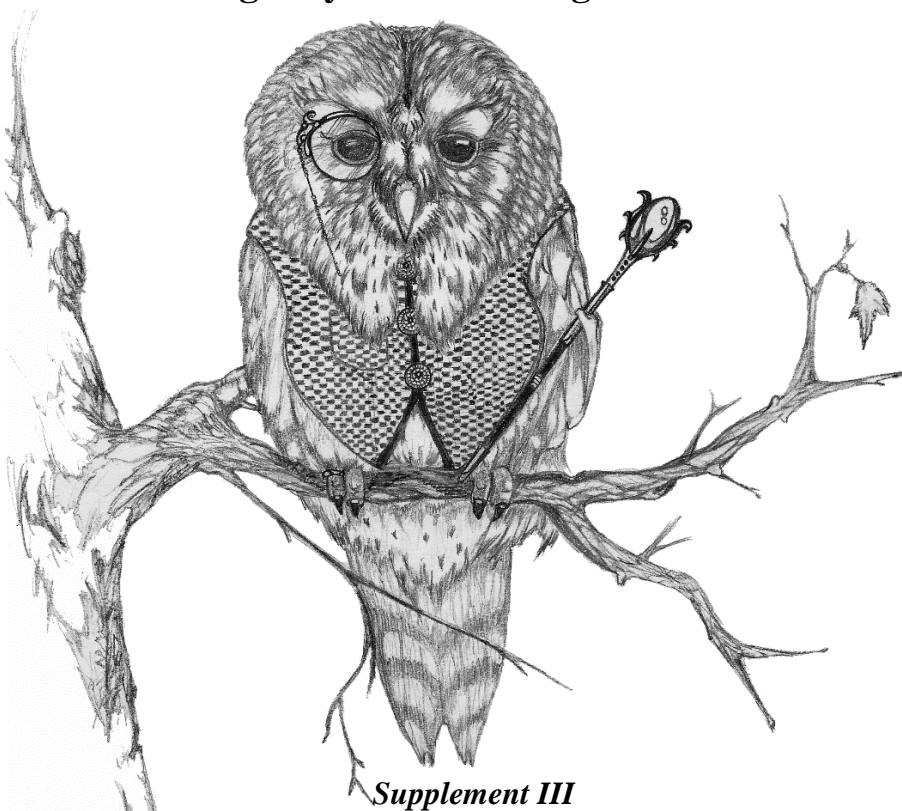


ORIGINAL FANTASY RPG

ADDITIONAL

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



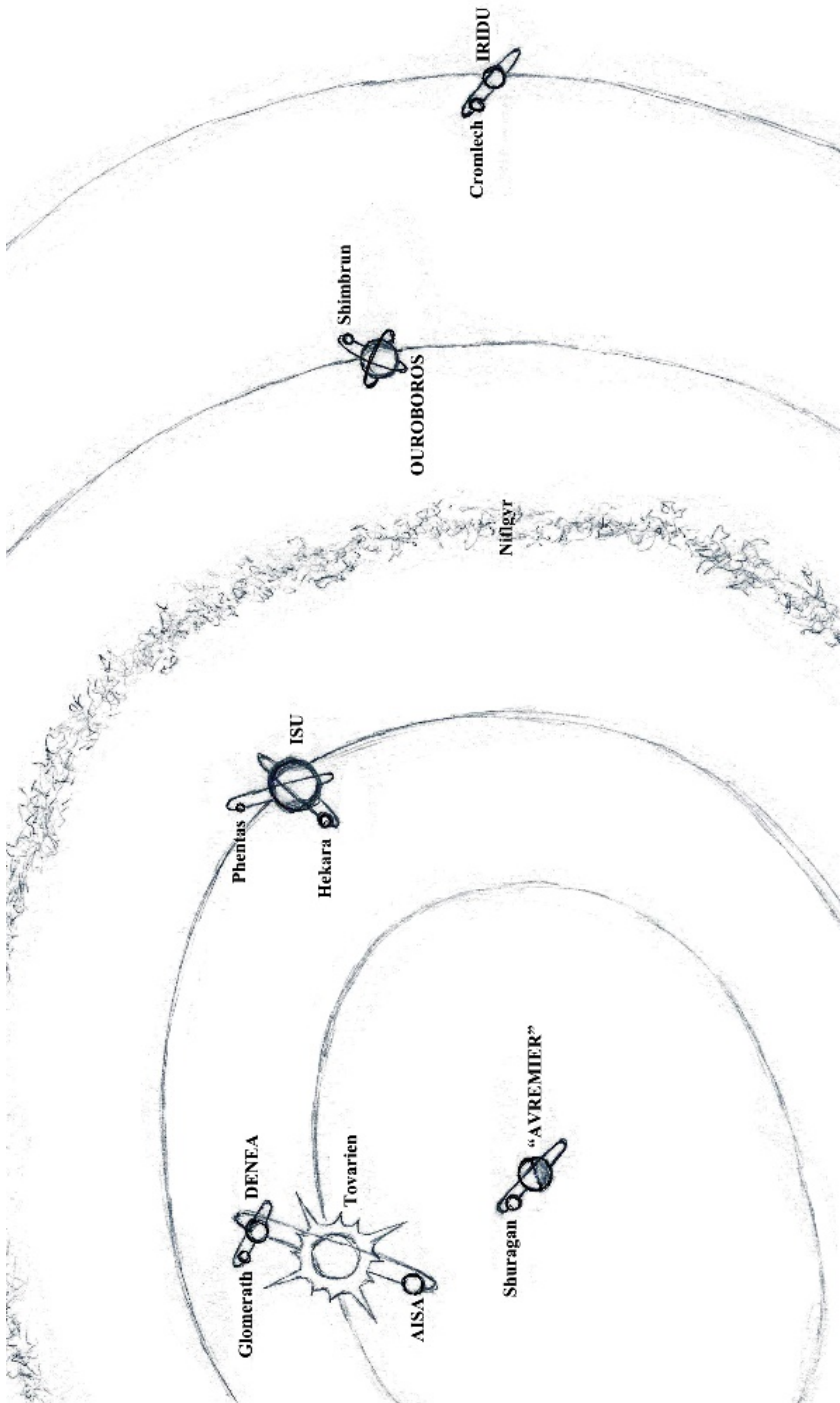
Supplement III

ELDRITCH AVREMIER

DAVID A. HILL



PUBLISHED BY
MOTHSHADE CONCEPTS



ORIGINAL FANTASY RPG

Avremier Supplement III

ELDRITCH AVREMIER

BY
DAVID A. HILL

With deepest gratitude to Gary Gygax and Dave Arneson.

For carlos a.s. lising, part of the true magic of Avremier.

In appreciation of those players that volunteered or agreed to learn and playtest all the iterations of arcane spellcasting throughout the development of the setting and campaigns. Also, you who boldly explored the unknown planes of the Vastness. Your patience and feedback have been invaluable. The magic is within you.

Special thanks to veteran adventurer, Grey Grooters, for development of the Arcanthrope. Also for bardic support and inspiration.

ILLUSTRATIONS BY DAVID A. HILL

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DIGITAL EDITION

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Foreword

Magic. That's what it is all about. The Avremier setting would be greatly diminished without it. This supplement is devoted almost entirely to magic of the arcane sort. That is, magic other than that which comes from the divine. Wizardry. Sorcery. Witchcraft. Magecraft. Maybe even a little hocus-pocus or abracadabra.

This volume is only partially about Avremier. While the first three supplements dealt almost exclusively with the world of the campaign setting, this fourth entry expands our awareness outward into the Vastness — the spaces and planes beyond. How the energies and aspects of these other realities influence and interact with Avremier itself forms the foundation of this volume. To this point, Humankind has been the focus of this five-part series. With the Eldritch Avremier supplement, we get a hint of just how small a focus that has been.

This is still very much about Humanity. Arcane magic is a human practice. Arcane spellcasting is a human pursuit. It is one of their great strengths in the setting. It may even be called their deepest connection with the rest of existence. Their earliest means of planar exploration. Their way of reaching beyond the astral stars. The multiverse of the Avremier setting is not filled with wonder — it is *made* of wonder.

In this fourth volume of five, we take a step back from the world that is Avremier. Then, we step away entirely — out into the multitude of other worlds and other planes. Because this is still an homage and this volume honors that which came before. Walking in the footsteps that disappear out into the infinite.

David A. Hill

Mothshade Concepts Editor

27 October 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* will be essential to your use and enjoyment of this guide. That, or rules of a comparable sort.

Arcane magic and spellcasting are core concepts of the setting, woven into the very fabric of the campaign world to represent a major portion of what makes Avremier unique.

SETTING:

Arcane Magic is the manifestation of Arcanaflow energies in a desired effect, realized by the practice of established formulae and synergies. A magic-user (or arcane spellcaster) possesses a personal aura of energy attuned to the elemental forces of the arcanafLOW, allowing contact and communication with those forces. Without that aura, the process of magic cannot even begin.

The Arcanaflow did not exist in Avremier before the coming of Humanity. That is an important point. The native races of Avremier include dwarves, elves, gnomes, halflings, and hobgoblins. Humans are aliens. Are there half-elves or half-hobgoblins? No. And, now you know why. Not only are humans not in control, but they are total outsiders. This world doesn't work the same for them because it isn't theirs. If this makes their struggles even more noble or heroic, so be it. And that's part of the point. To the native races and species of Avremier, the arcanafLOW is an intrusion. If not for the acceptance of the Manifestations of Nature, the practice of magic would be very different today — if it existed at all.

The Vastness encompasses all that is. The universe, and all the various angles or reflections of the realms within. By modern cosmological theory, Avremier is positioned at the center of all things. The campaign world and its environs are known as the Core, also as the Prime Material Plane. If true, you are quite literally at the center of the universe. Beyond Avremier lies the Vastness of "everything," encompassing countless worlds and planes that have very little to do with Humanity. This is another crucial distinction. In the traditional fantasy milieu, the majority of other planes are designated as human afterlives. An entire multiverse of human paradises, purgatories, and punishments. An arrangement unsuited to the vision of the Avremier setting.

PREPARATIONS FOR THE CAMPAIGN:

While optional for a game anywhere else, the contents of this supplement are essential for the Avremier setting. Avremier just isn't the same without it. Can an Avremier game go forward without the contents of this booklet? Certainly. Is it Avremier, then? Not to me. These rules and options were designed specifically for the Avremier setting.

Is the magic-user in Avremier more powerful than usual? Yes, after a fashion. Definitely more flexible and capable. Are there checks and balances built in to counter this increased power? Mostly. But not on a one-for-one basis. Magic, as they say, is more art than science. Also, the arcanazflow, as a source of magic, is not a limitless and constant force. While many contest whether the arcanazflow is sentient, most agree that it is an elemental type of energy. It can be measured and it can be directed. It cannot be controlled. Not entirely.

Why? Because it is an elemental force. The Referee is responsible for the interaction of elementals and their domains within the campaign setting. A player running a magic-user needs to have a good working relationship with the Referee within the game. Consequently, the Referee will need to commit some attention to the workings of arcane magic during the game.



For the sake of simplicity, the default arcane spellcasting class in the Avremier setting has been the magic-user. No departure from the base rules, except for the choice of some new spells created for the setting. No need for supplements or optional rules. This supplement is designed to offer a change from that — if the Referee wishes. No player is OWEED the option of flowcasting, or of running a flowcaster.

Keshri-of-the-Foxtail-Hair: a pioneer of the early study and integration of arcane familiars.

Magic & Men

CHARACTERS: (Options and Changes)

This being Eldritch Avremier, new classes focus upon arcane spellcasting.

Flowcaster, the default human Magic-User in the Avremier setting. Attuned to the elemental forces of arcane magic through a personal aura that grows and changes with experience and mastery.

Spellfencer, or Arcane Duelist, a caste of Magic-User that practices both spellcasting and fencing, wielding a blade that combines functions of wand and rapier.

The flowcaster and spellfencer are magic-user "traditions" — not full character classes. A human magic-user can take a tradition level after mastering one level of the base class, alternating between the two at each experience level. Once a tradition is pursued, a level of that tradition is taken at every other (even-numbered) magic-user experience level (instead of magic-user). Neglecting to add a level of tradition at the proper time ends the pursuit of that tradition. These traditions encompass ten experience levels, adding fewer spellcasting slots to the character, but offering special abilities not available to standard magic-users.

Arcanaflow: The arcanaflow is akin to an invisible ocean of magical potential. Said to be the source of all arcane energy, it can be a somewhat particular fount of power, with what many perceive as a rudimentary consciousness. Flowcasters perceive this energy by virtue of the unique aura that surrounds and envelops them. This aura enables them to engage and influence the arcanaflow to create spell effects. Those who lack this aura cannot see, feel, or affect the arcanaflow directly, relying upon supplemental magic from items or received spells.

The Referee is not obligated to include the Arcanaflow in the setting. Avremier works just fine with the standard magic system of spellcasting. But, without the Arcanaflow, there is no Flowcaster and no Flowcasting. Many of the additions and options of this volume will have no place in such a game. Read what these pages have to offer and decide for yourself what works best for your campaign.

Like the sea, the arcanafLOW demonstrates periods of flux and distinct channels of motion, the ebbs and swells of magical energy often moving in measurable currents. While some study the tides and eddies of magical force, these traits will rarely impact those who employ the ‘flow for casting spells. At any time, it can be assumed the forces of magic are sufficient for standard spellcasting in a given area — a condition known as *placid*.

If this is not the case, there is usually a good reason and the DM is encouraged to use the possibility for plot fulfillment or dramatic effect — not as a punishment, nor to unnecessarily hamper the players. While the uncertain nature of the arcanafLOW can be a balancing factor for the impressive spellcasting potential of the flowcaster, it should not be manipulated to limit the intended usefulness of the magic-user during the course of the game.

Those with an arcane aura may take time to observe the surrounding arcanafLOW to establish the magical conditions in their vicinity (similar to *Detect Magic*). In this manner, a spellcaster may judge the potential of a spell effect before making the attempt. Though conditions may change, the arcanafLOW tends to be more steady than tempestuous, and most casters do not bother to take the measure of these energies more than a few times a day.

As with a dynamic expanse of liquid, the arcanafLOW is known to form anomalies of motion and intensity at frequent intervals. Scholars have given names to these phenomena, such as ebbs, eddies, falls, pools, ripples, swells, and waves. Some of these effects seem to be natural traits of the arcanafLOW while others may be caused by outside magical influences.

- Ebb: A significantly low level of available arcanic energy. Spellcasting is more difficult and usually results in weaker spell effects by 25%, 50%, or 75%.
- Eddy: A swirling manifestation of the arcanafLOW, limiting a spell effect to a confined area (usually 2’ per spell level+1). A spell eddy can also pull a spell away from the caster, cause a reversed spell effect, or unravel a spell taking effect. An eddy can affect a spell level up to half its size.
- Fall: Strong and swift current that may overwhelm spellcasters caught within its area of effect. Always ‘flowing from “high” to “low,” but not always in conjunction with physical surroundings. Casting against the ‘flow is exceptionally challenging. Casting with the ‘flow can result in the spell’s power surging out of control.

- **Pool:** A becalmed source of arcanic energy often attuned to a specific type of magic. Use of this energy does not have a noticeable effect on the surrounding 'flow. A pool without a steady 'flow of energy becomes stagnant, suited only to necromancy.
- **Ripple:** A subtle disturbance in the arcanafLOW that may result in an unexpected "twist" to a spell effect. Powerful spells and magical effects may also result in noticeable ripples. An extended ripple left by a passing spellcaster is known as a Wake.
- **Swell:** Where the energies of the arcanafLOW "well up" to increase the amount of spell potential in a limited area. These manifestations generally do not last long and the caster should take care to utilize the effect while it is on the rise or just as it crests.
- **Wake:** Disturbance in the arcanafLOW caused by a spellcaster whose aura contains a persistent magical effect, such as a hanging spell. A magical wake closes and disperses shortly after the spellcaster's passage or departure. Usually in a number of rounds equal to the level of the magical effect(s).
- **Wave:** Rare display of uncontrolled arcanic energy that sometimes "washes" away existing spell effects, or can be "ridden" by a spellcaster with a properly attuned aura. A small wave causes a $d4 \times 10\%$ increase in magical energy, known as magnitude. A medium wave causes a $d4 + 2 \times 10\%$ increase. A large wave causes a $d6 + 4 \times 10\%$ increase. A huge wave causes a $3d4 + 4 \times 10\%$ increase. An arcane wave will surge forward at a move rate appropriate to its size (in height). The size of a wave is equal to 2' in height per 10% power increase and 1' in width per 1% of power increase. Thus a medium wave causing a 50% increase in the arcanafLOW's local potential would be 10' high and 50' wide, moving at a rate of 120' per round. The disposition of a wave is determined by a new die roll each round as it gathers or loses motive energy. A wave that experiences three consecutive decreases in magnitude will fall to the next lowest size category, or collapse if it is reduced below small. The same occurs for a wave that fails to increase in size for three consecutive rolls. A wave that increases in size for three consecutive rolls grows into the next higher size category.

Flowcasting: The energy of the arcanaflow is merely potential, and not magic itself. A spell is powered by these energies (*arcana*) but the process normally requires a living, physical conduit to manifest a tangible magical effect. For a standard arcane spellcaster, this conduit is the life force and physical body of the caster, and is known as *anima*. Still, it is the *aura* of the caster that allows perception of, and interaction with, the arcanaflow energies required for spellcasting. Without this aura, the potential caster is unable to see or touch the arcanaflow in any meaningful way. Finally, the end result of this process is the successfully manifested spell, and this effect is known (somewhat romantically) as *aria*.

Flowcasting is fundamentally the same as standard spellcasting and does not have to be treated differently under most circumstances. The options available at the different stages of magic-use are meant to add versatility and roleplaying opportunities for both Player and Referee.

- **Arcana:** The potential energy of the arcanaflow, used to power a spellcasting attempt. Arcana is not always a consistent source of energy and experiences infrequent periods of flux.
- **Aura:** The radiant essence of the spellcaster that allows interaction with the arcanaflow. Every flowcaster possesses an aura of differing strength and efficiency, allowing a limited amount of arcana to filter through into spell form. This aura is invisible to those who cannot sense magical energy.
- **Anima:** The physical form and awareness of the spellcaster that allows the raw energy of the arcanaflow to be translated into a desired spell effect. This generally utilizes ritual gestures and incantations, but also assumes conscious will and direction.
- **Aria:** The tangible manifestation of arcane energy as a completed spell effect. An archaic and somewhat romantic appellation, intended to convey the idea that a spell is an individual effort with the aid of greater accompaniment in the form of the arcanaflow.

Residual Fade: When the spell effect manifests as aria, the arcanic cycle is not yet complete. A spell does not usually exhaust all of the energy employed in casting. There is almost always a lesser amount of residual energy to dissipate back into the arcanaflow. This is a process similar to evaporation in the natural water cycle, something which the practice of flowcasting closely resembles. Residual magic returns to the arcanaflow, to mingle with the source and maintain the arcanic cycle. It is not unusual for some of this energy to linger

within a spellcaster’s aura for a time. This dissipating energy is commonly known as *spell fade*. Like mist or smoke, some of this energy can cling to the spellcaster to linger within the aura. While this residue will dissipate in turn after a short period of time, its presence can grant the spellcaster some resistance to similar magical effects while it remains.

Example: A wizard casts *fireball* as a 3rd level spell. As a fire spell, the wizard’s aura will grant a +3 to saves against effects of the fire type for 3 rounds following the completion of the spell. This bonus decreases by one each round until the benefit has worn off entirely. Only one such effect can remain at a time and no other can manifest until the current one has ended. A caster cannot voluntarily negate the effects of lingering fade within the aura.

Arcana System: The flowcasting system will use Aura and Arcana to determine spellcasting ability. The “levels” of spells in the rules are divided into Arcana in the flowcasting system.

- 1. Least Arcana: spells of level 0* and 1st level.
 - 2. Lesser Arcana: spells of 2nd to 3rd level.
 - 3. Minor Arcana: 4th to 5th level spells.
 - 4. Major Arcana: spells of 6th to 7th level.
 - 5. Greater Arcana: 8th and 9th level spells.
- *Yes, the Avremier setting includes the cantrip.

The character will still have to learn spells but the limit on casting those spells will depend upon the caster’s Aura. The gradients of Aura are as follows (ranges are in actual inches, the second value being how far out the aura can be “pushed”). This range or radius is also known as *radiance*.

