

World of Arkara: Gazetteer of the Known World



by Charles Rice

This product uses the OSRIC™ System.

The OSRIC™ system text can be found at <http://knights-n-knaves.com/osric/>.

CONTENTS

Credits			
Introduction	3		
Gods of Arkara	3		
Cities of the Gods	3		
The Pantheon of Light	3		
Atos, the King	3		
Akhia, the Weaver	4		
Asteria, the Enchantress	4		
Dannos, the Seeker	4		
Drathor, the Counselor	4		
Kazatha, the Traveler	4		
Lorenon, the Reveler	4		
Lunos, the Lover	5		
Macolan, the Orator	5		
Newmo, the Semi-Majestic	5		
Santarius, the Merciful	5		
Sherynn, the Wild	5		
Zelos, the Stern	5		
The Gray Pantheon	6		
Rotan, the Enlightened	6		
Aronna, the Lonely	6		
The Cat Lord	6		
Jeryn, the Blind	6		
Norran	6		
Ostalonch, the Voyager	6		
Pallantides, the Enforcer	6		
The Pantheon of Darkness	7		
Darkmoor, the Reaper	7		
Liosia	7		
Falteq, the Insane	7		
Fell, God of Contagion	8		
Icarra, the Maelstrom	8		
Imar	8		
Kerno	9		
Moirai, the Avenger	9		
Quentok, the Predator	9		
Therran, the White	9		
Overview of the World of Arkara	10		
Axelands	10		
Battlegrounds	10		
Canterbury Isles	10		
Chariot Highlands	11		
Droplet Isles	11		
Endless Plains	11		
Fire Island	11		
Fractured Realms	11		
Free Range	12		
Freehold	12		
Hold of the Snow Queen	13		
Realm of the Sun King	13		
Shadow Realm	13		
Skullbones Island	13		
Slavelands	14		
		Trackless Jungle	14
		Utgarror	14
		Verdant Isle	14
		Characters	14
		New Character Classes	14
		Crusader	14
		Variant Character Classes	15
		Anti-Paladin	15
		Hunter	16
		Poacher	17
		Character Class Flavor	17
		Assassin	17
		Cleric	17
		Druid	18
		Fighter	18
		Illusionist	18
		Magic-User	18
		Paladin	18
		Ranger	19
		Thief	19
		Social Class and Social Advancement	19
		Crime and Punishment	21
		Appendix 1:	22
		Using this book with OSRIC™ Unearthed	22
		Barbarian	22
		Bard	22
		Brawler	22
		Knight	23
		Ninja	23
		Noble	23
		Samurai	23
		Thief-Acrobat	23
		Yamabushi	23

THE WORLD OF ARKARA

CREDITS

Written by: Charles Rice
Art by: Anthony Cournoyer, Keith Curtis
Layout by: David Jarvis
Editing: Paula Rice

Special Thanks to: James Maliszewski, whose blog is ceaselessly entertaining and reminds me that I should be writing, reading and playing more old-school.

INTRODUCTION

Welcome to the world of Arkara overview! The world of Arkara is a series of products detailing a huge world for use with your OSRIC™ games. Exploration and player choice are two of the things that make RPGs great. But what do you do when your players capture a ship and decide follow the second star on the right? Well the world of Arkara gives your players plenty of room to explore with another new land over the horizon beckoning them onward.

We first take an up close and personal look at the Gods of Arkara.

Then we look at the world map and take a look at each region. The overview of the world aims to provide enough information to give a feel for that region and allow the game master to set adventures there and fill in the details from his own imagination.

We then take an up close and personal look at the Gods of Arkara, new character options available in the setting, including a new core class, some variant classes and a look at how each class fits into the setting.

GODS OF ARKARA

Welcome, young student. You have come to learn of our world and that is good. But there are things older than the world and so that is where we will begin, for the gods looked down from their three cities and decided to shape the formless void they saw below. Why they did this we do not know. Were they lonely? Bored? Did they desire the adulation and worship of lesser beings?

As I said, we do not know and some say we should not question their will. In my old age I have learned the wisdom in leaving some questions for my students to ask. Each one of you will have to decide what questions, if any, you have for the gods and their motives.

Lamthan the wise: Lessons

CITIES OF THE GODS

The gods dwell in three cities located on the Storm-Tossed Mount. Here they reside in eternal celebration with the great heroes, the men and women of legend, who served the gods so well in their lives that they were called up to live with them. Occasionally these heroes are returned to the world on missions of great import to the gods. They will also serve as soldiers in the final battle, when the three cities will go to war and destroy the world below.

A note about deities and additional spells: An attempt has been made to make deity choice matter in your OSRIC games but this does complicate matters somewhat. Game masters may wish to disallow additional spells and players should check and see before they select any spells not on the standard Cleric spell list. Additional Spells: These are spells that don't normally appear on the cleric spell list but are found on the Druid, Magic-User or Illusionist spell lists. The cleric must pray for these like any other spells, they are simply added to her list of possible spells available.

Paladins of the deity may also pray for these spells if they are 9th level and above.

THE PANTHEON OF LIGHT

The gods of light dwell the closest to the peak of the Storm-Tossed Mount in a city of gardens, bathed in sunlight by day and the twin moons at night. It is a city of music, laughter and love, where bards walk the streets reciting epic poetry and playing instruments of every kind.

ATOS, THE KING

Atos is the god of the sun, the stars and rulership. He is the nominal king of all the gods, even the gray and dark pantheons.

Symbol: The Sun

Animal: Lion

Raiment: Helmet (Head), Armor (Body)

Color: Gold

Holy Days: Eclipses, All Saints' Day, All Kings' Day, All Heroes' Day (First three days of the year)

Sacrifice: Jewels

Place of Worship: Temples

Preferred Alignment: Lawful Good

Nemesis Orders: Darkmoor, Alzar, Imix

Additional Spells: Continual Light (2nd level), Heat Metal (2nd level), Strength (2nd level), Geas (6th level), Prismatic Spray (7th level)

AKHIA, THE WEAVER

Akhia is the goddess of motherhood, creation, the universe and weaving.

Symbol: The Loom

Animal: Spider

Raiment: Veil (Head), Lace (Body)

Color: Black

Holy Days: New Moon, All Saints' Day, All Kings' Day, All Heroes' Day (First three days of the year)

Sacrifice: Any

Place of Worship: Temples or under the night sky

Preferred Alignment: Neutral Good

Nemesis Orders: Nicthonis, Therran, Liosia

Additional Spells: Spider Climb (1st level), Web (2nd level), Summon Insects (3rd level), Repel Insects (4th level), Insect Plague (5th level), Creeping Doom (7th level)

ASTERIA, THE ENCHANTRESS

Asteria is the goddess of love, beauty and marriage.

Symbol: Rose

Animal: Bird of paradise

Raiment: any

Color: Blue

Holy Days: First day of spring, All Saints' Day, All Kings' Day, All Heroes' Day (First three days of the year)

Sacrifice: Beautiful items

Place of Worship: Temples

Preferred Alignment: Chaotic Good

Nemesis Orders: Moirai, Imix, Nicthonis, Liosia

Additional Spells: Charm Person (1st level), Friends (1st level), Suggestion (3rd level), Charm Monster (4th level), Mass Suggestion (6th level)

DANNOS, THE SEEKER

Dannos is the goddess of the dawn moon and the goddess of beauty. She is the daughter of Atos and Asteria and the twin sister of Lunos. Dannos is a particularly militant deity and sponsors more Paladins and Crusaders than any other good goddess.

Symbol: Half moon, seen behind a hill.

Animal: Dove

Raiment: Loose silk (Body)

Color: Milk white

Holy Days: All Saints' Day, All Kings' Day, All Heroes' Day (First three days of the year)

Sacrifice: Moonstones

Place of Worship: Outdoors at dawn

Preferred Alignment: Lawful Good

Nemesis Orders: Darkmoor, Moirai, Kerno

Additional Spells: Charm Person (1st level), Faerie Fire (1st level), Gaze Reflection (1st level), Hypnotism (1st level), Sleep (1st level), Invisibility (2nd level), Mirror Image (2nd level)



DRATHOR, THE COUNSELOR

Drathor is the god of magic, wisdom, ancestry, genealogy, advisors and good dragons.

Symbol: Gold dragon

Animal: Gold dragon

Raiment: Bald w/ top-knot (Head), Cloak (Body)

Color: Gray

Holy Days: All Saints' Day, All Kings' Day, All Heroes' Day (First three days of the year)

Sacrifice: Evil dragons, assassins

Place of Worship: Temples

Preferred Alignment: Lawful Good

Nemesis Orders: Darkmoor, Falteq, Fell, Icarra, Imar, Quentok, Therran

Additional Spells: Comprehend Languages (1st level), Detect Illusion (1st level), Detect Invisibility (2nd level), Clairaudience (3rd level), Clairvoyance (3rd level), Contact Other Plane (5th level)

KAZATHA, THE TRAVELER

Kazatha is the goddess of merchants, craftsmanship and travel.

Symbol: Shoe

Animal: Carrier pigeon

Raiment: Hooded cloak

Color: Green

Holy Days: All Saints' Day, All Kings' Day, All Heroes' Day (First three days of the year)

Sacrifice: Items of great craftsmanship

Place of Worship: Guildhalls

Preferred Alignment: Neutral Good

Nemesis Orders: Darkmoor, Falteq, Therran

Additional Spells: Change Self (1st level), Floating Disk (1st level), Friends (1st level), Identify (1st level), Unseen Servant (1st level), Enchanted Weapon (4th level), Secret Chest (5th level)

LORENON, THE REVELER

Lorenon is the goddess of music, revelry, gambling and liquor. She is the wife of Macolan.

Symbol: Harp
Animal: Raven

Raiment: any
Color: Blue

Holy Days: New Years' Eve (best to get the party started a day early), All Saints' Day, All Kings' Day, All Heroes' Day (First three days of the year)

Sacrifice: Newly created art, liquor

Place of Worship: Taverns and Inns

Preferred Alignment: Chaotic Good

Nemesis Orders: Darkmoor, Nicthonis, Therran, Kerno

Additional Spells: Charm Person (1st level), Magic Mouth (2nd level), Fumble (4th level), Confusion (7th level- Druid spell)

LUNOS, THE LOVER

Lunos is the goddess of the moon, and of lovers. She is the daughter of Atos and Asteria and the twin sister of Lunos.

Symbol: Crescent moon

Animal: Unicorn

Raiment: Silk frock (body)

Color: Snow white

Holy Days: Full moon, All Saints' Day, All Kings' Day, All Heroes' Day (First three days of the year)

Sacrifice: Moonstones and lycanthropes

Place of Worship: Under the full moon

Preferred Alignment: Neutral Good

Nemesis Orders: Darkmoor, Nicthonis, Kerno

Additional Spells: Charm Person (1st level), Shadow Monsters (4th level), Shadow Magic (5th level)

MACOLAN, THE ORATOR

Macolan is the god of poetry, history, sages and bards. He is the husband of Lorenon.

Symbol: Book

Animal: Bookworm

Raiment: any

Color: Red

Holy Days: All Saints' Day, All Kings' Day, All Heroes' Day (First three days of the year)

Sacrifice: Expensive or exotic writing materials (ink from a giant squid, exquisite vellum etc.)

Place of Worship: Libraries

Preferred Alignment: Neutral Good

Nemesis Orders: Darkmoor, Falteq, Therran

Additional Spells: Comprehend Languages (1st level), Message (1st level), Predict Weather (1st level), ESP (2nd level), Forget (2nd level), Mnemonic Enhancement (4th level), Speak with Plants (4th level)

NEWMO, THE SEMI-MAJESTIC

Newmo is the god of humor, jesters and practical jokes. He is the son of Macolan and Lorenon. He is Atos' court jester.

