more spiritual inclination can often be found in isolated monasteries under the guidance of ogre magi masters. In either case, most yalkhoi make their homes in the giant lands of Udomni or the central human realm of Mauvolg, near the Udomni border. Alignment is predominantly lawful and their racial language is Oni (see **LANGUAGES**, below). In their language, "yalkhoi" means "nobody" — a constant reminder of their status in genie or oni society.

Player characters may choose the fighter, thief, or monk class. Progression to 6th level is possible in the fighter class, or to 7th level with a 17 strength, and as high as 8th level with an 18 strength. As with other races, progression in the thief class is unlimited and yalkhoi gain a +10% bonus to *Pick Pocket*, *Move Silently*, and *Hide in Shadows*, as well as a +1 to *Hear Noise*. The yalkhoi can reach 7th level as a monk, as high as 10th level if *both* wisdom and dexterity are at least 17, and up to 13th level if *both* wisdom and dexterity are 18. Understandably, yalkhoi monks of this level of mastery are rare in the extreme.

All yalkhoi receive double their existing constitution bonus (if any) to hit points and gain a +1 bonus as long as their constitution score is at least 9. They also gain a +1 to hit with *either* a one-handed sword *or* a bow (not crossbow) — choosing one or the other at the time of character creation. Finally, members of this race are normally surprised only on a 1 in 6.

Thieves (Additions and Notes):

As Bain Nightblade, famous adventuring thief was noted to say, "Thief? Me? I'm a troubleshooter and trapdodger. Thieves *die* in dungeons." What he meant was that the dungeon is not usually a place for picking pockets and stealing from comrades. Adventuring thieves may be most successful when they adapt to their deadly and alien environment. Bain himself was known to utilize traditional thieving skills in unconventional ways, as exemplified below.

- Use open locks or remove traps to find vulnerabilities in automatons or constructs.

- Apply keen senses to not only listen at doors, but also to identify distant sounds, detect telltale air currents, and note the faint hum or vibration of hidden machinery or even heavy footsteps.

- Employ light fingers and trained manipulative skills to pick out one specific object among a mass of many without disturbing the rest, to silently and precisely place an object within a space or opening, or to identify an object by touch alone.

In short, the adventuring thieves of Avremier often apply their hard-won talents in unexpected ways down in the stony dark.

Character Alignment, Including Ethos and Setting Specifics:

In the Avremier setting, alignment is rarely an absolute and will be tempered by ethos. For the purposes of these rules, alignment includes the Law-Chaos axis while ethos adds the good-evil range. Still, in Avremier, Law and Chaos carry more weight — especially in the aftermath of the Planewrack (detailed in the **ELDRITCH AVREMIER** supplement). To be clear, Law is not always good and Chaos is not necessarily evil. There are wicked tyrants and rebels with noble cause.

Law emphasizes order and cooperation. Pulling together for a common cause or greater good. Law in itself is not tyranny.

Chaos embraces individuality and adaptation. Doing what seems best for each circumstance and exploring alternatives. Chaos in itself is not anarchy.

Neutrality strives for balance and harmony. Considering both extremes, but tempering them with moderation. Neutrality in itself is not apathy.

LANGUAGES: (Setting-Specific)

While the setting does have a form of "common tongue" spoken by humans over a wide area, this is true of both Dhavon and Mauvolg.

Dhavonish (also known as *Havenish*) is the main language of the first human land in Avremier. It shares no words and no alphabet with any other language. Dhavonish is a foreign tongue brought from another place.

Volgate is spoken throughout Mauvolg and includes elements of the fae speech, as well as that of Oni (see below). Dhavonish is also spoken within Mauvolg, but Volgate is uncommon in Dhavon.

Cruxet is a formal, almost ritualized language used among the Armigerial Courts. Fluency is a sign of status and it is rarely spoken by any without armiger blood. Employed in contracts and other written agreements, also in oaths or verbal bindings — see *solemn oath* in the **DHAVON** supplement.

Other major languages of the setting include those of the fae and elementals. There are two of each.

Anfae is the speech of most fae that do not embrace the dark.

Ilfae is spoken by dark fae and goblins.

Karga is the language of both earth and fire elementals. Highdelvish is a variant of Karga.

Misha is the language of both air and water elementals.

See the **CHONGOKU** supplement for more information regarding fae and elementals in Avremier.

Other civilized or semi-civilized humanoids use languages of their own, typically applied across a region or number of races.

Raska is a harsh tongue used by many savage races such as goblins, hobgoblins, bugbears, gnolls, minotaurs, ogres, trolls, and some smaller and more primitive giants. Many of these races may also (or instead) employ *ilfae*.

Gamrun is the language of civilized giants and their allies or neighbors. Some goblinoids and ogres or trolls use this language out of necessity.

More details of goblin and giant culture can be found in the **UNDOMNI** supplement.

Some other setting languages include the following.

L'shau is the shifting and symbolic language that the great dragons have passed down to the intelligent reptilian races. While the dragons can create magic just by speaking words of L'shau, no other living creature has been able to use the language for any but simple communication.

Oni is an elemental/genie derivative spoken by ogre magi, many genies (along with their elemental speech), yalkhoi, and rakshasas.

Details of languages from other species and cultures, underground realms, and other planes of existence will be found in later supplements. There are no alignment languages.

PROFESSIONAL ADVENTURERS:

An adventurer's role in the setting may differ some from what the average player has come to expect. With humanity's place in the world so limited and precarious, the unchecked activities of would-be heroes and intrepid explorers could reflect poorly upon civilization as a whole. Thus, the activity of adventuring groups and individuals is carefully regulated by the Ministry of Embarkation and sanctioned adventurers operate under conditional charter.

Those caught adventuring without a charter are treated as little more than grave robbers or looters. By adventuring, the law implies trespass on the property of others and leaving the site with items that do not belong to the trespassers. The activity typically involves murder and mayhem, albeit usually of terrible monsters or reprehensible villains of the worst sort. Still, only by lawful investiture will an adventuring group be free of censure or liability if the expedition comes under scrutiny.

Generally, the player characters will be left to their own devices until about 3rd level. They are considered "small potatoes" before making a considerable mark in some way.

The Ministry of Embarkation regulates archaeological activity, adventuring expeditions, and exploration. Responsible for the annual Charter Tourney held for aspiring adventuring groups wishing to compete against others for the right to receive a tentative professional charter. Keeps track of discoveries and recoveries as well as the taxes or dangers involved.

Within the Dhavon region, a small number of adventuring guildhouses assume authority over daily adventuring and exploration activities throughout the land, all under the purview of the Ministry. The first recognized adventuring agency was the OGAS: Opportunistic Gentleman Adventurer's Society, headquartered in Chancellor House, a quiet estate ensconced in an old, distinguished neighborhood in the Chapelgate area of Liegh. Some of the most influential modern guilds are listed below.

Fellowship of Investigative Antiquarians: What began as a scholarly circle of historians and archaeologists is now the land's foremost institution for all expeditions dedicated to discovering and unearthing remnants of the past. Comprised of academics, field researchers, and adventurers with an interest in recovering the lost pages of history.

Society of Aspired Gentleman Adventurers: Direct heir to the OGAS legacy, the organization known as SAGA is the premier foundation for sanctioned adventurers and the training or equipping thereof. Headquartered in the recently restored Chancellor House of OGAS fame. Officers are divided into two chess-themed groups, both black and white. For each side there is a King, Queen, Rook, Bishop, Knight and Pawn. The white officers govern business affairs and membership needs of SAGA, while the black officers handle political and internal issues affecting the Society as a whole. Society leaders tend to be retired military officers, government officials and university professors. “By recovering the past we are enriched.”

Tempestward: Forerunner of the OGAS, but officially recognized many years later, the organization views problems and threats on a large scale and works to muster the resources to meet them. Stands largely for balance and for good.

Ventureguild, The: Newest accredited organization for sanctioned adventuring. Said to have been founded by retired and semi-retired adventurers that were unhappy with their former affiliations. Known for a rather maverick approach to the adventuring industry and for a membership devoted to gold and glory.

Membership in a licensed adventuring guild does come with advantages and rewards. From equipment and armaments at greatly reduced cost, to research facilities and training, or legal aid and ransom payments or rescue efforts if one or more characters is in peril. Legal aid can also cover inheritance and wills. Guild representatives might also identify items, provide new spells, and grant healing, restoration, or curse removal. Also, the larger guilds operate chapterhouses at various locations across the land to provide support and resources to members abroad.

Non-Player Adventurers:

Adventuring parties of non-player characters (NPCs) operate across the land and, eventually, may come into contact or conflict with the player characters. Such groups may be friendly, competitive, or downright adversarial. They may be chartered or freelance. Of higher or lower levels. In any case, they may be after the same thing the heroes want. Reputations will be on the line and lives may even be at stake. It will be up to the players to decide how they engage or cooperate with these rivals and what the consequences may be.

It is also possible that the heroes will join another adventuring party on a mutual quest. Or, that they may be asked to mount a recon or rescue mission in the wake of a lost NPC party. Also, another adventuring group could be sent to the aid of the heroes in times of need.

RENOWN AND INFAMY:

Adventurers in Avremier often aspire to heroic heights, showered in glory and immortalized in song. They are more than dungeon-delvers and tomb-robbers. Player characters and NPCs alike may gain and lose renown or even descend into infamy.

Renown: A character's visibility and fame in the eyes of the general public. A character with a high renown score is something of a celebrity or a hero to the people and is often treated accordingly. Characters of renown tend to command greater respect and deference than most, while renowned adventurers frequently receive the best that the Ministries and the community have to offer. Consequently, these elevated ranks of status must be earned and maintained. It is far easier to fall from the lofty heights than to struggle to such a perch in the first place.

Renown is measured by a score that ranges from 0 to 20 for most player characters. If a PC's renown score drops below 0 then that character becomes infamous and may be on the treacherous path to villainy. For those legendary heroes who rise above a score of 20 in renown, nothing is truly out of reach.

At each character experience rank (4th, 8th, 12th, 16th, and 20th levels), the hero gains a point of renown. Otherwise, renown is given by the Referee, as appropriate, for successful quests or missions, great deeds, noble sacrifices, and anything else that would be worthy of admiration and respect. For the most part, these acts must be witnessed and/or spread throughout the land by reliable sources. First and foremost, the adventurers must present themselves as heroes worthy of the name.

Renown Levels: As a character gains points of renown, certain reactions and changes can be expected.

1-2 points: Character is a minor celebrity in the place or area that the points were mostly gained. People may show a bit more respect than usual but do not go too far out of their way for the PC. A few individuals might be interested in hearing one of the character's tales...over a pint of ale...on the character's tab.

3-5 points: Character is a minor celebrity on a broader scale. People have probably heard of the character in nearby regions and less experienced adventurers might ask for advice and tips. Strangers show interest in the character's exploits and a bard might compose a brief song or poem about them. The character could receive discounts at an inn since the place is presumably more secure and might attract more customers during their stay.

6-8 points: Character is fairly well-known across the land and the average person is aware of his greatest deeds. Most will know the character's name, race, profession, general appearance, weapon of choice, and any boon companions. People may actively seek the character out for aid or some other purpose. The character is above most petty laws and regulations and enjoys an inordinate amount of trust from like-minded people.

9-10 points: Known to people not lost in a cave for the past few years. Recognized on sight by friend and foe alike, and the average person could probably tell you the hero's favorite color and how many siblings she has. Crowds form when the hero comes into town, asking for an autograph, a handshake, assistance, some minor miracle, a story, or some other trivial nuisance. Some local villains spend resources to keep tabs on the hero, if not mounting an assassination attempt. The hero becomes almost a law unto herself, and would have to do something fairly bad to earn the wrath of the authorities. Her word might be taken over other's and people show implicit trust. The hero receives offers of free room and board, equipment, and other minor goods for a promise to protect the giver's interests. The hero will probably hear a song or a tale with herself as the subject in a tavern or inn.

11-13 points: Character is a major hero, a renowned paragon of bravery and virtue, equal to any lord or other minor nobility — in stature if not in name. Likely to be knighted or anointed for a great deed, and marriage offers are to be expected. Lesser folk make way and minor villains might flee or surrender rather than stand and fight. The hero can do no wrong in the eyes of the populace (unless he actually does great wrong before witnesses) and most ordinary rules and regulations simply do not apply. Powerful NPCs of good alignment will seek the hero out for quests or to join their cause, while great villains will exert more effort to dispose of the PC outright. Epic ballads and poems retelling the hero's great deeds are popular. No innkeeper or craftsperson would dream of charging for their services...as long as the hero's name can be used in future endorsements.

14-16 points: Character is a veritable demigod who strides the land like a colossus. Anonymity is a thing of the past as everyone in the vicinity is likely to try to get close to the hero and partake in their glory. Squires, lackeys, and sidekicks appear out of nowhere in an attempt to attach themselves to the hero, while assassination attempts become a nuisance as a myriad of villains and unscrupulous persons of rank attempt to eliminate this bastion of goodness and nobility. The hero's touch is considered a blessing and her word is very near to law. Gifts and proposals follow the hero from place to place and any ruler worthy of the name will want the hero in their court or retinue...if the hero doesn't have a court of her own by then.

17+ points: Character has passed into legend. The world offers little to add to his greatness. Some heroes of this stature settle into rulership. Some depart for the broader vistas and distant horizons of other planes. A few achieve immortality as a demigod in more than name. Small cults may have sprung up around the character who is like a deity to his greatest admirers. His deeds are nigh miraculous and many will come to him when all else fails. If there is an ancient dragon to be slain, a drunken and disorderly minor deity to wrestle into submission, or a world to be saved, the hero's name is atop of the list of candidates to meet the challenge.

Renown is often easier lost than gained. The more a character has, the more she has to prove - or to lose. Expectations can become unreasonably high. Also, there comes the occasional "young gun" issuing a challenge of arms or magic in the street to make a name for himself. Officials and rulers may become nervous if the renowned hero receives more honor or deference or shows any inclination to take charge. The gods themselves may take offense if the hero receives genuine worship at their expense.

Infamy: A character that falls below 0 renown points risks becoming an antihero or villain. A former hero that falls from grace is often more reviled than any other and often suffers an alignment change along the way. More information on infamy will be found in the **DHAVON** supplement.

NON-PLAYER CHARACTERS: (Addition)

Loyalty of Non-Player Characters: Retainers of an armiger in good standing add +2 on all loyalty scores.

EQUIPMENT AND COSTS: (Setting-Specific Additions)

The listings below encompass arms and resources of many types, as found in the Avremier setting. Costs are in gold pieces.

<u>Weapon</u>	<u>Cost</u>	<u>Transport</u>	<u>Cost</u>
Crossbow Axe	30	Atufaun, Riding	50
Dagger, Silvered	30	Atufaun, War	125
Dart	¼	Mule (Ibex)	20
Hammer, Throwing	4	Pony (Okapi)	35
Hammer, War	6	Saddle (Pack)	10
Sling	1	Saddle (Riding)	25
Sling Pellet (30)	1	<u>Item</u>	<u>Cost</u>
Sling Pellet, Silver	1	Bedroll	1

Spear, Throwing	1	Candle, Hour (10)	1
Staff, Fighting	2	Caltrop (10)	1
Sword, Bastard	15	Grappling Hook	25
Armor	Cost	Holy Symbol	2
Plate, Armigerial	130	Holy Symbol, Silver	25
Scale Mail	20	Pouch, Belt	½
Shield, Armigerial	30	Rope, Silk, 50'	10
Barding	varies	Tent (1-2 person)	15

Weapons

Crossbow Axe: Heavy crossbow crafted by dwarves with an axe blade in the stock. Can be reversed, and the lath (bow) retracted, to wield as a hand axe in melee.

Dart: Short arrow-like throwing weapon, usable by magic-users.

Spear, Throwing: This is essentially a javelin and functions in other respects as a spear, but with increased throwing range of 90 feet.

Staff, Fighting: Usable by anyone able to wield two-handed weapons. A fighting staff is not a random length of wood. It is chosen for specific length, thickness, and balance — seasoned and reinforced to serve in battle.

Sword, Bastard: May be used one- or two-handed at the same damage as a normal or two-handed sword, less one (1d6+1/1d8+1).



A armor

Armigerial Plate: Made for the wearer from the best materials. More coverage and articulation than standard plate mail. Heraldic symbols of wearer's Court prominently and properly displayed. Weight is 750, the same as plate mail. Illegal to possess if not of an Armigerial Court. Forbidden to wear such armor of another Court. Same is true of an armigerial shield.

Armigerial Shield: Provides no better armor bonus than a regular shield, but is a bit lighter (125 gp) and more impressive-looking, usually with an embossed face of the armiger's heraldic beast.

Scale Mail: Armor of light leather with overlapping metal scales. Originally designed and worn by yalkhoi and hobgoblins (who call it *aramake*), scale mail has seen more widespread use among adventurers and soldiers. Weight is 350 gp.

Barding: Armor for a mount the size of an atufaun (or similar) gives the same AC as the equivalent armor for the rider. Costs are as follows.

Leather and Scale x2. Chain and Armigerial Plate x4. Plate is the barding listed under **BASIC EQUIPMENT AND COSTS** in **Volume 1, Men & Magic**.

Transport

See the **CREATURES OF AVREMIER** section in the **Monsters & Treasure** portion of these rules for details of the atufaun, mule (ibex), and pony (okapi).

A pack saddle is designed to carry saddle bags and other items, such as a weapon. Riding saddles offer additional bracing against impacts and shifts from combat or rough terrain.

Saddles are well-crafted, high on the list of personal property under the law. To steal one is a greater crime than simple theft.

Items

Bedroll: This is essentially a double-layer sleeping bag that laces shut.

Caltrop: Four-or-six-pronged device with 3-inch spikes, strewn on the ground for others to step on. Those aware of them can move safely through at ½ rate. Otherwise, roll for each square yard as if an attack by a 1+1 HD monster. A hit has a 25% chance of slowing movement by 25% for 4 days. Multiple hits indicate no real movement for 8 days.

Hour Candle: Illuminates a 5' radius. Burns for one hour. Marked at 10-minute intervals to track time.

Grappling Hook: Large metal hook used to anchor a rope.

Belt Pouch: Leather purse intended to be strapped to a belt. Holds up to 50 gp weight.

Silk Rope: Lighter, finely made rope. Can support an equal amount of weight. Often knotted at intervals to aid climbing.

Tent: Simple affair of waterproofed canvas and flexible poles with attached cords. Comfortably sleeps two man-sized creatures.