<u>Max. Spell Level</u>	<u>Aura Color</u>	<u>Aura Radius</u>	<u>Pushed Aura Range</u>
0 st	White	Touch	3 inches
1 st	Rose	6 inches	9 inches
2 nd	Red	12 inches	15 inches
3 rd	Orange	18 inches	21 inches
4 th	Yellow	24 inches	30 inches
5 th	Green	36 inches	42 inches
6 th	Aqua	48 inches	54 inches
7 th	Blue	60 inches	80 inches
8 th	Indigo	100 inches	120 inches
9 th	Violet	150 inches	180 inches

Aura Restoration and Spell Memorization: A flowcaster needs one hour of sleep or meditative rest per Arcana rank (1-5, as above) to restore aura energies after spellcasting. But, the caster only needs to memorize those spells not already memorized. To replace one memorized spell with another requires reading and retaining the formula. Memorized spells are not lost with casting, only the caster’s aura capacity is diminished along the way. A flowcaster with no spellbook is not helpless, just more predictable.

MAGIC-USERS (FLOWCASTERS): Before humans, there was no arcane magic in Avremier. Historians and scholars disagree upon the true origins and properties of the Arcanaflow as the source of magic, but none can argue that humankind was not somehow responsible.

A flowcaster’s charisma represents the quality of interaction with the Arcanaflow, and the precision in attunement of the caster's aura. A charismatic caster may coax more spell energy from the Arcanaflow, or mitigate potential arcanic disasters.

A flowcaster with a high charisma score gains bonus spell levels according to the character’s Loyalty Base bonus (+1, +2, or +4). These bonus spell levels can be assigned as desired, per day, when spells are memorized. For example, a caster with +2 bonus spell levels can use them either as two 1st level spell slots, or one 2nd level spell slot — making a different (or the same) choice the next day. The use of bonus spells usually requires a 2d6 Reaction check to represent how well-attuned the caster’s aura is to the current Arcanaflow conditions, with results as follows.

<u>Dice Score</u>	<u>Reaction</u>
2	No bonus spells for that day
3-5	Current bonus spell fails
6-8	Spell is cast
9-11	Spell cast as two levels higher
12	Spell cast as three levels higher*

*No need for further Reaction checks that day. Bonus spells cast as normal.

The Arcanaflow communicates with flowcasters in a language known as Skorva, which all members of this class can understand and speak to record and cast spells. To those without an arcane aura, this language is incomprehensible, even by magical means. To them, it sounds like a variable-pitched hum with intermittent “crackles.”

Any flowcaster can simply concentrate to *Sense Magic* at any time (known as “gazing”). They have a 2 in 6 chance to note the presence and intensity (level) of magic in aura proximity, even when not checking. *Sense Magic* can be used to determine the condition of the local arcanaflow.

Sense Magic is similar to *Detect Magic*, but does not generally offer specifics regarding the type of enchantment involved. Also, *Sense Magic* is not a spell — it is an ability of any magic-user with an arcane aura. *Detect Magic* might still be employed to greater range and effect.

Note that it is considered rude to the point of personal insult to intentionally *gaze* upon another caster’s aura. Magical duels have been started for this reason more than any other (“In my defense, he was gazing me.”). Also, a trained caster can usually tell that a person is gazing by the distant look in their eyes. Experienced casters may be able to conceal that “gazed” look, but success is never assured.

The Referee may adjust the chance or range to *Sense Magic* according to the relative power of the magical energies involved. To analyze the magic, the character must allow it through their aura — possibly enduring whatever effects may result. Also, there exist a number of magical traps and snares that are triggered by gaze contact.

Particularly skilled flowcasters may locate magically-invisible creatures or objects, determine (track) the path of a passing magic-user or enchanted item by the temporary “wake” left in the Arcanaflow, or detect magical traps without setting them off.

With each level of flowcaster gained, the character adds a new insight or ability regarding the Arcanaflow.

<i>Flowcasters (Level)</i>	<i>D4 HD</i>	<i>Fight As</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>	<i>6</i>	<i>7</i>	<i>8</i>	<i>9</i>
Journeymage (2)	1+1	Man +1	2	-	-	-	-	-	-	-	-
Magician (4)	2+1	2 Men +1	3	2	-	-	-	-	-	-	-
Mage Errant (6)	3+1	3 Men +1	4	2	2	-	-	-	-	-	-
Mage Intrepid (8)	5	Hero	4	3	2	2	-	-	-	-	-
Venturemage (10)	7	Wizard	4	4	3	2	2	-	-	-	-
Guildmage (12)	8+2	Wizard	4	4	4	4	3	1	-	-	-
Mage Arcane (14)*	8+4	Wizard +1	5	5	5	4	4	2	1	-	-
Mage Scholar (16)	9+2	Wizard +2	5	5	5	5	5	4	2	1	-
Magister (18)	6+1	Hero +1	6	6	6	6	6	5	2	2	1
Magister Arcanum (20)	7	Wizard	7	7	7	7	7	6	3	3	2

*A flowcaster of at least this level gains a natural lifespan of 10 x flowcaster level in years, but may spontaneously rise as a lich after death. Otherwise, it is said that the souls of flowcasters go into the arcanafLOW after their death.

At level 2 (Journey mage), the caster may give any spell a range equal to the extent of her own aura. Thus, a spell that requires a target to be touched can now be cast at a short distance, with the caster's aura as the medium of transfer. A spell with a range of less than the extent of the caster's own aura now gains that much more. This range increases with each aura gradient (see above). The class loses no spell slots for this ability.

At level 4 (Magician), the flowcaster may attempt to conceal his aura from view and from affecting the surrounding arcanafLOW. A flowcaster with a concealed aura cannot be identified as a spellcaster, nor by aura color, and leaves no discernable wake in the arcanafLOW. This prevents others from determining his abilities and from tracking him through magic. Hanging spells (see the description of the level 10 caster) can also be hidden in this manner. Each attempt requires a flowcasting (3d6 charisma loyalty) check, modified by charisma bonus. Success is normally achieved on a 9 or better, with the attempt lasting a number of hours equal to the total die roll (without modifiers). The Magician sacrifices one 1st level spell slot and gains another at level 6.

At level 6 (Mage Errant), the caster gains more control over her aura, making her more difficult to identify or to target with arcane spells. The flowcaster's scent can be subdued by her aura, making her completely undetectable by creatures relying upon smell. Within her own aura, the flowcaster may create a *Phantasmal Force* effect that alters her appearance to that of another creature of about her own size and shape. While other genders, races, and species can be imitated, the effect cannot reproduce a specific individual. Each attempt requires a flowcasting (3d6 charisma loyalty) check, modified by charisma bonus. Success is normally achieved on a 9 or better, with the attempt lasting a number of hours equal to the total die roll (without modifiers). The flowcaster also receives a bonus to saves (equal to Arcana level) against spell effects or life force/energy drain attacks that target her specifically. The Mage Errant sacrifices no spell slots at this level.

At level 8 (Mage Intrepid), the caster may attempt more than one spell in a round, up to a maximum equal to Arcana level (three spells for Mage Intrepid). Subsequent spells must be of lower level than the one(s) before and each of these spells requires a save vs. magic by the caster to cast successfully. These saves are modified by the caster's intelligence and dexterity (see the table below) and each save after the first is made at a cumulative -1 to the die roll.

<u>Int/Dex Score</u>	<u>Save Adj.</u>	Modifiers from both intelligence
9-12	+0	and dexterity are applied to the save
13-15	+1	vs. spells. Dexterity applies as long
16-17	+2	as the caster is free to use both
18	+3	hands/arms during the attempt.

A failed save indicates a failed spell, but the caster may still attempt further spells, as appropriate. After this "flurry of spells," the caster is fatigued for a number of minutes equal to the total level of all spells cast. No spells beyond Least Arcana can be attempted during this time. Flurry of spells can be attempted a number of times per day equal to the character's Arcana level.

The character may also attempt to "catch" single-target ranged spells where he is the target. The character must be aware of the incoming spell and must have both hands empty and free for use. Chance of success is determined by a to-hit roll as if the armor class of the spell is equal to 10 minus the spell's level. The to-hit roll is modified by the character's intelligence and/or dexterity bonuses (as listed above for save adjustment). A spell beyond the Mage Intrepid's current Arcana level cannot be caught, and affects the character without the chance for a saving throw. Catching a spell is the same type of action as casting a spell. The spell must be released or utilized in some manner within a number of minutes equal to the character's intelligence score minus the spell's level, or the Mage Intrepid is automatically affected, with no save.

During the "holding period," the spell can be "thrown away" harmlessly, or the character may attempt to cast it. A roll for % *Chance to Know any Given Spell* is made, with a penalty equal to 2x the spell's level. If the roll is failed, the spell must be thrown away (the same action as dropping a weapon or item). If the caster already knows the spell in question, it may be cast with no roll needed. In either case, the spell manifests at the original caster's level, or the character's caster level — whichever is lower.

The Mage Intrepid sacrifices one 3rd level spell slot and gains another at level 10.

At level 10 (Venturemage), the character gains one of the signature abilities of the flowcaster: hanging spells. The flowcaster can cast a spell into her own aura and leave it waiting inside until she chooses to activate it. Activating a hanging spell is a simple matter of a single word or gesture to complete (much like a cantrip), chosen by the caster upon creation. The hanging spell does not take up any spell slots for the caster once it enters her aura, but it may be struck by an incoming spell or effect that requires a save vs. spells for as long as it remains hanging. Any such save failed by the flowcaster will cause a hanging spell to be struck if the save is failed by a number equal to (or greater than) the hanging spell's level. A struck spell dissipates harmlessly and the character is affected as if the save had been made. If necessary, the Referee or Player can roll to determine which spell is struck if there is more than one possibility. Typically, a total number of spell levels equal to or less than the flowcaster's aura limit (1-9) can be left hanging at a time, and each will remain so for a number of days equal to the spell's level. Hanging spells can be noted and identified by another flowcaster using the *Sense Magic* ability.

The Venturemage sacrifices one 4th level spell slot and gains another at level 12.

At level 12 (Guildmage), the flowcaster gains the ability to focus arcane energies to manifest as a *sigil blade*, starting at the size and base damage of a dagger. This blade can be thrown as a single *Magic Missile* for 5d6+5 damage, increasing to a maximum of 6d6+6 at level 16. Once thrown, that manifestation of the sigil blade is expended for the day. At level 13, the sigil blade can be manifested as a short sword, with the same reach and damage range. At level 14, the sigil blade can be manifested as a longsword, with the same reach and damage range.

A sigil blade affects creatures immune to non-magical weapons, and spell slots may be spent to give the blade additional properties. A 1st level spell slot gives the blade a +1 enchantment, a 2nd level slot gives a +2 enchantment, and a 3rd level slot gives a +3 enchantment. Spell slots added this way are not cumulative and +3 is the highest bonus possible. A 1st level spell slot can also give a sigil blade the *Flaming* or *Sharpness* property. A 2nd level slot can add the *Cold* property. A 3rd level slot can add the *Vorpal* property. Only one such additional property can be added to a sigil blade, beyond the "plus" enchantment.

Regardless of size, a sigil blade weighs and wields the same as a dagger, allowing the flowcaster to use it with expertise. It is made of arcanic energy of a color chosen by the wielder (within aura range) and does not look at all real or ordinary. A sigil blade cannot be disarmed, but it does disappear once it leaves the caster's hand — unless thrown as a *Magic Missile* (see above). The character can manifest a sigil blade a number of times per day equal to $1 + \text{charisma Loyalty Base}$ (1, 2, or 4). In most cases, a flowcaster cannot cast spells while wielding a sigil blade.

At level 14 (Mage Arcane), the character gains the esoteric ability of *Flowfishing*. This is the practice of reaching (using aura if desired) into the arcanaflood and grasping the deteriorating husk of a spent magical spell (residual fade) tossed along the current like a piece of flotsam. There are essentially three types of spell dross that can be caught in this manner.

Fragment: A piece of a spell that has dissolved nearly to nothing. A successful D6 check (+ charisma Loyalty Base) against the spell's original level allows the caster to extrapolate enough information to cast the spell himself. The spell must be cast or released in a number of rounds equal to the character's flowcaster level. This bit of magic will occupy an empty spell slot of the spell's original level, no matter how little remains.

Remnant: Somewhere around half a spell that can be identified with a successful D8 check (+ charisma Loyalty Base) against the spell's original level. Such a caught spell must be cast or released within a number of turns equal to the character's flowcaster level. The spell will occupy an empty slot of the original spell level or it can be made into a hanging spell (see above).

Oddment: A mostly intact leftover from a previously cast spell. This lucky find can be identified with a successful D10 check (+ charisma Loyalty Base) against the spell's original level. A caught spell of this type must be cast within a number of days equal to the character's flowcaster level. Occupying an empty slot of the original spell level, it can be made into a hanging spell, or the character can try to commit the spell to writing as if learning it from a scroll. If the attempt fails, the spell is immediately lost.

Spell pieces are spotted through *Sense Magic* and the base chance of any such piece being within aura reach at any given time is 5 in 20. If the D20 roll is a 1, the piece is an oddment. On a 2-3, the piece is a remnant. On a 4-5, the piece is a fragment.

At level 16 (Mage Scholar), the flowcaster has mastered the art of *waveriding*; attuning his aura to the movements of the Arcanaflow. This allows him to relinquish his magical state to the movements of surrounding arcanic currents. In effect, the caster may “ride” the flow of magical energy, moving himself and anything else that can fit inside the radius of his own aura. Since the Arcanaflow is often in flux, the immediate conditions should be determined by the Referee. Typically, the conditions of the Arcanaflow allow for a *Dimension Door* effect. If conditions are less than optimal, then a waveriding attempt will more closely resemble the effects of a *Fly* spell. If the Arcanaflow is experiencing a manageable surge, then the waveriding will be equal to a *Teleport* spell. General direction of movement is also determined by the Referee. As always, the flowcaster may examine local conditions through *Sense Magic* before any attempt is made.

The Mage Scholar sacrifices one 5th level spell slot and gains another at level 18.

At level 18 (Magister), the character is able to replenish a portion of her spent arcane energy to regain used spell slots. The total amount per day is equal to the character’s flowcaster level. Partial spell slots cannot be regained. The slots regained will retain those spells originally assigned, and cannot be used to memorize new spells. This replenishment takes a number of rounds equal to the total amount of slots regained.

At level 20 (Magister Arcanum), the flowcaster can use the *Sense Magic* ability to observe an arcane spell cast within view, succeed in a save vs. spells, then take it into his own memory if he has an empty spell slot of the same level (or higher) available. Once the spell is cast, it is forgotten as normal. While the spell is retained, the flowcaster may attempt to scribe the spell into his book at his listed % *Chance to Know any Given Spell*. A spell cannot be retained at all if the flowcaster has reached his *Maximum # per Level* for intelligence. If the attempt to retain an observed spell fails for any reason, the appropriate spell slot is expended for that day.

The Mage Scholar sacrifices one 6th level spell slot.

MAGIC-USERS (SPELLFENCERS): This specialist in the use of the rapier wand, or *piurban*, is also known as the Arcane Duelist. The piurban (PURE-ban) is a rapier attuned specifically to the wielder’s arcane aura, acting as a sword and a wand in equal measure. In most cases, it is a criminal act to possess one without right.

Part of an elite arcane caste surrounded by hallowed traditions and esoteric rituals, the spellfencers began as a secretive group of arcane enforcers that upheld the specialized laws of the magical community and punished the worst transgressors. During a time in which the organization reached for power itself and regularly overstepped its bounds, the spellfencers were stripped of much of their authority and influence. Today, only two or three accredited academies still exist. In recent years, many spellfencers serve as elite bodyguards and professional duelists. Code of Conduct. Academy pride.

The prime requisites of the spellfencer are intelligence (minimum of 13 or better) and dexterity (minimum of 12 or better).

When wielding the piurban (see below), a spellfencer parries and evades attacks in combat as a trained fighter, gaining a +1 bonus to armor class for each point of dexterity over 14. This bonus applies to saving throws against any spell or magical effect aimed directly at the spellfencer, such as those delivered by touch or by “ray.” This is sometimes known as a *counterparry*. Even if the counterparry fails, the spellfencer gains a second saving throw with normal adjustments.

<i>Spellfencers (Level)</i>	<i>D6 HD</i>	<i>Fight As</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>	<i>6</i>	<i>7</i>
Duelwand (2)	2	Man +1	1	-	-	-	-		
Spellbrawler (4)	4	3 Men	3	2	-	-	-		
Swashchanter (6)	5	Hero -1	4	2	1	-	-		
Swordcaster (8)	7	Hero +1	4	3	2	2	-		
Gladiomancer (10)	8+1	Superhero -1	4	3	3	2	2		
Spellfencer (12)	8+2	Superhero -1	4	4	4	4	3	1	
Duelist Arcane (14)	8+3	Superhero	5	5	5	4	3	3	-
Bladesmage (16)	8+4	Superhero	5	5	5	5	5	4	2
Elite Bladesmage (18)	8+5	Superhero +1	6	6	6	6	6	5	2
Gentleman B'mage (20)	8+6	Superhero +1	7	7	7	7	7	6	3

The Duelwand (level 2) gains a piurban, attuned to her own aura, at no cost. See the **EQUIPMENT AND COSTS** section, below, for details of the weapon and the cost of replacement. In the hands of the character only, this blade is considered magical for the purpose of hitting creatures immune to mundane weapons. The piurban can be used to deliver touch-range spells cast by the wielder. The weapon only functions when unsheathed.

The Spellbrawler (level 4) may create a specialized type of *Shield* spell for off-hand use in combat. Manifested with the speed and ease of a cantrip, this is a visible, round barrier of arcane energy anchored to the caster's hand which cannot be disarmed. The shield improves the character's AC by +3, and adds a +3 bonus to saving throws vs. magical effects targeting the character specifically. Spells cannot be cast with the shield hand and it takes a full round to "drop" the shield. The color of the shield is determined by the spellfencer, within his aura range. Duration is 6 turns.

Also at 4th level, the spellfencer gains a non-magical +1 bonus to hit with the piurban.

The Swashchanter (level 6) is able to manifest a dagger-type *sigil blade*, much like a 12th level flowcaster (see above). This weapon is commonly employed as an off-hand dueling blade or main-gauche, granting a parry bonus of +1 to armor class in combat (similar, and in addition, to that granted by the piurban). It is considered a magical weapon for the purpose of affecting creatures immune to mundane attacks. Unlike that of the flowcaster, this blade cannot be thrown.

The Swordcaster (level 8) can manifest a sigil blade up to the size of a short sword, generally for off-hand dueling. This blade is equal to a +1 enchanted weapon for combat purposes. A spellfencer is unable to generate a larger blade at any level. Also at 8th level, the spellfencer gains a non-magical +1 bonus to damage with the piurban.

The Gladiomancer (level 10) is considered a dual spellwielder, able to cast one memorized spell with each free hand, in the same round. Only spells up to level 5 can be cast in this manner, and the spell cast with the off-hand must be of lower level than the primary hand. The level difference between the two spells is added to the slot cost of the effort. There is also a Concentration check required.

After 10th level, the spellfencer no longer gains new arcane combat abilities, instead focusing on improving those already possessed.

The Spellfencer (level 12) gains an additional non-magical +1 bonus to hit (total of +2) with the piurban, and may expend a spell slot to add a magical bonus (+1, +2, or +3) to hit and damage. This magical bonus lasts 12 turns.

The Duelist Arcane (level 14) Spell proxy: If brandished in a defensive posture, chance of piurban becoming target of incoming spell instead of wielder. If the weapon is not a viable target for the spell, the spell has no effect. May instantly recall his own piurban to her hand, if out of reach and in sight.

The Bladesmage (level 16) Transfer charges from a wand to the piurban, instead of expending spell slots. Also at 16th level, the spellfencer gains an additional non-magical +1 bonus to damage (total of +2) with the piurban. May instantly recall his own piurban to his hand, if within 1 mile per character level.

The Elite Bladesmage (level 18) may instantly recall her own piurban to her hand, from anywhere on same plane.

The Gentleman (Lady) Bladesmage (level 20) Gain an additional non-magical +1 bonus to both hit and damage (total of +3/+3) with the piurban. May instantly recall his own piurban to his hand from anywhere within the Core Planes.

CHARACTERS: (Psionic Ability)

Flowcasting and akashics (psionics) are entirely incompatible. In fact, the arcanic aura impedes and distorts akashic emanations or effects to the point of granting the flowcaster a resistance equal to the character's Loyalty Base bonus (+1, +2, or +4) for the purpose of saving throws vs. akashic attacks.

NON-HUMANS: (Arcane Specifics)

In Avremier, the art of arcanic spellcasting is primarily the province of humans. After all, it is their race which brought the means and the method to cast magic spells in this world. Even so, the *cyr* (elves) have shown great facility with arcanic magic (though they cannot become flowcasters). The other player character races have developed limited ability when it comes to arcane spellcasting. No non-human character can become a flowcaster. Some elves have mastered the art of spellfencing.

Highdelvers: From a race of earth-and-fire aspect, delvish spellcasting is understandably weighted toward those elemental traits. A delvish magic-user operates from a limited spell list (see the **NEKARI** supplement for details of

delvish magic-use) and most are able to advance only as high as 6th level. A delvish character of 17 intelligence can reach 7th level, while a delvish character of 18 intelligence can achieve 8th level as a magic-user.