Symbol: Coxcomb

Animal: Lark

Raiment: Coxcomb (head)

Color: Bright orange

Holy Days: New Years' Eve, All Saints' Day, All Kings' Day, All Heroes' Day (First three days of the year)

Sacrifice: Cartoons

Place of Worship: Temples of Atos

Preferred Alignment: Chaotic Good

Nemesis Orders: Darkmoor, Falteq, Quentok, Therran

Additional Spells: Dancing Lights (1st level), Fool's Gold (2nd level), Misdirection (2nd level), Scare (2nd level), Trip (2nd level), Feign Death (3rd level), Snare (3rd level)

SANTARIUS, THE MERCIFUL

Santarius is the god of healing, faith, charity and mercy.

Symbol: Star

Animal: Dove

Raiment: White velvet cloak (Body)

Color: White

Holy Days: First day of winter, All Saints' Day, All Kings' Day, All Heroes' Day (First three days of the year)

Sacrifice: Wealth given to the needy

Place of Worship: Poorhouses

Preferred Alignment: Lawful Good

Nemesis Orders: Darkmoor, Falteq, Therran, Quentok

Additional Spells: Animal Friendship (1st level), Charm Person (1st level), Hold Animal (3rd level), Charm Monster (4th level)

SHERYNN, THE WILD

Sherynn is the goddess of animals and the forest. She is the daughter of Santarius. Her mother is unknown. Sherynn is considered a "cult" by many more established religions and her worshippers are often persecuted.

Symbol: Tree

Animal: Bear

Raiment: Feather cloak (Body)

Color: Brown

Holy Days: All Saints' Day, All Kings' Day, All Heroes' Day (First three days of the year)

Sacrifice: Poachers

Place of Worship: Forests

Preferred Alignment: Neutral Good

Nemesis Orders: Darkmoor, Icarra, Quentok

Additional Spells: Animal Friendship (1st level), Invisibility to Animals (1st level), Charm Person or Mammal (2nd level), Animal Summoning I (4th level), Animal Summoning II (5th level)

ZELOS, THE STERN

Zelos is the god of justice, athletics and physical perfection. He is the youngest son of Atos and Akhia.

Symbol: Hammer

Animal: Horse

Raiment: Helmet (Head), Armor (Body)

Color: Gray

Holy Days: Executions, All Saints' Day, All Kings' Day, All Heroes' Day (First three days of the year)

Sacrifice: Criminals

Place of Worship: Gallows

Preferred Alignment: Lawful Good

Nemesis Orders: Darkmoor, Icarra, Therran

Additional Spells: Strength (2nd level), Enchanted Weapon (4th level), Wall of Stone (5th level)

THE GRAY PANTHEON

The gods of the gray dwell beside a great waterfall that leaves their city constantly shrouded in mist and fog. They dwell in twilight and visitors to the city remark that it is impossible to tell night from day. It is a quiet city and many who walk its streets whisper. Whether they do this so as not to disturb the quiet or if they are conspiring to some hidden purpose is unknown.

ROTAN, THE ENLIGHTENED

Rotan is the god of magic, science, mathematics and civilization. He is the eldest son of Atos and Akhia.

Symbol: Owl reading a tome

Animal: Owl

Raiment: Robes (Body)

Color: Rainbow

Holy Days: All Saints' Day, All Kings' Day, All Heroes' Day (First three days of the year)

Sacrifice: any

Place of Worship: Libraries

Preferred Alignment: Neutral Good

Nemesis Orders: Darkmoor, Icarra, Therran

Additional Spells: Comprehend Languages (1st level), Wizard Lock (2nd level), Minor Globe of Invulnerability (4th level)

ARONNA, THE LONELY

Aronna is the goddess of deserts, loneliness, caravans and solitude. She is the daughter of Rotan and Kazatha.

Symbol: Palm tree

Animal: Camel

Raiment: any

Color: Tan

Holy Days: All Saints' Day, All Kings' Day, All Heroes' Day (First three days of the year)

Sacrifice: Holy water

Place of Worship: Oasis

Preferred Alignment: Neutral Good

Nemesis Orders: Icarra, Therran, Quentok

Additional Spells: Detect Pits and Snares (1st level), Burning Hands (1st level), Pass without Trace (1st level), Tiny Hut (3rd level), Dimension Door (4th level)

THE CAT LORD

The cat lord is the god of stealth, curiosity, thieves and of course, cats. Worship of the Cat Lord is considered a cult by many more established religions and his worshippers are often persecuted.

Symbol: Two green cat's eyes on a black background.

Animal: Cat

Raiment: Black velvet (Body)

Color: Black

Holy Days: All Saints' Day, All Kings' Day, All Heroes' Day (First three days of the year)

Sacrifice: Gemstones

Place of Worship: Temples

Preferred Alignment: Chaotic Neutral

Nemesis Orders: Darkmoor, Pallantides, Therran

Additional Spells: Detect Pits and Snares (1st level), Feather Fall (1st level), Find Familiar (1st level- this will automatically be a cat), Jump (1st level), Pass without Trace (1st level), Levi-

tate (2nd level), Infravision (3rd level)

JERYN, THE BLIND

Jeryn is the god of the blind, fate, devotion and prophecy. Worship of Jeryn the Blind is considered a cult by many more established religions and his worshippers are frequently persecuted. Even by the standards of other cult religions, Jeryn's worshippers are outsiders.

Symbol: None

Animal: Bat

Raiment: Blindfold (Head)

Color: White

Holy Days: All Saints' Day, All Kings' Day, All Heroes' Day (First three days of the year)

Sacrifice: any

Place of Worship: Temples (often hidden)

Preferred Alignment: Lawful Neutral

Nemesis Orders: Liosia, Falteq, Therran

Additional Spells: Comprehend Languages (1st level), Detect Illusion (1st level), Blindness (2nd level), Detect Invisibility (2nd level), Clairvoyance (3rd level), Dispel Illusion (3rd level)

NORRAN

Norran is the goddess of luck, mystery, intrigue and puzzles. She is the daughter of Lorenon and Macolan.

Symbol: Dice

Animal: Rabbit

Raiment: any

Color: Blue

Holy Days: All Saints' Day, All Kings' Day, All Heroes' Day (First three days of the year)

Sacrifice: Gambling winnings

Place of Worship: Taverns

Preferred Alignment: Chaotic Neutral

Nemesis Orders: Liosia, Falteq, Therran

Additional Spells: Charm Person (1st level), Confusion (4th level), Fumble (4th level)

OSTALONCH, THE VOYAGER

Ostalonch is the god of the sea, sailors and the wind.

Symbol: Conch shell

Animal: Dolphin

Raiment: any

Color: Blue

Holy Days: All Saints' Day, All Kings' Day, All Heroes' Day (First three days of the year)

Sacrifice: Any, but in a newly discovered piece of land is best.

Place of Worship: Ships

Preferred Alignment: Neutral Good

Nemesis Orders: Fell, Icarra, Therran

Additional Spells: Predict Weather (1st level), Gust of Wind (3rd level), Water Breathing (3rd level), Control Winds (5th level)

PALLANTIDES, THE ENFORCER

Pallantides is the god of law, fire and strength. He is the patron god of smiths and craftsmen who work with fire.

He is the most important god to the dwarves, who know him as Tak, the Fire Within. Dwarven religion credits Tak with creating their race and teaching them the arts of metalworking and mining.

The giants are also known to venerate Pallantides under the name Shill the Enduring.

Symbol: Volcano

Animal: Phoenix

Raiment: any

Color: Red

Holy Days: All Saints' Day, All Kings' Day, All Heroes' Day (First three days of the year)

Sacrifice: Items made with great care specifically for donation to the temple.

Place of Worship: Temples, Hot Springs

Preferred Alignment: Lawful Neutral

Nemesis Orders: Darkmoor, Icarra, Therran

Additional Spells: Burning Hands (1st level), Heat Metal (2nd level), Wall of Fire (4th level)

THE PANTHEON OF DARKNESS

The lowest down on the Storm-Tossed Mount, the Pantheon of Darkness lives in a deep network of caves on the edge of the storm realm, which batters the few above-ground buildings day and night. Because of this, or perhaps because they are most at home in the dark caves, these foul gods spend almost all their incredibly long lives underground.

DARKMOOR, THE REAVER

Darkmoor is the twin brother of Atos and the two have been locked in mortal combat since they were in the womb, where their battles resulted in the death of their mother, whose exploded body formed the matter from which the universe was born. He is the god of the night, death, assassins and caves. Darkmoor is the most important god to all the foul races that live underground and it is rumored that he personally caused the split in the Elven race. Certainly those dark elves that ventured underground worship this deity fanatically, crediting him with their salvation.

Among the dark elves he is known as Naron, the god of peace, sleep and death. To the surface elves he is Dalonia, the god of whispers and lies.

Among the giant-folk he is known as Nil the Ender.

To the dwarves he is Arkan the lonely.

Priests of Darkmoor, regardless of race, are taught a secret language that is never revealed to outsiders, which they use to record their secret history and transmit messages to each other. Intercepting one of these messages is enough to terrify most local rulers.

Despite the ancient status of this religion, Darkmoor's worshippers are ruthlessly hunted at every turn. Many rulers go out of their way (perhaps in an attempt to show this great god they mean no disrespect) that their persecution of the worshippers is more out of their involvement in politics and assassination than any personal enmity to a god whose primary function of death is vital to society.

Symbol: Skull

Animal: Vulture

Raiment: Black silk

Color: Black

Holy Days: All Saints' Day, All Kings' Day, All Heroes' Day

(First three days of the year)

Sacrifice: Any dead body (preferably one you killed yourself)

Place of Worship: Temples (always underground)

Preferred Alignment: Lawful Evil

Nemesis Orders: Atos, Santarius, Zelos

Additional Spells: Death Spell (6th level), Finger of Death (7th level)

LIOSIA

Liosia is the goddess of intrigue and spiders. She is the eldest daughter of Akhia but has vowed to kill her mother and replace her. Her worshippers seem to ape every aspect of Akhia's worship practices, temples and raiments.

Symbol: Web

Animal: Spider

Raiment: Veil

Color: Black

Holy Days: All Saints' Day, All Kings' Day, All Heroes' Day (First three days of the year)

Sacrifice: Worshippers of Akhia.

Place of Worship: Temples, preferably those that used to belong to Akhia.

Preferred Alignment: Neutral Evil

Nemesis Orders: Akhia

Additional Spells: Spider Climb (1st level), Web (2nd level), Summon Insects (3rd level), Repel Insects (4th level), Insect Plague (5th level)

FALTEQ, THE INSANE

Falteq is the god of the insane. Even priests of other evil deities have been known to hunt down the deranged followers of this god, as their inability to hide their actions draws unwanted attention.

Symbol: Oversized eye with bloody, pulsating veins.

Animal: Any rabid animal (worshippers of Falteq have been known to willingly allow rabid animals to bite them)

Raiment: Red or black robes (what this signifies is unclear and



honestly, it might be random)

Color: Red and black

Holy Days: All Saints' Day, All Kings' Day, All Heroes' Day (First three days of the year)

Sacrifice: Happy, stable sentient beings, who are not killed but driven insane and converted to the worship of Falteq, then returned to their families.

Place of Worship: Underground temples

Preferred Alignment: Chaotic Evil

Nemesis Orders: Atos, Rotan, Zelos

Additional Spells: Confusion (4th level), Chaos (5th level)

FELL, GOD OF CONTAGION

Fell is the god of disease and contagion. Fell's clerics refuse to cure disease but they do minister to the sick and eliminate their suffering. They will not even apply readily available non-magical cures, which makes many religious orders, especially those of Santarius, fight the worshippers of Fell bitterly.

Worshippers of Fell seem to have a sixth sense when a major plague is breaking out and the arrival of numerous worshippers has sent more than one city into a panic.

Symbol: A shrouded figure in black.

