# Phydea Campaign Setting

... it must have been hours since I left the hives. Time has little meaning when the cold claws of death are reaching for you, grasping at your very cloak, trying it's damndest to throttle you. Still I wonder... how long has it been? Maybe two hours on the run this time? I think that's a record. Never had they put up such a chase before. Even last Thargel, when Tecer made the run to the hives, they only kept up the chase for an hour, tops. 'Course, Tecer didn't make it either. Those hornets had always been tough, but something else is driving them today...

I'll just have to try something new. I reach for my belt and grab a handful of vanishing powder, say the incantation, and hurl it down at my feet. The flash and smoke are really just a diversion, to keep me from being followed during the crucial instant I become invisible. At any rate, that's the end of this chase...

The giant hornets, four in all, rush by overhead, their terrible wings sounding like a dozen blades being drawn across rough stone. They circle back, hover, circle some more, and repeat the process for what seems like an eternity to one who is trying everything in his power to stifle his breath, stay absolutely motionless, and keep his heart from thumping right out of his chest. Then, may Xanthippe be eternally praised, they turn 'round and fly back towards the hives...

I still sit there motionless, until I am quite sure they are truly gone. I make my way to a large, knotted oak and find a comfortable spot of ground under one of its massive, arching roots. I'm so hungry I can barely hold on to my rations (I get terribly shaky when famished), and even Larnurma fruit doesn't taste so awful right now...

My hunger temporarily abated, I remember what it is I risked so much for, laying there so idly in my pocket. I reach for the fist-sized lump and unstick it from the inside of my pocket. A little spit and rubbing and it's no longer so sticky. It's a perfect, huge wad of Gold Resin, a commodity more precious than gold itself. Giant hornets make it in a way similar to the way oysters make pearls, except Gold Resin is far more valuable to my kind, the soricid. When properly mixed by our village shaman, this little wad of adhesive gunk can be sprayed about the village as a fine mist, ensuring us complete protection from giant insects of all kinds for years. Judging by the size of this one, I'd say it's probably five years worth of security for the entire village. Sure, I had to risk my life to get it, but what is the life of one of us compared to the entire tribe?

This thought makes me smile a bit, and I get that warm feeling inside of another successful run. When I get back tomorrow, the Elder will decorate me for sure. Dare I think it, but I just might get the indigo mark of my tribe....

It's getting late, but I can wait no longer. I gather my wits and step out from underneath the root, quite aware that I am no longer invisible. I step with silent steps, sticking to the shadows of the wood, just as I was taught by my brothers. It's funny really. I was so afraid of the hornets, and even now as I look at the stinger through my gut, oozing with pale white venom, I barely feel a thing...

# Welcome to the Phydea Campaign Setting

## Credits

**Game Designer:** Tim Harris
**Editor:** Tim Harris
**Graphic Designers:** Jennifer Hart Bushnell, Levi Reynolds, Tim Harris
**Page Layout:** Jennifer Hart Bushnell, Tim Harris
**Cartographer:** Tim Harris
**Special Thanks:** Ramona Harris, Joe & Becky Giddings, Brian & Chris Eckes, Champ Reavis, Smokestack Jones, the many folks from NKL/NTL, Limperland, Sanguine Oubliette, The RPG Site & EN World who patiently and helpfully answered my questions and gave suggestions, and finally to those I may have failed to mention... Thank You.
**Cover Art:** "Circe Invidiosa", by John William Waterhouse (1892).

What you see here is the result of countless hours of research, study, elation, frustration, towering piles of crumpled paper, boxes upon boxes of books, quite a few dollars in overdue library fines, and many, many other things my tired brain cannot call up at this time. For better or worse, this project has taken up a large amount of time over the last 10 years, and has seen a total of 5 complete revisions. Take my word for it; designing your own RPG setting is anything but easy, and doing it largely by yourself borders on insanity.

First and foremost, I want to get a few things out of the way. The Phydea RPG setting is largely the result of thousands of pages of research material found in books and on the internet. While many elements of this work are a unique invention (in particular the races, storyline, and game world), much of this work was pulled (and made game-ready) from literally hundreds of books and several dozen websites. Other items that are open content have been pulled from other RPG products and given a Phydean makeover. The system this game uses is a variant of the popular D20 system. Finally, the fantastic illustrations in this work are all public domain pictures pulled from the internet. There is a complete list of sources given at the end of this book. If you like the material, I ask you to please check out the websites and books mentioned in the bibliography. Without the contributions of the artists, historians and webmasters, this game setting would only be a shadow of what you see before you.

**I truly hope you enjoy this book as much as I enjoyed putting it together.**

Credits....1
Table of Contents....2
**Introduction**....3
What is Roleplaying?....3
The Basics of the Game....3-4
Game Play....4-6
**Character Creation**....7
Abilities....7-8
**Races**....9
Humans....9
Bardha....9-10
Daktyloi....10
Soricids....10-11
Elemental Nymphs....12
Air Nymph (Sylph)....12
Ash Nymph (Koniaid)....12-13
Dust Nymph (Paliaid)....13
Earth Nymph (Gnome)....13
Fire Nymph (Salamander)....13-14
Ice Nymph (Rhigiaid)....14
Lightning Nymph (Astriaid)....14
Magma Nymph (Potiaid)....14-15
Mineral Nymph (Lithiaid)....15
Ooze Nymph (Deisiaid)....15
Radiance Nymph (Photiaid)....15-16
Salt Nymph (Haliaid)....16
Smoke Nymph (Kapniaid)....16
Steam Nymph (Auriaid)....16
Void Nymph (Eremiaid)....16-17
Water Nymph (Anereid)....17
Ghost Soricid....17
**Roles**....19
Expert....20
Expert Paths....20-23
Spellcaster....23
Spellcaster Paths....23-27
Warrior....27
Warrior Paths....27-33
Micro-Cultures....33-34
Level Advancement....34
Mixed-Role Heroes....34-35
**Characteristics**....36
Conviction....36-37
Reputation....37-38
Phydean Names....38-40
**Skills**....41
Skill Basics....41
Skill Descriptions....42-51
**Feats**....52
Feat Desciptions....52-71
**Supernatural Powers**....72
Learning Powers....72
Using Powers....72
Power Descriptions....73-97
**Dunamis & Deities**....98
Magical Effects....98
The Deities....99
Religion....99
The Pantheons....100
Pantheon Tables....101-105
**Philosophies**....106
Philosophical Disciplines....106
Intellectual Orders....106-108
Martial Orders....108-109
**Equipment**....110
Coin & Commerce....110
Weapon Tables....111-112
Weapon Descriptions....113-116
Armor & Shield Descriptions....116-120
Armor & Shield Tables....117
Masterwork Armor, Shields, & Weapons....120
Food Tables....121-122
Food Descriptions....123-127
Gear & Tools Tables....128-131
Gear & Tools Descriptions....132-135
Supernatural Equipment....135
Special Substances....135-136
Domesticated & Work Animals....137
**Playing the Game**....138
Physical Actions....138-139
Fighting....139
Combat Sequence....139-140
Initiative....140-141
Actions....141-142
Action Descriptions....142-146
Miscellaneous Actions....146-149
Damage & Recovery....149-151
Hazards & the Environment....151-153
**Life in Phydea**....154
The Calender....154
Time....154
The Family....154
Food & Drink....155
The Land....155
Climate....155-156
Flora & Fauna....156
Home & Hearth....156
Government....156
City & Countryside....157
Wealth & Privledge....157
Old Age....157
Education....157
Adventurers....157-158
Language....158
Industry....158
Trade & Travel....158
**Gazetteer**....158-159
Acarnania....159
Addis....159-161
Aeolis....161
Aetolia....162
Akhaia....162
Amazonia....162-163
Araba....163-165
Arcadia....165-166
Argos....166
Banat....166-168
Barca....168-169
Boeotia....169-170
Bukura....170-172
Calia....172
Caria....172-173
Carpates....173-174
Circassia....174-175
Colchis....175
Dadosahe....175-176
Euboea....176
Galicia....176-177
Getaea....177-178
Iasi....178-179
Ionia....179-180
Istria....180
Kyrena....180-181
Lesbos....181
Lycia....181-182
Mantova....182-183
Mauria....183-184
Minos....184
Moesia....184-186
Monomotapa....186
Mysia....186-187
Noricum....187-188
Oltenaea....188-190
Oros....190-191
Pannonia....191
Pisidia....191-192
Scythia....192
Silesia....192-193
Taki....193-194
Tanis....194-195
Tessa....195-196
Trypillia....196-197
Xanthippe....197-198
Lost Lands & Distant Locales....198-199
**Bestiary**....200
Creature Types....200-205
Abilities & Traits....206-211
Creature Descriptions....211-242
**History of Phydea**....243-244
**Power Mishap Tables**....245
**Maps**....246
Phydea World Map....246
Acarnania....247
Aeolis....248
Taki....249
Tanis....250
**Bibliography**....251
**Open Game License**....252

# Introduction

Welcome to the world of Phydea, a large planet housing many civilizations, fantastic creatures, and endless adventure. This world is made up of two main continents, Macea and Archaea, both separated by a vast sea dotted with thousands of islands. The cultures found here use ancient technologies that generally conform to the Late Bronze Age on Earth. In fact, this world is a kind of alternate-Earth, where many things are similar to our own world; much of the plant and animal life, minerals, climate, technology and peoples are very similar to those found on Earth in the Late Bronze Age.

Of course, there are some key differences between Phydea and Earth. Most strongly, Phydea is fused with real magic, a force akin to the elements themselves, and it can be wielded by mortals in the form of powers and supernatural effects. Phydea also contains innumerable fantastic creatures; the stuff of ancient mythology and alien creatures unique to this world. Perhaps nothing is as strange and world-defining as the area now called Manta, and while adventurers can find plenty to do in any area of Phydea, it is Manta that alluringly beckons the mighty, the strong hearted, and quite often... the foolish.

Manta is described in detail later on in this book, but in general it is an area to the east of Macea that once held great civilizations that are now covered in a strange ecological nightmare. In Manta, nothing is as it seems. Animals are frequently sentient, plants are often terrifying predators, pure elemental streams and pools are found everywhere, and death is omnipresent. Manta offers a multitude of abandoned villages, towns, cities and fortresses that are ripe for adventurers and treasure seekers alike. Of course, one need not go to Manta to find adventure. Both Macea and Archaea have a nearly unlimited supply of adventuring opportunities.

## Things you should know...

This book is, as I said in the Credits, a combination of the historical and the fantastic, put together in a way unlike any other game of which I am aware. Much of the information in this volume is applicable to any ancient-type setting, particularly if that setting uses the D20 system rules or its variants. Most of the weapons, armor, character paths, philosophies and religious pantheons are pulled from actual historical sources. In most cases, that which is purely fantastical is rather obviously so; chitin armor, sonic weapons and schools of sorcery would probably not be applicable to a serious, historical campaign. Once again, this campaign setting is historical fantasy, NOT a historical roleplaying game... for that, I suggest using the fine products in the *Warhammer* line.

Everything you need to play the Phydea Campaign Setting is right here in this book. This setting uses a variant of the D20 system. All the rules and periferal materials are in this volume. At a later time, supplements will be made for this book, likely with additional powers, monsters and so on. For more information, you can email me at zalmoxis27@gmail.com.

## What is roleplaying?

If Phydea is your introduction to the world of fantasy roleplaying games (RPGs for short), then you might be wondering, "What is a roleplaying game?" Essentially, in a roleplaying game, you (the player) take on the role of a fictional character in a world of your imagination. One player, the Game Master, acts like the narrator of a story or the director of a play or movie. The Game Master sets the scene and describes what happens in the world around your character. Then the other players decide what their characters do, the Game Master describes the outcome of those actions, and so on, creating your own fantasy story. Although it's the Game Master's job to portray the various antagonists in the story, as well as the heroes' allies, the Game Master isn't playing against everyone else. In fact, it's the Game Master's job to help ensure everyone has fun and the group tells an enjoyable story. The purpose is to have fun.

## The basics of the game

Phydea provides a framework for your imagination. It has rules to help you decide what happens in your stories and to resolve conflicts between the heroes and the challenges they face. With it, any ancient fantasy adventure you can imagine is possible. To play, you need this book; a twenty-sided die (available at game and hobby stores), a pencil and some paper.

## The Core System

Phydea uses a core system to resolve actions. Whenever your character attempts an action with a chance of failure, do the following:

1. Roll a twenty-sided die (d20).
2. Add any relevant modifiers (for things like skills and circumstance modifiers).
3. Compare the total to a number called the action's Difficulty (set by the Game Master based on the circumstances).

If the result equals or exceeds the Difficulty, the action succeeds. If the result is lower than the Difficulty, the action fails. This simple system is used for nearly everything in Phydea, with variations based on the modifiers added to a roll, the Difficulty, and the effects of success and failure.

## The Game Master

One of the players in a Phydea game takes the role of Game Master. The Game Master is responsible for running the game and is a combination of writer, director, and referee. The Game Master creates adventures for the heroes, portrays the villains and supporting characters, describes the world, and

decides the outcome of the heroes' actions based on the guidelines given in the rules. It's a big job, but also a rewarding one, since the Game Master gets to create the setting and the various characters in it, as well as inventing fun and exciting plots. If you're going to be a Game Master, you should read through this whole book carefully. You should have a grasp of the setting and rules, since you're expected to interpret them for the players.

## The Heroes

The other players in a Phydea game create heroes-the main characters of their own adventure series, like an ongoing series of short stories or novels. As a player, you create your hero following the guidelines in this book, with the assistance and guidance of your Game Master, building the sort of hero you want to play. There are several components to creating a hero, outlined here and described in detail later in this book.

## Abilities

All heroes have certain basic abilities that define what they are capable of doing. These abilities are Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. They each have a numeric ability score, averaging +0 for a normally capable human. Higher ability scores are bonuses (+1 to +5 or more), while lower ability scores are penalties (as low as -5). As part of creating your hero, you decide how strong, smart, and tough your hero is by choosing the appropriate ability scores.

## Skills

Skills represent training in a particular sort of task or knowledge, everything from acrobatic maneuvers to negotiation, riding a horse, and ancient lore. Someone trained in climbing is able to climb faster and with more confidence than someone who isn't, for example. Skills are measured in ranks, reflecting how much training a character has in the skill. Skill ranks act as a bonus when a hero attempts an action related to a skill. You choose the skills your hero knows from a list of available skills.

## Feats

Feats are special abilities, representing talents or special training. They allow your hero to do things others can't or give your hero some other advantage. You select your hero's feats based on what you want your hero to be able to do. Heroes acquire new feats as they improve.

## Dunamis

Some heroes in Phydea have special mystical abilities known as dunami (singular: dunamis). These include the ability to communicate mind-to-mind over great distances, to move objects with nothing more than a thought, to heal with a touch, or to shape the elements of nature. Dunami are capable of a wide range of things, but many of them are taxing, tiring out the wielder over time. Dunami are power, and power used unjustly or without restraint can lead to dire consequences for the wielder, and those around him.

## Game Play

A session of Phydea resembles one or more chapters from a novel. The Game Master and the players get together and tell a story by playing the game. The length of the game session can vary, from just a couple hours to many hours or more. Some adventures are completed in a single session, while others take multiple sessions. You can choose when to stop playing, and you can start up again anytime later. Just like a story, a Phydea adventure consists of a series of scenes or encounters. Some scenes are fairly straightforward, with the heroes interacting with each other and the supporting cast. In these cases the Game Master generally just asks the players to describe what their heroes are doing and in turn describes how the other characters react and what they say and do. When the action starts happening, such as when the heroes are staving off a disaster or fighting villains, time becomes more crucial and is broken down into rounds, each six seconds long, and the players generally have to make die rolls to see how well their heroes do.

## Die Rolls

There are a number of different die rolls in Phydea, although they all follow the core system of a d20 roll plus modifers versus a Difficulty. The three main die rolls in Phydea are checks, attack rolls, and saving throws.

## Checks

To make a check, roll 1d20 and add your modifier for the appropriate attribute (ability, skill, and so forth). You always want to roll high. Rolling 20 before adding modifiers (called a natural 20) is not an automatic success, and rolling 1 before adding modifiers (a natural 1) is not an automatic failure (as they are with attack rolls).

**Check = 1d20 + modifier versus Difficulty**

## Difficulty

The Difficulty is a number set by the Game Master that you must equal or exceed with your check to succeed. So, for a task with a Difficulty of 15 you must have a check total of 15 or better to succeed. In some cases, the consequences of a check vary based on how much higher or lower the result is than the Difficulty.

## Opposed Checks

Some checks are opposed checks. They are made against someone else's check. Whoever gets the higher result wins the contest. An example is trying to bluff someone. You make a Bluff check, while the Game Master makes a Sense Motive check for your target. If you beat the target's Sense Motive check result, you succeed. For ties on opposed checks, the character with the higher modifier wins. If the modifiers are the same, reroll. Consult the following table as a guide.

| Difficulty | Example (Skill Used) |
|---|---|
| Very Easy (0) | Notice something large in plain sight (Notice). |
| Easy (5) | Climb a knotted rope with a wall to brace against (Climb). |
| Average (10) | Hear an approaching guard (Notice). |
| Tough (15) | Rig a wagon wheel to fall off (Disable Device). |
| Challenging (20) | Swim in stormy water (Swim). |
| Formidable (25) | Pick an average quality lock (Disable Device). |
| Heroic (30) | Leap across a 30-ft. chasm (Jump). |
| Super-Heroic (35) | Convince the guards that even though they've never seen you before, they should let you into the fortress (Bluff). |
| Nearly Impossible (40) | Track an expert hunter through the woods on a moonless night after days of rainfall (Survival). |

## Trying Again

In general, you can try a check again if you fail, and keep trying indefinitely. Some tasks, however, have consequences for failure. For example, failing a Climb check might mean you fall, which would make it difficult to try again. Some tasks can't be attempted again once a check has failed. For most tasks, once you've succeeded, additional successes are meaningless. (Once you've discovered a room's only secret door using the Search skill, for instance, there's no further benefit from additional Search checks.)

## Circumstance Modifiers

Some circumstances make a check easier or harder, resulting in a bonus or penalty to the modifier for the check or a change to the check's Difficulty. The Game Master can alter the odds of success in four ways:

1. Grant a +2 bonus to represent circumstances improving performance.
2. Grant a -2 penalty to represent circumstances hampering performance.
3. Reduce the Difficulty by 2 to represent circumstances making the task easier.
4. Increase the Difficulty by 2 to represent circumstances making the task harder.

Bonuses to your check modifier and reduction to the check's Difficulty have the same result: they create a better chance of success. But they represent different circumstances, and sometimes that difference is important.

## Time and Checks

Performing a particular task may take a round, take no time at all, or take several rounds or even longer. Most checks are move actions, standard actions, or full-round actions. Some checks are instant and represent reactions to an event, or are included as part of another action. Other checks represent part of movement. The distance the character jumps when making a Jump check, for example, is part of the character's move action. Some checks take more than a round to use, and the rules specify how long these tasks require.

## Tools

Some tasks require tools. If tools are needed, the specific items are mentioned in the description of the task or skill. If you don't have the appropriate tools, you can still attempt to use the task, but at a -4 penalty on your check. A character may be able to put together impromptu tools to make the check. If the Game Master allows this, reduce the penalty to -2 (instead of -4). It usually takes some time (several minutes to an hour or more) to collect or create a set of impromptu tools, and it may require an additional check as well. Characters with the Improvised Tools feat suffer no penalty for not having the proper tools to perform a task.

## Making Checks Without Rolls

A check represents performing a task under a certain amount of pressure. When the situation is less demanding, you can perform with more reliable results. Applying these rules can speed up checks under routine circumstances, cutting down the number of rolls players need to make during play.

## Taking 1

If your total bonus on a check is equal to or greater than the Difficulty, you will succeed regardless of what you roll on the die. In this case, the Game Master might not require you to roll and just assume you succeed, since it's a trivial effort for someone of your skill. If the skill check has varying levels of success, you're assumed to achieve the minimum possible (as if you'd rolled a 1). You can choose to make a roll to achieve a greater level of success, or the Game Master may assume a greater level of success, depending on the circumstances.

## Taking 10

When you are not in a rush and not threatened or distracted, you may choose to take 10. Instead of rolling for the check, calculate your result as if you had rolled a 10. For average (Difficulty 10) tasks, taking 10 allows you to succeed automatically. You cannot take 10 if distracted or under pressure (such as in a combat situation). The Game Master decides when this is the case.

## Taking 20

When you have plenty of time, and when the task carries no penalties for failure, you can take 20. Instead of rolling the check, calculate your result as if you had rolled a 20. Taking 20 means you are trying until you get it right. Taking 20 takes about twenty times as long as making a single check, or about 2 minutes for a task requiring a round or less. If there are potential penalties or negative consequences for failing the check, such as

setting off a trap or slipping and falling, you cannot take 20 on that check.

## Comparison Checks

In cases where a check is a simple test of one character's ability against another, with no luck involved, the one with the higher modifier or score wins. Just as you wouldn't make a height check to see who's taller, you don't need to make a Strength check to see who's stronger. When two characters arm wrestle, for example, the stronger character wins. In the case of identical bonuses or scores, flip a coin to see who wins.

## Aiding Others

Sometimes multiple characters react to the same situation and can work together. In this case, one character (usually the one with the highest bonus) is considered the leader of the effort and makes a check, while each helper makes the same check against Difficulty 10 (and can't take 10 on this check). For each helper who succeeds, the leader gets a +2 bonus for favorable conditions. In many cases, a character's help won't be beneficial, or only a limited number of characters can help at once. The Game Master limits cooperation as appropriate for the given task and conditions.

## Skill Checks

A skill check determines what you can accomplish with a particular skill (sometimes whether you're trained in that skill or not). It is a roll of 1d20 + your rank in the skill and the skill's key ability score against a Difficulty. Skill checks sometimes have gradations of success and failure based on how much your total roll is above or below the Difficulty. For example, if you fail a Climb check, you don't make any progress. If you fail by 5 or more, you fall.

## Ability Checks

An ability check is like a skill check, but measures raw ability, like strength, endurance, or intellect. It is a roll of 1d20 + your ability modifier against a Difficulty. Ability checks tend to be all or nothing (you can either accomplish the task or you can't), although there are sometimes gradations of success or failure. Attempting a skill check without training (in other words, without ranks in the skill) is an ability check.

## Attack Rolls

An attack roll determines whether or not you hit an opponent in combat. It is a d20 roll + your attack bonus. The Difficulty is your target's Defense, which measures their ability to avoid attacks. If you equal or exceed your target's Defense, your attack hits. Otherwise, you miss.

## Saving Throws

Saving throws are efforts to avoid different forms of danger, ranging from injury to traps, poisons, and various arcana. A saving throw is a d20 roll + the appropriate ability score (Constitution for Toughness and Fortitude saves, Dexterity for Reflex saves, and Wisdom for Will saves) and the appropriate base save bonus, along with any bonuses from feats, special abilities, and the like. The Difficulty is based on the strength of the hazard, such as the power of an attack or the strength of a disease or poison. Like skill checks, there are sometimes gradations to a saving throw's results.

## The Combat Round

When things really start happening in a Phydea game, time is broken down into six-second segments called rounds, or combat rounds since they're most often used in fights. A round isn't very much time, just long enough for a hero to do something. The types of actions your hero can perform during a round are standard actions, move actions, full-round actions, free actions, and reactions. During a round you can do the following:

1. Take a standard action and a move action.
2. Take a move action and then another move action
3. You can perform as many free actions and reactions in a round as you wish, although the Game Master may choose to limit them to a reasonable number to keep the game moving.
4. A standard action generally involves acting upon something, whether it's an actual attack or using some skill or dunamis to affect something. You're limited to one standard action in a round.
5. A move action usually involves moving. You can move your speed in a single move action or twice your speed in a round by taking two move actions. You can take a move action before or after a standard action, so you can attack then move or move then attack. You cannot normally split your move action before and after your standard action. Move actions also include things like drawing weapons, standing up from being knocked down, and picking up objects.
6. A full-round action occupies all your attention for a round, meaning you can't do anything else that round. Full-round actions including charging an opponent at full speed or moving all out as quickly as you can.
7. A free action is something so comparatively minor it doesn't take any significant time at all, so you can perform as many free actions in a round as the Game Master considers reasonable. Free actions include things like talking, dropping something, and so forth.

## Reactions

A reaction is something you do in response to something else. A reaction doesn't take any time, like a free action. The difference is you might take a reaction when it's not even your turn to act, in response to something else happening during the round.

## Conviction

Heroes in Phydea have an attribute called Conviction representing their inner determination. Players can spend Conviction to improve heroes' abilities in various ways. You can spend it to reroll a bad die roll, bounce back from being hurt, and various other things. Conviction helps give heroes an edge, but don't get overcondent, because many villains also have their own Conviction to spend.

# Character Creation

Everyone has certain basic abilities: how strong, fast, smart, and clever they are. These ability scores influence almost everything your character does. Stronger characters can lift greater weights, more dexterous characters have better balance, tougher characters can soak up more damage, and so forth. Characters have six abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Strength, Dexterity, and Constitution are called physical abilities, whereas Intelligence, Wisdom, and Charisma are mental abilities. Each above-average ability score provides a bonus on certain die rolls, while below average abilities apply a penalty to some die rolls. Don't be afraid to play a character with a below-average ability or two. Some of the greatest heroes of legend and myth were also deeply flawed in some ways.

## Choosing Ability Scores

Ability scores have a numerical value, expressed as a penalty or bonus, from -5 (abysmal or disabled) to +5 or more (legendary, practically superhuman), with an average of +0. When ability scores are noted in this book, the score follows the ability's name, for example: Strength +2, Dexterity -1, and so forth. You have 6 points to divide among your hero's abilities, which all start at 0, neither a bonus nor a penalty. This means you can have +1 in all six abilities; +3 in one ability, 0 in two others, and +1 in the remaining three; or any combination adding up to 6. The only limitation is you cannot put more than 5 points in a single ability score. (Scores can only go higher than +5 as a result of level advancement and a few other factors.)

**Ability Scores = 6 points divided between six abilities.**

If you choose to have a negative value in an ability, you gain bonus points to assign to your other ability scores. For example, if you give your hero Strength -1, you have 1 more point to assign to another ability (such as Intelligence). If your hero has Strength -2, you have 2 bonus points, and so on. Heroes cannot have abilities lower than -5, and abilities lower than -2 aren't recommended unless the hero is seriously deficient in that ability. Even with bonus points, you cannot put more than 5 points in a single ability score. Your ability score is added to or subtracted from die rolls when you do something related to that ability. For example, your Strength score affects the amount of melee damage you do, your Intelligence score affects your Knowledge skills, and so forth. Sometimes your score is used to calculate another value, such as when you use your Dexterity score to help determine how good you are at avoiding harm using your reflexes (your Reflex saving throw)..

## The Abilities

Given here are descriptions of the six abilities and how they affect your character.

### Strength (Str)

Strength measures sheer muscle power and the ability to apply it. Your Strength score applies to the following:
* Damage dealt by melee and thrown weapon attacks.
* Defense when parrying, blocking attacks in melee combat.
* Climb, Jump, and Swim checks.
* Your carrying capacity, how much you can lift and carry.
* Strength checks for breaking through doors, smashing things, and other deeds of strength when a specific skill doesn't apply.

### Dexterity (Dex)

Dexterity is a measure of coordination, agility, and manual dexterity. Your Dexterity score applies to the following:
* Attack rolls.
* Defense when dodging, evading attacks in combat.
* Reflex saving throws, for avoiding danger with coordination and quick reflexes.
* Initiative checks.
* Acrobatics, Escape Artist, Ride, Sleight of Hand, and Stealth checks.
* Dexterity checks for tasks requiring agility and coordination when a specific skill doesn't apply.

### Constitution (Con)

Constitution is a measure of endurance, health, and overall physical toughness. Constitution is important because it affects your hero's ability to resist damage. Your Constitution score applies to the following:
* Toughness saving throws, for resisting damage.
* Fortitude saving throws, for resisting disease, poison, fatigue, and other effects involving your hero's health.
* Constitution checks for overcoming the hazardous effects of the environment and recovering from damage.

### Intelligence (Int)

Intelligence is a measure of reasoning, memory, and quick thinking. Your Intelligence score applies to the following:
* Your number of known skills at 1st level.
* Craft, Disable Device, Knowledge, and Search checks.
* Intelligence checks to solve problems using sheer brainpower when a specific skill doesn't apply.

### Wisdom (Wis)

While Intelligence measures reasoning, Wisdom is a measure of awareness, common sense, intuition, and strength of will. Your Wisdom score applies to the following:
* Will saving throws, for resisting attempts to influence you, whether by mundane or supernatural means.
* Concentration, Heal, Notice, Sense Motive, and Survival checks.

* Wisdom checks to resolve matters of intuition when a specific skill doesn't apply.

## Charisma (Cha)

Charisma is a measure of persuasiveness, force of personality, leadership ability, and attractiveness (not necessarily physical). Your Charisma score applies to the following:
* Bluff, Diplomacy, Disguise, Gather Information, Handle Animal, Intimidate, and Perform checks.
* Charisma checks to use force of personality when a specific skill doesn't apply.

## Altering Ability Scores

Over the course of play, your hero's ability scores may change for the following reasons:

* Some effects-including disease and poison-temporarily lower ability scores.
* Characters improve their ability scores permanently as they increase in level.

Whenever an ability score changes, all traits associated with the ability change as well. For example, if you increase your Dexterity, your attack bonus, Dexterity-based skills and Reflex saving throw modifier also increase. Likewise, if your Dexterity bonus decreases, your attack bonus, Dexterity-based skills and Reflex saving throws suffer.

## Debilitated Abilities

There is no limit to how high an ability score can be raised, but there is a limit on how low it can drop. If one of your hero's ability scores drops below -5 for any reason, the score is debilitated. Your hero suffers serious effects, depending on the ability. Debilitated Strength or Dexterity means the hero is helpless and unable to move. Debilitated Constitution means the hero is dying (and suffers a -5 on checks to avoid death). Debilitated Intelligence, Wisdom, or Charisma means the hero is unconscious and incapable of waking until the score is restored to at least -5.

## Nonexistent Abilities

Some things actually lack a basic ability (having no score in it at all, which is not the same as having a debilitated ability). The effect of lacking a particular ability is as follows:

**Strength:** Any creature capable of physically manipulating other objects has a Strength score. A creature with no Strength is incapable of exerting any physical force, either because it has no physical form (like an incorporeal ghost) or simply can't move (like a tree). The creature automatically fails Strength-based checks.
**Dexterity:** Any creature capable of movement has a Dexterity score. A creature with no Dexterity cannot move (like most plants) or take physical actions and automatically fails Dexterity-based checks.
**Constitution:** Any living creature has a Constitution score. A creature with no Constitution has no physical body (like a ghost) or no living metabolism (like an animated statue or other construct). It is immune to effects requiring Fortitude saving throws unless they work on inanimate objects. The creature always fails Constitution-based checks. Creatures with no Constitution do not recover from damage (since they can't make recovery checks). They must be repaired in some fashion. The same is true of objects.
**Intelligence:** Any creature that can think, learn, or remember has an Intelligence score. A creature with no Intelligence is an automaton, operating on simple instinct or pre-programmed instructions. It is immune to all mental effects and automatically fails Intelligence-based checks. Note animals have low Intelligence scores (usually -4), but they do have Intelligence.
**Wisdom:** Any creature aware of its environment has a Wisdom score. Anything with no Wisdom also has no Charisma. It is an inanimate object, not a creature. Objects are immune to mind-influencing e.ects and automatically fail Wisdom-based checks.
**Charisma:** Any creature capable of interacting with others has a Charisma score. Creatures without Charisma cannot interact, are immune to interaction checks, and automatically fail Charisma-based checks.

Inanimate objects have no abilities other than their Toughness score. Animate but nonliving beings, like undead, have Strength and Dexterity. They might have Wisdom and Charisma, if they are aware of their environment and capable of interaction. They might have Intelligence, if they are capable of thought, but they never have Constitution, since they are not alive.

# Races

Phydea is home to hundreds of different races. Some races are native and have lived here for thousands of years. Though the links between Phydea and the astral and outer planes are very limited, the connections with the inner and ethereal planes are quite potent, and numerous races from those planes and others have made their way to Phydea over the centuries.

The races listed in this section are divided into three categories; core races, special races, and optional races. The core races are the humans, bardha, daktyloi and soricids. These races are available for play with no level adjustment necessary. Special races, such as elemental nymphs and ghost soricid, are available but have a level adjustment penalty added to reflect their greater power. Optional races, such as centaurs, satyrs and the like, are only allowed as characters with the permission of the GM.

## Languages

Though there are many different dialects across Phydea, for simplicity's sake once a character has learned a regional language he can speak and understand the various dialects in that region. The principle languages are; Common (the simplified trade tongue), Nisani, Mantovani, Tanisani, Mwandishi, Albani, Scythian, Colchian, Soricid, Daktyloi and Sylvan. Other minor languages exist, but are usually restricted to a specific race and are not widely used. In general, Common is known by most civilized peoples, and Sylvan is known by most creatures dwelling in the wilds.

A character's race and region determines his automatic and bonus languages. Normally, a character's bonus languages will come from the region the character lives in, and sometimes neighboring regions as well.

## Regions

Each race description gives the primary regions or strongholds of the race. Characters can choose one of these regions as their home region or they can choose from elsewhere in Phydea. The information given in this section helps you construct a character, but does not directly affect your character's starting feats or equipment.

## Humans

Of all the races found in Phydea, humans have been the most successful at conquering and taming the land and its inhabitants. Humans can be found almost anywhere in Phydea, in deserts, forests, jungles, plains, tundra and even remote islands. As a rule, humans are proud, bold and prone to violence. They represent all at once every virtue and vice that are known. To the other races, humans are seen as an annoyance at best, or a threat at worst. Human relations with other races are very chaotic and change from region to region, even from settlement to settlement, across the length and breadth of Phydea. Over the past few centuries human expansion into new territory has all but halted due to natural challenges, the most formidable of which are the vast blue waters of the ocean and the terrors of Manta.

Humans can be found almost anywhere in Phydea. The human cultures designed for play here are the Nisani (*Greek*), Albani (*Dacian/Thracian*), Trypillian (*Moldovan*), Scythian (*Ukrainian*), Circassian (*Caucasian*), Colchian (*Georgian*), Tanisani (*Egyptian*), Mwandishi (*Central & East African*), and Mantovani (*Etruscan*). Decide what character class you wish to play and pick a region listed in the class description, or browse through the Geography chapter for a region that seems appropriate to your character.

**Size:** Medium
**Speed:** 30 feet.
**Bonus skill:** 1 bonus skill at 1st level.
**Bonus feat:** 1 bonus feat at first level.

## Bardha

The bardha are an ancient race that has dwelt in Phydea for centuries. They are human-like in appearance, although their skin is a light coffee color and is flecked with gold. Their features are a bit more rounded than humans, but they are quite trim and often muscular. They live in semi-mobile "camps" and travel extensively through Nisoi and Alba. Some of them are rumored to have even penetrated deep within western Macea, as they have been seen in Mantova also. The bardha are a mysterious and powerful race, inspiring awe and wonder wherever they live. Bardha are a capricious, fickle, and fun-loving race. Their daily existence is so fraught with peril (from raiders and other terrors) that they take every free opportunity to enjoy life to the fullest. Apart from humans, bardhan adventurers are the most common in Phydea. Bardhans love adventure and wealth, and are frequently found in adventuring entourages.

The bardha are human-sized, although they are typically smaller than most humans, averaging about 4 ½ ft. tall and weighing between 100 and 120 lbs. There are no differences between the heights and weights of males and females. Bardha may live to be as old as 150 years. Bardha typically shave themselves bare, and adorn their bodies with non-permanent tattoos (made of henna). They are fond of elaborate and colorful clothing.

The bardha are seen as wanderers and vagabonds by most other races, and are consequently unfairly stereotyped as a race of nothing more than thieves, beggars and tramps. They get along best with those who live near their scattered, permanent settlements… mostly soricids, daktyloi, and Nisani and Albani humans. However, those who have only seen Bardha when they are passing through tend to have more negative prejudices towards them.

The bardhan homeland of Bukura is ruggedly mountainous and heavily forested. They live in small communities of a few hundred, and these settlements are usually fairly compact in size. The bardha practice some small-scale farming, but are mostly herdsmen. They are also involved in mining. Bardha are largely not very religious (although they are extremely superstitious). The patron of their race is the nature goddess Bukura e dheut, though Bardha may worship any deity they please. They speak their own language, which seems simplistic and brief to other races. The language is utterly foreign to the other tongues in Phydea, and this makes it difficult for other races to learn bardhan (and for bardhans to learn other languages).

Bardha are quite fond of adventuring, for every imaginable reason. Their most common class is that of Expert. The ancestral home of the bardha is Taprobane, although they left that region in a great exodus many years ago. Now the bardha are widespread all over Macea, but are most common in the region of Bukura.

**Abilities:** +2 Dexterity, -2 Intelligence
**Size:** Medium
**Speed:** 30 feet.
**Skills:** +2 racial bonus on Acrobatics and Stealth checks.
**Attacks:** Unarmed combat training is an integral part of life as a bardha, much moreso than for other races, resulting in +1 dmg. for all unarmed attacks.
**Low-light Vision:** Bardha can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
**Dunami resistance:** When any mind-affecting dunami, such as Mind Reading, is used against a bardha, the bardha gets an automatic +2 to their Will save.

## Daktyloi

The daktyloi are an enigmatic race of master smiths and enchanters. They are fearsome combatants, and generally avoid contact with most other races. Daktyloi come from a very harsh part of Nisoi, and this gives them a rather terse and grim demeanor. They are not totally without joy, but their lives are defined more by their station in daktyloi society rather than by their individual desires. Daktyloi are rarely adventurers, although they may take the path as an extension of their merchant activities… they are prolific traders in the mountains of Oros and Epiru.

Daktyloi average about 6 ft. in height and about 200 lbs. They can live to be 250 years old. They are very muscular, but often thin, and keep their bodies clean-shaven from head to toe. Daktyloi have skin ranging from bronze to jet black and have sloping foreheads. They are a generally handsome, if somewhat menacing race. Daktyloi get along pretty well with Soricids, and they have neutral relationships with the Mantovani and Nisani. Daktyloi generally dislike all other races (they tend to dislike those they don't know or understand).

The daktyloi live throughout the mountains of Oros and Bukura, and also in small mining settlements throughout Phydea. They dwell underground in elaborate caverns and caves near the surface. They are very reverent worshippers, and En is the head of their small pantheon.

Daktyloi speak a strange tongue, sounding a bit like that of the Nisani, but different in style and delivery. Their language is called the "hollow" tongue, as their words seem to emphasize emptiness and space. By far, Daktyloi adventurers tend to be Spellcasters or Warriors. The ancestral home of the daktyloi is Oros, and they are found in large numbers there and in the mountainous regions surrounding it.

**Abilities:** +2 Constitution, -2 Charisma
**Size:** Medium
**Speed:** 30 feet.
**Feat:** Daktyloi have the Imbue Item feat for free.
**Low-light Vision:** Daktyloi can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
**Wild Talent:** All Daktyloi may cast Prestidigitation as either a free wild talent or, if they are a spellcaster, as a free power.

## Soricids

Soricids are widely known for their mastery of dunami and their ability to survive in some of the most hostile environments imaginable. They are only rarely encountered outside of their communities, favoring the company of their own kind to that of strangers. Though they are physically small, it would be a great mistake to assume that they are weak in either body or spirit. Great wisdom and a keen sense of survival allow the Soricid to flourish despite their apparent weaknesses. Soricid are high-strung and move at a quickened pace. They are cautious, quick, smart, and generally friendly. They are cheerful and gregarious, but the females display a bit more disdain towards others, even of their own kind. Soricids are not quick to anger, but insults are never forgotten and are handled accordingly.

Soricids average between 2 and 3 ft. tall and weigh about 25 lbs. They resemble bipedal shrews. They have fine, sleek fur that varies in color (encompassing all natural hues of fur). Their tail is between 6 to 10 in. in length and is hairless. Different tribes tattoo their tails with intricate designs that vary considerably in design and color. They wear functional, simple clothing (or nothing at all if a member of a distant, uncivilized tribe). Soricids are considered mature when they reach 20 yrs. old and can live as long as 200 years. Soricids in general try to be on friendly terms with others, preferring to negotiate disputes without violence. Soricids get along best with other non-evil forest races, like satyrs and dryads. They have cordial relations with the bardha. Soricids are cautious and guarded whenever they encounter humans or daktyloi, and generally stay away from other races. They also have problems when negotiating among themselves. Their society is rather advanced, and every tribe has its own rules and protocol.

Soricids greatly prefer to live in forests, although they can be found most anywhere. The supreme deity worshiped by all Soricid is Xanthippe, creator and protector of the Soricid race, and she is the head of the Soricid's small pantheon of deities. Apart from Xanthippe, they can venerate almost any deity they wish.

Soricids speak their own language and it is very diffi-

cult for others to learn how to speak.  The reason is that they pepper their speech with squeaks, pips, and chirps. Their language is fundamentally humanoid, but at times can sound like the "speech" of birds, mice, and squirrels. The Soricid do have a written language, and it closely resembles the script of Nisoi. Generally, Soricids are cautious and do not court danger or adventure. The ancestral home of the soricid is Xanthippe, although they are found literally all over the world.

**Abilities:** +2 Wisdom, -2 Constitution
**Size:** Small: As small creatures, Soricids gain a +1 size bonus to Reflex saves, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size characters.
**Speed:** 20 feet.
**Skills:** +2 racial bonus on Knowledge (nature) checks.
**Feat:** Soricid have the Animal Empathy and Wildwalk feats for free.
**Low-light Vision:** Soricid can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.

Phydea is a world that is literally saturated with energy from the Ethereal and Inner Planes. Portals, pools, gates; all are found in Phydea in great abundance, their locations ever-shifting due to the inherently chaotic nature of the world. The Gods of Phydea had populated these elemental realms with intelligent races of their own design. Over time, many of those races found their way to Phydea and now populate the skies, the earth, the seas, the forest, and even the heart of fiery volcanoes. There are two categories of elemental races in Phydea; the Elemental Nymphs and the Ghost Soricid.

## Elemental Nymphs

Elemental nymphs are beings with elemental origins, but have for many centuries dwelled in Phydea. The links with their elemental plane of origin are still strong, but not as strong as those maintained by true elementals. Likewise, they are not as confined to their element as most elementals, and thus have much more freedom of movement. On Phydea there are sixteen types of elemental nymphs, one for each element; air (Sylphs), earth (Gnomes), fire (Salamanders) and water (Anereids) elemental nymphs are the most common. The other elemental nymphs are; ash (Koniaid), dust (Paliaid), ice (Rhigiaid), lightning (Astriaid), magma (Potiaid), mineral (Lithiaid), ooze (Deisiaid), radiance (Photiaid), salt (Haliaid), smoke (Kapniaid), steam (Auriaid) and void (Eremiaid). As an aside, other elemental nymphs have been reported but not confirmed. The GM and players are encouraged to be creative. All elemental nymphs have a level adjustment of +1. The ghost soricid have a level adjustment of +2.

## Air Nymph (Sylph)

The sylphs are elemental air nymphs, and they are the most numerous of all the elemental nymphs, although most dwell far above ground and out of sight. Sylphs live among the clouds and on the peaks of the highest mountains. They are mostly encountered alone however, and most only congregate during the spring for mating purposes; sylphs do not mate for life. Sylphs are fun-loving and friendly, sometimes to the point of being overbearing.

Sylphs stand about 6 ft. tall, and weigh about 80 lbs. They have bluish-white skin, and eyes of light blue. Their wings are that of butterflies (female) or moths (male). Sylphs are typically very beautiful, with sharp, angular facial features and thin bodies. They wear light clothing, preferring tunics. Sylphs can live as long as 500 years, never losing their youthful beauty. Sylphs get along well with nearly every race, a fact that has made them popular as mediators and ambassadors between rival states. All Sylphs live among the clouds and on high mountain peaks. Families are rare, as the sylph female raises her young alone, letting them go free when they are only about 10 years old. Sylph children are then raised by elderly Sylphs, who dwell beyond the clouds. The Sylphs venerate Aglaea (goddess of light and splendor) and Papeus (god of the air, competition, good, healing, and strength). Their clergy is strictly divided by gender, With Aglaea being worshiped by female Sylphs, and Papeus by males.

The Sylph language is light and lilting, and spoken in whispered tones. Sylphs name themselves when the reach appropriate age, if they decide to name themselves at all. Their names have no conformity at all, and are often nonsensical.

Like all elemental nymphs, sylphs do not like being separated from their element for prolonged periods. The longer a sylph is away from wide open spaces and fresh air, the more despondent they get; and players of these types of characters should roleplay these circumstances accordingly.

**Abilities:** +1 Dexterity, +1 Charisma, -2 Strength
**Size:** Medium
**Speed:** 30 feet (40ft. flying)
**Low-light Vision:** Sylphs can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
**Dunami resistance:** When any elemental dunami with the "air" descriptor is used against a sylph, the sylph gets an automatic +2 to their Will save.
**Wild Talent:** At 1st level, a sylph gains the ability to cast Beast Speech or Wind Shaping as either a free wild talent or, if they are a spellcaster, as a free dunamis.
**Level Adjustment +1:** Air nymphs are slightly more powerful and gain levels more slowly than most of the other common races of Phydea.

## Ash Nymph (Koniaid)

Cold, introspective and without charm, ash nymphs are as devoid of warmth as ash itself. They are usually thin and drawn in appearance. Their skin is a pale, grayish color that frequently flakes and peels. They might also have eyes that are totally black, feel unusually cold to the touch, or have hair that looks matted and dry. They tend toward drab clothing, usually black or gray in color. Ash nymphs are often found in cold volcanic regions, especially in Laahti. They are very rare, even for nymphs, throughout the rest of Phydea.

Like all elemental nymphs, koniaids do not like being separated from their element for prolonged periods. The longer a koniaid is apart from their element, the more despondent they get; and players of these types of characters should roleplay these circumstances accordingly.

**Abilities:** +1 Intelligence, +1 Wisdom, -2 Charisma
**Size:** Medium
**Speed:** 30 feet
**Low-light Vision:** Koniaids can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
**Dunami resistance:** When any elemental dunami with the "ash" descriptor is used against a koniaid, the koniaid gets an

automatic +2 to their Will save.
**Wild Talent:** At 1st level, a koniaid gains the ability to cast Ash Shaping as either a free wild talent or, if they are a spellcaster, as a free dunamis.
**Level Adjustment +1:** Ash nymphs are slightly more powerful and gain levels more slowly than most of the other common races of Phydea.

## Dust Nymph (Paliaid)

Dust nymphs tend to be morbid and sarcastic. They are pale and gaunt, with hollow cheeks and dark circles beneath their eyes. They usually have at least one or two traits that hint at their ancestry, such as perpetually dry skin or a cloud of dust that clings to them wherever they go. They almost always dress in black, and more often than not they wear funeral garb, even when such dress would be highly inappropriate. Dust nymphs are usually found in and around dry lands, and as such are most frequently found in Araba, Dadosahe, Tanis and the steppes of Scythia.

Like all elemental nymphs, paliaids do not like being separated from their element for prolonged periods. The longer a paliaid is apart from their element, the more despondent they get; and players of these types of characters should roleplay these circumstances accordingly.

**Abilities:** +2 Dexterity, -2 Charisma
**Size:** Medium
**Speed:** 30 feet
**Breathless:** Dust nymphs do not breathe, so they are immune to drowning, suffocation, and attacks that require inhalation (such as some types of poison).
**Dunami resistance:** When any elemental dunami with the "dust" descriptor is used against a paliaid, the paliaid gets an automatic +2 to their Will save.
**Wild Talent:** At 1st level, a paliaid gains the ability to cast Dust Shaping as either a free wild talent or, if they are a spellcaster, as a free dunamis.
**Level Adjustment +1:** Dust nymphs are slightly more powerful and gain levels more slowly than most of the other common races of Phydea.

## Earth Nymph (Gnome)

The Gnomes are elemental earth nymphs, living underground. Gnomes tend to dwell in small communities, and can be found living just below the surface, or miles beneath (but not technically in the Underworld). Gnomes are good-spirited, hearty, and kind to those they trust. They are cautious however, and are not quick to trust a stranger. Gnomes spend their days toiling beneath the surface, mining for stone and precious gems.

Gnomes stand about 3 to 3 ½ ft. tall, and weigh 40 to 45 lbs. They have skin color that ranges from dark brown to light gray. All gnomes appear to be weathered and a bit aged, and males keep long beards as a symbol of manhood. They wear functional, sensible clothing, and all gnomes like hats (particularly peaked ones). Gnomes reach adulthood at age 40, and they can live to be as old as 500 yrs. They get along well with soricids, salamanders, and paliaids. They are neutral to Humans and Sylphs. They despise the daktyloi. All gnomes are subterranean, living in burrows that lie anywhere from just under the surface to deep beneath it. They keep their communities hidden from outsiders. Gnomes sometimes seek employment in human lands as gem cutters, masons, sages, and tutors. The gnomes venerate Apia (goddess of the earth), Ludki (god of knowledge and artifice), and Xanthippe (goddess of burrowing mammals). Apia is the patron of the race, but Ludki is the most frequently worshiped. The gnome language is flowery and a bit wordy, as they rarely are able to stay on topic. Gnomes have a vast vocabulary, and as they are fond of words, their language has many different ways to say the same things. Gnome first names are long and nonsensical, but many have last names (or nicknames) with natural themes like "Earthshaper".

Like all elemental nymphs, gnomes do not like being separated from their element for prolonged periods. The longer a gnome is apart from their element, the more despondent they get; and players of these types of characters should roleplay these circumstances accordingly.

**Abilities:** +2 Constitution, -2 Dexterity
**Size:** Small: As small creatures, gnomes gain a +1 size bonus to Reflex saves, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size characters.
**Speed:** 20 feet.
**Earth Dweller:** Gnomes can breathe normally while surrounded by earth, and they may travel through solid earth at half normal movement rate, at will.
**Darkvision:** Gnomes can see up to 60 feet in absolute darkness, although this vision is only in shades of black and white.
**Dunami resistance:** When any elemental dunami with the "earth" descriptor is used against a gnome, the gnome gets an automatic +2 to their Will save.
**Wild Talent:** At 1st level, a gnome gains the ability to cast Earth Shaping as either a free wild talent or, if they are a spellcaster, as a free dunamis.
**Level Adjustment +1:** Gnomes are slightly more powerful and gain levels more slowly than most of the other common races of Phydea.

## Fire Nymph (Salamander)

The Salamanders are elemental fire nymphs, and can only be found deep within the bowels of the earth and inside volcanoes. Salamanders are the most communal of elemental nymphs, due to their peculiar and sparse habitats. They are also the rarest of all elemental nymphs. Salamanders are flamboyant, passionate, destructive and dangerous. They are the flame that warms, and that which burns to a cinder.

Salamanders stand about 5 ft. tall, and weigh about 100 lbs. They have a humanoid appearance like other elemental nymphs, but their faces are more oval shaped like that of a newt. They have vibrant skin of orange-red, and eyes of white. They have a long, lizard-like tail of blue and white. Salamanders are typically very attractive, if sinister. They prefer leather and metal clothing. The males tend to wear leather and great suits of bronze armor when going into battle. The women tend to like provocative skin-tight leather outfits, often adorned with bronze and

silver metalwork. Salamanders can live as long as 500 years, but after about 100 years their beauty starts to fade as their skin becomes more and more leathery in appearance. Salamanders get along well with the koniads, potiaids, daktyloi and gnomes, as these are the only races they typically deal with. They have an intense hatred for anereids. All Salamanders live beneath the earth or on the slopes of active volcanoes. The Salamanders venerate Perit (goddess of mountains) and Verbti (god of fire, blindness, hearing, and music). The Salamander language crackles like a roaring fire filled with staccato, and often seems more like shouting than speech. Their names are short and abrupt. Few are more than 3 letters long.

Like all elemental nymphs, salamanders do not like being separated from their element for prolonged periods. The longer a salamander is away from heat and flame, the more despondent they get; and players of these types of characters should roleplay these circumstances accordingly.

**Abilities:** +1 Intelligence, +1 Strength, -1 Dexterity, -1 Wisdom
**Size:** Medium
**Speed:** 30 feet.
**Skill:** +2 racial bonus on Craft (leatherworking) and Craft (weaponsmithing) checks.
**Dunami resistance:** When any elemental dunami with the "fire" descriptor is used against a salamander, the salamander gets an automatic +2 to their Will save.
**Wild Talent:** At 1st level, a salamander gains the ability to cast Fire Shaping as either a free wild talent or, if they are a spellcaster, as a free dunamis.
**Level Adjustment +1:** Salamanders are slightly more powerful and gain levels more slowly than most of the other common races of Phydea.

## Ice Nymph (Rhigiaid)

Ice nymphs are cold, emotionless beings. They appear human, but their features are often sharper and more chiseled than normal, and their skin is paler than that of humans. In addition, they have one or two minor supernatural traits that hint at their heritage, such as breath that frosts in even the hottest weather or frost-caked hair. They prefer loose, light clothing in whites and pale blues, even in cool climates. Ice nymphs are normally found in cold, mountainous climates, such as in Laahti and the high mountains of Mantova.

Like all elemental nymphs, rhigiaids do not like being separated from their element for prolonged periods. The longer a rhigiaid is apart from their element, the more despondent they get; and players of these types of characters should roleplay these circumstances accordingly.

**Abilities:** +2 Constitution, -2 Dexterity
**Size:** Medium
**Speed:** 30 feet
**Low-light Vision:** Rhigiaids can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
**Dunami resistance:** When any elemental dunami with the "ice" descriptor is used against a rhigiaid, the rhigiaid gets an automatic +2 to their Will save.
**Wild Talent:** At 1st level, a rhigiaid gains the ability to cast Cold Shaping as either a free wild talent or, if they are a spellcaster, as a free dunamis.
**Level Adjustment +1:** Ice nymphs are slightly more powerful and gain levels more slowly than most of the other common races of Phydea.

## Lightning Nymph (Astriaid)

Quick but prone to scattered whimsy, lightning nymphs are a frenetic race that act as though constantly charged with energy. They are usually tall and thin, having pale skin, and they typically possess traits that mark them as unusual. They might have a bluish glow to their skin or eyes, smell like fresh rain, or have hair that is spiked and stands on end. They tend toward light clothing, with white and blue being the most common colors. Lightning nymphs are usually found in mountainous regions, and are scattered throughout Phydea. They are among the more common types of nymph. They are most commonly found in Asia.

Like all elemental nymphs, astriaids do not like being separated from their element for prolonged periods. The longer a astriaid is apart from their element, the more despondent they get; and players of these types of characters should roleplay these circumstances accordingly.

**Abilities:** +2 Dexterity, -1 Strength, -1 Wisdom
**Size:** Medium
**Speed:** 30 feet
**Low-light Vision:** Astriaids can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
**Dunami resistance:** When any elemental dunami with the "lightning" descriptor is used against a astriaid, the astriaid gets an automatic +2 to their Will save.
**Wild Talent:** At 1st level, a rhigiaid gains the ability to cast Lightning Shaping as either a free wild talent or, if they are a spellcaster, as a free dunamis.
**Level Adjustment +1:** Lightning nymphs are slightly more powerful and gain levels more slowly than most of the other common races of Phydea.