CARRYING CAPACITY (GP): Adding the belt pouch and adjusting the capacity for existing sacks and backpack.

Belt Pouch	50	Small Sack	200
Backpack	400	Large Sack	600

COINS OF THE REALM

The standard currency of the Dhavon region is as follows.

<u>Abbr.</u>	<u>Name of Coin</u>	<u>GP Value</u>
BC	Brass Common	1/100
BM	Brass Medallion	1/50
SD	Silver Disk	1/20
ST	Silver Tenth (or Tithe)	1/10
SH	Silver Half-Crown	1/2
GC (GP)	Gold Crown	1
GN	Gold Noble	2
GR	Gold Royal	5

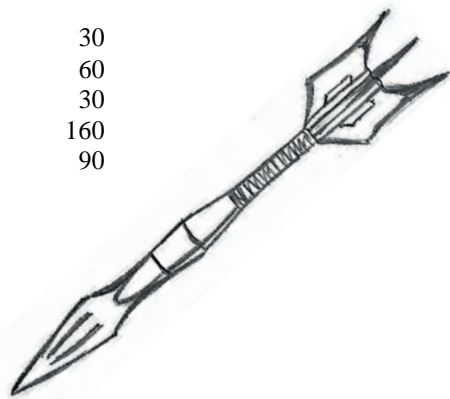
ATTACK MATRIX I: MEN ATTACKING

*Scores to hit for Armigers, as Fighters. With *new armor types*.

TARGET		D20 Score to Hit by Level*					
<u>AC</u>	<u>Description</u>	<u>1-3</u>	<u>4-6</u>	<u>7-9</u>	<u>10-12</u>	<u>13-15</u>	<u>16+</u>
2	<i>Armigerial Plate</i>	17	15	12	10	8	5
3	Plate Armor	16	14	11	9	7	4
4	Chain & Shield	15	13	10	8	6	3
5	Chain Mail	14	12	9	7	5	2
6	<i>Scale Mail</i>	13	11	8	6	4	1
7	Leather Armor	12	10	7	5	3	1
8	<i>Armigerial Shield</i>	11	9	6	4	2	1
9	No Armor/Shield	10	8	5	3	1	1

Maximum Thrown/Missile Weapon Ranges in Feet

Dagger	30
Dart	60
Hammer	30
Sling	160
Throwing Spear	90



Damage By Weapon Type

<i>Weapon</i>	<i>vs. Man-Sized</i>	<i>vs. Larger</i>
Crossbow Axe (as heavy crossbow)	2-8	2-8
Crossbow Axe (as hand axe)	1-6	1-4
Dart	1-3	1-2
Throwing Hammer	1-4	1-3
War Hammer	1-6	1-4
Staff*	1-4+1	1-4+1
Bastard Sword (one-handed)**	1-6 +1	1-10
Bastard Sword (two-handed)**	1-8+1	2-16

*A staff requires at least 4' of space to either side of the wielder.

**A bastard sword requires at least 5' of space to either side of the wielder.

ARCANE MAGIC IN AVREMIER

Imagine the power of magic as an ocean that most can neither see nor feel. Those who can are often called wizards or witches, the ones that practice rituals and traditions to produce standard magical effects in the form of spells. But this "arcane ocean" moves and changes all the time, never the same. There are some who claim it lives and thinks; that it is an elemental force. This force is the Arcanaflow. It is the source of arcane magic.

This volume presents only new spells and their descriptions. Nothing more is needed for judging standard magic-users in the setting. The Referee may allow arcane spellcasters to use spells exactly as presented in the core rules. Adding the quirks and options of Arcanaflow spellcasting can come later — if at all. Details and specifics of the Arcanaflow and how it functions will be found in the **ELDRITCH AVREMIER** booklet.

SPELLS TABLE (Additions)

Magic-Users (Arcane):

1st Level	2nd Level	3rd Level
1. Fabricated Embrace	Armament Betrayal	Arcane Acceleration
2. Intrusion	Blind Rage	Backlash
3. Lightning Arc	Cutting Wind	Fanged Jaws
4. Numb	Firetrace	
5. Projectile		
6. Unfasten		
7. Wyrdbligh		
4th Level	5th Level	6th Level
1. Deepen	Spell Spear	Estrangement
2. Hyena's Call		Little/Big
3. Trans. Pebble to Boulder		
7th Level	8th Level	9th Level
1. Cindertwister	Desperate Measure	Entomb
2. Usurp Spell		

Clerics (Divine):

1st Level	2nd Level	3rd Level
1. Blind Spot	<i>Autumn Wind</i>	Firewash
2. <u>Sleep of the Dead</u>	<i>Faerie Missile</i>	<i>Spring Rain</i>
3. <i>Snowstars</i>	Take the Edge Off	
4. Task	Viscosity	
4th Level	5th Level	6th Level
1. <u>Ennoble</u>	Grim Halo	<u>Enshrine</u>
2. <i>Summer Haze</i>	<i>Winter Night</i>	
7th Level		
1. Touch of Erebus		

Underlined spells are reversible by evil clerics.
Italicized spells are usable only by druids.

EXPLANATION OF SPELLS:

Magic-Users:

1st Level:

Fabricated Embrace: Target's clothing, armor, or other worn, non-living material grapples with the wearer. Prevents most movement and actions. A successful saving throw allows the creature to spend a round removing the affected items. More time is needed for armor. Duration: 6 turns. Range: 6".

Intrusion: Creates an "arcane dummy" for the purpose of entering an area to activate traps or triggered spell effects, or perhaps as a distraction to spring an ambush prematurely. The dummy is the same size, shape, and weight as the caster but otherwise featureless and unable to act other than to walk, turn, or stop as directed for the spell's duration. It cannot run, jump, or climb, and has no fingers with which to manipulate anything. Counts as a 1 hit dice construct, not a living being, and the caster must concentrate to control its movements. Duration: 6 turns. Range: 12".

Lightning Arc: Brief crackle of electricity that arcs from the caster's position to one target up to 10' away for 1-6 + caster level damage.

Numb: Allows the caster to touch a target and render one chosen appendage dead and useless for the duration of the spell. A numbed arm cannot hold or wield a weapon and cannot cast spells. A numbed leg cannot be used to stand or walk. A numbed tentacle cannot grasp or constrict. A numbed head cannot speak, close/open its eyes, or even turn. Duration: 6 turns + caster level.

Projectile: The recipient may throw any object that can be held in one hand with accuracy. Range increments depend on size/weight of the thrown object.

Unfasten: A *Knock* spell that undoes latches, hasps, buttons, hooks, and simple knots. Will not open true locks or complex fastenings.

Wyrdlight: Special form of *Light* spell that illuminates a 3" diameter circle, not equal to full daylight, that only the caster perceives. *Detect Magic* will reveal the presence of *Wyrdlight*, but only the caster can see by its glow. To others, it simply is not there. Duration: 12 turns + 1 turn/caster level.

2nd Level:

Armament Betrayal: Target's held weapons not only intentionally miss in combat, they also try to escape or strike their wielder. On a successful attack, the weapons simply miss. On a failed attack, the weapons are dropped. On a failed attack that misses by 4 or more, the wielder is hit by his own weapons for regular damage. Duration: 6 turns. Range: 24".

Blind Rage: Causes a creature to charge heedless and headlong into battle in a direction of the caster's choosing. The creature attacks whomever or whatever comes into reach with any weapons or abilities at its disposal. In its berserk fury, the creature gains an extra attack each round. Duration: 6 turns + the hit dice of the target. Range: 12".

Cutting Wind: Creates a powerful blast of shrieking wind that inflicts 2-24 edged weapon damage to all within the 10" wide path up to the range of 24". The wind has a 60% chance of severing ordinary taut rope or similar materials. The wind is strong enough to snuff unprotected flames up to about the size of a torch and causes even such protected flames to flicker and have a 30% chance of being extinguished. Larger fires can be fanned outward up to 6' and small flying creatures are forced back up to 6'. Medium-size flying creatures struggle to stay in place against the wind. Larger flying creatures are slowed by half. Light objects are blown over.

Firetrace: Must have a visible target, but that target can leave the caster's sight once the spell is cast. Creates a burning line upon the ground that flashes from the caster's position toward the chosen target at a move rate of 9" + level of the caster. The flame travels only upon solid surfaces, burning unerringly until the 6-turn duration ends or it reaches the target to detonate in a small fiery (3-die) burst, usually igniting the victim in the process. The flame created by the spell is otherwise identical to normal flame and will not cross water or other surfaces that would extinguish ordinary fire.

3rd Level:

Arcane Acceleration: Pushes an arcane spell of up to 5th level through its duration more quickly, cutting the effective time short by 50% for each casting. Ineffective on divine spells or spells with no lasting duration. Range: 12".

Backlash: Causes the next magical attack targeted upon the user, whether ranged or touch, to rebound upon the source. The user gains a saving throw

for the rebound effect to take place. Even if this fails, the user gains the regular saving throw as well. Lasts until activated (whether the backlash is successful or not), or broken by the user. While the *Backlash* is in effect, the user cannot cast touch-based spells without receiving backlash himself. Ranged spells may be cast normally. The spell cannot be cast if another spell is active upon the caster.

Fanged Jaws: A kind of *Magic Mouth* that may also be commanded to attack the individual that activates it by biting for 3-18 damage. On a failed saving throw, the target temporarily loses one life energy level which returns upon the next sunrise. Also known as Lonra's Fanged Jaws.

4th Level:

Deepen: Affects the caster for 4 rounds and the next spell cast within that time is *Deepened*. A *Deepened* spell is more difficult to save against or remove once it takes effect. For every three levels of the caster, the saving throw target number increases by one. Any subsequent saves allowed once the spell takes effect receive the same penalty. The spell receives a saving throw of its own against any *Dispel* attempts as if it were the caster. Lasting spells that end under specific circumstances, such as *Invisibility* lost when the recipient attacks, remain in effect until the next such instance, ending at that time.

Hyena's Call: A harsh cachinnation that reduces all non-allies within a 24" circle from the caster to animal intelligence and induces pangs of overwhelming hunger. Those who fail to save are effectively reduced to an intelligence of 2 and want nothing more than to sate their hunger. Those of Lawful or Neutral alignment will refrain from cannibalism, but not those of Chaotic alignment. Duration: 6 turns.

Transmute Pebble to Boulder: Up to four stones held in the caster's hand become full-size boulders when released. Stones may be thrown with a range in feet equal to the caster's strength score with a 0 added to the end. Thus, a magic-user with a strength of 12 may throw stones up to 120'. The stone expands in mid-flight, becoming a catapult-worthy boulder halfway to the target. Each boulder inflicts 2-16 damage. Duration: 6 turns, after which boulders return to original size or unused stones lose their potential to grow.

5th Level:

Spellspear: When cast, the next spell targeting the magic-user may be harmlessly "caught" on a successful save (die roll increased by 3) and converted to a spear of arcane energy in the magic-user's hand. It is a magical weapon and cannot be disarmed against the magic-user's will. The spear inflicts melee or thrown damage equal to $3-30 + \text{the level of the "caught" spell}$ and remains until the spear is thrown or the duration of 12 turns. The spell cannot be cast if another spell is active upon the caster.

6th Level:

Estrangement: Causes another caster to become a stranger to his or her own spells and their products. Spells that encircle the caster, rely upon concentration, or create a relationship with the caster are affected. Some examples of spells or effects that target, recognize, or obey their caster include *Animate Dead*, *Anti-Magic Shell*, *Charm Person (or Monster)*, *Conjure Elemental*, *Dimension Door*, *Geas*, *Hold Portal*, *Invisible Stalker*, *Magic Jar*, *Passwall*, *Phantasmal Forces*, *Projected Image*, *Protection from Evil (also 10')*, *Protection from Normal Missiles*, *Wall of Fire*, *Wizard Eye*, or *Wizard Lock*. The target also cannot cancel their own spells in effect. Duration: until dispelled. Range: 24".

Little/Big: Recipient of this spell may increase or decrease size (with equipment) at will for the duration of the spell, able to make one such change per round. Size increase up to (cloud) giant-size (with corresponding strength, hit dice, and damage rolls) and decrease to about 6 inches in height, or anywhere in-between. Range: 6". Duration: 12 turns.

7th Level:

Cindertwister: Devastating whirlwind of heated air and burning ash springs up at a desired point within the 12" range. The whirlwind is 3" at the base, 8" at the top, and 1" high per caster level. Move rate up to 18" under the caster's direction, otherwise at random. Creatures of 2 hit dice or less are swept away and the Cindertwister causes 3 dice of damage from fierce winds and 4 dice of damage from fire and ash. Duration: 6 turns.

Usurp Spell: Take control of a lasting spell effect as if you were the caster. The spell must be of a level that you can cast and the effect must be within (24") range. The spell receives a saving throw as if made by its caster. Only the controller of the spell is changed, not potential damage or remaining duration.

8th Level:

Desperate Measure: Release all caster's remaining memorized spells of up to 7th level in one burst (1" per spell level in diameter) of arcane energy. Damage equal to the total spell levels released. Those within the closest one-third of the blast receive no saving throw. Those within the second third have their saving throw roll lowered by three. Those in the outer third save as normal. Caster may not cast or memorize spells for a full day after.

9th Level:

Entomb: One creature is pushed away from the caster and phased into an object or surface within 24". Containment area must be larger than the creature, which will be pushed inside up to the remaining range of the spell. It is left in an extradimensional space large enough to contain its form, with air enough for 6 turns. The reverse, *Disinter*, causes such a creature to be freed — if it is known.

Clerics:

1st Level:

Blind Spot: Recipient within 3" of caster cannot be perceived by one chosen creature within 18" as long as they move at less than normal speed and do not attack. Recipient not invisible, but goes unnoticed by the one indicated creature only. Duration: 12 turns, or until cancelled.

Sleep of the Dead: As the magic-user *Sleep* spell, affecting only undead at the following rates: 2-16 of up to 1 hit die, 2-12 of 2-3 hit dice, 1-6 of 4-5 hit dice, 1-4 of 6-7 hit dice, and 1 of 8-9 hit dice. The reverse, *Wake the Dead*, is usable by evil clerics.

Snowstars: A handful of snow or ice becomes magical shurikens of ice that can be thrown, three at a time, up to 60', for 1-6 piercing and cold damage each. Falling snow serves as well. Three shurikens are produced at first level and another three per five 5 caster levels, lasting for 3 turns before they melt away.

Task: Compels one creature of up to about ogre size to perform a single and immediate action stated by the caster. The action cannot be an attack or cause of harm. The target's saving throw roll is lowered by four. Duration: 2 turns. Range: 12".

2nd Level:

Autumn Wind: A gust of wind, 1" wide and 1" per caster level in length, equal in power (not damage) to *Cutting Wind*, blasts the area. Induces sleep in living creatures up to 4th level or 4+1 hit dice, as the *Sleep* spell except it affects 3-18 1st level or 1+1 hit dice creatures instead of 2-16. Also causes decay of nonliving items, that rot or rust away if they fail to save vs. Spells.

Faerie Missile: Two magic darts of greenish light that inflict 2-5 damage each and surround target(s) with *Faerie Fire*. For every five levels of the druid, another two missiles may be cast. Range: 6".

Take the Edge Off: Edged or pointed weapons (including teeth, claws, and similar natural weapons) within a 3" radius inflict 0-1 damage per hit and will not draw blood. Magic weapons that add bonuses to damage will retain those bonuses. Duration: 9 turns.

Viscosity: Alter the thickness of water, liquid, or ooze creatures. Thicker liquids move and react more slowly, may support weight, or even enmire. Reduce the movement and reactions of liquid or ooze creatures as if affected by a *Slow* spell. Able to thicken liquids to the point of supporting weight up to about 200 pounds. Such liquids confine those within much as magical webs that cannot be burned or broken through. Affects up to 1 cubic foot of liquid per caster level. Duration: 12 turns. Range: 18".

3rd Level:

Firewash: Creates a shroud of pale, smokeless fire around one creature up to about the size of an atufaun or ogre. The flames are harmless to the creature and his belongings, but will burn any unwelcome organism, substance, or material in contact, dealing 3d6 damage + 1 point per level of the caster each round to such things as slimes, oozes, molds, a coating of ice, a constricting snake or tentacle, a confining rope or strangling cord, or even mud and grime. Damage is inflicted only upon such threats that are stuck to, clinging to, enwrapped, or entwined around the creature. Simply being in melee range or touching is not enough. Duration: 6 turns. Range: 9".

Spring Rain: Light shower affecting a 3" circle to awaken those who sleep (including magical sleep), refreshes as if a full meal has been consumed, and restores those who are hurt as *Cure Light Wounds*. Range: 12".

4th Level:

Ennoble: Bestow 4 experience levels upon recipient of this spell, or 4 hit dice if not a character. At the end of the duration of 6 turns, the individual or creature falls into a deep sleep for an equal amount of time. Additional spell slots may only be used to cast spells the recipient already knows — new spells are not spontaneously learned. Range: 9".

Summer Haze: Heat shimmer in a 3" cube that distorts vision where everything appears to be 3' from its actual position, causes lethargy equal to a *Slow* spell, and dehydrates living creatures for 6 points of damage per turn. Duration: 12 turns. Range: 12".

5th Level:

Grim Halo: Creates a shadowy aura around the recipient's head that renders them immune to energy drain, fear, or mental control. Also projects a constant undead turning effect as a 5th level cleric. The recipient may see in any darkness, including magical darkness. Duration: 12 turns. Range: 6".

Winter Night: A deep darkness that chills and silences an area of 1 cubic foot per caster level. All within the area are affected by magical *Darkness* and *Silence*. The area is also chilled to inflict 4-40 cold damage the first round, 3-30 the second round, 2-20 the third round, and 1-10 the fourth round — doubled for fire-based creatures. Duration: 4 rounds. Range: 48".



6th Level:

Enshrine: A selected object or creature is affected by a triple-strength *Protection from Evil* in a 6" radius globe that is also proof against all forms of scrying or magical detection. Also, creatures seeking to damage or claim the item or creature must save to even realize it is there, unless the creature attacks or the item is used to attack. Finally, the area is warded against incoming dimensional traffic to keep creatures from teleporting, gating, or otherwise entering the area via a transitional effect. Only one *Enshrine* can affect the same area at a time. Duration: Until dispelled or broken (as above), or by an otherdimensional creature of great power (hit dice of at least double the spell level, for example).