Animal: Rat, also any common disease-carrying creature (such as mosquitoes in tropical climates)

Raiment: Shroud

Color: Black

Holy Days: Whenever a contagious disease is active, All Saints' Day, All Kings' Day, All Heroes' Day (First three days of the year)

Sacrifice: Anyone sick, who is not cured but is tended with all non-magical means to eliminate suffering.

Place of Worship: Mass graves

Preferred Alignment: Neutral Evil

Nemesis Orders: Asteria, Lunos, Santarius

Additional Spells: Stinking Cloud (2nd level), Cloudkill (5th level)

Note: Fell does not grant any spells that cure disease to his clerics. Disease is viewed as Fell's will and curing disease a direct contravention of his wishes. Fell's clerics are encouraged to use Cause Disease, especially against anyone attempting to harm a worshipper of Fell (including the cleric herself).

ICARRA, THE MAELSTROM

Icarra is the goddess of chaos, disorder and weather. In general, she represents the destructive side of nature, as her father, Santarius represents its succor. She is also the bane of sailors and takes special delight in sending ships to the bottom of the ocean with all hands.

Symbol: Hurricane spiral.

Animal: Crow

Raiment: any

Color: any

Holy Days: Storms (the more severe and destructive the better), All Saints' Day, All Kings' Day, All Heroes' Day (First three days of the year)

Sacrifice: Sailors, sailing aids (compasses, spyglasses, sextants and so forth)

Place of Worship: Outdoors

Preferred Alignment: Chaotic Evil



Nemesis Orders: Ostalorch, Santarius, Zelos

Additional Spells: Protection from Lightning (4th level), Control Winds (5th level), Weather Summoning (6th level)

IMAR

Imar is the evil god of magic and is also the god of undead.

Imar is the patron deity of liches, mummies and vampires and is worshipped by a great number of these creatures. According to legend, Imar conferred the "blessing" of these conditions on particularly devout followers long ago so that death would not prevent them from serving him.

Clerics of Imar wield great power and influence in the Chariot Highlands where almost every noble undergoes mummification upon their death. They make offerings to Imar through life in the hope of living forever as a mummy after death.

Despite the great power wielded by this god's followers, his worship is always on the verge of near-extinction. Not only do Drathor and Rotan's followers attempt to extinguish his worship as a perversion of magic, but Darkmoor the lord of death has also instructed his worshippers to destroy those who rob him of souls that are "rightfully" his. In short, the followers of a powerful god of good (Drathor), the most powerful neutral deity (Rotan) and the most power evil deity (Darkmoor) all hunt the worshippers of Imar with a fanatical intensity.

Symbol: Ankh

Animal: Cat (clerics of Imar are known to mummify huge numbers of cats and undead cats of every shape and size are encountered in tombs dedicated to the lord of the undead).

Raiment: any

Color: any

Holy Days: All Saints' Day, All Kings' Day, All Heroes' Day (First three days of the year)

Sacrifice: Willingly undergoing the process of lichdom or mummification while still young and healthy is considered a tremendous act of piety by worshippers of Imar. Since these processes always result in death but do not always result in undeath, the supplicant is seen as placing his life in the hands of the god.

Place of Worship: Tombs, especially ornate tombs and especially pyramids.

Preferred Alignment: Chaotic Evil

Nemesis Orders: Darkmoor, Drathor, Rotan

Additional Spells: Unseen Servant (1st level), Ray of Enfeeblement (2nd level), Animate Dead (5th level)

KERNO

Kerno is the god of lycanthropy and wages a never-ending war against the priesthoods of both Dannos and Lunos. There are those who believe, given his strong connection to the moon, that he must be the son of one (or perhaps both) of the twins but this is considered blasphemy by both orders. In fact, devout worshippers of both sisters have been known to kill philosophers for speculating on Kerno's ties to the twin moons.

Symbol: Wolf howling at a full moon.

Animal: Wolf

Raiment: any

Color: any

Holy Days: Full moon, All Saints' Day, All Kings' Day, All Heroes' Day (First three days of the year)

Sacrifice: Anything freshly killed that has not been eaten

Place of Worship: Outdoors

Preferred Alignment: Neutral Evil

Nemesis Orders: Dannos, Lunos, Sherynn

Additional Spells: Animal Summoning I (3rd level), Animal Summoning II (4th level)

MOIRAI, THE AVENGER

Moirai is the goddess of revenge and jealousy. A great number of assassins and bounty hunters worship this deity and her temples are now hidden, her worship outlawed, for providing aid and succor to assassins and relaying assignments to them, especially those involving "wronged" parties.

Symbol: Blood-drenched two-handed sword

Animal: Bull Elephant

Raiment: Helmet (Head), Armor (Body)

Color: Black

Holy Days: All Saints' Day, All Kings' Day, All Heroes' Day (First three days of the year)

Sacrifice: Any revenge killing done free of charge

Place of Worship: Temples (usually hidden in a basement or sewer of a large city)

Preferred Alignment: Lawful Evil

Nemesis Orders: Pallantides, Quentok, Zelos

Additional Spells: Detect Invisibility (2nd level), ESP (2nd level), Knock (2nd level)

QUENTOK, THE PREDATOR

Quentok is the god of hunting and murder. His worshippers delight in hunting "hard targets" and most Poachers (see variant classes below) worship this foul deity and hunt Rangers almost exclusively. Since many of the "best hunts" are lycanthropes, one of the few things worshippers of Sherynn and Kerno are willing

to cooperate on is the extermination of this god's worshippers.

Symbol: Bow

Animal: None

Raiment: Hunter's cloak (Body)

Color: Drab olive green

Holy Days: All Saints' Day, All Kings' Day, All Heroes' Day (First three days of the year)

Sacrifice: Any freshly killed animal (including men and other sentient species), especially something dangerous or difficult to kill.

Place of Worship: Outdoors (forests and jungles preferred)

Preferred Alignment: Chaotic Evil

Nemesis Orders: Kerno, Santarius, Sherynn

Additional Spells: Invisibility to Animals (1st level), Hold Animal (3rd level), Snare (3rd level)

THERRAN, THE WHITE

Therran is the god of purity, fanaticism, intolerance and heritage. His temples teach blind obedience to authority and are extremely militant, always sending more soldiers than required whenever the king demands. They also follow any order, no matter how cruel, including the wholesale slaughter of defenseless civilians and the firing of towns. As such, Therran's worshippers have gained a great deal of wealth and political power with rulers who value order and loyalty over any other consideration. To top it off, Therran preaches human racial superiority and urges his followers to wipe out all "sub-human" races. This includes dwarves, elves and halflings but also dangerous races like orcs, goblins, ogres and giants.

The worship of Therran is considered very respectable in some realms and the clerics of good deities have actually been branded outlaws in a few territories for opposing Therran's followers. Clerics of Zelos especially seem to hate everything Therran stands for, as they are opposed to order for its own sake and teach that order must be tempered with justice.

Symbol: Gold star on a white background

Animal: Eagle

Raiment: White tunic worn over armor (Body)

Color: White

Holy Days: All Saints' Day, All Kings' Day, All Heroes' Day (First three days of the year)

Sacrifice: Demi-humans, humanoids and giants

Place of Worship: Temples, the more ornate the better

Preferred Alignment: Lawful Evil

Nemesis Orders: Falteq, Pallantides, Zelos

Additional Spells: Hold Monster (5th level)

OVERVIEW OF THE WORLD OF ARKARA

Welcome young student to the overview of our world, which the gods named Arkara at the dawn of time. In my travels throughout the world, I encountered many names for the gods and many stories of the creation of the world but all knew its name.

Lamthan the Wise: Lessons

AXELANDS

The Axelands used to be one of the most prosperous realms in all of the Northern Continent. Once this land was the breadbasket of the Kingdom of Damask, the most powerful and influential kingdom in 500 years. All that changed when Lord Illanyra launched his bid to take over the kingdom and attempted to assassinate the entire royal family.

While civil war raged in the south, numerous humanoid tribes that had plagued Damask's northern border for centuries saw an opportunity to take control of the kingdom's northern regions. When the dwarves of the Axehandle mountains that border northern Damask decided to use the civil war as an opportunity to destroy the troublesome kingdom of men, and began supplying the humanoids with top-notch weapons free of charge, the trickle of humanoids became a flood and then an army.

Now this region is a war-torn hell of villages struggling just to survive another day, surrounded on all sides by murderous humanoid tribes bearing Dwarven weaponry. Currently the Death-spear Goblins, the Nightstalk Bugbears, the Duneblind Ogres, the Swiftsand Goblins and the Bloodhawk Gnolls infest this region.

Recently the Warband has brought the only glimmer of hope this region has seen in almost ten years. One of the largest groups of Rangers ever gathered together at a single place and time, they are led by Erik Loftin, the leader of the Knights of the Old Order and Leora, Archminister of the goddess Dannos. Still, even this group has served only to stem the tide of evil and chaos, like a tourniquet on a severed vein. They have even had to attack the greedy Axehandle Dwarves to cut off the humanoids' supply of weapons, adding to the difficulty faced by this powerful, but hopelessly outnumbered collection of heroes.

Still, the Baron who rules this land still lives and has pledged his support to the Warband, offering them what little aid he can while his ragtag army fights a guerilla war. He is as outnumbered and outmatched as the Warband and has put out a call for brave adventurers, promising gold, titles, land and anything else he thinks might attract the ambitious and the young to his standard.

On the coast, across the Axehandle Mountains, live groups of elves that have no love for the rampaging humanoids or the greedy Dwarves who have been assisting them. While the Dwarves have closed the mountain passes to these elves, they have begun to make the long journey north around the mountains and have been appearing in the region in greater numbers of late to assist against the threat.

Nominal Rulers: Baron Malcolm Boergrim owing fealty to King Lucius III of Damask (humans); King Branislav, Lord of the Axehandle Dwarves (Dwarves); Lord of the Coastal Wood Mikaere (Elves)

BATTLEGROUND

The Battlegrounds were once a prosperous collection of small Baronial and Ducal holdings. Nominally loyal to the King of Damask, these small fiefdoms were left to their own devices, serving as a buffer between the Giants of Utgaror and the eastern border of the Kingdom of Damask.

These independent lords have suffered numerous blows of late though. Not only do the aforementioned giants pressure them from the east but also to the west they have rampaging robber barons seeking to enrich themselves during the Damask civil wars.

And now, the Claw Dwarves, who reside in the mountains to the north, have resumed their ancient feud with the Wing Dwarves, who reside in the mountains to the south. These nations, whose hatred predates the human race, have assembled armies and this region is their battleground.

Now pressured from all sides, many lords who were great adventurers in their youth and given castles here as rewards now retreat to those castles, protecting themselves and their personal attendants, leaving their serfs and peasants to endure living in a warzone with far less protection from the rampaging Dwarves, whose idea of "living off the land" during their military campaigns is little better than outright banditry.

Nominal Ruler: Various Barons and Dukes owing fealty to King Lucius III of Damask

CANTERBURY ISLES

The Canterbury Isles have long been a quiet, almost primitive region. Recently though, it has become a powderkeg about to explode thanks to the arrival of worshippers of Therran the White. There have always been numerous small human villages on the island, owing nominal allegiance to the Duke of Bondaea, who resides in the walled city bearing his family name. The Duke himself owes allegiance to the King of Damask but has managed to keep his subjects from becoming entangled in the mainland's civil wars.

The Duke knows there might be a price to pay later, when a new King realizes the Duke delayed and occasionally outright refused requests to levy troops but he sees the war as pointless and has decided it is better to pay a price in the future than give the blood of his citizens now. And of course, the Duke knows if he backed the wrong side, he'd pay a price anyway.

Demi-humans have always outnumbered the humans on the islands, especially the western isle. The followers of Therran have been stirring up old feuds and fomenting unrest between the humans and the demi-humans and the Duke has been forced to limit demi-human movement and trade to one quarter of his walled city to stem a rising tide of mob violence aimed at them.