## Magma Nymph (Potiaid)

Ponderous but powerful, magma nymphs combine many of the traits of their earthen and fiery ancestors. They are usually short and stocky. They have dark skin, and they typically possess traits that mark them as unusual. They might have a reddish glow to their skin or eyes, feel unusually hot to the touch, or have hair that ripples like fire. They tend toward simple, utilitarian clothes, which often seem disturbingly close to smoldering. Magma nymphs are often found in areas of volcanic activity, such as the Shattered Sea region between Nisoi and Mantova.

Like all elemental nymphs, potiaids do not like being separated from their element for prolonged periods. The longer a potiaid is apart from their element, the more despondent they get; and players of these types of characters should roleplay these circumstances accordingly.

**Abilities:** +1 Constitution, +1 Strength, -2 Intelligence
**Size:** Medium
**Speed:** 30 feet
**Low-light Vision:** Potiaids can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
**Dunami resistance:** When any elemental dunami with the "magma" descriptor is used against a potiaid, the potiaid gets an automatic +2 to their Will save.
**Wild Talent:** At 1st level, a potiaid gains the ability to cast Magma Shaping as either a free wild talent or, if they are a spellcaster, as a free dunamis.
**Level Adjustment +1:** Magma nymphs are slightly more powerful and gain levels more slowly than most of the other common races of Phydea.

## Mineral Nymph (Lithiaid)

Sharp-tongued, strong and haughty, mineral nymphs are a pretentious race that others often find difficult to be around. They are usually short and stocky, with unusually chiseled and sharp features. Their skin is their most unusual physical feature, being earth-toned in color with flecks of red, blue, green, yellow, or silver. They might also have a slight translucent glow to their skin or eyes, feel unusually cold to the touch, or have hair that looks sharp, brittle and crystalline. They tend toward ostentatious clothing, and have a preference for wearing lots of jewelry. Mineral nymphs are often found in mountainous and subterranean areas all over Phydea. They are most common in the Carpates region of Alba, where they live in great numbers.

Like all elemental nymphs, lithiaids do not like being separated from their element for prolonged periods. The longer a lithiaid is apart from their element, the more despondent they get; and players of these types of characters should roleplay these circumstances accordingly.

**Abilities:** +2 Charisma, -2 Intelligence
**Size:** Medium
**Speed:** 30 feet
**Darkvision:** Lithiaids can see up to 60 feet in absolute darkness, although this vision is only in shades of black and white.
**Dunami resistance:** When any elemental dunami with the "mineral" descriptor is used against a lithiaid, the lithiaid gets an automatic +2 to their Will save.
**Wild Talent:** At 1st level, a lithiaid gains the ability to cast Mineral Shaping as either a free wild talent or, if they are a spellcaster, as a free dunamis.
**Level Adjustment +1:** Mineral nymphs are slightly more powerful and gain levels more slowly than most of the other common races of Phydea.

## Ooze Nymph (Deisiaid)

Ooze nymphs are often repulsive and slimy (both physically and in personality). They are usually heavyset, with flabby bodies and sallow skin. Most exhibit a small number of traits that hint at their ancestry, such as greasy skin or unusually flexible limbs. They wear dark earth tones, and their clothing is often soiled and foul smelling. They are, on a whole, utterly revolting. Ooze nymphs are found in muddy and swampy areas, particularly in Manta, although they are found scattered throughout the world.

Like all elemental nymphs, deisiaids do not like being separated from their element for prolonged periods. The longer a deisiaid is apart from their element, the more despondent they get; and players of these types of characters should roleplay these circumstances accordingly.

**Abilities:** +2 Constitution, -2 Charisma
**Size:** Medium
**Speed:** 30 feet
**Darkvision:** Deisiaids can see up to 60 feet in absolute darkness, although this vision is only in shades of black and white.
**Dunami resistance:** When any elemental dunami with the "ooze" descriptor is used against a deisiaid, the deisiaid gets an automatic +2 to their Will save.
**Wild Talent:** At 1st level, a deisiaid gains the ability to cast Ooze Shaping as either a free wild talent or, if they are a spellcaster, as a free dunamis.
**Level Adjustment +1:** Ooze nymphs are slightly more powerful and gain levels more slowly than most of the other common races of Phydea.

## Radiance Nymph (Photiaid)

Ostentatious, proud and usually strikingly beautiful, radiant nymphs are unforgettable to all who run across them. They are usually tall and thin, with sharp features and limbs that appear longer than normal. Their skin is their most unusual physical feature, being a pale white and having a luminescent quality similar to mother-of-pearl. They might also have a bright glow to their skin or eyes, feel unusually hot to the touch, or have hair that shimmers or gives off flashes of brilliance. They tend toward very flamboyant clothing, even more so than mineral nymphs, and indeed this is one trait that gives them away almost immediately. Radiance nymphs are quite common in Phydea (for nymphs), but they are most common in Araba.

Like all elemental nymphs, photiaids do not like being separated from their element for prolonged periods. The longer a photiaid is apart from their element, the more despondent they get; and players of these types of characters should roleplay these circumstances accordingly.

**Abilities:** +1 Charisma, +1 Intelligence, -2 Strength
**Size:** Medium
**Speed:** 30 feet
**Low-light Vision:** Photiaids can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
**Dunami resistance:** When any elemental dunami with the "radiance" descriptor is used against a photiaid, the photiaid gets an automatic +2 to their Will save.
**Wild Talent:** At 1st level, a photiaid gains the ability to cast Light Shaping as either a free wild talent or, if they are a spellcaster, as a free dunamis.
**Level Adjustment +1:** Radiance nymphs are slightly more

powerful and gain levels more slowly than most of the other common races of Phydea.

## Salt Nymph (Haliaid)

Salt nymphs are dry and serious, having little room for joy or empathy. They are usually very thin, and many are desiccated in appearance and are sometimes mistaken for undead. Most exhibit a small number of traits that hint at their ancestry, such as dry and salty skin or causing those around them to feel constant thirst. They wear tight clothing, which accentuates their already-thin bodies. Though not all of them are evil, nearly every one of them is unpleasant to be around. Salt nymphs are found in areas of intense dryness, particularly where there are salt flats and salt lakes. Araba is where most of those kinds of natural features are found, though salt nymphs sometimes live in coastal saltwater settlements all over Phydea.

Like all elemental nymphs, haliaids do not like being separated from their element for prolonged periods. The longer a haliaid is apart from their element, the more despondent they get; and players of these types of characters should roleplay these circumstances accordingly.

**Abilities:** +2 Constitution, -2 Charisma
**Size:** Medium
**Speed:** 30 feet
**Darkvision:** Haliaids can see up to 60 feet in absolute darkness, although this vision is only in shades of black and white.
**Dunami resistance:** When any elemental dunami with the "salt" descriptor is used against a haliaid, the haliaid gets an automatic +2 to their Will save.
**Wild Talent:** At 1st level, a haliaid gains the ability to cast Salt Shaping as either a free wild talent or, if they are a spellcaster, as a free dunamis.
**Level Adjustment +1:** Salt nymphs are slightly more powerful and gain levels more slowly than most of the other common races of Phydea.

## Smoke Nymph (Kapniaid)

Smoke nymphs seem crude and lazy. Kapniaids are tall and lanky, reflecting their heritage of air and fire. They tend to have dark skin and hair, and like other elemental nymphs have one or two unusual traits, such as hair that billows like clouds of smoke or the faint whiff of something burning clinging to them. They prefer loose clothing in dark colors and heavy fabrics. Smoke nymphs are found in areas of volcanic activity and intense heat, such as the islands of the Shattered Sea region, Araba, and Dadosahe.

Like all elemental nymphs, kapniaids do not like being separated from their element for prolonged periods. The longer a kapniaid is apart from their element, the more despondent they get; and players of these types of characters should roleplay these circumstances accordingly.

**Abilities:** +1 Dexterity, +1 Intelligence, -2 Charisma
**Size:** Medium
**Speed:** 30 feet
**Clear Vision:** Kapniaids can see perfectly through clouds, fog, smoke and steam.
**Dunami resistance:** When any elemental dunami with the "smoke" descriptor is used against a kapniaid, the kapniaid gets an automatic +2 to their Will save.
**Wild Talent:** At 1st level, a kapniaid gains the ability to cast Smoke Shaping as either a free wild talent or, if they are a spellcaster, as a free dunamis.
**Level Adjustment +1:** Smoke nymphs are slightly more powerful and gain levels more slowly than most of the other common races of Phydea.

## Steam Nymph (Auriaid)

Bossy and egotistical, steam nymphs often see themselves as inherently superior to other creatures, including other nymphs. Steam nymphs are usually tall and slim, and often weigh less than their appearance suggests. Like other nymphs, they have one or two unusual traits, such as wisps of mist constantly clinging to them or a gray tone to their skin or hair. Their clothing is usually loose, flowing and gauzy. Steam nymphs are found in intensely humid areas, such as jungles and swamps like those found in Mauria, Monomotapa, and Manta.

Like all elemental nymphs, auriaids do not like being separated from their element for prolonged periods. The longer a auriaid is apart from their element, the more despondent they get; and players of these types of characters should roleplay these circumstances accordingly.

**Abilities:** +1 Dexterity, +1 Intelligence, -2 Charisma
**Size:** Medium
**Speed:** 30 feet
**Clear Vision:** Auriaids can see perfectly through clouds, fog, smoke and steam.
**Dunami resistance:** When any elemental dunami with the "steam" descriptor is used against an auriaid, the auriaid gets an automatic +2 to their Will save.
**Wild Talent:** At 1st level, an auriaid gains the ability to cast Steam Shaping as either a free wild talent or, if they are a spellcaster, as a free dunamis.
**Level Adjustment +1:** Steam nymphs are slightly more powerful and gain levels more slowly than most of the other common races of Phydea.

## Void Nymph (Eremiaid)

Void nymphs are distant and contemplative, and often are also manipulative and scheming. Their body types vary considerably, but most are human-sized and of average height and weight. Most exhibit a small number of traits that hint at their ancestry, such as dark and cold skin, or causing shortness of breath in those close to them. Some also can cause small fires (candle strength) to extinguish simply by being near them, with the flames of larger fires being drawn towards them (these are involuntary). They wear dark clothing, preferring black over all other colors. Void nymphs can be found anywhere in Phydea, but are most commonly found underground and at very high altitudes. They are particularly numerous in Asia.

Like all elemental nymphs, eremiaids do not like being separated from their element for prolonged periods. The longer an eremiaid is apart from their element, the more despondent they get; and players of these types of characters should

roleplay these circumstances accordingly.

**Abilities:** +2 Constitution, -2 Charisma
**Size:** Medium
**Speed:** 30 feet
**Darkvision:** Eremiaids can see up to 60 feet in absolute darkness, although this vision is only in shades of black and white.
**Dunami resistance:** When any elemental dunami with the "void" descriptor is used against an eremiaid, the eremiaid gets an automatic +2 to their Will save.
**Wild Talent:** At 1st level, an eremiaid gains the ability to cast Void Shaping as either a free wild talent or, if they are a spellcaster, as a free dunamis.
**Level Adjustment +1:** Void nymphs are slightly more powerful and gain levels more slowly than most of the other common races of Phydea.

## Water Nymph (Anereid)

The Anereids are elemental water nymphs, and everywhere there is a significant body of water, be it a river, lake, sea, or ocean, there will be Anereids. Anereids form great aquatic "cities" in oceans, seas, and large lakes. Those living in smaller bodies of water may number only a few families. The Anereid race is divided between several subraces, although they have no substantial differences other than habitat. They are; Pegaiads (natural springs), Eleionomaiads (marshes), Limnaiads (lakes), Potamaiads (rivers), Naiads (fresh water), Oceanaiads (salt water), and Nisse (underground streams and lakes). Again, these are really only differences in name only, as they are all Anereids. Anereids are capricious and fickle, sometimes playful, and often times destructive and dangerous.

Anereids stand about 4 ft. tall, and weigh about 50 lbs. They typically have blue-green skin, and eyes of deep blue. Anereids are typically very beautiful, whether male or female. They wear light clothing, usually just enough to cover their private areas. Anereids can live as long as 500 years, never losing their youthful beauty. All Anereids are aquatic. Though they are capable of travelling by land, they prefer not to do so if possible. Anereids venerate many water deities, but above all they worship Bendis. The Anereid language is smooth and flowing, and is one of the most beautiful sounding languages in the world. Anereid names tend to be long, and full of syllables. The effect is a name that sounds as though it is rising and falling, like waves. A popular example is the female name Anariamonotoa, which is also the name of the Anereid queen.

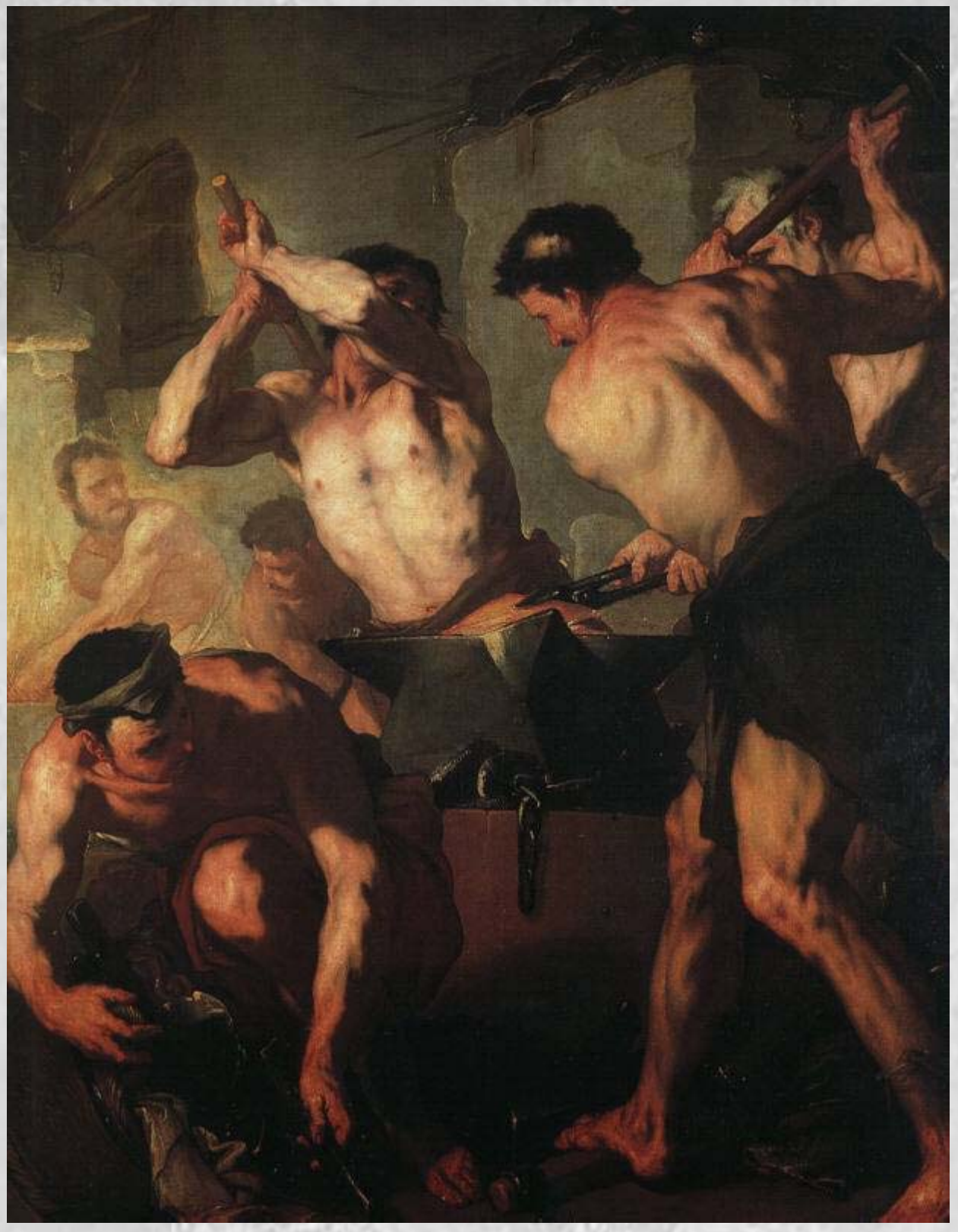
Like all elemental nymphs, Anereids do not like being separated from their element for prolonged periods. The longer an anereid is apart from the water, the more despondent they get; and players of these types of characters should roleplay these circumstances accordingly.

**Abilities:** +2 Charisma, -2 Strength
**Size:** Medium
**Speed:** 30 feet (40ft. swimming)
**Water Dweller:** Anereids can breathe normally while underwater.
**Darkvision:** Anareids can see up to 60 feet in absolute darkness, although this vision is only in shades of black and white.
**Dunami resistance:** When any elemental dunami with the "water" descriptor is used against an anereid, the anereid gets an automatic +2 to their Will save.
**Wild Talent:** At 1st level, an anereid gains the ability to cast Water Shaping as either a free wild talent or, if they are a spellcaster, as a free dunamis.
**Level Adjustment +1:** Anereids are slightly more powerful and gain levels more slowly than most of the other common races of Phydea.

## Ghost Soricid

Ghost soricid are a subrace of soricid that dwells between the ethereal and prime material planes of existence. They live in only the deepest forests of Phydea, and generally shun contact with other races. Their fur is pale gray in color. It glows with a pale white light in the darkness, and this leads some to believe they are ghosts, hence their name. The eyes of ghost soricid are their most striking feature; they are like twin mirrors lacking white, iris and pupil. They dress in light, flowing clothes, and make no attempt to camouflage themselves despite their luminescence. Ghost soricid are most common in the heart of deep forests, and they are particularly numerous in the heavily forested portions of Alba (in particular, the settlement of Novaci in Oltenaea).

**Abilities:** +2 Dexterity, -2 Constitution
**Size:** Small: As small creatures, Ghost soricids gain a +1 size bonus to Reflex saves, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but they must use smaller weapons than humans use, and their lifting and carrying limits are three-quarters of those of Medium-size characters.
**Speed:** 20 feet.
**Skills:** +2 racial bonus on Knowledge (ethereal plane) and Notice checks.
**Feat:** Ghost soricid have the Wildwalk feat for free.
**Low-light Vision:** Ghost soricids can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
**Luminescence:** A ghost soricid glows with the brightness of a candle in the dark (5ft. radius of light). He can suppress this at will as a free action but must make a DC 10 Concentration check as a free action each round to maintain the suppression.
**Slip Bonds:** Upon taking 10 on an Escape Artist check, a ghost soricid can slip any kind of non-magical bonds. This does not apply to magical bonds, tight spaces or grapples.
**Dunami resistance:** Ghost soricid get a +2 to their Will save against all ethereal dunami as well as attacks by noncorporeal creatures, such as ghosts.
**Wild Talent:** At 1st level, a ghost soricid gains the ability to cast Ethereal Shaping as either a free wild talent or, if they are a spellcaster, as a free dunamis.
**Level Adjustment +2:** Ghost soricids are slightly more powerful and gain levels more slowly than most of the other common races of Phydea.



# Roles

## Roles

Heroes come in different types and from many walks of life. Your hero's role is the part he or she plays in the game. A role is like a character's part in a story; stories have different sorts of heroes, from brave and skilled warriors to cunning diplomats to wise wielders of the supernatural arts. The role you choose for your hero affects the other choices you make, including your hero's skills and feats. Still, roles are broad enough to allow plenty of freedom of choice in creating your hero. There are three roles, in addition to heroes with mixed, or multiple, roles. The roles are:

**Expert:** Someone experienced in a wide range of skills.
**Spellcaster:** Someone with a keen intellect and usually a talent for the supernatural powers.
**Warrior:** Someone with unmatched skill at arms and training in many forms of combat.
**Mixed-Role Heroes:** Heroes start out with only one role at 1st level; however, as your hero advances in level, you may choose levels in other roles, creating a mixed-role hero. This mixing of roles gives a hero a wider range of abilities at the cost of slowing advancement in any one role. For example, a 1st-level warrior attaining 2nd level might choose to take the 1st level in spellcaster instead of a 2nd level in warrior. The hero is now a 1st-level warrior/1st-level spellcaster, but still a 2nd-level character. The character's combat abilities are less than those of a 2nd-level warrior, but the character now has the abilities of a 1st-level spellcaster.

## Level-Dependent Benefits

Heroes improve in experience and power by advancing in level. This represents the progress of a hero's career during a long series, from novice to seasoned expert. As heroes advance in level, they gain additional bonuses and access to more skills and feats, improving and expanding their capabilities. After 1st level, heroes also get the opportunity to begin mixing roles to further expand their options and capabilities. Certain benefits are based on a hero's overall level, regardless of role.

**Skill Rank:** This lists the rank a hero has in any known skill. The rank is equal to the hero's level + 3. This is also the hero's rank in any known supernatural powers.
**Ability Increase:** Upon gaining any level divisible by six (6th, 12th, and 18th), heroes can increase an ability score by 1. You choose which ability you want to improve, and the improvement is permanent. You can increase the same ability more than once or a different one each time. You can increase an ability score above +5 in this way.
**Conviction:** Heroes start out with 3 points of Conviction at 1st level and gain a point of Conviction every two levels thereafter (3rd, 5th, and so on). The number indicated at each level is a hero's maximum Conviction points at that level.
**Feats:** Your hero gets a certain number of starting feats at 1st level (determined by role), plus an additional feat for each level beyond 1st. You choose feats from among those available to your hero's role(s).

| Level | Skill Rank | Ability Increase | Conviction | Feats |
|---|---|---|---|---|
| 1 | 4 | - | 3 | * |
| 2 | 5 | - | 3 | 1 |
| 3 | 6 | - | 4 | 1 |
| 4 | 7 | - | 4 | 1 |
| 5 | 8 | - | 5 | 1 |
| 6 | 9 | 1st | 5 | 1 |
| 7 | 10 | - | 6 | 1 |
| 8 | 11 | - | 6 | 1 |
| 9 | 12 | - | 7 | 1 |
| 10 | 13 | - | 7 | 1 |
| 11 | 14 | - | 8 | 1 |
| 12 | 15 | 2nd | 8 | 1 |
| 13 | 16 | - | 9 | 1 |
| 14 | 17 | - | 9 | 1 |
| 15 | 18 | - | 10 | 1 |
| 16 | 19 | - | 10 | 1 |
| 17 | 20 | - | 11 | 1 |
| 18 | 21 | 3rd | 11 | 1 |
| 19 | 22 | - | 12 | 1 |
| 20 | 23 | - | 12 | 1 |

## Role Descriptions

The following sections describe the three roles in detail. Each provides an overall view of the role, the role's traits in game terms, and examples of different types of heroes who fit that particular role (called Paths). The role's traits are organized as follows:

**Abilities:** What ability scores are most important to the role and why? While you can certainly choose your hero's abilities as you wish, you might want to keep these important abilities in mind, if you want your hero to be effective in the chosen role.
**Skills:** The number of skills you choose for a hero of that role at 1st level. You apply your hero's Intelligence modifier to this number, but it cannot be lower than 1, no matter how low a hero's Intelligence might be.
**Feats:** The feats a hero starts with at 1st level. Each role allows you to choose some or all of these feats from lists of feats available to characters of that role.

Each role has a table indicating the role's other game abil-

ities, all based on level:

**Combat:** A role's base combat bonus measures skill in all forms of combat. It is used as the basis for a hero's attack rolls in fights, modified by Dexterity. It is also used as the basis for a hero's Defense score, which is the Difficulty to strike that hero in combat. It is modified by the hero's Dexterity for dodging attacks, and Strength for parrying them.
**Save Bonuses:** Roles have three save bonuses, measuring the ability to avoid certain kinds of harm when they make saving throws. The bonuses are improvements to Fortitude, Reflex, and Will saves. Toughness saving throws do not improve by level, although some feats improve them.
**Reputation:** Every hero has a reputation score based on role and level.

## Expert

Experts range from diplomats and nobles to traveling bards and storytellers, from merchants with an eye for profit to cunning thieves with an eye for an easy mark. Some experts choose to focus on the ability to handle any social situation, while others emphasize physical skills allowing them to avoid unwanted entanglements, including with the law. Adventuring experts tend to combine a measure of physical and social skill. They have to be able to endure long journeys yet be ready to negotiate with various parties when they reach the journey's end. Experts essentially handle everything spellcasters and warriors do not.

## Expert Traits

Experts have the following traits:
**Abilities:** Agility is the name of the game for experts, both physical agility (represented by Dexterity) and social agility (represented by Charisma), with a bit of mental agility (represented by Intelligence) thrown in for good measure. Nimble experts are often trained in skills like Acrobatics and Ride, while the personable and charming ones focus on interaction skills like Bluff and Diplomacy. Wisdom is useful to experts in avoiding danger, from traps to deception, and keen Intelligence can help an expert go far (and pick up a few extra useful skills).
**Saving Throws:** Experts vary in their Fortitude, Reflex, and Will save bonuses. Choose two of these three to be good saves and one to be normal, consulting the appropriate column on the table. For example, your expert's Fortitude save might be normal, while her Reflex and Will saves are good. At 1st level, her base Fortitude save bonus would be +0, while her base Reflex and Wills saves would be +2.
**Skills:** Choose 6 + Intelligence score (minimum of 1).
**Feats:** Choose 4 from Expert or General.

## Expert Paths

The following paths show the varied possibilities for tailoring your expert to the Phydea Campaign Setting. All of these paths are optional, but players are encouraged to use them. Note that none of these paths grant the character any specific skills, feats, dunamis or equipment. The player must equip the character path as appropriate. A few of these paths are specific to a particular race or region, listed next to the path name.

| Level | Combat | Good Saves | Normal Saves | Reputation |
|---|---|---|---|---|
| 1 | +0 | +2 | +0 | +1 |
| 2 | +1 | +3 | +0 | +1 |
| 3 | +2 | +3 | +1 | +1 |
| 4 | +3 | +4 | +1 | +2 |
| 5 | +3 | +4 | +1 | +2 |
| 6 | +4 | +5 | +2 | +2 |
| 7 | +5 | +5 | +2 | +2 |
| 8 | +6 | +6 | +2 | +3 |
| 9 | +6 | +6 | +3 | +3 |
| 10 | +7 | +7 | +3 | +3 |
| 11 | +8 | +7 | +3 | +3 |
| 12 | +9 | +8 | +4 | +4 |
| 13 | +9 | +8 | +4 | +4 |
| 14 | +10 | +9 | +4 | +4 |
| 15 | +11 | +9 | +5 | +4 |
| 16 | +12 | +10 | +5 | +5 |
| 17 | +12 | +10 | +5 | +5 |
| 18 | +13 | +11 | +6 | +5 |
| 19 | +14 | +11 | +6 | +5 |
| 20 | +15 | +12 | +6 | +6 |

**Ainigma**
The ainigma is a traveling riddle master, story teller, and collector of odd lore and treasure. Riddles, rhymes, and puzzles are the medium of the ainigma. These characters look upon life as an intricate and challenging puzzle to be solved. They are very intelligent and studious of their surroundings and make natural adventurers, enjoying the unpredictable thrill of travel as much as anything else.

**Akrobates**
The martial and performing arts have been intertwined for centuries. The graceful movements and lightning-fast flourishes of most martial arts styles are easily adapted to the stage and very appropriate for the myriad plays and operas celebrating the exploits of legendary heroes. Many akrobates are members of opera troupes that specialize in the performance of these legends, trained in arts that blend acting, dance and martial skill equally.

**Alazon**
The alazon is a charlatan. They are masters at manipulating people. Using an often high intelligence and charisma, alazon prey upon the foolish, overconfident, and greedy people around them. Alazon often seem bold and boisterous, but they always maintain self-control. The profession of swindling others and making them feel good about it is an age-old practice and none are better at it than alazon.

**Archaeologeo**
The archaeologeo is a hunter of treasure, either for the sake of preservation or other less noble reasons. Their role in life is to retrieve things from dangerous places, and thus their skills and equipment are geared towards this end. The archaeologeo uses all his classes' skills to retrieve items from wherev-

er they lie, even deep beneath the earth, and they are natural adventurers. Of course, those treasure hunters who do so for profit are often at odds with those who have more scientific or cultural goals in mind.

**Athleo**
Professional athletes (in Mantova and Nisoi *everyone* is an amateur athlete) are highly-trained in all of the major athletic pursuits; boxing, running, long-jumping, wrestling, javelin-throwing, archery, swimming, and charioteering. Though there are professionals who specialize in one athletic pursuit (boxers, for example), they are the exception, not the norm. Most athletes are effectively retired around age 30, and many of these choose careers as adventurers or mercenaries after retirement. Seeing as they are all physically fit and seek fame, adventuring has a great deal of appeal to athletes.

**Auletris**
One of the few opportunities for adventure for women (especially in Nisoi and Mantova), flute girls are half female bard/half escort for wealthy bachelors. The flute girl is not a prostitute, although some might use their physical charms to get their way. Flute girls are often very intelligent and cunning, and frequently double as spies. Rarely, they may even be assassins.

**Balakleptes**
This is probably the most common sort of thief; the pickpocket or shoplifter who engages in small-time larceny, usually at a level of meager subsistence. He often supplements his income by working as an informant for the powerful figures of the underworld (or anyone else who's willing to pay).

**Bardos**
The bardos is the consummate performer, combining musical ability with singing, story-telling, writing and other skills. Though most are primarily musicians, their talents are in great demand anywhere that people are looking for entertainment, from the taverns of the largest cities to the desolate campsite of an adventuring party. Unlike actors, who tend to stay in certain cities and areas, bardos are most often great travelers.

**Basileus**
Basileus are romantically entranced by the past. They believe in the circular nature of history and relate the lessons of ancient times to the problems of the present to help guide their people along the path to the future. As basileus proceed through life, they record the events of their own times for posterity. Basileus love to relate the lessons of history to those who will listen. Their preoccupation with old tomes, arcane lore, ancient languages, and lost civilizations dominates their lives, when they aren't putting on an oratorical performance.

**Bios**
The natural historian is an adventurer for the sake of knowledge about the natural world. Almost every old feeble sage was once a bios, spending their youth searching out esoteric springs, remote volcanoes, and distant islands. The bios is not satisfied with the facts that the cheetah is faster than all other animals or that the lark sounds this way when it sings, but would know why these things are as they are. The bios will spend hours staring into the heavens or mapping the passage of rivers. The natural world, to the bios, is something magnificent and vast that he must understand completely.

**Brynnae (Soricid)**
The brynnae is a soricid assassin, a ruthless stalker of the wilds. The brynnae is rarely good-aligned, but as most of them are trained to protect soricid communities and their secret knowledge from outsiders, they are held to a moral standard unto themselves. They use special equipment and have a fondness for needles and poison, their most common weapon being that of the blowgun. Ghost soricid may also take this path.

**Daidalos (Minos)**
These experts are craftsmen specializing in flying machines and flight in general. They originated in Minos, and are still largely confined to that region. They are constant tinkerers, always searching for new ideas and trying out new inventions. While many of these inevitably end up in failure, these craftmen are credited with several astonishing inventions in flight, including the hot air balloon and primitive versions of the airplane and helicopter.

**Diadochos**
The gang member is a member of one of the many gangs prevalent in large cities across Phydea. While most gangs are found in Mantova, there are other gangs in cities in Tanis, Nisoi and Asia. Gang members do not commonly adventure outside of cities, though for some they might not have a choice; either leave or die.

**Doreax**
The doreax is a ruthless mercenary, a bounty hunter. He may be found serving the state, capturing criminals and bringing them to justice; or he may serve the shadowy lords of the underworld, avenging the twisted honor found among thieves and criminals. Pursuit of his quarry may take him through a thousand hostile environments, even to alien planes.

**Epsucho**
The epsucho is obsessed with finding and destroying undead, including ghosts, mummies, skeletons, and vampires. Many of them will take up residence in a community with one or more graveyards and will patrol this area, keeping it free of undead. Some however, will travel from town to town, seeking out undead wherever they can. In general, this class lends itself very favorably to adventuring. Epsucho are of two different philosophies, one preferring a warrior-like approach to slaying undead (ie, kill them all head-on) and the other a more scholarly approach. Either way, as undead are hated by all but a few deities, the epsucho often has a patron deity (usually Hades, or the equivalent from other cultures) who will grant them the ability to turn/destroy undead as a supernatural power (of course, this involves taking the Turn Undead feat; the epsucho does not get it for free). This feat is considered a privelege however, and the granting deity expects the epsucho to use it whenever

possible. Though it would be very useful, it is not required for epsucho to take the Turn Undead feat.

**Harpazo**
The harpazo is a bandit, or highwayman, preying on those who travel. Essentially, the harpazo is a pirate of the roadways and trails, and they can be found all over the world. Almost every stretch of road near civilization is claimed by one or more bands of highwaymen, and even the far wilderness may hide the strongholds of robbers. Harpazo must be strong and hardy to withstand the harsh forces of nature, the people who seek their destruction, and even each other.

**Heirakoboskos**
The heirakoboskos is an expert in the handling and training of birds, particularly falcons, birds of prey capable of learning an impressive range of tricks and tasks. In addition to his expertise as a bird trainer, the heirakoboskos excels as a hunter and outdoorsman. The heirakoboskos also trains other avians, often as helpers, companions, or spies. While many heirakoboskos train falcons, some focus on other birds like crows, parrots, and hoopoe… even ostriches or hummingbirds.

**Hudromeus**
Wherever a corrupt or oppressive regime holds power, there's bound to be a hudromeus around, fighting the oppressors and living one step ahead of the law. They're criminals only in a technical sense, as they adhere to a personal code that compels them to wage war against greedy aristocrats and unjust rulers. While the powers-that-be view the hudromeus as a lawless troublemaker, commoners see him as hero, perhaps their best hope against a tyrannical government. The noble outlaw is an ancient forefather of the "Robin Hood" type of character.
Preferred Ability Score: Dexterity

**Iereas**
The ieras, or Phydean priest, seeks to actively worship, and commune with, a particular deity as opposed to the pantheon-wide worship common to most people. Even though the priest is a representative of one deity, they do not discount or ignore the other deities of the pantheon. Iereas come in all types and levels of devotion, spelled out in game terms by their skill and feat selection. In general, sufficiently devoted priests are able to commune directly with their deities, but this often comes at a price; the more a mortal asks of a deity, the more the deity is likely to ask in return.

**Kakodos (Soricid)**
Kakodos keep soricid communities free from rats, giant spiders, centipedes, oozes, ambulatory plants, and other pests. They are experts at setting traps and in eradicating minor animal and monster nuisances. Kakodos are members of the Kakodos Guild, one of the most powerful organizations found among the soricid. Through experience they learn all of the possible entry points into soricid communities, including above and below ground. They use their expertise to rig traps along routes and passages of expected enemy advance to slow and kill invaders. Enemies entering a soricid community, regardless of its size, are likely to find their way beset with deadly traps. As members of an adventuring party, kakodos are most useful to protect the party's camp area and to find and disarm traps set by others.

**Katagrophos**
This character is an explorer and mapmaker who sets out to see the world and wants to return with a good account of his or her adventures. Katagrophos are, by their nature, very interested in the land and its features. They are inclined to take little note of the occupants of those lands, unless tasked to do so. To a katagrophos, a city's setting on a high riverside bluff will seem far more profound than the fact that the guards of that same community have just arrested him or her under suspicion of being a spy or just generally being a stranger.

**Kato**
The kato is a gatherer of information. At the lowest level, he is a common informant, an eavesdropper with his ears open for information. The kato is hired by guilds and governments to infiltrate opponents' buildings and ranks to find vital, secret knowledge. Information is the key to success, whether thieves are preparing for a burglary or a nation is preparing for war, and the kato's role is to provide that information.

**Komikos**
Komikos are known by many names: fools, clowns, jokers, buffoons, etc. Komikos are comedians at heart. They love to have a good time and enjoy sharing their mirth and merriment with others (even when they aren't welcomed). Most people enjoy having a komikos about, as they raise morale, entertain, and make great scapegoats when problems arise. Komikos are flamboyant, outrageous, and ridiculous. They are typically found as playwrights, actors, street performers and court jesters.

**Ophiogenes (Asia)**
These experts are famed snakehandlers from Asia, near Pergamum. They are healers, particularly with regards to poisons, and some of them use their knowledge of poisons for other, more unsavory purposes.

**Oudeteros**
The oudeteros is a friend of all manner of carnivorous beasts, stalking the wilds of Phydea. The oudeteros is almost always a loner, not counting his numerous animal allies, and rarely joins with an adventuring party. One obvious exception would be a woodland adventure, but the oudeteros would most assuredly never be found in a town or city, and getting one to go there would involve a great deal of coaxing. Still, in a wilderness campaign the oudeteros can be an invaluable ally.

**Pharmakis**
From overseeing the village crop, to tending a small herbal garden, the pharmakis is one who has mastered the art of working with plant life. Knowledgeable in all things concerning plants, he is an expert in the natural world. His ability to concoct herbal remedies is highly valued and thus fervently sought.

**Phor**
The phor is someone who smuggles illegal goods from one place to another, usually for folks wishing to avoid taxes or other run-ins with authorities. It's a very dangerous job, as often smugglers have to get past pirates or worse to get the goods where they are going. In fact, phor see their most profitable business in smuggling goods between warring states, a very dangerous type of trade.

**Phuton**
The phuton is a type of urban ranger, as intimately familiar with the alleys and streets of the city as a ranger is in the wilds. They are a true "jack of all trades" class, and no two urbanites are identical. The only thing that binds them together is their unparalleled knowledge of the city and everything in it, a skill they use to further their own ends; sometimes legally, and sometimes not. At their lowest levels, the phuton is a "street rat", often selling himself out as a guide for visitors.
Preferred Ability Score: Charisma

**Presbus**
The ambassador is a native resident of the city he lives in, but a representative of another city or nation with which he has business interests or family ties. Ambassadors hold a position of very high importance and status, and they are expected to do a good job… or face the consequences. Adventuring ambassadors are fairly rare, as it is usually their job to stay in the city they call home. Sometimes however, they are called upon to accompany a group of adventurers either as a formal escort, knowledgeable guide, or undercover agent. In fact, quite a few ambassadors are also spies.

**Scolio (Nisoi)**
These are actors/musicians from Nisoi who specialize in "low" humor and rowdy drinking songs… the most offensive and bawdy performers of Phydea. Cities in Nisoi have a love/hate relationship with scolios, as their ascerbic wit is often aimed at local officials and other public figures.

**Skene**
Skene are actors. Of all the various types of stage performers, the skene put the most time and energy into their craft. They display their talents in plays, skits, and dramatic productions. When a skene isn't acting, he is likely writing scripts or reading for upcoming parts. Most skenes act in and write for a wide variety of roles and tend not to specialize in one form, such as the komikos.

**Sophiste (Nisoi)**
These experts are itinerant teachers from Nisoi, and are adventurers by definition. They travel all over Nisoi and beyond, teaching their knowledge to others for a fee. They frequently team up with a group of adventurers going from place to place if they can, for the protection such a group can provide. Though this is most often a temporary relationship, some sophists take to adventuring for long lengths of time.

**Technites**
The technites is an artificer, craftsman, and trickster; a type of rogue who is as much a prankster as an inventor. They delight in creation, innovation, and performing elaborate pranks. They are often employed for their skills as trap makers and crafters of such novelties as safe boxes and secret doors. They may specialize in the creation of anything that can be crafted, although most of them don not concentrate on one particular craft or skill.

**Thurazo**
The consummate burglar, a thurazo is an expert at breaking and entering the most difficult buildings, bypassing walls, locks, traps and guardians, grabbing the best loot, and escaping unnoticed as stealthily as he arrived. Some examples of more specialized thurazo are the "wall breaker" (a thief who chisels into the walls of homes to burglarize the dwelling), the "second story man" (a cat burglar), and the self-explanatory jewel thief.

**Zeteo**
Zeteo are enforcers of law and order, the people who know the skills of the thief intimately so that they can combat him. Zeteo can play a number of roles. They may be private, their services for sale. Or they may be employed by a government or organization. In each case their skills and activities are similar, but their roles and attitudes may be divergent. A zeteo may be a vigilante, obsessed with uncovering crime wherever it may be hiding, and stopping it. Or he may be the "private eye," a mercenary sort, or retained by an individual or organization, and may be willing to sidestep laws to better serve his client.

## Spellcaster
Spellcasters are able to wield magical energies, called dunami, and control them to create fantastic effects. Spellcasters are known and respected for their power and insight. They're particularly known for their skill with the supernatural. Their supernatural powers range from subtle visions and insight into the psyche to overt manipulations of the physical world. Depending on the manifestation of the supernatural in the setting, spellcasters may be widely known and respected (or feared) for their powers, or operate entirely behind the scenes.

## Spellcaster Traits
Spellcasters have the following traits:
**Abilities:** Mental abilities are usually more important to spellcasters than physical ones. In particular, spellcasters tend to require strong Wisdom and Charisma scores, since many of their powers depend on will and force of personality. Intelligence is nearly as important, given the spellcaster's frequent emphasis on scholarship. Spellcasters also find a healthy Constitution helpful, especially if they plan to exercise their arts in the field rather than in the comfort of a college or academy.
**Skills:** Choose 2 + Intelligence score (minimum of 1).
**Feats:** Choose 4 from General and Supernatural.

## Spellcaster Paths
The following paths show the varied possibilities for tailoring your spellcaster to the Phydea Campaign Setting. All of these paths are optional, but players are encouraged to use them.

Note that none of these paths grant the character any specific skills, feats, dunamis or equipment. A few of these paths are specific to a particular race or region, listed next to the path name. Lastly, some of these paths have restrictions on the type of dunamis a spellcaster may cast. Violating these rules incurs no penalty, but should be discouraged as the entire point of choosing a path is to give a character focus and definition.

| Level | Combat | Fort | Ref | Will | Reputation |
|---|---|---|---|---|---|
| 1 | +0 | +0 | +0 | +2 | +1 |
| 2 | +1 | +0 | +0 | +3 | +1 |
| 3 | +1 | +1 | +1 | +3 | +1 |
| 4 | +2 | +1 | +1 | +4 | +2 |
| 5 | +2 | +1 | +1 | +4 | +2 |
| 6 | +3 | +2 | +2 | +5 | +2 |
| 7 | +3 | +2 | +2 | +5 | +2 |
| 8 | +4 | +2 | +2 | +6 | +3 |
| 9 | +4 | +3 | +3 | +6 | +3 |
| 10 | +5 | +3 | +3 | +7 | +3 |
| 11 | +5 | +3 | +3 | +7 | +3 |
| 12 | +6 | +4 | +4 | +8 | +4 |
| 13 | +6 | +4 | +4 | +8 | +4 |
| 14 | +7 | +4 | +4 | +9 | +4 |
| 15 | +7 | +5 | +5 | +9 | +4 |
| 16 | +8 | +5 | +5 | +10 | +5 |
| 17 | +8 | +5 | +5 | +10 | +5 |
| 18 | +9 | +6 | +6 | +11 | +5 |
| 19 | +9 | +6 | +6 | +11 | +5 |
| 20 | +10 | +6 | +6 | +12 | +6 |

**Abaris (Circassia)**
These spellcasters from Circassia are priests of Apollo. Typical dunami include healing, divinations, "light" dunami, and dunami of invisibility and flight. These priests are expected to uphold the tenets of Apollo, and the god is very mindful of the activities of the abaris.

**Abaskantos**
The abaskantos is the figure to whom kings and lords turn to seek advice. A figure of great power, both magical and political, the abaskantos is a force to be reckoned with. Abaskantoi attach themselves to those of great prominence in society, so it does not always have to be a statesman or politician to whom they ally. In fact, they offer their services to heads of thieves guilds, assassin's guilds, clerical organizations, and so on. They never seize power directly, as they are content to rule from behind the scenes.

**Agathyrsi (Alba, Moesia)**
These are aeroarches, air elementalist spellcasters from southern Alba and Moesia. Many of them are air nymphs, but a fair number are humans. All of them are united in their devotion to Zalmoxis, and their brotherhood has an almost religious air to it. Outwardly they show this devotion by covering their bodies in blue tattoos and by permanently dying their hair blue. As they are not really centralized and do not have anything as permanent as a school of philosophy or monastery to cement their activities, they are not considered to be a philosophical discipline… not yet. While some among them want to establish a school of magic, others are not so inclined to be tied down, not even the slightest bit; such is the fancy of most aeroarches.

**Agriotes**
The agriotes is a type of spellcaster whose dunami seem to spring forth from raw chaos. Some agriotes worship chaotic deities, leading other to believe that is the ultimate source of their power. Not all agriotes are devout however, so some sages think the power of the wild spellcaster comes from the forces of chaos itself, much as the Alsokomeo receives his power from the primal forces of nature. Every time an agriotes casts a dunamis, a d100 roll must be made to determine if the power is affected by the forces of chaos.

**Alkerbeltz (Bardha)**
These spellcasters are a form of bardhani witch, revering black goats. They have covens scattered among the vast territories where the bardha roam, using dunami they categorize as being either "black" or "white." Most covens practice "white" dunami, which is almost entirely made up of divinatory, healing and protective elements. "Black" dunami, in contrast, is all about causing harm and dealing with evil outsiders like demons and such. Black alkerbeltz are even shunned by their own kind.

**Alsokomeo**
The alsokomeo is a spellcaster who uses dunami to transform him in strange and marvelous ways. Alsokomeo are very self-centered, both in their selection of dunami and usually in their temperament as well. Their dunami are only those which can affect them personally, and they are forbidden to cast powers that directly harm or help others.

**Amaurosaos**
The amaurosaos is a spellcaster that specializes in dunami of non-detection, such as invisibility. They often work alone as thieves, assassins or spies, as they are perfectly suited for espionage. Some are more ambitious however, and choose a life of adventuring in order to get into places no one has gone before, such as long-lost temples and well-guarded burial mounds.

**Anaphonos**
The anaphonos is a spellcaster who uses the power of sound and noise to aid his allies and destroy his foes. Anaphonos are often confused for bardos, as they too are usually musicians and/or singers who perform as their primary source of income. The anaphonos is no mere bardos however, as they command sound in ways even the most talented musician could never imagine.

**Arche**
Phydea is a world where the elemental planes manifest themselves strongly, making the arche a powerful and common type of spellcaster. An arche carries the essence of one of the 4 Primal elements in his blood and soul. More rarely, a child of the elements may embody one of the Para or Quasi elements. An arche often gains his power if he is exposed to the primal fury of

an elemental plane, or when subjected to elemental magic. The types of arches are; *Air (Aeroarche), Ash (Koniarche), Dust (Palearche), Earth (Chthonoarche), Fire (Purpharche), Ice (Chearche), Lightning (Astarche), Magma (Phlogarche), Mineral (Daktarche), Ooze (Kekiarche), Radiance (Photoarche), Salt (Halsarche), Smoke (Tupharche), Steam (Aurarche), Void (Kenomarche), & Water (Prestarche)*

**Arimaspaean (Asia)**
These spellcasters are shamans dwelling in Asia. Many, but not all, are priests of Apollo (although all of them attribute Apollo as the patron of their abilities). They are widely hailed as herbalists, and are particularly associated with mushrooms (specifically those of the hallucinogenic variety). Their dunami are divinatory in nature, along with some relating to knowledge, plants and enchantments. As part of their bargain with Apollo, that deity blinds them in one eye (player's choice).

**Arista (Nisoi)**
These spellcasters are the famous "warrior spellcasters" of Imperial Nisoi. Though that empire has long been dead, the arista carry on, working their magic for Oros and Tessa. The arista are basically oracles with a smattering of battlefield-related dunami, good healing dunami, and some knowledge of strategy and tactics. They are considered the royal viziers of Oros' generals.

**Asclepaean (Nisoi)**
These are spellcasters primarily from southern Nisoi, who cast healing dunami and spells regarding snakes. Though they are not priests of Asclepius, they certainly attempt to follow in his image. These spellcasters are generally very peaceful and try to use diplomacy to solve problems. Their snake dunami is very powerful, but used only as a last result. In fact, most folks don't even know they have such dunami and think of them only as healers.

**Baalshem (Araba)**
These spellcasters are shamans among the small hill tribes of western Araba. They are primarily healers and diviners, and they have a philosophy emphasizing peace.

**Betadur (Bardha)**
These spellcasters are masters of the evil eye, and sight dunami in general. Almost all betadur are bardhani, though in rare cases some of the humans and nymphs adopted among those people can be betadur as well.

**Calchas (Asia)**
These spellcasters are seers and military experts, hired to provide advice for professional militaries. They are rare, and originated in Asia.

**Chaldean (Araba)**
These are spellcasters from eastern Araba, specializing in astrology and numerology (both Knowledge skills). Their dunami reflect the heavens (stars, moon, sun, etc…), probability (and luck), and divination. They have a very old set of traditions; in fact they can claim with some accuracy about being members of the oldest spellcasting discipline in Phydea.

**Chloros**
The chloros is a defender of the forest. More than any other class, the chloros is dedicated to the protections and propagation of plant life in all its forms. Adventuring chloros are rare, but those who do exist are marvelous to behold. They tend to take their gardens with them, often bringing several plant creatures, such as animated trees and treants, along on adventures.

**Chumeia**
The chumeia is a spellcaster that uses magic and the knowledge of rudimentary science to produce fantastic effects. Most chumeia spend their days making potions, acids, and other chemicals for practical uses.

**Georgi (Trypillia)**
These are shamans from Trypillia, skilled in healing and nature-based dunami. They are particularly concerned with the seasons, weather and agriculture.

**Hikushasu (Tanis)**
These are a sect of spellcasters living in the desert of western Tanis. Their dunami selection is a mixture of the dust elementalist and the oracle.

**Iunx**
Though enchantment dunami is a staple of most spellcasting classes in Phydea, none are as dedicated to its study as the iunx. The iunx is a master at making things do what they normally would not, everything from animating a broom to sweep on its own to controlling the minds of powerful monsters. The iunx is a fairly common type of spellcaster, and they are very much sought-after due to their penchant for creating magic items.

**Leichen**
Few individuals are as misunderstood and universally reviled as the leichen. The leichen is a phusikos who represents the destructive side of nature; that of death, darkness, and destruction. Leichen are nomadic, and unlike most phusikos, they do not have a home grove and are not part of an order. The leichen's role is that of a cleanser of nature, and he destroys the natural life around him in order to initiate renewal and rebirth. In Phydea, the leichen performs a rather unique role, and they are on the front line of the battle against the ever-expanding Manta.

**Mekon (Kyrena)**
These spellcasters from the coast of Kyrena cast dunami that result in confusion, dementia, sleep, and other forms of stupor. They are almost all drug-addled, having a cult-like reverence for the lotus and poppy, and are persecuted in many cities. Mekon remain high on the effects of drugs all the time, and are always seeking new substances to exploit.

**Oracle**
An oracle is one blessed or cursed with the ability to see the

future. Their amazing gift for determining the patterns of the world's tomorrows keeps them in much demand with the common folk and kings alike.

**Osteonaulaos**
The anatomist is a spellcaster interested in how the body functions and unlocking its secrets. Many of them are healers or sages, reluctant to unleash their considerable magical power. Naturally, not all are so squeamish. The dunami of the anatomist are all about blood, bones, breath and blindness, and they can be a terrible force to be reckoned with.

**Periaptos**
The periaptos, or shaman, is a spellcaster/healer from a barbarian culture. Most periaptos cast dunami through the use of amulets (with the Imbue Item feat). It is through these amulets that the periaptos casts their dunami, and all periaptos carry many of these amulets on themselves. These shamans often hold positions of authority in their cultures and are rather flamboyant individuals, using the non-magical powers of intimidation and charisma to affect the actions of others as much as they use powers. Though not a priest, the periaptos is often very religious, and most make sacrifices akin to that of priests out of a belief that the very gods of their culture infuse their amulets with the power necessary to cast magic.

**Phusikos**
The phusikos, or druid, is a spellcaster who is a member of an ancient philosophical order of spellcasters who use nature dunami. Phusikos inhabit the wilds of Phydea, setting up their groves around places of ancient natural power, including areas rich with raw elemental influences. Groups of phusikos are called "circles", and these circles are often the closest things to order in the wilds; many are the lost travelers who have found shelter and aid at the hands of the phusikos. At its most basic level, the phusikos philosophy is concerned with preserving the natural order, and restraining chaos to a more manageable level. The phusikos is much more than just a spellcaster, they are philosophers of nature.

**Prospoiema**
The illusionist is a spellcaster who uses illusions and deception to further his own ends. In their early days, many of them are performers or "special effects" men for theaters and troups of musicians. At higher levels, they can be found helping to defend cities from attack (through tricks and misdirections) or securing their own power through deception.

**Psucho**
The worlds of the living and the dead are separated by the thinnest of veils. The psucho is a mortal being whose body courses with chill necromantic energy, and can see and dominate the realms of flesh and spirit with equal ease. The psucho possesses immense power over death and is able to summon and bind spirits, speak with the deceased, and create or destroy undead with a word and a gesture.

**Pteraulos**
The pteraulos is a spellcaster who utilizes dunami dealing with flight and creatures that fly. Some of them even design and build flying machines. They often have manic, eccentric personalities.

**Rabshakeh (Araba)**
These are the "warrior spellcasters" of northeastern Araba. Their dunami combine elements of the fire elementalist and the vizier, with the emphasis on the latter. They often accompany the Assyr into battle, making those warriors all the more fearsome with protective dunami, fear dunami, and the occasional fireball.

**Rasputitsa (Galicia, Manta)**
These spellcasters are infamous as being a likely cause for a major problem in Manta… oozes. The rasputitsa are ooze elementalists, dwelling in the seemingly endless swamps, tar pits and mud pools of western Manta and northern Galicia. Almost all of them are utterly. They regularly fan out across Galicia and Scythia to cause havoc, something at which they excel.

**Rhabdos**
Rhabdos are dedicated to the mastery of the quarterstaff, both as a weapon and as a magical item. As they inhabit woodland monasteries, the rhabdos is part spellcaster and part monk (not to mention having a philosophical outlook similar to phusikos), using the staff as a weapon in a martial art called Staff Mastery. They also create and use wands and divining rods.

**Rhombos**
The rhombos is a spellcaster who uses "circle" dunami, by using circular objects like tambourines, drums, magic wheels, whirling darts, and the bull-roarer. Whirling darts are a dart-firing weapon similar to a sling, the bull-roarer is a noise-maker whirled about the head, and the magic wheel is a thatched wheel made of mistletoe in the shape of a circle. The rhombos casts dunami normally, but uses these items in his casting process as non-expendable components.

**Salia (Noricum)**
These are members of a school of salt elementalists on the coast of northwest Noricum. Most of them are salt nymphs, though a few humans (gothini) also are among them. The other people inhabiting this area are standard Gothini. The salia represent the largest concentration of salt elementalists in Phydea, and they receive a fair number of salt elementalist students seeking knowledge.

**Smerd (Manta)**
These spellcasters are a type of witch/shaman from western Manta. Though they have the dunami of a witch, they have the cultural responsibilities of the shaman, holding positions of influence in the scattered settlements of western Manta.