7th Level:

Touch of Erebus: Use of this spell may not be an evil act, but it isn't strictly a good one. The spell's victim is temporarily cut off from his deity or deminity. Prayers go unheard and divine spells go ungranted. A cleric, for example, cannot cast spells or turn undead while affected. Duration is 1 hour/caster level for a connection between target and deity, 1 day/caster level for a connection between target and deminity, and 1 week/caster level for all others - or until dispelled. Range: 6"

Despite the name of the spell, it is not granted by Erebus and establishes no connection with that entity. See the **DEITIES, DEMINITIES & PERSONALITIES** supplement for details of Erebus.

BOOKS OF SPELLS:

The first human wizards that came to the land now known as Avremier felt some dismay upon realizing how differently magic functioned from their teachings. The influence of the fae and elementals colored and shaped the arcane energies of the land, causing something of a renaissance of magical research and codification. Spellbooks became treasured compilations of old and new — journals of discovery and frustration. Desperate and secretive, many of these early magic-users developed methods of securing their precious spellbooks, some of which are barely understood today.

Spellbooks may be protected by magical bindings or even traps, requiring a specific word or phrase to open. Some might need a series of musical notes or a single sound of an exact tone and pitch. There are spellbooks that may only be accessed by a particular kind of lighting or arcane aura. More details can be found in the **ELDRITCH AVREMIER** supplement.

Monsters & Treasure

CREATURES OF AVREMIER (Additions and Setting Specifics):

Traditionally, this section has opened with a table of monsters. That is still to come. First, some basic truths that an adventurer of the setting might already know, but may be new to the reader. In Avremier, presumption serves no one well.

ANIMALS: A number of creatures classified as monsters or "magical experiments" are just animals in this magical setting. A living creature of about animal intelligence or less, of little more than a combination of mundane beasts without inherent magical abilities, is considered an animal for all purposes — including spells and magic items. Examples include the gryphon (griffon), hippogriff, owlbear, pegasus, and stirge.

HORSES (and others): There are none. If it looks like a horse, it isn't. Monsters and beasts with equine features such as centaurs, hippogriffs, pegasi are of fae and/or elemental origin. The Avremier setting replaces the horse with the *atufaun*.

The atufaun is a horse-sized animal similar to the addax, impala, and oryx. Sure-footed and subsisting on a wide range of feed, the atufaun climbs and eats much like a goat. Males have large horns that twist and curve into intimidating shapes. For standard domesticated atufauns, these horns are cropped, but those trained for battle tend to keep them. Most atufauns have gray or tan coats with banded patterns of black, and white. When "horses" or mounts are mentioned, an atufaun is assumed.

Ibex (Mule): In place of the mule, there is a beast similar to an ibex but without the usual horns. Breeding and domestication reduced the horns of the wild ibex to small prongs, making the animal less threatening when it flies into one of its inexplicable foul moods. The ibex is beige on top and black underneath. Notoriously stubborn, but also famously sure-footed and sturdy, some claim to have found an ibex wandering alone in the mountains, fully laden with gear, having either outpaced or out-stepped its master.

Okapi (Pony): A pony-sized beast related to the giraffe, an okapi's coat is russet with black and white markings on the flanks and legs like a zebra's. Both males and females display short knobs on their heads, but not true horns. The okapi is sure-footed, with an even temperament suited to extended travel. If a pony is mentioned, assume an okapi.

DRAGONS: True Dragons are secretive and reclusive creatures of great power and adaptability. Traditional divisions of chaotic Chromatics and lawful Metallic Dragons do not apply. Dragons are dragons and any specifics of color, powers, abilities, or breath weapon will depend upon the creature's chosen environment. A blue-scaled dragon could dwell by the sea, on an island lake, among icy mountains, or within the deepest desert. Other physical traits and breath weapon will follow accordingly. Dragons are neither reptiles nor animals. They, like many creatures of Avremier, are mutable elemental beings accepted by nature and the land itself. The traditional dragons are closer to the class of creature in the setting known as drakes, looking upon True Dragons with a mixture of awe and respect.

ELEMENTALS: In a world where the seasons are embodied by entities of deity-like power and presence, the elementals enjoy particular status and favor. The majority are native to Avremier, for while there are four essential elemental planes, Avremier itself is particularly attuned to elemental forces. Thus, most elementals encountered will not be conjured from elsewhere and cannot be easily forced from the material plane. And, since the Winterbind Compact, it is unlawful to force an elemental into service. What does this mean to the player? Elementals can be all around. A bank of cloud or fog. A small pond. A tumble of boulders. A sudden brush fire. Elementals help create the weather. They care for the land. They willingly serve the Manifestations of Nature. For a Referee running an adventure in the Avremier setting, elementals may serve many purposes.

FAE: Long ago, most of what is now Avremier was home to the fae (the preferred spelling for the setting) and the elementals, without much distinction between the two at that time. Today, the fae still inhabit the region of Chongoku and hold sway in other realms. Beloved of Nature and the Manifestations, the setting has a *lot* of fae and they can be found just about *anywhere*. For the convenience of players, the fae are loosely divided into three categories.

Anfae: These are the "fair folk." While the entire faerie race is inherently chaotic, these fae are also inherently good - in faerie fashion. Elves are descended from the anfae.

Ilfae: These are the "dark folk." They don't like the light. They don't like people. Ilfae tend toward whimsical cruelty or outright evil. Descendents of the ilfae include goblins, ogres, and trolls.

Urfae: These are the "gray folk." Neither strictly fair nor foul, these faerie folk often appear with bestial or plant traits. Of all their folk, the urfae have the least to do with humanity or civilization. Examples of urfae include dryads, satyrs, and sprites.

FUNGI: There are plant creatures aplenty — and there are fungi. Neither plant nor animal, fungus creatures function within their own natural laws. Unpredictable in the extreme, these bizarre and alien creatures have been known to be susceptible to some plant-influencing magic — but not always. Even druids and fae don't deal easily with fungus creatures at all times. It is rumored that the fungal realm has at least one mysterious ruler known only as the Pallid Queen.

GIANTS: True Giants are descended from the primordial titans, known as Jotuns or Furors. The realm of Udomni is home to most giant societies in the setting and all details will be provided in that supplement. The giants of Avremier are defined by their size and elemental traits, with the larger generally ruling over the smaller.

GOBLIN(OID)S: Goblins are of the ilfae type — dark fae. While most are base creatures with little-to-no fae magic, there are some that may surprise an unsuspecting adventurer. Hobgoblins, of the monster type, are considered standard goblinoids, devoid of oni heritage (see the hobgoblin character race in the **CHARACTERS** section of **Men & Magic**, above). Bugbears are also actual goblinoids. More details are given in each individual monster entry hereafter.

Also, as previously noted, there are no orcs anywhere in the entire Avremier setting.

GOLEMS (and CONSTRUCTS): Traditionally, golems are animated by elemental forces (often meant as imprisoned elemental spirits). In Avremier, this was also the case before the Winterbind Compact that ended the wars of the Harrowing. Now, it is illegal to enslave an elemental. Today, golems are animated by the living forces of arcane magic itself — the Arcanaflow. The **ELDRITCH AVREMIER** supplement will cover the Arcanaflow and provide more details of golems (and constructs) in the setting, as will the **NEKARI** supplement.

GORGONS: In Avremier, this refers to the snake-haired feminine monsters who petrify with a glance. Medusa was one such from myth, but the general "gorgon" is used in the setting. The Mara Imperium is ruled by gorgons and similar creatures (see the supplement of the same name for more details of variant gorgons and Mara culture).

The metallic bull-like monster with the petrifying breath normally known as a gorgon is called a *khalkotaur* in Avremier. Some of these creatures belch forth clouds of dangerous gasses while others may breathe fire.

HAGS: In the Avremier setting, there are more than a few hags and most of them are unique creatures. Hags can come from a number of races and are exclusively female. They gain most of their power from fae and elemental sources, as well as the forces of nature. Not all witches are hags but all hags are witches. Rumor suggests the best way to survive an encounter with a true hag is to be respectful and wary. Proper address for a hag is usually Auntie or Granny. Though some are monstrous and others may appear as fragile little old ladies, any hag worth her shawl is capable of tearing a grown man to bite-size pieces in a shockingly brief amount of time.

LYCANTHROPES (WERES): Lycanthropy is a magical disease inflicted upon humanity by the fae during the Harrowing. Though no longer at war, and the fae do have a cure, not all lycanthropes have received treatment and it does not work equally for each subject. The first lycanthropes were created from humans who hunted and consumed animals tainted by the fae. Early-stage lycanthropy is a painful and transfiguring ailment that inflicts wracking pains, occasional delirium, uncontrolled outbursts of transforming rage, and a gradual loss of humanity. Infected lycanthropes are sterile, never passing the disease on to offspring. "Lycanthrope" is a term unknown in the setting. They are known as weres.

SPHINXES: The hierarchy of sphinxes in Avremier is rather extensive, with such creatures as the manticore and lamia added to the lower ranks, while lammasus and shedus guide and govern the majority of sphinx-kind. There was a great empire devoted to law and knowledge, ruled by sphinxes. Part of Nekari is built upon the ruins of that empire and sphinxes are covered extensively in that supplement.

TROLLS: The "thin, rubbery, loathsome" trolls are not the norm in Avremier. Trolls in the setting are cruel and crafty giant-kin with great appetites and some problems with sunlight. While trolls do not turn to stone at the touch of the sun's rays, they do not regenerate as well in daylight and their eyes are easily dazzled. Some trolls are even slow and sluggish in full daylight, suffering penalties to initiative and to-hit rolls.

Females of the species are known as trollwives and are almost a different species entirely. They tend to be stronger, smarter, and more powerful than the males, with some even able to become hags.

More details of trolls and trollwives, as well as the troll realms of Kharokalt, will be found in the **UNDOMNI** supplement.

**MONSTER REFERENCE TABLE, HOSTILE & BENIGN
CREATURES: (CAMPAIGN-SPECIFIC)**

<i>Monster</i>	<i># App.</i>	<i>AC</i>	<i>Move "</i>	<i>Hit Dice</i>	<i>% Lair</i>	<i>Treasure</i>
Arochan	1-2	3	24	5	Nil	Nil
Atufaun	---	7	18	2+2	Nil	Nil
Bat, Barrow	10-40	6	18	1+1	65%	D
Barbed Serpent	1-6	7	9	2	55%	A
Basher	1-2	6	6	8	Nil	Nil
Bear, Bandit	2-4	7	15	4	35%	D
Bear, Quill	1-4	4	12	5	40%	C
Beetle, Razorwing	1-10	4	9/12	4	Nil	Nil
Cobra Lion	2-5	4	12	7	45%	F
Crackle Cat	1-4	3	15	6	40%	D
Criotaur	1-6	6	12	6+1	20%	E
Devilfish	5-50	2-6	12/18	2-7	25%	F
Dragon, Dungeon	V	A	R	I	E	S
Drakes	V	A	R	I	E	S
Elf, Kalau	10-80	5	15/18	2	30%	B
Flutterpotamus	1-2	5	6/12	4	20%	F
Gibbering Horror	1	1	3	5+2	80%	G (no coins)
Gnoll, Gnarr	10-100	5	9	2	20%	D
Gnoll, Khabar	20-200	5	12	2+2	20%	E
Goldbear	4-16	2	6	5	25%	B
Golem, Cauldron	1-20	2	6	10	Nil	Nil
Gorgon	1-4	8	9	4	55%	F
Greeble	1-3	6	6/15	3	55%	A
Hag, Grim	1-4	3	9	7	50%	G
Harukan	1	5	9/12	5+1	60%	D
Khalkotaur	1-4	2	12	8	50%	E
Kharosk	3-30	5	9/15	4	20%	D
Lycanthrope(s)	V	A	R	I	E	S
Mountain Dog	2-7	3	12	7	30%	C
Obscurer	1-10	5	6	4	Nil	Nil
Ooze, Berserker	1	6	6	8	Nil	Weapons
Siege Tree	2-12	3	3	8	Nil	Nil
Stoad	1-20	4	3/15	6	30%	Gems
Sweep	1-4	6	12	1	60%	C
Tiger Monkey	10-40	5	12	1	40%	I
Voraile	2-24	5	18/24	3	20%	C
Zheshek	1-3	4	12	6	30%	C

See individual entry paragraphs for details.

Attacks and Damage by Monster Type:

<i>Monster</i>	<i># of Attacks</i>	<i>Damage/Att.</i>
Arochan	2 hooves/1 horn	1-8/h hoof, 2-16/horns
Atufaun	2 hooves/1 bite or 1 horn	1-6/h hoof, 2-12 horns
Bat, Barrow	1 bite	1-3/bite
Barbed Serpent	1 bite/1 constrict	1-4/bite, 2-8/constrict*
Basher	2 pseudopods	2-20/pseudopod
Bear, Bandit	2 claws/1 bite	1-3/claw, 1-6/bite
Bear, Quill	2 claws/1 bite	1-4/claw**, 1-10/bite
Beetle, Razorwing	2 wings/1 bite	3-18/wing, 2-12/bite
Cobra Lion	2 claws/1 bite	1-3/claw, 2-8/bite*
Crackle Cat	2 claws/1 bite	1-2/claw, 1-3/bite***
Criotaur	1 butt/1 hoof/1 weapon	2-10/butt, 1-4/h hoof, by weapon
Devilfish	4 tentacles	1-4/tentacle plus special
Dragon, Dungeon	2 claws/1 bite	1-4/claw, bite by dragon type
Drakes	1 bite	2-12/bite plus special
Elf, Kalau	1 or 2	1-8 or by weapon
Flutterpotamus	1 bite	1-4/bite
Gibbering Horror	3 bites	2-5/bite plus special
Gnoll, Gnarr	1	2-8 or by weapon type
Gnoll, Khabar	1 or 2	1-8 or by weapon type
Goldbear	2 claws/1 weapon	2-9 or by weapon type
Golem, Cauldron	1 slam or trample	2-12 plus special
Gorgon	1 or 2	by weapon type and petrify
Greeble	1 bite	1-2 plus breath weapon
Hag, Grim	2 claws/1 bite	2-5/claw, 3-8/bite
Harukan	1 bite/1 weapon	2-12/bite or by weapon type
Khalkotaur	1 butt	2-12/butt
Kharosk	2-4 tentacles	2-8/tentacle
Lycanthrope(s)	see below	see below
Mountain Dog	1 bite	2-8/bite
Obscurer	Special	by spore effect
Ooze, Berserker	6-13 pseudopods/weapons	1-6/pseudopod or by weapon
Siege Tree	1 or 2	2-12 or as catapult
Stoad	1 bite	2-12/bite
Sweep	1	1-3 or 2-8/broom
Tiger Monkey	2 claws/1 bite	1-3/claw, 1-8/bite
Voraile	2 claws/1 bite/1 sting	1-3/claw, 1-8/bite, 1-6/sting*
Zheshek	2 claws/1 bite	2-12/claw, 1-6/bite

*Plus poison. **Hug on 18 or better adds 2-12 damage. ***Plus electrical shock.

AROCHAN: Radiant white deer from the faerie woodlands of Chongoku, the arochan is also known as a Moon Stag or Moon Hind, as appropriate. Hooves and antlers strike as silver weapons. May pass through the densest undergrowth without trace or slowing, leaving no scent or tracks. Unaffected by cold. See in darkness, even the magical varieties. Cause *Silence* in a 15' radius around itself at will. In moonlight, the arochan is invisible. Once per day, may *Wind Walk* with a single rider or companion.

ATUFAUN: The default horse-like animal for the Avremier setting. See **HORSES** (and others) under **CREATURES OF AVREMIER**, above.

BARBED SERPENT: This green and brown serpent grows up to 20' in length, with sharp leaf-shaped barbs along its sides helping to blend with foliage. The creature drapes around a branch or hangs loosely overhead to imitate a creeper or vine, surprising on a roll of 1-4 (on 1d6). A Barbed Serpent moves through poisonous plants to coat its own barbs with toxin. On a successful bite attack, it tries to constrict in the same round, applying constricting damage every round until release. At any time, there is a 2 in 6 chance of the creature having fresh poison (2d6 damage) added only to the initial constricting attack.

BASHER: A kind of ooze with a chameleonic hard outer carapace. Clings to a stony surface and blends, only to suddenly lunge out (up to 15') at a victim and smash it like a huge shapeless fist. All hits by non-magical weapons are reduced by 2 points of damage and extreme cold will affect the creature as a *Slow* spell. The basher is immune to fire. The chance to notice a basher before it attacks is equal to that of a secret door (2 in 6, if looking).

BAT, BARROW: Large, sickly-pale, green-eyed bats, these undead creatures drain one point of constitution per hit in melee. A creature reduced to zero constitution dies. Affected by silver and magical weapons, taking half damage from normal weapons. May be turned by a cleric as a ghoul. Often found in proximity to wights and their burial chambers.

BEAR, BANDIT: Giant raccoons, big as a black bear. Fairly intelligent and friendly, these beasts can be bullies, taking advantage of their size as stealth is more difficult than for normal raccoons. Mischievous and playful, though with more accidental breakage or minor injury in their antics. Their forepaws retain the famous raccoon dexterity and bandit bears manage to gain access to sealed or locked places. Do not get along well with actual bears, finding them coarse and stupid beyond endurance. Friendly with, and protective of, their smaller raccoon cousins.

BEAR, QUILL: A fairly common animal in the setting that combines the features of a bear and coat of a porcupine. While its quills are shorter than those of a porcupine, they are also stronger. Combined with the quill bear's fierce hug, add an additional 1d6 damage during grapple from quills.

BEETLE, RAZORWING: This giant beetle has a carapace over its wings with sharp edges that slice like blades to the front and sides, severing as a Sword of Sharpness on a to-hit roll of 19 or 20. Some razorwing beetles closely resemble other, more common, giant beetle types. This gives some adventurers quite a nasty surprise.

COBRA LION: Built like a lion but with a cobra-like head, jaws of a great cat, and the forked tongue and fangs of the snake. Instead of a mane, it has a flaring hood, and scales instead of fur. A cobra lion appears in any color or pattern common to the snake itself. The creature is very aggressive, sometimes displaying a flared hood and loud hiss before attacking. It can leap 15' upwards or 20' ahead, and its rear claws rake for 1-4/1-4 hit points damage. Its most feared attack is a venomous bite which kills on a failed save and inflicts an additional 3-18 hit points of damage even if the save is successful. Some specimens also spit their venom in a 3" blinding spray upon a single victim. It can be found wherever lions or cobras tend to roam.