Bücca: Descended from fae, and embracing the elements of air and earth, a magic-user of this race can advance as high as 5th level. A bucca character of 17 intelligence can reach 6th level, while a bucca character of 18 intelligence can achieve 7th level as a magic-user. Magic-users of this race have access to a limited range of spells, as listed below.

Bucca Magic-Users:

<u>1st Level</u>	<u>2nd Level</u>	<u>3rd Level</u>	<u>4th Level</u>
Charm Person	Continual Light	Clairaudience	Charm Monster
Detect Magic	Invisibility	Clairvoyance	Confusion
Light	Knock	Fly	Dimension Door
Read Lang.	Levitate	Prot./Norm. Missiles	Halluc. Terrain
Read Magic	Mirror Image	Rope Trick	Remove Curse
Sleep	Magic Mouth	Suggestion	Wizard Eye
Ventriloquism	Web		

Yalkhoi: As “descendants” of ogre magi, the yalkhoi do have some talent for magic in their blood. Able to cast spells up to 4th level, the yalkhoi magic-user has access to a limited number of spells, based upon the abilities of the ogre mage, and can advance as high as 8th level, regardless of intelligence score. The spells available to a yalkhoi magic-user are listed below.

Yalkhoi Magic-Users:

<u>1st Level</u>	<u>2nd Level</u>	<u>3rd Level</u>	<u>4th Level</u>
Charm Person	Darkness 5'	Dispel Magic	Charm Monster
Detect Magic	Detect Evil	Fly	Fear
Magic Missile	Det. Invisible	Infravision	Ice Storm
Prot. From Evil	Invisibility	Prot./Norm. Miss.	Polymorph Self
Read Magic	Levitate	Suggestion	Wall of Ice
Shield	Strength		

ARCANE ADVENTURERS:

Non-Player Adventurers:

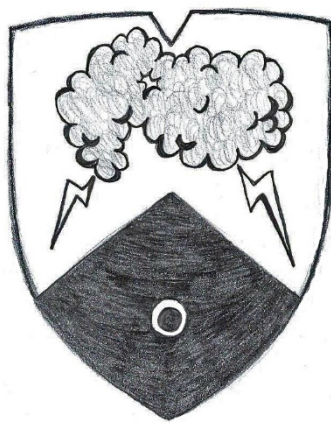
The study and advancement of arcane magic now undergoes something of a renaissance in the Avremier setting, as examination and exploration of the planes beyond the Core expand what is known of the Arcanaflow.

As long as there have been spell formulae kept in locked tomes, wary cabals of magic-users pooled their precious resources to learn all there was to know — and keep tabs on their rivals. While the majority of these early groups became ever more secretive, or failed to survive to the present day, a few maintain a significant presence in the modern magical community.

Abronti, The: What started as a study founded by a single influential family is now a cabal of close-knit magical colleagues and peers with a single, driving focus — immortality. To most, the prospect of lichdom is repellent, so the Abronti pursue any and all avenues of alternate research. While some are adventurers themselves, the membership prefers to retain others to pursue its most arduous “field work.”

Sapphire Wind, The: Founded by those who would dominate the forces of magic and shape them to their own will, this is a group in hiding, but sworn a triumphant return. Those in power may be direct descendants of the Elemental Magi, much-maligned spellcasters accused of war crimes during the Harrowing — they helped turn the tide of war in favor of Humanity, and advanced elemental magic more in fifty years than in all of recorded history. Some achieved immortality by the sublimation of dangerous elemental essences.

Tempestward: Originally a rival group in opposition to the Sapphire Wind, this organization is now a sanctioned adventurer’s guild known for the quality and integrity of its arcane spellcaster members.



EQUIPMENT AND COSTS: (Setting-Specific Additions)

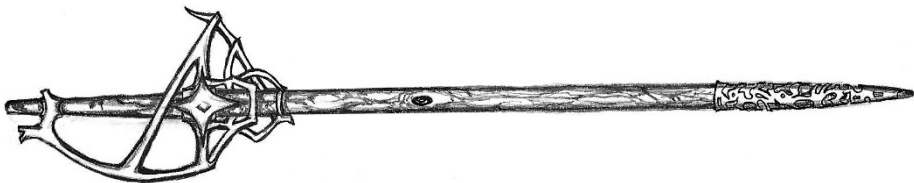
The listings below encompass arms and resources of many types, as found in the Avremier setting. Costs are in gold pieces.

<u>Weapon</u>	<u>Cost</u>
Piurban (rapier)	40

<u>Armor</u>	<u>Cost</u>
Spellfencer's Robes	25

Weapons

Rapier Wand (Piurban): This slender short sword (rapier) is the signature weapon of the spellfencer. Lighter and faster than a typical short sword, the piurban inflicts the same melee damage and functions as a magical wand — but only in the hand of the magic-user for which it is attuned. In other hands, the weapon is no more than a mundane rapier. Sword cane versions of this weapon are very popular.



Staff, Magical: Pages 20 and 23 of the **AVREMIER** supplement mention the fighting staff as a melee weapon. For the magic-user, the staff is often a symbol of status as well as a channel for magic. Some magical staves are meant to be used in combat, such as a Staff of Striking or Staff of Wizardry. A magic-user able to make more than one melee attack in a round, wielding only a staff, may substitute one attack with a use of the staff's magic.

Armor

Robes, Spellfencer's: More of a long tunic, or sleeved tabard, than a robe, this quilted garment is enhanced with alchemical ceramic and alloyed metallic threads Specifically designed around the spellfencing style of combat, it improves AC by 1, and gives a +3 bonus to saves vs. electrical and cold-based attacks or effects.

ATTACK MATRIX I: MEN ATTACKING

*Scores to hit for Spellfencers, as Clerics. With *new armor types*.

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

<u>Maximum Thrown/Missile Weapon Ranges in Feet</u>	
Dagger	30
Dart	60

Damage By Weapon Type

Weapon	vs. Man-Sized	vs. Larger
Rapier Wand (Piurban)	1-6	1-8
Staff	1-4+1	1-4+1

ARCANE MAGIC IN AVREMIER

Note: Avremier flowcasters typically identify spells by color, not by “level.” Also, their spell effects can be manifested as any color within the caster’s aura range. This makes rose-hued *Light*, orange *Lightning Bolts*, or blue *Delayed Blast Fireballs* possible. This change is purely cosmetic, and requires no additional investment of spell slots or effort.

ARMIGER COURT SPELLS: Each Armigerial Court boasts a number of Court Wizards that further the arcane traditions of their line. Some of their spells are created only for the Court, and many cannot be cast by those without the proper armiger blood. This volume details only one of these spells (Vivify Stone) by way of example, but others will be offered in a future Armiger-themed supplement.

SPELLS TABLES (Additions)
Italicized Spells are specifically Arcanaflow spells.
Vivify Stone* is a Basilisk Court spell.

Flowcasters (Arcane):

1st Level (rose) 1. Bafflement	2nd Level (red) Frostfire	3rd Level (orange) <i>Confrontainment</i>
2. Rebellion of the Mind	Gravity Plane	<i>Ebon Sigil</i>
3. Shadow Lance	Vivify Stone*	Shatter Sphere
4th Level (yellow) 1. Danse Macabre	5th Level (green) Siege Rain	6th Level (aqua) Bonedust Cloud
2. <i>Ill Wind</i>	<i>Spellphage</i>	Power Word - Truth
3. Sphere of Ash	Wraithfire	<i>Spiral Tide</i>
7th Level (blue) 1. <i>Arcane Variance</i>	8th Level (indigo) <i>Lunar Wind</i>	9th Level (violet) <i>Magestorm</i>

EXPLANATION OF SPELLS:

Flowcasters:

Cantrip (0-level spell): A cantrip is a minor expression of magic, generally for utility or study: lighting a nearby candle with a snap of the fingers, turning a page with a gesture, or zapping a pesky fly. The cantrip is intended as an aura ability, not a spell or listing of spells. Still, for the sake of organization, it is detailed here in the Explanation of Spells section.

There is no list of cantrips. A cantrip is whatever the caster desires, within the limitations of the cantrip effect. While the cantrip is intended as an aura ability of the Flowcaster, the Referee may allow Magic-Users of all types usage at no penalty.

A caster can use as many cantrips per day as desired, or, if the Referee prefers, the number can be limited to the caster's experience level, Maximum # of Spells per Level for intelligence score, or any other amount which suits the game. If adjusted dexterity is used for melee, a cantrip is cast with an adjustment of +1.

At minimum, casting a cantrip requires a brief vocalization and/or gesture by the caster. Saving throws for effects are always permitted, often at a +1 bonus to the die roll. Any damage inflicted is but a fraction of 1 hit point: about equal to a poke or a pinch — enough to possibly kill an ordinary fly or startle a mouse. Area of effect is usually 1 object, a 10' radius, 1-4 sq. yards, or 1 cubic yard.

Duration: Instantaneous, or a period of days for minor transformations — as determined by the Referee.

Range: 10", or up to the caster's aura extent (whichever is greater).

1st Level:

Bafflement: Cast upon an object or creature, the spell keeps all sound or light generated by the target from passing beyond 5' or 10' from the source (as determined by the caster). No other similar form of energy will leave the area of effect, rendering those who sense air displacement, heat, or vibrations effectively blind. The target is not invisible, but will appear as if in shadow, or as a silhouette. The spell does not contain scent or smoke/vapor. Duration: 2 turns. Range: 6".

Rebellion of the Mind: Whenever the target attempts to take an action beyond normal movement (up to walking — not running, nor combat), the spell causes a violent storm of mental energy in his head. The effect feels like electric shock, inflicting 2-5 damage, plus an equal amount of damage to the victim's current Intelligence score. This effect keeps the target from taking the desired action. If the victim's Intelligence falls to 0 (it cannot go lower), he falls unconscious. Intelligence points lost this way are restored, one-for-one, with regained hit points. Duration: 6 turns. Range: 24". Sometimes called "Brainstorm."

Shadow Lance: The caster conjures a 10' shaft (lance) of darkness that inflicts weakness (as reversed Strength spell) and Fear (as spell) on a successful strike. Once the effects are transmitted, the shaft disappears. Duration: 2 turns.

2nd Level:

Frostfire: The caster can generate a flickering blue-and-white radiance infused with Deep Umbral energies harmlessly in the palm of his hand. This "cold fire" acts much like ordinary flame, except that it deals cold damage and burns living flesh with frostbite. The flame can be thrown up to 3" and will be extinguished unless it contacts combustible material. Water will not extinguish Frostfire, usually freezing instead. The caster may extinguish the Frostfire at will. Duration: 2 turns x caster level.

Gravity Plane: Affecting the caster + a number of selected creatures within range equal to the caster's level, this spell sets local gravity by the position of the caster, who determines the orientation effect by stepping from one surface (wall, floor, ceiling, etc.) to another. The surface essentially becomes "floor" for those under the influence of the spell, and the effects of gravity itself are altered in relation to the recipients, who do not need to cling to a surface or worry about dropping things "upward." Those affected must stay within 12" of the caster or instantly lose the effect, which also pertains to object hurled or fired beyond that radius. Duration: Caster concentration + 6 turns. Range: 12".

Vivify Stone: Basilisk Court spell that gives an intact petrified creature awareness and mobility. The spell functions only upon creatures that have been turned to stone, not statues or stone monsters such as gargoyles. The creature's move rate is reduced one rank from normal — from 9" to 6", for example. The creature typically attacks last in melee and loses any dexterity bonuses in combat. Strength is increased by +3, up to a maximum of 18/00 — each point of increase above 18 taking the creature to the next full rank of strength on the table. The vivified creature is unaffected by magic that influences the mind or causes pain, relies upon gaze or respiration, or that changes form (including stone to flesh). Damage taken by the vivified creature cannot be healed as for a living creature of flesh and blood. Duration: 4 game hours.

A magic-user of Basilisk Court lineage memorizes this as a 2nd level spell. A magic-user of any other Court memorizes this as a 3rd level spell. A human magic-user not of armigerial blood memorizes this as a 4th level spell.

3rd Level:

Confrontainment: All arcane spells or magical effects triggered by proximity or contact are instantly activated within a 3" radius, without leaving or expanding beyond the 3" area. Effects above 4th level have a 10% chance per spell level of breaching the 3" containment area, if possible. The caster may identify all such magic triggered this way. Duration: 1 melee turn. Range: 9".

Ebon Sigil: An arcane mark to be scribed upon a surface, the Sigil is a bane to light and specific types of energy. Extinguishes magical light and flame-based illumination within 3". Even phosphorescence is dimmed to nothing. Magical effects relying upon light, fire, or electricity will not manifest within the 3" area around the Sigil. Permanent magical light is restored when it leaves the Sigil's radius. The environment within the Sigil's 3" is notably cooler than its surroundings. An Ebon Sigil lasts until triggered, then it remains active for 12 game hours before fading away.

There are rumors of Ebon Sigils that absorbed or cancelled so many "units" of energy that they somehow became animate and independent, departing on their own at the end of their use instead of fading away. Arcane scholars speculate that a candleflame equals one such "unit." A point of damage from a fire- or electricity-based effect might also equal one "unit." How many units are required to free an Ebon Sigil is currently a mystery.

Shatter Sphere: A 6' globe of translucent, rippling sound energy that assaults creatures or objects inside its diameter with damaging vibration and sound. The sphere rolls along the ground, as directed by the caster, at a rate of 1"/round. Living creatures of 2 HD or less are rendered unconscious for 2-5 rounds. Those of 3-5 HD are stunned for 1-4 rounds. Those of 6 HD or more are deafened for 1-4 rounds. Non-magical objects are rendered into broken fragments, unless they are above 100 GP of weight/mass per caster level. Duration: 6 turns. Range: 1".

4th Level:

Danse Macabre: Those slain in melee (not ranged attacks) by spell recipient rise as a mindless undead zombie or skeleton under slayer's control. Each undead creature has the same HD as in life, losing one HD per day until falling to pieces, properly dead. If the spell recipient dies (in any fashion) while affected by the spell, he rises as an undead zombie or skeleton (as above) under the caster's control, until falling to pieces at 0 HD. An individual may have undead under his control from one Danse Macabre spell at a time. As long as this is the case, another Danse Macabre spell cannot affect him. Duration: 6 turns. Range: Touch.

Ill Wind: Calls up an arcane current that dismisses enhancement or protection spells of up to the 5th level, within range. Spells affected by an Ill Wind include all Protection spells or Shield, and enhancements like Strength, Haste, or Growth of Animals. Such spells with a finite duration are simply "blown away." Permanent effects are "extinguished" for 6 turns + caster level before returning. Range: 12".

Sphere of Ash: A swirling 3" cloud of ash and cinders that deals 2-20 damage to anyone within and reduces vision or movement to half, then after 3 turns, coalesces into a solidified 20' sphere of porous stone. The residual heat and the pressure of compression will deal 2-12 damage to anyone caught within the coalescing sphere. A creature trapped within can generally breathe, but nothing more. It takes giant strength to break out of the sphere, which is treated as stone for the purpose of spells or other attempts to free those trapped within. Range: 6".

5th Level:

Siege Rain: Drops of falling rain coalesce into large spheres that impact like small boulders from a light catapult. Upon impact, drops inflict 2-16 damage (including structural damage), then 1-8 “splash damage” to those within 10’. Affects an impact area beneath an existing rain cloud (or clouds) in a cube up to 3” per side. The number of siege drops that fall is equal to 5 + caster level. Each drop impacts a 5’ square, determined by the Referee, falling in a fairly even spread throughout the affected area. Duration: 1 turn. Range: 12”.

Whenever this spell is cast, there is a % chance equal to the number of fallen siege drops that an enraged water elemental will rise from the aftermath and go on an uncontrolled rampage — making immediately for the caster with murderous intent. The water elemental is of HD equal to the number of siege drops, losing 1 HD per round until it disappears entirely.

Spellphage: Infects an arcane spellcaster with a “virus” to target a random spell in their memory. The infected spell is consumed by the virus in a number of rounds equal to the spell’s level. Once that spell is consumed, the virus spreads to another randomly-chosen spell to begin anew for the duration of the Spellphage spell. An infected spell cast before consumption transmits the virus with the effects (if possible). If another arcane caster is affected, the Spellphage transfers to that individual, as if newly-cast. The Spellphage infects one spellcaster at any time. Duration: 6 turns. Range: 9”.

Wraithfire: Produces a cold, black-and-violet flame in the caster’s palm, similar to Frostfire (see above), that burns life energy. May be hurled up to 12” for 3D6 cold damage and the loss of one life energy level on contact. Sheds no light and does not ignite objects or materials. A living creature slain by Wraithfire may rise the next night as a vengeful wraith. Duration: 3 turns.

6th Level:

Bonedust Cloud: A billowing 6” x 6” cloud of gritty dust, obscures vision and makes breathing difficult for 6 turns, then coalesces into 6d6 undead skeletons bent upon attacking all within the area of the cloud. Movement of the cloud is 3”/turn, away from the caster or with prevailing wind. A living creature caught in the cloud saves or dies to become an animated skeleton that joins the rest. Surviving skeletons created by the spell become independent monsters under no one’s control.

Power Word – Truth: Speaking this word causes the intended creature to be incapable of lying (directly or through omission), unable to act against its nature (removes magical compulsions, etc.), and to assume its true form if altered in shape or disguised by illusion (including invisibility). A creature of up to 30 hit points is affected for 2-12 turns while one of 31-65 hit points is affected for 1-6 turns. Creatures over 65 hit points are unaffected. Range 12”.

Spiral Tide: A distortion of Arcanaflow energies that can manifest with the caster at the calm center of a maelstrom that forces everything else out and away, **or** with the maelstrom effect centered on a chosen point (up to 24” range) and swirling toward the center to contain. The radius of the maelstrom effect is 1” per caster level and about 1 foot per caster level in height.

With the caster at the center, the maelstrom pushes living creatures and magical effects or objects away at a rate of 6” until the outer radius is reached. Those resisting the effect (with a successful save) have 6” deducted from their move rate. For every magical item carried, active spell effect, and/or every level of arcane spellcaster, saves vs. the Spiral Tide are at a -1 penalty. The caster may move at a 6” rate, taking the center of effect along.

The “counterspiral” effect uses a fixed point for the center of the maelstrom and contains creatures and magic within. Saving throw penalties and move penalties are the same as above, and magical objects or spells of 5th level or less cannot be sent out of the Spiral Tide’s radius. Higher level spells manifest as if cast by a magic-user of 6 levels lower. Duration: 6 turns.

7th Level:

Arcane Variance: The caster may influence the intensity and or disposition of the Arcanaflow (generally within about a mile or less), for the purpose of spellcasting. Arcane intensity can be nudged up or down by 25% each round. Alternately, the caster may create a localized eddy of any type he chooses. If the caster attempts to push the intensity below 0%, there is a chance the Arcanaflow will rip magical energy directly from his own reserves (in the form of spell slots) – or suck him directly into the Arcanaflow itself.

Otherwise, arcane magic will be just that much more difficult to cast to achieve even normal results. Any round not spent adjusting the condition of the Arcanaflow may be used to cast spells. Pushing the intensity above 200% will almost certainly result in a wave surging away from the caster in whichever direction he is facing. Between 0% and 200%, this spell is generally reliable. Beyond that range, the Arcanaflow is threatened and likely to respond accordingly – as the Referee determines.

This is not a spell to be abused. A character may only cast this spell a number of times per day equal to his Charisma Loyalty Base bonus (0, 1, 2, or 4). Some writings tell of a complex magical construct known as a *pentangle* that can maintain such a spell indefinitely. Duration: 9 turns.

8th Level:

Lunar Wind: A cold wind that leaves darkness and dust in its wake: extinguishing light (even magical light) and open flames of up to about bonfire size, as well as inflicting temporary energy drain of 1-4 levels that return one per day. A creature reduced to zero levels (cannot go below) falls unconscious until restored to level 1 again. The dust settles only upon living creatures and glows softly — just enough to be seen in the dark, causing hallucinations in the form of distorted distances (+/- 10'–40'), friends becoming strangers (D6 roll: odd = attack, even = ignore), and delusions of grandeur (believes self to be under the influence of a beneficial effect – as Potion of Delusion). Hallucinations last for 1-4 days. For each day, there is a 20% chance that the hallucinations coalesce and attack the victim's mind as if by a 6th level monster. The Referee should then run a combat encounter between the character and the hallucinatory monster — as if it were real, but no one else can be involved. Any damage inflicted by the monster becomes real damage, and if the monster kills the character — the character dies. If the character wins the battle, she is free of all effects of the Lunar Wind. Range: 24".