**Thamax**
The thamax lives to foster insectoid and arachnid life wherever it exists. Most low-level thamax work as beekeepers or the like. Some thamax use their abilities to control giant vermin, protecting communities from dangerous creatures (and often the giant vermin themselves). Some non-good aligned thamax use

these creatures to unleash destruction on those they oppose. Thamax are among the more sedentary phusikos, and rarely are found adventuring. They will almost never be found in the company of a vermin slayer, as thamax consider giant vermin as creatures worthy of protection.

**Thelgo**
The thelgo, or witch, is a hedge spellcaster, often a loner, who uses a combination of enchantments, divinations, and transmutative dunami to further her own ends. Most thelgo, but not all, are women. She is a figure who recognizes the powers within nature, but also believes in the governing forces behind it. At times there are thelgo who weave dunami of limitless malevolence, plotting the ruin of the innocent. However, there are equally those who work quietly, doing their best to heal and aid those in need.

**Yeddeoni (Araba)**
This spellcaster is one who is familiar with the dead, and hails from western Araba. Strictly speaking they are "spirit speakers", those who talk to the dead. As such they have a combination of divinatory and necromantic dunami, but have no power whatsoever over the undead or the living.

**Zoroasts (Circassia, Manta)**
These spellcasters are from deep inside Manta and thus not common in lands to the west. The Zoroasts are astrologers and fire elementalists, possessing (in addition to those types of dunami) divination dunami as well. They have established a small temple in Circassia dedicated to their deity (they are monotheists) Ahura Mazda. All of these spellcasters are also priests, and they are very devout.

## Warrior

Flashing blades, clashing shields, and the roar of combat are the life of the warrior. For some it is the safety of their homeland and their loved ones. For others it is religious zeal, wealth, or the simple joy of battle. Warriors include trained and disciplined soldiers, heroic zealots, grizzled hunters, savage mercenaries, and daring pirates. Although they don't command the mysterious powers of spellcasters or the influence of experts, warriors have courage and skill at arms, and for them, it's enough.

## Warrior Traits

Warriors have the following traits:
**Abilities:** Warriors prize physical abilities over mental ones. Strength is important in striking a powerful blow. Dexterity allows warriors to evade attacks and gives them accuracy with ranged weapons. Constitution may be warriors' most important quality, granting them the endurance to sustain long marches and to fight on when others fall due to injury or fatigue.
**Skills:** Choose 2 + Intelligence score (minimum of 1).
**Feats:** Armor Training (light & heavy), Weapon Training, and choose 2 others from General or Martial.

## Warrior Paths

The following paths show the varied possibilities for tailoring your warrior to the Phydea Campaign Setting. All of these paths are optional, but players are encouraged to use them. Note that none of these paths grant the character any specific skills, feats or equipment. A few of these paths are specific to a particular race or region, listed next to the path name.

| Level | Combat | Fort | Ref | Will | Reputation |
|---|---|---|---|---|---|
| 1 | +0 | +2 | +0 | +0 | +0 |
| 2 | +1 | +3 | +0 | +0 | +0 |
| 3 | +2 | +3 | +1 | +1 | +1 |
| 4 | +3 | +4 | +1 | +1 | +1 |
| 5 | +3 | +4 | +1 | +1 | +1 |
| 6 | +4 | +5 | +2 | +2 | +1 |
| 7 | +5 | +5 | +2 | +2 | +2 |
| 8 | +6 | +6 | +2 | +2 | +2 |
| 9 | +6 | +6 | +3 | +3 | +2 |
| 10 | +7 | +7 | +3 | +3 | +2 |
| 11 | +8 | +7 | +3 | +3 | +3 |
| 12 | +9 | +8 | +4 | +4 | +3 |
| 13 | +9 | +8 | +4 | +4 | +3 |
| 14 | +10 | +9 | +4 | +4 | +3 |
| 15 | +11 | +9 | +5 | +5 | +4 |
| 16 | +12 | +10 | +5 | +5 | +4 |
| 17 | +12 | +10 | +5 | +5 | +4 |
| 18 | +13 | +11 | +6 | +6 | +4 |
| 19 | +14 | +11 | +6 | +6 | +5 |
| 20 | +15 | +12 | +6 | +6 | +5 |

**Aerobates**
The aerobates is a noble warrior of the air. Carried by his airborne mount, he soars through the clouds with the grace of an eagle and the precision of an arrow in flight. He serves as a defender of both the skyways and the earth. Though aerobates make excellent scouts and explorers, they're particularly useful as soldiers. Their flying mounts enable them to move quickly to distant locations, irrespective of rivers, chasms, or other obstacles. In peacetime, an aerobates can take advantage of his bird's-eye view to look for virgin farmland and new trade routes. Typical mounts are griffons, pegasi, giant birds, giant dragonflies, etc. 1st level aerobates start play with their mount of choice, subject to GM approval.

**Agema (Oros)**
These warriors are the elite cavalry of Oros, in Nisoi. They are almost entirely made up of nobility, pulled from all over Nisoi. Unlike the superior Thessaloi cavalry of Tessa, the agema are heavy cavalry, going to battle in bronze plate armor, with their horses similarly barded. While they lack the speed of the thessaloi, they are very skilled and proud.

**Amelov (Araba)**
These are warrior priests from eastern Araba. They are all clad in light armor (or no armor), carry light shields, and are equipped as; spearmen, javelineers, or charioteers (with composite short bows and thrusting spears). Their priestly training shows in

their abilities to heal, but most importantly in trying to call the favor of the gods (in order to heal or call favor, the appropriate feats must be taken).

**Ananoa (Minos)**
These are the famous archers from the island of Minos. They wear no armor, carry a small shield, and wield a short bow and a short sword. The ananoa are light infantry soldiers, reknown for their astounding accuracy. They are often hired as mercenaries by foreign armies, specifically as snipers to go on missions with scouts to pick off enemy leaders before the battle even begins.

**Anerax (Soricid)**
The anerax, or beastmaster, is a type of soricid fighter who trains and uses both mundane and exotic animals. The anerax has a close affinity with the animals employed to guard soricid communities. He looks after and controls them, making sure they are properly fed and exercised. He trains them to act as guards and to attack on command. Anerax develop a deep bond with their animals and are reluctant to endanger the animals' lives unnecessarily. The anerax may start play with a trained animal companion, with the type subject to GM approval. This is a soricid class only, as they are the only race that makes extensive use of animals in this way.

**Aram (Araba)**
These feared warriors are from central Araba, and are camel-riding cavalry. They are expert marksmen with the short bow and use long swords as well. They usually ride unarmored, but some wear light armor.

**Aramean (Araba)**
These are heavy infantry troops from southeastern Araba. They are renowned for their prowess with the long sword, and use thrusting spears as well. They wear medium to heavy armor and use shields (any size).

**Assyr (Araba)**
These warriors are terrifyingly well-trained and regimented, and come from the hill country of northeastern Araba. Assyr use medium and heavy armor, and wield long swords and short bows. Some use slings as well. Many of them are skilled charioteers as well (it is up to the GM if the player may be a charioteer with a chariot and horse team). No one taking this path may multiclass, such is the dedication of these fighters. All Assyr can cause fear in their opponents. This fear is non-magical and dependent on their reputation among their opponents (in other words, at the GM's discretion).

**Ballistani (Mantova)**
These are warriors only in the most loose of senses, and in fact many of them are experts (some are even spellcasters). The ballistani is a Mantovani siege engine operator, be it the light bolt thrower (scorpio), the bolt thrower (ballista), small stone thrower (tormenta), or heavy stone thrower (onager). They are typically armed with a dagger and short sword, but most do not stick around to fight if in danger of being overran… by the time the hand-to-hand combat gets to their position, the battle is usually over, and most will retreat. Ballistani are usually rather intelligent, and many are apprentice engineers.

**Bembix (Soricid)**
Bembix are the soricid's equivalent of cavalry. Mounted on suitably sturdy beasts, they are capable of moving faster than other soricid, and packing more punch when they attack. Giant spiders or centipedes are commonly used as mounts, but creatures such as giant rats, boars, and giant wolverines are sometimes used. Flying creatures; giant dragonflies, giant cicadas, or large birds, may be employed. Other mounts are also possible, and 1st level bembix start play with their mount of choice, subject to GM approval.

**Canis (Alba, Mantova, Poludnica)**
These warriors are packmasters for up to a half-dozen war dogs. This troop type is only found among Albani and Mantovani humans, and the Poludnica (who use this troop type a great deal). Most canis troops have fighting dogs exclusively, although some bring along a mix of fighting dogs and scouting dogs. The packmaster may be armed with whatever they choose, though most use a short sword and some kind of missile weapon.

**Cataphract (Asia)**
These are cavalry troops from northern Asia. They are armed with a long spear (kontos), long sword and light armor. Some also use a short bow or javelins. They wear heavy armor and their horses are barded. These troops are highly trained and very, very disciplined. Most of them are rather wealthy or come from wealthy families, resulting in a generally arrogant attitude.

**Cohortes (Mantova)**
These warriors make up the auxiliary units used by the Mantovani, as support for the legionaries. There usually 4 types; archers, javelineers, spearmen, and spear-throwers. Like the legionary, they are all highly trained, although usually not as regimented and disciplined. They are far more likely to be found adventuring than the legionary.

**Crocidura (Soricid)**
No soricid warrior is as rare or awe-inspiring as the Crocidura. They are typically made up of the tallest soricids, at around 4ft tall they are veritable giants of their kind, and they are all clad in the famed soricid leaf armor. For weapons they carry distinctive white spears tipped with polished bronze, and a short sword similarly polished and with an ivory grip. These soldiers ride on the backs of giant albino centipedes. The Crocidura are held to a strict code of conduct (no lying, no cheating, respecting surrender, protecting the weak, and defending the soricid race). They are an efficient, powerful force to be reckoned with.

**Dacian (Alba)**
These warriors are experts at fighting in mountainous terrain, and hail from Alba. They wear no armor, carry light shields, and wield throwing spears, swords and/or axes. Dacians are often seen as auxiliary troops in Nisoi and Mantova, if they are engaged in mountainous fighting. Dacians are often skilled

scouts as well, as survival training is a necessity.

**Daktyl (Daktyloi)**
These warriors are the elite holy warriors of the daktyloi. Though they come from daktyloi colonies all over the world, and have widely varying equipment, they all carry one thing in common; crystal weapons. Crystal swords are considered to be sacred weapons among the daktyloi. The daktyls carry a combination of crystal short swords, long swords, and of course the daktae (a two-handed sword often made of crystal). Any character choosing this path may have up to two crystal weapons.

**Damazo**
The damazo is a member of a monastic order that focuses training on a single weapon at the expense of all others. Damazo are philosophical warriors who see their weapons as an extension of their souls. Some damazo become adventurers out of a sense of duty, feeling that their great skill gives them the responsibility to protect the weak from the deprivations of monsters and unscrupulous men. Others see adventuring as a test; by pitting their skills against the world's greatest dangers they prove themselves worthy of their masters' attention.

**Dii (Nisoi)**
These are the infamous warriors of the "red death", the armed forces of Seuthopolis in Nisoi. The Dii are known for their red-dyed armor and shields, and their helmets that are designed to look like the heads of horned demons. They are not particularly disciplined, but are murderously effective fighters. Many of them are ex-convicts and/or fugitives from other states. They use many different kinds of weapons and employ other classes into their service (it is possible to be a Dii and hold any class).

**Druzhina (Galicia, Manta)**
These warriors are light infantry troops from western Manta and Galicia (the poludnica of Galicia adopted the druzhina troop model from Manta). They wear light armor, carry light shields and wield a thrusting spear, short sword or battle axe, and a short bow. They are the most common form of light infantry in western Manta, and most of the few settlements to remain in that area are primarily garrisoned by druzhina.

**Elam (Araba)**
These are light infantry troops from the hills of Northeastern Araba. They are expert bowmen, using the short bow and wearing no armor. They also carry bronze daggers specially crafted to be golden in color. These daggers are only used ceremonially or in cases of extreme duress. They wear distinctive horned helmets and are often adorned in animal skins.

**Eqeta (Asia)**
These charioteers are the standard chariot fighters from western Asia. They use spears, javelins, and small shields. The chariot is pulled by two horses. Some of these units are heavily armored, depending on the wealth of the charioteer.

**Gutian (Araba)**
Medium infantry fighters from the forested hills of northwestern Araba. They serve alongside the Nim, wielding two-handed axes and throw sticks.

**Hamippos (Nisoi)**
These light infantry troops from Nisoi are utterly fearless, and though their numbers are small they are found in any Nisani cavalry unit. The hamippos wears no armor and carries no shield; they are runners picked for their high speed, agility, and immunity to regular fear. Their task is to dart around enemy horses during cavalry battles and cripple or kill the horses. They do this by slashing their legs with short swords or slipping under the horses and slitting their bellies open with a dagger. Many of them are trained in hand-to-hand combat as well, because they often have to engage the fallen horsemen.

**Heth (Araba, Daktyloi)**
These are daktyloi swordsmen from the hills and mountains of western Araba. These warriors are famed for their use of iron, a metal which they alone produce in any quantity, and they zealously keep the processes secret. Heth are generally apprentice blacksmiths who are highly skilled with the sword. Some carry battle axes made of iron instead of swords. They also are known to use short bows. In general, all iron weapons are treated as masterwork in quality.

**Hoplite (Nisoi)**
These are heavy infantry troops from Nisoi (they are found throughout the region). They are armed with a short or long sword, thrusting spear, and a large shield. They may wear light to heavy armor. These troops are highly disciplined and also stubborn; they are very tough but prone to be over-confident (this should be roleplayed!).

**Hypaspist (Nisoi)**
These are light infantry troops from central Nisoi. They use the staff sling as both a ranged weapon and for melee (same as a quarterstaff), and are also armed with a short sword. They wear light armor and carry a light shield. The hypaspist has the distinction of being one of the only troops in the world that is specialized in the staff sling (the Naffatun being another), making them an oddity among foreigners.

**Iatrikos**
The iatrikos seeks to treat the sick, alleviate suffering, and save lives. Much of his training has been devoted to medical arts, and he follows a religion whose deities promote healing and compassion. On the battlefield, he is as likely to be found comforting a wounded comrade as engaging an enemy in combat. An iatrikos assumes the role of healer whether at home or in the field with an adventuring party. He brews antidotes for poisons, sets broken bones, applies poultices to festering wounds, and stays up all night with ailing mounts. Almost every army in world has a few battlefield medics; though they cannot cast healing magic, their skills with a healing kit and a weapon are unparalleled.

**Juda (Araba)**
These are light infantry troops from southwestern Araba. The juda are "runners", fast shock troops who wage hit and run

attacks on enemy formations and (especially) encampments. Juda wield thrusting spears, javelins and short swords. They wear no armor, and are trained to fight while moving.

**Kontophoros (Trypillia)**
The warriors are heavy cavalry from Trypillia, wearing light armor, a light shield, and carrying a lance (the contus) and long sword. These distinctive warriors are clad in a great deal of red… the horse's barding is red, as is the outfit, armor and shield of the kontophoros, and some even paint their contus red. The leather straps forming the grip of their longswords are also often dyed red in color. These are very skilled warriors, and form the most effective force in the Trypillian army.

**Legionary (Mantova)**
These are the heavy infantry troops of Mantova, and are some of the best trained and most professional troops in the world. They are highly disciplined, prone to arrogance, and very proud (most of them justifiably so)… they are also among the most well-paid soldiers of any army in the world. They wear light armor, carry a large shield, and use a short sword and a pilum.

**Libyan (Dadosahe)**
These are light infantry troops from Dadosahe. They are armed with javelins, short swords and buckler shields. They never wear armor. They are very fast runners, and use hit and run tactics very skillfully.

**Logos (Tanis)**
The first secret martial arts societies were created in Tanis, in response to government sponsored destruction of famous monasteries. The founders of the societies were fugitive monks who sought to overthrow the ruling government by raising and training secret armies of martial artists. The societies shrouded their activities under layers of passwords and hidden symbols until, as the founders died and years turned into centuries, they lost sight of their original goals and only the culture of secrecy remained. Now, most of the secret societies have become criminal gangs or religious cults dedicated to the worship of forgotten gods and esoteric philosophies.

**Lukka (Asia)**
These are pirates from western coast of Asia. They are armed with a long sword and shield, and wear light armor. They might also be armed with javelins. Otherwise, they are standard pirates of the warrior class variety.

**Mahout (Archaea)**
These are a type of cavalry troop who uses elephants, and are found in all non-desert regions of Archaea. Because their mounts are so feared by those unfamiliar with them, these troops are sometimes employed as mercenaries by other lands (Nisoi and Asia in particular). In addition to the elephant, these troops use a thrusting spear, javelins, a short sword and light armor.

**Marine (Mantova)**
These are the Mantovani naval footsoldiers, quick reaction troops who are among the best ship-bound fighters in the world. They wear no armor, carry a light shield, and use a short sword and javelins. Of all the professional troops from Mantova, the marine is most likely to be found adventuring, as they frequently have long periods of inactivity (shore leave) in distant locations.

**Maryannu (Araba)**
Chariot fighters from the central and northern Araba desert. These charioteers operate lightweight chariots pulled by swift horses. They are armed with a spear, shield and light armor. Most of these troops also use either javelins or short bows as missile weapons.

**Monachos**
The monk is a member of a monastic order, a group dedicated to mental and physical purity and fitness. While many of them are dedicated primarily to martial arts (particularly those from Asia and Tanis), these are many ohers that are much more scholarly in nature, acting as professors and teachers in some of Phydea's greatest universities. Those monks who do indulge in martial arts training have certain esoteric techniques and maneuvers that all in the order attempt to master. These styles are guarded closely by the monasteries and are put on display in martial arts contests held all over Phydea. Quite a few of these contests are held during the various Games, and most monks love an opportunity to fight worthy opponents and show their skills.

**Monomachia**
The gladiator is a showman-warrior that competes in arenas for the delight (and bloodlust) of the crowds or for his own personal wealth and aggrandizement (or, if he is a slave, for the profits of his owner). He fights organized matches against human, humanoid, and even monstrous opponents. Gladiators are often found near those cultures that indulge in gladiatorial contests, particularly in Mantova. They are typically showy, high-profile warriors. There are many different kinds of gladiator; some are brutish, some are gallant, all are very efficient hand-to-hand combatants. Gladiators can be found in nearly any land, but are usually found in lands like Mantova and Nisoi, where gladiatorial combat is held (although the gladiators themselves can be from anywhere originally, particularly if they are now slaves or have just bought their freedom).

**Myrmidon**
The Myrmidon is the ultimate soldier. Soldiering is his life. He may be a high-ranking officer or a career sergeant; he may belong to one nation's armed forces or may be a mercenary. To the campaign and the adventuring party, he brings discipline and a useful understanding of military tactics; he's often rigid and contemptuous of rugged individualists or characters who don't like to take orders, so he can cause a lot of friction in an adventuring party, too. There are many different types of myrmidon, and players and DMs are encouraged to come up with their own types.

**Naffatun (Araba)**
These are light infantry from southern Araba. They wield a long sword and the staff sling, which they use to hurl incendiary

projectiles (naphtha grenades). These troops are greatly feared by those who know their method of attack.

**Naktua (Tanis)**
These are the heavy infantry troops from Tanis, and they make up the bulk of that empire's close-combat forces. They are all in good shape and physically very strong. They throw spears when closing on the enemy and use the khopesh for close fighting. They sometimes carry an axe as well, as a backup weapon.

**Nim (Araba)**
Light infantry fighters from the forested hills of northwestern Araba. They move quickly, gaining them the nickname "flies." They use throwing sticks (same stats as javelins) and the short sword.

**Numidian (Kyrena)**
These famous warriors are light cavalrymen from Kyrena. They ride extremely fast horses, whose sprinting speed is without match. They use this speed to great advantage, darting around their opponents and unleashing a torrent of javelins.

**Odrysai (Taki)**
These warriors are the famous light infantry troops from Taki, in northern Nisoi. They wear light armor, carry a light shield, and are armed with either a long sword or a thrusting spear. Many also carry a short bow or sling, but almost never javelins as these weapons are used by the peltasts (as the peltasts and odrysai train to go into battle together, using the javelin is not a priority for odrysai warriors). They are in all respects a well-trained, but very normal, light infantry force.

**Onager (Araba)**
Chariot fighters from western Araba. The onagers are the inventors of the chariot, and they are still considered among the more formidable chariot fighters. They wield javelins and short swords, and often carry spears in their chariots as well. The chariots are solid and very sturdy, but hard to maneuver. They are typically pulled by asses, but horses are not unknown.

**Osteos**
The study of anatomy and physiology is an important component of most martial arts. In fact, many cultures considered a martial artist to be a master only if he can heal as easily as he kills, so many monasteries and schools serve double duties as hospitals, especially in poor and rural areas. Monks who are particularly skilled healers are sometimes referred to as osteos, in a somewhat snide reference to the fact that they spend much of their time healing the broken bones of others, often those they've defeated in challenge matches. The vast majority of osteos hail from Asia, where brutal wrestling matches are commonplace. Though they are similar in some ways to the iatrikos, being both healers and fighters, the bone breaker is not a soldier, but fights for personal reasons (ranging from the philosophical to simple ego).

**Peleset (Araba)**
These warriors are crafty marine troops armed with thrusting spears, short swords and a short bow. They dwell along the western coast of Araba, and are a proud, stubborn class of warrior. They are used as shock troops, put together in groups of four and sent to raid enemy camps, harass their supply lines, and similar missions.

**Peltast (Nisoi)**
These are deadly light infantry troops from northern Nisoi. They are renowned as being experts with the javelin (using the pelta, of course). In addition they carry either a long sword or the Rhomphaea (if using the former they usually carry a small shield). They wear light armor, or no armor at all.

**Plane**
Many planes are monks who have traded the structured routine of the monastery for the freedom of the open road. Some are students of obscure family styles, leaving the village to bring fame to their art. Others have chosen the way of the hero, wandering the frontier and setting their martial skills against monsters and bandits who prey on outlying villages. Regardless of their origin, all planes share a deep, restless passion for discovery, a need to see the land beyond the next hill and to overcome its challenges.

**Podromoi (Oros)**
These are light cavalry scouts from Northern Oros, in Nisoi. They wear light armor and are equipped with the thrusting spear (xyston) and javelins. They are highly skilled trackers and trailblazers, being among the best horsemen scouts in all of Phydea.

**Principe (Mantova)**
These are heavy infantry troops from Mantova. They use a pilum, short sword and a large shield. They wear light armor. These troops are highly disciplined and like the hoplite are also stubborn and prone to over confidence.

**Proetes**
The proetes, or ranger, is a tireless explorer of the wilds. No region is too remote, no society too primitive to pique the proetes' interest. An expert in communication, survival, and anthropology, the proetes' skills are invaluable for safely navigating uncharted terrain and negotiating with suspicious natives. The proetes is a professional adventurer, often finding himself employed by adventuring groups as a team leader or guide. Proetes are commonly hired by nations or city-states to "discover" new lands or establish new trade routes.

**Puktes**
The puktes is a street brawler, common in most cities in Phydea. They often enter in unofficial contests of brawn that spring up in the poorer parts of cities. In many cities, such fights are illegal, so the brawlers are trained to get the fights over with quickly. Thus they fight with brutal efficiency, hitting hard and often to bring their opponents down. The brawler is not a long-lasting fighter, and they typically do not have the stamina to punch at full effectiveness for more than about 10 rounds. For those first few rounds however, there are few who can hit harder than the puktes. Like the gladiator, some puktes have reputations for

their skill and enter in prize fights put on by the aristocracy for entertainment. Some puktes can thus become quite famous and wealthy, though most never rise much above poverty.

**Punicani (Kyrena)**
These are heavy infantry troops from Kyrena, in northwestern Archaea. They use a long sword, thrusting spear (or throwing spear) and large shield. These troops tend to be of large stature; they are physically very powerful, but often very slow as well.

**Romani (Mantova)**
These are light cavalry troops from Mantova. They wield throwing spears, a short sword and a small shield. Some wear light armor. They ride light, fast horses, and are feared for their lightning-style attacks.

**Roxolani (Scythia)**
These warriors are a light cavalry force used by the Scythians, made up of those who are not quite skilled enough to be a saka. This doesn't mean the roxolani are inferior soldiers, quite the contrary, they are still as good or better than most archers and cavalrymen they go to battle against. While the saka are mostly shock troops, darting into and out of battle with great efficiency and skill, the roxolani thunder into battle in a fashion more similar to traditional cavalry. Roxolani wear no armor, use light wicker shields, and wield composite short bows and a thrusting spear.

**Rus (Manta)**
These warriors are river pirates who still ply the waterways of the western Manta, searching for treasure in the abandoned settlements. They wear light armor and carry a long sword and throwing spears. They are based out of a settlement in northwestern Manta, called Novo, but can be found along rivers going as far west as Galicia and as far south as Scythia. They are widely feared and are totally without principles.

**Sagittarius (Mantova)**
These are the elite archers of the Mantovani armed forces. They are disciplined and well-equipped, armed with light armor, a short composite bow, dagger and short sword. They are as well-paid as the legionaries, and thus are not often found adventuring… unless for some reason their careers were prematurely brought to an end.

**Saka (Scythia, Trypillia)**
These are the infamous horseman archers from Scythia and Trypillia. The saka are quite simply among the most skilled archers in the world, and such is their dedication to the composite short bow that they learn no other weapon, other than the dagger. A saka is expected to spend as many of his skill slots and feat slots as possible towards increasing his effectiveness at horse riding and archery. They are proud and fanatical in their dedication to their craft.

**Scutarii (Mantova)**
These are light infantry troops from Mantova. Originally these troops were mercenaries from Tartessos, but since that island's destruction they have stayed on as part of the Imperial Mantovani Army (because of this, they are relatively small in number, and thus rare as adventurers). They are typically employed as marine troops. Racially they are all either water nymphs or half-water nymphs (almost all new recruits are of mixed human/elemental nymph blood). They use a heavy spear, javelins and a small shield. They wear no armor whatsoever.

**Sherden (Araba, Tanis)**
Lightly-armored marine troops from coastal Tanis and southwestern Araba. They carry short swords and javelins, and use a small shield and light armor. These troops are very fierce, but also stubborn and prone to barbaric behavior.

**Shosu (Araba)**
Shosu are scouts from the western deserts and hills of Araba. They prefer javelins to bows and use buckler shield. They are classified as desert rangers.

**Sudanese (Addis)**
These are spearmen from southern and western Addis. They are highly skilled and represent the basic troop type for the army of Addis. They wear light armor (if any), carry a large shield, and also wield a short sword.

**Tauros (Minos)**
These warriors are common on the island of Minos, but are rare elsewhere. They get their name from the contests they hold each year, whereby they taunt bulls (and sometimes other creatures, like lions) and perform astounding feats of dexterity in their presence. They are acrobats first and foremost, and much of their fighting style is geared towards showmanship and feats of agility, rather than brute force. They wear no armor and carry no shields, and wield a short sword and short thrusting spear. They are master riders, though they usually do not have the mounted fighting skills found among the Scythians, for example. Because of this, a minority of Bull Dancers are actually Experts, not Warriors. Some Bull Dancers engage in unarmed combat, elevating the acrobatic maneuvering of this subclass to that of a martial art discipline. This is not yet common however.

**Tereta (Asia)**
Lightly-armored infantry from western Asia. They use spears and short swords, and wear light armor with a large shield. They have a reputation for being rather arrogant.

**Theroletes (Soricid)**
The theroletes is a highly skilled specialist who tracks and kills giant insects in all their forms. Theroletes are also adept at negotiating the constricted underground passages created by giant rats, centipedes, and other pests and vermin. They are used to fighting in confined spaces, both underground and in thick forests, and are experts at hiding in shadows, where they wait to surprise their prey. Theroletes are similar to kakodos, but where a kakodos uses traps to catch his prey, theroletes actively hunt victims with an array of specialized equipment designed specifically for taking down giant insects. They often belong to their own guild, which sells their services to those who require

them. Some operate as freelancers, selling their skills to humans and other races that are experiencing problems with vermin. They easily find work in human cities as pest exterminators, and their services have been called upon to eradicate mass infestations, the kinds which are common in lands bordering the Manta.

**Thessaloi (Nisoi)**
These famed light cavalry troops represent the best horsemen in all of Nisoi, and are one of the main reasons why Tessa is so important to Oros (as it was to the Empire). They wield a thrusting spear (xyston), short sword, dagger and some use slings or slingshots (though these are mostly used for sport and hunting in off-time). They wear light armor.

**Varangian (Asia)**
These are barbarian troops from the mountains of central Asia. They are fearsome and stubborn. They wield a two-handed double-headed axe and wear light armor. Some also carry javelins. Preferred Ability Score: Strength

## Micro-Cultures

All across Phydea there are small groups of tribes, communities, mobile bands, and others that stand apart from the prevailing cultures of the region. These small groups are called micro-cultures, and are listed here together as they are more than just a collection of warriors, experts, or spellcasters. The micro-cultures are as follows:

**Abarimon (Micro-Culture: Manta)**
These warriors are expert rangers and trackers from eastern Manta. Many of them have left their forest home to the east and migrated further west, where the Manta is not as ferocious. The Abarimon are human-like in appearance, except for their very unusual feet, which are doubled (meaning they have a normal set and an additional set facing backward, with the heel in the center). Though their culture once was civilized, they are thought to be the only ones to remain, and they now dwell in the thick forests of Manta just east of Colchis. Many of them are warriors, although experts and spellcasters (shamans) are part of their culture as well.

**Bessi (Micro-Culture: Nisoi)**
These mountain men are some of the most fierce barbarian warriors in all of Phydea, dwelling in the mountains along the border of Taki and Oros in Nisoi. They are primarily made up of slingers and axe-men, wearing no armor and carrying a light shield. They have a very few small settlements in the mountain valleys, some of which go underground into subterranean strongholds. Many of the mountain men are shepherds. Though they speak Nisani, they hold onto most of their traditions very strongly and are proud of their heritage, something the civilized folks of Nisoi find revolting. When going into battle, the bessi are normally accompanied by at least one cthonarche (earth elementalist spellcaster) and a shaman.

**Brodniki (Micro-Culture: Manta, Scythia)**
These experts are riverfolk from northern Scythia and western Manta. They are expert fishermen and sailors, making their living off of trade with Scythia. Though there are warriors among their number, there are no spellcasters. The brodniki view spellcasters with great displeasure, due to a belief that the hardships of Manta are caused by sorcery. They are very religious however, and have quite a few priests among them.

**Chernuki (Micro-Culture: Scythia)**
These are barbarian horsemen from northern Scythia, along the border with the Mantis. They are nicknamed "black hats", due to the distinctive black felt caps they wear, and they are very capable fighters. They use a thrusting spear while riding, and a long sword for close combat. There are also many scouts among them, who serve as guides through the perilous mountain passes to and from the Manta.

**Frank (Micro-Culture: Noricum)**
These are light infantry troops from Noricum, wearing light armor, carrying a light shield, and wielding the battle axe (francisca), short sword (sax), and javelins. Their fierceness in battle is legendary among the Mantovani, who fear them. They go into battle with their chests bared and covered in painted patterns. Though they come from a civilized nation, they have all the appearances of barbarians when in battle.

**Getai (Micro-Culture: Alba, Moesia, Nisoi)**
Several classes can fit under the Getai moniker, as it is a culture rather than a class. The Getai are a large extended tribe of humans inhabiting eastern and central Moesia, as well as parts of southern Alba and northernmost Nisoi. In this heavily forested and mountainous region, the getai have developed a highly efficient light infantry/scout warrior class, adept at making fast raids in wilderness terrain. They have no organized army, and so they use whatever weapons they wish (or can afford). In general, they wear no armor (or light armor), might carry a small shield, and rarely use a mount (there are a very few mounted archers). They are the inventors of the dreaded rhomphaea, one of Phydea's deadliest weapons, and carry it as well as a short sword, dagger and (sometimes) a short bow into battle. They also have priests of Zalmoxis among their number (in fact, that deity is widely believed to have its origins in this tribe) as well as a hodge-podge of spellcasters (whomever they could summon forth and/or bribe into service).

**Gothini (Micro-Culture: Manta, Noricum, Silesia)**
Several classes can fit under the Gothini moniker, as it is a culture rather than a class. The Gothini are an ancient culture of humans who once dominated the entire region from north of Mantova to north of Manta. Through centuries of war with Mantova, the Bilwis, Pohjola, and finally the horrors of Manta, the Gothini are a devastated and broken people, eking out a scattered existence in the northern territories of Phydea. The gothini are making somewhat of a resurgence in Noricum, those living there having finally made peace with their neighbors. There are other settlements of gothini dotting Silesia and Manta, and they are rather common among mercenary bands serving alongside the Nisani, Mantovani, and poludnica of Galicia.

They typically wear light armor and carry light shields,

and are fond of the two-handed battle axe that is the symbol of their people. They are also adequate archers and spearmen, and are known for their fearlessness and bloodlust in battle. The gothini are led by phusikos, in fact the phusikos philosophy originated among them. The only other spellcasters known to the Gothini are witches, who are generally feared. As with any other civilization, they have many experts among them as well, and are the original home of the marcomanni artisan class.

**Hyksos (Micro-Culture: Tanis)**
Several classes can fit under the Hyksos moniker, as it is a culture rather than a class. The Hyksos inhabit the swampy delta region of the River Tanis, in northern Tanis. The Hyksos warrior is a light infantry marine, wearing scale armor, carrying a light shield, and wielding a khopesh, dagger, and composite short bow. Some of them are also charioteers, modeled after the maryannu. The Hyksos have many water nymphs among them, as well as elementalist spellcasters of the water type. They are rather fond of piracy and other forms of larcenous roguishness, and they are not particularly religious (but those who are worship the Tanisani pantheon).

**Laestrygones (Micro-Culture: Scythia)**
Several classes can fit under the Laestrygones moniker, as it is a culture rather than a class. The Laestrygones are a barbaric race from northeastern Scythia, who are infamous for their practice of ritual cannibalism. After a battle, they feast upon the hearts of their enemies. They are fierce warriors, so crazed that they strike fear even among the Scythians and Amazons. Their spellcasters are shamans.

**Marcomanni (Micro-Culture: Alba, Galicia, Mantova, Silesia)**
These are a class of artisans and craftsmen of Gothini origin, who now can be found in Mantova, Silesia, Galicia, and Alba. Most of them are still based in Noricum. The marcomanni are widely known for their excellent skill with sword and axe-making, as well as decorative jewelry work. Indeed, artisans from all over Phydea come to Noricum to learn from marcomanni masters, particularly for sword-making.

**Psiloi (Micro-Culture: Nisoi)**
These are barbarian troops found all over the southern islands of Nisoi and in the mountains of Oros (they were, in ancient times, the original inhabitants of the islands and mainland Nisoi). These troops are expert stone-throwers, able to throw them as accurately and as far as a standard sling. They also carry a dagger and small shields covered in animal skin; but wield no other weapons. They typically wear shepherd's clothing; tunic of coarse cloth and a felt hat.

**Radaniya (Micro-Culture: Alba)**
These are a semi-organized class of merchants based out of northern Alba, extending their trade through Trypillia, Scythia, Galicia and into the Manta itself. They are all part of a guild (the Radaniyun), though some are more beholden to it than others. So skilled are these merchants at getting their cargo where it is supposed to go, and on time, that they are known throughout Phydea as masters of their trade. As they are also stereotyped as being rather wealthy (as indeed most of them are), they are the target of hostility when the lands in which they dwell fall on hard times. The Radaniya all predominantly made up of humans, though quite a few have traces of bardhan blood as well.

**Sumerian (Micro-Culture: Araba)**
These are heavy infantry troops from eastern Araba. They wear medium armor, carry medium shields, and wield thrusting spears, dagger, and javelins. Sumerian warriors are typically chosen from large stock, and so big, brutish men are typical for this class. Also of note in this region are a class of spellcasters who specialize in summoning magic.

**Triballi (Micro-Culture: Moesia)**
Several classes can fit under the Triballi moniker, as it is a culture rather than a class. The Triballi are a small culture of Nisani barbarians living in western Moesia. Most of them are barbarian warriors and priests of Dionysus, and they form a rowdy band, infamous for their uncivilized and wild behavior.

**Varjazi (Micro-Culture: Galicia, Manta)**
These are barbarian troops from the northern portions of Manta, who roam the borders between that land and Galicia. These men are constantly on the move, raiding whatever they can, and equip themselves in a haphazard manner. They are essentially an oversized adventuring party, containing priests, shamans, and experts (craftsmen, entertainers, rogues, etc.). They can be a fearsome lot but are not at all disciplined… when facing a tough enemy they have learned to cut and run so they can live to fight another day.

## Level Advancement

The Game Master will tell you when your hero advances in level. When this happens, do the following:

1. Decide whether to add a level to your hero's existing role (or one of your hero's existing roles, for mixed-role heroes) or to add a level in a new role.
2. Look at the Level-Dependent Benefits table, and the level table for your hero's role(s). Note any increases to combat bonus, saving throws, skill ranks, and reputation.
3. Pick a new feat for your hero from among the feats available for the new role level.
4. If your hero's new total level is divisible by six (6th, 12th, or 18th), increase one of your hero's ability scores by 1.

## Mixed-Role Heroes

Heroes may acquire other roles as they progress in level, becoming mixed-role heroes. The traits from a hero's different roles combine, so a mixed-role hero has versatility at the expense of focus. As a general rule, the traits of a mixed-role hero are the sum of the traits of each of the hero's roles, as follows:

**Level:** Total level is a character's total number of levels in all roles. For example, a hero who is a 2nd-level warrior and 1st-level spellcaster has a total level of 3rd. Total level is used to determine a hero's benefits on the Level-Dependent

Benefits table.

**Role Level:** Role level is a hero's level in a particular role. For a hero whose levels are all in the same role, total level and role level are the same thing. Role level is used to determine the hero's benefits from each particular role.

**Combat:** Add the combat bonuses for each role together to get the hero's total combat bonus.

**Saving Throws:** The hero's save bonuses equal the save bonuses for the hero's first role, plus the save bonuses for each additional role, minus 2. For example a 1st-level spellcaster (Will save bonus +2), who adds a level of warrior, does not gain any save bonuses (since the 1st level of warrior has no save bonuses greater than +2). If the character adds another level of warrior upon becoming 3rd level, he gets a +1 Fortitude save bonus (the warrior's +3 bonus for 2nd-level, minus 2).

**Reputation:** The hero's reputation bonus equals the reputation bonus for the hero's first role, plus the reputation bonuses for each additional role.

**Skills:** If you have levels in spelclaster or warrior and add a level in expert, you gain two additional known skills. Otherwise, you gain no additional skills for adding a new role. You do this only when you gain your 1st level in expert.

**Feats:** A mixed-role hero gains one feat per level like everyone else. The role acquired at each level determines the feat list you choose from. For example, if you add a level of spellcaster to your hero, you choose the hero's feat for that level from the spellcaster's list of available feats (General and Supernatural).

# Characteristics

## Characteristics

This section helps you round out your hero. Here you pick your hero's name, age, and other details. You'll choose a virtue and a vice for your hero. This section also explains how heroes can go that extra mile when they need to pull out all the stops in order to succeed, using extra effort and the strength of their Conviction.

## Details

A lot of details go into making your hero more than just a collection of numbers, things like name, gender, age, appearance, and so forth help to define who he or she is. Take a moment, if you haven't already, to consider the following things about your character.

## Name

What is your character's name? A list of names is found immediately following this section, and it is recommended you choose an appropriate name from the list.

## Gender

Is your hero male or female? There's no requirement to play a character of the same gender as you. In fact, you may find it interesting to play a hero of a different gender, to experience a little of what life is like from another perspective. Note however that in most cultures of Phydea it is rare for a femaleto be an adventurer, but then again, some of the greatest Phydean heroes of legend were females.

## Age

How old is your character? Heroes tend to range from their teens to middle age, but some heroes are older, depending on a hero's background, possibly much older. Consider the effects of age on the hero. A teenager on her first adventure away from home isn't likely to have the same views as a mature adult. A hero's age may influence the choice of certain traits. Older characters are likely to have lower physical ability scores, for example, while younger characters may have fewer Craft and Knowledge skills (having had less time to train in them).

## Appearance

What does your hero look like? Consider things like the character's race, sex, and other factors in appearance. Is the character short or tall? What about hair and eye color? Does the hero have any distinguishing marks or unique features?

## Personality

How would you describe your hero's personality? While heroes tend to share a desire to use their powers for good and uphold the law, they show a diverse range of attitudes. One hero may be dedicated to the ideals of truth, justice, and equality, while another is willing to break the rules in order to ensure things get done. Some heroes are forthright and cheerful while others are grim and unrelenting. Consider your hero's attitudes and personality traits, particularly in light of the hero's nature.

## Nature

All intelligent creatures make moral choices, to live according to their better nature or to give in to immoral impulses. Many walk a difficult line between the two. Each character in Phydea has a particular nature, which is made up of a virtue and a vice. During character creation, select a virtue and a vice to decide your character's nature. A list of examples is given below, but you can make up your own virtues and vices with the Game Masters' permission. The key is to give your hero one good quality (virtue) and one bad quality (vice).

**Virtues:** Courageous, Free-Spirited, Bold, Generous, Gregarious, Hopeful, Daring, Thoughtful, Compassionate, Industrious, Honest, Fair, Kind, Determined.

**Vices:** Cowardly, Hidebound, Fearful, Miserly, Cynical, Impulsive, Sel.sh, Lazy, Capricious, Petty, Arrogant, Stubborn, Manipulative, Insensitive.

## Changing Nature

Generally speaking, a person's nature is fixed. Virtue and vice are deepseated facets of the character's personality; some might say the halves of the soul. So changing one's true nature is difficult. If the Game Master allows, you may change your hero's virtue or vice at the cost of a point of Conviction, which cannot be regained until the hero gains a new level. You can never eliminate either nature, as everyone must have both a virtue and a vice, and changing each one takes Conviction, so changing both requires two Conviction points. At the Game Master's discretion, certain major events in a character's life can lead to a change in nature (either virtue or vice or both), but these events are largely beyond the players' control. The Game Master shouldn't allow changes in nature to happen lightly; they're pivotal events in an individual's life.

## Conviction

Whether it's luck, talent, or sheer determination, heroes have something setting them apart from everyone else, allowing them to perform amazing deeds under the most difficult circumstances. In Phydea that something is Conviction. Spending a Conviction point can make the difference between success and failure.

## Gaining Conviction

Characters have Conviction based on their level. As heroes improve in level, their maximum Conviction increases.

## Using Conviction

Unless otherwise noted, spending a Conviction point is a reaction, taking no time, and can be done at any time. You may spend only one Conviction point per round. You can spend Conviction for any of the following:

**Re-roll:** One Conviction point allows you to re-roll any die roll you make and take the better of the two rolls. On a result of 1 through 10 on the second roll, add 10 to the result, an 11 or higher remains as-is (so the second roll is always a result of 11-20). You must spend the hero point to improve a roll before the Game Master announces the result of your roll.

**Heroic feat:** You can spend a Conviction point to gain the benefits of a feat your hero doesn't already have for one round. You must be capable of acquiring the feat normally, meaning it must be a feat available to your role(s) and you must meet all the prerequisites. For feats that can be acquired multiple times, you gain the benefit of one acquisition of the feat by spending a Conviction point.

**Dodge bonus:** You can spend a Conviction point whenever you are denied your dodge bonus, but still capable of action (surprised, flatfooted, and so forth). In this case, you retain your dodge bonus until your next action.

**Surge:** Gain an additional standard or move action, before or after your normal actions for the round (your choice). Using this extra action does not change your place in the initiative order. You can use a standard action gained from a surge to start or complete a full round
action in conjunction with your normal actions for the round.

**Cancel Fatigue:** Any time you would suffer fatigue (including the effects of using powers and extra effort), you can spend a Conviction point and reduce the amount of fatigue by one level (so you're only winded by a fatigued result, fatigued by an exhausted result, etc.).

**Recover:** You can spend a Conviction point to recover faster. A Conviction point allows you to immediately shake off a stunned or fatigued condition. If you are exhausted, spending a Conviction point causes you to become fatigued. If you have suffered damage, a Conviction point allows you an immediate recovery check. This check is made normally; the Conviction point just allows you to make it in addition to your normal recovery check. While disabled, you can spend a Conviction point to take a strenuous action for one round without your condition worsening to dying.

**Escape death:** Spending a Conviction point automatically stabilizes a dying character (you or someone you are assisting); although, this doesn't protect the character from further damage.

## Regaining Conviction

Heroes regain expended Conviction points in a few ways: First, heroes regain one point of Conviction each day. The player chooses a time appropriate for the hero, such as in the morning, at midday, at sunset, or at midnight. Second, heroes regain Conviction by acting in accordance with their nature. When a hero does something successful in accordance with one of his natures that affirms his conviction, he regains a point of Conviction. The Game Master decides when an action is appropriate for the hero's natures and awards the Conviction point if the hero is successful. Note that heroes can follow either of their natures, virtue or vice, to regain Conviction, and the Game Master may occasionally use this to put temptation in a hero's path. A good hero with a vice of Greed might have the opportunity to steal, for example, and regain Conviction. If the hero steals to further his goal, he gets a point of Conviction, but also has to deal with the consequences of his actions. Likewise, an otherwise amoral character who shows an unusual kindness or streak of honor may be following her virtue to regain Conviction. Which nature a character chooses to follow most often tends to indicate what kind of person he or she is. Third, the Game Master can choose to award the heroes a point of Conviction for a particularly impressive success or achievement in the adventure that renews confidence and faith. Overcoming a difficult challenge or solving a complex puzzle might give the heroes a burst of inspiration in the form of renewed Conviction. The Game Master chooses when to do this, but it should only happen once or twice in an adventure, and may not occur at all in some adventures.

## Reputation

Reputation is used to determine whether a Game Master's character recognizes a hero. Those who recognize the hero are more likely to help the hero, provided the hero has a positive reputation. A high Reputation bonus also makes it difficult for heroes to hide their identities and go unnoticed. Most of the time, the Game Master decides when a hero's reputation is relevant to a scene. The Game Master makes a Reputation check for a Game Master character that might be influenced in some fashion due to the hero's fame or infamy.

## Fame and Infamy

Whether reputation has a positive or negative connotation depends on the point of view of the person who recognizes the hero. When a character has a positive opinion of a hero's reputation, the hero is considered famous. Fame, when recognized, provides a bonus to certain interaction skill checks. When a character has a negative opinion of a hero's reputation, the hero is considered infamous. Also, at the Game Master's option, a hero might be considered infamous in certain situations due to events that have transpired in the past. Infamy, when recognized, provides a penalty to certain interaction skill checks.

## Using the Reputation Bonus

Whenever the Game Master decides a character's reputation is a factor in a scene, make a Reputation check (Difficulty 25) for the Game Master character involved. A Reputation check is d20 + the hero's Reputation bonus + the Game Master character's Intelligence. (Some Knowledge skill modi.ers might apply instead of the Intelligence score, if the hero would be well known in the field covered by a Knowledge skill.) Modifiers to the Reputation check depend on the hero and the Game

Master character in question. Note that if the Game Master character has no possible way of recognizing a hero, then the Reputation check isn't necessary (or even possible). If the Reputation check succeeds, the Game Master character recognizes the hero. This provides a +4 bonus or a -4 penalty on checks involving interaction skills for the duration of the scene. The Game Master must decide that a character's fame or infamy can come into play in a given situation to make a Reputation check necessary. A character that doesn't know, or know of, the hero can't be influenced by the hero's reputation.

## Phydean Names

Phydea is vast. Among humans alone, its inhabitants bear literally hundreds of thousands of names. The concept of surnames is utterly unknown to Archaea & Macea, and most people simply go without a surname or use their home village or other landmark to denote where they are from. If your character is from a land or is of a race not listed here, choose the list that is most appropriate. For eample, Asia typically uses Nisani names.

**Human (Albani)**

*Male:* Alin, Anacharsis, Barulat, Bendidros, Beryx, Boz, Brinkainos, Brinkazis, Bryzos, Byzo, Byzs, Ciodaru, Cluj, Colaxais, Dentups, Deopus, Deospuris, Desakenthos, Diascinthus, Diazelmis, Diuzenes, Dizaps, Dizapor, Dizazelmis, Dracul, Drenis, Eptakenthos, Eptaper, Eptaporis, Eptarys, Eptenis, Eptezenis, Gnurus, Gory, Hezbenus, Idanthyrsus, Ion, Iptacens, Kersos, Ketriporis, Kollach, Leipoxis, Lycus, Mazonn, Mihai, Mircea, Mucacentus, Mucapor, Mucapus, Mukaboris, Mukabur, Mukapaibes, Mukasens, Mukazeis, Nicolae, Octamasadas, Oghur, Oricus, Ovidiu, Paralat, Petre, Pytros, Radu, Rhaskos, Rhesus, Satrs, Sautes, Scopasis, Scylla, Shaithis, Skaris, Tarusinas, Taruthin, Taxacis, Tomyris, Taian, Tymnes, Vlad, Xolx, Zaharia, Zils, Zipaibes, Ziper, Zipyros

*Female:* Adria, Agathyr, Amelia, Ana, Anca, Anica, Antoaneta, Ariapeithe, Arpoxa, Auchata, Aurelia, Bendidra, Bzas, Cami, Catiara, Cerzula, Cigil, Codruta, Costela, Craita, Crina, Delia, Dentusucu, Dentysykos, Diona, Dorina, Draguta, Dumitra, Ecaterina, Ema, Epta, Eptena, Eptsykas, Ezbena, Floarea, Gaidra, Gheorghita, Ihrin, Ileana, Iona, Ionela, Iulia, Kerza, Lacramioara, Lavnia, Leipoxa, Lia, Lizuca, Loredana, Luminita, Magiana, Marica, Marioara, Mariutza, Melita, Mirela, Mokasokos, Mucapora, Muccala, Mukas, Nadezhda, Nedelcu, Opoea, Petronela, Rescuturme, Sabina, Sabir, Scoloti, Skila, Spargapeithe, Sura, Targita, Teofila, Trandafira, Uta, Zina

**Human (Arabani)**

*Male:* Alahmar, Adib, Amin, Amir, Anid, Antar, Ariss, Asad, Asil, Aswad, Aswan, Aziz, Badal, Badr, Bakkir, Baladi, Barrani, Bashir, Batal, Bazar, Birj, Boukra, Dabbous, Dahwar, Damis, Darwish, Eblis, Eman, Eyab, Fahesh, Fajr, Galal, Ghazal, Labib, Lahthan, Lameh, Laziz, Misk, Nabil, Nasr, Rakkas, Saber, Sadek, Sihr, Surur, Taleb, Wahed, Yunis, Zaim, Zair

*Female:* Adibe, Ahlie, Akide, Anide, Ayar, Bahie, Barake, Bassira, Bayda, Bourha, Dabke, Daliat, Dimashk, Ebra, Emarat, Fahime, Farah, Farase, Fourja, Gebha, Latifa, Leila, Moniet, Nabile, Rababa, Rawda, Sabiha, Sarab, Sarmadee, Tamra, Yabissa, Zahrat, Zukra

**Human (Colchian)**

*Male:* Antranig, Ara, Armen, Arshavir, Artaxiad, Athangelos, Avarair, Avedis, Bedrosian, Boghos, Dikran, Eznik, Garabed, Ghoukas, Hagop, Haig, Haroutyoun, Hovan, Hovsep, Izmirlian, Jirair, Karayan, Kevork, Khachig, Kolb, Korian, Kirkor, Magar, Mesrop, Nishan, Parounag, Sahak, Sion, Tiridates, Vartan, Yervant, Zeroun

*Female:* Anahid, Ankine, Anoush, Armenouhie, Gadara, Gayane, Lucine, Margarid, Miriam, Nairi, Serpuhi, Shakeh, Shoushan, Siran, Sirvat, Takouhi, Vartoughi, Voshkie, Zagiri

**Human (Mantovani)**

*Male:* Aranth, Aranthur, Arnza, Arte, Aule, Cae, Caile, Cneve, Cuinte, Cutu, Kaisie, Kavie, Laris, Larce, Larth, Lecne, Mamarce, Marce, Metie, Nerie, Numesie, Pesna, Plecu, Rasce, Sethre, Spurie, Teitu, Teucer, Thefarie, Thesanthei, Thucer, Vel, Venel, Venthi, Vulca

*Female:* Alfia, Arathia, Araziia, Arnthi, Arnthia, Arria, Arunthia, Ati, Atilia, Caesia, Cafatia, Cainei, Culni, Fastia, Hercna, Hastia, Hathli, Larcia, Lartha, Larthia, Messia, Metli, Munatia, Nerinai, Panatia, Peci, Perca, Pevtha, Pinaria, Ravntha, Ramutha, Ramtha, Scarpia, Seianthi, Sesanseia, Sethra, Tetia, Thana, Thania, Thanchvil, Thanusa, Thiphilia, Thupeltha, Vela, Velthuria, Vesia, Vitellia, Vivinna

**Human (Mwandishi)**

*Male:* Azibo, Bomani, Bwerani, Chabwera, Chafulumisa, Chatha, Chatuluka, Chekandino, Chibale, Chigani, Chikosi, Chikumbu, Chimanga, Chimsima, Chinangwa, Chipita, Chisisi, Chisulo, Chitsime, Chiwanda, Chiwocha, Chumachienda, Citiwala, Citseko, Dulani, Fulumirani, Funsani, Gogo, Kafele, Kainwendo, Kajombo, Kamangeni, Kambuji, Kamowa, Kampibe, Kamuliva, Kamuzu, Kanjuchi, Kapeni, Kaphiri, Kasiya, Kawduka, Kazemde, Kondwani, Kubweza, Kudyauku, Kumanda, Kuthakwakulu, Kwacha, Kwada, Kwayera , Kwende, Lamburira, Ligongo, Lin, Linje, Lisimba, Liu, Lugono, Lukongolo, Madzimoyo, Makwangwala, Malawa, Mandala, Mandondo, Mapemba, Mapira, Masamba, Masibuwa, Mbiya, Mbizi, Mbwelera, Milengalenga, Moyenda, Moyo, Mpasa, Mpesi, Mtima, Mtundu, Mvula, Mwai, Ndale, Ndembo, Ngolinga, Ngombe, Ngunda, Njete, Nkuku, Nsomba, Nyemba, Onani, Roozani, Sabola, Sekani, Siyani, Thako, Thambo, Thenga, Tsalani, Tsekani, Tsoka, Ufa, Umi, Unika, Useni, Usi, Usiku, Utni, Zikomo

*Female:* Abikanile, Alile, Asale, Buseje, Chaonaine, Chimwala, Chiwa, Chotsani, Dziko, Kantayeni, Kausiwa, Kuliraga, Kwasausya, Liziuzayani, Mabuufo, Mesi, Mpatuleni, Ndachitanji, Ngulinga, Njemile, Njemile, Sigele, Teleza, Tidyanawo, Tisaubiranji, Tithandianasi

**Human (Nisani)**

*Male:* Achillios, Aeneas, Aeschylus, Agapios, Agesilaus, Agis, Agler, Alceus, Alcibiades, Alexander, Altair, Ambrose, Anatoli, Anaximander, Anaximenes, Andrew, Anker, Antigonus, Antiochus, Antipater, Apollo, Apollonios, Archimedes, Ares, Argus, Aristeides, Aristokles, Aristophanes, Aristotle,

Arsene, Atemas, Athanasios, Avel, Balasi, Bane, Baruch, Basil, Brasidas, Callimachus, Cassander, Cimon, Clearchus, Cleombrotus, Cleomenes, Cleon, Cleophon, Cletus, Colin, Cosimo, Craterus, Cyril, Cyrus, Damen, Demetrius, Demosthenes, Dimitri, Dinos, Diogenes, Dion, Dionysios, Dionysus, Dorian, Draco, Dunixi, Elutherios, Eneas, Erasmus, Etor, Eugenios, Eumenes, Euripedes, Eurybiades, Euthydemus, Feodor, Georgios, Gilos, Gorka, Gregorios, Guilios, Hali, Hector, Hephaestos, Heracles, Hermes, Hesiod, Hesperos, Hippias, Hipparchus, Hippocrates, Homer, Isidorios, Jason, Kai, Konstandinos, Korudon, Kuiril, Kyrillos, Kyros, Lamachus, Leander, Lycurgus, Lysander, Lysimachus, Makarios, Meletios, Menelaeus, Mentor, Milos, Narcissus, Nestor, Nicias, Nicodemus, Nikolos, Orestes, Orion, Panteleimon, Parmenio, Parthenios, Pausanius, Peder, Pello, Pelopidas, Perdiccas, Pericles, Philip, Phormio, Pindar, Plato, Polysperchon, Polysperchon, Poul, Preben, Prophyrios, Pythagoras, Sebasten, Socrates, Solon, Sophocles, Spyridon, Stamatios, Stavros, Stefanos, Thanos, Theodore, Theodosios, Theophile, Thespis, Thucydides, Titos, Todor, Uranus, Vasileios, Vasilis, Xenophanes, Xenophon, Zeno, Zeus, Zorba, Zotikos.