CRACKLE CAT: This blue-white pantherish beast can "flicker" from one place to another, vanishing and reappearing in a soft clap of thunder and a flash of electricity. This can be done once per round, with the same effect as a *Dimension Door*. While standing still or moving normally, the creature creates 1-4 afterimages of itself that linger for one round, just as the *Mirror Image* spell. Every physical attack from a crackle cat carries an electrical jolt inflicting an additional 2-8 damage. Rumors among the adventuring community tell of a larger, red-white "heat lightning" variant of this beast.

CRIOTAUR: Like a minotaur, but with the features of a ram and a non-evil alignment. Sometimes mistaken for caprotaurs, but their appearance is more benign. Their horns tend to be very large and "curly," and criotaurs have powerful neck and shoulder muscles to compensate for the weight. Criotaurs are comfortable on all fours, able to charge with impressive speed (18") for an additional die of trample or gore damage. Criotaurs grow slowly all their lives and certain very old individuals are truly gigantic. Rare, white-furred criotaurs are hailed as particularly auspicious births, often becoming powerful spellcasters or great leaders, particularly rangers or druids. Their dominant religion is the worship of the Horned Lord. They are immune to fear.

DEVILFISH: Demented and cruel cephalopod race capable of upright movement on land and advanced learning. Breathe air and water equally well. Individualistic and selfish, they are not inclined to dwell even with members of their own species. Speak their own language which other races find difficult to even imitate. Understand and speak one or two surface tongues in unnerving, piping voices. Through alien science and biological alchemy, this species has managed to divide itself into distinct types with specific colors and traits. Each type may spray a cloud of ink into the air or water for a different effect.

Type	Ink Cloud	Range/Shape	Hit Dice	Armor Class
Crimson	Acidic	5" x 4" cloud	2-3	5-6
Golden	Ink	5" x 4" cloud	3-5	3-5
Indigo	Weakness/Slow	5" x 4" cloud	4-6	3-5
Violet	Hallucinogenic	5" x 4" cloud	6-7	2-3

Crimson: Smallest and most violent of the species, the crimson devilfish craves the sight and smell of blood. Prefers to tear into its victims with spiked and bladed tentacles (increasing tentacle damage to 2-8 each) to bleed them as much as possible. 25 hit points of bloody melee damage temporarily increases the monster's to-hit and damage rolls by 1, to a maximum of +4/+4. Another 50 hit points of melee damage beyond 100 *Hastes* the creature. Acidic mist ink causes 4 points of damage per hit die to those within the cloud and the same damage again the following round.

Golden: Members of a monastic tradition with a golden coloring gained through ritual purification. Golden devilfish have class levels in monk up to 3x their hit dice. They reject the typical nature and pursuits of their kind in an attempt to embrace the wonders of a larger world. Contemplative, curious, and adaptive. Use their ink only for writing and art.

Indigo: Sleek, slippery, and silent, this stealthy horror utilizes its ability to create *Darkness* and *Silence*, 3x/day each, in a 15' radius, to commit murder and spread terror where it may. Thrives on fear and uncertainty. May gain class levels in thief or assassin. Oily secretion makes creature able to slip through very small openings and just about any grappling or binding attempt. Ink causes weakness and slowness, as a reverse *Strength* spell and a *Slow* spell.

Violet: Most powerful and influential member of the species, this naturally psionic creature (as a cleric of level equal to hit dice) relies upon mental abilities and disorientation to achieve its ends. Employs otherworldly, high-pitched sounds to create distortions and inconsistencies in the perceptions of others, simulating the following spell effects: *Ventriloquism* (at will), *Mirror Image* (2x/day), *Protection from Normal Missiles* (duration equal to concentration), and *Holy Word* (once per month). Hallucinogenic ink spray, effects as follows (roll 1d20)

1d20 roll	Hallucinatory effect
1-7	Drowning: drops everything and strips to stay afloat.
8-12	Friends are now enemies that must be slain.
13-15	Walls and ceiling closing in: curls into a ball and trembles.
16-18	Trapped in 5' cell: cannot move outside.
19-20	Devilfish is a god that must be worshipped and obeyed.

DRAGON, DUNGEON: While not quite on par with True Dragons, the "dungeon dragons" have adapted to subterranean passages and chambers. Sinuous and flexible, the dungeon dragon rarely has the sheer bulk of the standard dragon types, but often knows more magic. They have four legs, no wings, and are shaped much like broad serpents. All dungeon dragons can see in darkness, even the magical kind. They climb sheer surfaces with ease and squeeze through openings suited to smaller creatures. Their front claws are as manipulative as human hands. The six types of dungeon dragon are:

Type	Breath Weapon	Range/Shape	Hit Dice	Talk/Sleep/Spell
Crypt	Weakening Gas	5" x 4" cloud	6-8	40%/50%/25%
Fissure	Hot Ash Cloud	5" x 4" cloud	9-11	85%/20%/65%
Grotto	Freezing Fog	5" x 4" cloud	5-7	25%/60%/15%
Maze	Heat Lightning	10" x ½" line	8-10	70%/30%/50%
Pit	Caustic Web	8" x 3" cone	7-9	55%/40%/35%
Vault	Crystallizing Sleet	8" x 3" cone	10-12	100%/10%/90%

A dungeon dragon's traits are the same as those of other dragons, except as noted below. They will have treasure type H, depending upon age

Breath Weapon: Weakening gas (as a reverse *Strength* spell) and crystallizing sleet (cold damage plus (crystal) petrification) have a saving throw vs. Magic, with a -3 to the roll for a mid-size dragon, and a -6 to the roll for a large dragon.

Special Characteristics:

Crypt Dragon: Entirely black, even to eyes and teeth. Found in catacombs and other burial places. Prefers the company of undead. 2-16/bite. Those reduced to zero strength by breath weapon rise as zombies under the dragon's control (of a number up to the dragon's hit dice). Spells of up to 3rd level. Chaotic and Evil.

Fissure: Maroon, with golden eyes. Inhabits volcanic areas and places of exposed geothermal vents. Prefers solitude. 2-24/bite. Breath weapon also blinds those within area of effect with heavy ash. Spells of up to 5th level. Chaotic and Neutral.

Grotto: Indigo-blue, almost black. Blue-green eyes. Dwells in isolated subterranean pools or lakes. 2-12/bite. Breath weapon also obscures vision within area of effect. Spells of up to 2nd level. Neutral.

Maze: Pale yellow hide. White eyes. Prefers winding labyrinths and twisting caverns. Flawless direction sense. 2-20/bite. Breath weapon half-fire/half-electricity, as instant *Heat Metal* spell. Spells of up to 5th level. Neutral and Evil.

Pit: Slate gray. Silvery eyes. Favor hidden lairs deep beneath the dungeon floor. 3-18/bite. Caustic web breath weapon as *Web* spell within area of effect with added acid damage. *Levitate* at will. Spells of up to 4th level. Lawful and Evil.

Vault: Gray-green with emerald eyes. Fortified lairs hidden and secured against intrusion. 3-30/bite. Crystallizing sleet breath weapon turns those failing save vs. Magic into rough rock crystal. May be reversed as if turned to ordinary stone. Immune to sleep effects. Spells of up to 6th level. Lawful and Neutral.

DRAKE: Early human explorers called them dragons, but now know these lesser beasts as drakes. Drakes range from about the size of an atufaun to as large as a wyvern (about 30' long). Drakes are a little more intelligent than animals, grasping some spoken speech but having none of their own. Drakes cannot cast spells. One trait shared with dragons is the use of a breath weapon, albeit one of a more mundane nature. Four types of drake are detailed below.

Type	Breath Weapon	Range/Shape	Hit Dice	Adaptation
Brown	Acidic Spit	3' glob, 12" range	3-5	Chameleon skin
Gray	Piercing Shriek	6" x 2" cone	7-9	Echolocation
Mauve	Venom Spray	5" x ½" line	5-7	Claw Splinters
Ochre	Nauseating Gas	3" x 2" cloud	4-6	Spiked Tail

While not treasure hoarders as dragons, drake lairs may have type D, E, or F.

Breath Weapon: May be used twice per day and prompt a save vs. Dragon Breath. Acidic spit is a sticky glob that splatters upon impact, affecting a 5' area around the target with half-damage residue. Inflicts 2-20 acid damage upon impact to organic material, half that in the splatter area. Acid sticks to creatures and objects for 1-10 damage the next round, and 1-6 damage the third round. Can be washed off with large amounts of water, wine, or other liquids. Piercing shriek leaves all within the cone area stunned and deafened for 2-8 turns. Venom spray is a blinding mist that poisons on contact or by inhalation. Nauseating gas causes sickness and loss of 1 point of strength per round spent in the cloud, with another point lost one round after leaving the cloud. Strength loss lasts 4 + 1d4 rounds after the last point is deducted.

Adaptation: Chameleon skin allows the drake to hide in it's environment as a thief of a level equal to its HD + 6. Echolocation enables the drake to detect even hidden or invisible creatures within 50'. Claw splinters are shards that remain inside a wound from a claw attack (2-5 damage), inflicting 1-2 added damage per round not spent resting or motionless and reducing effective dexterity by 2, until removed. Spiked tail strikes inflict 2-8 piercing damage and knock human-size or smaller creatures prone unless they save vs. Paralyzation.

ELF, DARKWATER: Often mistaken for dark-skinned aquatic elves, these vicious predators cannot breathe underwater, but can hold their breath for extended periods. A darkwater elf has wet-looking, dark blue-grey skin, pearlescent hair, and large (light-sensitive) dead-black eyes. They engage in piracy against coastal settlements, emerging from the waves in bizarre submersible vessels, with sharkskin armor and bone-colored weapons. Many add to their fearsome appearance by filing their teeth into shark-like points and grafting claws or spines of bone to themselves. Creatures such as the kharosk are often enslaved as shock troops in raids. Darkwater elf civilization is centered upon an archipelago of fitfully slumbering volcanic islands in the Ashen Sea (the often-hot waters of which the elves can endure), but at least one enclave is found deep within a series of cliff-side caverns. Their homes are constructed almost entirely underground, and partially underwater. Once per day, a darkwater elf may evade or avoid an effect that hinders movement, such as *Hold*, *Slow*, or *Web*. Their religion encompasses the worship of the White Shark and the Black Octopus. Most males honor the Shark (aggression, hunger, death, war) while females are often devoted to the Octopus (secrets, wisdom, protection, concealment). See the **DEITIES, DEMINITIES & PERSONALITIES** supplement for details of these entities. This race call themselves *kala*, which means "intruders" in their language. *Kalau* is singular.

FLUTTERPOTAMUS: A happy-looking miniature lavender hippo with inadequate butterfly wings that manage somehow to keep the creature aloft. When riled, the flutterpotamus will bite for 1d6 damage plus *Confusion* (as spell) unless a save vs. Spell is successful. Otherwise, the creature sometimes emits a squeaky roar that creates a random magical effect in a 50'x20' cone. All within the area of effect save vs. Breath Weapon. A successful save means there is no effect for that individual, for that roar. Roll d6 to determine the effect of the roar.



<i>D6 roll</i>	<i>Effect</i>
1	<i>Hold Person</i>
2	<i>Knock</i> (plus fastenings, buckles, clasps, buttons, etc.)
3	<i>Levitate</i> (move up at 20' per round without control)
4	<i>Mirror Image</i> (3-12, of the flutterpotamus)
5	<i>Silence</i> (as Cleric spell <i>Silence 15'</i> - but in cone area)
6	<i>Sleep</i>

The flutterpotamus is affected by a permanent *Protection from Normal Missiles*. At will, it may *Dimension Door* thrice per day, and, if moved to do so, can *Remove Curse* upon a creature or item in clear sight with merely a wink. A flutterpotamus may speak, but rarely chooses to do so. It keeps a cache of shiny, glittery treasure hidden nearby, often to offer as a ransom for its life when necessary.

GIBBERING HORROR: Amorphous monstrosity covered with eyes and mouths which blink and jabber in chaotic multitude. It creeps and clings along floors, walls, and ceilings, then rises up into the air to float about in an uneven sphere. The cacophony of voices from the gibbering horror creates a *Confusion* effect, as the spell, as cast by a 7th level magic- user. The mouths and eyes can be extended 5' from the main mass upon slimy tendrils. The mouths can bite creatures within melee range and the eyes can cast their rays up to 3" in any direction, from 2-5 of each at any given time. Effects chosen by the Referee or determined by random d10 roll.

<i>Eye Number</i>	<i>Function</i>
1	<i>Darkness 5'</i> (centered on target)
2	<i>Hold Person</i>
3	<i>Dispel Magic</i>
4	<i>Suggestion</i> (heard by victim among voices)
5	<i>Polymorph Others</i> (harmless form)
6	<i>Fear</i>
7	<i>Repulsion</i>
8	<i>Heat Metal</i>
9	<i>Dimension Door</i> (random safe location)
10	<i>Slow</i>

A gibbering horror has no alignment, as such. The creature's motivations are alien and its mentality is madness. A magic-user attempting to read the creature's thoughts (by ESP, for example) is affected as if by *Feeblemind*, with no saving throw. Any others making a similar attempt are affected as if by *Power Word - Stun*. It is immune to all mind-affecting or emotion-influencing magic, *Sleep*, *Hold*, *Polymorph*, *Petrification*, poison, or electricity.

GNOLL, GNARR: A stocky and broader gnoll of colder climes. As gnolls resemble hyenas, gnarrs favor wolverines in look and attitude. A male gnarr displays the facial markings and striped patterns of many wolverines, distinguishing them from other gnolls. Armor is often piecemeal, and warm garments rare as their thick hides and striped pelts grant immunity to normal extremes of cold, with only half damage from magical cold. Their broad, clawed feet allow travel across ice or snow and help in climbing. Gnarrs possess scent glands much as a skunk, allowing a spray of foul-smelling liquid behind them with the same effects (q.v.). There is a 2 in 6 chance, during any given round a gnarr takes damage, of the creature flying into a berserk rage. A berserk gnarr lashes out at any creature within range, even its own fellows (not in preference to foes within reach), with a +2 chance to hit, and will fight until there are no opponents within reach or until dead.

GNOLL, KHABAR: Khabar gnolls are more intelligent than spotted gnolls and more likely to produce leaders, spellcasters, or monks. Spotted gnolls are the common version, while striped gnolls are known as khabar. Khabar tend to be pale gray, white, or silver with black stripes. They have larger ears and sleek muzzles. Inclined to wearing bones and carrying bone weapons or talismans. Their bone weapons are usually treated with *blackblood* to make them strong as iron. More details can be found in the **MAUVOLG** supplement.

GOLDBEAR (BUGBEAR): A massive four-armed bugbear with heavy golden fur, the goldbear stands a little shorter and broader than others of its kind. Its dense musculature and metallic fur give the goldbear superior protection against typical attacks, taking half damage from blunt weapons and none from ordinary fire. Magical fire deals half damage. These creatures are known to wade fearlessly into close combat with armed and armored foes to lash out with claws and weapons. A goldbear has the same chance to surprise as a bugbear, though it moves a bit slower.

GOLEM, CAULDRON: Animated cauldron that walks, fights, and sometimes creates potions to spew at targets. The golem can produce one potion per round of combat, spewing it forth in a torrent 5" long x ½" wide. Those struck save vs. Dragon Breath and are affected on contact. Typical potions include Diminution, Gaseous Form, Polymorph (random), Oil of Slipperiness (affecting the entire creature and surroundings, possibly causing loss of grip and balance), and Poison. An empty cauldron golem attacks by trampling or bashing opponents, able to bowl over most creatures of medium-size or smaller. An empty cauldron golem struck in melee will emit a resounding bell-like tone that has a 20% chance of summoning another cauldron golem. A cauldron golem may roll into combat, moving 3x normal speed and bashing/trampling for double damage, but with a -2 to hit and taking its next turn to recover and right itself. Most spells have little or no effect as the golem is not alive, has no sensory organs, feels no pain or emotion, has no discernible thoughts, and has no anatomy or soul. *Heat Metal* does not harm the golem and it can do the same to itself at will, sometimes filling itself with oil to ignite for a torrent of flaming death. Magical cold slows the golem by half. Other than potions and oil, the golem can produce a variety of liquids, such as water, soup, wine, ale, or vinegar. Some can fill with water and scry as a Crystal Ball. Others have been known to sound themselves in a bell-like tone that acts as a Chime of Opening to help getting around in dungeon

environments without resorting to bashing through doors. One golem was seen to swallow an attacker, who was never seen again. Some adventurers curse cauldron golems that have magnetized themselves in combat, causing armor and weapons to stick to their bodies, effectively disarming their opponents. A legend among witch covens tells of an ancient "proto-cauldron," called Walking Keltie (the Iron Queen), from which all other cauldron golems come and to whom they defer without question.

GORGON: Monsters of feminine aspect that display unearthly beauty or nightmarish ugliness. Though the familiar serpent-tressed "Medusa" with the petrifying gaze certainly exists in the Avremier setting, gorgons embody a variety of traits and dangers. This volume presents the common specimen, but others can be found in the **MARA IMPERIUM** supplement. The "common gorgon" is humanoid in form, and those with the lower half of a snake are quite rare. Her gaze may turn victims to stone, and herself by reflection. Gorgon eyes have a nictitating membrane that can block their petrifying power, thus the creature is unlikely to accidentally turn herself to stone unless employing her gaze to do so to another. The asps of her "hair" are deadly venomous.

GREEBLE: This bizarre creature resembles a chubby mouse, but a closer look reveals tiny wicked claws, sharp teeth, slightly pointed ears, cat-like eyes, a spaded tail, and well-concealed furry wings. Often known as a "dragon mouse," this creature usually breathes fire (if russet-furred) or some other dangerous form of breath weapon (depending on fur color) six times a day. Impossibly, a greeble's breath weapon is the same size as a dragon's and inflicts 3-30 damage, unless a saving throw vs. Dragon Breath is made. It is believed that the greeble comes from another plane, but that some are now native to Avremier. Still, the creature is quite rare, its name coming from the distinctive sound it makes just before it attacks. A greeble is easily startled, but not unusually aggressive.

HAG, GRIM: Quiet and monochromatic, this crone is tall, imperious, and angular. Though fearsome in aspect, the grim hag is not generally as aggressive as other hags. She moves in complete silence, not even a rustle of clothing to be heard. The grim hag's skin is hard as iron and impervious to non-magical weapons. She is imbued with a permanent *Protection from Good* (as from *Evil*, but against good-aligned opponents) and can see invisible objects normally. She may *Levitate* at will, but also along the horizontal plane. The grim hag may *Shape Change* at will into an ordinary human woman of any apparent age, losing her claw and bite attacks in the process.