This has many of the Dwarven and Elven merchants who trade with the humans believing the Duke is sympathetic to Therran if not a worshipper of the lord of fanaticism. Lately the Elves in particular have been hinting they might resort to driving the humans from the islands entirely. Most think they would certainly

have done so but the Dwarves have not yet agreed to assist them, preferring to stay underground in their mountain homes and wait a century or two for this latest human fad to pass.

Nominal Rulers: Duke Anchien Zelan (humans); Mountain Lord Bratumul (Dwarves); Her Lady of the Wood Kohia (Elves)

CHARIOT HIGHLANDS

The Chariot Highlands are one of the few regions to resist falling under the sway of the Great Khan of the Endless Plains. They are an ancient culture, known for building pyramids and a great source of religious history going back thousands of years, far longer than the 2500+ years of the current calendar.

As the name of this land suggests, they are master charioteers but this has not been the reason for their success at resisting the Great Khan. Rather, it is the natural southern border formed by the Dune Sea and the Sickles Mountains, along with a treaty of mutual assistance with the Dwarves of those mountains that has secured the freedom of this ancient land.

For their part, the Dwarves, assisted by the humans and their more numerous brothers from the Bronze Mountains that run the length of the Chariot Highlands, have fought a very smart, careful campaign against the horde of the Great Khan, an army of mounted horse archers that has rarely known defeat.

They attack in force and by night, and destroy or poison the water supplies of the Great Khan's armies, then retreat to the mountains, knowing that their fortifications and the terrain will allow them to resist the Khan. Without adequate water, the armies are forced back by the Dune Sea, one of the driest deserts in the entire world.

In this way, all three nations, two dwarven and one human have managed to secure their freedom but all three know there is no margin for error and a single mistake could bring all three under the thumb of the Great Khan.

Nominal Rulers: King Salil Boutros of the Chariot Highlands (Humans); Queen Martina of the Sickles Mountains (Dwarves); Lord Dumitru of the Bronze Mountains (Dwarves)

DROPLET ISLES

These tiny, verdant isles are the home of a culture unlike any other on the World of Arkara. Currently undergoing a bloody civil war led by knights they call samurai and assassins they call ninja, this island was a burgeoning trade hub for exotic goods before their internal unrest caused them to close their ports to outside trade almost 75 years ago. What has happened in these lands since is unknown, though a few ships have come close enough to confirm that their internal war seems to still be raging after these many decades.

Nominal Rulers: Unknown.

ENDLESS PLAINS

The Endless Plains are the domain of The Great Khan Afzal Izz-ud-Din. The Endless Plains have been home to marauding bands of savage horse archers for centuries but Afzal united the tribes and created a core of engineers who were masters of siege engines. With a larger army and enemies no longer able to hide

behind the walls of their city, the Khan has conquered almost two-thirds of the Southern Continent and one of the regions he has not conquered, the Realm of the Sun King pays him yearly tribute to secure its freedom.

Of late however, conquest has grown more difficult for the Khan. In the east, the combined efforts of the dwarves and humans of the Chariot Highlands have stymied him and in the south he has most two armies intent on invading the Droplet Isles to hurricanes.

Nominal Rulers: Great Khan Afzal Izz-ud-Din

FIRE ISLAND

For decades Fire Island was under the control of the Snow Queen, a terrible witch who rules the frozen north with an iron hand. It was here that her dreams of empire were stopped 30 years ago, thanks to a group of twelve mighty Paladins.

The people of Fire Island were so grateful that they asked the Paladins to rule and protect them. After some debate, the Paladins agreed and built a mighty fortress, Apprentice Keep, where they meet yearly and decide where their swords would serve the greatest good. They also, as the name implies, train new generations of warriors here that are willing to serve the forces of good and not use their swords for greed or vanity.

These Knights of the Old Order are long past their prime and spend more and more time on the island training young warriors. A few have died, either in battle or due to old age and have been replaced by younger Paladins of great renown. In this way the Knights of the Old Order stay always at twelve and continue to protect Fire Island, while sending notice to evildoers everywhere that their days are numbered.

Nominal Rulers: The Knights of the Old Order

FRACTURED REALMS

Once known as the Kingdom of Damask, this realm was the mightiest on all of the Northern Continent, with a realm stretching from the Canterbury Isles in the west to the Utgaror Mountains in the east. When assassins in the employ of Lord Illanyra, the bastard half-brother of the king killed the entire royal family in one night the realm was plunged into chaos.

Most expected the chaos to be temporary, lasting at most a year but the entire kingdom disintegrated thanks to greedy nobles and a confluence of bad event after bad event. First came the humanoid invasion of northern Damask, aided by the greedy weaponsmiths of the Axehandle Mountains. Then came a dwarven civil war in the east that has prevented any of the Marchlords from sending aid. The orcs of the Basin Lake began raiding the countryside again, stirring from their ancestral home for the first time in decades. By the time the Mithril Dragon woke and began ravaging the countryside again, the chaos had become self-perpetuating.

That was fifteen years ago.

The mighty Kingdom of Damask is no more. It has been replaced by the Fractured Realms, a series of petty dukedoms and robber baronies. Still, there have been some glimmers of hope of late. First, rumors continue to circulate that Lucius, the oldest son of the dead King is still alive. For years these were thought to be typical stories told by villagers desperate for a return to peace and

stability only a true heir could provide.

But a sighting by his former tutor, the High Minister of Rotan, Lamthan the Wise has caused a flurry of activity. "King" Illanyra has bounty hunters combing the countryside, seeing Lucius and Lamthan.

Also the arrival of the Warband in the north has many hopeful that the humanoid incursion might eventually be dealt with. In the absence of a true heir, many would rally around the powerful baron of the northlands, Malcolm Boergrim.

Whether or not the Fractured Realms can ever be healed is unknown. The arrival of a single great hero or terrible villain could turn the tide either way.

Nominal Leaders: King Illanyra the Pretender (also known as Lord Illanyra the Bastard); King Lucius Tuthian IV, last true heir to the throne (presumed dead); Axe Onetusk, High King of the Orcs of the Basin Lake (Orcs)

FREE RANGE

Of all the amazing things to happen in World of Arkara the rise of a band of dwarves as a seafaring power might just be the strangest. For millennia the dwarves of the Free Range lived as dwarves everywhere do. Delving into the earth for minerals, which they turned into items of great value thanks to their skill with hammer and tong and their worship of Tak, the Fire Within.

However the Free Range was not the land of opportunity the dwarves that settled it hoped it would be. The range has a particularly strong breed of Ogre and the mountains were not nearly so rich in mineral wealth as the ranges in the Endless Plains and the Chariot Highlands.

But of all the things one can say about a dwarf, the inability to recognize a business opportunity is most definitely not among their flaws. When pirates began to use Skullbones Island as a base to raid ships coming to and from the traditional trading hub of Freehold almost thirty years ago, merchants began searching for a new way to get their goods from the Northern Continent to the south.

This is when Lord Wassim proposed the unthinkable: the construction of a dwarven navy. There were several disasters along the way and for years the Free Range dwarves were a laughing

stock. But eventually, thanks to human hirelings in no small part, the navy was completed. When Lord Wassim offered stout dwarven axemen to garrison a besieged port city of the Fractured Realms his proposal was met with open arms.

And just like that (give or take a few decades) the dwarves of the Free Range Mountains were seafaring merchants. In truth, they are still not great sailors and 75% or more of the crew of every ship is human. But they are crossing the Turbulent Sea at its most narrow point and bringing the good south overland through the mountains for most of the journey.

Although it takes longer to ferry goods this way, even with the dwarves knowing the Free Range better than anyone else ever could, the growth in trade has been tremendous, especially in goods bound for the Realm of the Sun King, since going through the Free Range bypasses both the pirates of Skullbones Island and the steppe bandits of the Endless Plains.

Still, the ogres of the Free Range have begun to notice the large caravans moving through their territory and the dwarves have had to increase the size of the forces protecting them.

Nominal Leaders: Lord Maoilios Wassim (Dwarves)

FREEHOLD

For nearly a millennia Freehold has been an independent state dotted with numerous free cities. These cities grew rich on trade between the Northern and Southern Continents, which they used to buy larger fleets and maintain their independent status in the face of greedy kings both north and south that would love to add the island to their holdings.

The largest city on the enormous island is Arbathus, home to the Arbathan League, a mercantile body that meets four times a year and is comprised of the richest merchants from every city. There are two non-voting members of the council: one, from the Jadakan Council of Wizards and the other, who is never named, it is rumored, is the master of thieves of the Arbathan Guild, the largest thieves' guild in the entire world.

There have been a few concerted efforts to conquer the island. The most recent being led, with the permission of King Lucius Tuthian III by his bastard half-brother, Lord Illanyra. It was this failed invasion, many believe, that prompted Lord Illanyra to assassinate his half-brother. In any event, it looked as though the invasion would succeed, with a few of the weaker city-states already under Damaskan control, when a large contingent of Jadakan Wizards joined the fight, summoning enormous storms and sinking a hundred ships in a matter of hours. It seemed the wizards were not convinced with the promises of the Damaskan envoy that their independence was assured should the island be added to the Kingdom of Damask.

After this disaster, Tolub, Mayor of the Free City of Arbathus, proposed the creation of the council. They would coordinate business and shipping but mostly, they would fund, build and command a navy to prevent any other power from accomplishing what the Jadakan Wizards had narrowly averted: the conquest of the island.

This has made Tolub the richest, most powerful man on the island. Indeed some say he has now succeeded where the great Kingdom of Damask failed. As the de facto commander of the only standing military force on Freehold, his word might as well be law.



Unsurprisingly, Tolub maintains that he is an elected official and that the fleet belongs to the city-states of Freehold. This keeps the extremely corpulent man on good terms with the Arbathan Council, the Jadakan Wizards and the mysterious Arbathan Guild, while allowing him to grow even fatter (both figuratively and literally).

Nominal Rulers: Tolub, Head of the Arbathan Guild; Teldan Ironstaff, Lord Chancellor of the Jadakan Wizards Council; Zabratherus, head of the Arbathan Guild

HOLD OF THE SNOW QUEEN

Not much is known about the Snow Queen except that she is an extremely powerful and long-lived archmage who has ruled the Frozen Lands for as long as anyone can remember. Thirty years ago she embarked on a war of expansion, conquering Fire Island and using her magic to forge a pact with the giants of Utgaror. At the head of an army of giants, she might have conquered the world.

But her plans were dashed when a group of twelve lowly Paladins invaded her first conquest, Fire Island. When she returned to put them down, they defeated her and it took all her magic to prevent her death and transport her back to the Frozen Lands, where she could draw strength from the cold and regain her strength. She has not been seen since.

Nominal Rulers: The Snow Queen

REALM OF THE SUN KING

The Realm of the Sun King claims Atos himself founded it. The legend goes that Darkmoor actually struck the god down, causing him to fall from the sky and plunging the world into eternal night. Struck blind and forgetting that he was a god, Atos wandered the southern desert until a tribe of the Ashuk-Nar tribesmen who dwelled there befriended him. These tribesmen took him in and nursed him back to health. After the god remembered who he was, he decreed that these lands would no longer belong to the weak king who ruled here but the desert nomads who had saved him.

Whether or not this national creation myth is true, no one disputes that several centuries ago the Ashuk-Nar came out of the desert and used their horses, the fastest in the world, along with their mighty scimitars, to take over the realm and devote it to their lord, the God of the Sun, Atos.

Lately however, the proud desert warriors have fallen on hard times and must pay a crippling tribute to the Great Khan yearly to maintain their independence. They will not be able to afford the tribute forever and they fear that, without the intervention of their patron god, they will fall prey to a folk with no love for Atos.

The Realm of the Sun King contains many of the greatest temples of Atos and the faithful make pilgrimages here yearly just to visit the glass-roofed temples for the noon services. The realm is actually ruled more by the king's daughter than the king himself. At the age of 90, he has turned rulership of the kingdom over to his daughter.