9th Level:

Magestorm: Clouds gather overhead for one round, before unleashing a deluge of "potion rain" and strikes of "spell lightning." Potion rain affects upon contact, the specific potion type (not Poison) chosen by the caster. 3-7 bolts of spell lightning will strike as directed by the caster to inflict 3-12 electrical damage each, plus a non-damaging spell of level 1-5 from the caster's memory. Note: if Conjure Elemental is the chosen spell, a water elemental infused with potion appears next to the creature struck and attacks immediately. Control potion effects are under the control of the caster. The affected area is 8" x 8" plus 1" x 1" per 5 caster levels. Duration: 1 turn.

BOOKS OF SPELLS:

As precious repositories of knowledge and guarded journals of personal research, many spellbooks will be locked both by physical mechanism and magical art. Almost all older spellbooks, especially those of famous spellcasters, will be secured in this fashion. While the locks can usually be forced or broken, the pages inside will most likely be rendered blank or filled with indecipherable gibberish.

While a thief of at least 10th level can attempt to pick such a lock, with an Open Locks chance of -5% per level of the spellcaster, most spellbooks are designed to be opened with an assigned word, phrase, line of song, bit of music, or some other sound-based cypher. Sometimes, the opening key can be discovered through dedicated research or by magical means.

A spellbook lock is created by imbuing a physical lock or latch with a specialized *Wizard Lock* spell at the time the mechanism is fastened to the book. The magic is difficult to bypass by means of a *Knock* spell or similar magic. While *Dispel Magic* is sometimes effective, some of the book's contents may be lost in the process.

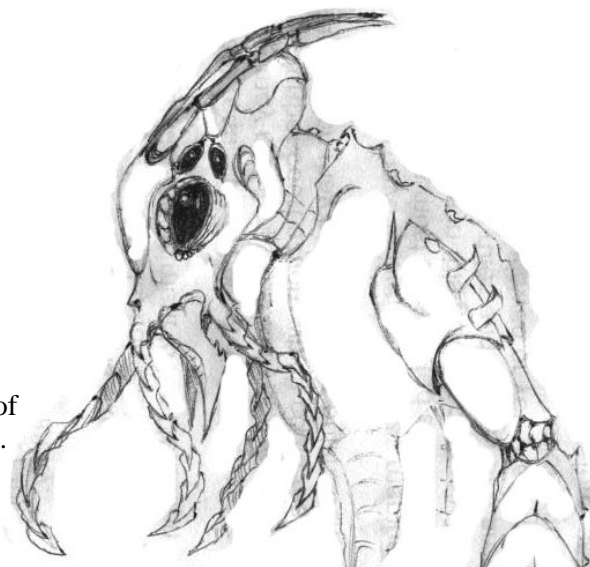
GETTING SPELLS TO MAGIC-USERS:

During the course of the game, there may not be many opportunities to consult selected tomes from a magical library for new spells. Even scrolls might be precious and few, or simply not of sufficient variety. An adventuring magic-user in search of new or replacement spells may have to stay sharp and take opportunities as they come. What follows are (D20?) suggestions for giving magic-users the chance to discover additional spells while “on the job.”

1. Loose spellbook pages found with other treasure or the remains of a deceased adventurer.
2. One or more spells scrawled by some mad wizard on a dungeon wall, door, or other surface.
3. Triggering ancient glyphs cause a spell to 'leap' into the closest wizard's mind, filling an equal spell slot (shunting another spell out if no empty slot is available). Must be scribed to avoid loss when cast.
4. Pages of a spellbook used to line a monster's nest or bedding.
5. Spellbook used by some ignorant rube as a journal or notebook. Some spells have been ruined, but a few remain.

6. Spell instructions woven into the structure of an epic poem or ballad.
7. The last great spell researched by some (in)famous wizard beautifully engraved upon the lid of his/her sarcophagus, in memoriam.
8. Scrolls given as rewards by employers or patrons.
9. Trading with monsters or NPCs for spellbooks that they don't understand or want.
10. Malfunctioning magic item (such as a Ring of Spell Storing or Staff of Wizardry) discharges a spell directly into the user's mind. The only way to release the spell is to scribe it.
11. Imprisoned wizard has been blinded to prevent the use of the one or two spells tattooed onto his body.
12. Spell incorporated into an elaborate painting or a statue. Must be studied from the artwork to scribe into a book.
13. Spell written on the back of an old treasure map, or a treasure map drawn on the back of a spellbook page. Two treasures in one!
14. A magic item holds a limited number of spells, but can write them if activated. Possibly a quill pen, parchment, chalkboard, or wax tablet.
15. Minor genie offers to scribe a spell for its freedom.
16. Transformed spellcaster offers to teach a character the spell that will restore her natural shape.
17. Another type of book (cookbook, poetry, sketchbook, whatever) has a spell or two scribbled in the margins, or on the back of a page.
18. Spy on another magic-user, via scrying, while they are studying their spellbook, and read over their shoulder. Desperate times...
19. The dying words of an NPC magic-user.
20. Obscure children's rhyme is actually the formula for a spell.

One of the horrors of
the outer planes.



Monsters & Treasure

CREATURES OF AVREMIER (Additions and Setting Specifics):

“The Arcanaflow is a realm we created, without knowing how. Because we could. Because we had no choice. Limitless energy, existing to serve our needs. What did we know of our needs? The Arcanaflow knew us better than we ever could. There is life and consciousness. Now – awareness. Biology. An ecosystem. Things which live. Despite our best efforts.”

—Journal scrap – author unknown.

CONSTRUCTS & GOLEMS: Since the wars of the Harrowing and the implementation of the Winterbind Compact, no golem will be animated by a bound elemental — except some of those that were beforehand. Modern golems are motivated by “sparks” of Arcanaflow energy or Deminity whim. The enslavement of elementals is no longer part of legal or civilized golem creation.

Artificial and manufactured forms capable of independent or guided action can be found nearly anywhere in the setting. Some will be little more than clever clockwork mechanisms, while others prove to be shockingly advanced. More than one application of science or craft may be employed in the fabrication of constructs. Individuals and groups are making great strides in the advancement and application of the artificer’s craft. Also, certain forms of life among the planes of the Vastness are entirely inorganic or non-biological.

ELEMENTALS: There are four elemental planes — the “classical” elements, forming a kind of energy-generating atmosphere around the Core. Don’t worry...no one else claims to understand it either. Elementals that do not conform to the “classical four” are not from other planes or “para-elemental” sub-planes. Such elementals have simply adapted or evolved. Furthermore, the elemental planes are not known for ecosystems or ecologies that resemble Material life. While some exceptionally powerful elementals or genies have created elementally-aspected demiplanes for their own purposes, the elemental planes are little more than primal energy and motive force. In fact, a great many elementals and genies inhabit Avremier and the Core.

Despite the clear intentions of the Winterbind Compact, it is still possible to conjure and bind elementals through arcane magic. Officially, such spells are not taught and are not included in standard spellbooks. They can be found in surviving pre-Compact volumes and archives, and there are a few magic-users that know the formulae. Such practices will eventually attract the attention of the gen(ie) community, possibly even arousing the ire of a spellmental (see below).

GEN, GENIES & JINN: Gen implies an elemental creature that has assumed a mostly static humanoid form, usually to live in a material society. Gen are usually formed of “non-classical” elements, or a combination of two or more. Less bound by ritual, gen embrace influences and evolutionary paths of the physical world. The jann is an example of a gen, and forms much of the “common citizenry” of Ophriquir. Genie refers specifically to such creatures as djinni, efreeti, dao, or marids — choosing rigid and traditional societies, even in their freedom and rise to enlightenment. No longer bound in servitude, the genies of the “classical elements” respect their own system of castes and titles in an attempt to order their existence. These are unbound individuals with little-to-no inclination to grant wishes. While humankind struggles to learn what it can of the genie races, there are a number of deceptive or elusive beings that defy simple classification. Among those considered “lesser jinn,” the ogre magi and rakshasa are possibly the best-known. In the Avremier setting, the rakshasa are outcast jinn condemned to wear bestial forms as a reminder of their lowly place in the great order. As some rakshasa gain knowledge and power, they turn an acquisitive eye toward dominions of this plane, and others. It is said that one of the Autarchs of Infernum is a rakshasa. Jinn can be mercurial and selfish — some turning to evil, while others struggle along the difficult path to redemption.

Yes — gen, genie, and jinn can be difficult to classify and keep track of, but that’s what they tend to be like anyway. Almost as bad as Fae in that regard.

HAGS: Associated closely with seasonal cycles and nature aspects, many powerful witches (or female monstrous spellcasters such as ogresses or trollwives) undergo a ritual known as *hagging* (similar to *liching*) in order to prolong their lifespan and improve their magical talent. The ritual that transforms a witch into a hag is not set in stone and each participant adds her

own personal touch to the process. Possibly because of this personalized approach to the transformation, most hags turn out to be unique creatures — especially if the witch is particularly powerful and cruel. Traditionally referred to as Granny or Aunty to show respect. Some hags might look favorably upon a potential victim who shows courtesy or deference, and has no ill intent toward her.

INCHOATES: An Inchoate creature is born of Chaos — not of Evil, but from the primal substance of reality and not precisely bound by its laws. Inchoates tend toward primitive shapes and aspects in their physical manifestations — such as salamanders, worms, mollusks, and cnidarians. One common aspect among these beings is shapeshifting, and attempts to determine such a creature's true form using True Seeing or similar magic will reveal only whatever shape the Inchoate assumes at the time. An Inchoate creature generally abhors being confined to a single form.

LUMINALS: Manifestations of the uppermost Axial Planes, some cultures have named them *Angels*, and they might have been once. Since the Planewrack, the Luminals are concerned more with Order than anything else, with no patience or sympathy for discord, waste, rebellion, or falsehood. Tend to be colorless and plain, with featureless heads that have masks floating where a face should be. Lesser Luminals will have one mask, while others may have up to four. Some display golden accents for whatever purpose, if any, and armaments of polished silver. Individuality is not a defining trait of Luminal beings, and these creatures can be alien and off-putting to mortals. Luminals, in particular, are devoted to purpose and philosophy, while comfort and happiness are transitory concepts. Though many prefer to subdue good-aligned foes, not all will be so considerate. As beings of light and energy, most Luminals can assume purely radiant forms, with some orders formed of light and glittering particles that are used to manifest metallic or crystalline armor and weapons. Much like angels, these beings represent light, order, and divine will. Above all, they serve a higher plan and will do *whatever* it takes to advance their cause. Mortal folklore tends to cast these beings in a benevolent light — and they do tend toward kindness and charity. Still, these beings do not always represent good as mortals often define it. Those who hinder the cause are still seen as enemies — regardless of ethos or alignment.

ORDINALS: Denizens of the nearer Radial Planes, occupying the theoretical “horizontal axis” of the Vastness. Beings of purpose and intent, the Ordinals maintain a great deal of the “universal machinery” that keeps existence from locking into a static geometry, or degenerating into utter entropy. Their most common appearance has been that of robed figures in helms and breastplates (AC 4). The helms are said to be autonomous, containing the intellect and powers of the Ordinal unit. Breastplates embody the defensive and physical properties. The robes may be merely frameworks or fillers to provide definition and motive force. Little understood by Avremier philosophers or sages, Ordinals have been identified as “clockwork angels,” “divine golems,” or “elegant machines.” Ambition or design seem alien concepts to these beings that are content simply to maintain. The examples given below are the Gargaw and Ilkhavrut — an abstracted keeper of time and a guardian of planar integrity.

SPHINXES: Thought to be related closely to foo (fhu), these beings are sometimes depicted in religious art as shining “angels of war” defending Humanity from daemonic terrors. The common sphinxes known today may be of a lower order, or simply lesser scions of a glorious heritage. The sphinx remains a symbol of the Palatine Seat of Iruhaven (see pgs. 59-60 of the **DHAVON** Supplement).

UMBRALS: Dwellers of the darkness at the lower end of the Planar Axis, those of an Umbral nature have suffered destruction and upheaval on a scale difficult to fathom. With an entire plane reduced to nothing but fragments and evanescent dust, the balance of all that is known has been compromised. Those lower planes that survive have suffered in the wake of unprecedented destruction. The best-known example of an Umbral creature is the monster known as the Shadow — classified by some as undead, and by others as...something else. Prevailing theory supposes the Shadow to be whatever remains of a planar traveler who dies among the Umbral Planes. Once, the Umbrals were at least partially identified, categorized, and classified. Those texts are being edited and revised in the wake of the Planewrack. Few of the known names receive any reply. Patterns and pathways are broken, with many gone entirely. So much now lies adrift, or lost to the void. Demons and devils are outdated terms that no longer hold any meaning. It will be necessary to learn terms like Dolor, Infernal, and Maligned.

MONSTER REFERENCE TABLE, HOSTILE & BENIGN CREATURES: (ARCANES & PLANAR)

<i>Monster</i>	<i># App.</i>	<i>AC</i>	<i>Move "</i>	<i>Hit Dice</i>	<i>% Lair</i>	<i>Treasure</i>
Arcanthrope	1	Varies	12	Special	15%	See below
Bat, Opener	2-8	6	1/18	2	Nil	Nil
Beetle, Ghostlight	1-6	3	9/12	2+1	Nil	Nil
Candleholder	1	-2/0	6	70 HP	Nil	G
Dweomerdrake	1-2	1	12/24	7 or 8	50%	F, G
Dweomerganger	1-3	5	12	4-8	15%	G, I
Enforcer Spore	1-8	0/2	3	7-10	50%	Nil
Firmament	1-6	0	12/48	10	Nil	Nil
Gatefetch	1-3	3	15	4+1	Nil	Nil
Genie, Potion Djinn	1	4	6/24	7+1	Nil	Potion
Goblin, Dimmer	3-8	3	9/12	80 HP	Nil	G (no gold)
Golem, Portal	1-2	5	9	65 HP	Nil	Nil
Hag, Fell	1-3	4	12	6	20%	E
Imp	1-10	2	6/18	2+2	10%	I
Infernal, Exquisitor	1 or 2	4	12/9	8+3	60%	F
Jinn, Yaksha	1-6	5	15	5+1	15%	G
Khuboro	1-6	5	15	7	40%	D
Lich, Golden	1	0	6	18+11	85%	C, G, I
Luminal, Fortunata	1-2	5	15	4	Nil	I
Maligned, Grimgrin	1	-3	12	11+2	10%	D
Mouse, Enspellmental	1-4	6	6	1+2	50%	Nil
Nisk	3-36	7	9	3+2	10%	B
Ordinal, Gargaw	1-2	0	18	5	Nil	Nil
Ordinal, Ilkhavrut	1 or 2	-2	15	9	Nil	Nil
Pool of Tears	1	3	6/18	10	50%	D
Radiance	1-2	-1	6	4	Nil	Nil
Shacklegust	1-3	3	18	7	Nil	Nil
Spellemental	1	2	30	16	Nil	Nil
Tatter	1-4	3	1/15	6	15%	C
Umbral, Umbrasphinx	1-3	2	15/24	10	25%	G, I
Voidspinner	1-3	6	9/15	5+3	55%	D
Witch Knight	1-2	1	12	6-8	20%	E
Xhiril	1-6	-1/3	9	10	Nil	I (gems)
Zero Ball	1	0	6	20	Nil	Nil

See individual entry paragraphs for details.

Attacks and Damage by Monster Type:

<i>Monster</i>	<i># of Attacks</i>	<i>Damage/Att.</i>
Arcanthrope	1	By spell level
Bat, Opener	1 bite	1-4/bite
Beetle, Ghostlight	1 bite	3-18 bite
Candleholder	special	Special
Dweomerdrake*	2 claws/1 bite	1-4/claw, 2-20/bite
Dweomerganger	2	1-6 plus special
Enforcer Spore	1 spore jet	2-5 plus special
Firmamental	1	By weapon plus special
Gatefetch	1	2-8
Genie, Potion Djinn	1	2-12
Goblin, Dimmer	1 "claw"	2-5 "claw"
Golem, Portal	1	3-24 plus special
Hag, Fell	2 claws/1 bite	1-6/claw, 2-12/bite
Imp	1	1-4
Infernal, Exquisitor	1 strike	2-13/strike
Jinn, Yaksha	2 claws/1 bite	1-4/claw, 2-7/bite
Khuboro	2 claws/2 heads	1-3/claw and see below
Lich, Golden	1	2-12 plus special
Luminal, Fortunata	1 claw	1-4 or 0-99
Maligned, Grimgrin	2 fists	3-18/fist
Mouse, Enspellmental	Varies	Special
Nisk	1	1-6 or by weapon type
Ordinal, Gargaw	None	None
Ordinal, Ilkhavrut	1 fist	3-13/fist
Pool of Tears	1	2-20
Radiance	1	Special
Shacklegust	2 chains	1-6/chain
Spellemental	1	14-49
Tatter	2 claws/1 tail	1-6/claw, 2-8/tail
Umbral, Umbrasphinx	2 claws	2-8/claw
Voidspinner	1 bite	2-5 plus poison
Witch Knight	1	By weapon type/special
Xhiril	2 panes or 1 missile	2-8/pane or 2-12/missile
Zero Ball	1	Special

*also have breath weapon.

ARCANTHROPE: An arcane spellcaster, able to memorize at least third level spells, cursed to manifest a transfiguring spell effect (the were-spell) under specific conditions — changing into a humanoid variant of the spell itself. Nearly any arcane spell may qualify, and triggering conditions may include attempting a save vs. spells, taking damage during spellcasting, attempting to cast the were-spell, or dying. The spell is drawn from memory during each transfiguration, which cannot be un-learned.

An Arcanthrope is affected only by magical weapons. Hit dice is equal to that of the magic-user plus the were-spell level. While transformed, the Arcanthrope is immune to spells and effects that target living creatures — considered a spell effect in his own right. Armor class improves by one-half the were-spell level (rounded up) and his physical attack inflicts damage equal to the were-spell level. An Arcanthrope has whatever the magic-user carries, plus a 35% chance of any 3 non-weapon items + 1 potion and 1 scroll. Effects that dispel magic can temporarily return the Arcanthrope to normal. Arcanthropy is only passed to arcane spellcasters, and only to those affected by the were-spell effect — becoming an Arcanthrope within 1-9 days, unless given a Dispel Magic spell.

For an example, the were-spell will be Geas. As a 6th level spell, Geas may be memorized by a 12th level magic-user (the base for this example). This Arcanthrope has hit dice equal to a 12th level magic-user (8+2) plus 6 (the were-spell level). So, the hit dice of this Arcanthrope is 14d4+2. Armor class is improved by 3. His physical attack inflicts 6 points of damage on a successful hit. The were-form might vary depending upon the viewer's perceptions of an ultimate authority figure. The Weregeas may appear as a parent, ruler, mentor, angel, or even a deity. Those affected by the weregeas might be compelled to find a cure for the Arcanthrope's affliction, or tasked with recovering a magic item or spellbook the magic-user was seeking when afflicted with arcanthropy. The possibilities are numerous in most cases.

BAT, OPENER: Sleek and swift, measuring about 3' long with a wingspan of 8'. Ears swept back against their narrow heads, Opener Bats little resemble ordinary bats. Utterly silent, except for their calls, which create brief flaws in the fabric of reality by echolocation to open small planar portals for their own use. An Opener Bat can direct its cry toward a single target, affecting the creature as Dimension Door or Teleport Other. Some may even hurl the target into the Ether. Always know Axial North and the plane they currently occupy. Unsubstantiated rumors suggest the opener bat is somehow related to the tatter (cloaker).

BEETLE, GHOSTLIGHT: Undead variant of the fire beetle which sheds a sickly, green glow that drains 1 point of constitution each round from those within 10' – the drain lasting 8 turns. If reduced to 0 Constitution, the victim becomes a kind of lesser wight that drains 1 point of constitution per hit. The Ghostlight Beetle takes -1 damage per hit with a nonmagical weapon and is affected normally by silver or magical weapons. It can be turned by a cleric as a wight (3 HD undead).

CANDLEHOLDER: A large, floating, gold-and-silver sphere of baroque design, with candleholders that move and turn almost like eyestalks. In each holder is a lit candle that releases a ray of energy formed of light and/or fire. There are eight different types of candle and all manifest as spell-like effects as cast by a 10th level magic-user or druid. From 2-5 will fire each round.

- | | |
|--|--------------------------------|
| 1. Pyrotechnics. | 5. Power Word – Blind. |
| 2. Fireball. | 6. Repulsion. |
| 3. Wall of Fire. | 7. Power Word – Stun. |
| 4. Disintegrate: reduce victim to ash. | 8. Heat Metal: as druid spell. |

A great central jewel somewhat resembles an unblinking eye that dazzles and seems to fragment reality where most objects are distorted by displacement (as if by a Displacer Cloak) and Mirror Image (as the spell – but a duplicate does not disappear when struck). The Candleholder is an unliving construct and its purpose or creator are currently unknown.