HARUKAN: A heavy wereboar (pig) with magical powers to acquire slaves and treasure as signs of status and for its own unspeakable purposes. Lavish tastes but not very discerning, preferring gaudy and tasteless extravagance over true value or art. *Charm Person* by voice within 2", one person at a time. *Polymorph Others*, but only into pigs. *Locate Object* and *Telekinesis* once each per day. Once the harukan makes a bargain, its word is binding, but it will twist the intent to its own advantage. Ordinary wereboars commonly serve as henchmen and are immune to the monster's *Charm* and *Polymorph* abilities. The harukan is cruel, sadistic, and cannibalistic.

KHALKOTAUR: Enormous bull-like creature with metallic covering of various kinds. Known to petrify foes with gaseous breath and then reduce them to rubble with a thundering hoof strike, though the bronze type usually breathes fire — both in a 6' range. Some are known to exhibit tail spikes similar to a manticore. Rare specimens resemble great mountain sheep with impressive horns. See the **NEKARI** supplement for details of khalkotaur variants.

KHAROSK: Aquatic octopoid with an articulated chitinous exoskeleton providing support to walk on land, a kharosk (also called the "walktopus") measures up to 9 feet long and stands about 7' high when upright. The upper body is crested and shaped like a man o' war, with larger and more powerful tentacles, serrated at the joints to inflict wounds when constricting. A kharosk can breathe air for long periods, but must eventually return to the water to avoid dehydration and illness. The creature is sensitive to bright light and prefers a gloomy environment. A kharosk communicates through vocal sounds and color changes, but is unable to master many words of any civilized language. The creature's ability to change color gives it exceptional camouflage and a kharosk is fond of observing strangers from hiding before making its presence known. The kharosk's powerful tentacles grant the ability to negotiate surfaces as a giant spider.

LYCANTHROPE (WERE): The disease was engineered to cause the victim to hate his own kind, but to obey the fae. In its early stages, lycanthropy is a painful and transfiguring ailment that is definitely not to the victim's advantage, ravaging the sufferer's body with wracking pains, occasional delirium, uncontrolled outbursts of transforming rage, and a gradual loss of humanity. Infected lycanthropes can no longer breed, never passing the disease on to offspring. Lycanthropes slain by undead may later rise as undead, retaining their shapechanging abilities in their new state.

Werebeasts of Avremier can, on rare occasions, assume bestial forms outside of the typical range. The animal forms stray into the realm of magical beasts.

<u>Type</u>	<u>AC</u>	<u>Move</u>	<u>HD</u>	<u>Align</u>
Werehellhound	2	12"	5+1	Neutral/Chaos
Wereowlbear	1	12"	6+1	Neutral/Chaos

The Werehellhound breathes fire just like the standard Hellhound (damage by hit dice), and even in human form (but then for half-damage).

MOUNTAIN DOG: A kind of gargoyle that resembles a big bulldog of the so-ugly-it's-almost-cute variety, the mountain dog negotiates stony slopes and surfaces as nimbly as a goat. Once it sets all four paws on the ground, it is almost impossible to shift or knock over. Its stony hide is impervious to non-magical weapons, lightning, and fire. The mountain dog's powerful bark affects creatures of earth or stone with enough force to stop them in their tracks and even inflict 7d4 damage. Under the right circumstances, the bark may cause a rockslide or avalanche. The creature is a popular companion or pet of delvers (dwarves) and is of Neutral alignment.

OBSCURER: Spherical fungus about 5' in diameter that drifts through the air and emits a variety of gaseous blasts from protruding vents studding the pale leathery surface. Rudimentary eyespots are placed around the sphere, but the creature "sees" mostly through other senses. Gas may be blasted in any direction, up to 10' from the creature, forming a 10' cloud of spores and vapors that requires strong winds to disperse. The gasses produced by the obscurer mimic the effects of such spells as *Sleep*, *Dispel Magic*, *Slow*, *Confusion*, *Animate Dead*, or *Cloudkill*. The blasts are random (d6) and the obscurer seems to have no tactics or goals in their use.

OOZE, BERSERKER: This dark gray mass resembles wet clay. Always rippling, bubbling, or shuddering, the ooze waits among or near a cache of melee weapons of all types. When a living creature draws within melee range, the berserker ooze grasps every weapon it can with a multitude of pseudopods and surges into battle. It wields from 6-13 weapons at once, attacking without hesitation or reason. If a weapon is dropped, or otherwise becomes available, the ooze will snatch it up if it has a free appendage. Normal weapons do little to harm the ooze (1 damage from edged or pointed weapons and 2 damage from blunt weapons), but the creature does not like acid or fire - taking an extra die of damage from each. The only treasure the ooze will have is the weapons it wields (some of which may be magical) or any incidental loot from recent victims.

SIEGE TREE: A broad, gnarled tree of exceptional strength and flexibility. Hurls boulders and other objects as a light or heavy catapult, depending upon size. These creatures can move about slowly and prefer to fight rather than flee.

STOAD: Giant toad with stony hide that provides natural armor and excellent camouflage in rocky surroundings. Can sit, unmoving, for long periods of time to be mistaken for a statue (75%).

SWEEP: House fae that sweeps up with a twig broom, collecting small bits of this or that for its own purposes. At any time, a sweep may have a pinch or three of any type of magical dust or powder. Its broom acts as a Staff of Striking and Broom of Flying, but only in the hands of the sweep.

TIGER MONKEY: Striped, swift, and practically fearless. Retractable claws and nasty teeth. Superior climbing ability and prehensile tail to help attack from ambush. Its impressive roar can stun a single creature up to human size for 5 rounds minus the target's hit dice, within a 5' range.

VORAILE: Giant wasps built on the same lines as a cheetah. Fast and agile, with powerful jaws and long sting-tipped tails. Those stung must save vs. Poison or be paralyzed for 2d6 turns. Their spotted and striped carapace provides excellent protection and a measure of camouflage in their natural surroundings, surprising prey on a 4 in 6 chance on grassy plains or savannah. Small insect wings allow leaps of up to their full normal move in a single jump, but not true flight. Its six legs are each tipped with vicious retractable claws and the voraile can walk sheer surfaces as well as any insect.

ZHESHEK: The “mantis bear” of the deep woodlands, this creature seems to have traits of both animals. The long, spiny arms of the creature are used for quick strikes and deadly, grappling hugs. The angular head moves in to bite with teeth and mandibles, while the monster’s compound eyes allow it to see in many directions. It is (wrongly) believed that the zheshek is related to the umber hulk and the creature is no more aggressive, nor intelligent, than any ordinary bear.

MAGIC DETERMINATION TABLE: (Additions)

SWORDS: Many of these weapons will be unique items with their own names and histories. Not quite artifacts, but almost always more than a simple magical sword with a "plus"-or-two and a special ability.

01-18	Blade of Hate	53-63	Gloomblade
19-30	Checkered Blade	64-72	Phoenix Blade
31-44	Driftwood Blade	73-83	Sever
45-52	Firefrost	84-00	Wraithblade

MISCELLANEOUS WEAPONS: As with swords, above, many of these weapons are unique, or unusual beyond a magical bonus.

01-09	Arrow, Bonebane	48-58	Deathadder
10-16	Arrow of Dismissal	59-69	Featherblade
17-22	Bowstring, Faehair	70-77	Flail, Manticore
23-29	Dagger, Sansir's	78-84	Gauntlet, Mantis
30-40	Dagger, Silverstar	85-87	Hammer, Hourglass
41-47	Dart, Chrysalis	88-94	Mirrorshot
		95-00	Slug Sling

ARMOR:

01-12	Armigerial Panoply	41-66	Gargoyle Armor
13-25	Barding, Hippogriff	67-81	Seahorse Armor
26-40	Bonemail	82-00	Shield, Scarab

POTIONS AND OILS:

01-13	Bladeturning Oil	49-64	Liquid Lunch
14-22	Fresh Breath	65-79	Sound Body
23-36	Healing Oil	80-92	Vivification
37-48	Holy Oil	93-00	Water Elemental Form

RINGS:

01-18	Elemental Absorption	49-69	Knocking
19-35	Gargoyle	70-79	Phoenix
36-48	Glass (M)	80-00	Steel

WANDS, STAVES, AND RODS:

01-08	Dragon Bubbles	50-58	Bamboo Staff (C)
09-18	Hazel	59-63	Centipede Staff (C, M, T)
19-29	Icicle	64-69	Blackspiral Rod (All)
30-38	Keyhole (M, T)	70-77	Cobra Rod (C, M, T)
39-49	Taper	78-88	Purifying Rod (C, M)
		89-00	Sparkle Rod (C, M)

MISCELLANEOUS MAGIC:

Table I: 01-50

01-02	Addercoil	26-27	Lightning Sand
03	Anklets of the Dawn Strider	28-29	Marsh Token
04-05	Athellus' Flagon	30	Minotaur Helm
06-07	Ball of Colors	31-32	Mouse Pellet
08-10	Bedroll of Light Repose	33-34	Octocloak
11	Blackiron Rose	35-36	Owl Cloak
12-13	Breaking Bell	37-38	Paddle Duck
14-16	Breath Mint	39-40	Pipes of the Boneyard
17	Cloak of Lace	41	Pipes of the Midden
18-19	Cobra Stocking	42-44	Pitfinder Sphere
20-21	Coin of Fascination	45-46	Pitrop
22-23	Coin of the Fiery Smite	47	Pockmarked Flute
24-25	Conjure Dust	48-50	Push Spike

Table II: 51-00:

51-52	Dandelion Mantle	75-76	Robe of Opportune Items
53	Dire Helm	77-78	Rose Crystal Lantern
54	Dragon Gauntlets	79	Rosewood Coach
55-56	Dust of Desiccation	80-82	Rug of Greeting
57-58	Ettin Gauntlets	83-84	Rug of Security
59	Frog-Head Helm	85	Smokepane Lantern
60-61	Girdle of Equine Mien	86-87	Snuff of Wind
62-63	Hedgehog Bomb	88-89	Spiderspun Mantle
64-66	Hiltbinding Ribbon	90-91	Steelpommel Saddle
67-68	Horn of Alchemical Bubbles	92	Teeth of the Storm
69-70	Hushmetal Chime	93-94	Urn of Endless Fire
71-72	Incense of Discorporation	95-97	Wonderskin
73-74	Jangleball	98-00	Wreath of the Homestead

EXPLANATION OF MAGIC ITEMS: (Additions)

SWORDS:

Blade of Hate: This +1 Neutral sword looks pitted with rust and tarnish, never clean or polished. A non-Lawful creature type injured by the blade is added to its roster of foes (along with its primary language), up to a number equal to wielder's charisma score. The sword urges the wielder to attack those creatures and is +3 to hit and damage against them. Intelligence of 10 and Egoism of 5.

Checkered Blade: The blade is checkered black-and-steel, with a horse head (yes, a horse) for a pommel (black or steel). The sword is Lawful but not intelligent, functioning only for a Lawful wielder as anything but a +1 weapon with no other powers. +3 to hit and damage for a Lawful wielder and on a to hit roll of 19 or 20, that wielder may choose to "capture" an opponent in an extra-dimensional *Maze* space instead of dealing damage. In combat, instead of moving, the wielder may *Dimension Door* (only in a horizontal direction) up to 15'. Four of these swords are said to exist.

Driftwood Blade: A rudimentary +1 sword of hardened wood, bleached by sun and scarred by wave and sand. Floats in water. Can be used by a druid. Water elemental creatures are at -3 to hit the wielder. One extra attack per round against same or adjacent foe.

Firefrost: This unique sword flickers with flame on one half of the blade (as a Flaming Sword) and glitters with frost on the other half (as a Sword of Cold). The wielder chooses which half of the blade to strike with for each attack. The magic keeping these opposing forces together is not absolute and sometimes threatens to fail. Should a 1 be rolled to hit, there is a % chance equal to the opponent's hit dice that the sword will explode in an ice-strewn conflagration that deals 6d6 fire damage and 6d6 cold damage to everything in a 60' radius, including the wielder (who gets no save).

Gloomblade: A +2 sword of dark blue steel. When drawn, all light in a 50' radius is dimmed. Sunlight reduced to the gloom of an overcast day, moonlight lessened to the intensity of starlight, lanterns or torches dimmed to a candle flame, while candles are dimmed to useless pinpoints. Magical light is simply extinguished. The wielder can see fine within the effect, regardless of light conditions. The temperature within the area is lowered by 20°. Wielder becomes shadow — immaterial and featureless (still wielding the solid sword), unable to be struck by non-magical weapons or effects. *Gloomblade* can hit immaterial creatures as normal.

Phoenix Blade: +3 Flaming Sword of golden-tinged steel, with an avian motif. If the wielder dies in battle while holding this weapon, the sword will resurrect him within 1d4 rounds, in a fiery blaze - with all other

items but the sword having to save vs. Dragon Breath or be destroyed. The sword loses one "plus" of enchantment with each resurrection, until it becomes an ordinary weapon with no abilities whatsoever.

Sever: Scimitar fashioned from a skeletal forearm and attached fist for the pommel and a sharpened rib bone for the blade. Performs as a Sword of Sharpness, or as a Vorpal Blade against skeletal creatures. Skeletons or zombies beheaded by this sword cease to animate.

Wraithblade: This cold and translucent black sword is magical, but has no inherent "plusses" to hit or damage. On a successful hit roll of 20, the *Wraithblade* drains one hit die or level from a living, intelligent (above animal) victim to gain one "plus" that lasts until the next sunrise - up to a maximum of +4. Thereafter, each energy level drained increases the wielder's strength by 1. Beyond 18, strength is increased by 20%, up to 18/00. These bonuses also last until the next sunrise. If wielder dies with the sword, he rises as a wraith, still wielding the sword. The sword is not intelligent, but it is evil.

MISCELLANEOUS WEAPONS:

Arrow, Bonebane: +3 bonus to strike and damage skeletal creatures or any object of bone, this metallic pink arrow melts slain bone creatures into mauve slime capable of independent movement and action — as an ochre jelly.

Arrow of Dismissal: This +2 arrow may send a denizen of another plane back to its place of origin on a successful hit. The target saves vs. Spells, but modified by 2 + the number rolled above that needed for success on the to-hit die. Add another +2 if the roll was a 20.

Bowstring, Faehair: Crafted and gifted on rare occasion by the fae, this item does not function otherwise. An arrow fired from this string is enchanted to +1 and affects an intelligent non-fae target with *Confusion*.

Dagger, Sansir's: +3 weapon that may become a +2 short sword or a +1 longsword, once per round, on command.

Dagger, Silverstar: Silver dagger with embossed six-pointed star near the hilt. A silver ring with the same symbol is a detachable part of the pommel of the dagger. When wielded in the same hand where the ring is worn, the dagger becomes +1 and the ring becomes a Ring of Protection +1.

Dart, Chrysalis: +1 dart fashioned from insect carapace with an amber point containing a small insect. A creature of up to 12 hit dice struck by the dart is enveloped in translucent golden goo (destroying the dart) and affected by a form of *Sleep* (with a save, but at -4 penalty). The goo hardens into amber in one round, crumbling to worthless pieces after one day, leaving the victim unharmed.

Death Adder: A heavy +2 whip where a seemingly-stuffed black serpent with closed eyes and jaws replaces all but the handle. When activated, the eyes open and jaws gape, hissing and dripping venom. Death Adder can be used to strike or to constrict, up to 10' each. If not commanded during an attack, it chooses to strike. On a strike, the head bites and injects venom (enough venom for three bites per day). Even without venom, Death Adder's bite inflicts 1-4 damage. If used to constrict, Death Adder does so as a Rope of Entanglement (but for one target only). When animate, Death Adder can be healed as an ordinary animal. When dormant, it is an item and may only be repaired as such.

Featherblade: Throwing dagger made from an enchanted raven or hawk feather. Range is doubled for a raven, or tripled for a hawk. Looks and feels like an ordinary feather until thrown, where it will emit a sound like the cry of the appropriate bird. A magical weapon for the purpose of hitting creatures immune to non-magical weapons.

Flail, Manticore: +1 flail with 24 spikes that may be launched, up to six at a time, with an 18" range, as a +1 light crossbow. Lost spikes are restored in a day. The flail is a +3 weapon in the hands of an armiger of the Manticore Court.

Gauntlet, Mantis: These ornate green metal gauntlet-bracers are hooked and edged most wickedly for dealing 1-8 melee damage. If no other weapons are held, both gauntlets can be used to attack each melee round. Each gauntlet gives the wearer a +1 to dexterity for as long as it is worn. The gauntlets will want to be used in preference to any other weapon. Treat each as if it had an Intelligence of 7 and Egoism of 9.

Hourglass Hammer: This +2 war hammer resembles an hourglass on a wooden haft. On a hit roll of 20, the target (only) is affected as if by a *Time Stop* spell. The wielder gains a +2 bonus to personal initiative each round.

Mirrorshot: Applied to an arrow, quarrel, or dart. *Mirror Image* effect in flight, producing 4 illusory duplicates to make the weapon more difficult to dodge, deflect, or catch. If targeting or dodging the original, there is only a 20% chance (1 in 5) of choosing the correct one.

Slug Sling: Stone shot by the sling becomes +1 and splatters after impact to engulf the target in mildly acidic slime that deals an additional 1-6 damage the first round, then 1-4 damage the second round. The slime acts much as a *Web*, affecting only the target and dealing acidic damage to anything else coming into contact. The sling can be commanded by the wielder to become a giant slug, but is not under any control and never again returns to sling form.

ARMOR:

Armigerial Panoply: Ornate plate armor with no magical properties unless worn by one of armiger blood. Each dedicated to a specific Court, acting as +1 armor for an armiger of another Court. +3 armor for an armiger of the same Court, who also gains two more advantages: bonus to saving throws increased to match the wearer's charisma bonus (if any) and gain one extra heraldic manifestation per day.

Barding, Hippogriff: Gives an ordinary mount the wings, talons, and beak of a hippogriff, gaining the corresponding movement and attacks.

Bonemail: Full suit of bone armor that can detach (taking one full round) into an animated skeleton under the wearer's control. Suit is AC 5 and may don itself upon the wearer by command.