What no one knows is that this daughter, the future Sun Queen, Safiyyah Dima, has received countless proposals to become the wife of the Great Khan and it is for this reason, not any tribute, that he has not invaded and conquered the lands. He knows if he

invades, he could easily win a new kingdom but he would lose her heart. However, the Khan is not a patient man and time might be running out.

Nominal Rulers: Princess Safiyyah Dima (ruling on behalf of her ailing father)

SHADOW REALM

Little is known about the Shadow Realm since a cabal of wizards conquered this kingdom almost fifty years ago. A group of heretical wizards broke away from the Jadakan Council and offered their services to the ambitious young prince who ruled there. Within a year the group of archmages were the de facto power behind the throne and when the young prince unexpectedly died, they dropped any pretense of who was in command.

Fifteen years ago, when the Kingdom of Damask fractured and disintegrated, the Shadow Realm closed its borders and has allowed no one to enter or leave the realm. The few smugglers that have braved the border guards report strange, terrifying rituals to Darkmoor and Imar.

Still, other visitors have reported none of this so perhaps there is no cause for alarm.

Nominal Rulers: The Shadow Council

SKULLBONES ISLAND

Skullbones Island is a small, rather unremarkable little island that was the home of a few villages worth of farmers and a way station for ships traveling the trade routes across the Turbulent Sea between Freehold and the Southern Continent. Then the pirates moved in.

Like everything involving pirates, half of what you hear is wrong and the other half is a lie. Some say the pirates conquered the island, some say a series of bad harvests forced the simple farmers to begin "taxing" the sailors who used their ports for R&R and some say an artifact created by the god of mischief, Newmo, turned the island into an endless source of chaos.

Regardless of the truth, Skullbones Island, as it is now called, lives up to its name and is virtually a sovereign nation of pirates. At the moment the most powerful of them is a man who, fifteen years ago, would have been crushing these ships and sending them to the bottom. Now he is forced to be one of them.

Valtigone, former Lord Admiral of the Damaskan Fleet has turned pirate rather than bend his knee to the usurper, Illanyra the Bastard. He commands a full-blown military frigate, the Asphodel (named after the Archminister of Asteria and Valtigone's lover), which he uses to capture and loot Damaskan ships loyal to King Illanyra. He also aided the dwarves of the Free Range when they gained control over the southern port city of Atosia, garrisoning it with dwarven axemen and denying the jewel of Southern Damask to its pretender king.

Joined by other ships that defected from Illanyra, Valtigone and his fugitive privateer squadron now wield tremendous influence on the island. He turns a blind eye to most of the pirates' activities and his commanding presence (along with his fleet of sleek, powerful ships) has earned the respect of the scallywags with whom he is forced to associate.

Nominal Rulers: None (though Valtigone could cause two dozen ships to sail at a word)

SLAVELANDS

This lush realm contains some of the richest farmland in the entire Northern Continent. It used to be called the Principality of Farai after the family that had ruled the land for generations of peace. Then the Snow Queen formed an alliance with the giants of Utgaror and conquered these lands.

Her goal was to conquer the entire Northern Continent but when a group of twelve Paladins almost slew her, the giants were left to their own devices. Far less ambitious without the mighty Snow Queen to lead them, they have managed to keep control of the Principality, now called the Slavelands through brute force.

The residents of this land are a pitiful lot, desperately working some of the most arable land on the continent to feed their gluttonous masters, knowing if they are not satisfied, the giants are perfectly willing to use the farmers as a food source. And worse are the screams of the comely maidens picked to "visit" the castles of the giants, visits from which they never return.

The Knights of the Old Order have recently begun smuggling Paladins and noble warriors into the Slavelands, intent on ending another of the Snow Queen's evils. Thus far the battle has not gone well for the mighty warriors, with the giants' numbers increasing exponentially as they are surrounded by more food than they have ever seen, the pitiful humans much more diligent than the giants.

Nominal Rulers: Prince Sudri Farai

TRACKLESS JUNGLE

The Trackless Jungle is an immense tropical rain forest infested by giant spiders, gigantic snakes and native tribesmen who might be even more dangerous. This land has never been mapped and no one is even sure how far south it goes. A few landings have been made along the coast but the natives, who seem adamantly opposed to contact with the outside world almost always drive them off with poisoned blowgun darts in short order.

One of the most intriguing legends surrounding these lands (at least to explorers) is the White Ghost. Some explorers have reported seeing a white man with the natives, dressing as they do and with the same piercings and markings on his body. These stories have never been proven but if the White Ghost exists, he might be the best chance for an erstwhile explorer to gain access to these uncharted lands.

Nominal Rulers: Unknown (possibly none)

UTGAROR

The giants of Utgaror have long been a bane to the Northern Continent but it wasn't until the arrival of the Snow Queen they became a true threat. Now they rule the pitiful Slavelands to feed their gluttonous appetites and have begun moving slowly west. Only the recent arrival of Paladins sent by the Knights of the Old Order has slowed their advance but a charismatic Fire Giant named Anlar the Ring Bearer has begun to organize the much more numerous (and more stupid and lazy) Hill and Stone giants under his banner and the Paladins have begun to suffer serious losses under his leadership.

VERDANT ISLE

Like the Trackless Jungle, the Verdant Isle has never been adequately mapped. Like that other realm, the problem is more what lives there than the terrain itself. The Verdant Isle is infested by a particularly hardy race of carnivorous ape that has proven remarkably resistant to encroachment by man.

Many suspect these creatures are far more intelligent than they let on, with a few unconfirmed reports that the apes have human slaves.

Nominal Rulers: None confirmed

CHARACTERS

This section presents new character information for the World of Arkara setting.

NEW CHARACTER CLASSES

CRUSADER

The adoption of crusaders, or "military orders" as church officials prefer to call them, is a controversial decision and one many religious leaders feel will come back to haunt the temples in the days to come. The recruitment of military orders was mostly brought about by the rising tide of chaos and violence on the Northern Continent in the wake of the disintegration of the Kingdom of Damask.

Thieves and robber barons swarmed the lands, and temples were some of their favorite targets. There has also been a distinct rise in the worship of evil gods of late as well. At first, temples tried to combat these problems by hiring mercenaries but the average member of the Red Dragon Mercenaries is only slightly more ethical than the bandits he was hired to face.

With Paladins an extremely rare commodity (and unsuited for many Chaotic and Neutral gods anyway), temples began to recruit faithful warriors and train them in combat and religion. These military orders have proven extremely popular and effective and their numbers have exploded in the last decade, with many warriors feeling this a more honorable calling (not to mention more lucrative) than signing up with a lord and serving as a footsoldier.

THE CRUSADER CHARACTER

Minimum Scores: Str 9, Dex 6, Con 7, Int 3, Wis 9, Cha 6

Hit Die Type: d10 (max 9)

Alignment: any (must be within one step of the deity's preferred alignment- so a deity that prefers Lawful Good would accept Lawful Neutral or Neutral Good Crusaders)

Experience Bonus: Str and Wis 16+

Armor/Shield Permitted: Any

Weapon Proficiencies: 3+1 every 2 levels

Penalty to hit for non-proficiency: -2

Weapon Specialization: Optional rule- as Fighter

CRUSADER CLASS ABILITIES

Bonus Damage vs. Nemesis Orders: Crusaders have a particular hatred for the nemesis orders of the god they have sworn to serve. They gain a bonus of +1 damage per two Crusader levels (rounded down) against any character that worships a deity they have sworn to destroy.

Against holy men and women of a nemesis order, this damage is doubled (+1 damage per Crusader level). For purposes of this ability a holy man or woman is someone with one or more levels in the following classes: Cleric, Druid, Paladin or Ranger.

Lay on Hands: once per day a Crusader can heal two hit points of damage times his Crusader level on touch. Thus, a 4th level Crusader would heal 8 hit points.

ADVANCED ABILITIES

Turn Undead (3rd): At 3rd level a Crusader can turn undead like a Cleric does, but as a Cleric of two levels lower than his Crusader level.

Bonus Attacks (8th): Crusaders gain bonus attacks as a Fighter but do so less swiftly. A Crusader has one attack at 1st to 7th level, 3/2 attacks at 8th to 14th level and two attacks at 15th level and above. If the optional weapon specialization rules are permitted by the GM, rangers may specialize as Fighters do, save that they receive fewer proficiencies and gain extra attacks more slowly as described above.

VARIANT CHARACTER CLASSES

Oftentimes, simply "tweaking" or slightly modifying an existing character class can give it a much different feel and add a special flavor to the campaign. Below are variant character classes particularly appropriate for the World of Arkara setting. They may be included in other settings at the discretion of the game master.

ANTI-PALADIN

Anti-Paladins are a variation on the Paladin class and conform to that class in every way except those detailed here. They are war-

CRUSADER LEVEL ADVANCEMENT			
Level	Base Experience Points Required	Hit Dice (d10)	Notes
1	0	1	
2	2,100	2	
3	4,750	3	Turn Undead
4	8,550	4	
5	17,500	5	
6	38,000	6	
7	81,000	7	
8	135,000	8	Bonus Attacks
9	270,000	9	
10	540,000	9+3*	
11	810,000		
* Constitution-based adjustments no longer apply Each level beyond 11th requires 270,000 additional experience points and gains 3 hp			

riors as honorable as Paladins in their own way but devoted to the service of evil deities.

The following evil deities are eligible for Anti-Paladins: Darkmoor, Liosia, Fell, Kerno, Therran.

Alignment: Lawful Evil only

Cause Disease: Anti-Paladins cannot cure disease, though they can inflict disease on their opponents.

Detect Good: Anti-Paladins detect good as Paladins detect evil.

Protection from Good: Anti-Paladins radiate an aura of protection vs. good in a 10 ft. radius.

Smite: Once per day an Anti-Paladin can vent his righteous fury on a Good opponent, increasing the damage of a successful attack by +1 per level. The Anti-Paladin must use this ability before an attack roll and if the attack does not succeed, the ability is wasted for the day.

Command Undead (3rd): Anti-Paladins command undead as evil clerics do.

CRUSADER SAYING THROWS					
Level	Aimed Magic Items (Rod, Staff, Wand)	Breath Weapons	Death, Paralysis, Poison	Petrification / Polymorph	Spells
1-2	17	18	15	16	18
3-4	16	17	14	15	17
5-6	14	14	12	13	15
7-8	13	13	11	12	14
9-10	11	10	9	10	12
11-12	10	9	8	9	11
13-14	8	6	6	7	9
15-16	7	5	5	6	8
17-18	6	5	4	5	7
19+	5	4	3	4	6

CRUSADER TO HIT TABLE

Level	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
1	25	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10
2	24	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9
3	23	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8
4	22	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7
5	21	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
6	20	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
7	20	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
8	20	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
9	20	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
10	20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
11	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
12	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1
13	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
14	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
15	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
17	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6
18	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7
19	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8
20+	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	-6	-7	-8	-9

BOUNTY HUNTER

Bounty hunters are a variation on the Ranger class and conform to that class in every way except those detailed here. They concentrate on hunting other men rather than humanoids. Since the Bounty Hunter's primary focus is in bringing targets alive to face justice, rather than killing them, they are not required to be evil like assassins.

Alignment: Any neutral (Lawful Neutral, Neutral Good, Chaotic Neutral)

Damage Bonus vs. Wanted Targets: Bounty Hunters do not gain a damage bonus against humanoids. Rather, they gain a damage bonus against anyone with a reward out for his or her life.

This reward must be at least 100 gp times the Bounty Hunter's level.

Bounty Hunters that reduce a target to zero hit points can choose to render him unconscious rather than kill him. Often the reward for bringing a living criminal to justice is double or more what it is for bringing him in dead.

Bounty Hunters can inflict bonus damage on wanted targets with ranged weapons.

Posse Comitatus (10th): Bounty Hunters do not receive a special band of followers as Rangers do. However, when a Bounty Hunter of 10th level or higher agrees to hunt down a target he may form a Posse comitatus of able-bodied men to assist in his search.