*Female:* Adara, Adonia, Agalia, Agate, Agatha, Aleka, Alena, Alethea, Alexandra, Althea, Amarande, Anatola, Andrianna, Angele, Anthea, Antigone, Antonia, Aphrodite, Apollonia, Arachne, Arene, Arete, Aretha, Arethusa, Araidne, Ariane, Artemis, Artemisia, Aspasia, Asta, Athanasia, Athena, Aura, Barbara, Calandra, Callista, Cassandra, Cassia, Catalin, Celena, Charis, Charissa, Chloris, Cleopatra, Clio, Cloris, Cora, Corine, Cosima, Cybele, Cyma, Cynthia, Damara, Damaris, Damia, Delbin, Delphine, Demeter, Dionna, Dioreann, Dorisa, Drew, Echo, Eleanor, Electra, Elefteria, Elena, Eleni, Ellen, Elna, Elpida, Erianthe, Eudosia, Eugenie, Euphemia, Eurydice, Evadne, Evangelia, Evania, Evanthe, Filia, Gaea, Galatea, Georgia, Georgina, Grette, Hedia, Helen, Helia, Henrika, Hera, Hermione, Hesper, Hyacinthe, Ianthe, Ilithya, Ines, Io, Iona, Ionia, Iphigenia, Irene, Iris, Isaura, Ismini, Jacinthe, Jocasta, Kaia, Kairos, Kalcya, Kalliope, Kalonice, Kama, Karena, Kasana, Kepa, Kolete, Kolina, Lalage, Lana, Leda, Lelia, Lenore, Ligia, Lonia, Lycoris, Lydia, Magarethe, Margareta, Mathilde, Medea, Melania, Melanie, Melantha, Melissa, Melita,, Metea, Mette, Mona, Monika, Myra, Nerissa, Nicola, Nike, Niobe, Nora, Nyssa, Odele, Olympe, Olympia, Ophelie, Pallas, Pamela, Pandora, Panthea, Parthenie, Pelagia, Penelope, Perrine, Persephone, Phaedra, Philippa, Philomena, Phoebe, Phyllis, Rhea, Rhoda, Rita, Saffi, Sandra, Sappho, Sebastene, Selena, Sibyl, Sofia, Sofronia, Sonia, Sonya, Stephania, Terese, Tessa, Thea, Thekla, Theodora, Theodosia, Theophania Theophilia, Thetis, Tiphane, Vanessa, Vania, Varvara, Veronike, Xenia, Zalantha, Zallia, Zalypso, Zandace, Zandis, Zena, Zenaide, Zenobia, Zephyr, Zoe

**Human (Scythian)**

*Male:* Aleksander, Bohdan, Borysko, Burian, Danya, Danylko, Dymtrus, Fadey, Hadeon, Heorhiy, Ivan, Krystiyan, Lyaksandro, Matviyko, Mychajlo, Osip, Petruso, Vanko, Vasylko, Yevhen, Yure

*Female:* Aleksandra, Anita, Ionna, Katerina, Klarysa, Lavra, Leysa, Marynia, Nastasiya, Nyura, Orynko, Pavla, Sofiya, Yaryna, Yelsaveta, Yeva

**Human (Tanisani)**

*Male:* Abasi, Abayomi, Abubakar, Adeben, Adio, Adofo, Adom, Agymah, Akhenaten, Akiki, Akil, Akins, Ammon, Amenhotep, Amenophis, Amenra, Amsu, Amun, Anher, Anubis, Anum, Anzety, Apis, Apophis, Asim, Aswad, Ata, Atemu, Aten, Atsu, Atum, Ausar, Azibo, Azizi, Baal, Babafemi, Badru, Bakari, Bankole, Baruti, Bebti, Behdeti, Bes, Bomani, Chafulumisa, Chatha, Chatuluka, Chenzira, Cheops, Chibale, Chigaru, chike, Chisisi, Chuma, Dakarai, Darius, Darwishi, Djoser, Donkor, Ebo, Edfu, Fadil, Faki, Fenuku, Fenyang, Funsani, Gahiji, Garai, Geb, Gyasi, Haji, Hakizimana, Hamadi, Hanbal, Hanif, Hapi, Hapu, Harakhty, Hasani, Heh, Heru, Hondo, Horemheb, Horus, Hu, Idogbe, Iniherit, Ishaq, Issa, Jabari, Jafari, Jahi, Jumoke, Kafele, Kamuzu, Kaphiri, Kasiya, Kazemde, Kek, Khafra, Khaldun, Khalfani, Khentimentiu, Khepri, Khnemu, Khnum, Khons, Khufu, Kneph, Kontar, Kosey, Lateef, Lisimba, Lukman, Luzige, Madu, Makalani, Manu, Maskini, Masud, Matsimela, Mbizi, Memphis, Menes, Menkaura, Mensah, Min, Minkah, Month, Mosegi, Mosi, Moswen, Msamaki, Msrah, Mudada, Mukhwana, Musa, Naeem, Naja, Narmer, Nassor, Neb, Nefertum, Nephthys, Nexeu, Ngozi, Niu, Nizam, Nkosi, Nkrumah, Nkuku, Nun, Nuru, Oba, Odion, Okpara, Omari, Onuris, Osahar, Osaze, Osiris, Ottah, Oubastet, Paki, Petiri, Pili, Psamtic, Psusennes, Ptah, Ptolemy, Qeb, Quaashie, Ra, Ramses, Rashidi, Re, Reshef, Runihura, Saa, Sabola, Sadiki, Salih, Seb, Sefu, Sekani, Shakir, Senusnet, Sept, Serapis, Set, Seth, Sethos, Shabaka, Shu, Sifiye, Sneferu, Sobk, Sudi, Tabari, Tarik, Tau, Tehuti, Teremun, Thabit, Thoth, Thutmose, Tor, Tsekani, Tum, Tumaini, Tutankhamun, Typhon, Ubaid, Ufa, Umi, Unika, Ur, Usi, Uthman, Wamukota, Yafeu, Yahya, Yazid, Zahur, Zzaid, Zuberi, Zuka

*Female:* Ain, Akila, Amunet, Anat, Anippe, Astarte, Auset, Aziza, Bahiti, Bast, Bastet, Bennu, Chione, Cleopatra, Dendera, Dalila, Echidna, Edjo, Eshe, Femi, Fukayna, Habibah, Hafsah, Halima, Haqikah, Hasina, Hathor, Hatshepsut, Hehet, Heqet, Ife, Isis, Jamila, Jendayi, Kakra, Kamilah, Kanika, Keket, Kesi, Khepri, Kissa, Lapis, Layla, Lotus, Maat, Mafuane, Maibe, Mandisa, Masika, Meht, Memphis, Mert, Mesi, Meskhenet, Monifa, Mosi, Moswen, Mukamutara, Mukantagara, Mukarramma, Muminah, Mut, Nabirye, Naeemah, Nailah, Nathifa, Naunet, Nebthet, Neema, Nefertarti, Nefertiti, Nekhbet, Nephthys, Net, Nile, Nit, Niut, Nourbese, Nubia, Nuru, Nut, Ode, Olabisi, Olufemi, Omorose, Oni, Oseye, Panya, Pili, Quibilah, Rabiah, Ramla, Rashida, Raziya, Rehema, Renenet, Sabah, Safiya, Sagira, Sakhmet, Salama, Salihah, Sanura, Sechet, Sekhet, Selma, Serq, Shani, Sharifa, Shukura, Siti, Subira, Suma, Tabia, Tahirah, Tale, Talibah, Tauret, Tefnut, Thema, Theoris, Thermuthis, Uadjit, Uatchit, Umayma, Umm, Urbi, Walidah, Yaminah, Zahra, Zalika, Zesiro

**Bardha**

*Male:* Adiran, Ager, Aingeru, Akil, Ander, Antton, Asentzio, Bajrak, Benat, Bingen, Bittor, Danel, Deunoro, Dunixi, Edorta, Edrigu, Edur, Elazar, Erromon, Etor, Gabirel, Gaizka, Gentza, Gotzon, Gurutz, Iker, Inaki, Inigo, Ixaka, Jakome, Kan, Kemen, Kerbasi, Mali, Mikel, Mikolas, Mikolaus, Ortzi, Palben, Shen, Txanton, Txomin, Ugutz, Unai, Urtzi, Xabier, Xavier, Xanti,

Ximon, Ximun, Yosu, Yuli, Zadornin, Zigor, Zorion

*Female:* Abarrane, Abame, Agurtzane, Ainhoa, Aitziber, Alona, Arama, Arrate, Aitana, Aintzane, Alazne, Alesandese, Amaia, Andere, Argi, Arrosa, Balere, Barkarne, Barkarna, Bixenta, Bjesh, Catalin, Ceren, Danele, Det, Edurne, Eguskine, Eguskina, Garaitz, Gechina, Gotzone, Igone, Kontxesi, Mirari, Naiara, Naiaria, Nerea, Neria, Osane, Tote, Va, Yanamari, Yera, Zapa, Zurine, Zurina

**Daktyloi**

*Male:* Adony, Asztrik, Atalik, Atilla, Bajnok, Bars, Becse, Bela, Bence, Berizl, Bod, Bodor, Botond, Csaba, Cseke, Csenger, Csepel, Csombor, Csongor, Deli, Denes, Domokos, Egyed, Elek, Farkas, Ferenc, Fodor, Folkus, Frigyes, Gabor, Gara, Gedeon, Gerzson, Gyula, Hont, Huba, Hunor, Imre, Istvan, Janos, Jozsef, Kada, Kadosa, Kalman, Kaplony, Kapolcs, Kardos, Karsa, Kartal, Keled, Keleman, Kemenes, Kende, Kerecsen, Keve, Kolos, Kont, Kund, Laborc, Ladomer, Lantos, Laszlo, Lehel, Lél, Levente, Lipót, Loránd, Lorant, Lõrinc, Marót, Medárd, Megyer, Menyhért, Miksa, Mór, Nándor, Nyék, Odon, Oguz, Ompoly, Ond, Orban, Ormos, Oszlár, Ozor, Ozsvát, Patony, Pázmán, Pellegrin, Pentele, Piusz, Pongor, Radomér, Regõ, Rendor, Rezsõ, Robi, Rókus, Sandor, Sebes, Solt

*Female:* Agotha, Agoti, Agi, Aggie, Alexa, Aliz, Alisz, Anasztaizia, Anci, Angyalka, Aurelia, Aranka, Bella, Bela, Belle, Bertuska, Berta, Borbala, Borsala, Bora, Borka, Brosca, Broska, Boriska, Cili, Czigany, Darda, Dorika, Dorottya, Duci, Erika, Ernesztina, Erna, Erssike, Erzsi, Erzsok, Erzebet, Eszti, Etilka, Etel, Evike, Evacska, Ferike, Fereng, Franciska, Firenze, Florka, Frici, Gisella, Gizi, Gitta, Hajna, Ibolya, Ica, Ilona, Ilka, Irenke, Janka, Jucika, Juci, Juliska, Julcsa, Karolina, Karola, Katinka, Katakin, Kat, Katalin, Katarina, Krisztina, Kriszta, Lenci, Linka, Liza, Lujza, Malika, Malcsi, Marcsa, Mara, Marika, Martuska, Marianna, Nancsi, Nusa, Ninacska, Nusi, Orzsebet, Paliki, Piroska, Rez, Rozalia, Roza, Sarika, Sasa, Teca, Treszka, Tunde, Tzigane, Vicuska, Viva, Viktoria, Virag, Zigana, Zsuzsanna, Zsuzsi, Zsuska, Zsofia, Zsofika

**Soricid**

*Male:* Abi, Babar, Berk, Bulent, Cahil, Candan, Cay, Cengis, Deniz, Duman, Galip, Gescit, Gurkan, Hakan, Halil, Hasad, Ilhan, Irmak, Levent, Melik, Mert, Mete, Muzaffe, Muztag, Nedim, Nerhim, Nesim, Nesip, Nurhan, Okan, Olcay, Onur, Ozan, Ozaner, Pekka, Pelin, Sadi, Safak, Semih, Sencer, Sevilin, Sinan, Tamer, Taner, Tarkan, Tecer, Tercan, Tezer, Timur, Toker, Tolga, Tuncer, Ufuk, Ugur, Ulucan, Yener, Yigit, Zafer, Zeki, Zeren

*Female:* Ada, Akasma, Ayse, Aysegul, Balka, Cari, Dilek, Elvan, Fairuza, Gulay, Harika, Jihan, Kara, Kerzi, Muzaffer, Nagihan, Nerhim, Nilgun, Nuray, Nurhan, Olcay, Onur, Safak, Sari, Sefika, Semra, Sezen, Sibel, Tulip, Yeliz, Yesil

# Skills

Heroes in Phydea slip unseen past the villain's guards. They tame and train the beasts of the wild. They piece together clues to a villain's latest plot. They run along ledges in the dead of night in pursuit of their enemies. They change minds and win hearts wherever they go. They do so through the use of various skills, described in this chapter.

## Skill Basics

Skills are learned abilities acquired through a combination of training (skill ranks) and natural talent (an ability):

**Skill check = d20 + skill rank + key ability score + modifiers**

The higher the roll, the better the result. You're usually looking for a total that equals or exceeds a particular Difficulty or another character's check total.

**Skill Rank:** Your rank in a skill you know is your level +3. You can use some skills even if you aren't trained in them (having no rank). This is known as using a skill untrained.
**Ability Score:** Each skill has a key ability, applied to the skill's checks. Each skill's key ability is noted in its description.
**Modifiers:** Miscellaneous modi.ers to skill checks include favorable or unfavorable conditions, bonuses from feats, and penalties for not having proper tools, among others.

## Acquiring Skills

You choose a certain number of skills your character knows at 1st level, based on your role and Intelligence score. For example, a warrior knows two skills at 1st level, plus or minus the character's Intelligence score, so a warrior with Intelligence +1 is trained in three skills at 1st level. A 1st-level character is always trained in at least one skill, regardless of Intelligence. You can add skills either by becoming a mixed-role hero with a level of expert or by taking the Skill Training feat (page 33). This allows you to add two more skills to your list of known skills.

## Untrained Skills

Characters can perform some tasks without any training in a skill, using only raw talent (defined by their ability scores), but skilled characters tend to be better at such things. If a skill description doesn't include "Trained Only," you can attempt tasks involving that skill even if you have no training in it. Your bonus for the skill check is just your key ability score for that skill, with no ranks added in. Untrained characters can still hide or swim, for example; they're just not as good at it as those with training. Skills that cannot be used untrained are designated as "Trained Only" in their descriptions. Attempts to use these skills untrained automatically fail.

## How Skills Work

When you use a skill, make a skill check to see how well you do. The higher the result, the better the outcome. Based on the circumstances, your check result must equal or beat a particular Difficulty number. The harder the task, the higher the number you need to roll.

## Interaction Skills

Certain skills, called interaction skills, are aimed at dealing with others through social interaction. Interaction skills allow you to influence attitudes and get others to cooperate with you. Since interaction skills are intended for dealing with others socially, they have certain requirements.

First, you must actually be able to interact with the subject or subjects of the skill. That means the subjects must be aware of you and able to understand you. If you don't speak the same language, or they can't hear you for some reason, that's the same as working without the proper tools, imposing a -4 on your skill check, since you have to convey your meaning through gestures, body language, tone, and so forth. Interaction skills work best on intelligent subjects, ones with Intelligence -3 or higher. You can use them on creatures with lower Intelligence (-4 or -5) but with a -8 penalty on your check; they're just too dumb to get the subtleties of your point. You can't use interaction skills at all on subjects lacking a mental ability. (Try convincing a rock to be your friend-or afraid of you-sometime.) Some interaction skills last a particular amount of time. Using Intimidate to demoralize an opponent, for example, lasts for only a few seconds (one round). In these cases, the time is always measured from the subject's point of view. If you successfully demoralize an opponent, the effect lasts one full round starting on the target's initiative and ending on the target's place in the initiative order on the following round. You can use interaction skills against groups, but you must be trying to influence the entire group in the same way. You can use Diplomacy, for example, to sway a group of people and improve their attitude toward you, but you must be trying to convince all of them about the same thing. Everyone in the group must be able to hear and understand you. You make one interaction skill check and the Game Master compares it against each person in the group (or against an average value for the group, to speed things up).

## Specialty Skills

Some skills cover a wide range of knowledge or techniques. These skills are actually groups of similar skills, called specialty skills. When learning one of these skills, you must choose a specialty or an aspect of the skill your character is trained in. For example, you might choose the history specialty of Knowledge or the leatherworking specialty of Craft. Skill ranks in one specialty do not provide training in the skill's other specialties.

| Skill | Ability | Untrained? | Specialization? | Action | Take 10/20 |
|---|---|---|---|---|---|
| Acrobatics | Dex | No | No | React or move | 10 |
| Bluff | Cha | Yes | No | Standard or full | 10 |
| Climb | Str | Yes | No | Move or full | 10 |
| Concentration | Wis | Yes | No | React | - |
| Craft | Int | No | Yes | - | 10 (20 on repair) |
| Diplomacy | Cha | Yes | No | Full | 10 |
| Disable Device | Int | No | No | Full | 10/20 |
| Disguise | Cha | Yes | No | - | 10 |
| Escape Artist | Dex | Yes | No | Full | 20 |
| Gather Inform. | Cha | Yes | No | - | 10 |
| Handle Animal | Cha | Yes | No | - | 10/20 |
| Heal | Wis | No | No | - | 10/20 |
| Intimidate | Cha | Yes | No | Standard or full | 10 |
| Jump | Str | Yes | No | Move | 10 |
| Knowledge | Int | No | Yes | React or full | 10/20 |
| Language | - | No | Yes | - | - |
| Notice | Wis | Yes | No | React or move | 10/20 |
| Perform | Cha | Yes | Yes | - | 10 |
| Ride | Dex | No | No | Move | 10 |
| Search | Int | Yes | No | Full | 10/20 |
| Sense Motive | Wis | Yes | No | React | 10 |
| Sleight Of Hand | Dex | No | No | Standard | 10 |
| Stealth | Dex | Yes | No | Move | 10 |
| Survival | Wis | Yes | No | - | 10 |
| Swim | Str | Yes | No | Move or full | 10 |

## Skill Descriptions

This section describes each skill, including its common uses. You may be able to use skills for tasks other than those given here. The Game Master sets the Difficulty and decides the results in those cases. The format for skill descriptions is below. Items that don't apply to a specific skill are left out of its description.

## Skill Name

*Key Ability, Trained Only, Interaction, Requires Specialization, Requires Tools*

The skill name line and the line below it contain the following information:

**Skill Name:** What the skill is called.
**Key Ability:** The ability applied to the skill check.
**Trained Only:** If "Trained Only" is included, you must be trained in the skill in order to use it. If "Trained Only" is absent, characters may use it untrained.
**Interaction:** If "Interaction" is included, the skill is an interaction skill.
**Requires Specialization:** If "Requires Specialization" is included, you must choose a specialty for the skill.
**Requires Tools:** If "Requires Tools" is included, you need to have the proper tools to use the skill. Not having the proper tools results in a -4 penalty to the skill check.

The skill name line is followed by a brief description of the skill and four other categories:

**Check:** How to make a check for the skill, what the results of the check are, and the basic Di.culty.
**Try Again:** Conditions on retrying a check with the skill. If this section is absent, the skill can be retried an unlimited number of times.
**Action:** The type of action required to use the skill, how long it takes.
**Special:** Any extra information about the skill.

## Acrobatics

*Dexterity, Trained Only*

You can flip, dive, roll, tumble, and perform other acrobatic maneuvers.
**Check:** You can make an Acrobatics check (Difficulty 5) to lessen the damage from a fall. Subtract the amount your roll exceeds the Difficulty (in feet) from the distance of a fall before determining damage. For example, an Acrobatics check of 20 (15 more than the Difficulty) reduces the effective distance of a fall by 15 feet. A fall reduced to 0 feet does no damage. You can make an Acrobatics check (Difficulty 25) to move through a space occupied by an opponent or obstacle (moving over, under, or around). A failed roll means you don't get past the obstacle.
**Balancing:** You can walk on a precarious surface. A successful check lets you move half your speed along the surface as a move action. A failure indicates you spend your move action just keeping your balance and do not move. A failure by 5 or more indicates you fall. The Difficulty is based on the surface.

| Surface | Difficulty |
|---|---|
| More than 12 inches wide | 5 |
| 7-12 inches wide | 10 |
| 2-6 inches wide | 15 |
| Less than 2 inches wide | 20 |
| Uneven or angled | +5 |
| Slippery | +5 |

**Fighting While Balancing:** While balancing, you are flat-footed (losing your dodge bonus to Defense), unless you have 5 or more ranks in Acrobatics. If you take any damage while balancing, you must make an Acrobatics check to avoid falling.
**Accelerated Movement:** You can try to cross a precarious surface faster than normal. You can move your full speed, but you take a -5 penalty on your Acrobatics check. (Moving twice your speed in a round requires two checks, one for each move action.)
**Avoiding Being Tripped:** You can make an Acrobatics check in place of the normal Strength or Dexterity check to avoid a trip attack. You cannot use Acrobatics to make trip attacks, however.
**Instant Up:** You can make an Acrobatics check (Difficulty 20) to stand up from a prone position as a free action rather than a move action.
**Performance:** You can use Acrobatics as if it were the Perform skill to impress an audience.
**Try Again:** No.
**Action:** You can try to reduce damage from a fall as a reaction once per fall. Balancing while moving one-half your speed is a move action. Accelerated movement, allowing you to balance while moving your full speed, is also a move action.
**Special:** The balancing aspects of Acrobatics can be used untrained.

## Bluff

*Charisma, Interaction*
Bluff is the skill of making the outlandish seem credible. It covers acting, fast-talking, trickery, and subterfuge.
**Check:** A Bluff check is opposed by the target's Bluff or Sense Motive check, whichever is higher (it's harder to bluff someone who knows all the tricks). Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can work against you: the bluff is hard to believe, or the action the bluff requires goes against the target's self-interest, nature, or orders. If it's important, the Game Master can distinguish between the two. For instance, if the target gets a +10 bonus because the bluff demands something risky, and the target's Sense Motive check succeeds by 10 or less, then the target didn't so much see through the bluff as prove reluctant to go along with it. If the target's Sense Motive check succeeds by 11 or more, he sees through the bluff, and would have even if it had not placed any unusual demands on him (that is, even without the +10 bonus). A successful Bluff check indicates the target reacts as you want, at least for a short time (usually 1 round or less), or the target believes something you want him to believe.
**Feint:** You can use Bluff to mislead an opponent in combat. If your Bluff check succeeds, the next attack you make against the target ignores his dodge bonus to Defense.
**Creating a Diversion to Hide:** You can use Bluff to help you hide. A successful Bluff check gives you the diversion needed to attempt a Stealth check while people are aware of you.
**Innuendo:** You can use Bluff to send secret messages while talking about other things. The Difficulty for a basic message is 10. Complex messages have Difficulties of 15 or 20. The recipient of the message, and anyone listening in, makes a Bluff or Sense Motive check against the same Dificulty to understand your message. Whether trying to send or understand a message, a failure by 5 or more points means the receiver misinterprets the message in some fashion.
**Seduction:** You can use Bluff to convince someone else you are a potential romantic partner, provided they could possibly be attracted to you (in the Game Master's judgment). Make a Bluff check against your target's Sense Motive check. Success improves the target's attitude like a use of the Diplomacy skill. Seduction is a one-time modification of the target's attitude, not a long-term change.
**Try Again:** Generally, a failed Bluff check makes the target too suspicious to try again in the same circumstances. For feinting in combat, you may try again freely.
**Action:** A bluff takes at least a full round but can take much longer if you try something elaborate. Using Bluff as a feint in combat is a standard action, as is using Bluff to create a diversion to hide. By taking a -5 penalty on your check, you can feint in combat as a move action.

| Example Circumstances | Sense Motive Modifier |
|---|---|
| The target wants to believe you. | -5 |
| The bluff is believeable and doesn't affect the target much. | +0 |
| The bluff is a little hard to believe or puts the target at some risk. | +5 |
| The bluff is hard to believe or entails a large risk for the target. | +10 |
| The bluff is way out there; it is almost too incredible to consider. | +20 |

## Climb

*Strength*
You're skilled in scaling angled and uneven surfaces.
**Check:** With each successful Climb check, you can move up, down, or across a slope, wall, or other steep incline at one-quarter your normal speed. A failed Climb check means you make no progress, and a check that fails by 5 or more means you fall from whatever height you attained (unless you are secured with some kind of harness or other equipment). The Difficulty of the check depends on the conditions of the climb. If the climb is less than 10 feet, reduce the Difficulty by 5.
**Fighting While Climbing:** Since you can't easily avoid attacks, you are flatfooted while climbing (losing your dodge bonus to Defense). Any time you take damage while climbing, make a Climb check against the Difficulty of the climb. Failure means you fall.

| Difficulty | Example Wall, Surface or Task |
|---|---|
| 0 | A slope too steep to walk up. A ladder. |
| 5 | A knotted rope with a wall to brace against. |
| 10 | A rope with a wall to brace against. A knotted rope. A surface with sizable ledges to hold on to and stand on, such as a rugged cliff-face. |
| 15 | Any surface with adequate handholds and footholds (natural or artificial), such as a rough natural rock surface or a tree. An unknotted rope. Pulling yourself up when dangling by your hands. |
| 20 | An uneven surface with just a few narrow handholds and footholds, such as a coarse masonry wall or a sheer cliff face with a few crevices and small toeholds. |
| 25 | A rough surface with no real handholds or footholds, such as a brick wall. |
| 25 | Overhang or ceiling with handholds but no footholds. |
| - | A perfectly smooth, flat, vertical surface can't be climbed. |
| -10 | Climbing inside a chimney, or other location where you can brace against two opposite walls (reduces normal Difficulty by 10). |
| -5 | Climbing a corner where you can brace against perpendicular walls (reduces normal Difficulty by 5). |
| +5 | Surface is slippery (increases normal Difficulty by 5). |

**Fighting While Climbing:** Since you can't easily avoid attacks, you are flatfooted while climbing (losing your dodge bonus to Defense). Any time you take damage while climbing, make a Climb check against the Difficulty of the climb. Failure means you fall.
**Accelerated Climbing:** You can try to climb faster than normal. You can move half your normal speed, rather than one-quarter, but take a -5 penalty on your Climb check.
**Catching Yourself When Falling:** If you fall, make a Climb check (Difficulty equal to climb's Difficulty + 20). Success means you arrest your fall about halfway and suffer no damage.
**Catching Someone Else Falling:** It's somewhat easier to catch someone else who falls, assuming they are within arm's reach. Make a Climb check (Difficulty equal to climb's Difficulty +10) to do so. If you fail the check, you do not catch the other person. If you fail by 5 or more, you fall as well.
**Action:** Climbing is a move action.
**Special:** Someone using a rope can haul a character up (or lower a character down) by sheer strength. Use a character's carrying capacity to determine how much weight he can lift in this way.

## Concentration

*Wisdom*
You can focus your mind and concentrate despite distractions.
**Check:** Make a Concentration check whenever you might be distracted (by damage, harsh weather, and so on). If the check succeeds, you may continue what you are doing. If the check fails, the action you're attempting also fails. The check Difficulty depends on the nature of the distraction.
**Try Again:** Yes, though a success doesn't cancel the e.ects of a previous failure, such as the disruption of an action you were concentrating on.
**Action:** Making a Concentration check doesn't require an action; it is either a reaction (when attempted in response to a distraction) or part of another action (when attempted actively).

| Distraction | Difficulty |
|---|---|
| Damaged during the action. | 10+ dmg. bonus |
| Taking continuous damage during the action. | 10 + half of damage bonus last dealt. |
| Vigorous motion (bouncy chariot ride, small boat in rough water, riding a horse). | 10 |
| Violent motion (very rough vehicle ride, small boat in rapids, on deck of stormtossed ship, galloping horse) | 15 |
| Extraordinarily violent motion (earthquake). | 20 |
| Bound, grappling, or pinned. | 20 |
| Weather is a high wind with wind or sleet. | 5 |
| Weather is wind-driven hail, dust, or debris. | 10 |

## Craft

*Intelligence, Trained Only, Requires Specialization, Requires Tools*

Craft is actually a number of separate skills involving arts and crafts. You must choose a specialty, such as elixirs, leatherworking, weaponsmithing, or weaving. Training in one Craft specialty does not provide skill in other specialties.

**Check:** Craft skills are specifically focused on making things. To use a Craft skill effectively, you must have an appropriate set of tools.

**Making Items:** The Difficulty, time, and resources required to make an item depend on its complexity. Make a Wealth check against the Wealth Difficulty to acquire the necessary raw materials, and then make your Craft check. (Example Difficulties are given in the table.) If your Craft check succeeds, you make the item. If the Craft check fails, you do not produce a usable end result, and any raw materials are wasted.

| Complexity | Craft Diff. | Craft Diff. | Time | Examples |
|---|---|---|---|---|
| Simple | 15 | 5 | 1hr. | Garment, household item |
| Moderate | 20 | 10 | 12hrs. | Fine garment, weapon |
| Complex | 25 | 15 | 24hrs. | Mechanism, plate armor |
| Advanced | 30 | 20 | 60hrs. | Building, seige engine |

**Masterwork Items:** By increasing Difficulty and cost by +5, you can make a masterwork item. These items are especially well made and provide a +1 bonus when used.

**Repairing Items:** You can use Craft skills to repair damaged items. In general, simple repairs have a Difficulty of 10 to 15 and require no more than a few minutes to accomplish. More complex repair work has a Difficulty of 20 or higher and can require an hour or more to complete. The repairs have a cost 5 lower than making the item (negligible for simple items).

**Forgery:** Characters can use Craft to produce forgeries in their areas of specialty. The result of the Craft check becomes the Difficulty for a Notice check to detect the forgery. The Game Master can modify either the Craft or Notice check based on the conditions and the characters' familiarity with the original subject.

**Try Again:** Yes, although in some cases the Game Master may decide a failed attempt to repair an item has negative effects, preventing further attempts.

**Action:** The time to make something varies depending on its complexity, as shown above. The Game Master may increase or decrease the time for a particular Craft project as necessary.

**Special:** Generally, You can take 10 when using a Craft skill, but can't take 20 since doing so represents multiple attempts, and you use up raw materials with each attempt. You can take 10 or take 20 on repair checks. If you don't have the proper tools, you take a -4 penalty on Craft checks.

## Diplomacy

*Charisma, Interaction*

You're skilled in dealing with people, from proper etiquette and social graces to a way with words and public speaking. Use this skill to make a good impression, negotiate, and win people over.

**Check:** You can change others' attitudes with a successful Diplomacy check. In negotiations, all participants roll opposed Diplomacy checks to see who gets the advantage. Opposed checks also resolve cases where two advocates plead opposing cases before a third party. Diplomacy can influence a character's attitude. The Game Master chooses the character's initial attitude based on circumstances. Most of the time, people the heroes meet are indifferent toward them, but a specific situation may call for a different initial attitude.

**Try Again:** Generally, trying again doesn't work. Even if the initial check succeeds, the other character can only be persuaded so far. If the initial check fails, the other character has probably become more firmly committed to his position, and trying again is futile. At the Game Master's discretion, you can try again when the situation changes in some way: you find a new approach to your argument, new evidence appears, and so forth.

**Action:** Diplomacy is at least a full-round action. The Game Master may determine some negotiations require a longer period of time, perhaps much longer.

## Disable Device

*Intelligence, Trained Only, Requires Tools*

You can disarm or sabotage various devices, including locks and traps.

**Check:** The Game Master makes Disable Device checks secretly so you don't necessarily know whether you have succeeded.

**Open Lock:** You can pick locks. You must have thieves' tools. The Difficulty depends on the quality of the lock. In phydea there are only two kinds of mechanical locks; simple (DC 20) and average (25).

**Traps and Sabotage:** Disabling a simple mechanical device has a Difficulty of 10. More intricate and complex devices have higher Difficulties. The Game Master rolls the check. If the check succeeds, you disable the device. If the check fails by 4 or less, you have failed but can try again. If you fail by 5 or more, something goes wrong. If it's a trap, you set if off. If it's some sort of sabotage, you think that the device is disabled, but it's not. You can rig simple devices to work normally for a while and then fail later, if you choose.

**Try Again:** Yes, though you must be aware you have failed in order to try again.

**Action:** Disabling a simple device is a full-round action. Intricate or complex devices require multiple rounds at the Game Master discretion.

**Special:** You can take 10 when making a Disable Device check. You can take 20 to open a lock or to disable a device, unless trying to prevent your tampering from being noticed, or if there is a consequence for failure (such as setting o. a trap). If you do not have the proper tools, you take a -4 penalty on your check.

## Disguise

*Charisma, Requires Tools*

You can use makeup, costumes, and other props to change your appearance.

**Check:** Your Disguise check determines the effectiveness of your disguise. It is opposed by others' Notice checks. Make one Disguise check even if several people make Notice checks. The Game Master makes the Disguise check secretly so you are not sure exactly how well your disguise will hold up under scrutiny. If you don't draw any attention to yourself, however, others don't get to make Notice checks. If you come to the attention of people who are suspicious, they get to make a Notice check. (The Game Master can assume suspicious observers take 10 on their Notice checks.) The effectiveness of your disguise depends in part on how much you attempt to change your appearance.

| Disguise | Modifier |
|---|---|
| Minor details only | +5 |
| Appropriate costume | +2 |
| Disguised as different sex | -2 |
| Disguised as different age | -2 |

If you are impersonating a particular individual, those who know the subject automatically get to make Notice checks. Furthermore, they get a bonus on the check.

| Familiarity | Bonus |
|---|---|
| Recognizes on sight | +4 |
| Friend or associate | +6 |
| Close friend | +8 |
| Intimate | +10 |

Usually, an individual makes a Notice check to detect a disguise immediately upon meeting you and each hour thereafter. If you casually meet many different people, each for a short time, the Game Master checks once per day or hour using an average Notice modifier for the group (assuming they take 10).

**Try Again:** No, though you can assume the same disguise again at a later time. If others saw through the previous disguise, they are automatically treated as suspicious if you assume the same disguise again.

**Action:** A disguise requires at least 10 minutes of preparation. The Game Master makes Notice checks for those who encounter you immediately upon meeting you and again each hour or day thereafter, depending on circumstances.

**Special:** If you don't have any makeup, costumes, or props, you take a -4 penalty on Disguise checks.

## Escape Artist

*Dexterity*

You're trained in escaping from bonds and other restraints.

**Check:** Make a check to escape from restraints or to squeeze through a tight space. For example, ropes would require a check of the opponent's Dexterity bonus +20, a tight space would require a DC 30 check, and grapples would be versus the opponent's grapple check.

**Tight Spaces:** For a tight space, a check is only called for if your head fits but your shoulders don't. If the space is longer than your height, such as a chimney, the Game Master may call for multiple checks. You can't fit through a space your head doesn't fit through. You can also reach through a tight space your hand fits through but your arm normally does not by making an Escape Artist check.

**Escaping Grapples:** You can make an Escape Artist check opposed by an opponent's grapple check to get out of a grapple or out of a pinned condition (so you are just being grappled). Doing so is a standard action, so if you escape the grapple you can move in the same round.

**Try Again:** You can make another check after a failed check if you are squeezing through a tight space. If the situation permits, you can make additional checks as long as you are not being actively opposed.

**Action:** Making a check to escape from being bound by ropes or other restraints requires 1 minute. Escaping a grapple is a standard action. Squeezing or reaching through a tight space takes at least 1 minute, maybe longer, depending on the distance.

## Gather Information

*Charisma, Interaction*

You know how to make contacts, collect gossip and rumors, question informants, and otherwise gather information from people.

**Check:** By succeeding at a skill check (Difficulty 10) you can get a feel for the major news and rumors in an area. This assumes no obvious reasons exist why information would be withheld. The higher the check result, the more complete the information. Information ranges from general to protected, and the Difficulty increases accordingly for the type of information you want to gather; General (DC 10), Specific (DC 15), Restricted (DC 20) & Protected (DC 25). General information concerns local happenings, rumors, gossip, and the like. Specific information usually relates to a particular question. Restricted information includes facts that aren't generally known and require you to locate someone who has access to such information. Protected information is even harder to come by and might involve some danger, either for the one asking the questions or the one providing the answer. There's a chance someone takes note of anyone asking about restricted or protected information. The Game Master decides when this is the case. In some situations, opposed Gather Information checks are appropriate to see if someone else notices your inquiries (and you notice theirs).

**Try Again:** Yes, but it takes additional time for each check, and you may draw attention to yourself if you repeatedly pursue a certain type of information.

**Action:** A Gather Information check takes at least an hour, possibly several, at the Game Master's discretion.

## Handle Animal

*Charisma*

You know how to handle, care for, and train various types of animals.

**Check:** The time required to get an effect and the Difficulty depend on what you are trying to do.

| Task | Time | Diff. |
|---|---|---|
| Handle animal | Move action | 10 |
| "Push" animal | Full-round action | 25 |
| Teach animal a trick | 1 week | See text |
| Train animal for a purpose | 4 weeks | See text |

**Handle an Animal:** This means to command an animal to perform a task or trick it knows. If the animal's condition is something other than normal (it's fatigued or injured, for example), the Difficulty increases by +5. If the check is successful, the animal performs the task or trick on its next action.

**"Push" an Animal:** Pushing an animal means getting it to perform a task or trick it doesn't know but is physically capable of doing. If the check is successful, the animal performs the task or trick on its next action.

**Teach an Animal a Trick:** You can teach an animal a specific trick, such as "attack" or "stay," with one week of work and a successful Handle Animal check (Difficulty 15 for simple tricks, 20 or more for complex tricks). An animal with an Intelligence of -5 can learn a maximum of three tricks, while an animal with an Intelligence of -4 can learn a maximum of six tricks.

**Train an Animal:** Rather than teaching an animal individual tricks, you can train an animal for a general purpose, like combat, guarding, riding, and so forth. This requires a Difficulty 20 skill check. Essentially, an animal's purpose represents a set of tricks fitting a common scheme. An animal can be trained for one purpose only.

**Try Again:** Yes.

**Action:** See above.

**Special:** An untrained character uses Charisma checks to handle and push animals, but can't teach or train animals.

## Heal

*Wisdom, Trained Only, Requires Tools*

You're trained in understanding the body and treating injuries and illness.

**Check:** The Difficulty and effect depend on the task attempted.

**Diagnosis (Difficulty 10):** You can diagnose injuries and ailments with an eye toward providing treatment. At the Game Master discretion, a successful diagnosis can provide a +2 bonus on Heal checks for treatment.

**Provide Care (Difficulty 15):** Providing care means treating a wounded person for a day or more or providing routine medical care, such as assisting in the delivery of a baby. If successful, the patient adds your Heal rank to any recovery rolls. You can tend up to your skill rank in patients at one time.

**Revive (Difficulty 15):** With a first aid kit, you can remove the dazed, stunned, or unconscious condition from a character. This check is a standard action. A successful check removes the condition. You can't revive an unconscious character who is dying without stabilizing the character first.

**Stabilize (Difficulty 15):** With a medical kit, you can tend to a character who is dying. As a standard action, a successful Heal check stabilizes the dying character.

**Treat Disease (Difficulty 15):** You can tend to a character infected with a treatable disease. Every time the diseased character makes a saving throw against disease effects (after the initial contamination), you can first make a Heal check requiring 10 minutes. If your check succeeds, you provide a bonus on the diseased character's saving throw equal to your Heal rank.

**Treat Poison (Difficulty 15):** You can tend to a poisoned character. When a poisoned character makes a saving throw against a poison's secondary effect, you first make a Heal check as a standard action. If the check succeeds, you provide a bonus on the poisoned character's saving throw
equal to your Heal rank.

**Try Again:** Yes, for reviving dazed, stunned, or unconscious characters, and stabilizing dying characters. No, for all other uses of the skill.

**Action:** Heal checks take different amounts of time based on the task at hand, as described above.

**Special:** You can take 10 when making a Heal check. You can take 20 only when giving long-term care or attempting to revive dazed, stunned, or unconscious characters. If you do not have the appropriate medical equipment, you take a -4 penalty on your skill check. You can use the Heal skill on yourself only to diagnose, provide care, or treat disease or poison. You take a -5 penalty on your checks when treating yourself.

## Intimidate

*Charisma, Interaction*

You know how to use threats (real or implied) to get others to cooperate with you.

**Check:** Your Intimidate check is opposed by the target's Will save or Intimidate check (whichever is higher) + the target's modifiers for saves against fear. If your check succeeds, you may treat the target as friendly for 10 minutes, but only for purposes of actions taken while in your presence. (That is, the target retains his normal attitude, but will talk, advise, offer limited help, or advocate on your behalf while intimidated.) Your target will only cooperate so much and won't necessarily obey your every command or do anything that would directly endanger himself. If you perform some action that makes you more imposing, you gain a +2 bonus on your Intimidate check. If your target clearly has a superior position, you su.er a -2 penalty on your Intimidate check. If your Intimidate check fails by 5 or more, the target may actually do the opposite of what you wanted.

**Demoralizing in Combat:** You can use Intimidate in combat to demoralize an opponent, shaking their confidence. Make an Intimidate check as a standard action. If it succeeds, your target is shaken (-2 on all attack rolls, checks, and saving throws, except Toughness saves) for one round.

**Try Again:** No. Even if the initial check succeeds, the other character can only be intimidated so much, and trying again

doesn't help. If the initial check fails, the other character has become more .rmly resolved to resist, and trying again is futile. You can make Intimidate checks to demoralize an opponent in combat until you fail, after which the target is no longer intimidated by you.
**Action:** An Intimidate check is a full-round action. Demoralizing in combat is a standard action. By taking a -5 penalty on your check, you can demoralize an opponent as a move action.
**Special:** You add a +2 bonus to your Intimidate check for every size category you are larger than your target. Conversely, you take a -2 penalty to your check for every size category you are smaller than your target.

## Jump

*Strength*
You can jump further than usual.
**Check:** Distance moved by jumping, which is a move action, is counted against your maximum movement in a round. You can start a jump at the end of one turn and complete the jump at the beginning of your next turn.
**Long Jump:** This is a horizontal jump. At the midpoint of the jump, you attain a vertical height equal to one-quarter the horizontal distance. The Difficulty of a long jump is 5 plus the distance in feet.
**High Jump:** This is a vertical leap, made to jump up to grasp something overhead, such as a tree limb or ledge. The Difficulty of a high jump is 10 plus twice the distance in feet.
**Hop Up:** You can jump up onto an object of half your height or less with a Difficulty 10 Jump check. Doing so counts as 10 feet of movement.
**Try Again:** No.
**Action:** Jump is a move action.

## Knowledge

*Intelligence, Trained Only, Requires Specialization*
This skill encompasses several specialties, each of them treated as a separate skill. These specialties are defined below.
**Check:** Make a Knowledge check to see if you know something. The Difficulty for answering a question is 10 for easy questions, 15 for basic questions, and 20 to 30 for difficult questions. The Game Master sets the difficulty for a particular question. The Knowledge specialties, and the topics each one encompasses, are as follows:

* Engineering (buildings, aqueducts, bridges, forti.cations)
* Geography (lands, terrain, climate, people)
* History (wars, colonies, migrations, founding of cities)
* Local (legends, personalities, inhabitants, laws, customs)
* Nature (animals, monsters, plants, seasons and cycles, weather)
* Nobility (lineages, heraldry, family trees, mottoes, personalities)
* Religion (deities, mythology, religious tradition, holy symbols)
* Supernatural (ancient mysteries, powers, the occult, supernatural creatures)

**Try Again:** Usually no. The check represents what a character knows; thinking about a topic a second time doesn't let you know something you didn't know before. The Game Master may allow another Knowledge check if a character gets access to a better source of information. For example, a hero who doesn't know the answer to a particular question off-hand might get another check with access to a library (and could take 20 on that check, depending on the circumstances).
**Action:** A Knowledge check can be a reaction, but otherwise requires a full-round action. Taking 20 on a Knowledge check requires at least an hour, longer if the Game Master decides the information you're looking for is particularly obscure or otherwise restricted.
**Special:** An untrained Knowledge check is simply an Intelligence check. Without actual training, a character can only answer easy or basic questions about a topic. You can take 10 when making a Knowledge check. You can take 20 only if you have access to the appropriate research materials (such as a library).

## Language

*Trained Only, Requires Specialization*
Languages are unusual skills. They do not have ranks, are not based on an ability score, and do not require checks. Instead, each time you acquire this skill, you gain the ability to speak, read, and write another language. Unskilled characters can speak, read, and write their native language, plus one additional language per point of Intelligence bonus (if any). Your Game Master will tell you what languages your hero can learn.
**Literacy:** Characters are assumed to be literate in their native language and in any other language they know. At the Game Master's discretion, characters may have to spend a bonus language to be literate in a language that uses a different alphabet or style of writing from the character's native language.
**Retry:** No, because there are no Language checks. You either know a language, or you don't.

## Notice

*Wisdom*
You use this skill to notice and perceive things.
**Check:** Make a skill check to notice something. Notice checks generally suffer a penalty of -1 per 10 feet between you and the thing you're trying to notice. If you're distracted, you take a -5 penalty on Notice checks. Making out details-such as clearly hearing conversation or reading text-requires you to beat the Difficulty of the Notice check by 10. The Game Master might

| Difficulty | Sound |
|---|---|
| -10 | A battle |
| 0 | People talking |
| 10 | A person walking at a slow pace, trying not to make any noise. |
| 30 | A bird flying through the air. |
| +5 | Through a door |
| +10 | Listener asleep |
| +15 | Through a solid wall |

make Notice checks secretly so you don't know whether there was something to notice. The most common sorts of Notice checks are as follows:
**Listening:** Make a check against a Difficulty based on how loud the noise is or against an opposed Stealth check.
**Spotting:** Make a check against a Difficulty based on how visible the object is. Spot is often used to notice a person or creature hiding from view. In such cases, your Notice check is opposed by the Stealth check of the character trying not to be seen. Spot is also used to detect someone in disguise (see the Disguise skill) or to notice a concealed weapon on another person.
**Other Senses:** You can make Notice checks involving smell, taste, and touch, as appropriate. Use the same guidelines as listen and spot checks above. Noticing something obvious is Difficulty 0. Subtle things are around Difficulty 10, hidden things Difficulty 20 or more. Noticing subtle supernatural phenomena requires special powers.
**Try Again:** You can make a Notice check every time you have the opportunity to notice something new. As a move action, you can attempt to notice something you failed (or believe you failed) to notice previously.
**Action:** A Notice check is either a reaction (if called for by the Game Master) or a move action (if you actively take the time to try to notice something).
**Special:** When several characters are trying to notice the same thing, the Game Master can make a single d20 roll and use it for all the characters' skill checks. You can take 10 or take 20 when making a Notice check. Taking 20 means you spend 1 minute attempting to notice something that may or may not be there.

## Perform

*Charisma, Interaction, Requires Specialization*
This skill encompasses several types of performance, each treated as a separate skill.
**Check:** You are accomplished in some type of artistic expression and know how to put on a performance. The quality of your performance depends on your check result.

The Perform specialties are as follows: Actor, Dancer, Musician, Orator & Singer. Musicians are typically skilled in playing most of the instruments in a group, such as percussion, stringed instruments, wind instruments, and so on. There are many types of specialized performers, and they are listed below:

**Aisopos** - A writer and reciter of fables, or short fantasies with a moralistic tone.
**Boukoloi** - A poet specializing in pastoral poetry.
**Dithyrambos** - A poet who writes songs for orgiastic rites.
**Ecomios** - An epic poet who relates secular poetry celebrating the deeds of a normal individual (as opposed to a deity or hero).
**Elegos** - A poet specializing in eulogies, or laments accompanied by flute.
**Epopoidos** - An epic poet, one who relates secular poetry on a grand scale.
**Epyllios** - A poet specializing in love poetry.
**Iambos** - A poet specializing in satire, with no music.
**Khoros** - A type of lyric poetry featuring dancing and a chorus of singers.
**Komos** - A name used to describe both the writers and performers of comedies, or humorous plays.
**Lyrikos** - A poet specializing in lyric poetry, or that which is sung along with music.
**Partheneia** - A female poet specializing in a form of lyric poetry featuring a chorus of females and flute music.
**Rhapsodist** - A poet who practices a wide range of poetic forms. Generally these poets are young and specialize in one form as they get older.
**Satyros** - A name used to describe both the writers and performers of "satyr plays", or short, farcical plays of a humorous nature.
**Tragoios** - A name used to describe both the writers and performers of tragedies, or serious drama.

| Check Result | Performance |
|---|---|
| 10 | Amateur performance. Audience appreciates it, but isn't impressed. |
| 15 | Routine performance. |
| 20 | Great performance. Audience impressed. |
| 25 | Memorable performance. Audience enthusiastic. |
| 30 | Masterful performance. Audience awed. |

**Try Again:** Not for the same performance and audience.
**Action:** A Perform check usually requires at least several minutes to an hour or more.
**Special:** If you don't have an appropriate instrument you automatically fail any Perform check requiring it. At the Game Master's discretion, impromptu instruments may be employed, but you take a -4 penalty on the check.

## Ride

*Dexterity, Trained Only*
Use this skill to ride a mount, such as a horse or even a giant centipede or griffon.
**Check:** Routine tasks, such as ordinary movement, don't require a skill check. Make a check only when some unusual circumstance exists (such as inclement weather or an icy surface) or when you are riding in a dramatic situation (being chased or attacked, for example, or trying to reach a destination in a limited amount of time). While riding, you can attempt simple maneuvers or stunts. Easy riding maneuvers, like staying in the saddle in a fight or guiding a mount with your knees, have a Difficulty of 5. An average maneuver, like a full gallop or dodging around an obstacle, has a Difficulty of 10. Difficult maneuvers, like using your mount as cover, jumping, or suffering no harm in a fall, have a Difficulty of 15. Challenging maneuvers, like a fast mount or dismount (as a free action) or controlling a panicking mount, have a Difficulty of 20.
**Try Again:** Most Ride checks have consequences for failure that make trying again impossible.
**Action:** A Ride check is a move action.
**Special:** If you lack the appropriate saddle, tack, and harness for your mount, you suffer a -4 penalty on your Ride checks. A character with this skill is also capable of driving a chariot

pulled by two light horses. Rolls are not required for normal operation, but may be needed for extraordinary maneuvers. The typical chariot holds one driver and one passenger, usually a spearman, archer, javelineer, or spellcaster.

## Search

*Intelligence*

You can search an area looking for clues, hidden items, traps, and other such details. The Notice skill allows you to notice things immediately, while Search allows you to pick up on details with some effort.

**Check:** You generally must be within 10 feet of the area to be examined. You can examine up to a 5-foot-by-5-foot area or a volume of goods 5 feet on a side with a single check. A Search check can turn up individual footprints, but does not allow you to follow tracks or tell you which direction the creature or creatures went or came from (see the Track feat). Some examples are as follows; ransacking an area to find a certain object (DC 10), notice a typical secret compartment, simple trap or obscure clue (DC 20), and find a complex or well-hidden trap (DC 25+).

**Finding Concealed Objects:** The Difficulty for a Search check to find a deliberately concealed object is usually based on the Stealth or Sleight of Hand check of the character who hid it. The Game Master can assume that characters with the time take 20 on their check to hide the object.

**Action:** A Search check is a full-round action.

## Sense Motive

*Wisdom*

You can tell someone's true intentions by paying attention to body language, inflection, and intuition.

**Check:** A successful Sense Motive check allows you to avoid the effects of some interaction skills. You can also use the skill to tell when someone is behaving oddly or assess their trustworthiness.

**Evaluate:** You can use this skill to make an assessment of a social situation. With a successful check (Difficulty 20), you can get a feeling when something is wrong. You can also tell if someone is trustworthy and honorable (or not) with an opposed Sense Motive and Bluff check.

**Notice Influence:** You can make a Sense Motive check to notice someone acting under supernatural influence. The Difficulty is 10 + the power's rank.

**Notice Innuendo:** You can use Sense Motive to detect a hidden message transmitted via the Bluff skill (Difficulty equal to the Bluff check result). If your check result beats the Difficulty, you understand the secret message. If your check fails by 5 or more, you misinterpret the message in some fashion. If you are not the intended recipient of the message, your Difficulty increases by 5.

**Resist Interaction:** Make a Sense Motive check to resist or ignore the effects of certain interaction skills, such as Bluff or Intimidate. If the result of your check exceeds your opponent's check result, you are unaffected.

**Try Again:** No, though you can make a Sense Motive check for each interaction attempt against you.

**Action:** A Sense Motive check may be made as a reaction to notice or resist something. (When that's the case, the Game Master may roll the Sense Motive check in secret, so you don't know if there's something to notice or not.) Using Sense Motive to evaluate a person or situation takes at least 1 minute.

## Sleight of Hand

*Dexterity, Trained Only*

You can perform feats of legerdemain such as picking pockets, palming small objects (making them seem to disappear), and so forth.

**Check:** A check against Difficulty 10 lets you palm a coin-sized, unattended object. When you perform this skill under close observation, your skill check is opposed by the observer's Notice check. The observer's check doesn't prevent you from performing the action, just from doing it unnoticed. If using Sleight of Hand to do tricks to impress an audience, you can treat it as a Perform specialty.

**Thievery:** When you try to take something from another person, your opponent makes a Notice check to detect the attempt. To obtain the object, you must get a result of 20 or higher, regardless of the opponent's check result. The opponent detects the attempt if his check result beats your character's check result, whether you take the object or not.