"Where is the rest of your party?"

"Burned to death."

"Blasted to ash."

"Killed by a damn chandelier!"

"Azuni, please shut him up."

"A chandelier?"

"Pretty floating gold job, with candles. Killed Arlothe with a heat ray, did Rhyme in by some kind of disintegrate beam, and lit poor Oryg on fire - twice!"

"Is this true?"

"Yeah - probably."

"Tis what happened!"

"That's enough, Phollo."

DWEOMERDRAKE: Somewhat small for a dragon, this creature is known as a drake only for its size, not its intellect or magical prowess. A sleek dragon with translucent scales of light and dark gold, the appearance is similar to that of mica, including the glimmering sheen. What the Dweomerdrake lacks in physical prowess, it more than makes up for with magical ability. All Dweomerdrakes can speak and cast spells of up to 7th level in ability (including Arcanaflow spells). They have about a 15% chance to be caught sleeping. Normal and silver weapons affect a Dweomerdrake, but magic weapons do not — except that they will deal base damage equal to their “plusses,” if any. Thus, a Vorpal Blade (for example) would inflict 2 points of damage on a hit, but have no chance of severing the dragon’s neck. Dweomerdrakes are Neutral in alignment.

<u>Dragon Type</u>	<u>Breath Weapon</u>	<u>Range/Shape</u>	<u>Hit Dice</u>	<u>Spell Use</u>
Dweomerdrake	Arcane Blast	9” x 3” cone	7 or 8	7th

Breath Weapon: Cone-shaped blast of flickering arcanic energy inflicts 4 points of damage per HD of the dragon. Arcane spellcasters with an aura can reduce damage taken by their Arcana Rank (1-5) per die — potentially taking no damage at all, but unable to cast spells in the same round. This breath weapon also “blasts” enchantments away. Magic items within the blast must save or lose all properties for a number of turns equal to the dragon’s HD (as Dispel Magic). Persistent spells or enchantments are also affected.

DWEOMERGANGER: This insidious shapechanger targets arcane spellcasters to assume their form and their memorized spells. The creature uses ESP and a touch-based Feeblemind effect against the spellcaster. If successful, the Dweomerganger becomes a copy of the magic-user, with the ability to cast memorized spells of a level up to the monster’s hit dice. These spells cannot be regained once cast. If all spells are cast, it reverts to its natural form. Some Dweomergangers can copy a magic-user if they make a successful save vs. a spell cast against them.

ENFORCER SPORE: There was a plane of existence – now broken and scattered like a number of others. Alien beings and monsters from Outside have come to Avremier. One of these is the Enforcer Spore – a floating fungus sphere (5’ across) with numerous protruding rhizome stalks and a single, black, central eye. Each stalk is AC 2, 10 HP, and ends in a nodule that may be some sort of eye, able to project a dangerous magical beam.

From 1-4 of these beams may be projected at a time. An Enforcer Spore may have 8, 10, or 12 rhizome stalks, spaced all around its hemispheres. Possible beam effects are listed below.

<i>Rhizome Stalk</i>	<i>Beam Function</i>
1	Charm Person Spell
2	Charm Monster Spell
3	Sleep Spell
4	Telekinesis Ray
5	Petrification Ray
6	Disintegrate Ray
7	Fear Ray
8	Slow Spell
9	Serious Wound Spell
10	Death Ray
11	Confusion Spell
12	Repulsion Ray

The black central eye projects an Anti-Magic Shell to protect the spore. This can be created or dispelled by the creature each round. Beams listed as “Ray” on the table above are not affected by the Shell.

Pores all over the outer surface serve to eject spore-laden gas jets that are normally used for maneuvering, allowing the creature a brief burst of speed for a move of 18” for a single round. Also, these gasses can be used to create an obscuring 3” cloud (duration: 6 turns) around the Enforcer Spore, or up to 6” away. The cloud is treated as a non-magical Darkness spell, obscuring all forms of vision. Finally, the creature can create a jet of prickly, abrasive spores for an attack with a 10’ range and 2-5 damage. If slain, the enforcer spore bursts in a 3” cloud of darkness and damaging spores for 3d4+3 damage to all in the area of effect.

The Enforcer Spore is utterly amoral, with an alien intellect. It has no alignment, malice, or desire. Immune to mind-reading or control, emotion-affecting magic, sleep, hold, light-based effects, or cold. Electricity deals half damage, or none with a successful save. Does not need to eat, drink, or breathe. It has no mouth and does not speak, but understands spoken languages as chosen by the Referee. Its range of senses allow detection of even invisible creatures within 3” by heat, sound, vibration, and air displacement. Almost impossible to surprise. More like a plant than anything else, but has an 80% magic resistance to plant-affecting spells.

A lesser thing called the Gas Spore closely resembles the Enforcer Spore, and was thought to be an inferior copy. Research has suggested the Gas Spore is the source of the Enforcer Spore – a progenitive drone infecting other creatures with spores to produce variable offspring.

FIRMAMENTAL: Self-appointed caretakers of astral space who may pose as psychopomps to those who die in astral form. Glittering black humanoids with glassy skin and minimal facial features, these angelic figures fly upon feathered wings of silver-veined black. Utterly amoral and work to restrict Axial planar travel by natives of the Core. May offer to guide or transport naïve planar travelers, only to abandon their charges in some bleak corner of reality, far from help. Collectors of silver cords from their astral victims for some undetermined purpose.

Immune to non-magical weapons, cold, poison, darkness, visual effects, and mind-reading or mind-control. Do not breathe or speak, communicating through telepathy. Able to see illusionary, invisible, astral, ethereal, or out of phase creatures/objects. An aura of near-vacuum renders an area 5' from their body bitterly cold (living creatures are Slowed and take 1-4 damage) and difficult to breathe (start to suffocate). Cause blindness, deafness, and loss of smell by touch (save vs. spells, duration of one full day). Haste self 3x/day. Usually armed with a plain, black longsword +2 and a Sparkle Rod (pg. 60 of the **AVREMIER** supplement 0).

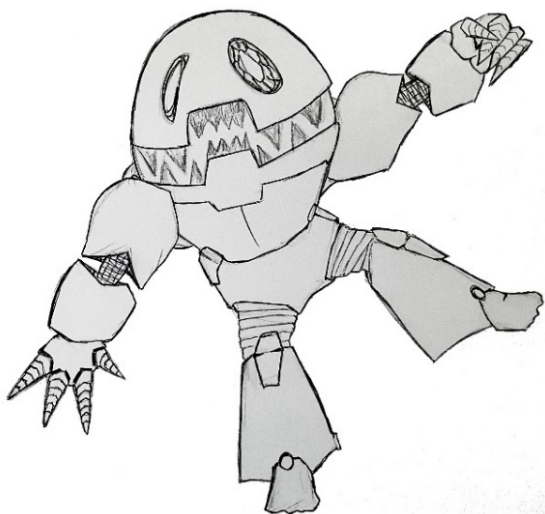
GATEFETCH: A type of semi-material planar doppelganger that follows a person through a dimensional gate — temporarily assuming their form along the way. Can maintain a chosen shape for as long as the subject is not on the plane from which they entered the portal. The assumed form is identical in every way to the original — except for alignment and items of value or enchantment. Unaffected by non-magical weapons. Does not breathe, eat, or drink. Dwells mostly within the transitional plane between portals. Theories suggest these creatures are remnants of displaced Maligned from the Planewrack, forced to borrow the forms of others because they've lost their own. Some will attempt a Magic Jar takeover of a traveler's body in transit. Prefer human victims, and those of Armiger blood most of all.

GENIE: A great many “True Genies” inhabit the magical realm of Ophriquir, found on Avremier's eastern shore. Through the years, a number of variants and notable individuals have become known. Some are mentioned below, in brief.

- Genie, Afriti: Smoky, black efreeti in a haze of fumes and ash. Vague and difficult to strike because they aren't quite where they seem to be. Do not radiate heat, but possess an aura of smoky ash that blinds and chokes. Tend to be assassins and spies.
- Genie, Dao: Ignore metal to the point where the dao can bypass non-magical metal weapons and armor with unarmed strikes or touch.
- Genie, Djinni Bladedancer: Combat specialists using levitation/wind abilities to create a "dancing weapon" or disarm a nearby opponent. Sometimes, taking an opponent's weapon to turn against them.
- Genie, Potion Djinni: Tiny djinni trapped inside a potion vial. Very small, even when manifested, but quite angry and aggressive. Possess spell-like abilities related to their potion. For example, a djinni within a Potion of Haste would itself be Hasted and might be able to Slow opponents and cancel existing Haste effects.
- Genie, Ifriti: Fiery sunder ability that increases the chances of destroying an object struck by the Ifriti's burning weapon. Have metallic-looking skin, with copper being most common.
- Genie, Marid: Some have a watery shimmer that gives them an indistinct and wavy outline. Attacks against the marid made at -4 on the first attempt and -2 to all following attacks. The marid also gains +1 vs. all direct magical attacks.
- Genie, Outcast Efreeti: Glowing fissures seeping with magma break the skin of this miserable unfortunate. In constant pain, the Outcast tends to fly into berserk rages. Manipulates the blood from inflicted wounds to cause profuse bleeding and hit point loss per round. The Outcast's spattering blood adheres to and burns nearby opponents, seeming to ease its pain for a short time.

GOBLIN, DIMMER:

A goblin "*dimension-jumper*," in possession of a tinkered suit of armor that enables erratic planar travel. These goblins, through experience and dumb luck, have gained specialized knowledge, perceptions, and resistances.



The Dimmer Goblins of the Avremier setting are a tight-knit group of plane-hopping scallywags, from 6-8 in number. While each armored suit shares many properties, each goblin has probably made special modifications. Each suit should have most, or all, of the following properties:

1. Armor class 3.
2. +3 strength bonus (up to 19 maximum).
3. Generate planar portal, with limited or erratic control over destination. The group's nominal leader coordinates this effect.
4. Generate Dimension Door once per hour.
5. Augmented senses. Perceive objects and surroundings, even in utter darkness. Converse with other Dimmer Goblins within a range of miles. Detect harmful substances. Detect planar gateways or anomalies. Identify denizens of other planes on sight.
6. Sealed environment. Suit's interior maintains a comfortable environment, even underwater, as long as the seals are maintained.
7. Healing. Cure Light Wounds for wearer 3x/day. Cure Disease 1x/day. Neutralize Poison 1x/day.
8. Protection from extremes of heat, cold, and pressure. Defended against all mind-reading or mind-altering effects.
9. Jump or Fly for limited duration and distance.

The armor stands about 6' tall, while the hands and feet of the goblin inside do not reach those of the suit. A Dimmer Goblin often lurches or spins awkwardly in combat, granting a +1 bonus to hit and to Armor Class from the unconventional and unpredictable movements. Most attacks will damage the suit, not the goblin within. The suit can take 80 points of damage before "powering down" for self-repair, taking about 1 turn/HP of damage. Can operate in "emergency mode" after recovering 20 HP, but with few of its listed functions other than sensory, environmental, and protective.

Dimmer Goblins experience myriad wonders and horrors among the planes. Almost fearless, they coordinate as a team, using every advantage, acting intelligently, negotiating when beneficial, and fleeing when necessary.

"What the 'wrack just happened back there?"

"Ambush."

"By what?"

"Not sure. They were covered in some weird armor."

"They was goblins."

"Not possible, Jac. There's no goblins out here in the Glitter."

"I'm not so sure...they were about the right size. Jac may be right."

"You bet yer bunting I'm right."

"Let's say they were goblins ---"

"They was!"

"Right. How did they get out here?"

"Bet it was the suits they all wore."

"The blue one slipped right through me - like a gobbly ghost."

"That's true. I saw it myself."

"Well, what now?"

"I don't follow..."

"What do we tell the Commission?"

"Yes, I see what you mean."

"The bald truth. We's mugged by a pack a'goblins and lost the crackin' artifact!"

"Maybe we can track them..."

"First we need to get Baschala turned outside-in again."

"That's disgusting..."

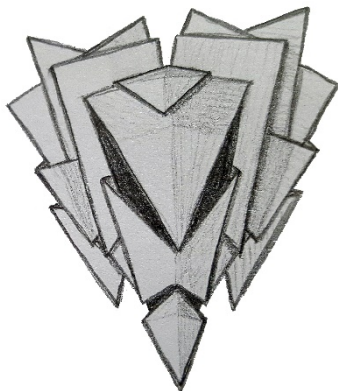
GOLEM, PORTAL: A rare and exquisite stone golem infused with planar energies. Transports foes to other places or planes by striking or engulfing. The golem can simply punch a creature to another plane (chance is 15% plus die roll to-hit), or grapple a creature and engulf it into a kind of “dimensional oubliette,” from which there may be no escape. If desired, the golem can Contact Higher Plane to allow another creature to ask questions — up to three questions per day. If insanity is determined during the attempt, the golem goes berserk, attacking the questioner with intent to kill.

HAG, FELL: Found most often in rocky highlands, these terrible creatures stand 7’-8’ tall, are dark and flinty-looking, with long arms and large hands. Their dark nails are more like jagged claws. When scoring a critical hit with a claw attack, the victim is knocked prone, dropping held items and lying stunned (% chance = 100 – total of Str + Dex). Have the ability to hurl boulders as a hill giant. Hide well in stony surroundings, and in shadows. Immune to fear or other emotion effects. Affinity for arcane wands, staves, and rods of all kinds – with a +3 to all saves against their effects, a chance of backfire for those who use such items against the hag, and the ability to drain charges by touch.

IMP: Wicked faerie creatures from 18-24 inches tall that infect a victim with dangerous compulsion (as the Imp of the Perverse). An Imp uses constant ESP to aid in discerning and manipulating thoughts. Its bite or sting injects a toxin that makes a creature more susceptible to suggestion or impulse. One act on same, or next, round – then effect wears off, but more susceptible to urges from same Imp, who loves nothing more than turning friends or companions against one another.

INFERNAL, EXQUISITOR:

Abstracted ideals of Law taken to grim extremes, some Infernals resemble collections of sharp planes and angles in approximations of humanoid or bestial shapes. Once known as Devils, these entities were changed by the Planewrack to become entirely ruthless and amoral, but not evil. Serving harsh ideals of order, structure, classification, hierarchy, and conformity — all to keep Creation from degenerating into an inchoate state.



Where an inquisitor works to extract answers, the Exquisitor imposes truths upon others. An Infernal of planes and angles, the Exquisitor is barely affected by piercing weapons (75% miss chance), and takes half damage from edged weapons. See in all darkness. Immune to dazzling/blinding effects. Discern illusions, lies, and true forms of those in assumed shapes. Immune to fear, confusion, doubt, or emotion manipulation. Cast spells as an 11th level magic-user. Speak any combination of Power Words (as spells) up to 5x per day. Dimension Door at will. No true front or back and no anatomy for striking from behind.

JINN, YAKSHA/YAKSHI: Similar to the rakshasa in substance, but far less Lawful. Subject to a dualistic nature that manifests as a capricious nature spirit, or a cannibalistic wilderness ghost. Able to cast spells as a 6th level druid, and have all the class abilities of an Initiate of the 5th Circle. Known as hoarders of buried wealth and guardians of natural treasures.

Yaksha males have tusked demonic or stylized feline heads (much like a foo lion) of indigo or white, and feet that closely resemble hands. Their articulate feet allow the ability to climb and grapple as well as any ape. And, much like a great cat, the Yaksha can leap to an attack as a single action.

The female Yakshi has a more seductive aspect, tending to be rounded, buxom, and pleasant of feature — but capable of flying into a murderous rage at even the most intimate moments. They are commonly golden-skinned. A Yakshi can Charm (as spell) any living creature that hears her voice or feels her touch.

KHUBORO: One example of the advanced genetic alchemy practiced by the Armiger Courts, this is a sleek chimera proven easier to control and train than most. Has the body of a lean, reddish lion with scaly hindquarters, the sharp-toothed head of a maned goat, and a fire-breathing serpentine dragon for a tail. Designed for speed and alertness, the Khuboro is often employed as a hunting cat and guardian. The goat head gores for 1-4 damage, but prefers biting for 2-8 damage. The dragon head bites for 3-8 (1D6+2) damage, or breathes fire once per day in a 5" cone for 3D6 damage.

“Milord Armiger, I am not ungrateful for your generous gift of the paired Khuboros...”

“But?”

“Well, Your Lordship, not only have they clawed all the furniture in the entry hall to flinders and urinated holes in the fine Omphari rugs, but one of them burned down half the solarium.”

“Are the command words and phrases not sufficient, then?”

“Command..?”

“The commands given with the beasts upon delivery, by my assistant?”

“There were none, Milord. Upon my honor.”

“Gabrin! Get your Khuboro-food-carcass in here immediately!”

LICH, GOLDEN: Cethire, the Gilded Curse. One of the Amuraine liches whose bones were dipped in precious metal. Cruel, power-mad wizard-king that created a process of lichdom that infused his bones with precious metal while still alive. Some of that metal came from unholy relics — giving Cethire the ability to channel divine energies along with the arcane (18th level M-U/16th level cleric). The lich is a walking unholy symbol, with the constant effects of Prayer and Dispel Good spells. The metal coating is not subject to rusting, magnetism, or heating (as Heat Metal). If slain, the metal melts from the bones to form a fiery golden ooze that contains Cethire’s mental faculties and magical ability.

LUMINAL, FORTUNATA: In the wake of the Planewrack, sweeping changes have reshaped the nature of reality. The Fortunata is one example of a Luminal that would be considered far from standard. In fact, dwellers of the Luminal Planes consider the creature to be quite a pest.

A humanoid cat, 3' in height, with fluffy golden fur, The Fortunata often presents itself as an ordinary (if oversized) animal by hiding its humanoid traits and “playing dumb.” Its purr is pleasant and calming to those within 30' and those who fail to save vs. spells will refuse to see the creature as unwelcome in any way. The Fortunata enjoys companionship and will accompany those it finds interesting and likely to provide amusement — adventurers. Those within 30' of the creature for an hour suffer a -1 penalty to all die rolls (known only to the Referee). After another hour, the penalty increases to -2. After a third hour, all rolls are at -3, and the Fortunata is “fully sated.” Once sated, the creature’s claw attack (made at +3 to-hit) can release the excess “luck energy” in a single blinding strike that inflicts D% damage (0-99). Normally, the creature’s claw attack does 1-4 damage. The Fortunata can disappear to the Luminal Planes at will.

MALIGNED: Formerly confined to a planar ring sinking into the Effluvium, these malevolent creatures long sought escape to another plane. Now, even that plane is gone, with only splintered fragments remaining. These unstable fragments are called shards, and those who manage to dominate and stabilize them are Shard Lords. Other than Shard Lords, those Maligned which survive are mostly those that found themselves in the Core at the time of the Planewrack. The majority of surviving Maligned are unique individuals — evil, hungry, hateful, covetous, adaptive, and driven.

Maligned see perfectly in darkness. They are unaffected by cold, disease, poison, weakness or stench effects, Slow or Hold effects. Most have an “aura of corruption” that causes a rotting infliction within 5', similar to a mummy’s touch, making wounds heal 10 times slower. Some also cause rusting in metal objects. If reduced to ½ hit points, a Maligned within the Core has a 20% chance of being banished to a shard plane. This chance extends to every round in which the Maligned is at ½ hit points or less.

The example listed below calls himself Grimgrin.

Grimgrin: Standing nearly 7' tall, this brutish creature resembles a rotting, humanoid rhinoceros with no horns, but a twisting sneer always on his scarred face. Grimgrin is as strong as a fire giant and delights in physical combat. Much of his upper body is studded with jagged chunks and spikes of black stone and gleaming gold. This brutal shrapnel looks agonizing — and it is.

Utilizing those clusters in his forearms and fists, Grimgrin eases his agony somewhat by inflicting damage in combat. In fact, the first creature to inflict melee damage upon Grimgrin must save vs. Death Ray/Poison or take 2-7 points of “pain damage” each round spent within 10’ of the Dolor. This damage is not physical, and cannot kill, but if the victim’s hit points are reduced to zero, he falls unconscious. “Pain damage” cannot be healed as injury, only recovered from sleep at a rate of one hour/point.

MOUSE, ENSPELLIMENTAL: There was an experimental arcanist called Xhimble the Misguided, an ensPELLimentalist of great talent, but poor judgment. “What is an ensPELLimentalist?” There is no real answer – Xhimble could be the only one. His primary legacy seems to be magical mice.

Black: This sleek, nervous little rodent is always Hasted. Its squeak acts much like a Shatter spell.

Brown: This nondescript beastie can turn to stone, though still able to move normally. Can freeze in place, much like a gargoyle.

Gray: This creature has unusually large feet and grows to monstrous size (as giant rat) when frightened or threatened.

Russet: With red eyes and a draconic tail, this mouse displays a remarkable lack of fear. Breathes fire as a full-size red dragon, despite its tiny form. Known as a Greeble (see pg.48 of the **AVREMIER** supplement).