A Bounty Hunter's posse will contain the following: one follower of one-half the Bounty Hunter's level (often a member of the Bounty Hunter class herself); 1d6 followers of 2nd level; 1d6 followers of 1st level.

These followers require no pay, being interested in bringing a criminal that wronged their community to justice but the Bounty Hunter must feed and provision them for the duration of their service.

A posse will only stay with the Bounty Hunter until the target they were organized to capture is brought down, or one month. After a month, they will assume the task is beyond the Bounty Hunter and return home.

HUNTER

Hunters are a variation on the Ranger class and conform to that class in every way except those detailed here. They concentrate on hunting animals rather than humanoids. Arkara, like most fantasy worlds, is extremely dangerous, so hunters serve not only to provide food for their settlements but also to protect them from dangerous predators.

Alignment: Any neutral (Lawful Neutral, Neutral Good, Chaotic Neutral)

Damage Bonus vs. Animals: Hunters do not gain a damage bonus against humanoids. Rather, they gain a damage bonus against animals. What constitutes an animal is partially up to the game master. In general, any creature that exists in our world, or has existed in our world, including giant varieties of these creatures, should be considered an animal for the purposes of this ability, rather than just the creatures listed under "animal" in the OSRICTM core rules. Creatures that are fictional or have great intelligence or other magical abilities should not be considered animals.

So, for example, Giant Ants, Giant Spiders and Dinosaurs

would qualify for the damage bonus granted by this ability, since all of these creatures either do exist on our world (albeit at a much smaller size) or have existed on our world in the past. However a Lycanthrope or a Sea Serpent would not qualify.

Hunters can inflict their bonus damage on animals with ranged weapons (normally bonus damage can only be inflicted with melee weapons).

Spellcasting (8th level): Hunters do not receive spells of any kind. Their natural opposition to nature precludes any druidic training while learning magic-user spells is far too scholarly a pursuit for a rugged hunter.

Hunting Party (10th): Hunters do not receive a special band of followers as Rangers do. However, when a dangerous animal threatens an area a Hunter can organize a hunting party to help him deal with the animal.

A hunting party will consist of the following: one follower of one-half the Hunter's level (always a member of the Hunter class); 1d6 followers of 2nd level; a number of 1st level followers equal to the hit dice of the creature sought.

These followers require no pay and since a number of them will be skilled hunters, they can feed themselves so long as the hunting party is in the wilderness.

Besides the assistant Hunter, most of the members of a hunting party will not be Hunters (most will be Fighters). However, while in the hunting party, they gain a +2 damage bonus with melee weapons against the target animal due to the expertise and direction of the lead Hunter.

If a hunting party spends more than a week outside the normal territory of the animal they were gathered to hunt, they will assume that the Hunter has given up and will disperse.

Scrying Device Use (10th level): Hunters have little aptitude or patience for magical studies and do not learn to use scrying devices.

Ranger Level Advancement: Since Hunters possess fewer abilities than Rangers (in particular they lose the magical abilities of that class) they use the Fighter experience table for advancement, rather than the Ranger table.

POACHER

Poachers are a variation on the Ranger class and conform to that that class in every way except those detailed here. They are enemies of nature and are committed to hunting down its protectors, especially Druids and Rangers.

Alignment: Any evil (Lawful Evil, Neutral Evil, Chaotic Evil)

Damage Bonus vs. Druids and Rangers: Poachers do not gain a damage bonus against humanoids. Rather, they gain a damage bonus against Druids, Rangers and good-aligned Sylvan or Faerie creatures. They might also gain this bonus against other creatures at the discretion of the game master.

Poachers can inflict their bonus damage on clerics and druids with ranged weapons.

Spellcasting (8th): Poachers are antithetical to everything druidic orders stand for and receive no training in Druid spells from such orders, though they gain Magic-User spells normally.

However, Poachers of 8th level and above do receive special training from other Poachers on how to resist Druidic spells and gain a +4 bonus to saving throws against any spell cast by a Druid or Ranger (including Magic-User spells cast by a Ranger).

Poaching Party (10th): Poachers do not receive a special band of followers as Rangers do. However, they do gather like-minded individuals around themselves starting at 10th level if such is their desire.

A poaching party will consist of the following: one follower of one-half the Poacher's level (always a member of the Poacher class); 1d6 followers of 2nd level (always members of the Hunter class); one 1st level follower for each level beyond 10th gained by the Poacher (50% chance to be a member of the Hunter class, otherwise these are Fighters).

These followers will stay with the Poacher as long as he is in the wilderness. They will stay outside if he ventures into a city, as they are neither comfortable nor welcome in such environments. Should the Poacher spend more than a month straight in a city, his poaching party will disperse and he will have to gather a new one, requiring at least 30 days (more if the Poacher makes a habit of allowing his poaching parties to disperse).

Members of a poaching party that are killed are replaced after 1-2 weeks.

CHARACTER CLASS FLAVOR

This provides background for how the existing classes fit into the World of Arkara.

ASSASSIN

Assassins in the World of Arkara have the benefit of a worldwide network of temples dedicated to the goddess Moirai. Not only do these temples serve as places to rest and recuperate between missions, they also serve as de facto guilds and places for assassins to pick up jobs.

Although paying jobs interest Assassins the most, they also take on "charity work" on behalf of the wronged on a fairly regular basis. This keeps them in good standing with the clerics of the goddess of revenge.

CLERIC

Clerics belong to a worldwide order, rising through a hierarchy that is revered by the faithful and imposes itself on local governments. This worldwide political order outside the control of local rulers combined with their magical abilities and backing of the gods themselves, makes these holy men tremendously influential. If the clerics could decide on how to remake the world and act as one, nothing could stand in their way. Unfortunately, the orders spend as much time fighting each other as they do promoting their agendas to the local rulers. Recently, clashes between temples have become more common and more violent. That has caused temples to begin recruiting warrior zealots to their cause.

These military orders, or Crusaders as they are individually called, have changed the character of religion and good temples have attacked other good temples and destroyed them. Sometimes these attacks are over matters of faith but also, distressingly, out of a desire to eliminate rivals for the ear of a local lord.

DRUID

Druids avoid cities and avoid external politics, focusing their efforts on caring for and preserving the wild areas. When these areas are threatened, they can and do respond violently. In response to increasing humanoid activity but also in response to the temples' use of military orders, many Druidic circles have been taking in Rangers, offering them a place to rest while they patrol the wilderness and keep the humanoid away from civilization.

FIGHTER

These warriors form the bulk of the military forces for the lords and kings of Arkara. Despite their necessity for attack and defense, these common footsoldiers hold little sway over politics. For the most part they are part time warriors and care as much about this year's harvest as this year's military campaigns. Occasionally a lord will push his soldiers too far and they will rise up as one to demand something such as better pay or less time on military campaign. Given that such uprisings almost always result in the soldiers getting their way makes many lords grateful they do not seem to notice or care how much power they truly wield when they get organized.

ILLUSIONIST

These mages are frequently mistaken for Magic-Users, which is fine with them. Since they deal in illusion, most are quite happy to keep the masses ignorant about the extent and nature of their abilities. Threats of fireballs just work better on peasants who can't spell illusionist and are sure they've never met one. In truth, Illusionists are part of a quasi-secret society and keep their spell books in a coded script. They are determined to keep their secrets out of the hands of the Jadakan Council of Wizards. For the most part though, their magical abilities work the same as Magic-Users and are based on natural forces and formations in the same manner (see below).

MAGIC-USER

Magic on Arkara is based on nature and comes quite literally from the stars. Magic-Users do not study spell books filled with words, rather they study the constellations of stars in the night sky to memorize their spells. Most Magic-Users take the patterns of spell formulae in the sky as a sign that the gods, particularly Drathor, Rotan and Imar (the three gods of magic) have delivered this gift of power to those Ariakans intelligent and dedicated enough to receive it.

Other Magic-Users argue that the stars are natural and the gods had nothing to do with magic. These secular wizards believe magic is a science and is man's invention. They view stories of the gods arranging the stars in the sky into spell formulae with the same skepticism they view stories of rogue gods stealing fire and delivering it to man. Such stories are the works of the clerics they say, who want the people to feel beholden to the gods (and thus their mortal servants on the earth) for every invention and comfort of science.

Because the stars (constellations specifically) serve as the source of new spell formulae, Magic-Users on Arkara have an

abiding passion (some would say obsession) with astronomy. Mages live in towers, bringing them closer to the stars and every mage will have a telescope mounted on the roof of that tower so he can spend his nights studying the sky. More powerful mages have full-blown observatories, built on high ground in mountains far away from the light of cities, with massive towers to carry them even closer to the heavens and enormous telescopes using every trick of science and magic to magnify the sky even further.

Studying stars is mostly used to discover new spells and research formulae never-before discovered however. Most mages are practical enough to realize they will not always have the ability to see the constellations from which they draw their power. So they carry spellbooks, not of words but of carefully constructed star charts.

The notations and alignment of these charts are highly personal and this makes a spellbook of one wizard almost useless to another. Two magicians cannot simply "share" a spellbook and gaining the use of a captured spellbook takes a week times the highest spell level contained in the book (so 1-9 weeks).

Still, magic coming from the stars also means that it is much more difficult to deprive a wizard of his power on Arkara. Take away his spellbook and he can only memorize spells at night but only by completely sealing a mage off from the sky can one hope to deprive him of his power.

Mages are ruled by the Jadakan Council of Wizards, located in the Free City of Jadak, high in the mountains on the island of Freehold. These are some of the tallest mountains on Arkara and Jadak is built on the peak of the tallest ones. From the center of this city jut massive towers, each taller than the last and topped with amazing observatories.

The Free City of Jadak is also home to the University, where promising young wizards learn their art from the greatest magical minds of Arkara. Being offered a faculty position at the University is one of the highest honors a mage can receive. Still, mages tend to be cantankerous and solitary and turning down these faculty positions is not unheard of.

PALADIN

Paladins are paragons of virtue, which makes these holy warriors outcasts as often as it does heroes. Even the temples and kings they serve view Paladins suspiciously, realizing these warriors value their own code and personal honor above anything else. It is not unusual for a Paladin to serve a lord and bring him greatness, only to then walk away from that lord in his hour of greatest need, over a personal disagreement over attacking civilians or firing an "innocent" town.

This inability to "count on" Paladins is what lead the temples to found their own military orders and begin to recruit and train Crusaders. Many Paladins thus view Crusaders as an affront to their ancient traditions. Individual to the last though, one can never tell where a Paladin will stand on Crusaders. Some Paladins refuse to even speak the word Crusader while others see them as fellow holy warriors and are honored to lead them in battle.

About the only thing Paladins can agree on is their veneration for the Knights of the Old Order, a group of Paladins that has existed for thousands of years. This order has a secret base somewhere on Fire Island where a council of the twelve most

powerful Paladins on Arkara meets once a year to decide where the services of their kind are most needed.

They then publish the results of their meeting publicly throughout the largest cities. They do not give orders and have stated many times that each Paladin must follow his own heart and decide where his sword will do the most good. Still, many Paladins will apply themselves where the Knights of the Old Order think they are needed and unscrupulous lords dread being named by them, knowing that this black mark will result in dozens of Paladins descending on their land to rouse the rabble.

In the current year, 2617, the Knights have decreed the Slave-lands and the Fractured Realms areas worthy of a Paladin's sword and, as always, numerous Paladins have heeded this call, lending their strong right arms to the oppressed in these lands.

The following good gods are eligible for Paladins: Atos, Akhia, Dannos, Drathor, Kazatha, Lunos, Macolan, Santarius, Sherynn, Zelos.

The following neutral gods are eligible for Paladins: Rotan, Aronna, Jeryn, Ostalorch, Pallantides.