Gargoyle Armor: Dull gray-green scale mail +1 with clawed gauntlets that inflict 1-3 damage/hit. Wearer can be camouflaged to resemble any normal kind of stone, able to blend into similar surroundings. If the helm is worn, the user can unleash one roar per day that acts as a Fear Wand. Upon command, the armor produces leathery wings to give the user rather clumsy flight for a total number of rounds per day equal to his strength score. The wearer takes half damage from non-magical weapons.

Seahorse Armor: Wearer may swim, move freely underwater, and breathe if the helm is worn. The helm looks like the head of a seahorse and the armor resembles the hide of the creature. AC 4.

Shield, Scarab: Metal shield +2 resembling a giant beetle. The wings snap open to form blades that can be used as short swords in combat, or, the mandibles can bite independently once per round for 2-8 damage. The legs can be extended for grabbing or to aid in climbing (as a thief of half the user's level). Once per day, the shield can be commanded to animate for up to 10 rounds, with all the stats of a giant beetle, except the bite does 2-8 damage.

POTIONS AND OILS: Some work on contact as well as consumption, allowing them to be thrown (range 30') for effect. Not Control potions.

Bladeturning Oil: Rub into the skin to take half damage from slashing and piercing attacks. The oil lasts for 6 hours.

Fresh Breath: Immune to inhaled effects such as stench attacks, spores, or poison gas. Lose sense of smell and taste for the duration.

Healing Oil: Cures 2-7 damage as a Healing potion, but also soothes 2-12 burn or cold damage, and neutralizes acid, pudding, slime, or other corrosives on contact, Cures contact poisons and diseases transmitted by contact (if applied in time).

Holy Oil: As holy water, but creates "holy flame" when burned.

Liquid Lunch: One large sip of this potion equals one meal of food and drink. A flask contains three large sips. Flavors vary.

Sound Body: Removes all foreign organisms, entities, or enchantments from within the drinker's body. Poison, disease, parasites, possession, spell effects, etc. Does not affect the brain or purely mental magicks.

Vivification: Makes the drinker preternaturally alert and aware. Increase move rate by 3". Immune to *Sleep*, *Slow*, and *Hold* effects. +1 bonus to avoid surprise and to notice secret doors and similar concealment. Must rest for a number of hours equal to number rolled for duration after effects wear off to avoid fatigue. Can become addictive. Known to adventurers as Alpine Nectar.

Water Elemental Form: The drinker of this refreshing potion turns into a water elemental of equal or lesser hit dice for the duration of the effect.

RINGS:

Elemental Absorption: Stores damage dice from determined element or energy type (acid, cold, electricity, fire) up to 60 points. Damage beyond limit passed to wearer with no save. Stored energy can be released in attacks of damage similar to dragon breath, up to the amount stored. Ring grows warmer or cooler as stored energy builds or fades.

Gargoyle: Baroque ring of dark grey-green stone. Skin of wearer tough as stone, able to ignore the first 50 points of non-magical damage taken in a day. May turn into a gargoyle for up to 4 hours/day. *Stone to Flesh* 1x/week, by touch. Wearer immune to petrification.

Glass: Wearer may touch the ring to any surface of glass to function as a Crystal Ball.

Knocking: When worn and the ring is knocked against a surface, an effect is created identical to a *Knock* spell. Can be used once per hour.

Phoenix: Heavy gold ring with red jewel embossed with a gold phoenix. Wearer is kept comfortable in any extremes of natural cold and guarded as with a Ring of Protection (+1 AC and saving throws). If the wearer falls more than 5', she floats gently to the ground (at 2 per second, up to 100' before the effect wears off). If the wearer is slain, the ring bursts into red and gold flame in a 10' radius, inflicting #d6 damage (where # is equal to the wearer's hit dice) to everyone in range. The wearer emerges unscathed and with 1 hit point. The ring is ruined and of no value.

Steel: Protection as if wearing chain armor and the ring adds 200 gp of encumbrance to the wearer. Thrice per day, the ring can give the wearer the appearance of highly polished steel (for up to 6 turns each time), which acts as a reflective surface for both gaze and energy attacks.

WANDS, STAVES, AND RODS:

Dragon Bubbles: When the user blows through the loop at one end, a stream (8" x 3" cone) of colored bubbles emerges. The bubbles linger for 6 turns, unless influenced by powerful winds or other strong interference. Those affected are at -2 to all die rolls for the duration. Unless chosen, the color of the bubbles is random and produces an effect based upon a standard dragon breath weapon.

<u>Roll</u>	<u>Color</u>	<u>Effect Within Bubble Stream</u>
1	White	Chilling cold plus <i>Hold Person</i> .
2	Black	Prickling pain plus <i>Disintegrate</i> non-living material.
3	Green	Stench plus loss of 1 Strength/round. Loss for 10 rounds.*
4	Blue	Tiny thunderclaps plus <i>Stun</i> (as <i>Power Word</i>).
5	Red	Distorting heat mirage plus dehydration/heatstroke.
6	Golden	Strength loss of Green plus heat effects of Red.

*Loss of Strength lasts 10 rounds after leaving the bubbles and is restored at a rate of 1 point/round at that time.

Hazel: May use *Locate Object* when held, and the wand points the way. When held and *Locate Object* is not in effect, the wand protects the user and those within 1" from snakes and serpents of all kinds, up to a total of 20 hit dice.

Icicle: This is an (unmelting) icicle, enchanted to produce a ray of bitter cold that inflicts up to 12d6 of damage and freezes the target in place for an equal number of turns. The exact dice of damage (and freezing) is chosen with each use, which diminishes the icicle until it is gone after a total of 12 dice used. The wand does not affect a creature of greater hit dice than the amount of damage dice chosen. Magical fire damage melts the icicle by an equal amount of dice.

Keyhole: This metal wand creates passages, with itself as the key. Expending one charge creates a *Knock* effect upon the area touched. Two charges opens a *Dimension Door* in the direction the wand is pointed. Three charges produces a *Passwall* effect.

Taper: Enchanted candle that burns and illuminates as normal, but can be wielded as a one-use Wand of Fireballs. The number of damage dice is equal to the number of hours left in the candle. These items tend to be fragile and a little unstable, carrying the (10%) chance of backfire or injury (¼ damage) to the user. Some display signs of being unusual, even when simply lit or burning in a holder. Flame of unusual color, sparkle or fizzle at brief intervals, shed excessive heat, or cast colored shadows.

Bamboo Staff: Length of bamboo graven with intricate scrollwork. Has the following powers. The first two use no charges.

Barkskin (+1 AC and non-magic attack saves	Constant while held
+1 Spear	Constant while held
<i>Warp Wood</i>	As 8 th level Druid
<i>Turn Wood</i>	As 8 th level Druid
<i>Transport via Plants</i>	Staff serves as the plant

Blackspiral Rod: Wrought black metal. Back half winds around the forearm, the business end firmly in hand. The rod may imprison one evil otherplanar being at a time. The creature must be struck and hear the spoken command word, then save to avoid being drawn into the rod itself. Wielder may try to channel the imprisoned creature's powers or abilities (one at a time) through the rod. This requires an Egoism check (as with magical swords) for the first attempt. The imprisoned creature's hit dice serves as its Egoism and failure indicates an ability cannot be manifested, not control of any kind by the prisoner. The more the rod is used this way, the more likely it will release its prisoner (cumulative 5% each time).

Centipede Staff: Created from a pearlescent resinous material in the shape of a giant, elongated centipede. Bearer is immune to poisons from living creatures of all types and can speak with insects as *Speak With Animals*. Upon command: Turn sticks to giant centipedes (as *Turn Sticks to Snakes*), anti-insect shell (as *Anti-Animal Shell*), and *Insect Plague* (all centipedes, so no flying cloud).

Cobra Rod: This device resembles a fine ivory walking stick or cane, with the carved head of a hissing cobra. It may be employed as a +1 spear for melee or for throwing. Up to three +1 darts (poison or not, as desired) may be launched per day from the open mouth up to a 120' range, losing all enchantment one round after use. Once per day, the rod may be animated as an unliving cobra of ivory, able to perform in all ways as a normal serpent under the command of the user.

Purifying Rod: When struck, this hollow metal rod emits tones attuned to dismissing impurities and water elementals. The rod can be used to *Purify Water*, up to 12 cubic feet, *Neutralize Poison*, or banish one water elemental.

Sparkle Rod: Metal rod that grants immunity to electrical attacks when held. Can be used as a +1 mace, striking with a thunderclap on a natural 20 to stun and deafen the target for 6 turns. The rod can be commanded to emit a shower of sparks, adding 3d6 electrical damage to a successful hit.

MISCELLANEOUS MAGIC:

Addercoil: Black 50' rope. Can be commanded to become 10 poisonous 5' snakes, under owner's control. A slain snake reverts to rope that may merge back into *Addercoil* by touch.

Anklets of the Dawn Strider: Rose-gold circlets provide *Wind Walk* for the wearer, up to one hour total per day. Between midnight and noon, wearer may fly at a 30' move rate. Otherwise, flight rate is 10'. User's feet become rose-gold hooves when the anklets are worn, granting a kick attack (1d3+1 for small, or 1d4+1 for medium.), as magical and silver weapons.

Athellus' Flagon: A single drop of liquid added to the empty interior of this lidded tankard will produce crisp, cold apple cider to the brim. If the liquid contained alcohol, the cider will be hard. Upon command, while holding the flagon between two hands, the cider will be heated. The flagon is embellished with images of apple boughs.

Ball of Colors: Glossy 4" dull gray ball, like that used in juggling. Becomes a different color each time it is held. Some are enchanted to fascinate the user into playing with the ball.

Bedroll of Light Repose: Very sturdy and capable of maintaining a comfortable temperature in normal conditions. *Cure Light Wounds* to sleeper, after a proper rest, 1x/day. Bedroll and occupant have no scent.

Blackiron Rose: Metal rose with thorny stem. Can become (1 each/day) the size of a brooch, normal rose, mace, or a staff. Each day, the rose must draw a drop of blood (1 hp) from the user to maintain its magic. As a brooch, grants +1 to AC and saves vs. non-magical attacks, and the ability to sprout thorns that add 1d4 damage to unarmed attacks. At the size of a normal rose, the user radiates *Anti-Plant Shell*, is immune to plant toxins, and *Speaks With Plants*. The mace is a +2 weapon that casts *Hold Plant* when striking a plant creature and *Warp Wood* upon striking any wooden surface. Staff is a +1 weapon, can *Repel Wood* when brandished, and become a thorny, metal treant when stuck into the ground. The treant is armor class 0 and cannot command trees.

Breaking Bell: Small round jingle bell that is silent until activated and can be thrown like a grenade to create a *Shatter* effect; the bell shatters as well when used.

Breath Mint: Candy takes a round to dissolve in the mouth to grant one use of a breath weapon (used within 5 rounds), as a young dragon of the appropriate type. Cinnamon: fire. Peppermint: electricity. Spearmint: acid. Wintergreen: frost.

Cloak of Lace: Fashioned from intricate ivory-hued lace, this cloak makes the wearer immune to aging effects, able to become incorporeal for up to a number of minutes equal to charisma score per day, *Levitate* for an equal

number of minutes per day, and create up to 3" x 3" x 6" worth of lace-patterned *Webs* per day.

Cobra Stocking: Lightly-scaled body stocking provides armor class 6, immunity to snake and reptile venom, the ability to slip through openings suited to a creature one size smaller and escape non-magical bonds in 1-4 rounds. Animals react to wearer as to a snake. Serpents treat wearer as one of their own. If the hood is worn with attached facemask, the wearer is *Polymorphed* into a giant cobra.

Coin of Fascination: Lustrous golden coin creates a hypnotic effect in a 3" x 3" square area from the user, for as long as it is flipped up into the air and caught. Up to 18 hit dice of creatures may stand and watch the motion of the coin. The user cannot perform any other action requiring concentration or strenuous activity while maintaining this effect.

Coin of the Fiery Smite: Heavy golden coin stamped with a holy symbol. On command, the coin will produce a 6d6 fiery burst, centered on itself. Anyone holding or possessing the coin when the strike is activated receives no save. The coin is destroyed.

Conjure Dust: Snap a pinch between the fingers to create an ordinary non-living and non-magical item that can be held in one hand. Item is permanent and the form is decided by the user, up to 100 gp value.

Dandelion Mantle: Lightweight cloak edged with dandelion down. Wearer is utterly silent while the clasp is fastened and takes no damage from falling 10' or more. Once/day, may produce a 20' cloud of itching and obscuring seeds as Dust of Sneezing and Choking (without the chance of death). Wearer is immune, but those affected must save vs. Poison or be incapacitated for 6 turns.

Dire Helm: Magical helm with a bestial motif (such as bear, lion, or similar). Wearer gains a bite attack as the giant version of the animal (the helm does the actual biting) and may *Polymorph* into giant animal form up to 3x/day.

Dragon Gauntlets: Sorted by standard draconic color. Increased strength as *Strength* spell when worn. Claw attacks for 1-4 damage. Immunity to energy type of the dragon color of the gauntlets. Immune to all types of fear.

Dust of Desiccation: A handful of this fine, chalky material evaporates up to 100 gallons of water. A water elemental saves vs. Spells or be destroyed. On a successful save, it is banished to the plane of water. A living creature must save each round, or take 1d6 points from severe dehydration. This effect last for 3d4 rounds.

Ettin Gauntlets: Must be worn in pairs. Bad smell and very bulky. Ambidexterity, but poor fine manipulation. Catch or hurl small boulders and similar oversized missiles as a hill giant. Two saves vs. all mind-affecting magic. +2 bonus vs. surprise.

Marsh Token: A ring of bone wrapped in black wire and snakeskin, with a tattered heron feather. Becomes a flat-bottomed boat of cypress and bone that moves at a rate of 15" through a landlocked body of water or wetland without aid for up to 12 hours before losing all magic. A will-o-wisp hovers before the craft to light the way.

Minotaur Helm: This bull-head helm affects only humans, increasing the wearer's size to about ogre size, with equal strength, also a butt/gore attack for 2-8 damage. Unaffected by fear, confusion, misdirection, or *Maze* effects. Wearer prone to berserk rage in combat, attacking the closest creature (friend or foe) unless a save vs. Spells is made. Also inclined to mutilate and eat of slain foes if killed in a berserk state. Helm cannot be removed without *Dispel Magic* or *Remove Curse*.

Mouse Pellets: Dusty white pellets the size of a grape. Often found in lots. When tossed onto a surface with the proper command, each becomes an ordinary white mouse. Within the mouth of a living creature, the magic is also activated without need of command. Created by a wizard with a houseful of distracting cats.

Octocloak: Hooded leather hooded cloak tattered into a kind of fringe at the edge. Wearer can swim at a 9" rate, and breathe underwater if the hood is up. May manipulate the tatters as octopus tentacles, reaching up to 10'. Once per day, the cloak can become a giant octopus under the owner's command for 9 melee turns. If slain, the octopus reverts to a cloak again.

Owl Cloak: Soft, hooded, feather-trimmed garment of pale brown. When clasped, the wearer can *Levitate* up to a total of 9 turns per day and move silently (as a Thief) with a 75% chance of success. With the hood up, three additional powers are available. See in any non-total or non-magical darkness. Hear noise (as a Thief) with a 4 in 6 chance. *Shape Change* into any normal type of owl at will, or into a giant owl once per day (not both).

Paddle Duck: Carved wooden pull toy, painted yellow, and fitted with a red cord. Pulling the toy by the cord (and only by the cord) causes the duck to emit a very realistic quacking sound as it flops along on large orange feet. When quacking, the duck spooks any animal of 3 hit dice or less into fits of trembling, able to fight if cornered but at -1 to all dice. On a failed save vs. Spells, the animal flees.

Pipes of the Boneyard: Once per day, these bone pipes summon 3d6 skeletons armed with swords, under the piper's control. Stay for 1 hour, or until slain

Pipes of the Midden: Mold-crusting pipes that summon 1-3 otyughs (AC 3, MV 6", HD 6, ATT 3, 1-8/1-8 tentacle, 2-5 bite + typhus), under no one's control, that stay for 10 rounds or until slain. Playing creates *Cause Disease* (reversed *Cure Disease*) in a 40' radius — disease chosen at random. Owner is immune to all disease.

Frog-Head Helm: Pale-green, round, and with a gaping frog mouth revealing the wearer's face. Creates bubble in gaping mouth for air supply and to protect against mental effects, environmental effects (such as gasses or dusts), or visual effects. Bubble can take 30 points of damage before "popping." Wearer can concentrate to use the helm's false eyes to see a full 360°.

Girdle of Equine Mien: A human wearer becomes a centaur, with associated movement and hoof attack.

Hedgehog Bomb: A failed attempt at an adorable little construct. The item must be activated, then hurled. Once on the ground, the figure curls into a ball and rolls up to 30' in any path chosen by the thrower, whereupon it will explode in a 30' burst of shards for 3-30 damage to all in the radius.

Hiltbinding Ribbon: Faded golden ribbon with 10-29 stitched symbols. Wound securely around the hilt or haft of a non-magical weapon it adds a +1 enchantment, but one symbol unravels with each successful hit and is lost. When the symbols are gone the ribbon loses all enchantment.

Horn of Alchemical Bubbles: Said to be a goblin kitbash. When blown, there is a 1 in 6 chance it will perform as a normal Horn of Bubbles. On 2-6, bubbles surge forth in a cone 12" in length and 3" at the base. If possible, the bubbles will drift ahead for 2-4 rounds at 9" per round. Can be winded five times per day, with bubbles of one of the following.

D6	Result	D6	Result
1	Faewine: <i>Confusion</i> effect	4	Beer: <i>Slow</i> effect
2	Oil: Very slippery/flammable	5	Skunk Water: Nausea/retching
3	Acid: 5d6 acid damage	6	Soap: Might sting some eyes

Hushmetal Chime: When struck, the chime emits no sound and creates a *Silence* effect in a 30' radius. If struck while the *Silence* is in effect, the chime will sound as normal, the magic is cancelled, and the chime may not be used again for one hour.

Incense of Discorporation: This small block of incense burns for 1 hour to produce a light, silvery smoke. Those within the smoke may save to avoid becoming a vaporous cloud, exactly as the Gaseous Form potion. A willing subject is automatically affected.

Jangleball: Large jingle bell creates a 50' burst of sound when thrown, dispelling the bindings of 3d6 hit dice of skeletal and zombie undead — causing them to fall apart, inert.