White: Eight-legged (with Spider Climb) and with a serious case of the sniffles, this rodent creates a Web effect when it sneezes.

NISK: An otherplanar race of humanoid amphibians, the brutal and aggressive Nisk sometimes appear in Avremier through small portals to raid and plunder. A bulky salamander standing between 5’ and 5½’ tall, with moist hides of maroon-and-black and large eyes of solid black, Nisk are commonly known as “steam newts,” for their appearance and their preferred weaponry. Their steam-based firearms are noisy, leaky, and dangerous — all appealing traits to the Nisk, who are well-suited to bear these weapons since their strength and innate heat resistance offset the major drawbacks to their deployment: unwieldy bulk and uncontrolled bursts of superheated steam after extended use. These ranged projectile weapons can be treated as an arquebus, able to damage creatures as a +1 weapon (but not magical in itself). If used for more than three consecutive rounds, the firearm has a 10% chance of exploding and a 40% chance of shutting down for three rounds. For every 10 Nisk, there will also be a 4HD “boss.” For every 20 Nisk, there will be an additional 5HD “knight.” For every 30 Nisk, there will be an 11th level magic-user “opener” with the ability to create small planar portals.

ORDINAL, GEARGAW: Floating spherical mass of gears and moving parts. Emits a constant sound of moving clockwork, but always in conflicting rhythms and patterns. Keeping broken time and grinding moments away, it spreads perception glitches within 15' to cause Confusion, misplaced and mis-timed attacks (D6 penalty to-hit each round), random initiative shifts, and even missed combat rounds (1 in 6 chance per round). Not always where it appears to be, and attackers suffer a 25% miss chance. Immune to emotional effects, Sleep, Charm, or Hold. No biology. +5 bonus to saves vs. illusion. Unimpeded by such as Web, Hold, or Slow. Repulsion to Lawful or Chaotic creatures and permanent Mind Blank (as spells).

ORDINAL, ILKHAVRUT: Relentless creatures bearing a superficial resemblance to Luminals in their angular simplicity and minimal features. 9' humanoids with featureless coppery facemasks on translucent red crystalline bodies. Wears a pair of heavy gauntlets — one black and one white. On a critical hit with the black gauntlet, the Ilkhavrut sends a portion of its opponent to another plane (this is often fatal). On a critical hit with the white gauntlet, the Ilkhavrut anchors a creature to the current plane for a day, unable to travel dimensionally in any way. Able to follow after any being that travels by Teleportation or other dimensional travel by entering the departure point within 1 turn after use. No biology or accessible mind. Immune to heat or cold. Healed by electrical damage. Responsible for maintaining planar integrity, surviving Ilkhavrut seem to have been driven somewhat mad by the Planewrack.

POOL OF TEARS: This lower order of water elemental appears as a large puddle or small pool, but with a murky quality that hints at something heavier and less pleasant than ordinary water, accompanied by an acrid tang that suggests mineral salts. Barely more aware than an ooze or jelly, the elemental is saturated with bitter salt and despair, able to inspire those who come near to drown themselves in its depths. This effect functions much like a Fear spell, but the victim flees toward the pool to find safety in its welcoming depths. It may lash out with a rudimentary pseudopod up to 10' and draw liquid from victims through their eyes, blinding them for 1 round.

RADIANCE: Manifests where there is light in darkness. Congeals from the outer edges of the glow to eventually engulf the source/center. Stores energy — particularly light and heat. This creature is an otherplanar ooze of indigo hue that appears at specific points in the material plane without warning or seeming purpose, other than to extinguish sources of light or energy. Even

body heat is a target for the Radiance, with the creature inflicting 2-9 cold damage per round and the effects of a double-strength Sleep spell. Damage inflicted by any form of heat or energy adds hit points to the Radiance. Moves through the air as easily as across other surfaces.

SHACKLEGUST: Aerial servants are djinn fallen far from grace. Some struggle to regain their former status, but still have far to go. A few have entered into service as determined and implacable elemental bounty hunters called Shacklegusts, almost invisible except for the whirling, trailing chains which they carry. Chains capable of fettering even a genie.

SPELLEMENTAL: Since magic was classified as an “elemental force,” an animate manifestation of that force is an elemental — according to leading arcane philosophy. These entities have been described as opalescent forms of gelatinous light that warp and flow through a variety of shapes as needed. Not quite air, nor fire, nor water — a Spellemental invokes qualities of all three. Regardless of chosen shape, the creature rarely displays distinct or permanent facial features, and communicates only via the language of Skorva (see page 11). It is rare to encounter a Spellemental of less than 16 HD.

Against arcane magic, the creature saves depending upon the adjusted level of the spellcaster (character level + charisma Loyalty Base Bonus). If the adjusted caster level is lower than the creature’s HD, the spell has no effect. If equal, the creature saves as normal. If the adjusted caster level exceeds the creature’s HD, the Spellemental receives a -1 penalty to saves per level difference. In combat, the creature typically manifests force-based attacks and defenses in the form of Magic Missiles, Shields, and Walls of Force. Depends somewhat upon the conditions of the local Arcanaflo, but will be adversely affected only at very low ebb or worse.

TATTER (CLOAKER): Whatever benighted glory these creatures held in long-lost eons, the Tatters of today are feeble remnants of what they once were. The elder stock has been fragmented and twisted into a variety of bloodlines and offshoots. Primal Tatters were able to withstand extreme environmental and planar conditions, coursing the planar winds when the currents were reliable and prevalent. The Ciland Grimoire (see below) claims they originated as torn remnants of the “God of the Void” known as Susurrus, given sentience and free will. One day, they will be absorbed back into their divine progenitor - during the “Time of Final Darkness.”

“Fenivel — you scout ahead and find out what that weird noise is.”
“So, you want me to move silently and hide in shadows?”
“Yes, on both counts. Part of your repertoire, I think?”
“It’s just...the shadows...”
“What about them? Dark as a goblin privy. Good for hiding, right?”
“I just don’t like the way they look at me.”
“Beg pardon?”
“And they keep whispering...”
“Arzha! Come over here, please?”
“...but in no language I’ve ever heard...”
“You called, boss?”
“Yeah. Why can’t you ever get me a professional thief?”

Rarely encountered outside deep, dark places far from human civilization, a Tatter resembles an elongated manta (or leather cloak) with a fierce and alien face in the front. Typically fights with claws and lashing tail, and can climb any wall or ceiling at a rate of 1”. Their disturbing, unsettling vocalizations create varying effects, which can be cancelled by Neutralize Poison.

Type	Effect	Range/Duration
Unease	Numbed mind, -2 to-hit/damage rolls	80’/while within range
Fear	As Fear spell	30’/2 rounds
Nausea	As Stinking Cloud, save vs. poison	30’ x 20’ cone/2-5 rounds
Hold	As Hold Person (one target)	30’/5 rounds

The power to manipulate shadows causes some to classify the creature as an Umbral. A Tatter can use shadows to hide (95% chance), obscure sight (gaining +2 to AC), or create shadow doubles as a Mirror Image spell. Magical Light prevents shadow manipulation and blinds the Tatter.

UMBRAL, UMBRASPHINX: A sinister-looking, six-legged, black Gynosphinx, but less wise, and hateful of most other life. May accept bribes of gems, jewelry, and magic. Prizes riddles, but not above changing answers to suit her own cruel whims. Always appears to be 3' from her true position, imposing -2 to opponents' attack rolls and +2 to her own saves. Can use the following spells 1x/day: Extinguish Fire (reversed Produce Fire), Protection from Good, Darkness 15' Radius, Weakness (reversed Strength), Phantasmal Forces, and Dimension Door. Can intone a Power Word - Blind 1x/week. Speak the languages of sphinxes, Umbral, and the common tongue of the region where she is encountered. See in darkness, even the magical variety.

VOIDSPINNER: Possibly related to the Phase Spider, the Voidspinner is an astral predator in the form of a deep-black arachnid whose web strands resemble astral silver cords able to snare astral forms. The Voidspinner's poison attacks the victim's astral form — then the silver cord. For the first three rounds, the victim takes 2-12 damage each round. Then, the silver cord begins to deteriorate at a rate of 10% per round, until it dissolves entirely.

WITCH KNIGHT: A pale human male in greenish plate armor of verdigrised copper. His lambent green eyes cause Fear (as the spell) in those who meet its gaze, see in any darkness, discern magical auras, and note a creature's true form. His touch inflicts 1-3 damage, and a "hex drain" effect to impose a -1 penalty on the victim's saving throws for a full day. Each -1 gives the Witch Knight a +1 bonus to his own saves for that time. His usual weapon is a "long athame" — a ceremonial +1 Flaming Sword dedicated to his patron witch. In defense of that witch, the long athame becomes a +3 Dancing Sword (no flames) that interposes itself between her and any threat — fighting as if wielded by her Knight, while he still stands. Once per day, the Witch Knight can unleash the greenish fire in his eyes as a 6-8-die Fireball (based upon HD). Until the next sunrise, his eyes cease to glow or retain their Fear gaze, and his sword no longer flames.

Stories mention devoted or enchanted lovers unwilling to part from the woman that becomes a witch or hag, choosing to accompany their beloved as an armored thrall devoted to the witch's defense. For some, that is enough.

XHIRIL: Entities of energized gasses and alien crystal from a far Radial Plane, Xhiril are formed of glassy panes (some up to 4' long) hovering and orbiting around a human-size cloud of glittering opalescent vapor. Rush to crash into living creatures to engulf, while wielding the crystal panes like blades. The Xhiril can "hurl" a crystal pane up to 50', then Dimension Door to the impact point at the end of the round. Damaging the blades does no harm to the Xhiril itself, as the creature's body is the central cloud. The crystal panes are AC 3, unaffected by non-magical weapons, and save as gemstone. The central cloud is AC -1 and immune to weapons of less than +3 value. If aiming for the cloud, there is a 30% chance of hitting a crystal pane instead. Energy and electrical attacks are refracted and diffused, inflicting half damage/effect to those within 10' of the Xhiril. Immune to cold and half damage from fire. If slain, the Xhiril self-destructs as the panes of crystal crash together to shatter into smaller and smaller pieces, dissipating into nothingness with the scintillating cloud. The creature's life force returns to its home plane, constructing a crystalline cocoon to begin a new life cycle.

ZERO BALL: Bearing a superficial resemblance to a Sphere of Annihilation, this floating black orb is covered in gleaming ice. Possibly some kind of construct, the Zero Ball has no features, physiology, discernable mind, or alignment. It floats about and sometimes comes into contact with things. The Zero Ball has properties of what some have called, “quantum cold.” Cold radiates from the thing and can be felt up to 50’ away. At 40’, the cold is bitter enough to cause such dangers as frostbite and hypothermia. At 30’, the cold deals 2-20 damage per round and can freeze liquids — including blood and other body fluids. Living creatures are affected as by a Slow spell (no save). At 20’, the cold can penetrate objects to cause breaking and fracturing from the inside-out. Creatures or objects that fail to save vs. Dragon Breath will freeze solid and shatter to pieces. Living creatures can no longer move, except at a rate of 1” — and only *away* from the Zero Ball. At 10’, all motion **STOPS** — to the atomic level. Essentially, the Zero Ball is surrounded by a 5’ radius Time Stop spell at all times, that cannot be dispelled. Nothing survives the touch of a Zero Ball, and even the air crackles and shudders in its wake. Legend claims that if a Zero Ball is destroyed, it releases the Final Winter to entomb all of Creation in ice.

MAGIC DETERMINATION TABLE: (Additions)

This section will contain fewer magic items, so that a number of artifacts may be presented after. Those items that are detailed below will deal with arcanic magic or interaction with the other planes of existence. Afterwards, there will be a section devoted entirely to artifacts (not relics).

For the purposes of the Avremier setting, an artifact is a unique item of magical properties that are not divine in origin (that is a relic), and cannot be reproduced by known methods. An artifact tends to be either shrouded in mystery, or surrounded by legend and folklore. Risky to possess and dangerous to use, artifacts tend not to remain with any one individual for long. These items are not to be mastered and are nigh-impossible to destroy.

SWORDS:

01-30	Aquamarine (F, M, T)
31-60	Avorinde (F, M)
61-00	Spellbane (F)

MISCELLANEOUS WEAPONS:

01-35	Arcanawake	71-78	Gatecracker
36-70	Dagger, Fireburst	79-00	Wand Bow

ARMOR:

01-60	Orekhon’s Gate (All)	61-00	Origami Armor (M)
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POTIONS AND OILS:

01-40	Arcane Lozenge (All)	66-80	Fellspur
41-65	Elixir of Intonation (M)	81-00	Poison, Metaphysical

RINGS:

01-23	Flowfisher’s
24-48	Flowspark
49-00	Wandwielder’s

WANDS, STAVES, AND RODS:

01-25	Changewand (M)	61-85	Rod, Spellbreaker (M)
26-48	Scrivenwand (M)	86-00	Rod, Sword (M)
49-60	Staff of the Arcanum (M)		

MISCELLANEOUS MAGIC:

01-08	Arcane Lens	52-58	Keyed Map
09-15	Book of Echoes	59-69	Mage Marbles
16-25	Crystal Ball, Shimmersphere	70-77	Prismatic Spheres
26-30	Dimension Doorknob	78-80	Spellbook, Millufler’s
31-37	Dust, Aurabligh	81-84	Taulit’s Mouser
38-44	Dust, Planar Firma	85-92	Wizard’s Hat
45-51	Figurine, Sapphire Falcon	93-00	Wizard’s Pipe

EXPLANATIONS OF MAGIC ITEMS: (Additions)

Consider aged magic items through the passage of centuries. Some lose magical energy while others soak it in. A rare few gain a kind of sentience. Others, depending on location, can be warped in enchantment or purpose by local magical, planar, or elemental influences. Some magic items are infamous for heinous crimes/acts. Not necessarily evil or cursed, but used and known for very bad things.

SWORDS: There are few magical swords crafted for (or against) arcane spellcasters. Most are from the time of the Harrowing.

Aquamarine: The blade of this beautiful shortsword is a single piece of worked aquamarine, while the rest is wrought silver. Has no bonuses to-hit, but effective against those hit only by silver or magical weapons, and deals +3 damage to fire-based creatures. Subject to neither rust, nor heat, such as by Heat Metal. The wielder gains a +3 bonus to saves vs. mental and emotional effects or attacks such as Charm, Fear, or ESP.

Avorinde: This longsword +2 has a gently curving blade of bone and a unicorn horn for a hilt. The +2 bonus also applies to initiative when wielded in combat. Three times per day, the sword can be directed to strike a target up to 36" away, by Dimension Door, with no to-hit roll required. Once per day (of the three), the sword can Dimension Door with its wielder. Detect Poison by touch. Unicorns are poorly disposed toward the wielder on sight, unwilling to give trust or aid.

Spellbane: To those without arcane sight, this is a two-handed sword of twisting, filigreed copper. Through the eyes of an arcane spellcaster flowcaster, Spellbane is a shape of lightless black that draws the gaze deep within — save vs. spells or suffer blindness for one hour per spellcaster character level. Will try to absorb the first spell cast in a round — from any source within 50' (95% chance minus 10%/spell level). Improves wielder's magic-related saves by +3.

MISCELLANEOUS WEAPONS:

Arcanawake: Magical weapon property where the weapon itself is not magical while at rest, but "builds up a charge" when wielded in an environment where arcanaflo energies are present. After one combat round of use, the weapon is able to hit creatures affected only by magical weapons.

On the next three successive rounds, it gains a cumulative +1 to-hit. On the next three successive rounds of use, the weapon gains a cumulative +1 to damage. After that, the weapon releases a 50' burst of Dispel Magic as a 12th level caster, then goes back to normal for six hours.

Dagger, Fireburst: A +3 weapon to hit, this dagger is of gold-tinged steel, adorned with 4-7 red jewels. If used in melee, or as thrown, the dagger can generate a Fireball on command. If the dagger successfully hits a target, that creature receives no saving throw vs. the fireball. When used in this fashion, one of the jewels turns black and is rendered useless. When all the jewels are blackened, the dagger can no longer generate fireballs, but remains a +3 weapon.

Gatecracker: Singular magical whip with the power to create portals at the point of impact. The open portal can lead to an adjacent plane (2x/day) or Teleport (3x/day), as designated by the user.

Wand Bow: A light crossbow +3 that can be wielded by a magic-user. Designed to be loaded with bolt, or with wands. If a wand is loaded in the track, it can be used as if in-hand, but any save the target makes against the wand's effect is at a penalty. The penalty is equal to the current "plus" of the crossbow. A wand can be fired without using a charge, but doing so reduces the bow by one "plus" for a full day.

ARMOR: As with swords, it may be understandable that magical armor for arcane spellcasters is uncommon.

Orekhon's Gate: This tower shield +1 can create dimensional portals and temporary intraplanar shelters. The front of the shield has a large steel ring hanging from the upper-center. If placed against a wall or other generally vertical surface, the shield can be used to create a dimensional portal to another plane. On the Core, the shield can also be used to create a pocket dimension similar to a Secure Shelter by placement against any reasonably flat surface: wall, floor, or ceiling.

Origin Plane	Destination Plane(s)
Core	Ethereal, Elemental, Astral, Luminal, Umbral
Ethereal	Core
Elemental	Core or Ethereal
Astral	Core, Luminal, Umbral
Luminal	Adjacent Luminal or Astral
Umbral	Adjacent or Astral

Origami Armor: Designed similarly to o-yoroi armor, this beautiful suit resembles folded paper in shades of parchment and papyrus. The suit is armor class 6 and can be worn by a magic-user with no penalty. The wearer can “fold” into an animal shape of roughly medium-size (with all attack and movement traits), taking one full round to do so. The animal shapes look like origami — never passing for a real animal. The armor also comes with 2-5 arcane spell scrolls and 0-3 protection scrolls (randomly determined) inked into its panels. Once a scroll is used, the writing disappears.

POTIONS AND OILS:

Arcane Lozenge: A pill that gives the user the ability to speak a specific magical spell effect of up to 4th level. Must dissolve in the mouth for a full minute, during which time no vocalization is possible, or the magic is lost. Once the pill dissolves, the next word or phrase uttered by the user (as appropriate) becomes the activation trigger for the spell effect. Once the spell potential is set, it remains for a number of hours equal to the spell level.

Elixir of Intonation: Increase range of vocalized spells by 50% and reduce resulting saves by a penalty of -1.

Fellspur: Magical toxin that exploits the link between spellcaster and spell. Save vs. poison or lose any permanent or long-standing spell currently in effect, including hanging spells. Fellspur is entirely illegal in Dhavon, and heavily regulated in Mauvolg. In any case, it is rare and difficult to create.

Poison, Metaphysical: Affects spectral undead such as spectres and ghosts, as well as ethereal beings. Undead save or be Dispelled. Ethereal creatures return to their own plane, or die on a failed save.

RINGS:

Flowfisher's: Allows any arcane caster to make flowfishing attempts (see page 16), increasing the chance of success by +1. Wearer automatically sees any spell pieces within 30'.

Flowspark: Channel a spell memorized by wearer into a lightning bolt of damage dice equal to the spell's level.

Wandwielder's: Wearer may use any wand permitted to a Magic-User. Add +1 to level/damage dice. -1 penalty to saves vs. wand effect. 5% chance of expending no charges from the wand for each use. Charge provided instead by the Ring.

WANDS, STAVES, AND RODS:

Changewand: Becomes another randomly-chosen wand after each use.

Scrivenwand: Create up to 100 spell levels of Magic Mouth, Explosive Runes, Symbols, or similar arcane markings.

Staff of the Arcanum: A Staff capable of the following powers:

Anti-Magic Shell	Detect Magic	Phantasmal Forces
Cancellation (1x/week)	Fear	Polymorph Other
Cutting Wind*	Invisible Stalker**	Prismatic Wall (1x/week)

*As listed on page 26 of the AVREMIER supplement.

**Maintains only one at a time.

The Staff may be broken in a “Final Strike,” just as a Staff of Power.

Spellbreaker Rod: Counterspell — using a number of charges equal to the level of the spell countered. Also, Dispel Magic (as a 10th level caster).

Sword Rod: This magical rod can become a +1 longsword, which may be wielded by a magic-user in combat.

MISCELLANEOUS MAGIC:

Arcane Lens: A simple lens in a plain brass loop or frame. A bit larger than a monocle, the lens is worn like an amulet to provide the wearer a +1 bonus to all saves vs. spells, while imposing a -1 penalty to the saves of others against his cast spells. When activated, the lens floats out of the frame and grows to the size of a hovering Shield spell that magnifies magical energies for the user (+3 levels of caster, effect, or damage dice) and diminishes incoming arcane power by the same amount.