RANGER

Perhaps the most solitary profession and second only to Paladins in rarity, these defenders of nature walk alone more than not, patrolling the wastes and killing any humanoid or giant they encounter. Occasionally they will enter into the service of Druidic circles.

Almost unprecedented in the two thousand plus years of recorded history on Arkara, the largest group of Rangers ever assembled, what some are dubbing a "Ranger Army" has entered into the Axelands. The stories of this Ranger Army, which calls itself the Warband, grow larger by the day with some claiming over 1,000 Rangers operating together in the humanoid-infested Axelands.

Since the Axelands are an area few sane folk wish to visit, the truth of these stories remains unknown.

THIEF

How many thieves there are in the World of Arkara is anyone's guess. Certainly their numbers have been growing of late, between the rise in power of the Arbathan Guild and the recent economic and political upheaval caused by the descent of the northern continent into chaos, this class' numbers seem to grow every day.

SOCIAL CLASS AND SOCIAL ADVANCEMENT

Like most medieval worlds, the World of Arkara has a fluid social hierarchy. While birth definitely matters in your position on the social ladder (especially in terms of where you start on the social ladder), your ability, drive and ambition can move you up the social ladder. Downward movement is actually more difficult than upward movement. While it is possible for a lord to become destitute and live out his days as a pauper, it is more common for a lord to die defending his lands. Thus the most common "down-

ward mobility" on the social ladder is death.

There are five social hierarchies in the world of Arkara: Royal, Theocratic, Military, Thaumaturgic and Court. The Royal Hierarchy consists of those who carry the blood royal in their veins. Even a single drop of such blood sets a character apart.

The Theocratic Hierarchy consists of those sworn to serve a god who have also risen in the political hierarchy of the churches. These religions form a worldwide network and wield tremendous temporal power and wealth.

The Military Hierarchy consists of those who began their life as a common footsoldier. This is a career open to those of the most modest heritage but military success can lead to great power, wealth and influence.

The Thaumaturgic Hierarchy consists of the small numbers of Magic-Users, who are ruled (often times against their will) by the Jadakan Council of Wizards. Rulers are often uneasy around magic and their tendency to let "mages look after mages" has given this council incredible power and latitude in regulating magic throughout the entire world.

The Court Hierarchy covers those minor functionaries who perform the relatively mundane tasks required by the Royal Hierarchy. Nobles certainly aren't going to cook for themselves and that, along with other tasks is where the Court Hierarchy comes into play. At the upper levels, this hierarchy serves as the personal advisors to kings and emperors, who rely on their experience and wisdom to guide them through difficult times, giving members of this hierarchy tremendous influence at the upper levels.

These social hierarchies are shown with their relative positions on the table below.

It is also worth noting that these are not the only social hierarchies that exist in Arkara. There are many hidden and secret societies scattered across the world. These will be covered in future installments when we look at areas where these secret societies are important.

Note that while a rank within the social hierarchy might have many privileges, including land and the regular income that comes from it, it also has a number of attendant duties that will take up a large part of the character's time. The specific income and time requirements of each position are left to the game master's discretion but it is recommended that the more income a position grants, the more time it takes away from the character's adventuring.

In general, characters won't begin to seriously move up the social ladder until they are 9th level and above. If a title is listed on the character table, the character is granted that title by a higher-ranking member of the social hierarchy upon attaining that level. These are usually honorary and confer only ceremonial benefits, unless the character is willing to forgo some of his adventuring time and take on some responsibilities.

For example a 9th level Paladin is a Knight and would, regardless of the social class to which he was born be elevated to rank 8 by some local lord. But other than respect and the right to claim lodging for a short time a good-aligned temple, the character would gain little benefit from his new title.

However, if the character were to report to the Knights of the Old Order and offer his sword on a mission of their choosing, he might receive something more substantial, such as money for expenses or even a magic weapon for a particularly difficult assignment.

Besides those titles that appear on the character class tables, titles and rank advancement are the province of the game master. At the start of the campaign it is recommended that players be allowed to roll d% to determine their social class by birth.

For the most part this roll is unmodified except as follows: Paladins gain a +5% bonus, Knights (from OSRIC Unearthed) gain a +10% bonus and Nobles (also from OSRIC Unearthed) gain a +25% bonus.

Higher social status will multiply a character's starting wealth as shown on the table below and confer some social benefits (such as getting a meeting with a fellow noble or perhaps right of temporary lodging). But, as mentioned above, will provide no income unless a character takes time away from adventuring to perform special duties.

While most of the rank duties are self-explanatory (or at least clear enough that the game master can fill in any gaps from his own imagination), the higher ranks have some unique touches that reflect the nature of the World of Arkara and are explained below.

Rank 1: Kings and Queens occupy rank 1, and thus they sit at the top of the entire social hierarchy of Arkara. However, they do not sit there alone or necessarily in safety and comfort. There are at least a dozen individuals in Arkara with the right to legitimately call themselves King or Queen and many times that number of pretenders, who seek to rise to this exalted status by force or treachery.

Rank 2: This rank is comprised of Dukes, Archministers, Su-

preme Justiciars, Lord Chancellors, and Lord Advisors.

Dukes are major landholders with significant military responsibilities. A Duke always controls at least one castle, possibly more and if his king calls for troops, he will be expected to raise between 100 and 1,000 men (depending on his wealth and the wealth of his realm) for an indefinite period of time, at his own expense, to support his king.

The Archministers represent the four most powerful and influential gods on Arkara. While this changes from time to time for the past 1,000 years the Archministers have represented these religions: Atos, Akhia, Zelos and Dannos. These four powerful clerics handle matters above the level of a single religion.

Since two of the Archministers have, since the dawn of civilization, represented Atos and Akhia, the King and Queen of the Gods, the rulings of this body have been considered sacred by all good and neutral religions. They do not issue rulings on matters of dogma or faith however, and are careful not to tread too far into territory they deem the province of an individual god.

Supreme Justiciars serve as elite military commanders during wartime and appeals judges during peacetime. At war they will be given important military commands and are expected to lead by example, thrusting themselves into danger to inspire the men under their command.

During peacetime a citizen of a civilized realm who has been judged by a Justiciar can attempt to appeal the ruling to a Supreme Justiciar, who will either decide to re-hear the case or let the original ruling stand. The number of Supreme Justiciars varies according to the size and wealth of a kingdom. A small realm, like the Canterbury Isles might have one or two Supreme

SOCIAL CLASS AND SOCIAL ADVANCEMENT

Rank	Royal	Theocratic	Military (Navy)	Thaumaturgic	Court	% Chance	Wealth Mod
1	King / Queen						
2	Duke Duchess	Archminister	Supreme Justiciar (Lord Admiral)	Lord Chancellor	Lord Advisor	95-100	x3
3	Prince Princess	Highminister	Justiciar (Commodore)	High Chancellor	Councilor of the Exchequer	90-94	x2.5
4	Count Countess	Minister of Justice	Lord Justice (Captain)	Arch Mage	Captain of the Royal Guard	85-89	x2.5
5	Baron	Minister	Commander	Mage	Royal Tutor	80-84	x2
6	Lord Knight	Pardoner	Flank Commander (Lt. Commander)	Wizard	Royal Bodyguard	75-79	x2
7	Lord	Summoner	Justice (Lieutenant)	High Sage	Tax Collector	70-74	x1.5
8	Knight	Priest- Cap- tain	Watch Captain (Chief Petty Officer)	Sage	Court Seer	60-69	x1.5
9	Lord Bureaucrat	Priest-Sen- tinel	Watch Commander (Petty Officer)		Court Scribe	50-59	x1
10	High Bureaucrat	Crusader	Sentinel (Seaman 1st Class)		Court Chef	40-49	x1
11	Chief Bureaucrat	Acolyte	Sentry (Seaman 2nd Class)		Royal Herald	30-39	x1
12			Watchstander		Court Page	16-30	x1
13			Patroller (Landsman)			1-15	x1

Justiciars while a large realm, like the Endless Plains might have two-dozen.

Lord Admirals serve the same function at sea, commanding large military forces and handing down justice at sea. Navies are expected to police themselves and Lord Admirals have broad powers to promote, demote, charge, arrest and even execute those soldiers in a king's service at sea. Only a King can rescind an order given by a Lord Admiral at sea.

Lord Chancellors are the supreme magical authority in Arkara and consist of the 4 most senior members of the Jadakan Wizards Council. These four make important decisions concerning magic, grant permanent tenure to instructors at the Jadakan University and deal directly with magical threats to the entire world. If a gate opens up to the Elemental Plane of Fire and threatens to burn the entire world, these are the archmages who will be called on to close it permanently.

Lord Advisors are the personal advisor to a King or Queen on matters of utmost importance. Most realms only have one Lord Advisor who serves as the King's Counsel on all things. A few particularly large realms have specialized councilors. At its height the Kingdom of Damask, for example, had a Lord Strategist for military affairs, a Lord Diplomat for relations with foreign realms and a Lord Ranger tasked with monitoring the humanoids near the realm (especially the Orcs of the Basin Lake).

Rank 3: This rank is comprised of Princes, Highministers, Justiciars, High Chancellors, and Councilors of the Exchequer. Princes are future kings and queens of a realm. If the current king still lives, his heirs are given valuable lands and important responsibilities to manage, to groom them for the day when the fate of the entire realm will rest on their shoulders. This includes military responsibilities, as one of the most important duties of any king will be to safeguard the safety of his realm in wartime. Highministers are the high priests of religions of lesser influence than the Archministers but still religions that are powerful and universally respected. This changes from time to time but for the last 100 years the Highministers have represented these religions: Rotan, Pallantides, Asteria and Lunos.

Justiciars serve as military commanders during wartime and judges during peacetime. Since most realms have few of these, they are extremely busy during peacetime, traveling the land to hear cases and handing down sentences to the condemned. Because of the temptation of corruption that comes with such a position, with plaintiffs attempting to bribe their way out of criminal charges, Justiciars are chosen for their exceptional integrity.

Commodores exercise powers similar to Justiciars but at sea. They will always be in command of a squadron of ships. Within this squadron, the Commodore exercises broad powers that can only be contradicted by a Lord Admiral or King. Not even a Duke has the authority to rescind an order at sea given by a Commodore.

High Chancellors serve on the Jadakan Wizards Council and handle lesser matters. They interview and recruit junior faculty to the Jadakan University and investigate troubling, but not disastrous magical anomalies. If a gate to the Elemental Plane of Water opened over a body of water, for example, they would be sent to close it.

Councilors of the Exchequer advises kings on financial matters and handle disbursements to soldiers and other regular payments the king is expected to make. With large amounts of money at

their disposal, these appointments are given to individuals a ruler feels he can absolutely trust.

CRIME AND PUNISHMENT

The gods handed down the laws of Arkara and codified, uniform system of crimes and punishments has developed from these divine laws. Over the centuries debates between royalty, the Justiciars and the Archministers has developed and shaped the laws into their present form. While changes are certainly possible in the future, it is unlikely anything would change quickly, as these laws and punishments were codified over many centuries.

Crime (Victim): Rank has its privileges and one of those privileges is greater protection under the law; the higher your rank on the social hierarchy, the greater the punishment for a crime against you.

Trial: The amount of time you must wait before a Justiciar hears your case. If you wish to appeal, you must wait twice this amount of time (again in jail) and hope your case catches the attention of a Supreme Justiciar. If you are rank 9 or below you spend this waiting period in jail; if you are rank 8 or above you are allowed to wait anywhere you wish, provided you do not leave the city where the trial will take place.

Rank helps increase the chance that your appeal will be heard. If your social rank is 9 or lower the chance is 10%; social rank 7-8 the chance is 25%; social rank 5-6 the chance is 40%; social rank 4 the chance is 55%; social rank three the chance is 85%; social rank 2 the chance is 100%.

Punishment: Death is automatic and there is no chance the character will survive. Should a companion claim the body (which requires a fee of 10,000 gp) and raise or resurrect the character, it is believed the gods have granted the character a second chance if the spell succeeds (the character makes his survive resurrection/raise check).