Lightning Sand: This two-part item comes as a very light dust that will form a 5' cloud when thrown, and a heavier sand that is tossed to fall through the suspended cloud to create a 5d6 stroke of lightning in passing.

Pitfinder Sphere: About the size of an orange, this wooden globe can be rolled up to 100' and will fall into the first pit it comes within 10' of.

Pitrop: Caltrop that becomes a 10' pit when stepped on. First the injury, then the injurious insult.

Pockmarked Flute: An old hollow bone pierced with random-seeming holes of varying size. Has a rich musical tone and one other quality: it makes mushrooms dance. More accurately, it animates mushrooms as a treant animates trees, serving the player's will, for as long as the music lasts.

Push Spike: Magic piton-like item may be pushed easily into most non-living materials (up to solid stone), remaining embedded when released. Easily removed (leaving no hole) with the proper command.

Robe of Opportune Items: This worn and patched garment functions only for the wearer, who can remove one patch per round to produce a random item, as listed below.

D% Roll	Result	D% Roll	Result
01-12	Campfire (already lit)	50-62	Pen & ink (any color)
13-22	Drink (hot or cold)	63-69	Poison antidote (1 dose)
23-32	Food (meal for one)	70-78	Puddle (10' wide x d6' deep)
33-40	Key (to normal lock in 10')	79-84	Staircase (10' up or down)
41-46	Map (determine randomly)	85-90	<i>Cloudkill</i>
47-50	Obscurer	91-00	Tree (takes root where set)

Rose Crystal Lantern: Force all shapechanged or magically disguised creatures in 30' radius of the lantern's light to save vs. Spells or assume their true form.

Rosewood Coach: Finely crafted vehicle of rich, reddish wood, trimmed with copper. Roomier inside than it appears, able to comfortably sit up to ten human-size passengers and luggage. Upon command, the doors will lock and bar themselves, while the outside sprouts wickedly long (10-inch) thorns to help keep foes at bay. Once per day, the coach can *Create Water* and *Create Food* (as the cleric spells) for the passengers, driver, and animals. A dryad tends and drives the coach, bound to the vehicle as if to a tree. The coach is alive, re-growing wooden components if left unused on bare ground long enough. Requires beasts to pull it for travel.

Rug of Greeting: Those wiping their feet on this attractive and sturdy rug are magically cleansed of dirt and grime while any minor damage to their garments is mended.

Rug of Security: The rug's owner receives a silent mental alarm when a stranger touches the item. The owner may perform one of the following, 3x each/day, on a creature standing on the rug: *Detect Magic*, *True Seeing* (as a

Gem of Seeing), or *Hold Monster*. One effect may be active at a time and the target must be seen.

Smokepane Lantern: When lit, the shadow of everyone within the 30' radius of the indigo radiance (except the holder) animates as the monster of the same name and attacks. The shadows are under no one's control and cannot exist outside the lantern's light.

Snuff of Wind: Glittering golden powder like finely ground mica. When snorted into both nostrils, user sneezes a wind gust in a 1" path up to 6" away, strong enough to snuff unprotected flames up to torch-size and cause protected flames to flicker with a 30% chance of extinguishing. Larger fires can be fanned outward up to 6'. Small flying creatures forced back up to 6'. Medium-size flying creatures struggle to stay in place against the wind. Larger flying creatures slowed by half. Light objects are blown over. The gust lasts for one combat round.

Spiderspun Mantle: Dusty layers of cobwebs in cloak form. Wearer may cast *Web*, each use diminishing the mantle by 25%, leaving it unable to regenerate after the 4th use in a day. Otherwise, the mantle regains one use of lost webs every six hours. Wearer may climb as a giant spider if half the mantle remains, moves freely in any webs, even magical ones, and is immune to all spider venom.

Steelpommel Saddle: Ornate military saddle with a scarred steel pommel. When the pommel is struck with metal, a suit of plate barding appears for the saddled steed. A second strike causes the armor to vanish. The saddle adds to the stability of the rider, making her 20% (4 in 20) more difficult to unseat.

Teeth of the Storm: Large pointed teeth, as from a small dragon or a drake. When six are planted in the ground and given at least a cup of water, a heavy mist rises air to form a savage thunderstorm up to a mile wide. The formation takes six rounds and the storm is under no one's control. One tooth always disappears in the process and cannot be recovered.

Urn of Endless Fire: When the lid is unscrewed and removed, this brass container produces ordinary flame, hot coals, or a surge of fire in a geyser-like stream. If left open, there is a 10% chance per hour of an efreeti emerging from the urn to take it away.

Wonderskin: Water/wine skin that purifies any non-magical liquid within. Chill or heat liquid (within safe drinking temperature) 3x/day, upon command. Can turn ordinary water to holy water 1x/day, on command.

Wreath of the Homestead: Magical wreaths hang upon a door or window to provide defense or blessing, protecting the entrance or the entire structure. May be worn (awkwardly) around the neck by a druid, or some clerics. A Wreath of the Homestead will protect a dwelling as large as a modest house against the elements, even from magical sources.

The Underworld & Wilderness Adventures

THE UNDERWORLD (STONEBOUND DARK)

Beneath the surface lies a dark region defined not by borders and coastlines, but by walls and ceilings. Of races that fled the lands above. Of sentient fungi and of crystal scurrying about in the gloom. And of monstrous primordial things that never crawled forth into the light.

The dungeons of Avremier often make at least a passing attempt at logic or reason, if only to offer a binding theme or atmosphere.

Dungeons - What Are They Good For?

Actual Dungeon: Place of torment and despair for prisoners of monsters or villains of all types.

Actual Underworld: An actual realm of the departed found deep underground is not out of the question. A dungeon can lead to the entrance of such an afterlife.

Burial: Tomb or catacomb. A place, possibly sealed or hidden, for the interment and preservation of the dead and/or undead.

Defense: An underground fastness can be more secure than a castle or fortress on the surface.

Internment: An option for criminals or exiles, also for objects or items that could be dangerous if not sealed away in a secure location.

Isolation: If the surface becomes unbearable or undesirable, one way to go is down. A viable means of riding out many forms of catastrophe.

Living Space: Entire ecologies or civilizations, by choice or necessity. Especially important in deeper subterranean regions, as detailed in the **UNDERMIER** supplement.

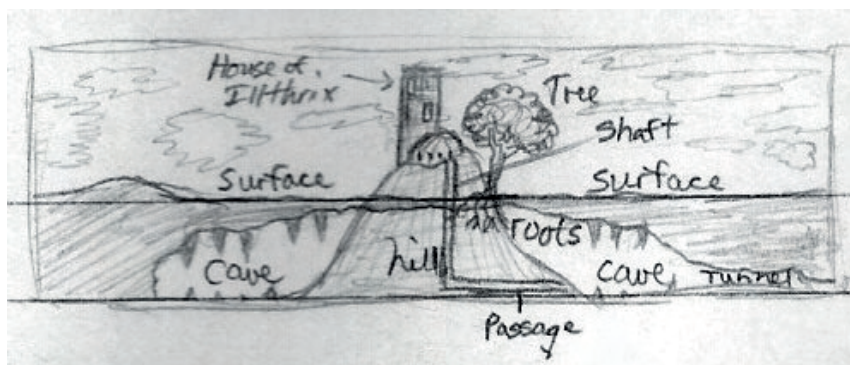
Mad Obsession: The voices or powers that be just demand a crazy underground labyrinth. Classic motivation for a dungeon environment.

Mine: Digging for profit leaves passages and chambers abandoned to depletion, disaster, or intrusion. Sewers offer similar opportunities.

Natural Caves: Not laid out in neat 10' corridors and spacious rooms with 90° angles, unworked caves offer adventures in navigation and negotiation beyond resident monsters or traps. Also giant animal warrens.

Planar Cyst: Part of another dimension intrudes upon this one. The Vastness, with its worlds and planes, will be expanded upon in the **ELDRITCH AVREMIER** supplement.

Worship: Some temples or shrines are hidden from prying eyes, and some chthonic deities just prefer the dark.



The House of Illthrix: an early dungeon environment for the Avremier setting. From the house itself, to the tree, the contents of the hill, and the caves below (even some of the clouds above), all designed to be deadly for intruders and treasure-seekers. Now an introductory mini-adventure for the Avremier setting.

Dungeon Adventure Hooks and Plots

Aquatic creature floods a dungeon to create an environment more suited for himself and minions. (Living Space)

Ancient modular construct of titanic size that picks up and moves to a different place from time to time, burying itself in each new location to form a kind of "roaming dungeon."

Dumped into the middle of a dungeon, the adventurers must work their way out. Their escape may also release an ancient evil imprisoned just below the area where they first arrived. (Internment)

Dungeon set among the bones of a titanic serpent skeleton, partially buried and fossilized. Entrance through skull, with possibly another skull at the other end, like an amphibaena. (Natural Caves)

Find and retrieve a specific undead creature for a wealthy and/or powerful patron. Perhaps the undead is a relative. Maybe the patron wants the undead for study or more sinister purposes. (Burial)

Planar portal or maelstrom is dragging a dungeon, bit by bit, into its maw to be destroyed or "spat out" into another dimension. (Planar Cyst)

Precise and bizarre dungeon built entirely by constructs, which are still working on it, according to a plan laid out by someone long dead. (Mad Obsession)

Strange perfectly round passages connect oddly-shaped chambers without corners. A dungeon built by a Sphere of Annihilation — and it still roams the halls. (Internment? Mad Obsession? Planar Cyst?)

Tricks, Traps, and Atmosphere

An Ill Wind: Whirlwind is created that traps one or more victims in place, with small blades or shards released into the whirling storm of death. Artificial woods in a dungeon, complete with construct (or otherwise false) wildlife.

Blackness beyond a door or archway is actually the inside of a huge open mouth.

Cavern below a glacier, the ceiling forever thick with ice and snow always falls, sometimes lightly and sometimes heavily. Some stalactites are carved through with holes. The winds that sometimes blast through this chamber shriek through the holes with a terrible sound.

Ceiling block trap turns curiously non-fatal when the stone has somehow become brittle and crumbling with extreme age.

Door handles with thumb latches that serve to deactivate traps. Pressing the latch a certain number of times can disable the trap or reset it again.

Enormous stone slab falls vertically from ceiling, then tilts to land flat on the floor. Potential for two impacts to damage characters. Sometimes the slab remains upright in place to block a passage or chamber.

Fountain shuts off temporarily and the bottom drops away to form a staggered staircase. Remaining water pours into a basin below to form a water elemental guardian.

Hidden sub-level accessible only by secret doors at the bottom of pits.

Keyhole in a recessed niche with a hidden trap of long metal needles thrust inward from the sides, impaling the arms of the unfortunate victim. The needles cause injury, inject poison, and hold the arm in place as the needles do not retract.

Obsidian falls, hardened and polished to mirror smoothness.

Partially flooded dungeon where opening certain doors releases more water.

Portion of dungeon that can only be reached or explored by becoming a smaller size.

Spring-loaded floor sections that smash into ceiling, like a reverse pit trap.

Staircase that is actually the exposed spine of a gigantic skeleton, such as a dragon or serpent.

Web of Deceit: What looks like an old cobweb is a carefully constructed mesh of fine tension wires designed to activate any number of traps when disturbed.

Maintaining Freshness: If a dungeon environment is meant to provide challenge and adventure for more than one or two expeditions, there are a number of options to change or enhance the experience for the players during the game.

Avalanche covers one or more entrance/exits of the dungeon, possibly causing a collapse of some passages or rooms near the surface and revealing others previously hidden.

Ghost of dungeon engineer, killed by one of his own creations during testing, leads heroes to brave his deathtraps because he cannot rest until they have done their work.

Heroes must correct a mistake made by a previous adventuring party. Alternately, they must rescue a lost adventuring party.

Huge doors with hidden passages or chambers inside.

Meteor or other falling object creates a breach into a previously undiscovered part of the dungeon.

Monsters or NPC adventurers intrude upon the dungeon, seeking the same goal as the player characters.

Receding flood waters reveal dungeon entrance in the side of an eroding river bank.

The very stones of a dungeon absorb the blood of fallen creatures, channeling the life force to a sequestered villain due to rise.

Tomb of a famous hero or infamous villain is to be relocated due to a family dispute.

Violators of a cursed tomb are later visited by an entity or spirit tasked with carrying out the curse upon defilers.

THE WILDERNESS (EMERALD SKY)

From the start, Avremier has focused more upon the wilderness than the dungeon. In fact, the Avremier setting can be loosely described as a realm awash with an ocean of verdant forest dotted with islands of civilization. Known as the Land of the Emerald Sky, there are regions of Avremier where forest canopy becomes a kind of ceiling or roof through which the sky can be glimpsed in small and infrequent patches from the ground. While the term "wilderness" does not always apply to the untracked wild, Avremier-at-large is not a civilized collection of counties and kingdoms.

Humanity has settled the regions of Dhavon and Mauvolg. These two domains are limited in size and serve as the homelands of two distinct branches of humankind. Villages and hamlets are common, while large towns or cities are notably rare. Settlements tend to be small and isolated enough that it is possible for a village to be wiped out with no warning to the rest of the realm. This is a constant concern and source of justified fear. Roads are almost sacred in Dhavon and ranger-like caretakers known as Roadwardens patrol and maintain these precious resources. Wells are sacrosanct and threatening a community's water is one of the highest crimes.

The Seasonal Cycle

Each season is a deity. More accurately, each season is guided and manifested by an elemental entity of divine power. These *Manifestations (of Nature)* assume male and female aspects.

The male aspect is the Horned Lord — representing the impetus of time and the cyclical nature of the seasons.

The female aspect is the Waiting Woman — the provider and the taker of elemental weather forces and nature's bounty.

Without the actions and cooperation of the Horned Lord and the Waiting Woman, seasons do not pass and the land does not flourish. It is these Manifestations that receive the worship of druids and provide their spells or abilities. If the elementals or fae of Avremier honor any deities — it is the Manifestations of Nature.

The four seasons are often named for the actions or disposition of the attending Manifestation, or for the Manifestation itself.

1. Waking: Corresponding to Spring, a time of renewal and growth. Sometimes known as the Child or the Girl.
2. Warming: Corresponding to Summer, a time of clement weather and industry. Also known as the Maiden or the Woman.
3. Gilding: Corresponding to Autumn, a time of harvest and preparation for hardship. Sometimes known as Waning or Wilting. Named for the changing leaves as they become “tarnished” or “gilded” at the edges before spreading to the rest of the leaf over time. Copper, silver, and gold are common colors but brass and rust also occur. Some leaves crumble to pieces instead of falling from the tree. The season is often referred to as the Mother or the Lady.
4. Gloaming: Corresponding to Winter, a time of harsh weather and struggles for survival. Sometimes known as Glooming, Wanting, or as the Hag or Witch.

More information will be found in the **DEITIES, DEMINITIES & PERSONALITIES** supplement.

THE SETTING: Being a compilation of specifics and details for the Avremier setting.

Brief Avremier Humanocentric Timeline (YC: Year of the Compact)

Long Ago: Divine conflict between Light and Dark. Battle indecisive. Many dead and wounded. Erebus comes to devour them all. Remaining divinities join forces to imprison Erebus. Surviving divinities flee into hiding.

-10,000ish: Erebus escapes, breaking the world asunder. Global cataclysm. World plunged into chaos and darkness. Erebus departs, leaving behind two offspring: Naga and Coua.

-9000ish: Naga and Coua patronize civilizations rebuilding after the cataclysm. The Manifestations make themselves known and influence the elemental forces of the world, taking worship and control from Naga and Coua. Those civilizations begin to decline while fae and giantish cultures thrive.

-8999ish to about -700: Cultures thrive, clash, evolve, devolve, and clash some more. The nonhuman player character races establish civilizations that (mostly) survive to the present day.

-699ish: Humans come to Avremier.

-650ish: Wars of the Harrowing start.

-500ish: Divinities appear to intervene on behalf of a nearly extinct Humanity. Winterbind Compact.

YC 1: The Manifestation of Winter releases the land from ice age. Divinities once again depart from the world, leaving deminities behind in their place. Human capital of Iruhaven established within land granted by the fae, under treaty.

YC 25: With fae blessing, large numbers of humans leave Iruhaven to migrate south and east into a new land to be known as Mauvolg.

YC 25 to YC 100: Humans of Iruhaven spread out as far as they may to settle the realm now known as Dhavon.

YC 145: Region of Mauvolg collapses a mile into the ground as Naga rises from below. Much of the young human domain is cast into ruin. Rebuilding takes almost a century. Mauvolg becomes known as The Fallen Land.

YC 150: Human adventurers and other explorers venture out beyond their borders to seek their fortunes. Nonhuman adventurers sometimes accompany these expeditions.

YC 181: The Ministry of Embarkation is established as a governing entity over adventuring and exploration ventures beyond human borders.

YC 198: Savage humanoids and some of the more brutal giant-kin invade the eastern human domains. Resulting on-and-off-again struggles known as the Hearthstone Strife last about thirty years.

YC 200: City of Cochale established on the Dhavon-Mauvolg border at Rivenwater as a trade portal between the two lands. Largest mercantile port in the known world.

YC 266: Undead rise in great numbers from the ruins of Shirak-Mishral, the Citadel of Black Stone in the shunned and silent land of Mysphanae. Start of the Bone Wars.

YC 270: Clerics granted the ability to turn undead by their patrons, heralding the end of the Bone Wars.

YC 300: Armigerial Courts established in Dhavonish lands, officially solidifying armigerial supremacy in government.

YC 305: Portals to other planes of existence established, along with the Ministry of Cosmology. Exploration beyond Avremier begins.

YC 346: The Planewrack. Find details of this universal catastrophic event in the **ELDRITCH AVREMIER** supplement.

YC 450: The Fae Courts declare Dhavon a sovereign nation, no longer subject to fae oversight. The land within the borders of Dhavon is given to Humanity outright.

YC 456: Present day.

The Harrowing

The humans of Avremier came from another land, stepping onto the shore of what is now Parateva they met the banor (marsh gnomes). Human history claims the banor attacked, while banor lore mentions a respectful greeting prank. The fighting was interrupted by the cyrannyn elves who intervened on the side of the banor. The humans - weary, distrustful, and prideful, made a poor impression that day. Retreating to the isle of Cairwan, the travelers fortified their initial encampment and dug in for the conflict they were sure would come. They soon tired of waiting.