**Planting:** You can make a Sleight of Hand check to plant a small object on a person, slip something into their pocket, drop something into their drink, and so forth. This has the same Difficulty and Notice check as thievery.

**Concealment:** You can use Sleight of Hand to conceal a small weapon or object on your body, making your check result the Difficulty of a Search check to find the object.

**Try Again:** A second Sleight of Hand attempt against the same target, or when being watched by the same observer, has a Difficulty 10 higher than the first check if the first check failed or if the attempt was noticed.

**Action:** A Sleight of Hand check is a standard action.

**Special:** You can make an untrained Sleight of Hand check to conceal a weapon or object, but must always take 10 when doing so, so you can't do it while under stress.

## Stealth

*Dexterity*

You're skilled in moving about unseen and unheard.

**Check:** Your Stealth check is opposed by the Notice check of anyone who might notice you. While using Stealth, you can move up to half your normal speed at no penalty. At more than half and up to your full speed, you take a -5 penalty. It's practically impossible (-20 penalty) to use Stealth while attacking, moving all out, or charging.

**Size Modifiers:** Apply the modi.er from your size category to your Stealth checks to represent the difficulty and ease of noticing smaller and larger targets, respectively: Fine +16, Diminutive +12, Tiny +8, Small +4, Medium +0, Large -4, Huge -8, Gargantuan -12, Colossal -16.

**Hiding:** If others have spotted you, you can't use Stealth to remain unseen. You can run around a corner so you are out of sight and then use Stealth to hide, but others then know at least where you went. Note you can't hide if you have no cover or concealment (since that means you're standing out in the open).

**Creating a Diversion to Hide:** You can make a Bluff check to gain the momentary diversion needed to attempt a

Stealth check while people are aware of you. When the others turn their attention from you, you can make a Stealth check if you can get to a hiding place of some kind. (As a general guideline, the hiding place has to be within 1 foot for every rank you have in Stealth.) This check, however, is at a -5 penalty because you have to move fast.
**Tailing:** You can use Stealth to tail someone at your normal speed. This assumes you have some cover or concealment (crowds of people, shadows, fog, etc.). If the subject is worried about being followed, he can make a Notice check (opposed by your Stealth check) every time he changes course (goes around a street corner, exits a building, and so on). If he is unsuspecting, he only gets a Notice check after each hour of being tailed. If the subject notices you, you can make a Bluff check, opposed by Sense Motive. If you succeed, you manage to pass off your presence as coincidence and can continue tailing. A failed Bluff check, or being noticed a second time, means the subject knows something is up.
**Action:** Stealth is a move action.

## Survival

*Wisdom*
You use this skill to survive in the wilderness, finding food and shelter and safely guiding others.
**Check:** You can keep yourself and others safe and fed in the wild. For example, a DC 10 check means your character is simply getting along in the wild (and providing food and water for one other person for every 2 points your check result exceeds 10). A DC 15 check grants you a +2 bonus on Fortitude saves against severe weather while moving up to half your speed, or a +4 bonus if stationary. You may grant the same bonus to one other character for every point your check result exceeds 15. Finally, a DC 18 check lets your character avoid getting lost and natural hazards, such as quicksand.
**Try Again:** No.
**Action:** Survival checks occur each day in the wilderness or whenever a hazard presents itself.

## Swim

*Strength*
You can swim and maneuver underwater.
**Check:** A successful Swim check allows you to swim one-quarter your speed as a move action or half your speed as a full-round action. If the check fails, you make no progress through the water. If the check fails by 5 or more, you go underwater. If you are underwater you must hold your breath to avoid drowning. The Difficulty for the Swim check depends on the condition of the water: Calm water (DC 10), rough water (DC 15) & stormy water (DC 20). Each hour you swim, make a Swim check (Difficulty 20). If the check fails, you suffer from fatigue. Unconscious characters go underwater and immediately begin to drown.
**Rescuing:** Rescuing another character who cannot swim (for whatever reason) increases the Difficulty of your Swim checks by +5.
**Action:** A Swim check is either a move action or a full-round action, as described above.

# Feats

While abilities, roles, and skills define a great deal about heroes, what really makes them heroes are feats, special abilities allowing your hero to do things most other people can't. Feats often allow heroes to "break the rules" in certain ways or provide them access to certain gifts or talents. Feats allow you to customize your hero's capabilities, focusing on the sorts of things you want. Heroes start out with a certain number of feats, based on their role. They acquire a new feat each time they gain a level (either in that role or in a new role). Each role has access to the general feats, as well as its own list of feats. Players choose new feats for their heroes from these lists.

## Types of Feats

Some feats are general, meaning no special rules govern them as a group and they are available to everyone. Other feats are restricted to heroes of particular roles and related to performing those roles. Expert feats are limited to experts, martial feats are limited to warriors, and supernatural feats are limited to spellcasters. A feat's type is listed after its name in the feat's description.

## Prerequisites

Some feats have prerequisites. Your hero must have the indicated ability score, feat, skill, combat bonus, or other requisite trait(s) in order to acquire or use that feat. A hero can gain a feat and its prerequisites at the same level. If you ever lose a feat's prerequisites for any reason, you also lose the ability to use that feat.

## Feat Descriptions

Each description lists the feat's name and its type, followed by any prerequisites. The description goes on to specify the feat's effects.

## Able Sniper (General)

You are accomplished at remaining unseen when you're sniping with a ranged weapon.
**Prerequisites:** *Dex +1, Hide 5 ranks*
You gain a +2 bonus on ranged attack rolls with a weapon made against flat-footed targets that are at least 30ft away. In addition, you gain a +4 bonus on Hide checks made to hide again after you have made an attack roll while hiding.

## Accurate Attack (General)

You can lessen your attack's damage to make a wider, more sweeping attack with a better chance to hit. Subtract a number up to 5 to your attack's damage bonus and add the same number to your attack roll. You cannot lower your damage bonus below 0 nor more than double your attack bonus.

## Acrobatic Bluff (Expert)

You can use your Acrobatics skill instead of your Bluff skill to feint and trick in combat. Your opponent opposes the attempt with Sense Motive or Acrobatics (whichever is better).

## Advanced Alchemy (Supernatural)

You are able to use magic and alchemy to produce fantastic results.
**Prerequisites:** *Knowledge (alchemy) 8 ranks*
You have mastered the art of alchemy, and are capable of transmuting one material into another. While the Knowledge (alchemy) skill gives you insight on how to distill fluids, extract ores and so on, this feat gives you the supernatural ability to literally change one substance into something else. For example, you can turn water into acid, even lead into gold. You can also create fireworks (if you have the Elemental Strike power, you can use fireworks offensively). You can also create oozes and slimes, provided you also have access to the Imbue Life power. Such changes are permanent. You can change up to 1 pound of solid material or 1 gallon of liquid material per spellcaster level. In order to do this you must use an alchemist's kit, have access to a laboratory, or use the Improvised Tools feat.

## Aerial Mounted Combat (Martial)

You are proficient in fighting on top of a flying mount.
**Prerequisites:** *Ride skill, Mounted Combat.*
Once per round, the character may make a Ride check to help his mount perform evasive maneuvers. The Ride check becomes the mount's result in the required maneuver check.

## Aerial Superiority (General)

You can use your flying ability to gain an advantage against land bound foes or airborne foes that you can outmaneuver.
**Prerequisite:** *Must be a flying creature, such as a sylph.*
While flying, you gain a +1 dodge bonus to Armor Class against opponents who cannot fly or have a lower maneuverability than you.

## Aggressive Attack (General)

With an aggressive attack, you ignore defense in favor of accuracy. Subtract a number up to 5 from your dodge bonus and add the same number to your attack roll. You cannot lower your dodge bonus below 0 nor more than double your attack bonus.

## Agile Athlete (General)

You rely on your agility to perform athletic feats, rather than brute strength.
**Prerequisites:** *Climb 1 rank, Jump 1 rank*
When making a Climb or Jump check, you use your

| General Feats | Summary |
|---|---|
| Able Sniper | You are accomplished at remaining unseen when you use a ranged weapon. |
| Accurate Attack | You can sacrifice damage for accuracy. |
| Aerial Superiority | You can use your flying ability to gain a maneuverability advantage. |
| Aggressive Attack | You can sacrifice defense for accuracy. |
| Agile Athlete | You rely on your agility to perform athletic feats, rather than strength. |
| Animal Empathy | You can use interaction skills on animals. |
| Animal Wrestler | You are skilled at wrestling with non-humanoid opponents. |
| Apothecary | You are well versed in the field of herbal medicine. |
| Armor Training | You know how to move and fight while wearing armor. |
| Asclepian Doctor | Your knowledge of medicine lets you perform miracles of healing. |
| Assessment | You can get an idea of an opponent's combat bonus. |
| Blind-Fight | Half miss chance while in melee combat. |
| Bonding | You can create a special bond with any other creature. |
| Botanist | You have an increased knowledge of plants. |
| Busy Hands | You are practiced at making simple items while traveling. |
| Calls of the Wild | You can communicate a brief message to another via mimicked animal calls. |
| Canny Dodge | Add your Int or Wis score to your dodge bonus. |
| Caravan Master | You are aware of the condition of travelers and animals under your care. |
| Circle Kick | You kick multiple opponents with the same attack action. |
| Clever Wrestling | You have a good chance to escape from a big creature's grapple or pin. |
| Close-Quarters Fighting | You are skilled at fighting at close range and resisting grapple attacks. |
| Connected | You can call in favors from time to time. |
| Contacts | You can make Gather Information checks faster. |
| Crushing Grapple | You can crush opponents when you grapple them. |
| Cyclopean Toughness | You are much tougher than you appear. |
| Dedicated | +4 bonus for checks involving the object of your devotion. |
| Defensive Attack | You can sacrifice accuracy for defense. |
| Desert Blooded | You require little rest and less water than most. |
| Dirty Fighting | You know the brutal fighting tactics of the streets and back alleys. |
| Divine Favor | You are dedicated to the ideals of a god or goddess, and receive their aid. |
| Dodge | +1 to your dodge bonus. |
| Eidetic Memory | Total recall and +4 bonus on checks to remember things. |
| Elephant Master | You are exceptionally skilled with elephants. |
| Endurance | +4 bonus on stamina-related Con checks and Fort saves. |
| Equestrian | You are exceptionally skilled with horses. |
| Exotic Weapon Training | You're trained in a particular exotic weapon. |
| Far Shot | Increase range increment by one-half (double for thrown weapons). |
| Field Surgeon | Your awareness of human anatomy allows you to perform simple surgery. |
| Fists of Bronze | You can imbue your unarmed attacks with extra force. |
| Fletcher | You have a special talent for crafting your own arrows. |
| Flight of Startled Birds | Your familiarity with the animals of an area alerts you to dangers. |
| Forage | You are an expert survivalist, able to find sustenance in any terrain. |
| Great Fortitude | +2 on Fortitude saving throws. |
| Improved Critical | Your threat range with a particular attack is doubled. |
| Improved Disarm | +2 bonus when attempting to disarm an opponent. |
| Improved Dodge | +2 dodge bonus when taking the dodge action. |
| Improved Grab | You can follow an unarmed attack with a free grapple. |
| Improved Initiative | You get a +4 bonus on initiative checks. |
| Improved Pin | Your grappling attacks are particularly difficult to escape. |
| Improved Precise Shot | No penalty for less than total cover or concealment. |
| Improved Ranged Disarm | No penalty when making a ranged disarm attempt. |
| Improved Speed | +10 feet movement speed. |
| Improved Strike | You do lethal damage unarmed. |
| Improved Sunder | +4 to hit when striking held objects. |
| Improved Throw | Choose whether an opponent uses Str or Dex against a trip. |
| Improved Trip | +2 bonus to trip opponents. |
| Iron Will | +2 bonus on Will saving throws. |
| Jungle Veteran | You are an experienced jungle traveler. |

| General Feats | Summary |
|---|---|
| Lightning Fists | Your skill and agility allow you to attempt a series of blinding fast blows. |
| Lightning Reflexes | +2 bonus on Reflex saving throws. |
| Lucky | Add your Cha score to your saving throws. |
| Medic | You are adept at quickly stabilizing injured creatures. |
| Mountain Man | You are an experienced mountain traveler. |
| Mounted Combat | Substitute Ride check for mount's Defense. |
| Naturalist | You are an expert on herbs and plants. |
| Night Vision | See twice as far in low-light conditions. |
| On the Run | Move both before and after your standard action. |
| Poetic Speech | When you speak, it is pure poetry. |
| Point Blank Shot | +1 attack and damage with ranged weapons at 30 ft. range. |
| Poison Expert | Through experience you have gained a resistance to poison. |
| Poison Master | You are an expert at using poisons on weapons. |
| Poison Tolerance | You have an innate resistance to poison. |
| Precise Shot | You can make ranged attacks into melee with no penalty. |
| Prehensile Tail | You can use your tail to perform small tasks. |
| Prophetic Birth | Advocates of the supernatural knew of your coming before you were born. |
| Quick Draw | Draw or reload a weapon as a free action. |
| Ranged Pin | You can pin an opponent with a ranged weapon. |
| Rhetoric | You are an expert at swaying others to your point of view. |
| Rock Throwing | You have a natural talent for throwing rocks, turning debris into a weapon. |
| Run | You run at five times your normal speed. |
| Scathing Wit | You are particularly gifted in the art of hurling insults. |
| Second Chance | You get a second save against a particular hazard. |
| Set-Up | Transfer an interaction bonus in combat to an ally. |
| Shield Training | You're trained in the proper use of shields in combat. |
| Skill Focus | +3 bonus with a chosen skill. |
| Skill Training | Add two skills to your known skills. |
| Snake Handler | You are experienced at dealing with small, poisonous creatures. |
| Staff Mastery | You can wield a wooden quarterstaff as a double weapon without penalties. |
| Street Smart | You have learned how to interact with the underworld without raising suspicion. |
| Talented | +2 bonus with two related skills. |
| Taunt | Make a Bluff check to shake a target's confidence. |
| The Voice | You have an almost supernaturally compelling voice. |
| Track | You can find and follow tracks. |
| Trackless Step | You leave no trail in natural surroundings. |
| Trample | You can overrun more effectively while mounted. |
| Two-Weapon Defense | Your two-weapon fighting style improves your Defense. |
| Two-Weapon Fighting | You can skillfully fight with a weapon in each hand. |
| Unappetizing | Insects consider you distasteful and avoid you. |
| Uncanny Dodge | You retain your dodge bonus when flat-footed. |
| Walk of the Dryad | Due to your sylvan heritage, you seem to blend into the trees. |
| Wealthy | +4 Wealth bonus. |
| Weapon Focus | +1 on attack rolls with a chosen weapon. |
| Weapon Training | You're trained in the use of martial weapons. |
| Wild Talent | You have somewhat unpredictable use of a particular power. |
| Wildwalk | You can move through natural surroundings freely. |
| Willowshield | You cause opponents to entangle their weapons in vegetation when they miss. |
| Wingover | You change direction quickly once per round while airborne. |
| Woods Speaker | You can communicate with inhabitants of the forest. |
| Xanthippe's Sense | You have a shrewd perception of danger. |

| Expert Feats | Summary |
|---|---|
| Acrobatic Bluff | Use Acrobatics in place of Bluff to feint and trick. |
| Beginner's Luck | Spend a Conviction point for 5 temporary skill ranks. |
| Crippling Strike | Your surprise attacks inflict 1 point of Str damage. |
| Defensive Roll | +1 bonus on Toughness saves. |
| Deflect Arrows | You can deflect one ranged attack against you per round. |
| Drum Dancing | You are highly proficient at both the playing of the drum and ritual dancing. |
| Evasion | No damage from attacks if you make your Reflex save. |
| Fascinate | You can capture and hold someone's attention with an interaction skill. |
| Gemworker | You have a knowledge of gemstones that is unmatched. |
| Hide in Plain Sight | Make Stealth checks without cover or concealment. |
| Improved Evasion | Suffer only half damage on a failed Reflex save. |
| Improvised Tools | No penalty for using a skill without the proper tools. |
| Inspire | You can inspire others with your presence. |
| Jack of All Trades | You can use any skill untrained. |
| Mass Suggest | Make a suggestion to an entire group. |
| Master Plan | Gain a bonus when you have a chance to prepare. |
| Orphean Music | You know how to use music to inspire courage or fear. |
| Priest-Actor | You are an performer of morality plays, and use these plays to convert others. |
| Requiem | Your music affects undead creatures. |
| Skill Mastery | Choose four skills you can take 10 with even under pressure. |
| Slow Fall | You can slow your fall by 10 ft. per two expert levels. |
| Snatch Arrows | You can catch ranged weapons. |
| Stunning Attack | You can make a stunning attack in melee. |
| Subsonics | Your music can affect even those who do not consciously hear it. |
| Suggest | You can plant suggestions into the minds of others. |
| Surprise Attack | +2 damage with a surprise attack. |
| Well-Informed | Make a Gather Information check immediately upon meeting someone. |

| Martial Feats | Summary |
|---|---|
| Aerial Mounted Combat | You are proficient in fighting on top of a flying mount. |
| Cleave | Get an extra melee attack when you take out an opponent. |
| Combat Reflexes | You can respond quickly to opponents who let their defenses down. |
| Diehard | You automatically succeed on Con checks to stabilize. |
| Eagle Claw Attack | Your unarmed attacks shatter objects. |
| Favored Opponent | +2 bonus against a particular type of opponent. |
| Flying Kick | You literally leap into battle, dealing devastating damage. |
| Grappling Block | You can catch and pin an opponent's weapon with your bare hands. |
| Great Cleave | Like Cleave, but usable an unlimited number of times. |
| Great Toughness | +1 bonus on Toughness saves. |
| Greater Weapon Focus | +1 attack bonus with a particular type of weapon. |
| Greater Weapon Specialization | +1 damage with a particular type of weapon. |
| Herculean Toughness | You are incredibly tough. |
| Mounted Archery | Half penalty when using a ranged weapon while mounted. |
| Natural Archer | You have an innate affinity for bows of all kinds. |
| Power Attack | You can make exceptionally powerful melee attacks. |
| Rage | You can go into a rage in combat. |
| Ride-By Attack | While mounted you can move before and after a standard action. |
| Roundabout Kick | You can follow up on an unarmed attack with a mighty spinning kick. |
| Seize Initiative | Spend a Conviction point to go first in the initiative order. |
| Smite Foe | You can inflict additional damage on your favored foe. |
| Spirited Charge | Deal +3 damage with a melee weapon while charging. |
| Stunning Attack | You can make a stunning attack in melee. |
| War Paint | You are talented in creating intimidating designs with body paints. |
| Weapon Bind | Free disarm attempt after successful parry. |
| Weapon Break | Free attack against an opponent's weapon after a successful parry. |
| Weapon Specialization | +1 damage with a chosen weapon. |

| Supernatural Feats | Summary |
|---|---|
| Advanced Alchemy | You are able to use magic and alchemy to produce fantastic results. |
| Astrological Spellcasting | You can enhance your magic through observation of heavenly bodies. |
| Candle Magic | Your powers are more powerful when cast near a candle's flame. |
| Cauldron Witchery | You are particularly adept at brewing and potion making. |
| Culinary Witchery | You can trap magical powers within common prepared food items. |
| Dreamspeaking | You can accurately interpret dreams. |
| Elemental Resistance | You are resistant to the effects of an element. |
| Empower | You can increase the effective rank of your powers. |
| Enwild Power | You can cause your powers to mishap intentionally. |
| Erase Signature | You can erase supernatural signatures. |
| Familiar | You have a supernatural bond with a special animal companion. |
| Imbue Item | You can craft supernatural items. |
| Power | You can use a particular power. |
| Quicken Power | Reduce the time required to use your powers. |
| Shield Penetration | +2 bonus to overcome a target's Psychic Shield. |
| Subtle Power | You can mute the signature of your powers. |
| Supernatural Focus | +3 bonus with a chosen power. |
| Supernatural Speed | Greatly increase your speed for short bursts. |
| Supernatural Strike | Overcome supernatural damage resistance. |
| Supernatural Talent | +2 bonus with two chosen powers. |
| Supernatural Weapon | Impart supernatural qualities to a melee weapon. |
| Suppress Mishap | You can keep your powers from mishaping. |
| The Roots of Knowledge | You can use the trees to increase the effectiveness of your divinations. |
| Trance | You can go into a death-like trance. |
| Turn Undead | You can channel the power of your patron deity to destroy undead. |
| Way of the Seasons | Your attunement to a particular season strengthens your magic during that time. |
| Widen Powers | Affect an area with your powers. |

Dexterity modifier for the check, instead of Strength.

## Animal Empathy (General)

You have a special connection with animals. You can use the Handle Animal skill like Diplomacy to change the attitude of an animal by interacting with it. Unlike a normal use of Diplomacy, you do not have to speak a language the animal understands, and Animal Empathy affects creatures with Intelligence -4 or less normally. You can also use the Bluff and Gather Information skills normally on animals. You don't actually need to speak to the animals; you communicate your intent through gestures and body language and learn things by studying animal behavior.

## Animal Wrestler (General)

You are skilled at wrestling with non-humanoid opponents. Your grapple attacks do not provoke attacks of opportunity when attacking non-humanoids.

## Apothecary (General)

You are well versed in the field of herbal medicine.
You receive a +2 bonus on all Heal and Craft (medicine) checks.

## Armor Training (General)

You're trained in the proper way to move and fight while wearing armor. There are two versions of this feat: light and heavy. Each is considered a separate feat, and you must be trained in wearing light armor, for example, before you can acquire training in heavy armor. Characters without Armor Training apply their armor's check penalty to all their physical rolls and checks, including attack rolls, while wearing it. Characters with Armor Training only apply the armor's check penalty to Acrobatics, Climb, Escape Artist, Jump, Sleight of Hand, Stealth, and Swim checks.

## Asclepian Doctor (General)

Your knowledge of medicine lets you perform miracles of healing.
**Prerequisites:** *Field Surgeon, Heal 10 ranks*
You can use the Heal skill to perform complex surgery and use advanced treatment methods to cure mortal wounds and terminal afflictions. This feat reduces the DC to treatments under the Heal skill by 5 points. This feat also allows the doctor to neutralize poison or remove disease in a patient upon rolling a successful check against DC 15 + the disease or poison modifier. This is in addition to the ability to stabilize the poison or disease, and give the character's saving throws additional chances to fight it off (DC 10 + disease or poison modifier). The asclepian doctor can also treat permanent injury such as blindness or crippled limbs (DC 20). Treating a patient normally takes about 1 hour.

## Assessment (General)

You're able to size up someone's combat capabilities. As a move action, choose a subject and make a Sense Motive check opposed by the subject's Bluff check result. If you succeed, the Game Master tells you the subject's combat bonus relative to yours (lower, higher, or equal). You don't know the subject's exact bonus unless it equals your own, only a rough estimate of relative ability. In cases of a 5-point or greater difference, the Game Master may choose to tell you the subject's bonus is considerably more or less than yours. If you lose the opposed roll, the Game Master should over- or under-estimate the subject's bonus.

## Astrological Spellcasting (Supernatural)

You have learned to enhance your magic through careful observation of the moon, stars, and planets.
**Prerequisites:** *Ability to cast spells.*
You can increase your caster level by making a successful Knowledge (astrology) check versus a DC of 20. You are not permitted to take 10 or 20 on this check, and retries are not permitted. A successful check increases your caster level by +1 for 24 hours.

## Beginner's Luck (Expert)

By spending a Conviction point, you gain 5 ranks in any skill you don't currently know and you can use that skill, even if it can't normally be used untrained. These temporary skill ranks last for the duration of the scene and grant you their normal benefits.

## Blind-Fight (General)

In melee combat, you suffer half the usual miss chance due to concealment. If you spend a Conviction point before rolling the miss chance, you automatically ignore it for that attack (you gain no other benefit from the Conviction point). You take only half the usual penalty to speed for being unable to see; darkness and poor visibility reduce your speed to three-quarters rather than half.

## Bonding (General)

You can create a special bond with any other creature.
**Prerequisite:** *Must be a soricid.*
The character sacrifices 200 XP to forge a weak empathic link with another creature. Once per day per bonded creature, he can make a Sense Motive check (DC 10) to know what that creature is feeling at any moment, no matter the distance.

## Botanist (General)

You have an increased knowledge of plants.
**Prerequisite:** *Knowledge (nature) 8 ranks*
You get a +4 bonus on all Search checks used to locate specific herbs as well as a +2 bonus to your Craft (medicine) or Craft (poison) skills.

## Busy Hands (General)

You are practiced at making simple items while traveling or performing other tasks.
You may use certain Craft skills (such as bow-making or basket weaving) while traveling, studying, keeping watch, etc. You cannot use Craft skills that involve forging or any sort of specialized equipment (such as bronzesmithing or engineering).

## Calls of the Wild (General)

You can communicate a brief message to another creature via mimicked animal calls.
**Prerequisite:** *Animal Empathy, Knowledge (nature) 8 ranks*
You can relay a brief message of less than one sentence to another creature that possesses this feat. To the untrained ear, the message sounds like the chirping of a bird or the cry of an animal; however anyone else with the feat can generally comprehend the message's contents. Extremely simple messages such as "come here" or "stay there" automatically succeed. More complex messages such as "two men approaching from the east" require Wisdom checks by both parties. For example, you can communicate "two men approaching" (DC 5), "two men approaching from the east" (DC 10), "two men and a soricid spellcaster approaching from the east" (DC 15), or "two men and a soricid spellcaster sixty feet away and closing from the east." (DC 20).

As a general rule, add five to the message's difficulty class for every piece of detail, such as the creature type, species, direction, distance etc. Messages that convey more than four details automatically fail. Failed messages are incomprehensible and automatically fail if the parties attempt to convey the same message again, or a message with a difficulty class equal to or higher than the previous message.

## Candle Magic (Supernatural)

Your powers are more powerful when cast near a candle's flame.
**Prerequisite:** *Spellcaster 5th level+*
Your powers are more powerful when cast near a candle's flame. Casting powers in this manner increases the casting time by one grade, such that powers requiring a standard action are completed in a full-round action, and those that are cast in a full-round action are increased to a minute (1 minute = 10 minutes, 1 hour = 10 hours, and one day = one week). Whenever the power is cast in proximity to a burning candle, the caster is treated as 3 levels higher than normal.

## Canny Dodge (General)

When unarmored and unencumbered, add your Intelligence or Wisdom score as a dodge bonus to your Defense. Choose which bonus applies when you acquire this feat. This is in addition to the standard dodge bonus granted by your Dexterity. You lose your Canny Dodge bonus while wearing armor or carrying more than a light load.

## Caravan Master (General)

You are aware of the general condition of travelers and pack animals under your care.
**Prerequisite:** *Wis +1*
You automatically know how the rigors of travel are affecting your companions or those under your care, up to 3 creatures per point of your Wisdom bonus. You know who is becoming thirsty, fatigued, hot, cold or hungry before they begin to take damage. This feat can only be used after traveling with the creatures in question for more than 1 day.

## Cauldron Witchery (Supernatural)

You are particularly adept at brewing and potion making.
**Prerequisite:** *Knowledge (supernatural) 1 rank, Imbue Item*
You gain a +2 DC bonus to all Imbue Item checks when making charms that must be brewed (all potions and other prepared items that must be brewed or cooked in some way).

## Circle Kick (General)

You kick multiple opponents with the same attack action.
**Prerequisites:** *Improved Unarmed Strike, Dexterity +2.*
A successful unarmed attack roll allows you to make a second attack roll against a different opponent that is within the area that you threaten. This feat requires a full round action.

## Cleave (Martial)

If you knock out, disable, or kill an opponent with a melee attack, you get an immediate extra melee attack against another opponent within reach. You can't move before making this extra attack. The extra attack is with the same weapon and attack bonus as the attack that downed your previous opponent. You can use this feat once per round.

## Clever Wrestling (General)

You have a better than normal chance to escape or wriggle free from a big creature's grapple or pin.
**Prerequisites:** *Improved Unarmed Strike, Small or medium-size.*
When your opponent is larger than medium-size, you gain a circumstance bonus on your grapple check to escape a grapple or pin. The size of the bonus depends on your opponent's size, with Large (+2), Huge (+4), Gargantuan (+6) and Colossal (+8).

## Close-Quarters Fighting (General)

You are skilled at fighting at close range and resisting grapple attacks.
**Prerequisite:** *Base combat bonus +3.*
When an enemy attempts to grapple you, any damage you inflict on a successful attack of opportunity provided by the grapple attempt is added to your ensuing grapple check to avoid being grappled. Furthermore, you are entitled to make an attack of opportunity even if the attacking creature has the Improved Grab feat. This feat does not provide you with additional attacks of opportunity in a round, so if you do not have an attack of opportunity available when your enemy attempts to grapple you, you do not get any benefit from Close-Quarters Fighting.

## Combat Reflexes (Martial)

You can respond quickly and repeatedly to opponents who let their defenses down. When foes leave themselves open, you may make a number of additional attacks of opportunity equal to your Dexterity modifier. You still only make one attack of opportunity per enemy. You may also make attacks of opportunity while flatfooted.

## Connected (General)

You know people who can help you out from time to time. You can call in favors by making a Diplomacy check. It might be advice, information, help with a legal matter, or access to resources. The Game Master sets the Difficulty of the Diplomacy check, based on the aid required. A simple favor is

Difficulty 10, ranging up to Difficulty 25 or higher for especially difficult, dangerous, or expensive favors. You can spend a Conviction point to automatically secure the favor. The Game Master has the right to veto any request if it is too involved or likely to spoil the plot of the adventure. Use of this feat always requires at least a few minutes (and often much longer) and the means to contact your allies.

## Contacts (General)

You have such extensive and well-informed contacts you can make a Gather Information check in only one minute, assuming you have some means of getting in touch with your contacts. You can take 10 or take 20 on this check (taking 20 requires 20 minutes rather than 1). Further Gather Information checks on the same subject require the normal length of time, as you need to widen your search.

## Crippling Strike (Expert)

**Prerequisite:** *Surprise Attack.*
You can surprise attack opponents with such precision that your attacks weaken them. Suffering lethal damage from one of your surprise attacks also takes 1 point of Strength damage. Lost Strength returns at a rate of 1 point per day.

## Crushing Grapple (General)

You can crush opponents when you grapple them.
**Prerequisites:** *Improved Unarmed Strike, Improved Grab, Strength +2.*
While grappling, if you pin your opponent, you deal critical damage (double normal unarmed damage) each round that you maintain the pin. You hold your opponent immobile as normal, but you must also remain completely immobile, giving opponents (other than the one you're pinning) a +4 bonus on attack rolls against you (but you are not helpless).

## Culinary Witchery (Supernatural)

This feat grants the ability to trap magical powers within common prepared food items.
**Prerequisites:** *Imbue Item, Spellcaster level 3rd+.*
This feat functions exactly like creating a potion with Imbue Item, except that the caster can make the potion appear as any sort of food desired. Soups and stews are the most common, but it can also be used to make magical breads, cheeses, or meats.

## Cyclopean Toughness (General)

You are much tougher than you appear.
**Prerequisite:** *Great Toughness +5*
You are immune to the effects of all bludgeoning weapons and take only half damage from all other non-magical weapons. Damage is rounded down, and all attacks by non-bludgeoning weapons do at least 1 point of damage. You take full damage from all magical weapons and dunami.

## Dedicated (General)

You are deeply dedicated to a person or cause (and you should roleplay this). You have a +4 bonus on saving throws and checks against effects that would sway you against your dedication. Whenever you spend a Conviction point to re-roll a die roll directly concerning your dedication, the roll is treated as a 20 (but not a natural 20). The Game Master decides when this is appropriate. If you fail or waver in your dedication, you lose the benefits of this feat. You can only regain them by renewing your dedication.

## Defensive Attack (General)

A defensive attack is more cautious, trading accuracy for protection. Subtract a number up to 5 from your attack bonus and add the same number to your dodge or parry bonus for the round. You cannot lower your attack bonus below 0 nor more than double your dodge bonus.

## Defensive Roll (Expert)

You can evade damage through agility and "rolling" with an attack. You receive a bonus to your Toughness saving throws, but lose your Defensive Roll bonus whenever you are denied your dodge bonus or unable to take a free action. You can take this feat multiple times and its benefits stack.

## Deflect Arrows (Expert)

You can bat arrows and similar ranged weapons out of the air. You must have at least one hand free to use this feat. Once per round, when you would normally be hit with a ranged weapon, you may deflect it as a reaction so you take no damage from it. You must be aware of the attack and not flat-footed.

## Desert Blooded (General)

You require little rest and less water than most.
**Prerequisite:** *Con +1, Endurance*
You can go without water for one day plus a number of days equal to your Constitution bonus. After this you start to suffer from dehydration.

## Diehard (Martial)

When your condition is reduced to dying, you automatically succeed on the Constitution check to stabilize on the following round. Further damage can still kill you.

## Dirty Fighting (General)

You know the brutal and effective fighting tactics of the streets and back alleys.
**Prerequisite:** *Base combat bonus +2.*
Make a melee attack roll normally. If successful, you inflict an additional 2 points of damage. This feat requires the full round action.

## Divine Favor (General)

You are dedicated to the ideals of a god or goddess, and receive their aid.
**Prerequisite:** *Knowledge (religion) 4 ranks, Patron Deity (Patron Deity must be of the same general disposition as the character, no exceptions. Deities who are generally evil will not work with generally good characters, and vice-versa. The deity must be chosen when*

*the feat is selected, and cannot be changed or the feat is lost. If desired, the feat can be chosen again and a new patron can then be selected).*
Choosing this feat opens the eyes of the chosen deity in your direction; no longer are you just another anonymous mortal. This is somewhat flattering to the deity in question, and the possessors of this feat can call upon the deity for certain forms of aid and have a very good chance of getting the help they desire. Of course, there are restrictions to the amount and frequency of help a character with this feat can expect to receive. Most deities will accept one request per week, with no expectations other than an appropriate sacrifice. These requests can be one of three types:

1. A simple question (something that can be answered in a sentence or less).
2. Minor healing (as from the Cure dunamis)
3. Minor supernatural aid (effects usually last for 24 hours, and most often are +1 bonuses to ability scores, just enough warmth to prevent the character from freezing, help with saving throws, etc).

Requests for more powerful help are usually ignored, and in the cases where the deity renders such help, the character is almost certainly tasked with a quest. The same is true with seeking aid more than once a week. The effects for this quest are up to the GM, as are the penalties for not following it. In general, characters that complete a quest will be rewarded even further by the deity, granting the character more power but also increasing the character's responsibility towards furthering the whims of the deity. Taking this feat multiple times increases the frequency of acceptable calls for aid to two times a week, or the the aid could be slightly more potent, but still used only once per week. For example, the character could ask a more complex (two sentence) question of the deity or get a +2 bonus to an ability score for 24 hours, and do this once per week. For each time the feat is taken, the effects stack in a similar way. Those who choose this feat need to remember however that with great power comes great responsibility, and at all times the character needs to act in ways that are not distasteful to their patron deity. The deity is in no way beholden to the character, and both the player and GM should know that this is the case.

## Dodge (General)
Your dodge bonus increases by +1. This additional dodge bonus is lost in the same way as your regular dodge bonus, when you are flat-footed and so forth. You can acquire this feat multiple times and its benefits stack.

## Dreamspeaking (Supernatural)
Sometimes dreams are important missives sent from above, or from within. You can interpret the dreams that you have, or that others have.
**Prerequisite:** *Wisdom +2, Visions power*
When someone tells you about a dream, or when you consider your own dream, you can tell automatically if it was a dream of importance. You can attempt a Wisdom check (DC 15) to interpret its meaning.

## Drum Dancing (Expert)
You are highly proficient at both the playing of the drum and ritual dancing.
**Prerequisites:** *Perform (drums) 1 rank, Perform (dancing) 1 rank*
You gain a +2 competence bonus to all Perform (Drums), and Perform (Dancing) checks.

## Eagle Claw Attack (Martial)
Your unarmed attacks shatter objects.
**Prerequisites:** *Base combat bonus +2 or higher, Improved Unarmed Strike, Sunder, Dexterity +2.*
You can strike an opponent's weapon or shield with an unarmed strike.

## Eidetic Memory (General)
You have perfect recall of everything you've experienced. You have a +4 bonus on checks to remember things, including saving throws against effects that alter or erase memories. You can make any Knowledge skill check untrained, meaning you can answer questions involving difficult or obscure knowledge without ranks in a skill.

## Elemental Resistance (Supernatural)
**Prerequisite:** *Shaping power for the affected element*
Choose an element you are trained in shaping. You have a +10 bonus on all saving throws against harm from that element, and suffer only non-lethal damage from it so long as you are conscious (and capable of exerting the minimum will required to resist the element's effects). You make acquire this feat multiple times. Each time, it affects a different element.

## Elemental Weapon (Supernatural)
**Prerequisites:** *Combat +3 or higher, Supernatural Weapon feat, Trained in at least one type of Elemental Shaping.*
You can imbue a melee weapon you wield with supernatural power derived from one of the elemental planes. The weapon is considered a supernatural weapon for overcoming the defenses of creatures vulnerable to such weapons, and it gains the appropriate elemental subtype. You must personally wield the weapon for it to gain these benefits, and it's effects do not harm you. If the weapon is no longer wielded, it instantly returns to normal. The weapon gets +1 damage as a result of its elemental infusement, in addition to whatever extra damage might be dealt to creatures who are vulnerable to the element in question. The weapon is obviously magical; a sword inbued with fire energy is engulfed in magical flame, a trident imbued with water energy is translucent and flowing, and a spear imbued with lightning energy crackles with raw electricity. It's elemental nature cannot be concealed.

## Elephant Master (General)
You are exceptionally skilled in the purchasing, training, handling, and riding of elephants.
You gain a +2 competence bonus to all Animal Empathy, Handle Animal, and Ride checks involving elephants. Also, you can appraise the true value of any elephant if you spend 1

minute examining the creature.

## Empower (Supernatural)

You can increase the effective rank of your powers, putting more of your energy and will behind them. For each effective rank you add to a power, increase the fatigue Difficulty of using it by +2. You cannot empower a power by more than +5 ranks (for +10 to the fatigue Difficulty). When used to enhance a non-fatiguing power, Empower causes it to become fatiguing, with the usual increase for additional ranks.

## Endurance (General)

You gain a +4 bonus on Swim checks to avoid becoming fatigued and on Constitution checks or Fortitude saves to hold your breath, to avoid damage from starvation or thirst, and to avoid damage from hot or cold environments.

## Enwild Power (Supernatural)

You can cause your spells to mishap intentionally.
**Prerequisite:** *Agriotes path*
A spell altered with Enwild Spell automatically mishaps. Since you know that the spell will mishap and can prepare to control the wild spell energy, you gain a +10 insight bonus to the roll on the mishap table. Modifying a spell with Enwild Spell does not increase the spell's level.

## Equestrian (General)

You are exceptionally skilled in the purchasing, training, handling, and riding of horses.
You gain a +2 bonus to all Animal Empathy, Handle Animal, and Ride Checks involving horses. Also, you can appraise the true value of any horse if you spend 1 minute examining the creature.

## Erase Signature (Supernatural)

**Prerequisites:** *Second Sight power.*
You can erase supernatural signatures, eliminating any evidence of them. You must first be able to sense a signature. It then takes a full-round action to erase it.

## Evasion (Expert)

If you make your Reflex save against an area effect , you suffer no damage.

## Exotic Weapon Training (General)

You're trained in a particular exotic weapon. Each exotic weapon requires a separate feat.

## Familiar (Supernatural)

You have a supernatural bond with a special animal companion. The animal cannot be larger than yourself, and cannot be a magical creature. Your familiar is an enhanced version of a normal animal, referred to as the base animal. The Familiar table indicates how the base animal is enhanced.

| Level | Abilities | Tricks | Special |
|---|---|---|---|
| 1st-2nd | +0 | 1 | Link, Share Powers |
| 3rd-5th | +0 | 2 | Evasion |
| 6th-8th | +1 | 3 | Devotion |
| 9th-11th | +1 | 4 | Speak |
| 12th-14th | +2 | 5 | - |
| 15th-17th | +2 | 6 | Improved Evasion |
| 18th-20th | +3 | 7 | - |

**Level:** This is your spellcaster level. Enhancements to the familiar's traits are based on this. A familiar's combat bonus is the same as an expert of your spellcaster level, and a familiar has good Fortitude and Reflex saves like an expert of your spellcaster level.
**Abilities:** This is a bonus to the base animal's Strength, Dexterity, and Intelligence scores.
**Bonus Tricks:** The number in this column is the total number of tricks the familiar knows, in addition to any you might choose to teach it using the Handle Animal skill. These bonus tricks don't require any training time or Handle Animal checks, and they don't count against the normal limit of tricks known by the animal. You select these bonus tricks, and once chosen, they can't be changed.
**Link:** You have a psychic link with your familiar. The two of you are always in mental contact. If some outside force, such as the Ward power, interferes, you can make a Wisdom check to overcome it. If your psychic link is broken, it is automatically reestablished as soon as possible. Because of your link, you can handle your familiar as a free action and push it as a move action, even if you aren't trained in the Handle Animal skill. You get a +4 bonus on interaction checks involving your familiar.
**Share Powers:** You can choose to have any power you use on yourself also affect your familiar. This includes powers like Body Control, which normally only affect the user. The familiar must be within 5 feet of you when the power is used to receive its effects. If the power has a duration other than instantaneous, it stops affecting the familiar when the familiar moves farther than 5 feet away from you and does not affect it again, even if it returns while the power is still in effect.
**Evasion:** If a familiar is subjected to an attack that allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.
**Devotion:** A familiar gains a +4 bonus on Will saves against any effect influencing its mind or emotions.
**Speak:** Your familiar can speak verbally with you as if you shared a common language. Others cannot understand your communication without the use of powers.
**Improved Evasion:** When subjected to an attack that allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and only half damage if the saving throw fails.

## Far Shot (General)

**Prerequisite:** *Point Blank Shot.*
When you use a projectile weapon, such as a bow, its range increment increases by half (multiply by 1.5). When you use a thrown weapon, its range increment doubles (multiply by 2).

## Fascinate (Expert)

**Prerequisite:** *Trained in the chosen interaction skill.*
One of your interaction skills is so effective you can capture and hold someone's attention with it. Choose Bluff, Diplomacy, Intimidate, or Perform. Use a standard action and make a check using the interaction skill against your target's Sense Motive check or Will saving throw result (whichever has the higher bonus). If you succeed, the target pays no attention to anyone other than you. You may maintain the effect by taking a standard action each round, for a number of rounds equal to your skill rank. Any potential threat, such as an ally sneaking up on a fascinated target, grants a new Sense Motive check or Will save. Any obvious threat, such as someone drawing a weapon, automatically breaks the fascination. The fascination ends when you stop maintaining it or the target overcomes it. You may take this feat more than once. Each time, it applies to a different interaction skill.

## Favored Opponent (Martial)

You have a particular type of opponent you've studied or are especially effective against. It may be a type of creature, like animals or the undead; a profession, like soldiers or thieves; or any other category the Game Master approves. Especially broad categories, like all humanoids or all villains, are not permitted. You get a +2 bonus on Bluff, Intimidate, Notice, Sense Motive, and Survival checks dealing with your favored foe, as well as +2 damage on all attacks against them. You may take this feat multiple times, either choosing a different favored opp nent or increasing your existing bonus by +2, to a maximum of +6.

## Field Surgeon (General)

Your awareness of human anatomy allows you to perform simple surgery to treat wounds.
**Prerequisites:** *Heal 5 ranks.*
You can perform simple field surgery, allowing creatures to recover more quickly from their wounds. Field surgery expends one use from a healer's kit. Using this feat, on a successful Heal check the patient receives an additional 1d4 points of healing. The amount of time you take treating the injury determines the DC of the check: 1 minute (DC 25), 5 minutes (DC 20) and 10 minutes (DC 15). You decide how long you will take to perform the surgery before making the check. You cannot take 20. If you fail the check by 4 or less, nothing happens. If you fail this check by 5 or more, the patient loses 1 hit point. If this puts the patient below 0 hit points, he starts dying. You can use this feat on a creature multiple times. You may try this feat as many times as you wish.

## Fists of Bronze (General)

You have learned the secrets of imbuing your unarmed attacks with extra force.
**Prerequisites:** *Base combat bonus +2 or higher, Improved Unarmed Strike.*
Declare that you are using this feat before you make your attack roll (thus, a missed attack roll ruins the attempt). You deal an extra 2 points of damage when you make a successful unarmed attack with your hands. You may use this feat a number of times per day equal to three + your Wisdom modifier.

## Fletcher (General)

You have a special talent for crafting your own arrows.
**Prerequisite:** *Craft (bowmaking) skill.*
The character gains a +3 to Craft (bowmaking) checks and once per day, when he runs out of arrows during an encounter, he finds that he has 4 extra arrows he crafted earlier. The character must declare he is making more arrows in order to use this ability again.

## Flight of Startled Birds (General)

Your familiarity with the animals of an area alerts you to dangers and hidden attackers.
**Prerequisites:** *4+ ranks in Notice skill, 4+ ranks in Knowledge (nature)*
By watching the movements of animals and insects, you gain greater insight into your surroundings. A hidden enemy might accidentally alarm birds in the trees, for example. You can pick up on these signs. As long as there are animals nearby, you gain a +4 bonus on all Notice and Search checks when looking for hidden creatures or objects not commonly encountered in your current terrain.
**Special:** You must choose a terrain type when you take this feat, and you may only use the feat in the chosen terrain. You may take this feat multiple times, choosing a different terrain type each time.

## Flying Kick (Martial)

You literally leap into battle, dealing devastating damage.
**Prerequisite:** *Strength +1, Power Attack, Improved Unarmed Strike, Jump (4 ranks).*
When fighting unarmed and using the charge action, you deal double damage with your unarmed attack.

## Forage (General)

You are an expert survivalist, able to find sustenance in any terrain.
**Prerequisite:** Knowledge (nature) 1 rank
You gain a +3 bonus to any Survival checks when looking for food that does not involve hunting.

## Gemworker (Expert)

You have a knowledge of gemstones that is unmatched.
You gain a +2 competence bonus to Craft (gem-cutting) and Knowledge (gemstones) checks. You also can accurately appraise any gemstone with 1 minute of scutiny.

## Grappling Block (Martial)

You can catch and pin an opponent's weapon with your bare hands.
**Prerequisite:** *Improved Unarmed Strike, Deflect Arrows, Intelligence 13+, Improved Disarm, Combat Reflexes.*
You must have both hands free or be holding weapons designed to catch other weapons to use this feat. Once per round when you would normally be hit by a melee weapon, you may

make a special disarm attempt against your opponent. This attempt counts against your allowed attacks of opportunity this round. You make an opposed attack roll (with your unarmed strike, or disarming weapon) against the attack roll that hit you. The opponent's attack roll is not modified by the size of the weapon. If you succeed, you grab the weapon away from your opponent (if you are unarmed) or knock the weapon to the ground (if you are armed) . You may only use this feat against weapons up to two sizes larger than you.

## Great Cleave (Martial)

**Prerequisite:** *Cleave*.
This feat works like Cleave, except you can use it an unlimited number of times per round, until you miss or there are no more opponents within range of your attack.

## Great Fortitude (General)

You get a +2 bonus on all Fortitude saving throws.

## Great Toughness (Martial)

Your Toughness save bonus increases by +1. You can take Great Toughness multiple times and its benefits stack up to a maximum +5 bonus to your Toughness saves.

## Greater Weapon Focus (Martial)

**Prerequisite:** *Weapon Focus for chosen weapon.*
You gain an additional +1 attack bonus with the chosen weapon. The benefit of this feat stacks with that of Weapon Focus.

## Greater Weapon Specialization (Martial)

**Prerequisite:** *Weapon Specialization for chosen weapon.*
You gain an additional +1 damage bonus with the chosen weapon. The benefit of this feat stacks with that of Weapon Specialization.

## Herculean Toughness (Martial)

You are incredibly tough.
**Prerequisite:** *Great Toughness +5, Cyclopean Toughness, Base combat bonus +11*
You are immune to the damage from non-magical weapons. You take full damage from all magical weapons and dunami.

## Hide in Plain Sight (Expert)

**Prerequisite:** *Stealth rank 13+.*
You can make Stealth checks even while being observed and even if you do not have cover or concealment. Characters normally must have cover or concealment to hide and cannot make Stealth checks while being observed.

## Imbue Item (Supernatural)

You can craft supernatural items, including weapons, armor, and charms.

## Improved Critical (General)

Your critical threat range with a particular attack is doubled. An attack that normally threatens a critical on a natural 20 instead threatens a critical on a 19 or 20, an attack that normally threatens a critical on a 19 or 20 instead threatens a critical on 17-20, and so forth. You can take this feat multiple times. Each time it applies to a different attack.

## Improved Disarm (General)

You have a +2 bonus on attack rolls when attempting to disarm an opponent, who does not get an opportunity to disarm you if you fail.

## Improved Dodge (General)

When you take a dodge action in combat you gain a +6 dodge bonus rather than the usual +4 dodge bonus. You can take this feat a second time, giving you a +8 dodge bonus when you take a dodge action.

## Improved Evasion (Expert)

**Prerequisite:** *Evasion*.
This works like Evasion except you only take half damage from an area effect even if you fail the Reflex save, and no damage if you succeed.

## Improved Grab (General)

When you hit with an unarmed attack, you can immediately make a grapple check against that opponent as a free action. Your unarmed attack counts as the initial attack roll required to start grappling. The opponent must be no larger than your size category.

## Improved Initiative (General)

You get a +4 bonus on initiative checks.

## Improved Pin (General)

Your grappling attacks are particularly difficult to escape. Opponents suffer a -4 penalty on grappling checks against you to escape a grapple or pin.

## Improved Precise Shot (General)

**Prerequisite:** *Precise Shot.*
You ignore the Defense bonus provided by anything less than total cover and the miss chance from anything less than total concealment. A target's own Defense still applies. You can make finesse attacks with ranged weapons.

## Improved Ranged Disarm (General)

You have no penalty to your attack roll when making a ranged disarm attempt.

## Improved Speed (General)

Your speed increases by 10 feet while wearing no armor, light armor, or medium armor and not carrying a heavy load. You can take this feat multiple times. Each time it increases your speed by 10 feet, to a maximum increase of +30 feet.

## Improved Strike (General)
You can inflict lethal damage with your unarmed strikes. Normally unarmed attacks only inflict non-lethal damage. Your unarmed attacks are also more effective than normal. Increase your unarmed striking (but not grappling) damage by +1 for every four total levels, rounding up (+1 at levels 1-4, +2 at levels 5-8, and so forth).

## Improved Sunder (General)
You have +4 to hit when you attempt to strike an object held by another character.

## Improved Throw (General)
You're skilled at throwing opponents off-balance. When making a trip attack, choose which ability bonus your opponent uses to defend, Strength or Dexterity.

## Improved Trip (General)
You have a +2 bonus on Strength and Dexterity checks to trip an opponent, and they do not get an opportunity to trip you if you fail.

## Improvised Tools (Expert)
You can make do with whatever tools you have at hand. You ignore the -4 penalty for using a tool-dependent skill without proper tools.

## Inspire (Expert)
**Prerequisite:** *Charisma +1 or higher.*
You can inspire others with your presence. You can take this feat multiple times. Each time, you acquire a new type of inspiration. Using any Inspire effect requires a standard action and is considered a use of an interaction skill, even though no skill check is required. This means your subjects have to be able to hear and understand you. You can affect a number of subjects equal to half your expert level (minimum of one), and the effects last for a number of rounds equal to your expert level. Unwilling targets make a Will saving throw (Difficulty 10 + half your level + your Charisma). You can use any combination of Inspire effects a total of once per day per two expert levels (so a 6th-level expert can Inspire three times a day). Each time you take this feat, choose one of the following effects:

**Awe:** The subjects are overcome with your presence. They are dazed (taking no action, but defending normally) for one round. On each of the following rounds, subjects can make a Will save (with a cumulative +1 bonus for each save) to shake off their awe and act normally.
**Competence:** Subjects are better able to focus on the task at hand, gaining a +2 bonus on all skill checks.
**Complacency:** The subjects let down their guard. They suffer a -5 penalty on Notice and Sense Motive checks. This also counts as a distraction sufficient to hide using Stealth.
**Courage:** The subjects overcome fear and doubt. They gain a +1 bonus on saves against fear and doubt and a +1 bonus on attack rolls and damage. This bonus increases to +2 when you are 8th level, +3 at 14th, and +4 at 20th.
**Fear:** Subjects are overcome with fear and anxiety. They are shaken and suffer a -2 penalty to attack rolls, checks, and saving throws (except Toughness saves). If the save fails by 5 or more, they are panicked and flee from you as quickly as possible.
**Fury:** Subjects gain the benefits of the Rage feat but also the normal fatigue when the rage wears off.

## Iron Will (General)
You get a +2 bonus on all Will saving throws.

## Jack-of-All-Trades (Expert)
You can use any skill untrained, even skills that normally cannot be used untrained; although, you must still have proper tools if the skill requires them.

## Jungle Veteran (General)
You have spent many long days trekking across the jungle. You are acclimated to extreme heat and humidity and have been exposed to a wide variety of diseases, particularly those spread by mosquitoes and other jungle pests.
**Prerequisites:** *Con +1, 4+ ranks in Knowledge (nature) skill.*
When determining your overland movement through a jungle area, you treat the terrain as plains. Furthermore, you are resistant to sicknesses as you have been exposed to a wide variety of contagions. You gain a +4 bonus on all saving throws against disease.

## Lightning Fists (General)
Your skill and agility allow you to attempt a series of blinding fast blows.
**Prerequisites:** *Improved Strike, Dexterity* +2.
You can make two extra attacks with your fists in a round. All attacks made this round suffer a -5 attack penalty. This feat requires a full attack action.

## Lightning Reflexes (General)
You get a +2 bonus on all Reflex saving throws.

## Lucky (General)
The universe just seems to like you. Add your Charisma score (if positive) as a bonus to your Fortitude, Reflex, and Will saves.

## Mass Suggest (Expert)
**Prerequisite:** *Suggest.*
You can make a suggestion simultaneously to any number of subjects you have already fascinated (see the Suggest feat). You must make the same suggestion to everyone.

## Master Plan (Expert)
If you have the opportunity to prepare for an encounter, you can formulate a plan to deal with it. This requires at least a few minutes, longer at the Game Master's discretion. Make an Intelligence check (Difficulty 10). If successful, you and your allies gain a bonus on all skill checks and attack rolls in the scene depending on the result of your check: +1 for a roll

of 10-14, +2 for 15-24, and +3 for 25 or higher. You choose when during the
scene to initiate your master plan. The bonus lasts for 3 rounds, then begins decreasing at a rate of 1 per round until it is gone. You can only use this feat when you have the opportunity to prepare for an encounter in advance, not when dealing with sudden or unexpected encounters.

## Medic (General)

You are adept at quickly stabilizing injured creatures.
**Prerequisite:** *Dodge, Heal 8 ranks*
You apply first aid to a dying creature and treat wounds from caltrops and similar magical effects as a free action. In addition, you do not provoke attacks of opportunity while healing a friend. Lastly, you receive a +2 bonus to toughness whenever you enter or leave a threatened area en route to applying first aid to a dying friend.