Book of Echoes: When held open by an arcane spellcaster, this spellbook records spells spoken aloud within 5' and spells cast upon it, or its holder. The book is immune to damage from arcane spell effects and gives the holder a +2 bonus to such saving throws.

Crystal Ball, Shimmersphere: This opalescent Crystal Ball can physically take the user (and only the user) to the place being scried, with no chance of error if the connection is stable. When not in use, the Shimmersphere can be made to hover near the user's head to prevent scrying and mental intrusion, as if by Mind Blank.

Dimension Doorknob: May be affixed to a wall or similar surface 3x/day to create a Passwall effect when the user turns the knob and “opens” the way. May be affixed to empty air 3x/day to create a Dimension Door effect when the user turns the knob and “opens” the way. There is a 10% chance of the Dimension Door opening to a random plane instead of the desired destination — as determined by the Referee.

Dust, Aurabligh: Used on a magic-user to prevent spellcasting. Active or hanging spells are dispelled or suppressed for the duration of 12 turns.

Dust, Planar Firma: A handful of this charcoal-like powder will keep a denizen of another plane to the current plane for one full day, unable to depart by any means, unless it saves vs. spells.

Figurine, Sapphire Falcon: A little statuette carved from one piece of flawed sapphire, this Figurine fits easily in the palm of a hand. Becomes a Blue Falcon (**DHAVON** supplement, pg. 38) on command, but with AC and HD both of 4, acting a Wizard Eye spell for the user. This vision can be modified to allow vision of 100x greater than normal — seeing at 2000’ as well as if at 20’. If the Falcon is killed, the Figurine is destroyed. May be used once every three days for up to 8 hours a day.

Keyed Map: This heavy parchment map includes detailed sigils, usually in jeweled or metallic ink, indicating specific locations. Touching a symbol and speaking a word of activation Teleports the user, and up to five companions, to that point.

Mage Marbles: May be thrown in 10’ range increments for missile attack. Contains one arcane spell up to 6th level, with a 10% chance per spell level of “burning out” into a useless, cracked piece of crystal. Otherwise, a Marble can be used repeatedly. The user is considered the caster as far as spell ownership is concerned. The actual caster of the spell is the source of damage dice and other effects. Spell effects manifest in a 5’ sphere in every instance.

Prismatic Spheres: Seven matching items, similar to Ioun Stones, except that they orbit the user’s entire body. Each Sphere is translucent crystal, in one of the seven colors of the rainbow. An individual Sphere produces one hue of a Prismatic Sphere during orbit. When all seven are circling the user, the effect is identical to that of a full Prismatic Sphere.

Spellbook, Millufler’s: History posits that Millufler is a collective pen name for an early arcanic cabal. One of the few sources of “higher magic,” this book contains every arcanaflo spell from the **ARCANE MAGIC IN AVREMIER** section above (pgs. 25-32). Also, notes on casting elemental or energy spells with a higher level spell slot to infuse with arcanic energy to make damage half-elemental and half-arcane.

Taulit's Mouser: Beautifully-crafted golden mouse about 5" long from nose to hindquarters. Cause fascination or fear in cats or cat-like creatures of all kinds. If it cannot drive a cat away, the Mouser will kill it. Bite deals 2-5 damage and is +3 to-hit and damage vs. cat creatures. Taulit hated cats.

Wizard's Hat: Functions much as a Ring of Spell Storing (arcane spells

only). The user can swap out one spell for another of equal level once per day. Also, once per day, the Hat will recall a cast spell of the wearer's choice — allowing it to be cast again with an unused spell slot.

Wizard's Pipe: This handsome device can be lit with a snap of the fingers.

The smoke produced can be nearly any color or aroma the user desires.

Within a hazy 30' radius, the user can Detect Magic or Detect Invisible up to 3x/day. 2x/day, the user can scry in

the smoke as with a Crystal Ball. Also 2x/day, the user can produce Pyrotechnics (as spell) or Produce Flame (as spell). Finally, 1x/day, the user can "disappear in a puff of smoke" via Dimension Door.



THE ARTIFACTS

The items that follow are powerful artifacts (not relics) of the setting. Relics are separate from artifacts in that they are inspired by divine forces or beings, while artifacts are objects of arcane might. Relics can be found in the **DEITIES, DEMINITIES & PERSONALITIES** supplement.

Artifacts in Avremier are akin to powerful and influential NPCs serving as uncertain companions, possibly with an agenda — the bearer only a means to an end. If kept from its purpose, the artifact may attempt to force the issue. A PC is never really the owner or controller of an artifact, rather, an enabler who might benefit from the arrangement for a time. An artifact in play often becomes the center of a maelstrom of activity, and an historic focal point. A PC who claims an artifact is agreeing to a co-starring role in a potential saga.

The Powers and Effects tables at the end of this section contain entries for the Avremier setting. The listings continue from those found in the original guide to "ancient and powerful magic," and may be used in conjunction with those earlier listings, as desired.

BONECRUSHER

Some “proto-artifacts” predate recorded history and are subjects of great interest to magical scholars, especially since they were never intended for human use. The first such discovery has been named Bonecrusher, a petrified thigh bone, over five feet in length, dipped in bronze at each end. A dozen carved pictographs represent animals, landmarks, and natural phenomena. As an oversized club, it deals 3-18 damage and doubles any damage bonus from strength. Double total damage against giants and giant-size animals. On a critical hit, Bonecrusher deals an additional 3D6 lightning damage and affects the target as a Symbol of Stunning. Pounding the larger of the two ends twice against the ground summons a 12 HD earth elemental 1x/day. Pounding the smaller end twice against the ground creates an Earthquake (as spell) 1x/week. Either end can be affected as by Heat Metal, on command.

Suggested powers:

TABLE I:	I-Y (strength)
TABLE II:	II-K and II-AA
TABLE III:	III-K
TABLE IV:	IV-N (earthquake)

Actual powers:

THE CILAND GRIMOIRE

Written in silver ink upon pages of indigo leather, this oversized tome contains every spell found in the section on ARCANES IN AVREMIER, above (pgs. 25-32), plus 5-20 others, selected randomly or by the Referee. An arcane spellcaster that reads through the next one hundred pages of notes, observations, poetry, formulae, and disjointed ravings may gain 1 level of arcane spellcaster class and 2d4 levels of permanent spell slots. Success or failure depends largely upon the charismatic force of the reader. At the beginning of each day's attempt, make a charisma check.

Dice Score

2
3-5
6-8
9-11
12

Result

Utter failure. You'll just never get it.*
The day is wasted. Try again tomorrow.
1d4 pages read.
2d6 pages read.
3d8 pages read.

*No more checks possible, it is beyond your understanding. Roll 1d4 twice: move one point of intelligence (1-2), wisdom (3), or charisma (4) to strength (1), dexterity (2), or constitution (3-4). Soul claimed by Arcanaflow upon death, with no chance of return. Fastened to the inside back cover is a coupon for “One Free Drink at Kundalini’s Spiral Tavern.” No expiration date.

Suggested powers:

TABLE I:	I-Y (intelligence) and I-AA
TABLE II:	II-P and II-U
TABLE III:	III-U and III-V
TABLE IV:	IV-O
TABLE V:	V-L

Actual powers:

THE EYE OF THE STORM

A blue-gray gem about 6” in diameter, wrapped in a lattice of heavy copper wire. Can be commanded to levitate and travel forth to do the user’s bidding. The Eye will absorb electrical energy manifested in a 100’ radius, up to 100 HP worth per day. Tries to kill whomever chooses to claim it. Those who survive gain the jewel’s respect.

Suggested powers:

TABLE I:	I-H, I-L, and I-S
TABLE II:	II-N (or divide among multiple bolts) and II-P (air or water)
TABLE III:	III-G (electrical)
TABLE IV:	IV-N (storm)
TABLE V:	V-N

Actual powers:

GLIM

A crystal ball with a faint blue tint. Glim is sentient, only revealing itself if it so chooses — manifesting a pair of large, friendly eyes. Otherwise, Detect Magic reveals only that the item is a standard crystal ball (perhaps with telepathy), unless Glim fails a save. Has an amiable and inquisitive personality, much like a puppy, but also centuries of practical experience. Fly at an 18” rate and able to hover in place. Glim recognizes specific commands that it may obey, some of which are as follows. All commands are prefaced with “Glim,”

- “Aura”: Detect magic.
- “Breathe”: Glim expands to surround the user’s head in a globe of breathable air. May supply fresh air for up to a total of four hours per day.
- “Glow”: Sheds soft blue light up to 30’.
- “Read”: View writing through Glim with Read Magic and Read Languages.
- “Reveal”: As a Gem of Seeing.
- “See”: Standard scrying as a Crystal Ball.
- “Share”: Communicate via Telepathy.

As an artifact, Glim is fairly indestructible. Has been known to defend its user with the effect of a Shield spell — but cannot be commanded to do so.

Suggested powers:	Actual powers:
TABLE I:	I-F
TABLE II:	II-M and II-T
TABLE III:	III-W and III-X
TABLE V:	V-L

THE JUGGERNAUT OF OMBRINGDUN

A lost kingdom in a region that is now northmost Nekari, Ombringdun was a realm of horned giants cursed to devolve into what are now minotaurs. This 20’ automaton is a massive minotaur of black iron and scorched brass, hunched almost to all fours and broad-shouldered. The artifact was known as the Gorgolem — a mistranslation of gorgon as a metal-scaled bull. Someone that manages to bond with the Juggernaut may give commands and even cause it to act through physical mimicry — what the user does, so does the construct. It is AC -3 and can take 200 HP of damage, though very little can do it harm. Fire and lightning actually heal damage taken. When it charges, those in the Juggernaut’s path are affected by Fear (freezing in place rather than fleeing), with a -2 on their saving throw. Those caught by the charge take 3-30 damage from the horns and then 4-40 damage from trampling.

Suggested powers:	Actual powers:
TABLE I:	I-P, I-BB, and I-CC
TABLE II:	II-W (by bellow)
TABLE IV:	IV-P
TABLE V:	V-G (smaller giants, and ‘taurs)

KIOL'S BESIEGER

One of four pieces of a game set, this sculpture of gleaming hematite is 4" tall and 2½" wide, resembling a square, squat chess rook. Can become a 40' tower with four floors and four rooms on each floor. The tower can animate as a 40' reinforced hematite golem. In physical melee or siege, the Besieger inflicts massive combat and collateral damage — even when missing the mark. Just by moving, the construct crushes smaller things underfoot and creates tremors through the ground. With each sweeping blow, the Besieger's titanic fist mutilates living creatures, shatters objects or constructions, and removes cover or concealment. Area-effect secondary damage from flying or falling debris has left additional death and ruin. The user can operate the golem from within, though it can be tiring in short order (strength score + constitution score + damage bonus from strength + HP bonus from constitution = rounds before exhaustion). If pushed beyond the point of exhaustion, the user has a 10% cumulative chance per round of dying.

Suggested powers:

TABLE II:

TABLE III:

TABLE IV:

TABLE V:

II-G and II-K

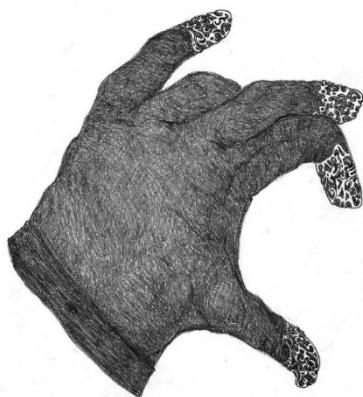
III-Q (turn to stone, not rot)

IV-Q

V-O

Actual powers:

SILVERTOES



A fine glove of black leather, fingertips decorated with silver filigree. May be suited for whichever hand the Referee wishes, or a D6 roll: 1-4 indicates the right hand and 5-6 for the left. Normally, it pretends to be an inanimate object, but may move about and perform actions independently, but preferably unobserved. Has been known to “take over” the hand wearing it to perform one or more actions, usually in extreme emergency, such as grasping a handhold to keep from falling to certain doom. If there is a matching glove, none can say.

Suggested powers:		Actual powers:
TABLE I:	I-J, I-V, and I-DD	
TABLE II:	II-M and II-U	
TABLE III:	III-Y	
TABLE V:	V-H and V-K	

TYERADON

A plain longsword +2, known also as the Gray Blade, for its dull, colorless appearance. In the history of its use, nothing has been able to alter the condition or appearance of the sword. It seemingly cannot be polished, rusted, heated, chilled, blunted, or even nicked. It will sever an appendage on a hit roll of 18-20, much like a *Vorpal Blade*. Tyeradon is so supernaturally sharp that it cuts on a near-miss. On a hit roll that misses by one, the sword deals normal, non-magical damage, unmodified by strength bonuses — and may still sever if the roll was a 19 or 20. On a hit roll that misses by two, the sword deals half the damage it would deal if missed by one. On a hit roll that misses by three, the damage is one-quarter. A successful hit roll from up to 5’ away (out of reach) is the same as a miss by one. Three times per day, the wielder can choose to have Tyeradon deal damage on a successful hit equal to half the opponent’s remaining hit points in a single strike.

Suggested powers:		Actual powers:
TABLE I:	I-E, I-EE	
TABLE II:	II-K and II-BB	
TABLE III:	III-Z	

VAULDAEN’S WAND

This opalescent item resembles a large version of a child’s bubble wand, with a loop six inches across at one end and a loop nine inches across at the other. Each loop is filled by a thin, translucent membrane with a colorful sheen. Examining a membrane more closely reveals a vision of an endless starscape, and then the view tightens in to focus on a bubble in space. By blowing through a loop, the user can produce a bubble that expands to form a small demiplane — expending the membrane and causing that loop to no longer function. The Wand may produce two demiplanes in this fashion,

unless a membrane can somehow be restored. Guidelines for demiplanes are given in **The Vastness and Planar Adventures** section, below. More complete information will be found in the forthcoming **MANUAL OF THE VASTNESS** supplement.

Suggested powers:	Actual powers:
TABLE I:	I-S
TABLE II:	II-S and II-Z
TABLE III:	III-M
TABLE V:	V-D

THE WHITE THRONE

There was a time when this hideous structure roamed the land under its own power, but the massive conglomeration of undead skeletons has not been seen for more than four generations. Also called the Dead Throne, this is a massive seat formed of animated skeletons and supported or defended by still more. These mindless undead are under the control of the occupant of the Throne itself. Those who fall to the Throne are added to the Throne. It is also said that those who sit upon the Throne are eventually added to the Throne.

Suggested powers:	Actual powers:
TABLE I:	I-C, I-D, I-E, and I-Y
TABLE II:	II-F, II-O, II-S, and II-V
TABLE III:	III-S
TABLE IV:	IV-R
TABLE V:	V-P

ARTIFACTS & RELICS

TABLE I: MINOR BENIGN POWERS (Additions)

- I-AA Artifact bestows knowledge of one additional language.
- I-BB Add 5d20 years to lifespan.
- I-CC Immune to Charm or Command.
- I-DD 1-3 times per day (1d6/2), user may modify a single die roll by 1-4 (1d4). Die roll must apply to creature or action within 10' of user.
- I-EE No need to sleep for rest. An hour of inactivity equals an hour of sleep.

TABLE II: MAJOR BENIGN POWERS (Additions)

II-AA Gain 5 Renown from possessing artifact.

II-BB Wounds taken neither show nor bleed. Damage still inflicted, but is not visible. User does not suffer blood loss and limbs cannot be severed.

TABLE III: MINOR MALEVOLENT EFFECTS (Additions)

III-U User able to speak in only one non-Common language.

III-V User unable to sleep without magical aid.

III_W User's eyes glow with an unsettling (blue) light.

III-X: User absolutely incapable of lying.

III-Y Touch turns gold and silver into baser metals.

III-Z User becomes as colorless and featureless as the artifact.

TABLE IV: MAJOR MALEVOLENT EFFECTS (Additions)

IV-N: Creates a localized disaster if kept too long in one place.

IV-O: Gods turn from user, who no longer receives clerical aid or healing (including restoration or resurrection). If user is a cleric, all spells and turning ability are lost. Prayers go unanswered.

IV-P: User invulnerable to physical attack of less than +3 value, but fails all saves vs. mental effects on less than 18-20 on the die roll.

IV-Q: User becomes permanently amoral – of no alignment or ethos whatsoever.

IV-R: Soul claimed by artifact if in possession at time of death.

TABLE V: PRIME POWERS (Additions)

V-N: Control Weather three times per day.

V-O: Meteor Swarm once per day.

V-P: User gains aura of awe over up to 200 levels of living creatures within 100' as if by Symbol of Stunning three times per day.

Artifact War: Artifacts continue a conflict long abandoned, some possessed by spirits of their creators. The Artifact War was averted before, but most artifacts survived and are ready to fight again. Specific artifacts lead factions. Artifacts are appearing in numbers, with public conflicts between wielders. Locations of stored artifacts are raided. Ministry of Artifice formed and empowered. Adventurer strike teams recruited and assigned.

The Vastness & Planar Adventures

Stepping out into the Vastness, natural and ethical laws may be twisted or sundered. Some of what is thought to be known, and that which could be useful, is shared below. What follows is more of a primer than a cyclopedia. The **MANUAL OF THE VASTNESS** supplement will attempt to fill in much of the rest.

TELOEN CORE (CENTER OF ALL THINGS)

The Teloen Core was first. A singularity with essential qualities to define reality in terms of matter and energy, form and function. Away from the Core, reality conforms less to that initial template, and tends to be more inimical to Core-based life. Though the Teloen Core provides structure and definition to all Creation, it allows for variation (or deviation) with distance.

The campaign world is Avremier. Well — Avremier is one continent of the campaign world. On charts of the planetary system surrounding the world, the planet itself is labeled Eitha Myndarun. Avremier is a human name. More on that below, in the **Avremier Demesne** section.

This region is finite, and the outer borders of the Avremier Demesne fade into the Twilight Environ, an expanse of “soft darkness,” with dim stars.

Beyond the Twilight Environ can be found the elusive boundaries of the Glitterdark (Near Astral or Astral Shallows).

Of course, even the structure and harmony of the Core was disrupted to some extent during the Planewrack.

“Planewrack? What's that? The entire structure of the other dimensions and worlds has been shifted along the axis of Law and Evil? The Abyss was all but wiped out? Well, that's good news! And, Heaven has been skewed toward the potential tyranny of ultimate Law with no regard for freedom or compassion? Heaven has become a shining mirror of Hell? And Chaos is on the rise to restore the balance?”

“So...you're saying we can get slaughtered by roving gangs of angels on the prowl for anyone displaying unbridled freedom or Chaotic influence? Furious angels that will do anything to preserve the ascendance of Law at all cost? Angels that make the legions of Hell look like indolent dilettantes by comparison?”

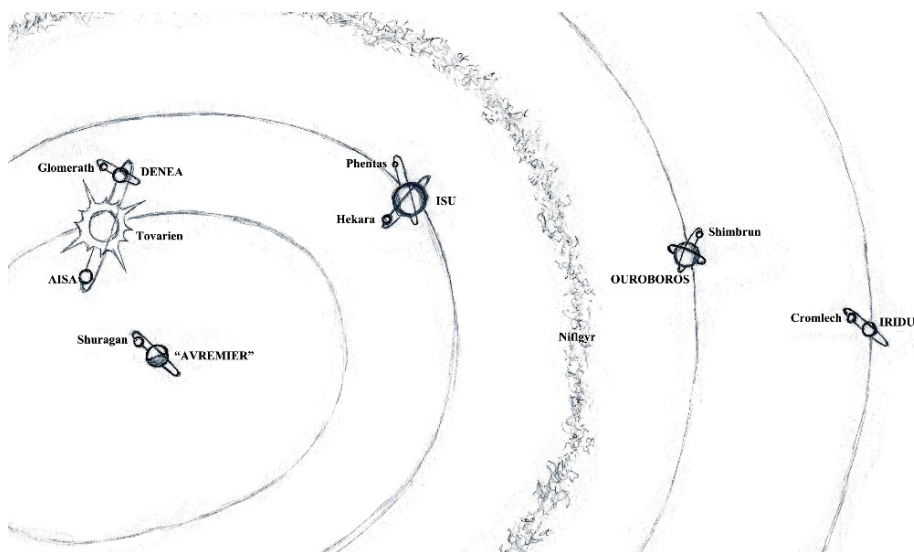
“Oh, damn. What kind of powers do I have as an ex-paladin, again?”

The Planewrack: Something big happened. Something kept hidden, and quiet. Few concur upon exactly when this big, hidden, quiet thing occurred. Something moved – that’s for certain. Some say EVERYTHING moved. Not just the world, but ALL the worlds. Those at the center barely felt the shift. Planar realms far out into the Vastness shook with the sudden violence of it all. Some broke. A few were destroyed. Those give name to this event know it as the Planewrack. As the center shifts, so does the whole. Just not as one balanced set. And now, balance seems a thing of the past.