Stealthy expeditions to the mainland discovered no forces arrayed against them and the banor were nowhere to be found - even their village had vanished. The native shamblers of the marshy delta did find them, and were not so understanding. The land had begun to rise against the invaders. When the human magic-users entered the conflict, the local elementals responded with violence.

Thus began the wars of the Harrowing. Humanity managed a desperate holding action, at first. When one elemental learned to bind some of their foes, the struggle took on a new dimension. This angered the fae and stirred them up like a nest of hornets hit with a stick. Some of the non-human races entered the conflict on the side of Humanity, but never in great force. If not for their powerful magic-users, the human race would have had no chance. In the end, they still lost.

The Manifestation of Winter plunged the settlements of Humanity into a deep and abiding winter. Her terms were plain: end the war and depart from whence they came, or perish. Only the intervention of the remaining deities enabled the compromise of the Winterbind Compact — ending the Harrowing and allowing the establishment of Dhavon.

Time and Calendar

Dhavan's twelve-month calendar of seven-day weeks, thirty-day months, and 360-day years. Days and months have significance, with holy days observed accordingly.

Times of Day: Some points of the day and night have their own designations.

1. Sunrise: Also known as Dawning, Rising, or Firstlight.
2. Noon: Known as Noontide or Midlight.
3. Sunset: Also known as Setting or Twilight.
4. Midnight: Also known as Eventide or Deeping.

Days of the Week: With special meanings for observances and undertakings.

1. Bellday: For ceremonies and romance.
2. Marketday: A time for trade and commerce.
3. Journeyday: Auspicious for starting out.
4. Songday: Of musical and artistic significance.
5. Promiseday: Traditional for oaths and contracts.
6. Feastday: Intended for celebrations and parties.
7. Soulsday: Reverence/remembrance of the dead.

Months of the Year: The origins of the names for many of these months are lost to the past.

1. Lintel: The doorway to the new year.
2. Conclave: Once a time of gathering for the old gods. Time of the signing of the Winterbind Compact.
3. Nimble: From a traditional time of fae ritual hunts and chases.
4. Ivy: The origin of this name is unknown.
5. Frolic: A time of celebration for fae and elemental creatures.
6. Relic: The origin of this name is unknown.
7. Pinion: The reason for this name is uncertain. Perhaps something to do with falconry or kite flying.
8. Banner: From a time when lords traveled to meet in council, carrying their standards with them.
9. Ember: The sun begins to shine less brightly.
10. Sever: Perhaps a reference to harvesting, not entirely known.
11. Dagger: Probably a romantic view of hanging icicles but the true origin is uncertain.
12. Gallows: The ancient practice of hanging Winter (Gloaming) in effigy to encourage an early spring (Waking) in the new year.

Deminities of Avremier

The following is an overview of the deminities that show interest in human (and some non-human) affairs. Full details will be found in the **DEITIES, DEMINITIES & PERSONALITIES** supplement. There are no greater or lesser gods, only deminities.

<i>Deminuty</i>	<i>Ethos</i>	<i>Areas of Interest</i>
Briar King, The	CN	Darkness, cruelty, dangerous plants
Candlewick	N	Homes, shops, craft, light
Cider Jak	NG	Brewing, orchard farming, fruit products
Cindersnatch	CG	Metalcraft, mending, innovation, tools
Crow Woman, The	LN	Secrets, books stories, poetry, riddles
Eyes of Tanglewood	CG	Lost knowledge, squirrels, collecting
Falling Leaf	N	Autumn, trees, herbalism, survival
Fiddler Green	NG	Musicians, traveling performers, bards
Grandfather Oak	N	Scholars of nature, fae, elementals
Hearthwarder	NG	Homes, inns, doorways, keys, security
Jeni Pumpkinseed	CN	Harvest, autumn, madness, seduction
Kitecrafter	N	Assisted mundane flight, wind, navigation
Little Thunder	CG	Clouds, rain, thunder, wind
Longstrider	CG	Journeys, maps, exploration, roads
Lorekeeper	N	Knowledge, writing, libraries, history
Mistress Filigree	CG	Creative arts, ornamental crafts, beauty
Morninglight	LN	Dawn/morning, beginnings, awakening
Mossyboots	CG	Strength, unarmed combat/contests, sagas
Patchwork Man, The	CN	Castoffs, lost things, junk, remnants
Spiralshell	N	Dreams, mollusks/gastropods, sanctuary
Stoneskipper	NG	Boats, water travel, thrown weapons
Stormcaller	CG	Sky, clouds, precipitation, lightning
Stormqueller	NG	Sky, clouds, precipitation, wind
Thistledown	NG	Plants, planting, agriculture, breeze, dew
Threadspinner	N	Textiles, weaving, dyeing, sewing
Tumblebridge Hag, The	N	Boundaries, passage, ice, cold, fear
Valedancer	NG	Sunlight, floral gardening/arts, insects
Weaving Woman, The	NG	Woven arts, doll making, constructs
Whimsywing	CG	Humor, performing arts, color, joy, life
Wishsinger	LN	Magic, spellcasters, research, schooling

Regions of Avremier

The continental area presented as the Avremier Campaign Setting is divided mainly into realms devoted to a dominant race or racial group, listed below, in brief. Each will be detailed in its own supplement.

Chongoku: Fae Courts and elemental tribes. Mutable natural laws. Metals scarce. Resistant to Law. No large settlements. Clerical magic difficult and less effective. Not so for druids. Not a pretty, perfect fairytale forest. Wild, changing, living, watching. Dangerous for humans. Paths to the near planes. Manifestations spend time here, but it is not their home.

Dhavon: First new homeland of humankind. Tends toward Law and divided mostly into counties. Humankind recovering from the ill-conceived conflict of the Harrowing with the native elemental and fae population. Granted an area of land, the remaining humans work together to survive, form communities, and plan for future dominions. Land of the Compact.

Indrunel: Only known elven homeland. Indrunel is a bewildering mass of small isles grouped close and connected at low tides to the shore of Indrunel proper. Capricious winds used to create alien symphonies with specially carved "wind stones." Allied with the gnomes of Parateva's marshlands.

Mara Imperium: Two lands, each with a divine serpent patron deity — one of air and water, the other of earth and fire. Serpent people ruled by gorgons and lamias. Power uneasily shared between nobility and priesthood. Outside races viewed as unworthy, fit for little more than slavery and sacrifice.

Mauvolg: The Fallen Land. Collapsed a mile into the ground. Tends toward NG-N alignments. Volgate culture cooperates with the fae, elementals, and Manifestations. Divided into cantons and ruled by the Immortal Governors. A Governor found unfit to serve is replaced by another. Spared the damage of the Harrowing, Volgate civilization has advanced and expanded further than that of Dhavon.

Nekari: Land of dwarves, sphinxes, and minotaurs, where some humans are welcome to learn and work to recover technology from the past and build for the future. Artificers, engineers, and alchemists. Mountainous, geothermal region rumbling with power. Impressive technological advancements beneath a Bronze Age veneer. Cliffside architecture within canyon/fissure walls.

Parateva: Great western delta emptying into the Duskfall Sea. Gnomish enclaves with a substantial human and elvish presence. All civilized races welcome and trade kept as free as possible along the countless waterways. Deceptive and sometimes treacherous region where reptiles, amphibians, fish, birds, insects, and plants thrive. Land of the Faithful Toad.

Undomni: Primeval realm of ice and fire where smaller giants, ogres, and humanoids are ruled by frost giant thanes and aloof cloud giant royalty. Nature on an epic and savage scale. Huge mammals similar to those of our Pleistocene Epoch. More mountainous and wintry nearer the center of the region. Humans may trade in lowland border towns. Mountains become pyroclastic near the coast, extending to a volcanic island chain where fire giants dwell.

Four named seas bound the known world. Seawater is more mineral-laden than saline, but still not for drinking, and tends to be more green than blue.

Morningmist Sea: Also called the Misty, the Mystic, and Dawnwater. Known for deep fogs and leaping rays. Ships venturing into the unknown east have sometimes returned with tales of exotic islands, floating castles, and dueling waterspouts.

Duskfall Sea: Known as the Dusky or the Fallen by humans and as the Slumbering Deep by the elves of Indrunel. The western waters are darker than most and deceptively calm. The elves also know this expanse as the Mirror of Night for the tiny luminous jellyfish that surface at sunset, forming ever-changing constellations just beneath the placid water. Legends say these jellyfish will one day rise into the night sky and vanish forever.

Ashbreak Sea: A region of shifting landmarks and bewildering vapors sometimes known as the Mephitic Sea or the Breakwater. Some stretches of water are covered in layers of volcanic ash and mud that support truly alien plant life and crystalline growths. A large maelstrom has claimed more than a few vessels and soot-laden clouds lash out with crimson, orange, and violet lightning as well as hot, oily rain that is easily ignited.

Tempestuous Sea: The southern waters rapidly grow cooler toward the pole. The warm water colliding with the icy currents from below creates very rough seas. Unusual crustaceans, octopi, and sea mammals inhabit this region. Also known as the Stormsea or Winter's Cauldron.

Above the World

By day, a blue-white sun illuminates and warms the world. It is commonly seen as a star, not as a deity or other divine manifestation. It is not widely worshipped and has no specific name. It is the star of day.

The night sky is dominated by the Pallid Moon, an ominous sphere of leprous white and areas of shadow about three times larger than our own moon. This satellite does not go through phases, always presenting a full face to the world below, but the regions of light and dark do change frequently. About once per year, these patterns resolve themselves into the appearance of a skull. On this night, the undead increase in strength and activity. It is also believed that passages to certain dark dimensions yawn open until morning.

The stars are welcome lights in the night sky, but even the constellations receive no special attention beyond their use in navigation.

In contrast, the ever-changing nebulae seen by night are given fond reverence as the spirits of expired deities and will often receive indirect devotion from former worshippers. Sometimes a nebula will disappear forever and devotees of the deity it represented will either prepare for the restoration of their patron or mourn the final death.

Certain stars and nebulae carry special significance, for one reason or another. A few examples are mentioned below.

1. Burning Rose, The: Resembles a blooming red rose aflame with pale yellow fire. Said to be the remains of a powerful deity of love and war known as Charla.
2. Dead Star, The: Not so much a shining celestial body as the absence of one, this black sphere is noted by its passage among visible stellar phenomena. Said to curse the sky through which it passes, casting an aspect of dread upon nearby stars and nebulae.
3. Ghost Star, The: Pale celestial body that fades in and out of sight throughout the year. It is believed this object has some effect on the necromantic energies of the world.
4. Mourningstar, The: Bright blue celestial body resembling a teardrop. First star seen at night during late Gilding, through early Glooming. Sometimes known as the Wintershard.
5. Shepherd, The: Bright and constant nebula of green and gold, always first to appear in the night sky. Shaped vaguely like the curved top of a shepherd's crook, this phenomenon has long been hailed as a symbol of hope and surety.

More than thirty years of adventures in this world of Avremier have blazed countless trails of danger and discovery, while leaving behind a memorable legacy of heroics and downfalls. What follows are bits and snippets of actual accounts from existing campaigns.

"Hearken unto these words, you fellow victims of fate. The true gods have gifted me, the vessel that was once Laves of Annulet, with these divine visions to bring hope to every one of us."

"I see: A rain of black. The first to fall."

"I see: A plague of newts. Answer the call." "I

hear: A song of ash. To shake the wall." "I

see: An egg of bronze. Center of all."

"The shard plane is among the remnants of a place once known as Shaomaeth — The Foundry of Sin. Not among the Hells, or the Heavens, but something recalling both. It is strongly Lawful in orientation, but that tendency was never strictly for good or for evil. You may find that certain magicks obey the will of Shaomaeth, and not your own. I will be interested to hear how the Cap managed while you are there."

"In any case, this shard plane is the largest piece, surrounded by an uneven ring of smaller debris. It is my sincere hope that you will have no cause to venture beyond the central stone...as the others are unstable, both physically and ethically. You will arrive on Shaomaeth via a broken stone circle, found upon a nearby hilltop. By my calculations, this portal is accessible for three-to-four more days. Time on Shaomaeth passes the same as ours, and the atmosphere is not harmful — though you may find the environment a little colder and drier than may be comfortable."

"From what I can see of the place, it is riddled with fissures and chasms radiating from a central lake. The water is laden with poisonous metallic salts and is deadly to drink. It may even be unsafe to touch. You are seeking a shrine whose entrance is carved into a chasm wall. Above the entry portal is the double-faced sign of Irukai. The shrine now serves as her prison and we know not what may be guarding the place. I have seen the imprints of great hooves in the ground near the shrine, but cannot tell you what left them. Something larger than a man."

"Beware the fissures. Some appear to open to the bottom side of the shard. A fall would drop you into the Vague itself. Other deep fissures seem to open onto other planes entirely. I cannot say where you would end up."

— *Planewrack*

"The ruins sit atop the bare hill, moss blotching the crumbled walls like a disfiguring skin disease. Strangers often ask why they're called the *Whistling Ruins*, until I bring them up on the windy days. Those holes in the walls ain't just random, you know. Lots of them were put there, angled just right. Mebbe by those who built the place so long ago, before the early settlers came. When the wind cuts across this hilltop out of the north and west, you can...well, here it comes to hear for yourself. Eerie, isn't it? Like the music of the damned. Yeah, the wind goes almost as quick as it comes. Not a breath of air now to stir one hair on your head...but — the whistling — it doesn't stop...but, it does get...closer...well, now, that's a first."

"Was that a howl?"

"Shouldn't have been. Could've been, though."

"What's that tune you're whistling?"

"Ain't me. It's them ruins."

"Don't think I heard you correct."

"Sure you did."

"You mean to say those tumbled down walls like a little tune now and then?"

"Said nothing of the sort."

"No...I think the sound is coming from over there."

"Over there's more ruins."

"What makes it do that?"

"Wind."

"Just wind?"

"Blowin' through some funny holes in the stone. Come on, I'll show ya."

"How close do we have to get? Can't you show me from here?"

"Yer already atop the Hill. A little more stupidity won't matter much."

"He says his neighbor was eaten by a tree."

"A tree? Really? What kind?" "Wormapple."

"Wormapple, huh? Yeah, I don't doubt that."

"You're kidding."

"Wormapples are really only good for one thing, you know."

"No. What?"

"Making a wicked cider that's harder than a trollish toothpick."

"So, you think he was just drunk and doesn't know what he really saw."

"I think it's best to be sure, but I do wish we had some trollish toothpicks to take with us."

— *The Whistling Ruins of Goat Hill*

Here at the end of this first Avremier Setting volume, I would like to leave you with some hints of what this world can be. Glimpses of past events and future ripples. Some of what Avremier means to me. I'm glad you are here.

You have heard the almost mythic stories and read the fragmented histories of a time when the entirety of Creation could be catalogued and diagrammed with reassuring clarity. When worlds and planes moved to a cycle defined by celestial harmonies and the unseen machineries of cosmic purpose. Sages predicted the end at the loathsome hands of the countless demonic hordes festering and seething in the deepest pits of reality. Doomsayers cried out against the monolithic and precise evil of the Dukes of Hell. None could predict the true instrument of our destruction.

Ourselves.

The Blade of Light was long heralded as the greatest and most devoted band of heroic adventurers in recorded history. Entire nations owed their deliverance to Roen Curientine and his mighty companions. Kings bowed in their august presence. Gods watched over their epic exploits. No quest was too arduous and no deed too great. Their lives were devoted to the defense of civilization and the eradication of evil. When they discovered the existence of a primordial artifact known as The Fulcrum, the Blade of Light vowed to be the ones with the lever.

Worlds moved.

Harmony was broken. Order overturned. Evil found itself crushed by the shifting of the wheels of infinity. Good found itself suddenly eclipsed within the penumbra of distant glory. Good and Evil diminished before the rising forces of Law and Chaos. There came a splintering and a sundering on a cosmic scale.

The Planewrack.

Today's reality is no longer definable by mortal observation or the values of cosmological science. It is all broken. No patterns. No cycles. No certainties. Gods have died and been reborn. Entire worlds have been lost spinning into the furthest void. Demons and devils have fallen while angels and saints have transcended — to become...something other. Prayers go unanswered while mortalkind shivers alone in the dark.

It looks like an inn upon a tiny island in a lake, with a narrow bridge crossing from the shore. The building has four wings, four doors, four floors, and four porches. Built of stone and wood in dozens of shades of gray, the place is always open. Observant visitors notice there are no nails, screws, or other fastenings to the structure. Some bits just seem to settle against other bits and stay there.

Crossing the bridge to the inn, you feel a gentle, rhythmic motion. Your mind must be playing tricks, between the swaying of the trees and the motion of the water, because the span is solid stone and metal. A sign reads: Muryan's Confluence.

A riot of aromas assails you upon entering. Floral scents — some beyond your reckoning entirely. The tang of metals, both polished and tarnished. A bewildering array of leathers, skins, and furs. Sweat and soap. Perfumes and colognes. And, mingled with it all, a selection of choice meats and soups, broiling and simmering over a cheerful fire.

You pause in the doorway, head swimming, carried along a churning wave of sensation. An open common room, with smaller nooks and booths tucked around every corner. Tiny lights among the darkness above recall unfamiliar stars of alien constellations. You shudder as a large, tentacled fungus creature drifts past, but calm yourself when you see it is merely serving drinks to a nearby table...amid a strange conversation.

"With the entire planar axis turned topsy-turvy, how did you expect lammasus to act?"

"I wasn't expecting the bastard to smile as it disemboweled the gnome with one swipe of its paw."

"Well, at least it was the gnome."

"Okay...yeah."

"But, once we got over the initial shock of evil lammasus trying to kill us, we managed to rally and put them down."

"With minimal casualties."

"Do gnomes even count?"

"They do to some people."

"Paladins."

"Mostly paladins."

"As I wiped my sword clean on the last lammasu carcass, things took a turn."

"How could it get worse?"

"Evil shedus."

"Damn."

"I know. We need to look into some other prime material plane."

"And soon."

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The inside back cover map shows a part of Mauvolg, the second human realm, collapsed into the ground after a terrible disaster. Mauvolg's capital is Katuru, but the busiest and most populated city is Cochale, a border port shared with neighboring Dhavon.

*This is thirty years. This, and all the volumes that follow.
The love, labor, and lessons known today as Avremier.
My first and only campaign setting.*

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"zero-edition" options for Players and Referees —
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Over 50 new and variant monsters.

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30 deminities. Diminished remnants of the old gods.

Details of the world of Avremier and the skies above.

*In a world where the wilderness is big and the gods are small,
sometimes you are the only hope for salvation.*