## Mountain Man (General)

You are an experienced mountain traveler, having scaled the highest peaks, blazed trails through snowdrifts, and survived avalanches and worse. In a mountain setting, you are an expert in survival and navigation.
**Prerequisite:** *4+ ranks in Knowledge (nature) skill.*
While in a mountainous setting, you gain a +2 competence bonus to all Knowledge (nature), Survival (mountains), and Handle Animal checks.

## Mounted Archery (Martial)

**Prerequisite:** *Mounted Combat.*
The penalty you take when using a ranged weapon while mounted is halved: -2 instead of -4 if your mount is taking a double move, and -4 instead of -8 if your mount is running.

## Mounted Combat (General)

**Prerequisite:** *Trained in Ride.*
Once per round when your mount is hit in combat, you may attempt a Ride check (as a reaction) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll. (Essentially, the Ride check result becomes the mount's Defense if it's higher than the mount's regular Defense.)

## Natural Archer (Martial)

You have an innate affinity for bows of all kinds.
**Prerequisite:** *Character level 1st only*
The character gains a +1 competence bonus to damage rolls made from attacks with bows. Further, if a foe attacks her with a bow, the character gains a +1 dodge bonus.

## Naturalist (General)

You have studied herbs and plants, granting you a much deeper knowledge of nature than is normal for those of your trade. You grew up in a wilderness area or were apprenticed for a time to an herbalist or healer.
**Prerequisite:** *Wis +1*
Concentration, Heal and Knowledge (nature) are considered class skills. Upon selecting this feat, you gain 4 ranks to spend on these skills.
**Special:** You may only take this feat at 1st level, and your GM can veto its selection if your background does not logically allow for it.

## Night Vision (General)

You can see twice as far in low-light conditions as a normal human. Your vision is still hindered normally by total darkness.

## On the Run (General)

When taking a standard action you can move both before and after the action, provided your total distance isn't greater than your movement speed.

## Orphean Music (Expert)

You know how to use music to inspire courage or fear.
**Prerequisites:** *Charisma +1, Perform 3 ranks, Inspire (courage) or Inspire (fear)*
Once per day per character level, you can use the power of music to either inspire courage or fear like the Inspire feat, but at a much higher level of effectiveness. The subjects gain a +3 bonus on saves against fear and doubt and a +3 bonus on attack rolls and damage. This bonus increases to +4 when you are 8th level, +5 at 14th, and +6 at 20th.

## Poetic Speech (General)

When you speak, poetry just naturally flows from your mouth. You gain a +2 competence bonus to Diplomacy and Perform (poetry) checks.

## Point Blank Shot (General)

You get a +1 bonus on attack rolls and damage with all ranged weapons at ranges of up to 30 feet.

## Poison Expert (General)

You have handled a wide range of poisons. Many times, you have accidentally exposed yourself to them, developing a strong resistance to a wide range of venoms.
**Prerequisite:** *4+ ranks in Craft (poison) skill.*
You gain a +4 bonus on saving throws versus poison.

## Poison Master (General)

Your extensive work with poisons allows you to treat them with the proper care and respect. While others may make mistakes, you have learned to watch yourself.
**Prerequisites:** *6+ ranks in Craft (poison) skill, Poison Expert.*
When using poisons with your weapons, you do not suffer a chance to poison yourself

## Poison Tolerance (General)

You have an inborn resistance to substances that others would consider poisonous.
**Prerequisite:** *Character level 1st only*
**Benefit:** You gain a +4 bonus to saving throws versus poison.

## Power (Supernatural)
You can use a particular power with a rank equal to your spellcaster level +3. You can take this feat multiple times. Each time you learn a new power. Taking this feat gives you the Prestidigitation Power for free, as all spellcasters learn this.

## Power Attack (Martial)
You can make exceptionally powerful melee attacks.
**Prerequisite**: *Strength +1.*
On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus. The penalty on attacks and bonus on damage apply until your next action.

## Precise Shot (General)
**Prerequisite:** *Point Blank Shot.*
You can make ranged attacks on an opponent engaged in melee with your allies without the usual -4 penalty.

## Prehensile Tail (General)
You have learned to use your tail as a crude grasping hand.
**Prerequisites:** *Soricid only.*
You can use your tail to hold items weighing 10 pounds or less. Your tail does not have enough dexterity to wield a weapon, but it can be used for holding torches, holy symbols, etc.

## Priest-Actor (Expert)
**Prerequisites:** *Charisma +1, Perform 3 ranks*
You are an accomplished performer of morality plays, and you specialize in using these plays to convert others to your beliefs. You gain a +2 competence bonus whenever you take 10 on a Diplomacy, Disguise, or Perform (acting) check.

## Prophetic Birth (General)
Advocates of the supernatural knew of your coming before you were born.
**Prerequisite:** *Character level 1st only*
You receive a +2 to all reaction rolls when dealing with spellcasters.

## Quick Draw (General)
You can draw or load a weapon as a free action, rather than a move action. You can only do one of these things as a free action each round; the other remains a move action as normal. So you could draw a weapon as a free action, then load it as a move action, for example, but not draw and load it as a free action. Taking this feat a second time allows you to both draw and load a weapon in the same round as free actions.

## Quicken Powers (Supernatural)
Once per round, you can use a power that normally requires a full-round action as a standard action, or a power that normally requires a standard action as a move action. You can't use powers more quickly than a move action using this feat. The fatigue Difficulty of the power increases by +8.

## Rage (Martial)
You can fly into a berserk rage as a free action, gaining +2 Strength, +2 to your Fortitude and Will saves, and a -2 penalty to Defense. While raging you can't use skills or powers requiring concentration or patience, and you can't take 10 or take 20 on checks. Your rage lasts five rounds, after which you are fatigued for five rounds. You can use Rage once per day at 1st level and an additional time per day for every four warrior levels (twice at 4th level, three times at 8th level, and so on). Each additional time you take this feat you gain an additional +1 Strength and +1 Fortitude and Will save bonus to a maximum of +4 Strength and +4 to saves total (the -2 penalty to Defense and other effects remain the same). Instead of increasing your Rage benefits, taking the Rage feat an additional time can extend the duration of your rage by 5 rounds. This also extends the duration of your post-rage fatigue by 5 rounds.

## Ranged Pin (General)
You can pin an opponent using a ranged weapon to nail a bit of clothing to a nearby surface. The target must be within 5 feet of a wall, tree, or similar surface. Make a normal attack roll against the target. If your attack is successful, the target is pinned. To break free, the victim must take a move action and make a successful Strength or Escape Artist check (Difficulty 15).

## Requiem (Expert)
Your music affects undead creatures.
**Prerequisite**: *Orphean Music, 12+ ranks in Perform.*
You can extend your mind-affecting Orphean music and virtuoso performance effects so that they influence even the undead. All Orphean music effects on undead creatures have only half the duration they normally would against the living.

## Rhetoric (General)
You are an expert at swaying others to your point of view.
You gain a +2 competence bonus to Diplomacy, Bluff, and Sense Motive checks in any conversational situation (you do not get the bonus to bluff when attempting to feint in combat, for example).

## Ride-By Attack (Martial)
**Prerequisite:** *Mounted Combat.*
When you are mounted, you can move both before and after you take a standard action, provided your total distance isn't greater than your mount's movement speed.

## Rock Throwing (General)
You have a natural talent for throwing rocks, turning simple debris into a useful weapon.
**Prerequisite:** *Dex +1.*
In your hands, stones are effective weapons. When you throw a rock, you deal 2 damage and use a range increment of 20 feet. Furthermore, if you are in an area where there are many usable rocks and stones you can "reload" with more rocks as if you had the Quick Draw feat. This ability allows you to use the full-

artack action to attempt multiple attacks without using actions to reload.
**Special:** Creatures larger than Medium-size deal more damage with this feat, as they can pick up heavier rocks; Large (3 dmg.), Huge (4 dmg.), Gargantuan (6 dmg.) and Colossal (8 dmg.).

## Roundabout Kick (Martial)

You can follow up on a particularly powerful unarmed attack with a mighty kick, spinning in a complete circle before landing the kick.
**Prerequisites:** *Strength +2, Power Attack, Improved Strike.*
If you strike a successful critical hit with an unarmed attack, you can immediately make an additional unarmed attack against the same opponent, as if you hadn't used your attack for the critical hit. You use the same attack bonus that you used for the critical hit.

## Run (General)

When running, you move .ve times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start, you get a +4 bonus to your Jump check.

## Scathing Wit (General)

You are particularly gifted in the art of hurling insults.
As a full round action, you can belittle and insult a single creature that can understand you and is within 30ft. You and the target must make opposed Intimidate checks; if you win, the target is humiliated and suffers a -1 morale penalty to attack rolls, weapon damage rolls, ability checks, skill checks and saving throws for a number of rounds equal to your Charisma bonus (minimum of 1 round). If you fail the opposed Intimidate check, the target shrugs the insults off. A particular target may only be subjected to your Scathing Wit once per day.

## Second Chance (General)

Choose a particular hazard, such as falling, being tripped, triggering traps, being mentally controlled (or affected by another specific power), or a particular skill with consequences for failure. If you fail a saving throw against that hazard or a check with that skill, you can immediately make another roll and use the better of the two results. Unlike spending a Conviction point, you do not treat rolls below 10 as a result of 10. You only get one second chance against any given save or task, and the Game Master decides if a particular hazard or skill is an appropriate focus for this feat. You can acquire this feat multiple times. Each time it applies to a different hazard or skill.

## Seize Initiative (Martial)

You can spend a Conviction point to go first in the initiative order, without having to roll for initiative. You may only do so when you would normally roll initiative. If more than one character uses this feat, they roll for initiative normally and act in order of their initiative result, followed by all the other characters involved in the combat.

## Set-up (General)

You can transfer the benefits of a successful combat use of an interaction skill to an ally. For example, you can feint and allow your ally to make the surprise attack against that opponent. The interaction skill requires its normal time and skill check and you must be able to interact with your ally.

## Shield Penetration (Supernatural)

You're proficient at overcoming the resistance of Psychic Shields. You get a +2 bonus on checks to overcome a target's Psychic Shield.

## Shield Training (General)

You're trained in the proper use of shields in combat. You can use a shield and take only the standard penalties. Characters lacking Shield Training take their shield's armor check penalty on attack rolls and on all Strength- and Dexterity-based checks.

## Skill Focus (General)

Choose a known skill. You get a +3 bonus on all checks involving that skill. You can acquire this feat multiple times. Each time you do, it applies to a different known skill.

## Skill Mastery (Expert)

Choose four of your known skills. When making checks with those skills, you can take 10 even when distracted or under pressure. This feat does not allow you to take 10 with skills that do not normally allow you to do so. You can acquire this feat multiple times. Each time you do, choose four other known skills to master.

## Skill Training (General)

Each time you take this feat, you gain two additional known skills.

## Slow Fall (Expert)

**Prerequisite:** *Jump rank 5 or higher.*
You can slow a fall if within arm's reach of a wall or similar structure. Subtract 10 feet from the fall per two expert levels before determining damage, with falls of 0 or less doing no damage. At 20th level expert you can use a nearby surface to slow your descent and fall any distance without harm.

## Smite Foe (Martial)

**Prerequisite:** *Favored Opponent.*
You can charge a blow with the power of your determination. You can use Smite Foe once per day per four levels, rounded up. When you strike a favored foe in melee, you can activate your smite: add your Charisma score to your attack roll and half your total level to your damage. If you accidentally smite an opponent who is not actually a favored foe, there is no additional effect, and the smite use is wasted.

## Snake Handler (General)

You are experienced at dealing with small, poisonous crea-

tures.
**Prerequisite:** *Dex +1, 4+ ranks in Handle Animal skill.*
You gain a +2 insight bonus to your toughness when dealing with Tiny creatures. You may throw such creatures, like scorpions or small snakes, at your opponents as if the creatures were daggers. The creatures will automatically make a bite attack on the target if they hit, and are considered to be charging. Only mundane varieties of these vermin may be used in this manner.

## Snatch Arrows (Expert)
**Prerequisite:** *Deflect Arrows.*
When using the Snatch Arrows feat, you may catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back at the original attacker (even though it isn't your turn) or kept for later use.

## Spirited Charge (Martial)
**Prerequisite:** *Ride-By Attack.*
When mounted and using the charge action, you deal +3 damage with a melee weapon (+4 damage with a lance).

## Staff Mastery (General)
You can wield a wooden quarterstaff as a double weapon without the normal penalties.
**Prerequisites:** *Weapon Focus (quarterstaff)*
You may use a wooden quarterstaff as a double weapon as if you possessed the Two-Weapon Fighting feat. This feat is effective only if you are wearing light, non-metallic armor; otherwise you incur the normal penalties using a quarterstaff as a double weapon.

## Street Smart (General)
You have learned how to keep informed, ask questions, and interact with the underworld without raising suspicion.
You get a +2 bonus on all Bluff and Gather Information checks.

## Stunning Attack (Expert or Martial)
When you make an unarmed attack, you can choose not to inflict normal damage. Instead, the target makes a Fortitude save against a Difficulty of 10 plus your unarmed damage bonus. A successful save results in no effect. A failed save means the target is dazed for one round. Failure by 5 or more means the target is stunned for one round, and failure by 10 or more renders the target unconscious.

## Subsonics (Expert)
Your music can affect even those who do not consciously hear it.
**Prerequisite:** *Orphean Music, 10+ ranks in Perform.*
You can play so softly that opponents do not notice it, yet your allies still gain all the usual benefits from your Orphean music.

## Subtle Powers (Supernatural)
You can use your powers with less chance of notice. When using powers you can mute their signature. Characters using Second Sight cannot detect your power use nor can its use be detected later using Second Sight. A subtle power increases the fatigue save Difficulty by +2.

## Suggest (Expert)
**Prerequisite:** *Fascinate (for the same skill).*
You can use an interaction skill to plant a suggestion in the mind of a subject you have fascinated using the Fascinate feat. This works like a use of the Suggestion power, except you must interact with the target and mental contact is not required. The Difficulty of the target's Will save is 10 + half your expert level + your Charisma score.

## Supernatural Focus (Supernatural)
Choose a power in which you are trained. You gain a +3 bonus on checks with the chosen power, or increase its effect by 3 ranks (if it does not require checks). You can take this feat more than once. Each time, it applies to a different power.

## Supernatural Speed (Supernatural)
**Prerequisite:** *Body Control rank 6 or higher.*
You can move at great speed in short bursts. When you use this feat, your movement speed increases to ten times normal for 1 round (6 seconds). This is considered running movement (a full-round action), and it is fatiguing (Difficulty 12). Supernatural speed also multiplies your jumping distances by five.

## Supernatural Strike (Supernatural)
**Prerequisites:** *Improved Strike.*
Your unarmed attacks are considered supernatural weapons for overcoming the defenses of creatures vulnerable to such weapons.

## Supernatural Talent (Supernatural)
Choose two powers in which you are trained. You increase the powers' effective rank by 2. You can take this feat more than once. Each time, it applies to a di.erent pair of powers.

## Supernatural Weapon (Supernatural)
**Prerequisites:** *Combat +3 or higher.*
You can imbue a melee weapon you wield with supernatural power. The weapon is considered a supernatural weapon for overcoming the defenses of creatures vulnerable to such weapons. You must personally wield the weapon for it to gain this benefit.

## Suppress Mishap (Supernatural)
You can keep your spells from mishaping.
**Prerequisite**: *Agriotes path, Spellcraft ranks 5+*
Whenever one of your spells mishaps, in addition to the normal saving throw granted by the mishap, if you succeed a Will save (DC 15 + the level of the spell that instigated the mishap), you can prevent the mishap from occurring. If you suppress the mishap in his way, you take 1 point of damage per level of the spell that instigated the mishap. You can choose to automatically fail the Will save.

## Surprise Attack (Expert)

When you make a surprise attack you do +2 damage. You cannot surprise attack an opponent you cannot perceive (due to concealment or some other effect), and opponents immune to critical hits suffer no additional damage. Opponents who cannot be surprise attacked are also immune. You can take this feat multiple times, increasing your damage bonus by +2 each time, to a maximum of +10.

## Talented (General)

Choose two known and related skills, such as Survival and Stealth or Acrobatics and Climb, or two specialties from a specialty skill, such as Craft or Knowledge. You gain a +2 bonus with both skills. You can take this feat multiple times. Each time it applies to two di.erent skills.

## Taunt (General)

You can shake an opponent's confidence with clever taunts. Use a standard action and make a Bluff check against your target's Sense Motive check or Will saving throw, whichever has the higher bonus. If you succeed, your target is shaken for one round (-2 to attack rolls, checks, and saving throws, but not Toughness saves). If you fail, you may try again on the following round. Targets get a +1 on their resistance roll per Bluff attempt against them in the same scene (successful or not).

## The Roots of Knowledge (Supernatural)

You can use the trees to increase the effectiveness of your divinations.
**Prerequisites:** *5+ ranks in Knowledge (nature) skill, Visions power.*
If you spend 10 minutes concentrating on vibrations of tree roots and stirrings of leaves, you get a +5 to Visions DC.

## The Voice (General)

You have not only a way with words, but an almost supernaturally compelling voice.
**Prerequisite:** *Character level 1st only*
The character gains a +1 competence bonus on all Bluff, Diplomacy, and Gather Information checks, and a +2 competence bonus on all Perform (storytelling) checks.

## Track (General)

You can find and follow tracks left by other creatures. To find tracks or to follow them for one mile requires a successful Survival check. You must make another Survival check each time the tracks become difficult to follow. You move at half your normal speed while tracking (or at your normal speed with a -5 penalty on the check, or at up to twice your normal speed with a -20 penalty on the check). The Difficulty depends on the surface; Very soft ground (DC 5), Soft ground (DC 10), Firm ground (DC 15) and Hard ground (DC 20).

**Very Soft Ground:** Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.
**Soft Ground:** Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which a creature leaves frequent but shallow footprints.
**Firm Ground:** Most normal outdoor surfaces (such as lawns, fields, woods, and the like) or exceptionally soft or dirty indoor surfaces (thick rugs and dirty or dusty floors). The creature might leave some traces (broken branches or tufts of hair), but it leaves only occasional or partial footprints.
**Hard Ground:** Any surface that doesn't hold footprints at all, such as bare rock or an indoor floor. Most streambeds fall into this category, since any footprints left behind are obscured or washed away. The creature leaves only traces (scuff marks or displaced pebbles).

| Condition | Difficulty |
|---|---|
| Every 3 creatures being tracked | -1 |
| Size: Fine | +8 |
| Size: Diminutive | +4 |
| Size: Tiny | +2 |
| Size: Small | +1 |
| Size: Medium | +0 |
| Size: Large | -1 |
| Size: Huge | -2 |
| Size: Gargantuan | -4 |
| Size: Colossal | -8 |
| Every 24 hours since trail was made | +1 |
| Every hour of rain on trail | +1 |
| Overcast or moonless night | +6 |
| Moonlight | +3 |
| Fog or precipitation | +3 |
| Tracked party hides trail | +5 |

Several modifiers may apply to the Survival check, as given on the condition table. If you fail a Survival check, you can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching. Without this feat, you can use Survival to find tracks, but you can follow them only if the Difficulty is 10 or lower. You can use the Search skill to find a footprint or similar sign of a creature's passage using the Difficulties given above, but you can't use Search to follow tracks.

## Trackless Step (General)

**Prerequisite:** *Trained in Stealth and Survival.*
If you choose, you leave no trail in natural surroundings and cannot be tracked.

## Trample (General)

**Prerequisite:** *Mounted Combat.*
When you attempt to overrun an opponent while mounted, your target may not choose to avoid you. Your mount may make one hoof attack against any target you knock down, gaining the standard +4 bonus on attack rolls against prone targets.

## Trance (Supernatural)

Through breathing and bodily control, you can slip into a deep trance. It takes a minute of uninterrupted meditation and a Difficulty 15 Concentration check. While in the trance you add your Concentration bonus (not rank) to your Constitution score to determine how long you can hold your breath and you make Concentration checks rather than Constitution checks to avoid suffocation. Poison and disease effects are sus-

pended for the duration of the trance. It requires a Notice check with a Difficulty equal to your Concentration check result to determine you're not dead. You are aware of your surroundings while in trance and can come out of the trance at any time at will. You cannot take any actions while in the trance.

## Turn Undead (Supernatural)

This feat enables the character to channel the power of his patron deity to destroy undead.
**Prerequisite:** *Cha +1 or higher, Knowledge (religion) 8 ranks, Knowledge (supernatural) 8 ranks, Patron Deity*
In order to take this feat, the character must be a follower of a god or goddess of death or life (gods of the underworld, sun and so on are also acceptable). This power only works on skeletons, ghouls and other mindless undead. The number of undead you can destroy equals your Charisma bonus. The number of times you can use this power per day is also equal to your Charisma bonus.

## Two-Weapon Defense (General)

**Prerequisite:** *Two-Weapon Fighting.*
Your two-weapon fighting style improves your Defense. When wielding two weapons (but not while unarmed) and using parry defense, you gain a +1 bonus to your Defense. When fighting defensively or using the fulldefense action, this bonus increases to +2.

## Two-Weapon Fighting (General)

**Prerequisite:** *Dexterity +2 or higher.*
You can fight skillfully with a weapon in each hand, giving you one extra attack per round. The attack roll with each weapon is at -4. If the off-hand weapon is a light weapon, the penalty is reduced to -2.

## Unappetizing (General)

Insects consider you distasteful and avoid you.
The character gains a +3 circumstance bonus to all saves or checks to avoid attacks from leeches, mosquitoes, and other insects (inclding giant varieties). Creatures attacking out of hunger will choose other targets if possible. The character will essentially always be eaten last if any alternatives are available.
**Special:** If two characters in a party are Unappetizing, the one with the lower Constitution is considered the most unappetizing.

## Uncanny Dodge (General)

You are especially attuned to potential danger, whether through training, experience, or some innate supernatural talent. You retain your dodge bonus to Defense when surprised, .at-footed, or surprise attacked, so long as you are able to react (are not helpless, bound, unconscious, and the like).

## Walk of the Dryad (General)

**Prerequisite:** *Character level 1st only*
Due to your sylvan heritage, you seem to blend into the trees. You gain a +2 bonus on Stealth checks in the forest. Also, when not participating in combat or moving fast while in a dense forest, you gain one-quarter concealment. The concealment can be negated with a successful Notice check (DC 10 + your level). Even otherwise "purebred" humans can take this feat, as the trait may run very deep in their heritage.

## War Paint (Martial)

You are talented in creating intimidating designs with body paints, ashes, and similar materials to lend yourself and your allies a terrifying appearance.
**Prerequisite:** 4+ *ranks in Craft (war paint) skill.*
With 10 minutes of work and a successful Craft (warpaint) check (DC 15), you can outfit yourself or an ally with a war paint design that inspires fear in your enemies. The recipient of your war paint gains a +2 circumstance bonus to Intimidate checks made during combat and your enemies suffer a -1 morale penalty to saves against fear-based effects, The war paint normally lasts for 1 hour; the DC of the Craft check increases by 2 for each additional hour the character wants the camouflage to last

## Way of the Seasons (Supernatural)

You are particularly attuned to the ebb and flow of a particular season's energies and your magic is greatly strengthened during that time of year.
**Prerequisite:** Charisma +2
Select a season (winter, spring, summer or fall). From the first day to the last day of that season, all your spells are cast at a +1 caster level. Conversely, during the opposite season (winter and summer, or fall and spring) you cast spells at a -1 caster level.
Special: This feat can only be taken once.

## Wealthy (General)

Each time you select this feat, increase your Wealth bonus by +4.

## Weapon Bind (Martial)

If you are using a parry defense and an opponent misses you with an armed melee attack, you can make a disarm attempt immediately as a free action. The disarm attempt is carried out normally, including the attacker getting the opportunity to disarm you (unless you have the Improved Disarm feat).

## Weapon Break (Martial)

If you are using a parry defense and an opponent misses you with an armed melee attack, you can make an attack against your opponent's weapon immediately as a free action. This requires a normal attack roll and inflicts
normal damage to the weapon if it hits.

## Weapon Focus (General)

Choose one type of weapon. You can choose unarmed strike or grapple as your weapon for purposes of this feat. You gain a +1 bonus on all attack rolls you make using the selected weapon. You can gain this feat multiple times. Each time, it applies to a new type of weapon.

## Weapon Specialization (Martial)

**Prerequisite:** *Weapon Focus with the chosen weapon.*
Choose one type of weapon for which you have already selected the Weapon Focus feat. You deal +1 damage when using this type of weapon. You can gain this feat multiple times. Each time, it applies to a new type of weapon.

## Weapon Training (General)
You're trained in the proper use of martial weapons. Characters lacking Weapon Training su.er a -4 penalty on attack rolls with martial weapons.

## Well-Informed (Expert)
You are exceptionally well informed. When encountering an individual, group, or organization for the first time, you can make an immediate Gather Information check as a reaction to see if your character has heard something about the subject. This takes the place of a normal Knowledge check (if any). Use the guidelines for Gather Information checks to determine the level of information you gain, and the guidelines for Knowledge checks for the sorts of questions you can answer. You receive only one check per subject, although the Game Master may allow another upon encountering the subject again once significant time has passed.

## Widen Powers (Supernatural)
When using powers that normally affect a single target, you can affect an area with a radius of up to twice your rank in feet. The power affects all targets in the area normally. You must still meet any requirements for range, including mental contact, the power requires. Make a single check and compare the results to each target in the area. Targets save individually against the power's effects. The widened power's fatigue Difficulty increases by +6.

## Wild Talent (General)
You have a talent for a particular power, and can use it as if you know it at a rank equal to your total level +3. You are not considered trained in the power for purposes of prerequisites and other traits. You have less control over your Wild Talent than a truly trained spellcaster does with powers. Whenever you are under stress, you must make a Will saving throw against a Difficulty of 10 + half your total level. If you fail, you are stunned and your wild talent goes off randomly. The power has its normal effect, but the Game Master chooses its target and parameters (if any). You suffer normal fatigue from this wild use of powers and cannot take any other action on the round it manifests. You can spend Conviction to automatically control a wild talent for one use. If you acquire the power feat for the same power as your Wild Talent, you gain control over it and can use it normally. You can only have one Wild Talent. You cannot acquire this feat by spending Conviction.

## Wildwalk (General)
You can move through any sort of natural surroundings at your normal speed, unimpeded by things like undergrowth, difficult terrain, snow, mud, and similar difficulties. You're still affected by wind, rain, and other weather conditions, however.

## Willowshield (General)
By cunningly dodging at the right time, you can make opponents tangle their weapons in swamp creepers, drive their blades into tree-trunks, slip in the muck or otherwise trap their weapons in nearby vegetation.
**Prerequisites:** *Dex +1, Dodge.*
If you are in thick undergrowth or adjacent to a tree or other plant, and an opponent attacking you misses with an armed attack, he must make a Reflex save (DC of 15 + your Dexterity modifier) or drop his weapon.

## Wingover (General)
You change direction quickly once per round while airborne.
**Prerequisite:** *Ability to fly.*
This feat allows you to turn at an angle of up to 180 degrees in addition to any other turns you are normally allowed, regardless of your maneuverability You cannot gain altitude during the round you execute a wingover, but you can dive.

## Woods Speaker (General)
Your childhood in the woods has taught you to communicate with inhabitants of the forest.
**Prerequisite:** *Wis +1, Character level 1st only*
Animal Handling and Knowledge (nature) are considered class skills, if either is already a class skill, you gain a +1 competence bonus to all relevant checks with that skill. You also gain one of the following languages: soricid, sylvan, the language of treants, or the language of wolves (all canines, including transformed lycanthropes).

## Xanthippe's Sense (General)
You display a shrewd perception of danger. Other soricids say the blessing of Xanthippe is upon you.
**Prerequisite:** *Must be a Soricid*
You add your Wisdom bonus on initiative checks.

# Supernatural Powers

The lands of Phydea are places of wonder, and part of that wonder is the supernatural arts or powers, unique magical powers, found there. Powers are primarily the province of spellcasters, although the Wild Talent feat allows some other characters to acquire limited supernatural talents.

## Learning Powers

Powers are the province of the spellcaster. Using the Power feat, spellcasters learn different powers. Known powers are handled much like skills, and often have ranks like skills. A spellcaster's rank in any known powers is equal to (spellcaster level +3). Mixed-role characters use only their spellcaster level for determining their power ranks; it requires dedication to achieve true mastery of the supernatural arts. Choose a mental ability score (Intelligence, Wisdom, or Charisma) as the key ability for your character's powers. A character's power bonus with any known power is (spellcaster level + 3 + key ability score). So a 6th-level spellcaster with Wisdom +3 as the key ability for her powers has a power bonus of (6 + 3 + 3) or +12.

## Using Powers

Whether a power's user is a spellcaster or a character with a Wild Talent, the rules for using powers are the same. In the following sections, a character with a Wild Talent is considered to have a spellcaster level equal to total character level.

## Action

Wielding powers is primarily an act of will. Spellcasters often gesture or speak when using their powers, but this is not required. If a player chooses a path for their character that features specific rituals for spellcasting, like the rhombos, then this should be roleplayed accordingly by the player. A spellcaster can use powers with nothing more than intense concentration. Using a power takes a particular amount of time, given in the power's description. Most powers require a standard or move action in combat. Others require a full-round action or more. Powers are subject to the normal rules regarding actions.

## Power Checks

Some powers call for a check using the bonus of the power. This is the same as any other sort of check: a die roll plus the power's bonus against a Difficulty. The check result often determines the effectiveness of the power. Some powers do not require checks; they operate automatically.

## Attack Rolls

Some powers require an attack roll to affect a target, particularly in the midst of combat. This is a normal attack roll, except spellcasters always apply their Dexterity modifier, even for a melee attack roll to touch a target in combat (a successful touch is more a matter of agility and speed than sheer strength). Any ability requiring an attack roll also takes at least a standard action and counts as the spellcaster's attack for that round.

## Saving Throws

Powers affecting other creatures allow a saving throw. The Difficulty for power saves is 10 + half spellcaster level (round down) + key ability. For example, the base Difficulty for the Will saving throw against the powers of a 9th-level spellcaster is 14 (9 divided by 2, rounded down to 4) plus the spellcaster's key ability score for powers. Spellcasters can choose to deliberately lower the save Difficulty of a power by reducing their effective spellcaster level to as low as 1. This generally makes the power less effective (lowering its rank), but makes it easier to resist any fatigue it may cause. Subjects of powers can choose to forego the saving throw, willingly accepting the power's effects. This choice is made before the subject knows what that effect is! Be careful about allowing people to use their powers on you, unless you know and trust them....

## Range

Specific limitations on the range of a power are noted in its description. Some powers transcend space, and even time, as we understand them: they can affect targets anywhere. However, using powers against targets out of sight and unfamiliar to the spellcaster is difficult, effectively limiting the range of most powers to somewhat familiar targets or things in the spellcaster's line of sight. If a power's description doesn't specify a range, assume it is line of sight.

## Familiarity

An important factor for some powers is how familiar the subject is to the spellcaster. In power descriptions mentioning a familiarity modifier, determine the relationship between the spellcaster and the target on the Familiarity table and apply the appropriate modifier to the Difficulty of the power check.

| Familiarity | Diff. | Definition |
|---|---|---|
| Present | +0 | A visible subject. |
| Very Familiar | +5 | A close friend or favored item. |
| Familiar | +10 | A casual friend. |
| Somewhat Familiar | +15 | A subject that has been studied for at least a week. |
| Casually Familiar | +20 | A subject studied only briefly. |
| Slightly Familiar | +25 | A subject told to the caster. |
| Unfamiliar | - | Totally unknown subject. |

## Mental Contact

Some powers refer to the spellcaster being in mental contact with the subject. This involves the use of the Mind Touch power, allowing the spellcaster to contact another character's mind. Subjects in mental contact are considered present to the spellcaster in terms of familiarity, regardless of the physical distance between them (no increase in Difficulty). Mental contact does not count as line of sight for powers requiring it.

## Multiple Subjects

Although it is easiest to use a power on a single subject at a time, a spellcaster can affect multiple subjects with the same power at once: lifting multiple objects, making mental contact with multiple minds, and so forth. This requires time, skill, and effort to achieve. A character attempting to use a power on more than one subject at once increases the power and fatigue check Difficulties by +2 for every additional target. So affecting three subjects at once is +4 on the power and fatigue check Difficulties. If the power does not require a check, then reduce the power's saving throw Difficulty by 2 per additional subject. Additionally, the power requires a full-round action to use. If the power normally requires a full-round action or more, then it requires an additional full-round action. The various subjects must all be within range. If the power requires mental contact, then the user must be in mental contact with all subjects. The Game Master has the final say on whether a power can affect more than one subject at a time and, if so, how many. The Widen Power feat also allows a spellcaster to affect more than one target with a power at once.

## Fatigue

The use of some powers is fatiguing, putting a strain on the spellcaster's mind and body. When a spellcaster uses a fatiguing power, make a fatigue save. This is a Will saving throw against Difficulty 10 plus half the power's rank (round down). A successful save results in no ill effect on the spellcaster. A failed save means the spellcaster suffers a level of fatigue. A few powers cause more than one level of fatigue on a failed fatigue save. Rapid use of powers in a short period of time makes it harder and harder to overcome fatigue. Every time a spellcaster uses a fatiguing power within an hour's time, the Difficulty of any successive fatigue save for using powers (of any type) increases by 1. For example, a spellcaster uses a fatiguing power, making a fatigue save against the normal Difficulty. A minute later, the spellcaster uses another fatiguing power. This time the Difficulty of the fatigue save is 1 higher. Use of certain powers in rapid succession can tire out even the most powerful spellcasters. To eliminate the cumulative fatigue save modi.er, a spellcaster must refrain from using any fatiguing powers for at least an hour. The spellcaster doesn't need to physically rest during that time, just avoid any further uses of fatiguing powers.

## Maintaining Powers

Some supernatural powers can be maintained; that is, their effects can continue at the same level achieved by the initial use. This maintenance requires at least a modicum of concentration on the spellcaster's part. Using another power (or another application of the same power) while maintaining one or more powers increases the Difficulty of the power check and the fatigue save by +2 (regardless of the total number of powers maintained). A spellcaster distracted while maintaining powers must make a Concentration check with Difficulty 10 + 2 per power the spellcaster is maintaining. Additional modifiers may apply for damage and other distracting conditions (see the Concentration skill). A failed Concentration check means the spellcaster stops maintaining all the powers. Optionally, the Game Master may rule that the spellcaster stops maintaining one power for every two points the Concentration check missed the Difficulty (rounding up). A spellcaster unable to take any actions (due to being stunned, for example) cannot maintain powers.

**Concentration:** Some powers require intense concentration to maintain. The spellcaster must devote a standard action each round to concentrate and maintain the ability rather than a free action. Concentration checks and Difficulties remain the same as maintenance.

## Taboo Powers

Certain types of powers are generally considered taboo in Phydea. In particular, powers that directly control the minds of others and some of those which meddle with the dead are frowned upon to varying degrees by Phydea's Gods and Goddesses. Though all the powers listed here may be used freely by characters, some of them have the Taboo Power descriptor listed in the power description. Each Taboo Power has a roll associated with it determining the chance it will be noticed by a deity and cause offense. The GM will then have to come up with a suitable punishment or accept the example given in the power description. Naturally, some Gods and Goddesses support the use of the Taboo Powers and will aid those who use them, although it is forbidden for any God or Goddess to directly overrule the punishment brought by another.

## Power Descriptions

The powers in this section follow the format for skill descriptions, with a few modifications. Powers cannot be used untrained. If a power causes fatigue, it's listed as fatiguing after the power name. If it requires maintenance or concentration, this is noted. A description of what the power does follows, along with the game rules for the power. Each description ends with the time it takes to use the power. In some cases, this varies depending on the conditions when the power is used.

## Allergy Field

*Fatiguing*

**Prerequisite:** *Plant Shaping*

This power can be cast on any area with an abundance of plant life. It causes the plants to produce pollen and similar allergens. Creatures in or entering the area must make a successful Fortitude save (DC 10). A creature failing the save experiences swelling of the eyes, fits of sneezing, and dull headaches for the next hour. All attack rolls and ability checks during this time suffer a -1 penalty.

**Time:** Allergy Field is a full-round action

| Supernatural Powers | Summary |
|---|---|
| Allergy Field | You cause plants to make irritating allergens. |
| Amanuensis | You cause writing from one source to be copied into a book or parchment. |
| Animate Objects | You imbue an inanimate object with mobility and a semblance of life. |
| Ash Shaping | You channel forth elemental energy from the elemental plane of Ash. |
| Awaken | You awaken a plant, creature, or element to humanlike sentience. |
| Babble | You cause the target to lose the ability to speak, read, or write. |
| Basilisk Glare | Your eyes can turn others to stone. |
| Basket Trick | You can magically transport yourself using large baskets, urns and chests. |
| Beast Link | You forge a connection with an animal, perceiving what it experiences. |
| Beast Summoning | You can summon a nearby animal or animals. |
| Blinding Flash | You create a burst of light that can blind. |
| Bliss | You can project blissful feelings while in mental contact with another creature. |
| Body Control | You have great mental control over your body. |
| Breath of the Elements | You can breathe freely in a single element for the duration of the power. |
| Calling the Ketos | You summon the ketos to do a task for you. |
| Calm | You can drain intense emotion, calming those around you. |
| Chariot of Fire | You summon forth a large chariot of fire from the elemental plane of Fire. |
| Chariot of Poseidon | You summon forth a large chariot of water from the elemental plane of Water. |
| Chariot of Winds | You summon forth a large chariot of wind from the elemental plane of Air. |
| Cold Shaping | You channel forth elemental energy from the elemental plane of Ice. |
| Combat Sense | You can improve your ability in combat by sensing events around you. |
| Contagion | You can infect any one creature you touch with a disease. |
| Create Food & Water | You can conjure up simple food and clean water for immediate consumption. |
| Crystal Prison | You cause the body of the target to be encased in rapidly-growing crystals. |
| Cure | You can heal injuries by touch. |
| Cure Blindness/Deafness | You can remove blindness or deafness. |
| Cure Disease | You can cure a subject of disease. |
| Cure Poison | You can cure a subject of poison. |
| Curse | You place a temporary curse upon the target. |
| Dispel Power | You can cancel the effects of most other powers. |
| Dominate | You can mentally control another creature's actions. |
| Drain Vitality | You can drain someone's vital energy by touch. |
| Dream Shaping | You can psychically enter the dream world. |
| Dust Shaping | You channel forth elemental energy from the elemental plane of Dust. |
| Earth Shaping | You channel forth elemental energy from the elemental plane of Earth. |
| Elemental Aura | You surround yourself in a protective elemental aura. |
| Elemental Conduit | You open up a small, stable conduit to the elemental plane of your choice. |
| Elemental Strike | You can strike a foe with a focused blast of elemental force. |
| Elemental Wall | You create a wall of elemental energy. |
| Enhance Other | You can improve the Strength or Dexterity of others for a short time. |
| Enhance Self | You can improve your Strength or Dexterity for a short time. |
| Enhance Senses | You can enhance your normal sensory abilities. |
| Etherealness | You can transform into an ethereal being, like a ghost. |
| Fire Shaping | You channel forth elemental energy from the elemental plane of Fire. |
| Flesh Shaping | You can shape and mold flesh as if it were clay in your hands. |
| Fly | You or the target can fly. |
| Grass Darts | You create weapons out of common grass. |
| Hamatree | You create a permanent link with a very old oak tree. |
| Harm | You can inflict injury with a mere touch, disrupting the body's natural balance. |
| Heart Reading | You can sense the emotions of others. |
| Heart Shaping | You can impose emotions on others. |
| Illusion | You can fool the senses of others. |
| Imbue Life | You can restore the dead to life. |
| Imbue Unlife | You lend animation to the dead, creating a mockery of life. |
| Insight | You can learn things from reading omens, such as cards, sticks, or stones. |
| Intoxicating Fumes | You can fill the area with intoxicating fumes. |
| Invisibility | You can turn yourself, and all that you are wearing and carrying, invisible. |
| Irresistible Dance | You can force a target to be overcome with an undeniable urge to dance. |
| Laughter | You can force a target to be overcome with fitful laughter. |

| Supernatural Powers | Summary |
|---|---|
| Light Shaping | You can manipulate light. |
| Lightning Shaping | You channel forth elemental energy from the elemental plane of Lightning. |
| Magma Shaping | You channel forth elemental energy from the elemental plane of Magma. |
| Manipulate Objects | You can manipulate objects at distance. |
| Mind Probe | You can mentally probe a subject's mind for information. |
| Mind Reading | You can read another creature's thoughts. |
| Mind Shaping | You can remove psychic influence or alter memories and behavior. |
| Mind Touch | You can establish contact with another mind. |
| Mineral Shaping | You channel forth elemental energy from the elemental plane of Mineral. |
| Move Object | You can move objects with the power of your thoughts. |
| Narcissism | You force the target to be overcome with self-love. |
| Nature Reading | You are attuned to the natural world, and are able to read certain signs from it. |
| Nature's Wrath | You cause plant material to spray out in a deadly barrage. |
| Nereid Spit | You spit a caustic globule of spit into the face of the target, blinding them. |
| Nymph's Beauty | You acquire the beauty of a nymph and its attendant dangers. |
| Object Reading | You can read psychic impressions from places and objects. |
| Ooze Shaping | You channel forth elemental energy from the elemental plane of Ooze. |
| Ostracism | You curse the target and cause them to be loathed and ostracised. |
| Pain | You can inflict terrible pain on a target. |
| Plant Shaping | You can shape living plants, dead wood and other plant materials. |
| Polymorph Other | You cause the target to assume the form of another creature. |
| Polymorph Self | You can reshape your body to assume the form of another creature. |
| Prestidigitation | You can create a vast array of minor magical effects. |
| Psychic Shield | You can shield your mind from psychic influences. |
| Purifying Light | You can wield the power of pure light as a weapon against the forces of evil. |
| Radiance Shaping | You channel forth elemental energy from the elemental plane of Radiance. |
| Salt Shaping | You channel forth elemental energy from the elemental plane of Salt. |
| Sand Shaping | You can manipulate sand to create fantastic effects. |
| Sargasso | You create thick seaweed in a body of water, making it hard to sail through. |
| Scrying | You can sense distant events as if you were physically present. |
| Second Sight | You can sense the use and lingering effects of supernatural powers. |
| Severance | You can remove another creature's supernatural powers. |
| Shadow Shaping | You can command the stuff of pure shadow. |
| Sirine Song | Your singing entrances others. |
| Sleep | You can psychically put a target into a deep sleep. |
| Smoke Shaping | You channel forth elemental energy from the elemental plane of Smoke. |
| Sound Shaping | You can mentally control sound and sonic energy. |
| Startling Revelation | You can pull unpleasant images from a subject's past. |
| Steam Shaping | You channel forth elemental energy from the elemental plane of Steam. |
| Sticks to Snakes | You can change sticks into snakes. |
| Suffocate | You interfere with a target's breathing. |
| Suggestion | You can implant suggestions into the minds of others. |
| Touchsight | You can extend your sense of touch to feel your surroundings at a distance. |
| Truth Reading | You can sense when someone is lying to you. |
| Visions | You can get visions of the future, as if you were actually present. |
| Void Shaping | You channel forth elemental energy from the elemental plane of Void. |
| Ward | You can create interference with other supernatural powers. |
| Water Shaping | You channel forth elemental energy from the elemental plane of Water. |
| Wayfinding | You are able to find and navigate the paths of the world more easily. |
| Weather Shaping | You can shape the complex forces controlling the weather. |
| Wind Shaping | You channel forth elemental energy from the elemental plane of Air. |
| Xanthippe's Champion | You can manipulate plants to provide protection and weaponry. |

| Task | Diff. |
|---|---|
| Sleep normally despite distractions | 5 |
| Sleep normally despite difficult distractions | 10 |
| Slow breathing to half normal rate | 10 |
| Ignore pain or injury | 15 |
| Body awareness | 15 |
| Resist fear | 15 |
| Speed recovery | 15 |
| Willpower | 15 |
| Feign death | 20 |
| Overcome disease | Save difficulty |
| Overcome poison | Save difficulty |

## Amanuensis

*Fatiguing*

You cause writing from one source (such as a book) to be copied into a book, paper, or parchment. This power copies 250 words per minute and creates a perfect duplicate of the original. It has a duration of 1 hour. The power only copies nonmagical text, not illustrations or magical writings (such as power scrolls). Blank paper, parchment, or a book must be provided for the power to write upon. If the target has multiple pages, the power automatically turns to the next blank page whenever necessary. If more pages in the target exist than blank pages are available, the power copies the original until it runs out of blank pages. At any time during the power's duration you may redirect the magic to copy from another target, copy onto a different blank source, or resume a duplication that was interrupted by a shorfall or blank pages. The power does not translate the copied writing. If you do not understand the original, you have no additional ability to understand the copy.

**Time:** Amanuensis is a full-round action

## Animate Objects

*Fatiguing*

You imbue an inanimate object with mobility and a semblance of life.The animated object can be of any nonmagical material: wood, metal, stone, fabric, leather, ceramic, glass, etc. If the object has no moving parts, like a rug or broom for example, this power has a DC of 15. If it has rudamentary moving parts, like a chariot, the DC is 20. If it has complex moving parts, like a steam engine or a seige engine, the DC is 30. The object can perform one type of basic task, triggered by a command word. A broom can be made to sweep automatically, a chariot can drive itself, a flute can play simple melodies by itself, and so on. The effects are permanent until dispelled, or the object is destroyed.

**Time:** Animate Objects is a full-round action

## Ash Shaping

*Fatiguing*

This power enables the spellcaster to channel forth elemental energy from the elemental plane of Ash. You can use Ash Shaping to summon forth ash and soot to produce an array of effects:

**Clues of Ash:** Casting this power on a pile of ashes gives the caster a smoky vision of the scene before an item or creature was destroyed. The vision ends at the time the thing was ruined or killed and begins 1 round per level of the caster sooner. This power works using normal vision, so there must be some illumination to see the effects, and anyone looking at the ashes can see the brief re-enactment. Clues of ash simply shows what happened, and it is up to the viewer to decipher the details of what happened.

**Extinguish Flame:** Using the power of elemental ash, you can quickly extinguish a large fire. An area 20 feet in diameter + 5 feet per level of the spellcaster can be extinguished of all flames, both natural and magical. This power has little effect on fire elementals, causing them no damage but making them feel very uncomfortable; they will avoid the area if possible (making this power potentially useful as a type of ward against fire creatures).

**Object to Ash:** You can instantly transform certain objects into ash. The object must be no larger than 10 feet tall and 10 feet thick, and this power only affects "natural" material, like wood and other plant matter, paper, leather, and cloth. It does not affect living matter in any way, so while this power could easily turn a door into ash, it would have no affect on a living tree, no matter the size. If faced with a truly massive amount of targetable material, such as a wooden wall, this power turns a suitable amount of material to ash and leaves the rest unaffected (likely creating a hole of some sort in the wall, assuming it is not more than 10 feet thick).

**Time:** Ash Shaping is a standard action

## Awaken

*Fatiguing*

You awaken a plant, creature, or element to humanlike sentience. To succeed, you must make a check at DC 20. The awakened creature, plant, or element is friendly toward you, and the effects are permanent. You have no special empathy or connection with the thing you have awakened, though it will reamin friendly towards you unless you do something to anger it. Awakened plants gain the ability to move their limbs, roots, vines, creepers, etc., and have senses similar to a human's. Anything awakened by this power has Wisdom, Intelligence and Charisma scores of +0.

**Time:** Awaken is a full-round action

## Babble

*Fatiguing*

Victims of the babble power lose the ability to speak, read, or write any meaningful language. Babble has a DC of 15 (+1 for each additional target beyond the first), and all targets be clearly visible to the spellcaster. Any attempt to speak produces unintelligible sounds, and any attempt to write produces only meaningless scribbles. The victims can still communicate using pantomime, empathy, or other means of non-linguistic communication.

**Time:** Babble is a full-round action

## Basilisk Glare

*Fatiguing, Concentration*

This power causes the eyes of the caster to glow with a

bright, ruby-red radiance. Any creature that the caster looks at and bends his will upon can be transformed into a stony state for one hour per spellcaster level. A maximum of one being per round can be so affected. Target creatures must be at least partially visible to the caster, but need not meet with the caster's gaze to be affected. The target creature is allowed a Will save (DC 15) against the power. If successful, the creature is unaffected, and the glare is wasted for that round. If the saving throw fails, the creature's body turns to stone (all items on the creature, including magical items, are also petrified). The creature takes no damage from the transformation, although they are helpless and can be harmed by subsequent attacks. If they are shattered, they die instantly, and any broken pieces from the petrified target remain lost after the petrification ceases.
**Time:** Basilisk Glare is a standard action

## Basket Trick

*Fatiguing*
You can enter any empty basket, urn or chest, use this power, and reappear in another empty basket, urn or chest within range (10 feet per spellcaster level). You reappear with all the equipment you had on you at the time the power was cast. If you do not specify your destination, it is chosen at random between all applicable vessels in range. If there are no applicable vessels, this power fails and does nothing.
**Time:** Basket Trick is a full-round action

## Beast Link

*Fatiguing, Concentration*
You forge a mental connection with an animal, allowing you to perceive whatever it perceives, using its senses. Make a Beast Link check with a Difficulty of 10, modified by familiarity. If successful, you can perceive with the animal's senses and communicate with it mentally. The animal is not under your command, although you may be able to convince it, using your other skills and powers, to do certain things for you.
**Time:** Beast Link is a move action.

## Beast Summoning

*Fatiguing*
You can summon a nearby animal or animals. You can summon up to twice your spellcaster level in animals, with no individual animal having a greater level than your spellcaster level. Make a Beast Summoning check against a Difficulty of 10 + the total level of animals summoned. A successful check means the animals hear your call from up to your spellcaster level in miles away and come to you as quickly as they can under their own power. You can choose to limit your summons to a particular type of animal (only eagles or wolves, for example) or even to a particular animal known to you. In the latter case, the check Difficulty is 10 + a familiarity modifier and the range is unlimited (although it may take the animal some time to arrive). Summoned beasts are not under your control in any way and can choose to depart, if they wish. You can use other dunami to help convince the animals to aid you or perform certain tasks.
**Time:** Beast Summoning is a standard action. You must concentrate to maintain it until the summoned beasts arrive.

## Blinding Flash

*Fatiguing*
**Prerequisite:** *Light Shaping*
You create a burst of light that can blind any living creature within 5 feet times your spellcaster level, upon making a successful DC 20 check. Opponents are allowed a Reflex save to resist, and are blinded for a number of rounds equal to half your spellcaster level on a failure. A failure on the Reflex save by more than 10 blinds the victim permanently or until the victim can recieve an application of the Cure Blindness supernatural power.

## Bliss

*Fatiguing*
While in mental contact with another creature, you can project blissful feelings of pleasure. The creature must make a Will saving throw or be dazed for 1 round, taking no action, but defending normally. Since Mind Touch is a move action, you can make mental contact and use Bliss in the same round.
**Retry:** Yes, but the target gets a cumulative +1 bonus to the Will save for each new attempt in the same scene.
**Special:** You must be in mental contact with the subject.
**Time:** Bliss is a standard action.

## Body Control

*Maintenance*
You have great mental control over your body. You can make a Body Control check for a number of different tasks.
**Sleeping:** A successful Body Control check allows you to sleep in difficult conditions, including bad weather, noise, buzzing insects, and so forth.
**Slow Breathing:** You can deliberately slow your rate of breathing so that you consume less air, vital in situations where there is a limited amount of breathable air available.
**Ignore Pain or Injury:** You can ignore the effects of pain or injury while awake or asleep. If you choose, nothing can wake you, as long as you make a successful Body Control check.
**Body Awareness:** You can become very aware of your body while asleep or concentrating. This allows you to sense if you are touched or moved in any way while using Scrying, for example. If you are damaged, subtract the attack's damage bonus from the Difficulty of the Body Control check.
**Resist Fear:** You can override your body's natural response to fear. With a successful Body Control check, you gain a new saving throw against any fear effect, with a +4 bonus.
**Speed Recovery:** You can speed your natural healing process, gaining a recovery check in half the normal time, so long as you spend that time in a deep, healing trance.
**Willpower:** With a Difficulty 15 Body Control check, you can continue to act while disabled without your condition worsening to dying. You still suffer additional damage normally.
**Feign Death:** By exerting supreme control over your body, you can enter a deep trance almost indistinguishable from death. A Notice check with a Difficulty equal to your Body Control check is required to determine whether you are still alive. Effects that detect life still work normally on you. While in this state,

you also suspend the effects of any disease or poison in your system for as long as you remain in the trance.
**Overcome Disease or Poison:** By concentrating for a full round, you can substitute your Body Control check for your Fortitude saving throw against a disease or poison in your system. This usually means you can only use Body Control against the secondary effects of a disease or poison, unless it is slow acting and you are warned soon enough to use Body Control to resist the initial effects (in the Game Master's judgment).
**Time:** Body Control is a full-round action.

## Breath of the Elements

*Fatiguing*
**Prerequisite:** *Trained in at least one type of Elemental Shaping.*
Breath of the elements enables the recipient to breathe freely in a single element for the duration of the power. At the time of casting, the caster names the appropriate element: fire, salt, ash, earth, and so forth. The ability to breathe in one element doesn't grant the ability to breathe in a similar one, so a creature traveling from the plane of Fire to the plane of Magma must recast the power for Magma. This power transforms the element into a breathable atmosphere for the affected creature. Since the plane of Void has no such atmosphere, the power is ineffectual on that plane. The caster can divide the duration of the power (1 hour per spellcaster level) between multiple characters, to a minimum of one half-hour per recipient.
**Time:** Breath of the Elements is a full-round action

## Calling the Ketos

*Fatiguing*
**Prerequisite:** *Water Shaping, Beast Summoning*
You summon the ketos to you and speak with it (the ketos is a gargantuan squid). You may order the beast to perform one task; however you must first barter a price. The ketos may want treasure or (more likely) food. Sometimes, if you're lucky, the task can become the payment. For example, if you wish it to destroy a pirate vessel, it can have all persons on board or perhaps all treasure on board as its payment. However, the payment should fit the task required. Once the task is completed, the ketos will immediately leave the area and will harbor no ill feelings toward the caster unless he was abusive during the bartering negotiations. This power may only be used once a year, and it automatically attracts the attention of Poseidon, who may or may not approve of the demands being made of his creature.
**Time:** Calling the Ketos is a full-round action

## Calm

*Maintenance*
You can drain intense emotion, calming those around you. The target creature must make a Will saving throw or be drained of all extremes of emotion. The creature is calm and incapable of taking violent action (although it can defend itself) or doing anything else destructive. Any aggressive action or damage against the subject breaks the effect. A successful Will save means the creature acts normally. This power suppresses (but does not dispel) powers relying on emotion, such as Heart Shaping. While the Calm effect lasts, the suppressed power has no effect.
**Special:** You must be in mental contact with the target.
**Time:** Calm is a standard action. It lasts for 1 round per rank after you stop maintaining it.