Teloen: The Center. Some of the older races claim this as the heart of Eitha Myndarun. That the world is merely a kind of shell. Whatever the case, Teloen is the heart of Creation, and the center of the six-world (we think) system known as the Avremier Demesne.

On a planar scale, the Elemental Rings turn and spark outside the Core. More in **THE VASTNESS (THAT WHICH ENCOMPASSES)**, below.

Avremier Demesne: The planetary system that surrounds the campaign world, observed by cyric (elf) astronomers with the aid of powerful telescopes and magical scrying probes. Charts like the one below, and associated names, are mostly elvish. The cyr are also said to ply the dark gulfs in daring near-space vessels.



A larger version of the Avremier Demesne map is found inside the front cover of this volume.

Some delvers (dwarves) have ventured into the demesne via “planar bathyspheres.” Gnomes pursue astronomy as a hobby and aid to navigation. Bucca favor the sun, and enjoy stories of constellations and nebulae. Humanity is barely aware of worlds beyond Avremier, and delvers are happy to add to, or verify, cyric records.

Tovarien: The day star, commonly called the Phoenix, supports a system of about six worlds. Moves around the central campaign world.

Eitha Myndarun: Sundered globe of the campaign setting, known to Humankind as Avremier. Home world of the player characters. Set at the center of the Vastness and known in that context as Teloen, or Teloen Core.

Aisa and Denea: Paired worlds orbiting the solar sphere from opposite sides.

Aisa is a beautiful and barren world of shimmering golden sands and spiky black mountains. It has no natural satellites.

Denea is misty and marshy, with a single moon, Glomerath — a great spherical conglomerate of branches, stones, clay, and other materials.

Isu: Appearing as a gas giant world, but actually a smaller planet resembling red-orange coral, buried within a depths of mist and fog. Its smaller moon, Phentas, flickers like a candleflame due to its electrically-charged, aurora-like atmosphere. The larger of the two moons is called Hekara.

Niflgyr: A great ring of ice and freezing vapor, where a planetary orbit might be. Known for comets, whirling ice shards, freezing fogs, strange mirages, and enormous frozen “spacebergs.”

Planets on the sunward side of Niflgyr are also known as the Illuminated Worlds. Those beyond the ring are outside of Tovarien’s radiance.

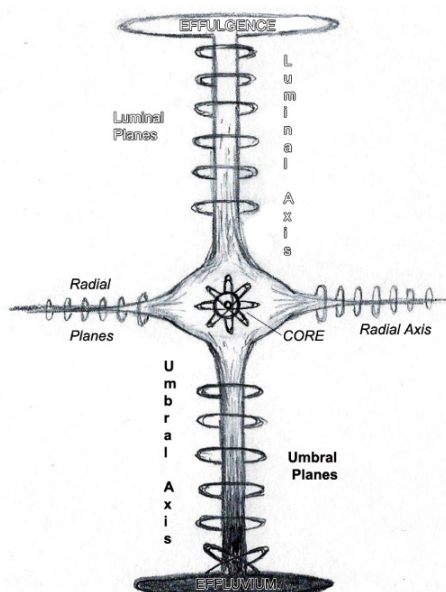
Ouroboros: Planet with a dark ring that is actually a gigantic, slumbering serpent. Its single moon, Shimbrun, is layered in gleaming ice.

Iridu: The Dark World at the edge of the demesne. Passes through more than one nebula during its orbital progress. A single moon, called Cromlech, appears as a graven stony sphere.

THE VASTNESS (THAT WHICH ENCOMPASSES)

Modern cosmological theory puts Avremier at the center or Core of all things. Around the Core are the four elemental planes - like a permeable shell.

Beyond the Teloen Core, and the surrounding Ethereal, Astral, and Elemental Planes, the structure of reality is known as the Vastness — all the rest that is known. This diagram is the basic reference for accepted cosmology. Though simplified for ease of use, the design represents the prevailing tendencies and realities of the greater cosmos: that which rises, that which falls, and that which diverges.



A larger version of the Axial Vastness diagram is found inside the back cover of this volume.

For want of space, ironically, this section will be regrettably brief. Fuller details will be given in a later volume, entitled **MANUAL OF THE VASTNESS**. What follows is essentially a primer for the curious.

Ethereal (Glimmerdusk)

"The Vague? That is the misty border plane between ours and those beyond. It is known as the Roiling Vague — an expanse of shifting vapors inhabited by bewildering entities known as Vagaries. The Border Vague is merely confusing and sometimes monotonous. The Deep Vague is a place of dark mystery and hungry fogs."

Commonly known as the Glimmerdusk, this plane is a silent expanse of pearlescent mists that sometimes swirl and part to reveal unexpected wonders. The visions and beings revealed by the mists rarely have any true substance or life, and few travelers can adequately explain what they saw.

Because of this disturbing phenomenon, some refer to this place as the Ghost Realm or Spirit World. It is a common belief that the spirits of those who were neither particularly virtuous nor unusually wicked in life, go to the Glimmerdusk when they die. Those who have traversed the mists of this plane claim to have seen little-to-no evidence of this.

Some of the muted color within the glimmering mists actually possesses a tenuous substance. Occasional swirls of coppery vapor can be captured and condensed to form a metal liquid known as *ethrillim*. This substance resembles reddish *quicksilver*, and can be used to coat items from other planes, giving them the property of affecting ethereal objects.

Where reality begins to evanesce into phantasm and dream, the tenuous atmosphere between Core and Beyond may give way to the Glitterdark.

Astral (Glitterdark)

Commonly known as the Glitterdark, this dark plane is dotted with distant stars. Subjective gravity is “up and down,” meaning that an object adrift is likely to rise or fall, depending upon location and structure. In cosmological terms, the Glitterdark exists “around” the Teloen Core, like the night sky above the world. This region is theoretically divided into the Near Astral and Far Astral. The Near Astral is closest to the Core and the hunting ground for those that prey on the material world and planar travelers.

For many planar travelers, the Glitterdark provides a medium of transition from Core to Vastness. From Here to Beyond.

The Core Rings (Elemental Planes)

Most planes are represented as rings beyond the Teloen Core (as seen on the Axial Vastness diagram), as our spiral galaxies are viewed as discs. The first of these rings are the Elemental Planes surrounding the Core, lending their material properties to that reality. These rings of elemental matter define and contain the Teloen Core, anchoring and isolating it within the center of the Vastness. They also function as the “gearwheels of reality,” not just air, earth, fire, and water – but space, matter, energy, and motion (time/gravity).

The elemental rings are the substance of the four classic elements that provide energy to the Core. These planes are home to the greatest elemental lords and are utterly inhospitable to most other forms of life. Avremier’s elementals are wan shadows of those forces, become living extensions of the Core world itself. Sometimes, the region encompassing the Teloen Core and the Elemental Rings is known as the Middle Expanse.

Positive and Negative

The Vastness has no Positive or Negative Material Planes. There are a large number of spheres of radiant energy scattered throughout Creation, much like planar stars. These stars are said to be aware and are among the most powerful of Illumined (Celestial) beings, known as Stellars. These radiant entities have their negative counterparts in the form of gigantic, deadened spheres of blackness known as Chthonians. According to legend, these titanic beings despise one another and, when the final battle comes, the stars themselves will go to war and the Vastness will come to an end.

DEMIPLANES

Finite and often temporary, these pockets of reality are often created for a purpose and maintained by massive forces of energy or will. A demiplane can be created by powerful magic, divine will or faith, planar disruption, or planar “budding” — a spontaneous outgrowth from an otherwise unstable plane. The largest and most stable demiplanes may be as large as a medium moon, but most are much smaller. While most demiplanes are somehow anchored to an existing plane, some are found adrift among the empty spaces of the Vastness.

AXIAL PLANES

The relative vertical axis of the Vastness deals with the “state” of existence in terms of energy and philosophic disposition. Each planar ring is similar in form to a galaxy, rotating around their axis or radius. The “shaft” of the vertical axis is known to function in some ways as a means of travel up and down the planes. Moving upward is said to be much more difficult than plunging downward.

Chaos and Order met on the inchoate field of Creation to beget life that would best represent each. From glistening gelatinous eggs, Chaos spawned a teeming, croaking horde of frogs that hopped and goggled in such a way as to bring a wry smile to Order's thin lips. From fibrous, suspended hives, Order produced a flying, buzzing swarm of insects that darted and massed with precision and purpose.

"Insects organize and insects build," stated Order with a hint of pride.

"Frogs eat bugs," countered Chaos matter-of-factly.

THE LUMINAL (UPPER RINGS)

“We were taught to believe in angels. That anyone with wings and a halo spoke the words of the Divine. But the words proved false and we found that Light was not Good. Light was just energy. Energy to illuminate — and to blind. And that was how we first engaged the Luminals, by lashing out blindly. Meeting with loss and failure. To battle the Light demands precision of purpose. But, we know not what we do. It may be we are already lost.”

Little is known of the Luminial Planes. They revolve around the upper axis of the Vastness. There may be six of them — with names like Serenity, Chime, Choral, Vesper, Beacon, and Sanctum. They are associated with Light and Energy. Some equate them with Good and Law. The uppermost end is called Effulgence — where all becomes harmonious energy. “That which is purest shall rise.”

Denizens of the Luminial Planes are represented mostly as abstract angelic beings. Messengers of Light and Harbingers of Glory — whatever that means. Since the Planewrack, many Luminals seem to have become forces to be feared. Law may have hardened into tyranny.

THE UMBRAL (LOWER RINGS)

"Before long, the devils from Infernum strutted forth from their hells to give us a taste of damnation wherever we fared. To add the insult, those who once called themselves angels descended from their high places to murder and dominate in the name of Order. Came a time when we were of a mind that, if it had wings - we killed it."

The Dark Axis. Plunging straight down from the Middle Expanse is the torrential column of darkness and malevolent energies that empties into the theoretical bottom of Creation: a lightless and bottomless region known as Effluvium, the cesspool of the cosmos.

The Umbra: The weight of despair. The bleak descent of hopelessness. The confining darkness of dread. It filters through Creation, from middle to low — and then, lower still. A cascading susurrus of malfesance that empties into the ultimate abyss of darkness known as Effluvium. The detritus and flotsam of the entire Vastness inevitably finds its way to these direst depths.

So it is said.

From dimness-to-gloom-to-darkness-to-stygian-blackness falls the Umbra through the Rings of Despair. This is the lower axis of Creation, the underside of reality. Home to shadow creatures, undead horrors, and far worse, the Umbra is a nightmare waste from which none ever return truly intact.

Encircling this descending column of desolate energies are the Umbral Realms known as the Rings of Despair. These grim planes are home to the foulest and cruelest outsiders. These are the Infernal Realms and the Malign Reaches where evil breeds and festers far from the piercing gaze of the Luminal Host.

The Rings: On a definitive number, scholars disagree. Once, there may have been nine. Modern charts display six or seven, where the bottommost are seen to be slipping into Effluvium. It is possible that other planes have already decayed and fallen to oblivion even before the devastation of the Planewrack.

The surviving Rings of Despair are typically represented by different types of metal in descending order: dull gold (Corruption), tarnished silver (Wrack), oxidized copper (Scourge), corroded brass (Malaise), rusted iron (Mourn), and darkened lead (Cairn).

The Umbrals: Denizens of the lower planes have endured terrible hardship and unthinkable devastation. They are the tortured inhabitants of the shadow falls that form the dark axis of reality. Many Umbrals become shockingly powerful through the simple act of survival amid the relentless torrent of planar sewage. The Dolor, Infernals, and Maligned are only three races or types that have been recorded in recent years. All three are newly spawned in the wake of the Planewrack. Abysm was destroyed, with naught remaining but drifting wreckage. If ever there was a Hell, it is now rent asunder and bent into impossible new shapes. We have come to call it Infernum.

Infernum: Hard light and harsh contrasts of black and white. Dark and light. Order and control. No pity or mercy. No compromise or adaptation. Rigid and cruel. Conform or die. Stark and clean. Law vs. Chaos. Order at all costs. Amoral Law. Infernals are needles or scalpels used to inoculate or excise the taint of Chaos. A hellish heaven of disturbing sensory qualities. An almost neon light jars the eye and brings chaotic afterimages. Without balancing factors of good, evil, or neutrality. No punishments, only "corrections."

Believe the universe is in decay and want to bring order to that which can be saved - while eliminating that which is beyond hope. The greatest Infernalss are those which can exert the most control; those with the most flawless symmetry.

Architecture of precise lines and sharp angles. Often tall and slender. Sometimes tilting at an unnatural pitch. This is a stark and serene sort of Hell. More of a prison and proving ground than a place of torment. Depth and distance can be very difficult to judge. Everything looks flat. Monochrome and stark. Mortals appear as negatives and stand out in quite blatant fashion. Infernals are generally black and white, symmetrical, and formed of planes and angles - like devils of monochrome origami. Sure and precise.

Depths of Despair: At the bottom of everything lies Effluvium. It is where the waste and offal of Creation come to lie and rot. There is no adequate way to describe this reservoir of decay. It is the cosmic sewer and, supposedly, nothing of value or worth ever falls to these ultimate depths. And yet, something exists here that has awareness and purpose. It is an entity so vast and powerful that the leaden Ring of Despair was forced upward into that of iron when this being erupted forth from Effluvium in an attempt to escape. In legends, it is named the Unmaker and it is the dread of all sentient life.

It is also said that all that is evil, which is not destroyed, eventually falls to Effluvium. The worst magicks and relics of darkness, according to rumor, have been dumped in the depths of the Umbral pit.

RADIAL PLANES

On the Axial Vastness diagram, do you see the horizontal arms supporting other planar rings? Those are the Radial Planes — broken ripples and distorted echoes of what we know as reality. If little is known of the Luminal or Umbral Planes, even less can be said of these “sidelong realities.” Exploration has been difficult and inconsistent. Prevailing theory claims that the further one goes along the Radial Axis, the deeper one flees into Madness. The denizens of these planes are known only as Ordinals, most of which seem to function within a reality of their own making. Aware, but not truly alive.

There was a world. An important world. Not always at peace, but usually in harmony. With truly ancient civilizations and rich history. Full of wonder and enchantment. Then, the aliens came. Creatures unlike any other. Destroying and enslaving. Changing the land itself to suit their needs. Defiling and using. These aliens called themselves Humanity. It would be many years before that irony became clear to us. And, worse still, they did not come alone. They brought magic with them – twisted into tortured shapes called spells. Then, the final indignity – these invaders brought gods to our world. The greatest horror of the modern age.

Definitions: Explanations of the meaning of many cosmological terms as intended for the Avremier setting. Any seeming contradictions or deviations from what is written above can be blamed on incomplete scholarship and/or the effects of the Planewrack.

- **Avremier:** The name of the campaign world or setting — according to Humanity.
- **Axis (Axial):** General term for the structure supporting the rings that represent each of the planes of existence. Classically divided into the Luminous and Umbral or Radiant and Gloomy. It is generally easier to travel downward than upward. There is also a “horizontal” Branching Axis that supports the Middle Planes.
- **Chthonian:** Titanic extraplanar being of darkness and destruction. Evil counterpart to the powerful Stellars. Looks like a dark indigo or violet star with a vague face inside. Much like immense and sentient spheres of annihilation. Create an empty void around themselves, simulating outer space.
- **Core Ring:** One of the “Inner Planes” surrounding the Teloen Core. Primarily the four elemental planes of Air, Earth, Fire, and Water.
- **Core Shell:** The planar globe surrounding the Teloen Core formed in equal part of the Astral Sea and the Ethereal Mists. A boundary that must be passed to leave or enter the environs of the Teloen Core.
- **Glimmermist:** Typical name for the Ethereal Mists that rise from the Astral Sea to form the upper half of the Core Shell. Sublime planar material that eventually merges with the Luminous Axis above. Also Glimmerdawn.

- **Glittersea:** Common name for the Astral Plane, also known as the Astral Sea. The dark expanse that forms the lower half of a globe surrounding the Teloen Core. Formed of heavier stuff than the Ethereal Mists but still a part of the Core Shell. Gathers into a falling rush of darker matter that plunges into the Umbral Axis below. Also Glitterdark.
- **Illumined:** Also Luminar, referring to the Higher Planes or the Rings of Hope. The “upper planes of goodness and light”.
- **Penumbran:** Also Umbral, the planes of darkness and deceit found at the lower end of the planar axis. Sometimes named the Rings of Despair.
- **Radius (Radial):** Referring to the theoretical horizontal spokes of the planar structure. The Radial, or Branching, Axis of the Vastness supports the Middle Planes of reality that are often distorted reflections of the Teloen Core. The denizens typically have nothing to do with the struggle of Light against Dark or of Order against Entropy.
- **Stellar:** The mightiest of the Illumined Hosts. Resemble sentient stars with beatific faces seen just beneath the blinding surface. Do not necessarily radiate heat, so much as radiant energy.
- **Teloen:** Also Teloen Core, this is the name for the precise center of the Vastness. This world is also known as Eitha Myndarun.
- **Vastness, The:** The entirety of Creation. All of the planes, worlds, realms, and spaces that exist to contain the setting. Synonymous with Creation or Cosmos.

This concludes **ELDRITCH AVREMIER**, the fourth volume of this set.

The purpose of this supplement is to highlight the potential of arcane magic in Avremier, and to introduce something of the myriad planes and spheres beyond the campaign world.

The fifth and final supplement is **DEITIES, DEMINITIES & PERSONALITIES** — a treatment of the gods, godlings, and important NPCs of the Avremier setting. Also, options and details for clerics and divine magic.

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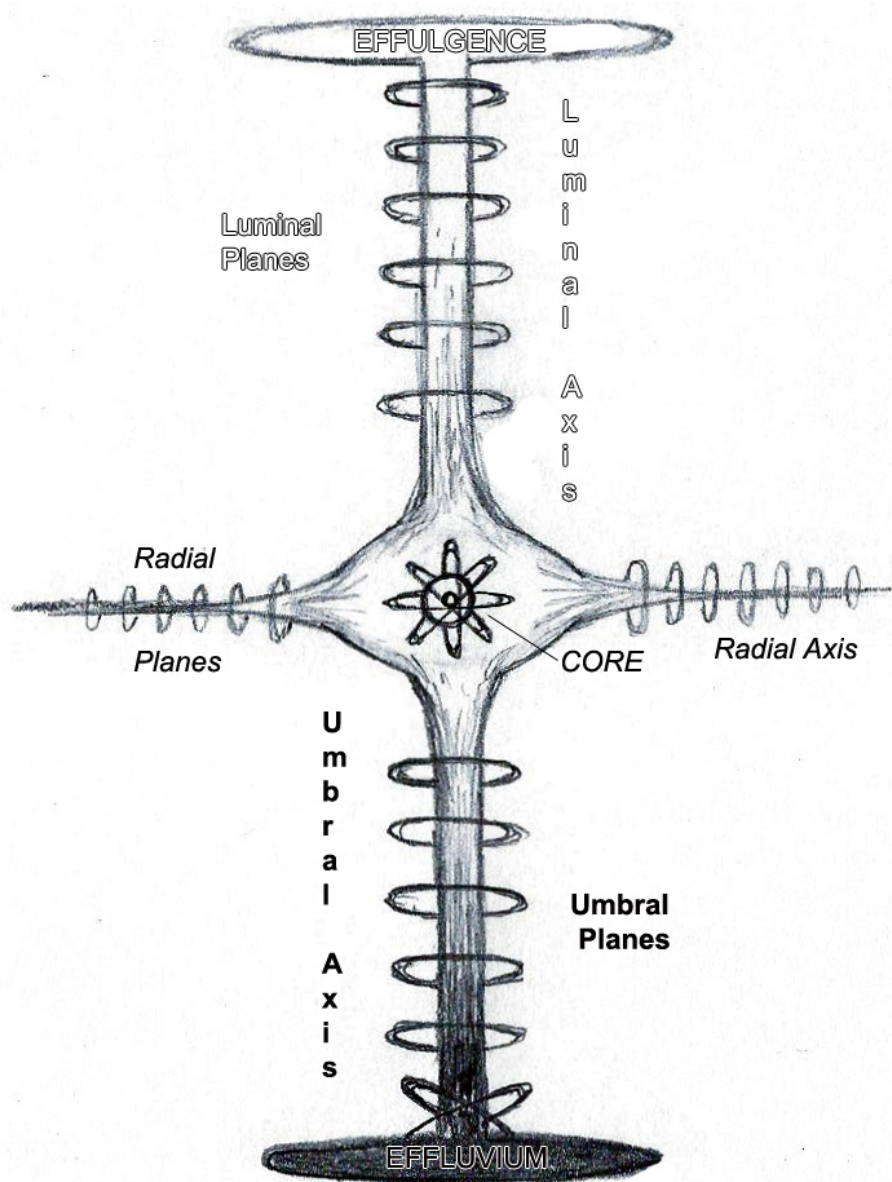
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