Lashes are blows with a whip that automatically hit (since the character is held motionless). Each lash inflicts 1d4 hit points of damage on the character. If the character survives the lashing, he is set free.

Banishment means a character is expelled from the realm where the crime was committed and is never allowed to return. Returning to a realm that has banished you is punishable by death.

A fine means the character must pay the listed amount in gold to the court; half is kept by the court while half goes to the victim or the victim's family. If you cannot come up with the money within 7 days you must spend one week in jail per 100 gp of the fine you are unable to pay (so it is possible for a character pay part of the fine but still have to serve some jail time).

CRIME AND PUNISHMENT		
Crime (Victim)	Trial	Punishment (If convicted)
Murder (Rank 13 or above)	1 day	Death
Murder (Peasant)	1-20 days	21-30 lashes
Murder (Slave you do not own)	21-30 days	15,000 gp fine
Murder (Slave you own)	31-50 days	250 gp fine
Theft (Rank 8 or above)	1 day	Death
Theft (Rank 9-13)	1 day	Banishment
Theft	1 day	Fine of 10 times the value of what was stolen
Casting spells resulting in accidental death (Rank 8 or above)	1 day	11-30 lashes
Casting spells resulting in accidental death	1 day	1-20 lashes
Casting spells resulting in personal injury without due cause	1 day	1-10 lashes
Casting spells resulting in property damage	1-8 days	Fine of 10 times the value of what was damaged
Failure to submit to a valid search order by a guardsman	1-8 days	50,000 gp fine
Failure to wait at a crime scene if a witness	1-10 days	1,000-10,000 gp fine
Failure to restrain a criminal leaving a crime scene	1-10 days	20 lashes*
Failure to restrain a witness leaving a crime scene	11-20 days	10 lashes*
Attacking a guardsman of the watch on duty	1 day	Death
Impeding a guardsman of the watch from his duties	11-20 days	10 lashes

*Rarely enforced

APPENDIX 1

USING THIS BOOK WITH OSRIC™

UNEARTHED

A couple of years ago I wrote a collection of new classes, combat abilities and weapons called OSRIC™ Unearthed. This section discusses elements of that book, specifically the classes it introduced and how they fit into the World of Arkara. Note that those classes are strictly optional and the World of Arkara does not need anything other than the core OSRIC™ materials for play.

BARBARIAN

In the World of Arkara, Barbarians hail from a number of places, but are mostly confined to the southern areas of the known world. In the Dune Sea, which extends from both ends of the Sickle Mountains, south of the Chariot Highlands, there lives a savage offshoot of the Ashuk-Nar, who still live by the old ways of the lightning-fast cattle raid. Even the armies of the Great Khan avoid these fierce folk, who never cover their faces, exposing their faces to the goddess Aronna, who they revere above all other gods.

In the Trackless Jungle there exist at least one tribe of savage that has proven hostile to contact with civilization. Any ships that attempt to land are met with hostility and thus far explorers have been limited to charting the coastline and even then have been under a constant barrage of poisoned darts from the savages' blowguns.

BARD

Bards wander the lands of the world of Arkara but also find solace in many of the temples in the land. Particularly in the temples of Lorenon, Macolan, Newmo and Norran, Bards find themselves treated as honored guests, not the thieving riff-raff most regard them as. Many Bards worship these gods and great numbers congregate in their temples on Holy Days, filling the halls of the temples with poetry and song.

BRAWLER

Brawlers can be found all across the known world but especially in the taverns of port cities and in the docks. These surly fellows fight to defend themselves, for fun but mostly they fight for money in bloody bare-knuckle boxing matches that spring up almost spontaneously. Many Brawlers also find steady work for the Thieves' Guild, "convincing" someone to pay his debt or to sign up for "insurance".

KNIGHT

Once upon a time knights were quite common in the Kingdom of Damask and their status has fallen commensurate with the sorry state of that once proud empire. Many of the common folk have turned on these former defenders of the realm. For their part, many knights have succumbed to the misery of the northern lands by turning into robber barons that are little better than bandits. The best knights, those who display scrupulous honor and honesty and possess a Lawful Good alignment might also find themselves asked to serve the Knights of the Old Order. There are never enough true Paladins to serve and Knights of the proper temperament are an important part of the Knights' mission.

NINJA

This class, which hails from the Droplet Isles, is not unknown in other parts of the Known World. A few hundred years (before the Droplet Isles closed off entirely from the outside world) ago a ship from those exotic lands, blown far off course, smashed into the Canterbury Isles. The ship was carrying human cargo, a group of political refugees seeking a new life. They have settled into the city of Bondaea and made a full quarter of the city their own, much to the chagrin of the priests of Therran the White. Here, in "drop town" their culture and language remain intact and practitioners of this shadowy art continue to ply their trade, offering their services to the highest bidder.

NOBLE

Nobles can be found across the known world. Many second and third sons or daughters of noble families turn to adventuring in their youth as a way to see the world and gain experience, so members of this profession might be found where you least expect them, including deep underground in a dangerous, ancient tomb.

SAMURAI

Like the Ninja, members of this profession can be found in Bondaea and occasionally a wandering member of this profession will be encountered. It is even rumored that one of these proud warriors, a wanderer who eschews wealth and has given up his swords in favor of batons and who refuses to kill unless absolutely necessary, has taken up an invitation by the Knights of the Old Order and has joined the ranks of the twelve.

THIEF-ACROBAT

These tumblers and acrobats can be found in circuses, performing with Bards and in temples devoted to the gods of the Bards. Unfortunately, especially in the larger cities, members of this profession have found a darker use for their gifts and use their ability to travel among the rooftops of the city as a way to steal and kill.

ΨAMABUSHI

A large contingent of these "monks" was among the political refugees that crashed in the Canterbury Isles. They eschew city life however and moved into the countryside almost immediately. They then formed some sort of agreement with the elves and acquired land from them, on which they built the Monastery of the Tiger Moon.

Once this was done, members of this profession began to wander the world, where they are encountered occasionally in pairs. They are easy to spot, with their shaved heads, strange, bright-colored robes and unique weaponless fighting abilities. There are whispers that the Monks of the Tiger Moon were the reason the ship of refugees left the Droplet Isles to seek a new home and that these wanderers are seeking some ancient, powerful treasure of their people. Given the abject poverty in which they live however, most dismiss this story as something the bards tell to entertain children.

Designation of Product Identity and Open Game Content

The following terms are designated product identity: Arkara, Atosia, Arbathus, Bondaea, Axe Onetusk.

Characters: The Crusader class and the Anti-Paladin, Bounty Hunter, Hunter and Poacher Variant Classes are declared open game content. OPEN GAME LICENSE Version 1.0a: The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions:

- (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content;
 - (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted;
 - (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute;
 - (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity.
 - (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content;
 - (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor;
 - (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content;
 - (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail

to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document copyright 2000, Wizards of the Coast, Inc. ;

Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson. OSRIC copyright 2006-08 by Stuart Marshall, adapting material prepared by Matthew J. Finch, based on the System Reference Document, inspired by the works of E. Gary Gygax, Dave Arneson, and many others.

The following material was adapted back to the 1e system from the Tome of Horrors copyright 2002 by Necromancer Games, Inc: Aerial Servant from the Tome of Horrors copyright 2002 by Necromancer Games, Inc authors Scott Greene and Clark Peterson based on original material by E. Gary Gygax, Al-Mi' Raj from the Tome of Horrors copyright 2002 by Necromancer Games, Inc authors Scott Greene and Clark Peterson based on original material by Roger Musson, Amphibaena from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Axe Beak from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Auumvorax from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Babbler from the Tome of Horrors copyright 2002 by Necromancer Games, Inc authors Scott Greene and Clark Peterson based on original material by Jeremy Goodwin and Ian McDowell, Bat, Mobat from the Tome of Horrors copyright 2002 by Necromancer Games, Inc authors Scott Greene and Clark Peterson based on original material by E. Gary Gygax, Beetle, Giant Boring from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Beetle, Death Watch from the Tome of Horrors copyright 2002 by Necromancer Games, Inc authors Scott Greene and Clark Peterson based on original material by E. Gary Gygax, Beetle Giant Rhinoceros from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Blindheim from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by Roger Musson, Brownie from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Caruncle from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by Jean Wells, Caterwaul from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by Albie Fiore, Coffin Corpse from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by Simon Eaton, Crabman from the Tome of Horrors copyright 2002 by Necromancer Games, Inc authors Scott Greene and Erica Balsey based on original material by Ian Livingstone, Crypt Thing from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by Roger Musson, Dakon from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Demon, Cambion from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by Rik Shepard, Dark Stalker from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by Simon Muth, Demon, Alu- from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Demon, Cambion from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Disenchanter from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by Roger Musson, Dracolisk from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Executioner's Hood from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Eye of the Deep from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Flind from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Fly, Giant from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Gargoyle from the Tome of Horrors copyright 2002 by Necromancer Games, Inc authors Scott Greene and Clark Peterson based on original material by E. Gary Gygax, Gorgimera from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Groaning Spirit from the Tome of Horrors copyright 2002 by Necromancer Games, Inc authors Scott Greene and Clark Peterson based on original material by E. Gary Gygax, Jackalwere from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Leech, Giant from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Leprechaun from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Lurker Above from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott

Greene based on original material by E. Gary Gygax, Mongrelman from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Necrophidius from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by Simon Tilbrook, Nereid from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Nilbog from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by Roger Musson, Phantom from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by Harold Johnson and Tom Moldvay, Piercer from the Tome of Horrors copyright 2002 by Necromancer Games, Inc authors Scott Greene and Clark Peterson based on original material by E. Gary Gygax, Poltergeist from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by Lew Pulsipher, Quikling from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Rot Grub from the Tome of Horrors copyright 2002 by Necromancer Games, Inc authors Scott Greene and Clark Peterson based on original material by E. Gary Gygax, Shedu from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Skeleton Warrior from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by Nigel Morgan, Slithering Tracker from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Slug, Giant from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Sprite from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Squealer from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Stunjelly from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Tick, Giant from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Trapper from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Troll, Ice from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by Russell Cole, Troll, Giant Two Headed from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by Oliver Charles McDonald, Vilstrak from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Volt from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by Jonathan Jones, Vulchling from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Yellow Musk Creeper from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by Albie Fiore, Yellow Musk Zombie from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by Albie Fiore, Yeti from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax, Zombie, Juju from the Tome of Horrors copyright 2002 by Necromancer Games, Inc author Scott Greene based on original material by E. Gary Gygax.

OSRIC Chapter I copyright 2006-08 by Stuart Marshall. OSRIC Chapter II copyright 2006-08 by Stuart Marshall. OSRIC Chapter III copyright 2006-08 by Stuart Marshall, Trent Foster, James Boney and Vincent Frugé. OSRIC Chapter IV copyright 2006-08 by Stuart Marshall, Trent Foster, James Boney and Vincent Frugé. OSRIC Chapter V copyright 2007-08 by Stuart Marshall, Chris Hopkins, James Boney, Robert Ross, Jeremy Goehring, Mike Davison, Daniel Proctor, B. Scot Hoover, Chris Cain, Bill Silvey, Floyd Canaday, Vincent Frugé and Matthew James Stanham. OSRIC Chapter VI copyright 2007-08 by Stuart Marshall, Daniel Proctor and Vincent Frugé. OSRIC appendices copyright 2006-08 by Stuart Marshall and James D. Kramer.

end of license



Hold
of the
Snow Queen

Fire Island

Canterbury
Isles

Axelands

Battlegrounds

Fractured
Realms

Shadow
Realm

Utgaror

Slavelands

Freehold

Chariot
Highlands

Free Range

Skullbones
Island

Realm
of the
Sun King

Endless
Plains

Verdant
Isle

Crackless
Jungle

Droplet
Isles