## Chariot of Fire

*Fatiguing*
**Prerequisite:** *Fire Shaping*
You summon forth a large, flaming chariot pulled by two fiery horses from the elemental plane of Fire. These appear in a clap of thunder amid a cloud of smoke. The vehicle moves at 100 feet per round, and can carry the caster + 1 other creature per caster level (medium-size or less). The caster controls the chariot by verbal command, causing the flaming steeds to stop or go, walk, trot, or fly, and turn left or right as he desires. Note that the chariot of fire is not a physical manifestation and cannot sustain damage (nor can it deliver damage to others). The chariot of fire power has a duration of 10 minutes per level of the spellcaster.
**Time:** Chariot of Fire is a full-round action

## Chariot of Poseidon

*Fatiguing*
**Prerequisite:** *Water Shaping*
You summon forth a large chariot of water pulled by two elemental seahorses from the plane of Water. These appear with a loud roar, similar to a large, crashing wave. The Chariot of Poseidon is capable of traveling underwater, though it does not grant the Breath of the Elements power to its passengers; they must come up with their own means of breathing. The Chariot of Poseidon cannot fly. All the other statistics are identical to the Chariot of Fire power.
**Time:** Chariot of Poseidon is a full-round action

## Chariot of Winds

*Fatiguing*
**Prerequisite:** *Wind Shaping*
You summon forth a large chariot of swirling winds pulled by two elemental pegasi from the plane of Air. These appear with a loud clap of thunder and a bright flash of light. The Chariot of Winds is the fastest of all the elemental chariot powers, capable of speeds up to 300 feet per round. All the other statistics are identical to the Chariot of Fire power.
**Time:** Chariot of Winds is a full-round action

## Cold Shaping

*Fatiguing*
This power enables the spellcaster to channel forth elemental energy from the elemental plane of Ice. With a Difficulty 15 Cold Shaping check, you can lower the temperature of an area about a foot across, enough to deal cold damage. A targeted creature suffers cold damage equal to half your Cold Shaping rank (round down). Protective clothing has no effect. You can freeze roughly a gallon of water into solid ice in a round. For every 2 points that you exceed the Difficulty, you affect an additional cubic foot (or gallon of liquid). You can also decrease the size and damage potential of a fire by 1 point (and 1 square foot) for every 2 points your Cold Shaping check exceeds Difficulty 10. A fire reduced to a size or damage potential of 0 or less goes

out permanently (this requires a Cold Shaping check with Difficulty 12 for a normal square foot flame). Otherwise, the reduction in the fire requires concentration.
**Time:** Cold Shaping is a standard action.

## Combat Sense

*Fatiguing*
You can improve your ability in combat by sensing the flow of events around you. A Combat Sense check grants you a bonus to your base Combat bonus (see the accompanying table). Each round you can split the bonus between attack and defense as you see fit. You can select a bonus lower than what you get on the table to reduce fatigue Difficulty, which is 10 + the Combat bonus.
**Time:** Activating Combat Sense is a move action. The bonus lasts for 10 rounds (1 minute) per use.

## Contagion

*Fatiguing*
You can infect any one creature you touch with a disease. This disease can be any one of those listed in the natural hazards portion of this book. The DC checks for each disease are listed there. Once infected with a disease, the only way to remove it is with the power Cure Disease.
**Time:** Contagion is a standard action

## Create Food & Water

*Fatiguing*
You can conjure up nourishing, simple food and clean water for immediate consumption. The amount created is 1 pound of food and 1 gallon of water per level of the spellcaster (DC 10). The food may be of any kind imaginable (breads, meats, vegetables, stew, fruits, etc), but the amount must conform to the weight limits imposed by this power. You may even mix and match different food types if you wish (the Game Master would have to rule on what is and is not appropriate here). If this power is used in conjunction with the Craft (cooking) skill, you can double the amount of food and water created and can create fantastic prepared meals (as opposed to the simple fare this power normally makes).
**Time:** Create Food & Water is a standard action

## Crystal Prison

*Fatiguing*
**Prerequisite:** *Mineral Shaping*
This power causes the body of the target to be encased in rapidly-growing crystals. It takes a full-round action for this power to complete the entrapment of the target. The caster can "hold" the target in this crystal prison for as long as he concentrates. The target takes no damage, but is unable to see or hear clearly while so entombed. Everything looks blurred and sounds are so wildly distorted as to be unrecognizable. While this power causes no direct damage to the target, the target is basically helpless while trapped in the crystal, and anything that shatters the crystal (Toughness 0) will also deal damage to the trapped target.
**Time:** Crystal Prison is a standard action. The spellcaster must concentrate to maintain this power.

## Cure

*Fatiguing*
You can heal injuries by touch. With a full-round action, you can grant a subject an immediate recovery check using your Cure check result in place of a Constitution check. If the recovery check fails, you must wait the normal recovery time for that condition or use extra effort before trying again. You can stabilize a dying character with a Difficulty 10 Cure check. You can use Cure on yourself. You can't cure your own staggered or unconscious conditions or stabilize yourself while dying, since you have to be conscious and able to take a full-round action to use the ability. You can use Cure to cure your own disabled condition, but doing so is a strenuous action. If your recovery check is successful, you suffer no ill effects. If it is not, however, your condition worsens to dying.
**Retry:** See above. Otherwise you can retry freely.
**Time:** Cure is a full-round action.

## Cure Blindness/Deafness

*Fatiguing*
You can remove blindness or deafness with a Difficulty 15 power check. If a subject is both blind and deaf, curing both requires two checks.
**Retry:** You get one attempt to cure a subject's blindness or deafness. If it fails, you cannot try again until your power rank improves.
**Time:** Cure Blindness/Deafness is a full-round action.

## Cure Disease

*Fatiguing*
You can cure a subject of disease. The Difficulty of the power check is the disease's saving throw Difficulty.
**Retry:** You get only one attempt to cure any given patient of a particular disease. If you fail, you must use extra effort (suffering a level of fatigue) to try again.
**Time:** Cure Disease is a full-round action.

## Cure Poison

*Fatiguing*
You can cure a subject of poison. The Difficulty of the power check is the poison's saving throw Difficulty.
**Retry:** You get only one attempt to cure any given patient of a particular poison. If you fail, you must use extra effort (suffering a level of fatigue) to try again.
**Time:** Cure Poison is a full-round action.

## Curse

*Fatiguing*
You place a temporary curse upon the target, giving him a -3 penalty on attack rolls, saving throws, ability checks, and skill checks. The target gets a Will save (DC 10) to avoid the effects. To remove the curse, the subject must be the target of a dispel power.
**Taboo Power:** Use of this power has a chance (a roll of 1-3 on a D20) of angering a God or Goddess. If this occurs the GM should come up with a suitable penalty, though typically

it results in having the Curse affect the spellcaster instead of the target.
**Time:** Curse is a full-round action

## Dispel Power

*Fatiguing*
This power may be used to cancel the effects of most other powers. You can only dispel powers that were cast at or below your own caster level; powers cast at levels higher than your own are beyond your ability to dispel. Dispelling a power is a base DC 20 check, modified for level. You get a +1 bonus for every level you have that is greater than that of the original caster's level when they cast the power in question. The GM will have to adjucate the level of the original caster. This power can also be used in conjunction wit the Widen Powers feat. The Prestidigitation power does not count for the purposes of these checks; any Prestidigitation may be dispelled on a successful DC 10 check, regardless of how powerful the spellcaster is who cast it.
**Time:** Dispel Power is a standard action

## Dominate

*Fatiguing, Concentration*
You can mentally control another creature's actions. The target makes a Will saving throw. If the save fails, you control the target's actions. You can force the subject to perform any action you wish, within the limits of his abilities. You're aware of what the subject experiences via your mental link, but you do not receive direct sensory impressions from him. Subjects forced to take actions against their nature receive a new saving throw with a bonus of +1 to +4, depending on the nature of action. A successful save breaks your control.
**Taboo Power:** Use of this power has a chance (a roll of 1-3 on a D20) of angering a God or Goddess. If this occurs the GM should come up with a suitable penalty, though often it results in having the spellcaster's Intelligence lowered to -4 for 24 hours.
**Special:** You must be in mental contact with the subject.
**Time:** Dominate is a full-round action.

## Drain Vitality

You can drain someone's vital energy by touch. Make a Drain Vitality check against the result of the target's Will save. If you win, the target suffers a level of fatigue, while you regain a level of fatigue. You cannot drain targets once they are unconscious.
**Special:** You can only take 10 on a Drain Vitality check if the target is helpless.
**Time:** Drain Vitality is a standard action.

## Dream Shaping

**Prerequisite:** *Visions*
You can psychically enter the dream world by making a successful Dream Shaping check (Difficulty 15). You can enter the dreamscape of another person, which counts as being in mental contact with them. In the dream world, you have your normal abilities, but you can influence things and events there. You can also attempt to use this power when you are asleep. Changing a dreamscape allows you to alter features of the setting, such as terrain, weather, lighting, and so forth. You cannot cause harm, but you can make an otherwise pleasant dream into a nightmare. When you attempt to change someone else's dreamscape, the subject can make a Will save or Dream Shaping check to resist the change; you must beat a Difficulty of 20 or the subject's result, whichever is higher, to affect the dreamscape. You can change your appearance in the dream world at will with a Difficulty 20 Dreaming check. Imitating a specific individual's appearance requires a Disguise check, but a successful Dream Shaping check provides a +10 bonus on the Disguise check.
**Special:** You can take 10 or take 20 on Dreaming checks.
**Time:** Entering the dream world is a full-round action.
Uses of Dreaming within the dream world are move actions.
Once you have entered the dream world, you remain until you choose to awaken.

## Dust Shaping

*Fatiguing*
This power enables the spellcaster to channel forth elemental energy from the elemental plane of Dust. You can command dust and grit.
**Glitterdust:** You create a cloud of glittering golden particles that covers everyone and everything in a 20 foot sphere + 5 feet per level of the spellcaster. Anyone in the area when the power is cast is blinded for 1 round, unless they make a successful Reflex save at DC 15. The glitterdust cannot be removed or washed away; it simply disappears after 1 round per level of the spellcaster. This power is particularly useful against invisible creatures, who are clearly outlined by the glittering dust.
**Irritating Dust:** You fill a 20 foot sphere + 5 feet per caster level with a fine, irritating dust. Anyone within the sphere feels grimy and dirty, and must make a Fortitude check (DC 15) or feel nauseated and unable to concentrate (or use skills, or fight) for the duration they remain in the dust cloud +1 round per caster level after they have exited the dust cloud.
**Whispering Dust:** Whispering dust imbues a handful of dust or sand with the ability to relate a message from the caster, aloud, to another. At the time of casting, the caster can speak up to 20 words that he wants relayed to another by the sand. He then throws the sand in the air, it swirls into a tiny "dust devil", and speeds off towards the recipient. The recipient must be within 20 miles + 1 mile per level of the caster, though the caster need not know the exact location of the recipient. This power may not be intercepted by another, though it can be destroyed with a Dispel Magic. It arrives on-target in 1 hour.
**Time:** Dust Shaping is a standard action

## Earth Shaping

*Fatiguing*
This power enables the spellcaster to channel forth elemental energy from the elemental plane of Earth. You can shape and move earth and stone. An Earth Shaping check can have one of the following effects:
**Move Earth (Difficulty 10):** You move dirt (soil, clay, loam, sand), possibly collapsing embankments, moving hillocks, shifting sand dunes, and so forth. However, in no event can rock formations be collapsed or moved. The area to be affected determines the time required and the Difficulty. Every 150-foot square (up to 10 feet deep), takes 10 minutes and increas-

es the Difficulty by 5. The maximum area, 900 feet by 900 feet, takes an hour and is Difficulty 40. Earth Shaping does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacierlike fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and topography. This effect cannot be used for tunneling and is too slow to trap or bury creatures unless they are helpless for the entire time the earth is moved.

**Soften Earth (Difficulty 10):** All natural, undressed earth or stone softens. Wet earth becomes thick mud, dry earth becomes loose sand or dirt, and stone becomes soft clay that is easily molded. You affect a 10-foot square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot. Each +5 increase in Difficulty affects another 10- foot square. Dressed or worked stone cannot be affected. Earth and stone creatures are not affected either. A creature in mud must succeed on a Reflex save or be caught helpless for one round. A creature that succeeds on its save can move through the mud at half speed. Loose dirt is not as troublesome as mud, but all creatures in the area move at only half their normal speed and can't run or charge. Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before. While this power does not affect dressed or worked stone, cavern ceilings or vertical surfaces such as cliff faces can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face of the wall or roof and falls. A moderate amount of damage can be dealt to a structure by softening the ground beneath it, causing it to settle. However, most sturdy structures are only damaged by this, and not destroyed.

**Stonecrafting (Difficulty 10):** You can mold stone into any shape you wish. You can affect 10 cubic feet of stone. Each additional cubic foot increases the Difficulty by 1 (so at Difficulty 30 you can affect 30 cubic feet). The Game Master may require a Craft (sculpting or stonecutting) check to achieve precise results. You perform stone crafts in minutes instead of the hours of normal Craft projects. A complex project, which normally takes 24 hours, would therefore take 24 minutes.

**Earthquake (Difficulty 30):** An intense but highly localized tremor rips the ground. The shock knocks creatures down, collapses structures, opens cracks in the ground, and more. The effect lasts for 1 round, during which time creatures on the ground can't move or attack. A spellcaster must make a Concentration check (Difficulty 20) to use powers that round. The earthquake affects all terrain, vegetation, structures, and creatures in an area with a radius of spellcaster level times 10 feet. The specific effects depend on the nature of the terrain:

**1. Cave, Cavern, or Tunnel:** The roof collapses, indicting +16 damage to any creature caught under the cave-in (Difficulty 15 Reflex save for half damage) and pinning them beneath the rubble.

**2. Cliffs:** Cliffs crumble, creating a landslide that travels horizontally as far as it fell vertically. Any creature in its path suffers +16 damage (Difficulty 15 Reflex save for half damage) and is pinned beneath the rubble.

**3. Open Ground:** Each creature standing in the area must make a Difficulty 15 Reflex save or fall down. Fissures open in the earth, and every creature on the ground has a 25 percent chance to fall into one (Difficulty 20 Reflex save to avoid a fissure). On the round after the quake, all fissures grind shut, crushing and killing any creatures trapped within them.

**4. Structure:** Any wooden or masonry structure standing on open ground is destroyed. Heavier stone buildings are damaged. Anyone caught inside a collapsing structure takes +16 damage (Difficulty 15 Reflex save for half damage) and is pinned beneath the rubble.

**5. River, Lake, or Marsh:** Fissures open underneath the water, draining it away from that area and forming muddy ground. Soggy marsh or swampland becomes quicksand for the duration of the power, sucking down creatures and structures. Anyone in the area must make a Difficulty 15 Reflex save or sink down in the mud and quicksand. At the end of the round, the rest of the body of water rushes in to replace the drained water, possibly drowning those caught in the mud.

**6. Pinned beneath Rubble:** Any creature pinned beneath rubble takes +2 non-lethal damage per minute. Unconscious characters make a Difficulty 15 Constitution check each minute to avoid +2 lethal damage.

**Time:** See description.

## Elemental Aura

*Fatiguing*

**Prerequisite:** *Trained in at least one type of Elemental Shaping.*

You summon forth a thin, swirling aura of elemental energy from the elemental plane of your choice (must be one in which you have Shaping powers) that surrounds your body. This power remains active for 1 round per level of the caster, and gives total immunity from the damaging effects (both natural and magical) of the elements. This power does not, however, give you the ability to survive in those elements. For example, Elemental Aura prevents fire from damaging you, but does not grant you the ability to breathe fire (something that would damage you if you found yourself in the Elemental Plane of Fire). In this instance you would be safe from burning to a cinder, but you would still suffocate.

**Time:** Elemental Aura is a standard action

## Elemental Conduit

*Fatiguing*

**Prerequisite:** *Trained in at least one type of Elemental Shaping.*

You are able to open up a small, stable conduit to the elemental plane of your choice (must be one in which you have the appropriate shaping power). The conduit can be no larger than 1 foot in diameter per level of the caster, and is permanent unless dispelled. This power has an Intelligence DC check of 20. This power is how portals to the elemental planes are made. If the spellcaster wants to make an Elemental Conduit that is two-way in nature, it requires an Intelligence DC check of 30. This power can also make a conduit to the Ethereal Plane, which counts as an elemental plane for the purposes of this power. This power has uses other than just being a method to move into and out of an elemental plane. One-way portals to the plane of Radiance are often made to illuminate buildings. Conduits to Fire are used in fireplaces, furnaces and ovens. One of the latest

novelties in Nisoi is the "icebox", a large chest equipped with a small conduit to the plane of Ice, keeping the contents (usually food or drink) cold.
**Time:** Elemental Conduit is a standard action

## Elemental Strike

*Fatiguing*
**Prerequisite:** *Trained in at least one type of Elemental Shaping.*
You can strike a foe with a focused blast of elemental force. Most Elemental Strikes are in the form of orbs, balls, bolts, fists and rays. It is also common for spellcasters to hurl elemental versions of a favored missile weapon, such as arrows, javelins, spears, and so on when casting this power. Your Elemental Strike is a normal ranged attack with a range increment of (shaping power rank x 10) feet and a maximum range of ten increments (power rank x 100 feet). An Elemental Strike inflicts damage equal to half your power rank, rounded down. If you apply the Widen Power feat to an Elemental Strike, it affects all targets within (rank x 2) feet radius of the target point. Targets of a Widened Elemental Strike can make a Reflex saving throw (Difficulty 10 + the strike's damage bonus). If successful, the strike only inflicts half damage on that target. Spellcasters using Elemental Strike are encouraged to describe the visual effects of this power before using it. In Phydea, the Elemental Strike must be of the same elemental type as the element Shaping power known by the spellcaster. If the spellcaster knows multiple Shaping powers, he may use any of those elements as a basis for Elemental Strike. This power can be used to make an elemental strike with all the base elemental shaping powers as well as any of their progressive powers (for example, it covers Dust Shaping as well as Sand Shaping, because the latter has Dust Shaping as a prerequisite). Both Sound Shaping and Light Shaping are considered elements for the purposes of this power.

Because of the peculiar nature of the elemental planes, some of the Elemental Shaping powers have multiple ways of dealing damage. Some of these are not readily apparant. For example, Ooze as well as Salt can be highly caustic and acidic. Radiance, in addition to color and light, has intense heat. Ash is extremely cold. Each of these could be used as a basis for an Elemental Strike that is different from what might be expected.
**Time:** Elemental Strike is a standard action

## Elemental Wall

*Fatiguing*
**Prerequisite:** *Trained in at least one type of Elemental Shaping.*
You are able to create a wall 10 feet high and 20 ft wide +1 foot per level of the caster, made of elemental energy. If the wall can be passed through (such as a wall of wind, wall of fire, or wall of water), it deals +3 damage to anyone trying to pass through it. Solid walls, like walls of earth or magma, cannot be passed through and either must be topped or circumvented by going around them. The exception to this rule are those who are ethereal, or in the case of a wall of earth or mineral, those with the Mineral Shaping power (Rock Door).
**Time:** Elemental Wall is a standard action

## Enhance Other

*Fatiguing*
This works like Enhance Self, except you can enhance others' abilities by touch, but you cannot enhance your own.
**Special:** The subject of this power must also make a Fortitude saving throw against fatigue (same Difficulty as the spellcaster) when its duration runs out, to represent the strain placed on the subject's body.

## Enhance Self

*Fatiguing*
You can improve your Strength or Dexterity for a short time. An Enhance Self check adds a bonus to either your Strength or Dexterity score for 1 minute (10 rounds). The result of the check indicates the amount of the bonus. If desired, you can split an even bonus equally between Strength and Dexterity.
**Time:** Enhance Self is a standard action. The bonus lasts for 10 rounds (1 minute). If you take 20 when making this check, you spend 2 minutes and suffer a +20 increase in the fatigue Difficulty.

## Enhance Senses

*Wisdom*
You can enhance your normal sensory abilities. An Enhance Senses check adds a bonus to your Notice, Search, and Sense Motive checks. It also adds to skill checks made to find or follow tracks. The result of the check indicates the amount of the bonus.
**Time:** Enhance Senses is a move action. The bonus lasts for 10 minutes. If you take 20 when making this check, you spend 2 minutes and suffer a +20 increase to the fatigue Difficulty.

## Etherealness

*Fatiguing*
**Prerequisite:** *Flesh Shaping*
This power enables the spellcaster to transform himself and whatever he is wearing and carrying into an incorporeal form, like a ghost. This power lasts for 1 minute per level of the spellcaster. While ethereal, the spellcaster can move in any direction at his normal rate of movement, passing through solid objects as though they were not there. This power is dangerous however, as it attracts the attention of ghosts in the area (if any). All ghosts are hostile to those using this power, unless the ghost has some positive personal connection to the spellcaster (a former friend or relative, for example).
**Time:** Etherealness is a move action

## Fire Shaping

*Fatiguing*
This power enables the spellcaster to channel forth elemental energy from the elemental plane of Fire. You can make a Fire Shaping check to ignite a fire, to increase the size of an existing fire, or to create light but not heat.
**Ignite Fire:** You can set any flammable object in your line of sight on fire as a standard action with a successful Fire Shaping check (Difficulty 15). Targets must make a Reflex saving throw (Difficulty 15) to avoid taking +2 fire damage. The target must save each round. A successful save means the fire goes out; although, you can reignite it with another standard action

and successful Fire Shaping check. A character on fire can automatically extinguish the flames by dousing in water. Spending a full round rolling on the ground grants a +4 bonus on the Reflex saving throw. In addition to using it as an attack, you can use the power to light candles (up to a dozen candles in a 5-foot square with a single skill check), torches, hearth fires, and so forth. Lighting small fires, like candles, is not fatiguing.
**Increase Fire:** You can increase the size and intensity of a fire. The Difficulty of the Fire Shaping check is 10 + 1 per square foot of increase. Every two square feet increase the fire's damage potential by +1. The fire maintains its increased size and damage as long as you concentrate, and it can even burn in the absence of fuel; although, smothering still puts it out. While you maintain an increased flame, a victim does not get a Reflex saving throw to put the fire out (although it can still be extinguished by dousing with water), and the fire does additional damage based on your Fire Shaping check. So, a spellcaster who makes a Difficulty 16 Fire Shaping check can spread a fire over an additional 6 square feet and it does +3 damage.
**Light:** You can create a glowing spot of supernatural fire that sheds light but no heat, illuminating a 20-foot radius. This requires a move action and a Difficulty 5 Fire Shaping check. You can increase the radius of the illumination by increasing the Difficulty of the check; each +5 Difficulty increases the radius of the illumination by 10 feet. The point of light moves where you direct it within your line of sight, as a move action. Creating light is not fatiguing.
**Time:** Igniting fires and increasing flames are standard actions. Creating or moving light is a move action.

## Flesh Shaping

*Fatiguing*
You can shape and mold flesh as if it were clay in your hands. The subject must be either willing or helpless for the entire duration of your work (you can use Flesh Shaping on yourself). You make Flesh Shaping checks to alter a subject's physical features. You cannot change body mass or size, other than a few feet more or less in height by resizing the subject's bones. You can sculpt physical features largely at will. The Difficulty and time required for Flesh Shaping is shown in the table. Treat your Flesh Shaping check result like a Disguise check for purposes of determining if someone notices the change. Among other things, Flesh Shaping can provide alterations in eye, hair, and skin color, even creating tattoo-like patterns of pigmentation. It can greatly enhance or diminish physical appearance. Any alterations are permanent, unless reversed through this power or the Cure power, either of which must exceed the original check result.
**Special:** Taking 20 increases the fatigue save Difficulty by +20.
**Time:** See table.

## Fly

*Fatiguing*
**Prerequisite:** *Wind Shaping*
You or the target can fly with a speed of 90 feet (60 feet if wearing medium or heavy armor). The subject can fly up at half speed and descend at double speed. Only one subject can be affected per application of this power, unless the Widen Power feat is used. This power lasts for 1 minute per level of the spellcaster.
**Time:** Fly is a standard action

## Grass Darts

*Fatiguing*
**Prerequisite:** *Plant Shaping*
This power causes 3 blades of grass +1 per level of the spellcaster to become stiff and sharp. Taller varieties of grass, such as those found on savannahs, can be hurled as javelins. Smaller grasses, such as those found in the forest, can be thrown as darts. The grass darts cannot be fired as arrows. If the blades are not plucked and hurled before the power is cast, they can damage (according to their size) any creature that falls on them. The grass darts remain stiff for 10 minutes.
**Time:** Grass Darts is a full-round action

## Hamatree

*Fatiguing*
**Prerequisite:** *Plant Shaping*
This power creates a permanent link between the caster and a very old oak tree (at least 100 years of age), much like the bond between a dryad (or hamadryad) and her tree. This power infuses some of the caster's lifeforce with that of the tree's. Once cast, the spellcaster can literally step through any living, healthy tree to the oak tree with which he is bound. Likewise, he can communicate with the tree whenever in physical contact with it. The great drawback of this power is that any damage inflicted on the oak with which the caster is bound is suffered equally by the caster, no matter where he may be. Upon the death of the caster, the tree dies. Upon the death of the oak, the spellcaster must immediately make a successful Fortitude save (DC 20) or die as well. The spellcaster can only be bound to one tree at a time, and the bond cannot be dispelled.
**Time:** Hamatree is a full-round action

## Harm

*Fatiguing*
You can inflict injury with a mere touch, disrupting the body's natural balance. You must touch the target as a standard action. Success means the target must make a Fortitude saving throw against your power save Difficulty, with failure read on the Toughness Saving Throw table for lethal damage. So a failed save results in a hurt condition, failure by 5 or more means the target is wounded, and so forth.
**Time:** Harm is a standard action.

## Heart Reading

*Wisdom*
You can sense the emotions of other creatures. A Heart Reading check allows you to determine the subject's emotional state. The target gets a Will save to resist. Whether you succeed or fail, the subject does not know you are reading his emotions. If the target's save fails, you get a general idea of his emotions and mood. This grants you a bonus on the next interaction skill check you make against the subject within the next 10 rounds (1 minute). The bonus is based on your Heart Reading check result.
**Retry:** You can only use Heart Reading on a subject once

during the same scene.
**Time:** Heart Reading is a free action. The bonus lasts 10 rounds (1 minute) or until you make an interaction skill check against the target, whichever comes first.

## Heart Shaping

*Fatiguing, Concentration*
You can impose emotions on others. The target makes a Will saving throw. If the save fails, you can impose any one of the following emotional states:
**Despair:** The target suffers a -2 penalty on saving throws, attack rolls, checks, and damage. Despair dispels the effects of hope.
**Fear:** The target flees from the object of its fear (chosen by you). Fear dispels the effects of rage. It also immediately ends a use of the Rage feat.
**Friendship:** The target's attitude shifts to the next more positive attitude (hostile to unfriendly, unfriendly to indifferent, and so forth). Creatures involved in combat continue to fight back normally, however. Friendship dispels the effects of hatred.
**Hatred:** The target's attitude shifts to the next more negative attitude (indifferent to unfriendly, unfriendly to hostile, and so forth). Hatred dispels the effects of friendship.
**Hope:** The target gains a +2 bonus on saving throws, attack rolls, checks, and damage. Hope dispels the effects of despair.
**Rage:** The target gains the e.ects of the Rage feat. They are compelled to fight, heedless of danger. Rage does not stack with the Rage feat or with itself. Rage dispels the effects of fear.
**Taboo Power:** Use of this power has a chance (a roll of 1 on a D20) of angering a God or Goddess. If this occurs the GM should come up with a suitable penalty, though typically it results in having the exact opposite emotional shaping than that desired.
**Time:** Heart Shaping is a standard action.

## Illusion

*Fatiguing, Concentration*
You can fool the senses of others. Make an Illusion check with a Difficulty based on the complexity of the illusion, consulting the table. If successful, the illusion appears to the subject. The illusion exists solely in the subject's mind, so it can be of any size; creating the illusion of something small is just as easy as creating the illusion of something huge.

Since the illusion isn't real, it cannot produce any real effects. It cannot cause damage, support weight, provide nutrition, illuminate darkness, or provide protection from the elements. Thus, characters fall through an illusory bridge or floor if they try to walk on it, and although they can appear to eat, and taste, illusory food, it has no nutritional value. Characters encountering an illusion do not get a saving throw against it until they study it carefully or interact with it in some fashion. For example, if characters encounter a section of illusory floor, they would receive a saving throw if they stopped and examined the floor, poked at it, and so forth. Likewise, if an illusory monster attacks the characters, they get a saving throw because they are interacting with the illusion. A successful saving throw against an illusion reveals it to be false, but a translucent after-image remains. For example, a character making a successful saving throw against an illusory section of floor knows the floor isn't real and isn't safe to walk on, and can see what lies below it, but he can still note where the illusion is. A failed Will saving throw means the character fails to notice anything is amiss. A character faced with incontrovertible proof that an illusion isn't real needs no saving throw. Someone who falls through an illusory floor knows something is amiss. A character who communicates this information to others gives them a +4 bonus on saving throws against the illusion.
**Retry:** No. You can attempt to affect the same character after some time has passed, but not in the same scene.
**Special:** You must be in mental contact with a target to use Illusion.
**Time:** Illusion is a full-round action.

## Imbue Life

*Fatiguing*
You can restore the dead to life. The subject cannot have been dead for longer than your spellcaster level in minutes, and you must make a Difficulty 25 power check, taking a minute of intense concentration. If the check succeeds, the subject's condition becomes unconscious and disabled (from which the subject may heal normally). An Imbue Life attempt is fatiguing, with Dificulty 20 + half your power rank.
**Taboo Power:** Use of this power has a chance (a roll of 1 on a D20) of angering a God or Goddess. If this occurs the GM should come up with a suitable penalty, though typically it results in having the spellcaster rendered unconscious for several hours.
**Retry:** No.

## Imbue Unlife

*Fatiguing*
The spellcaster lends animation to the dead, creating a mockery of life. Imbue Unlife may create two kinds of undead: mindless or intelligent.
**Mindless:** You turn the bones or bodies of dead creatures into undead skeletons or zombies, which obey your spoken commands. They remain animated until destroyed. (A destroyed undead creature can't be imbued with unlife again.) A skeleton can be created only from a mostly intact corpse or skeleton. The corpse must have bones. If a skeleton is made from a corpse, the flesh falls from its bones when it is created. A zombie can be created only from a mostly intact corpse. The corpse must be that of a creature with a true anatomy. Regardless of the type you create, you can't make more mindless undead than twice your spellcaster level with a single use of Imbue Unlife. The skeletons or zombies you create remain under your control indefinitely. No matter how many times you use this power, however, you can control only four times your spellcaster level in mindless undead. If you exceed this, all newly created creatures fall under your control, and any excess from previous castings become uncontrolled. (You choose which creatures are released from your control.)
**Intelligent:** You transform a corpse into an intelligent undead creature. Unlike the mindless undead, this creature is not under your control; although, you can use other means, including other powers, to command it. You can create a ghost or vampire using this power. Creating an intelligent undead creature has a Difficulty of 18. If you fail an Imbue Unlife check to animate a corpse, that corpse is permanently immune to any fur-

ther attempts by you to imbue it with unlife.
**Taboo Power:** Use of this power has a chance (a roll of 1-5 on a D20) of angering a God or Goddess. If this occurs the GM should come up with a suitable penalty, though typically it results in having the spellcaster suffer continual bad luck (-20 to all DC checks) until he fulfills a quest revealed by the God or Goddess who cursed him.
**Time:** One minute.

## Insight

**Prerequisite:** *Visions*
You can learn things from visions and reading omens, such as cards, sticks, or stones. You can choose to make an Insight check in place of any Knowledge check, reading the result as if that Knowledge skill was known to you. The Game Master decides what questions Insight can answer, but it is generally limited to what a normal person with that Knowledge check result would know. Thus it doesn't automatically turn up secret or obscure knowledge. Still, spellcasters with Insight can know far more than their studies would suggest.
**Special:** You can take 10 on Insight checks, but cannot take 20.
**Time:** Insight requires at least 10 minutes.

## Intoxicating Fumes

*Fatiguing*
**Prerequisite:** *Smoke Shaping or Steam Shaping*
You can fill a 20 foot + 1 foot per level of the caster sphere with intoxicating fumes. Anyone caught in the area of effect must make a Fortitude save (DC 10), or fall into an intoxicating stupor for 1 minute per level of the spellcaster. While intoxicated, the victims have all their ability scores reduced to -3. This power can be countered with Cure Poison or Dispel Power.
**Time:** Intoxicating Fumes is a standard action

## Invisibility

*Fatiguing*
**Prerequisite:** *Flesh Shaping*
You can turn yourself, and all that you are wearing and carrying, invisible. You are completely invisible to all forms of sight, even darkvision. If used on another target, they must make a Fortitude save at DC 10 to avoid the effects (they can voluntarily fail the save if they desire to become invisible). The invisibility lasts for 10 minutes +1 minute per level of the spellcaster.
**Time:** Invisibility is a move action

## Irresistible Dance

*Fatiguing*
**Prerequisite:** *Heart Shaping*
You can force a target to be overcome with an undeniable urge to dance. Unless the target successfully makes a Will save at DC 15, they are afflicted with irresistible dancing. The effects last for 1 round per level of the caster, and during this time the target cannot use weapons, tools, or skills; they just dance.
**Taboo Power:** Use of this power has a chance (a roll of 1 on a D20) of angering a God or Goddess. If this occurs the GM should come up with a suitable penalty, though typically it results in having the spellcaster suffer the effects of the power instead of the target.
**Time:** Irresistible Dance is a full-round action

## Laughter

*Fatiguing*
**Prerequisite:** *Heart Shaping*
You can force a target to be overcome with fitful laughter. Unless the target successfully makes a Will save at DC 15, they are afflicted with riotous, uncontrollable laughter. The effects last for 1 round per level of the caster, and during this time the target cannot use weapons, tools, or skills; they just stand there (or lie there), laughing like they are crazed.
**Taboo Power:** Use of this power has a chance (a roll of 1 on a D20) of angering a God or Goddess. If this occurs the GM should come up with a suitable penalty, though typically it results in having the spellcaster suffer the effects of the power instead of the target.
**Time:** Laughter is a full-round action

## Light Shaping

*Fatiguing*
This power enables the spellcaster to manipulate light. With a successful check, you can make your outline blurred and indistinct or even become invisible. You can create realistic three-dimensional images of light occupying up to a 10-foot cube. Each additional 10-foot cube the image occupies increases the Difficulty by 5. Subjects seeing the image get a Will saving throw to realize it is not real if they have any reason to suspect it, such as the fact that the image makes no noise. You can also create a point of light illuminating a 20-foot radius, which you can move at will anywhere in your line of sight as a move action. For each 10 feet you add to the radius of illumination, the Difficulty increases by 5. You can create light effects anywhere in your line of sight, and they last as long as you maintain them. Creating multiple effects at once (such as becoming invisible while also creating the illusion you are elsewhere) count as maintaining multiple powers.
**Special:** The basic level of light (Difficulty 5) is not fatiguing.
**Time:** Light Shaping is a standard action.

## Lightning Shaping

*Fatiguing*
This power enables the spellcaster to channel forth elemental energy from the elemental plane of Lightning. You can use Lightning Shaping to summon forth lightning to produce an array of effects:
**Call Lightning:** You are able to evoke bolts of lightning as long as you remain in an area with an active storm. This application of the Lightning Shaping Power requires Concentration. Once cast, the spellcaster designates the target and that target is allowed a DC 15 Reflex save to avoid being stuck. Failure to save results in +2 damage. A new bolt of lightning can be called each round provided the storm remains in the area and the caster maintains concentration.
**Lightning Bug:** This power summons forth a lightning bug, a type of vermin from the plane of elemental Lightning, which sheds "cool" electrical light illuminating a 20-foot radius.

The lightning bug hovers next to you (but can be made to move anywhere within a 20-foot radius of the spellcaster) and will remain until the power is cancelled.
**Thunderclap:** You create a loud noise equivalent to a peal of thunder and its accompanying shock wave. The shock wave is centered on the spellcaster and extends out for 20 feet + 5 feet per level. All creatures in the area, including those friendly to the spellcaster, must make Will saves to avoid being stunned for 1 round.
**Time:** Lightning Shaping is a standard action

## Magma Shaping

*Fatiguing*
This power enables the spellcaster to channel forth elemental energy from the elemental plane of Magma. You can use Magma Shaping to summon forth lava and heat to produce an array of effects:
**Heat Metal:** You cause metal objects to gradually heat up to a searing temperature. This power may be cast on any metal item up to 20 pounds +1 pound per level of the spellcaster in size. The first round this power is in effect, the item gets noticeably warmer to the touch. The second round, the item is hot to the touch and anyone touching it must make a Will save (DC 15) to continue doing so. On the third round, the item is so searingly hot that it must be dropped (or removed immediately), or it will cause +1 damage. During the third round, a Will save (DC 25) must be made if for some reason it is desireable to maintain contact with the searing metal. On the fourth round, the metal begins to cool, returning to the same conditions of the second round, and on the fifth round it is merely warm again, as in round one. After the fifth round, the metal returns to normal coolness. This Power does no damage to the metal item, and does not warp or bend it.
**Melt Stone:** You can cause stone to ignite and melt, as though it were lava. The area of stone so affected is 5 feet tall by 5 feet thick, +1 foot per level of the spellcaster. It takes a full round action to complete the transformation of stone into molten rock, which flows naturally and cannot be controlled by this power (though it can be controlled by the Earth Shaping power, Stonecrafting). It takes a full minute for the molten rock to reharden enough to be walked upon, although it will remain quite hot for up to 30 minutes. Those folks not wearing soled footwear, including animals with hooves, take +1 damage for each round they remain on the hot stone. Stepping on molten rock is the same from a damage perspective as being on fire.
**Volcanic Vent (Difficulty 20):** You can open up a chasm in the ground, releasing superheated steam and bubbling lava. The chasm is 10 feet long by 1 foot across per level of the spellcaster. Magma pools up inside the chasm (it bubbles over slightly but does not flow out), and the steam jets that shoot up from the chasm are 10 feet high. Trying to cross through this superheated steam causes +2 damage per round one remains in the steam. Those who fall into the chasm find that it is rather shallow (only a foot deep). If they fall into the lava they are considered on fire for the purposes of damage. The vent remains as long as the caster concentrates, and for 1 minute after he ceases concentration. Once dispelled, the ground snaps shut (if anyone is inside the chasm for some reason, they are expelled once it shuts.
**Time:** Magma Shaping is a standard action

## Manipulate Object

*Fatiguing, Maintenance*
You can manipulate objects at distance as if with a pair of invisible, intangible hands. Your power has the same Dexterity as you, while lifting the object has the same Difficulty as Move Object, except you cannot increase the weight lifted by suffering fatigue (Manipulate Object's fatigue comes from the extra precision required). You can use your normal skills via Manipulate Object, but you are at a -2 penalty for having to operate remotely, and you can't perform tasks at all if you can't see your target, since your power has no sense of touch.
**Remotely Wielding Weapons:** A spellcaster can wield a melee weapon using Manipulate Object. Picking up the weapon is a move action. Attacking with it is a standard action. Concealment is determined by the attacker and defender's positions, not the weapon's, while cover is determined by the defender and weapon's positions. The attacker makes a normal attack roll, but with a -4 penalty for the difficulty in controlling the weapon from afar, and adds his Intelligence score to the attack roll, rather than Dexterity. The weapon deals its normal damage with no modification for Strength (as if wielded by a Str 0 attacker). A spellcaster can take the Exotic Weapon Training feat in remotely wielded weapons to eliminate the -4 penalty to hit. A remotely wielded weapon can be struck normally by sunder attacks. Attempts to disarm the spellcaster by knocking the weapon out of his supernatural grasp are resolved by opposed attack rolls as normal or an opposed attack roll and Manipulate Object check, if the spellcaster's Manipulate Object bonus is greater than his attack bonus.
**Time:** Manipulate Object is a move action. The skill use lasts for 10 rounds (1 minute).

## Mind Probe

*Fatiguing, Concentration*
You can mentally probe a subject's mind for information. You must be in mental contact with the subject. Make a Mind Probe check against the result of the target's Will save. If successful, you can ask any one question and receive the answer from the target's mind. If the target doesn't know the answer, then you know that. Especially personal or guarded information grants the target a +1 to +5 bonus on the Will save, while information the subject doesn't consciously know (because it is subconscious or forgotten due to amnesia, for example) grants a +5 to +10 bonus on the Will save. You can continue to ask questions, one per round, for as long as you maintain your Mind Probe. Each question requires a new skill check, an additional Will save, and another fatigue save (with an increasing fatigue save Difficulty).
**Retry:** Yes, but the target gets a cumulative +1 bonus to the Will save for each new attempt in the same scene.
**Special:** You must be in mental contact with the subject.
**Time:** Mind Probe is a full-round action.

## Mind Reading

*Maintenance*
You can read another creature's thoughts. Make an opposed check against the result of the target's Will save. If success-

ful, you can read the target's surface thoughts (whatever the target is presently thinking). Mind Reading transcends language; you comprehend the target's thoughts whether or not you share a language. If you fail your Mind Reading check, you cannot read the target's mind. If you can interact with your subject, a successful Bluff check against the target's Sense Motive check causes the subject to think consciously about a particular piece of information you're looking for, such as a password or name, allowing you to pluck it from the subject's surface thoughts.
**Retry:** Yes, but the target gets a cumulative +1 bonus to the Will save for each new attempt in the same scene, and retries with Mind Reading are fatiguing.
**Special:** You must be in mental contact with the subject.
**Time:** Mind Reading is a standard action.

## Mind Shaping

*Fatiguing*
Mind Shaping allows you to remove psychic influence or to alter memories and behavior. Make a Mind Shaping check, with the Difficulty determined by the task.
**Remove Mental Influence:** Make a Mind Shaping check with a Difficulty equal to the check result of a mind-affecting power. If you succeed, that power no longer affects the subject. Note this only removes the effects of ongoing powers, not permanent aftereffects. This means you could use Mind Shaping to remove a Dominate or Illusion effect, but not to restore damage caused by a psychic attack (for that, use the Cure power). You can undo the effects of Mind Shaping used to alter the subject's mind by equaling or exceeding the Mind Shaping check used to make the alterations.
**Alter Psyche:** You can make changes in the subject's mind. The Difficulty is based on the extent of the change you wish to make. False or altered memories can cause dissonance within the subject's mind, depending on how well they fit into the subject's other memories. If the subject notices a conflict between the false and true memories (Game Master's discretion), she gets an additional Will save to shake off the effect and regain her true memory. She gains a bonus of +1 to +4 on the save depending on how strong the dissonance is between the true and false memories.
**Taboo Power:** Use of the Alter Psyche form of this power has a chance (a roll of 1-3 on a D20) of angering a God or Goddess. If this occurs the GM should come up with a suitable penalty, though typically it results in having the spellcaster's Intelligence score drop down to -4 for 24 hours.
**Special:** You must be in mental contact with the subject.
Taking 20 requires twenty times the usual time. Generally, this means the subject must be cooperative, unconscious, or restrained in some way. Taking 20 increases the fatigue check Difficulty by +20 as well.
**Retry:** If you fail a Mind Shaping check, you must wait at least 24 hours before attempting the same task on the same subject.
**Time:** Removing psychic influence is a full-round action. For altering a person's psyche, see the table.

## Mind Touch

You can establish contact with another mind. The base Difficulty is 10, modified by familiarity. If the subject has a Psychic Shield, you have to make a separate Mind Touch check to overcome it. An unwilling subject also gets a Will saving throw to avoid contact. If the save is successful, no contact is made. If you do not want the subject to know you are making mental contact, you can make a separate opposed Mind Touch check against the subject's Sense Motive, Second Sight, or Psychic Shield check (whichever has the highest bonus). If you win, the subject is unaware of your attempt. If the subject wins, she is aware of your attempt (whether you succeed or fail in actually establishing contact). While you are in mental contact with another being, the two of you can communicate at the rate of normal speech, hearing each other's thoughts. You can also send a single visual image each round instead of speaking. Both you and the subject can choose to lie or omit information; you're "speaking" to each other mentally, not reading each other's thoughts. Mind Touch is two-way, meaning you are in mental contact with the subject for purposes of her powers and vice versa. If a friendly mental contact turns hostile, the subject can make a Will saving throw or Psychic Shield check to break contact. Once the subject has failed an attempt to eject the intruder from her mind, she can't break the contact. If your Mind Touch is broken, any other powers you are maintaining requiring mental contact are also broken.
**Mentally Aiding Others:** While in mental contact with another character, you can use the aid another action (a standard action) to grant that character a +2 bonus on Will saving throws or on any skill check where your skill rank is equal to or greater than the subject's.
**Mental Rapport:** Two or more characters with the Mind Touch skill can enter a mental rapport with each other, an intense state of mental contact. Each character establishes mental contact with the other, each of whom must be willing. Characters in rapport are like one mind, each instantly aware of everything that the other thinks and experiences and able to share information instantly. Characters in rapport cannot deliberately lie to or deceive each other.
**Deathcry:** If a creature you are in mental contact with dies, you must make a Will saving throw or Psychic Shield check (Difficulty 20) to avoid being dazed for 1 round by the psychic feedback. Since mental contact is two-way, this applies to any creature in mental contact with another. A creature can deliberately avoid letting out a deathcry when it dies by making a Will saving throw (Difficulty 20).
**Retry:** You can retry Mind Touch freely, but retries on the same subject within an hour's time are fatiguing.
**Time:** Mind Touch is a move action. It requires concentration to maintain.

## Mineral Shaping

*Fatiguing*
This power enables the spellcaster to channel forth elemental energy from the elemental plane of Mineral. You can use Mineral Shaping to summon forth minerals and metals to produce an array of effects:
**Detect Minerals & Metals:** You can divine the location of a single type of ore or mineral deposit per casting. You detect any instances of the mineral or ore in question within 20 feet + 5 per level. This Power is centered on you, and moves with you for the duration (1 round per caster level).

**Metal Shape:** You can form an existing piece of non-magical metal into any shape that suits your purpose. For example, the caster can fashion a metal weapon, a special trap-door, or a crude idol. While metal coffers can be thus formed, metal doors made, and so on the fineness of detail is not great; it is crude but functional. Nothing can be created with moving parts.
**Rock Door:** You can pass through solid stone as though it was an open door. The jump can be made through any stone surface (not sand or soil), and must also end at a stone surface. Walls can be used, as can floors and ceilings. You can also enter a large rock and reappear through another sizeable rock in the distance. The size of stone so entered must be approximately the size of the caster or greater. It takes a full-round action to make the journey, and you can reappear through any stone surface within line of sight from the point of the power's casting (or simply "jump" through a rock wall). If the rock is more than 20 feet thick, it may not be passed through using this Power.
**Time:** Mineral Shaping is a standard action

## Move Object

*Fatiguing, Maintenance*
You can move objects with the power of your thoughts. A Move Object check allows you to move an object in your line of sight. The Difficulty of the Move Object check is based on the mass of the object you want to move and whether or not you choose to risk fatigue. A fatiguing use of Move Object can move ten times the mass listed on the table (so 20 pounds at Difficulty 10, up to 2,000 pounds at Difficulty 40) and doubles the listed damage. You can move the object a distance of 5 feet times your Move Object rank per move action. If two adepts vie for control of an object, use opposed Move Object checks. The winner controls the object for that round. If a creature is holding the object, make a Move Object check opposed by the creature's Strength check.
**Grappling Creatures:** You can use Move Object to grapple a creature. If you successfully pin your target, you can treat them as an ordinary object for purposes of moving them with this ability.
**Striking with Objects:** You can hurl objects at opponents. This requires a ranged attack roll and the object deals damage based on your Move Object skill check, as shown on the table. Since using Move Object is a move action, you can move an object and strike with it (as a standard action) in the same round.
**Moving Multiple Objects:** As a full-round action, you can attempt to move multiple objects at once. Use the Difficulty of the heaviest object, then add +2 for each additional object and increase the fatigue check Difficulty by +2 for each additional object. You cannot strike a target with multiple objects as part of the same action.
**Time:** Move Object is a move action. The skill use lasts for 10 rounds (1 minute) and requires concentration to maintain.

## Narcissism

*Fatiguing*
You force the target to be overcome with self-love. The target gets a Will save (DC 10) to avoid the effects. To remove the curse, the subject must be the target of a dispel power. He cannot help but look at himself in every reflective surface at every possible opportunity. This can in the very least be annoying and at worst be very dangerous. In social situations, the victim will always
try to make some comment about how attractive he is or how ugly someone else is when compared to him. And even if he is not a normally talkative person, he will still act very distracted, always looking for a reflective surface. This distraction causes the victim a -3 penalty to skill checks. In combat situations, the victim may be more afraid of damaging his appearance than defeating the enemy. This gives him a +2 bonus to Reflex saves but a -2 penalty to hit. The victim also will not actively seek to engage in melee combat, but will fight more defensively.
**Taboo Power:** Use of this power has a chance (a roll of 1-5 on a D20) of angering a God or Goddess. If this occurs the GM should come up with a suitable penalty, though typically it results in having the Curse affect the spellcaster instead of the target.
**Time:** Narcissism is a full-round action

## Nature Reading

*Wisdom*
You are attuned to the flows of the natural world, able to read certain signs from it. You can learn the following:

1. With a Difficulty 10 check, you can immediately (as a reaction) identify any animal or plant, or tell if water is safe to drink.
2. With a minute of observation and a Difficulty 15 check, you can accurately predict the weather for one day for every 5 points you exceed the Difficulty.
3. Once per day with 10 minutes of meditation, you can learn any three facts about the following: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of animals, presence of powerful unnatural creatures, or the general state of the natural setting. This covers a 1-mile radius for every 5 points your check exceeds Difficulty 10.
**Time:** See the description.

## Nature's Wrath

*Fatiguing*
**Prerequisite:** *Plant Shaping*
This power causes plant material to spray out in a deadly barrage. The shower of vegetation has a radius of approximately 1 foot for every 2 feet of the subject plant's height. Everyone within this area takes 1 point of damage for every level the caster has achieved. The material affected by this power includes needles (like from pine trees), nuts, briars, thorns, whipping vines, fruits and so on.
**Time:** Nature's Wrath is a standard action

## Nereid Spit

*Fatiguing*
**Prerequisite:** *Water Shaping, Salt Shaping*
This power allows the spellcaster to spit a caustic globule of spit into the face of the target, blinding them. The spellcaster must make a normal attack roll, and the target gets no saving throw. If the spittle strikes the target, the target is blinded until cured.
**Time:** Nereid Spit is a standard action

## Nymph's Beauty

*Fatiguing*
**Prerequisite:** *Body Control, Heart Shaping, Polymorph Self*
You acquire the beauty of a nymph (true nymphs like dryads and nereids, not their elemental kin) and its attendant dangers. Both male and female casters can employ this power, each able to affect both males and females. Observers gazing upon the caster while this power is in effect must make a successful Will save or be permanently blinded. If the caster is already nude or disrobes during the casting, he or she can chose between two alternative effects: unconsciousness (10 minutes) or death. The effect desired is chosen when the power is cast, and an observer must make a successful Will save or succumb. This power is effective in any lighting conditions, save near or total darkness.
**Taboo Power:** Use of this power has a chance (a roll of 1-5 on a D20) of angering a God or Goddess. If this occurs the GM should come up with a suitable penalty, though typically it results in having the spellcaster's Charisma drop to -4 for 24 hours. If the spellcaster chooses to kill using this power, the punishment is automatic (no roll needed) and could be quite severe, likely involving some kind of dangerous quest to gain atonement. Goddesses of beauty (Aphrodite for example) are easily angered by the use of this power, so spellcasters beware.
**Time:** Nymph's Beauty is a full-round action

## Object Reading

You can read psychic impressions from places and objects, getting images of their pasts, as if you were actually present at a particular past event.
**Active Object Reading:** You can attempt to see the past of a particular place or object. You must be able to touch the object. This requires a full-round action and an Object Reading check. Active Object Reading is fatiguing.
**Spontaneous Visions:** Your ability may also spontaneously activate at the Game Master's discretion when you are in contact with an object with particularly strong psychic impressions. This requires a Object Reading check. The Game Master should make Object Reading checks secretly so the player doesn't necessarily know if a particular vision was accurate or not. Consult the table below for the results of a vision, based on the Object Reading check.
Impressions read from objects generally count as slightly familiar for the purposes of determining familiarity for other powers, possibly more if the vision was long or extremely accurate (in the Game Master's opinion).
**Time:** Object Reading is a full-round action.

## Ooze Shaping

*Fatiguing*
This power enables the spellcaster to channel forth elemental energy from the elemental plane of Ooze. You can use Ooze Shaping to summon forth muck and slime to produce an array of effects:
**Slime:** You are covered with an almost invisible slimy material that enables you to move freely through webs and other entanglements (both natural and magical) and makes it impossible for you to be grabbed or grappled (including bear hugs and other grips). As a side effect you cannot wield any weapon or shield during the power's duration. The slime lasts for 1 round per level of the spellcaster, or until dispelled.
**Slimy Object:** You can cause an object, if the item fails its Fortitude save, to become softer, malleable and slimy so as to render it ineffective and slippery, making it impossible to wield. Cloth and leather cannot be affected by this power. Armor and shields will offer half the protection they normally do, and weapons affected by this power are ineffective and cannot cause damage. The object remains in this state for 1 round per level of the spellcaster.
**Mud Mold:** You can create a mold of any small to medium-sized object. Any object of up to 1/10 pound of weight can be molded. For example, the caster can create a mold for a key, an emblem and even a small box. During the casting the caster has to hold the object he wishes to mold in one of his hands. Upon completion of the power the caster will have a mold of the object in his other hand. The mold is made of a mud like substance. The mold can be used to make a duplicate of an object by pouring heated metals into it, whereupon it dries up and must be broken to extract the object. Note that the mold will stay "wet" until used, or until 1 year has passed.
**Time:** Ooze Shaping is a standard action

## Ostracism

*Fatiguing*
**Prerequisite:** *Curse power*
You can inflict the target with a form of curse, causing his Charisma to drop to -4 until the curse is dispelled. Ostracism evokes a strong negative reaction towards the target, of the kind reserved for traitors and enemies of the state. Only his closest friends will even attempt to deal with him. The target gets a Will save (DC 20) to avoid the effects. To remove the curse, the subject must be the target of a dispel power.
**Taboo Power:** Use of this power has a chance (a roll of 1-5 on a D20) of angering a God or Goddess. If this occurs the GM should come up with a suitable penalty, though typically it results in having the Ostracism affect the spellcaster instead of the target.
**Time:** Ostracism is a full-round action

## Pain

*Fatiguing, Concentration*
You can inflict terrible pain on a target. You must touch or be in mental contact with the target, who makes a Will saving throw. If the save fails, the target is stunned. So long as you maintain total concentration, the effect continues. The victim gets a new Will save each round to overcome the pain. A successful Will save means your Pain power stops working. You must use it again to affect the target (with the usual increase in fatigue save Difficulty for successive use). A target gets a +2 Will save bonus for each successive use of Pain in the same scene.
**Time:** Pain is a standard action.

## Plant Shaping

*Fatiguing*
You can shape living plants and, to a degree, dead wood and other plant materials.
**Plant Healing:** You can heal injured or diseased plants. This requires you to touch the plant and make a Difficulty 15

Plant Shaping check. If you succeed, the plant is restored to complete health. Plants must be living and reasonably intact in order for this power to heal them.
**Plant Growth:** You can promote rapid growth in plants, causing an area to become filled with thick undergrowth. This affects a radius equal to your spellcaster level times 40 feet. You can also focus the power on a specific area with a 40-foot radius. Plants there become so overgrown they entangle anyone in the area, who must make a Reflex saving throw. A failed save means the target is bound and helpless, needing a Difficulty 20 Strength or Escape Artist check to get free. A successful save means the target isn't trapped, but must still contend with the thick undergrowth created by the tangled plants. Finally, you can use plant growth to enrich an area with a radius equal to your spellcaster level times 400 feet, increasing the yield and growth of crops there by 50 percent for the season.
**Woodcrafting:** You can use Plant Shaping like a Craft skill to shape objects out of wood. You may also use this power to shape living plants into shelters and so on, if desired. This takes minutes instead of the hours of a normal Craft project. You can therefore complete a simple woodcraft project in a minute and an advanced one in an hour.
**Time:** Plant healing is a full-round action. Plant growth is a standard action. Woodcrafting requires time based on the project.

## Polymorph Other

*Fatiguing*
**Prerequisites:** *Body Control, Polymorph Self*
This power is identical to Polymorph Self, except that it affects a target of the spellcaster's choosing. The target must make a Fortitude save at DC 20, or be changed into a creature chosen by the caster. The polymorph lasts for 1 hour per level of the spellcaster.
**Taboo Power:** Use of this power has a chance (a roll of 1-5 on a D20) of angering a God or Goddess. If this occurs the GM should come up with a suitable penalty, though typically it results in having the Polymorph affect the spellcaster instead of the target. In this case the form is chosen by the offended power, with the most common results being a pig, a snake, a toad, or some other lowly creature.
**Time:** Polymorph Other is a full-round action

## Polymorph Self

*Fatiguing*
**Prerequisites:** *Body Control*
You can reshape your body to assume the form of another creature. The new form must be a humanoid or animal, with a level no greater than your total level. If you are slain or knocked unconscious while using this ability, you revert to your original form. You gain the Strength, Dexterity, and Constitution scores of the new form, but retain your own Intelligence, Wisdom, and Charisma scores. You also gain the new form's speed and qualities, and you retain your own base combat bonus, saving throws, and skills (modified by your new ability scores). You can freely designate the new form's cosmetic qualities (such as hair color, hair texture, and skin color, for example) within the normal ranges for a creature of that type. The new form's significant physical qualities (such as height, weight, and gender) are also under your control, but must fall within the norms for the new form's species. You are effectively disguised as an average member of that species. If you use this ability to create a disguise, you get a +10 bonus on your Disguise check. Your equipment is not affected by the transformation. Any clothing or equipment that cannot be worn by your new form drops off. Likewise, when you return to your normal form, you have only what you are carrying or wearing. This usually leaves you naked if you were in animal form. At the Game Master's discretion, some supernatural items may disappear into your changed form, reappearing when you assume your normal form. Self-Shaping is fatiguing, with a fatigue save Difficulty of 15. It requires a full-round action to undergo a transformation, during which you can do nothing else. The transformation lasts for one hour per level, but you can make an additional fatigue save to maintain a form for another hour per level.
**Time:** Polymorph Self is a standard action

## Prestidigitation

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, the prestidigitation power enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. Prestidigitations can slowly lift 1 pound of material. They can color, clean, or soil items in a 1-foot cube each round. They can chill, warm, or flavor 1 pound of nonliving material. They cannot inflict damage or affect the concentration of spellcasters. Prestidigitation can create small objects, but they look crude and artificial. The materials created by a prestidigitation power are extremely fragile, and they cannot be used as tools or weapons. Finally, a prestidigitation lacks the power to duplicate any other power effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour. Anyone with a level of spellcaster gains this power automatically. Common tricks with prestidigitations include producing tinklings of ethereal music, brightening faded flowers, creating glowing balls that float over your hand, generating puffs of wind to flicker candles, spicing up aromas and flavors of bland food, and making little whirlwinds to sweep dust under rugs.
**Time:** Prestidigitation is a free action

## Psychic Shield

You can shield your mind from psychic influences. When you are the target of any powers granting a Will saving throw, make a Psychic Shield check. The attacker must make a power check using the attacking psychic ability. If your check result is higher, the power fails. If the attacker's result is higher, the power affects you normally, but you still get a normal saving throw. You may choose to voluntarily lower your Psychic Shield as a free action, and can raise it again as a free action. Otherwise, your shield is always active, even if you are unconscious or sleeping.
**Shields and Maintained Powers:** Once a power has overcome your Psychic Shield, it continues to affect you as long as the other spellcaster maintains it. You're still entitled to your normal saving throws, if any, but your shield no longer protects

you from that power. Once the attacker needs to make a new power check, however, your shield comes into play again and must be overcome again. For powers requiring mental contact, so long as the other spellcaster remains in mental contact with you (inside your shield), he can use those powers freely without worrying about your shield.
**Overcoming Psychic Shields:** An attacker can choose to suffer a fatigue result to automatically overcome your Psychic Shield. This is in addition to any fatigue caused by the power used against you. If you also choose to suffer a fatigue result, then the attacker must still roll normally to overcome your shield. This process takes no actual time; it happens as part of the check to overcome the Psychic Shield. An attacker trying to avoid notice cannot use this option, since it makes it immediately apparent that you are under psychic attack.
**Time:** Psychic Shield use is a free action.

## Purifying Light

*Fatiguing*
You can wield the power of pure light as a weapon against the forces of evil. This feat allows you to do two things.
**Light Strike:** First, you can cast a supernatural bolt of light like an Elemental Strike, except it only affects supernatural creatures of innate evil or darkness like the undead or demons.
**Shining Ward:** Second, you can call forth a shining light to fill an area up to 60 feet across. Maintaining the area of pure light requires concentration. Any evil supernatural creature must make a Will save in order to enter the area of light, and another Will save each round to remain there. A failed save means the creature cannot enter the area and must leave immediately if it is already inside it.
Both uses of Purifying Light are fatiguing. You make the fatigue save after each light strike and after you stop maintaining a shining ward.

## Radiance Shaping

*Fatiguing*
**Prerequisite:** *Light Shaping*
This power enables the spellcaster to channel forth elemental energy from the elemental plane of Radiance. You can manipulate light and color to create fantastic effects.
**Color Blast:** You cause a vivid blast of intertwined, clashing colors to be centered on you, that can stun or blind those caught in the blast radius. The radius is 20 feet + 1 foot per level of the caster. Anyone inside the radius who has vision must make a Fortitude save at DC 15 or be stunned for the next round. If they fail their save by 5 or more, they are also blinded permanently (or until cured).
**Hypnotic Pattern:** You create a twisting pattern of subtle, shifting colors weaving through the air, fascinating creatures within it. Anyone who can see the colors can be affected. Affected creatures gaze at the colors, heedless of all else, acting as if they are affected by hypnotism. Sightless creatures are not affected. Any creature who is harmed while staring at the colors is immediately broken from the power's effects, and cannot be affected by the same casting. Hypnotic Pattern requires concentration to keep it active.
**Radiant Screen (Difficulty 15):** You create a screen of vibrant, swirling colors that is 20 feet high and 20 feet wide, + 1 foot per caster level (applies to both height and width). The screen may be used as a wall, sphere, or hemisphere, but only one form may be taken per casting. Radiant Screen is used to protect the spellcaster and anyone else with him from damaging energy, either natural or magical. It blocks all elemental attacks from passing through, from fireballs to torrential rain. It does not prevent passage by anything else however, so anyone can simply walk though it without any difficulty, and arrows can be fired through it (although you cannot see your target if they are on the other side of the Radiant Screen). Flaming arrows can still pass through, though their flames are extinguished upon contact with the Radiant Screen. Radiant Screen requires maintenance.
**Time:** Radiance Shaping is a standard action

## Salt Shaping

*Fatiguing*
This power enables the spellcaster to channel forth elemental energy from the elemental plane of Salt. You can use Salt Shaping to summon forth salt to produce an array of effects:
**Preserve:** You can use elemental magic to preserve meat. The power salts the meat so that it can be preserved for a long period of time, but it takes out most of the moisture from the meat. To dispel you have only to wet the meat with fresh water, so crossing rivers and lakes is somewhat risky. If the meat is kept dry and reasonably cool, it will keep for 4 months.
**Salt Spray:** Saltspray creates a cone of fine salt, originating from your hand and extending outward 20 feet + 5 feet per spellcaster level. This cone is 20 feet across at its widest point (the termination of the cone). Any creature caught in the path of the Salt Spray must make a Reflex save (DC 15) or be blinded for 1 hour (or until cured of blindness, or following 1 minute of flushing their eyes with clean water). Against water elementals (not nymphs) this power also causes +3 points of damage.
**Salty Essence:** You can turn 1 gallon of liquid per level into pure salt. This also affects potions (the salt retains none of the properties of the potion). The salt can be used normally, and this power is often used to supplement the income of salt elementalists.
**Time:** Salt Shaping is a standard action

## Sand Shaping

*Fatiguing*
**Prerequisite:** *Dust Shaping*
This power enables the spellcaster to manipulate sand to create fantastic effects.
**Burning Sands:** You cause sand to become combustible. The sand retains its natural form and texture (although it is slightly greasy) but gains the flammable properties of lantern oil. The sand will burn with a colorless, odorless flame for 1 hour or until dispelled. The amount of sand that can be transformed in this way is 1 gallon per level of the spellcaster. The sand can be used as an attack by hurling it at an opponent and then lighting it. If used in this manner, the target is considered on fire.
**Pillar of Sand:** You cause a cylindrical pillar of sand to rise around you (at a rate of 20 feet per round), lifting you up for a "bird's eye" view. Those within 10 feet of the spellcaster also rise, unless they manage to jump clear. The power works only in a sandy region (such as a beach or desert), since the sand

that makes up the pillar is drawn from the surrounding area. The top of the pillar is a level circle with a 10-foot radius, centered on the spellcaster. After the pillar is formed, anyone atop it can move away from it, even the caster. The pillar can rise as high as available sand allows, or as high as the caster desires, to a maximum of 10 feet per level of the caster. Beings atop the pillar can see far away, reach high things, and possibly escape powers that are cast at ground level. However, if the sand pillar or those upon it strike another resisting object (a cave ceiling, for example), the pillar automatically stops rising. Otherwise, the caster can raise and lower the pillar 10 feet per round at will, as if it was an elevator, provided that the caster maintain concentration (simply making it rise to a specific level when cast does not require concentration, but additional manipulation of the piller does). The pillar can take 20 points of damage before it is utterly destroyed and collapses.

**Sand Seal:** Using a mere handful of sand, you can seal any door or lid with a magical barrier. Sand Seal may be used on a door, a chest, or something similar, but it cannot be used if there is no normal barrier already present. Rather than create a door or lid, Sand Seal makes an existing door or lid magically sealed shut. The door remains sealed for 1 round per level of the caster, or until it is dispelled. The sand must be hurled at the door or lid when casting this Power.

**Time:** Sand Shaping is a standard action

## Sargasso

*Fatiguing*

**Prerequisite:** *Water Shaping, Plant Shaping*

You create a mass of thick seaweed in a body of water, making it difficult to sail through. The approximate depth of the seaweed is 5 feet. The caster can create a 10 x 10ft mass per level. Ships sailing through the weed have their speed diminished by 2 mph if they are sail-powered or 3 mph if they are oar-powered. Ships reduced zero speed or less are entangled, and unable to move. At least half the ship's length must be in the area of effect for its movement to be reduced. A large ship might not be affected by a small Sargasso region, even if it sails right through. Swimming creatures have their movement reduced by 6. Air-breathing creatures reduced to a move of 0 or less must make a successful Reflex save or be trapped below the surface.

**Time:** Sargasso is a full-round action

## Scrying

*Fatiguing, Concentration*

You can sense distant events as if you were physically present. Make a Scrying check to sense a particular place, creature, or thing known to you. The base Difficulty is 10, modified by familiarity. If successful, you can observe the subject as if you were present. The vision lasts for as long as you maintain it, but your ordinary senses are overridden, so you are unaware of what is happening near you while you are observing events elsewhere. A subject observed via Scrying is considered present in terms of familiarity, but not in your actual line of sight. Scrying creates a psychic disturbance, which creatures with Intelligence 0 or better can sense. Any such creature under observation can make a Sense Motive or Second Sight check, opposed by your Scrying check. Creatures with no supernatural abilities get the intense feeling of being watched. Spellcasters and wild talents see a glowing or shadowy image of you. You also have a present familiarity for any creature that senses you for the purposes of that creature's powers, meaning they may affect you in return.

**Time:** Scrying is a full-round action.

## Second Sight

You can sense the use and lingering effects of supernatural powers. Make a Second Sight check to detect powers in use in your vicinity, to sense an attempt at mental contact, or to detect and read the supernatural "signature" left behind by powers.

**Sense Powers:** The Game Master makes a Second Sight check for you in secret as a reaction whenever powers are used in your general area. The base Difficulty is 10 or the user's Psychic Shield check result, whichever is greater, and the Difficulty increases by +1 for every 10 feet between you and the user or subject of the power (whichever is closer). A successful result means you sense a power use. You also know the general direction and distance to the source of the power and its target. If you succeed by 5 or more, you know the exact power used. If you succeed by 10 or more, you recognize the user, if known to you.

**Sense Mind Touch:** You make a Second Sight check against the other spellcaster's Mind Touch check to know when someone is trying to secretly get into mental contact with you. If you win the check, you sense the attempt, but you might not be able to avoid it (depending on your Psychic Shield and Will save).

**Sense Supernatural Signature:** If you also have the Object Reading power, you can sense old uses of powers in an area. The base Second Sight Difficulty is 15 to detect that powers used in the area in the past and 20 to determine what power was used and roughly when. It is Difficulty 25 to know exactly what or whom the power was used on. Sensing supernatural signatures is fatiguing.

**Retry:** No.

**Special:** Taking 20 requires you to concentrate for at least 2 minutes and increases the fatigue save Difficulty by +20.

**Time:** Sensing power use and mental contact are reactions, taking no time. Sensing signatures requires a full-round action.

## Severance

*Fatiguing*

**Prerequisite:** *Ward power, Mind Touch power*

You can remove another creature's supernatural powers. You must be in mental contact with the subject. Make a Ward check (Difficulty 30) as a full-round action to deprive the subject of powers. The target makes a Will saving throw against your power save Difficulty. If the check succeeds and the Will save fails, the subject loses use of all supernatural powers, while retaining knowledge of those abilities. The target gets an additional Will save each day to regain lost powers, and a use of Mind Shaping or another use of this power can reverse the effect (Difficulty 30). You can only take 10 or 20 on the Ward check if the target is helpless.

**Taboo Power:** Use of this power has a chance (a roll of 1-3 on a D20) of angering a God or Goddess. If this occurs the GM should come up with a suitable penalty, though typically it results in having the Severance affect the spellcaster instead of the

target.

## Shadow Shaping

*Fatiguing*
**Prerequisite:** *Void Shaping*
This elemental art commands the stuff of pure shadow. It is not just the absence of light, but darkness made manifest. It normally appears like a thick, impenetrable mist or a viscous, tarry liquid, as the spellcaster chooses.
**Shroud:** You fill an area with shadows, making it darker and more diffcult to see. The Difficulty is 5 per 10-foot radius, creating concealment for all in the area. You are unaffected by the concealment created by this shroud. By increasing the Difficulty by 10, you create total concealment in the area, absolute blackness.
**Stealth:** You can make a Shadow Shaping check in place of a Sneak check to hide, even if you have no cover or concealment, since your sorcery provides you with shadows to hide within.
**Shapes:** You can create images or shapes of shadow. The base Difficulty is 10 for a 10-foot cube, plus 5 for each additional 10-foot cube the image occupies. Those seeing the image must make a Will save to determine that the Shadow-shapes are not real.
**Special:** You can take 10 on Shadow Shaping checks.
**Time:** Shadow Shaping is a standard action.

## Sirine Song

*Fatiguing*
**Prerequisite:** *Sound Shaping, Perform (singing) 4 ranks*
Your singing entrances others. All within the area (100 feet + 10 feet per level of the caster) must make a Will save or become mesmerized by the singing and be drawn to it. Those drawn in are completely oblivious of their surroundings or to any dangers nearby. Once a creature reaches the caster, it will stand still in a trance until the singing stops, even if the power's duration has expired. Those creatures entranced can be easily awakened.
**Time:** Sirine Song is a full-round action.

## Sleep

*Fatiguing*
You can psychically put a target into a deep sleep. The target gets a Will saving throw. Success negates the effect. If the Will save fails, the creature falls instantly asleep and remains so for 1 minute per rank. Sleeping creatures are helpless. Slapping or any damage awakens them, but normal noise does not. Awakening the creature requires a standard action (an application of the aid another action). Creatures that do not sleep are immune to this power.
**Special:** You must be in mental contact with the subject.
**Time:** Sleep is a standard action. It lasts for 10 rounds (1 minute) per rank.

## Smoke Shaping

*Fatiguing*
This power enables the spellcaster to channel forth elemental energy from the elemental plane of Smoke. You can use Smoke Shaping to summon forth smoke to produce an array of effects:
**Create Smoke:** The spellcaster creates a dense plume of smoke that obscures vision in 90-foot radius and makes breathing in the area difficult. Any air-breathing creature within the cloud must make a Fortitude save (DC 10). Failure means the creature can only retreat from the cloud, coughing and rubbing its eyes. Such creatures have a -4 penalty to their attack rolls for 4 rounds after they leave the cloud. Those who make their saving throws can remain in the cloud, but fight at a -4 penalty while there. Those who make the saving throw and leave the cloud suffer no further ill effects. The smoke cloud lasts for 4 rounds and then dissipates. Strong winds will reduce the duration by half and gale force winds dissipate the smoke immediately.
**Smoke of Slumber:** You cause sweet-smelling smoke to fill an area 20 feet in circumference. Any creature within the area must make a Fortitude save at DC 15, or collapse to the ground fast asleep. Those who are successful with the first save will have to repeat the save for every round they remain in the area of effect. Sleeping creatures are helpless. Slapping or any damage awakens them, but normal noise does not. Awakening the creature requires a standard action (an application of the aid another action). The creatures will awaken of their own accord in 5 hours minus their Constitution modifier (those with negative Constitution scores have their modifiers added to the 5 hour duration). Creatures that do not sleep are immune to this power. The smoke lasts for 4 rounds and then dissipates. Strong winds will reduce the duration by half and gale force winds dissipate the smoke immediately.
**Smoke Shape:** This power allows the caster to shape and mold masses of smoke into any form he desires. A misty warrior can be made, or thick smoke can be fashioned into a solid-looking wall. The shape still has all the properties of smoke, but retains its form under all conditions until the power's duration is over (1 minute per level of the spellcaster). Further, upon finishing the form, the caster can give it a gentle push, propelling it in one direction at the rate of 30 feet per round. The fineness of detail permitted by the power is not great, but is sufficient to fool onlookers at a distance. At the end of the power's duration, the form dissipates quickly.
**Time:** Smoke Shaping is a standard action.

## Sound Shaping

*Fatiguing*
You can mentally control sound and sonic energy. You can make a Sound Shaping check to deafen opponents, make an area of silence around yourself, or mimic nearly any sound imagineable.
**Deafening Burst (Difficulty 20):** You create a burst of sound that can deafen any living creature within 5 feet times your spellcaster level. Opponents are allowed a Fortitude save to resist, and are deafened for a number of rounds equal to half your spellcaster level on a failure. A failure on the Fortitude save by more than 10 deafens the victim permanently or until the victim can recieve an applicatin of the Cure Deafness supernatural power.
**Silence (Difficulty 15):** You create an area around yourself with a radius in feet equal to 10 + your spellcaster level. Anything within this radius makes no sound and automatically succeeds at any Stealth check related to moving silently. This use of the Sound Shaping power requires maintenance.

**Sound Mimic:** You can mimic any sound you can imagine. Listeners must succeed on a Notice check opposed by your Sound Shaping check to detect the ruse.
You can deal sonic damage when using the Elemental Blast power in conjunction with Sound Shaping.
**Time:** All uses of Sound Shaping are standard actions.

## Startling Revelation

**Prerequisite:** *Visions*
Using your visionary insight, you can pull unpleasant images from a subject's past. You can substitute your Startling Revelation bonus for your Intimidate bonus when attempting to intimidate a subject, including attempts to demoralize or use feats requiring Intimidate checks.
**Time:** Startling Revelation requires the same time as an equivalent Intimidate check.

## Steam Shaping

*Fatiguing*
This power enables the spellcaster to channel forth elemental energy from the elemental plane of Steam. You can use Steam Shaping to summon forth steam, vapor and mists to produce an array of effects:
**Mist:** Mist is a 20-foot sphere of caustic vapor that reduces vision by 50% (due to the harsh effect it has on the eyes of those who enter). It also deadens sound to the point that sonic attack forms inflict no damage to anyone inside or on the other side of the Mist. It is centered on the spellcaster when cast, and is immobile. The spellcaster is immune to its effects, though any attempt by the caster to use a sonic attack from within or through the Mist will result in no damage.
**Obscuring Mist:** A misty, stationary vapor arises around you, to a diameter of 5 feet per level of the spellcaster. The vapor obscures all sight beyond 5 feet. A creature 5 feet away has one-half concealment. Creatures farther away have total concealment. A moderate wind (11+ mph) disperses the mist in 4 rounds. A strong wind (21+ mph) disperses the mist in 1 round. This power does not function underwater.
**Part Vapor:** Part Vapor brings into being a narrow path that forces away smoke, fog, mist, and similar vapors. The power creates a stationary path that is 10 feet wide by 10 feet tall and extends away from the caster in the direction he is facing when the power is cast, to a distance of 30 feet per level. While the duration lasts, nonmagical vapors cannot enter the path, thus eliminating any visibility impairments within the area of effect. Part vapor sunders vapor-producing powers. Part vapor also can be used as an attack form against vaporous creatures (e.g., smoke
elementals). Any such creature that enters the area of effect, or is within the area of effect when it forms, suffers +2 damage.
**Time:** Steam Shaping is a standard action.

## Sticks to Snakes

*Fatiguing*
You can change 3 sticks, plus one stick per caster level, into snakes. These snakes attack as commanded by the caster. There must, of course, be sticks or similar pieces of wood (such as torches, spears, etc.) to turn into snakes. Such a stick cannot be larger than a staff. Sticks held by creatures are allowed a Will saving throw equal to that of the possessor. Magical items, such as staves and enchanted spears, are not affected by the power. Only sticks within the area of effect (20 foot radius + 1 foot per level) are changed. The chance of a snake thus changed being venomous is 1-5 on a D20 roll +1 per caster level, if the spellcaster desires. The transformation is permanent.
**Time:** Sticks to Snakes is a standard action.

## Suffocate

*Fatiguing, Concentration, Maintenance*
You interfere with a subject's breathing. You must be touching or in mental contact with the subject, who makes a Will save against your power. If the save fails, the subject can still continue to breathe, but only by taking a standard action each round to gasp for breath. The subject can take actions normally, instead of consciously breathing, but at the end of each round must succeed on a Fortitude save against the power's Difficulty. The Difficulty increases by 1 in every consecutive round after the first one that goes by without a breath; it drops back to its original value if the subject spends an action to take a breath. If the Fortitude save fails, the subject is disabled and then, on the following round, dying.
**Time:** Suffocate is a standard action. It requires concentration to maintain.

## Suggestion

*Fatiguing*
You can implant suggestions into the minds of others. The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking a creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act automatically fails. However, a suggestion that a pool of acid is actually pure water and that a quick dip would be refreshing is another matter. If the target's Will saving throw fails, the suggested course of action is followed for up to 30 minutes per rank, or until the course of action is complete, whichever comes first. You can also specify conditions that trigger a particular course of action, in which case the duration is counted from when the triggering event occurs. A very reasonable suggestion may impose a saving throw penalty of -1 or -2, at the Game Master's discretion.
**Taboo Power:** Use of this power has a chance (a roll of 1 on a D20) of angering a God or Goddess. If this occurs the GM should come up with a suitable penalty, though typically it results in having the spellcaster's Charisma score drop down to -4 for 24 hours.
**Retry:** No. You can attempt to a.ect the same character after some time has passed, but not in the same scene.
**Time:** Suggestion is a full-round action. It lasts for 30 minutes per rank.

## Touchsight

*Fatiguing*
**Prerequisite:** *Visions*
You can extend your sense of touch to feel your surround-

ings out to 60 feet in all directions. Within that range, you can make Touchsight checks instead of Notice checks. You ignore the effects of invisibility, darkness, and concealment, but not cover. Comparing what your mundane senses tell you with what you learn with Touchsight is often enough to tell the difference between visible, invisible, illusory, hiding, and concealed creatures. For example, illusions are invisible to your Touchsight, telling you they aren't really there.
**Time:** Touchsight is a free action. It lasts for one minute

## Truth Reading

*Fatiguing (see below)*
You can sense when someone is lying to you. When interacting with a creature of Intelligence -3 or higher, you automatically sense when the creature tells you a deliberate lie. You can do this a number of times equal to your Wisdom score in any given conversation. Detecting further lies in the same conversation is fatiguing (Difficulty 10, +1 per additional statement you verify). You do not detect half-truths, lies of omission, or things the creature believes are true (even if they are not).

## Visions

You can get visions of the future, as if you were actually present at a particular future event. The visions you receive are by no means assured; the future can be changed by the actions of those in the present.
**Spontaneous Visions:** At the Game Master's discretion, you may receive a vision when you are in contact with a subject or when there is a momentous event approaching in the future. This vision can occur while you are awake, yet spontaneous visions often take the form of dreams. You know when a dream is actually a vision although, you may not necessarily know what the vision means.
**Danger Sense:** Whenever you would normally be surprised in combat, you can make a Visions check (Difficulty 15). If successful, you receive a splitsecond warning; you are not surprised and can take an action during the surprise round. The Game Master should make Visions checks secretly so the player doesn't necessarily know if a particular vision is accurate or not. Consult the table for the results of a vision, based on the Visions check, or choose a suitable result, based on the hero's Visions rank and the requirements of the story.
Things seen in visions count as slightly familiar in terms of familiarity, possibly more if the vision was long or extremely accurate (in the Game Master's opinion).
**Time:** Visions is a full-round action (at least).

## Void Shaping

*Fatiguing*
This power enables the spellcaster to channel forth elemental energy from the elemental plane of Void. You can use Void Shaping to summon forth darkness and vacuum to produce an array of effects:
**Breath Wrench:** You can literally take someone's breath away. With this power you choose a target within line of sight. The target must make a Fortitude save at DC 15, or lose his breath for 1 round. This instant, although brief, suffocation cause no damage but makes the target disoriented for the next 3 rounds. The target's lungs burn intensely, and the shock breaks all concentration and makes fighting or use of skills impossible.
**Chill of the Void:** This power brings forth a wave of black, supernatural cold, centered on the caster and extending out to a 20 foot diameter circle. It kills all normal vegetation in the area except for trees, which have a 50% chance to survive (GM's discretion, based on size and native environment). Any other creatures struck by the wave have -2 penalties to Dexterity, Strength and Constitution for the next 3 rounds.
**Darkness (Difficulty 5):** This power causes an object to radiate darkness out to a 20-foot radius. Not even creatures who can normally see in the dark (such as with darkvision) can see in an area shrouded in magical darkness. Normal lights (torches, candles, lanterns, and so forth) do not work, nor do light powers cast at a lower level. If magical light and magical darkness are of equal level and come into contact, both are dispelled. The effect is permanent until dispelled.
**Time:** Void Shaping is a standard action.

## Ward

You can create interference with other supernatural powers. You can affect an area around you with a radius equal to your spellcaster level times 5 feet. Alternatively, you can choose to focus your Ward against a single creature in your line of sight. Anyone affected by your Ward must make an opposed check against the result of your Ward check to successfully use any powers. Powers with results less than yours fail; although, the users of the failed powers still suffer fatigue, if any. Spellcasters can choose to suffer an automatic fatigue result, in addition to the normal fatigue of the power used, to overcome your Ward. If so, you can choose to suffer a fatigue result to reinforce your ward, forcing the subject to make a normal check to overcome it. This takes no actual time; it happens as part of the check to overcome the Ward.
**Time:** Ward is a move action. It requires total concentration to maintain.

## Water Shaping

*Fatiguing, Maintenance*
This power enables the spellcaster to channel forth elemental energy from the elemental plane of Water. You can shape and direct the flow of water.
**Splash:** You can cause as much as 10 gallons of water per Water Shaping rank to leap in an arc up to 10 feet per spellcaster level. Hitting a creature with this watery arc requires a ranged attack roll. The creature must make a Fortitude save or be dazed for one round (taking no actions but defending normally). The splash also douses flames with a damage bonus less than your Water Shaping rank.
**Shape Flow:** You can direct the flow of currents, increasing or decreasing the speed of water vessels by 20 percent for every 5 points your check exceeds Difficulty 10 (at Difficulty 35 you can stop water vessels entirely or double their speed).
**Lower Water:** Waters lower by as much as 2 feet for every 2 points your Water Shaping check exceeds Difficulty 10. The water lowers within an area with a 10-foot radius per your spellcaster level (a 5th-level spellcaster can lower an area

of water with a 50-foot radius). In extremely large and deep bodies of water, such as a deep ocean, this power creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and making them unable to leave by normal movement for the duration.
**Raise Water:** Waters rise by as much as 2 feet for every 2 points your Water Shaping check exceeds Difficulty 10. The water rises within an area with a 10-foot radius per your spellcaster level (a 5th-level spellcaster can raise an area of water with a 50-foot radius). Boats raised in this way slide down the sides of the watery hump created. If the area includes riverbanks, a beach, or other nearby land, the water can spill over onto dry land, causing floods.
**Special:** Taking 20 increases the fatigue Difficulty by +20.
**Time:** Water Shaping is a standard action.

## Wayfinding

**Prerequisite:** *Visions*
You are able to find and navigate the paths of the world more easily. You can use Wayfinding in place of Survival when making checks to navigate, track, or determine direction and in place of Notice to detect potential dangers along your path, like ambushers. With a Difficulty 20 check, you can find the shortest or safest route to a particular place, but not a person or object. You can only focus on following one route at a time. If you change destinations, the previous route is lost to you, unless you have written it down or drawn a map of it.
**Special:** You can take 10 or take 20 on Wayfinding checks that substitute for skill checks if the skill normally allows you to do so. You cannot take 10 or take 20 on a check to find a route to a place.
**Time:** The same as the appropriate skill, or a full-round action for finding routes.

## Weather Shaping

*Fatiguing*
**Prerequisite:** *Water and Wind Shaping*
You can shape the complex forces controlling the weather. More than just commanding the winds, you can change the weather to suit your will. A use of Weather Shaping affects an area with a diameter in miles equal to your spellcaster level, centered on you. It takes (30 - power rank) minutes for the effects of Weather Shaping to manifest. You can call forth weather appropriate to the climate and season of the area you are in.
You control the general tendencies of the weather, such as the direction and intensity of the wind. You cannot control specific effects of the weather-where lightning strikes, for example, or the exact path of a tornado. When you select a certain weather condition, the weather assumes that condition 10 minutes later (changing gradually over that time). The weather continues as you left it for up to a number of hours equal to your spellcaster level +4, or until you use a standard action to designate a new weather condition (which fully manifests 30 - power rank minutes later). Weather Shaping can do away with weather conditions (naturally occurring or otherwise) as well as create them.

## Wind Shaping

*Fatiguing, Maintenance*
You can shape and direct the wind. You can make the wind blow in a certain direction and change its speed. The new wind direction and speed last as long as you choose to maintain them. Changing them requires another use of this power. You can affect the winds in a 40-foot radius per spellcaster level. You can create an area of calm air, up to 80 feet in diameter, at the center of the winds, if you wish, and you can limit the winds to an area less than the maximum possible for your level.
**Wind Direction:** You may choose one of four basic wind patterns to function over the area.

1. A downdraft blows in all directions, from the center outward.
2. An updraft blows from all directions, from the outer edges toward the center.
3. A rotation causes winds to circle the center (clockwise or counterclockwise, as you wish).
4. A blast causes the winds to blow in one direction across the entire area, from one side to the other.

**Wind Speed:** With a Wind Shaping check, you can increase or decrease the wind's speed by one level for every 5 points you exceed Difficulty 10. Each round on your turn, anyone in the area must make a Fortitude save or suffer the effects of the current wind speed. There are seven wind speed levels:

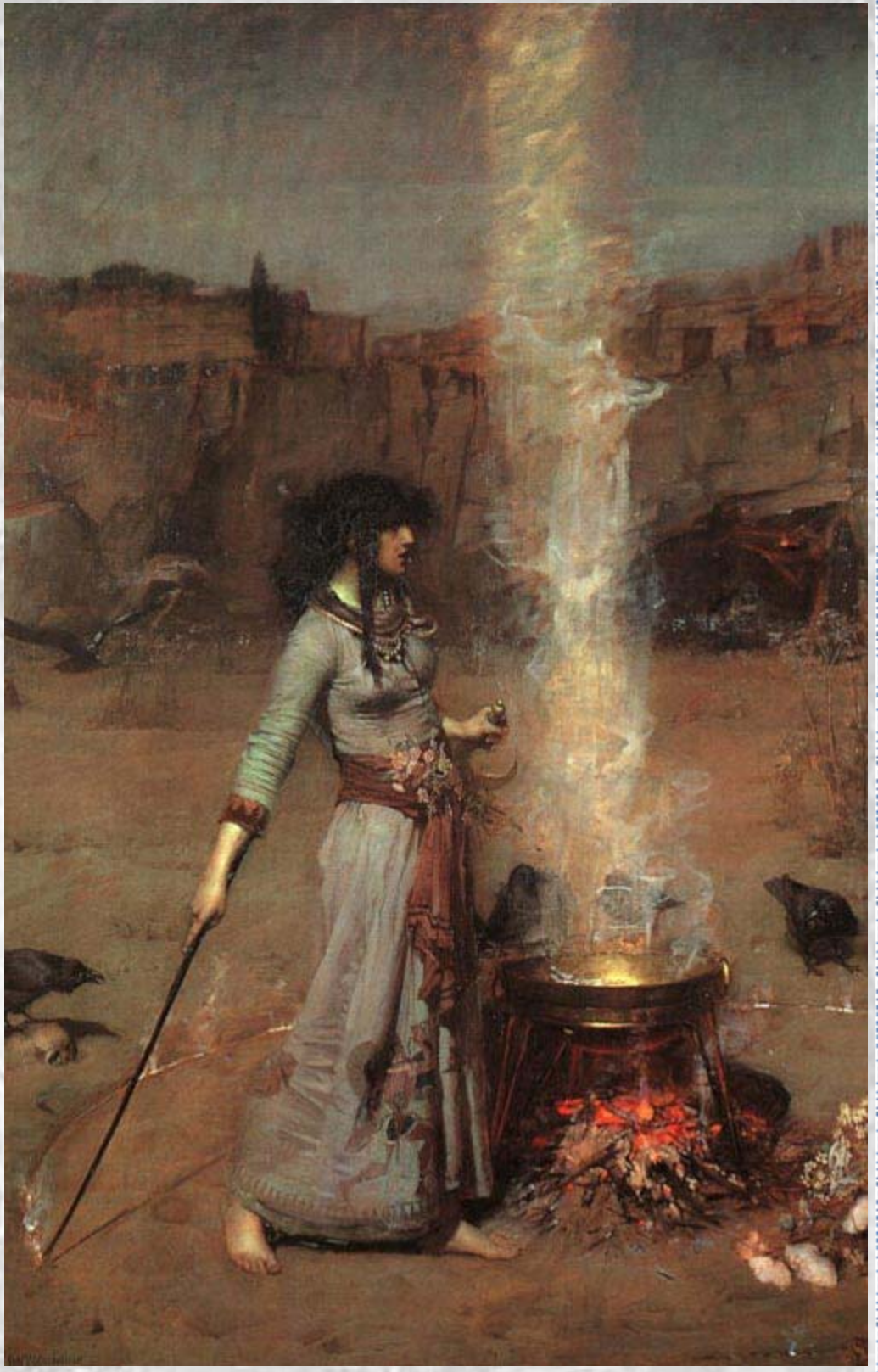
**1. Light Wind:** A gentle breeze, having no game e.ect.
**2. Moderate Wind:** A steady wind with a 50 percent chance of extinguishing small, unprotected flames, such as candles.
**3. Strong Wind:** Gusts that automatically extinguish unprotected flames (candles, torches, and the like). Such gusts impose a -2 penalty on ranged attack rolls and Notice checks for sounds. Strong winds knock down Tiny and smaller creatures. Flying creatures are blown backwards a short distance. A strong wind can speed or slow sailing vessels by 50 percent.
**4. Severe Wind:** In addition to automatically extinguishing any unprotected flames, winds of this magnitude cause protected flames (such as in lanterns) to dance wildly and have a 50 percent chance of extinguishing them. Ranged weapon attacks and Notice checks are at a -4 penalty. Severe winds blow Tiny and smaller creatures back a short distance and knock down Small creatures. Medium creatures are unable to move forward against the force of the wind.
**5. Windstorm:** Powerful enough to bring down branches, if not whole trees, windstorms automatically extinguish unprotected flames and have a 75 percent chance of blowing out protected ones. Ranged weapon attacks are impossible, and even siege weapons have a -4 penalty on attack rolls. Notice checks to listen are at a -8 penalty due to the howling wind. Windstorms blow away Small and smaller creatures, knock down Medium ones, and check the forward movement of Large creatures.
**6. Hurricane-Force Wind:** All flames are extinguished. Ranged attacks are impossible (except with siege weapons, which have a -8 penalty on attack rolls). Notice checks to listen are impossible; all anyone can hear is the roaring of the wind. Hurricane-force winds often fell trees. These winds blow away Medium and smaller creatures, knock down Large ones, and check Huge creatures.

**7. Tornado:** All flames are extinguished. All ranged attacks are impossible (even with siege weapons), as are Notice checks to hear anything. Instead of being blown away, Large and smaller creatures who fail their Fortitude saves are sucked toward the tornado. Those who come in contact with the actual funnel cloud are picked up and whirled around for 1-10 rounds, taking +12 damage per round, before being violently expelled (falling damage may also apply). Huge creatures are knocked down, and Gargantuan creatures are checked. While a tornado's rotational speed can be as great as 300 miles per hour, the funnel itself moves forward at an average of 30 miles per hour (roughly 250 feet per round). A tornado uproots trees, destroys buildings, and causes other similar forms of devastation.

**Special:** Taking 20 increases the fatigue Difficulty by +20.
**Time:** Wind Shaping is a full-round action

## Xanthippe's Champion

*Fatiguing*
**Prerequisites:** *Plant Shaping, Soricid only*
This power enables the spellcaster to manipulate plants to provide protection and weaponry. When this power is cast, the soricid becomes encased in a strong interwoven armor made of bark, leaves, vines, and other plant material. This power may only be cast where there is sufficient vegetation. This magical armor is equivalent in strength to chain mail (+5 bonus) and is completely impervious to attacks made from wooden or other plant-based weapons, such as clubs. If desired, this power can also conjure up a weapon of the soricid's choice, magically forged from plant matter. This weapon counts as a magic weapon and has the statistics of a bronze weapon of the same type. This armor offers no protection against fire. Xanthippe's Champion lasts for 1 hour per caster level.
**Time:** Xanthippe's Champion is a full-round action



# Dunamis & Deities

The world of Phydea is a very magical place. All things are infused with magical power, and potential energy lies untapped in every rock, every stream, and every living thing. Magic is an all-encompassing force, a type of energy that is not fully understood, and is not under the control of the gods. While spellcasters make great use of powers, they do not control magic directly. When casting a power, no matter how powerful, the spellcaster is actually agitating the magical field and accessing a type of energy called dunamis. Dunamis is the chaotic energy that is harnessed in order to create magic effects. Dunamis is often created when magic is disturbed in some way, be it by a spellcaster's arcane chants or gestures, a natural disaster, or some other event that causes the normally calm magic field to tear or burst. Sometimes, no catalyst is needed at all.

Dunamis is extremely dangerous, but if handled properly it is fairly safe to both the spellcaster and those around him. Over time however, the constant exposure to the chaotic energy causes a "sickness" called *arcanosis*. Arcanosis affects all spellcasters differently, but in general it causes more and more physical problems as time goes on, eventually leading to death (or consumption by dunamis itself… some say it is a path to immortality, not death). Player characters, unless one is playing an old spellcaster, would not normally be affected by arcanosis. It strikes those who are fairly powerful in magic, usually showing minor symptoms around the time a character nears 15th level. Though many spellcasters have tried, none have been able to reverse or halt the effects of arcanosis.

## Portals & Fixed Magical Effects

Portals are very rare, and are only encountered in places like magic academies and the private residences of very powerful spellcasters. These portals usually lead to other places in Phydea; more rarely, they might connect to one of the elemental planes. Portals in Phydea otherwise behave just like those in other worlds. There is an exception to this however. There are many smaller "conduits" that link to certain elemental planes. See the Elemental Conduit power for details.

While portals are rare, other fixed magical effects such as enchanted buildings, communities, and so on are even moreso, usually crafted by large numbers of spellcasters working together (such as is the case in some soricid settlements).

## Magical Effects on Animals & Plants

The nature of dunamis causes many effects that alter the natural order of Phydea. One such effect is with regard to animal (and plant) intelligence. In areas where dunamis pools up, animal and plant life can be affected in many ways; basically this involves altering of ability scores. In many cases this results in changes to the intelligence of the creatures, some of which are intelligent enough to understand humanoid speech. In rarer cases the alterations are more magical, giving animals and plants spell-like abilities, or the ability to do things that would normally be impossible (such as speak or hold a character class). Animals and plants tend to have certain traits associated with them, and dunamis usually enhances these traits. For example, squirrels affected by dunamis would likely see their dexterity increased, perhaps possessing a spellcasting class using nature magic, etc…

## Natural Magical Effects & Alterations

Phydea is full of strange magical areas and effects, some of which are listed below:

**Angel's Trumpet**
Angel's Trumpet is the name given to a whole range of unexplained aerial sounds. It gets its name because the sounds most often resemble loud trumpets or choral singing. Sometimes the sounds are much more unusual however, such as mechanical clanking or the sound of clashing metal weapons.

**Chaos Rain**
This phenomenon is known all over the world, but is still fairly rare. Chaos rain is a term used to describe any type of bizarre precipitation, and its causes are not fully understood. Some typical forms of chaos rain are listed below, by substance (although this sample is not comprehensive):

1. Milk
2. Blood
3. Flesh
4. Meteoric Iron
5. Sponges
6. Wool
7. Bricks
8. Frogs
9. Fish
10. Worms

**Sky Fire**
Though sometimes confused for meteors and comets, the phenomenon called sky fire is very different. Sky fire is cause by temporary rips in dunamis, which causes fire to shoot forth through the sky. This phenomenon also occurs underwater, but is rarely seen. There are three types of sky fire:

**Bolides -** Meaning "missiles", bolides are incredibly dangerous, streaking down from the sky and rarely burning out before striking ground (or some other object). They are thin but very fast.
**Dokoi -** Meaning "beams", dokoi are large shafts of fire that erupt more frequently at high altitudes, thus being rarely encountered except by flying creatures and those who live on tall mountains. They move much slower than bolides, but

are also much larger.
**Lampades -** Meaning literally "torches", lampades look like glowing orbs of fire in the sky. They are typically the longest-lasting of all forms of sky fire, some lasting for days before burning out.

**Star Jelly**
This phenomenon normally happens in conjunction with meteor showers, hence its name. Star jelly is a gelatinous material, usually translucent or purple in color, that is found scattered on the ground after a meteor shower. About 50% of the time it is completely harmless, but otherwise it is mildly corrosive to organic material (including flesh), causing 1d4 points of damage if handled. It dissolves completely in 1d4 hours, but dissolves in 1 round if exposed to water (it is not affected by mist, only liquid water). Rumors abound about more insidious forms of star jelly, but this has never been fully documented. Anyone coming into contact with star jelly should be mindful that it is not fully understood and could very well be quite dangerous.

**Wells & Fountains**
These are natural springs, usually linked to subterranean gates to the Elemental Plane of Water. They occur all over Phydea, and are one of the more common types of elemental bleeding. Usually they are simply a great place to get fresh water, but some of them have other properties. To determine if a well or fountain has magical properties, roll a d20; if the roll is a 1, the well or fountain has magical properties. These properties manifest themselves in the form of a power, usually Cure (but not always). In any case, wells and fountains may only have one magical effect; unless the GM says otherwise.

**Magic in Society**
Magic is a very real and tangible part of existence in Phydea. Most people at some part in their lives experience some sort of real magical effect, usually in the form of illusions, mundane enchantments and healing. Most taverns for example, are equipped with a magic lamp or two (those that never go out), a broom that continually sweeps by itself, an icebox (with a small gate to the elemental plane of ice), or some other convenience. Taverns are hardly alone; so common are simple magical devices that almost every establishment of even moderate wealth has one or more such wonders. Spellcasters are, by comparison, much less common than some of the trinkets they produce. While healers can be found almost everywhere, powerful magic is a rare thing to behold, and for good reason; most spellcasters are hunted and persecuted, both by their own kind and by other folks who distrust them and are envious of their power. High spellcraft is therefore misunderstood and rare is the spellcaster who flaunts his or her abilities, for such arrogance is often met with treachery and death. Not even the most powerful of spellcasters is immune to death in all its forms.

**Magic Schools & Societies**
Much like other professionals, spellcasters often band together in guild-like societies. Unlike guilds however, which tend to exist in the confines of a single city, magic societies can span entire regions or more in size. The function of these societies varies, but primarily they are used as a way to share information and meet like-minded individuals; they are in many ways a type of social club.

## The Deities
Every culture and race in Phydea has a group of gods they believe in (some more than others of course). Most, but not all, priests are Experts. Anyone regardless of class can attempt to invoke the assistance of the gods, but in most cases it is a long-shot. This assistance is usually in the form of some kind of minor guidance or help. Each person has a base 1 in 20 chance of getting the attention of a given deity. This percentage can be increased as follows; each character gets a +1% chance per 3 levels he has attained, the idea being that the more powerful a character is, the more likely a deity will recognize their exploits and listen to their request. Also, one can gain favor by giving donations to a temple. A truly large donation might result in other gifts from the deity, if the GM desires it.

Another path towards gaining divine assistance is the Divine Favor feat. Taking this feat marks the character as having much more dedication to the deity than the common worshipper, but the expectations are just as great as the benefits.

## Religion
The Phydean Pantheons are made up of several loose collections of deities dwelling in the Inner and Outer Planes. There's no overall supreme deity, and all of them squabble and scheme among each other for power on the Material Plane. Phydea is not like most standard fantasy RPG worlds however; the links here are far stronger with the Inner and Ethereal Planes, and the connections between the Astral and Outer Planes are weak and tenuous. Because of this, many Phydean deities are found in the Inner and Ethereal Planes (or have representatives in those planes fulfilling their whims); those who live in the Outer Planes must be very powerful in order to reach into Phydea. In fact, most of those deities have avatars that walk Phydea disguised as mortals, working in secret to keep their cults and links with their deity alive.

In general, each race and culture has its own deities, pantheons and practices. Over the years however, some deities have become so popular and powerful on Phydea that their presence is established in several pantheons, having absorbed the faiths they replaced. With the cults of deities from the Outer Planes, there is a fierce drive to expand the number of faithful; the more worshippers, the stronger the links with the Outer Planes, and the more powerful the temple hierarchy can become.

What follows is a listing of all the deities in Phydea with established cults. Some of these cults are very large and span several continents. Likewise some are very small and may only be worshiped in a single town or small region. Statistics for the deities have not been given for the simple reason that they do not generally interfere with gameplay. When discovered or confronted for what they really are, the avatars will simply disappear or transform to continue their work incognito. Under few circumstances will a deity or avatar interact with mortal Phydeans (and even then not in a way that is apparent to mortals), except with regards to supporting the faithful through normal means.

## The Pantheons

**Albani -** This pantheon covers the deities of Alba, but some of its deities have been adopted into the pantheon of Nisoi as well. In addition, Albani deities are worshiped in Moesia, Galicia, and Trypillia.
**Amazonian -** This pantheon features two unique deities alongside Aphrodite and Athena from the Nisani pantheon.
**Arabani -** This pantheon covers the deities worshiped in Araba and parts of Tanis and Asia. The Arabani pantheon is sizeable and ancient.
**Bardhani -** This is the pantheon of the bardha. It contains few deities, but they are universal among this race.
**Circassian -** This pantheon is small indeed, covering the deities worshiped in Circassia and Colchis. Very few of the deities in this pantheon are worshiped anymore, as most were replaced by deities from the Nisani pantheon centuries ago.
**Daktyloi -** This is the pantheon of the daktyloi. Like the bardha and the soricid, it contains few deities, but they are universally worshiped by this race.
**Mantovani -** This pantheon covers the deities of Mantova and the surrounding regions, including Istria, Pannonia, and Noricum.
**Mwandishi -** This pantheon covers the deities of "black" Archaea, that is, the regions of Addis, Monomotapa, Mauria, and Dadosahe. Though each region has distinct favorites, the constant contact between these regions has melded their deities into one loose, but real, pantheon.
**Nisani -** This pantheon has a greater reach than all the others. While it is centered (now) in Nisoi, it's deities can be found in Asia, Moesia, Alba, Trypillia, Colchis, Scythia, Circassia, Tanis, Kyrena, Araba and Mantova. In fact, there are few regions of the known world where the reach of their deities is denied.
**Scythian -** This pantheon is listed here only for the sake of completeness. However, its main deities form the pantheons of the Circassians and Amazons, and the Scythian people still revere those deities (particularly Actaeon). It does not have a separate table entry.
**Soricid -** This is the pantheon of the soricid. It contains few deities, but they are universal among this race.
**Tanisani -** This pantheon covers the deities of Tanis and Kyrena. They are also found in portions of Araba, Addis, Dadosahe, and Asia.
**Trypillian -** This pantheon covers the deities of Trypillia, and contains very few deities. These deities were worshiped widely in the lands now covered by Mantis many centuries ago, but Trypillia is the only remaining civilization to host their faiths.

Each of the deities are listed with their sex in parenthesis. Each one also has a description of the deity's portfolio.

| Albani Pantheon | Description |
|---|---|
| Aglaea (F) | Aglaea is a goddess of light and splendor, and is the wife of the Nisani god Hephaestus. |
| Apia (F) | Apia is an ancient goddess of the earth, and the oldest of all Albani deities. |
| Aristaos (M) | Aristaos is a very popular god of agriculture, bees and olives. He is probably the most popular god in all of Alba after Zalmoxis. |
| Bendis (F) | Bendis is a goddess of the moon and motherhood, and her followers are known for orgiastic debauchery. |
| Boreas (M) | Boreas is a god of the north (or cold) wind, and he is known for his explosive temper. |
| Calliope (F) | Calliope is a goddess of eloquence, epic or heroic poetry, and singing. |
| Clio (F) | Clio is a goddess of historical and heroic poetry. |
| Cottyto (F) | Cottyto is a goddess of immodesty and debauchery. |
| Erato (F) | Erato is a goddess of lyric poetry, particularly love and erotic poetry, and mimicry. |
| Euphrosyne (F) | Euphrosyne is a goddess of joy and mirth. |
| Eurus (M) | Eurus is a god of the east wind, warmth and rain. |
| Euterpe (F) | Euterpe is a goddess of music, lyric poetry, joy and pleasure. She favors the flute. |
| Fames (F) | Fames is an ancient goddess of hunger, and is the most evil of all Albani deities. |
| Hero (M) | Hero is a very popular god of horses, travel, and adventure. He is a new god in Alba. |
| Hygieia (F) | Hygieia is a goddess of health, and is the daughter of the Nisani god Asclepius. |
| Melpomene (F) | Melpomene is a goddess of tragedy and theater. |
| Mnemosyne (F) | Mnemosyne is a titan of memory and the inventor of words. She is the only titan to side with the gods, and thus maintain her power. |
| Notus (M) | Notus is a god of the south wind, warmth and storms. |
| Orpheus (M) | Orpheus is the god of music, resurrection and enchantment through song. |
| Papeus (M) | Papeus is the god of the air and sky. |
| Phineus (M) | Phineus is the god of prophecy. |
| Polyhymnia (F) | Polyhymnia is a goddess of the sacred hymn, eloquence and dance. |
| Rhodope (F) | Rhodope is a goddess of mountains and beauty. |
| Sabazius (M) | Sabazius is a god of wine, agriculture, fertility of nature, and theater. |
| Tabitivesta (F) | Tabitivesta is a goddess of fire and animals. |
| Telesforos (M) | Telesforos is a god of recovery and battlefield medicine. He is Hygieia's brother, and he is a dwarf (a diminutive human). |
| Terpsichore (F) | Terpsochore is a goddess of dancing, dramatic chorus, and music. |
| Thalia (F) | Thalia is a goddess of comedy, pastoral poetry, and shepherds. |
| Urania (F) | Urania is a goddess of astronomy and astrology. |
| Zalmoxis (M) | Zalmoxis is a god of knowledge, civilization and magic, and is the king of the Albani pantheon. |
| Zephyrus (M) | Zephyrus is a god of the west wind, plants, flowers and caves. |

| Amazonian Pantheon | Description |
|---|---|
| Aphrodite (F) | Aphrodite is a goddess of beauty and love. |
| Athena (F) | Athena is a goddess of wisdom, crafts, civilization and war. She is the queen of the Amazonian pantheon. Athena is not as popular as Cabiri however. |
| Cabiri (F/M) | Cabiri is a powerful demon from the ancient world, who has domain over sailors, protection and fertility. Cabiri is hermaphroditic, and is the most popular of all Amazonian "deities." |
| Palacus (M) | Palacus is a god of horses, men, lust and strength. He is the only god worshipped among the Amazons. |

| Arabani Pantheon | Description |
|---|---|
| Adad (M) | Adad is a god of strength and storms. |
| Adonis (F) | Adonis is a god of plants, fetility, beauty and hunting. |
| Ananke (F) | Ananke is a goddess of fate and obligation. |
| Andromeda (F) | Andromeda is a goddess of innocence and beauty. |
| Anu (M) | Anu is an ancient god of the sky. |
| Atargatis (F) | Atargatis is a goddess of fish, merfolk, water nymphs and creation. |
| Baal (M) | Baal is a god of the sun, sky, thunder, protection and fertility. He is the lord of all the Arabani deities, and is the creator of the pantheon. |

| Arabani Pantheon | Description |
|---|---|
| Belet-ili (F) | Belet-ili is a goddess of childbirth and the earth. |
| Belos (M) | Belos is a god of rivers and the underworld. |
| Cassiopeia (F) | Cassiopeia is a goddess of pride and motherhood. |
| Dagon (M) | Dagon is a god of fertility and crops, specifically corn. |
| Derceto (F) | Derceto is a goddess of fish, water, and water-based trade. She is the wife of Dagon. |
| Dusares (M) | Dusares is a god of teaties, wine and strength. |
| Ea (M) | Ea is a god of fresh water and wisdom. |
| Enlil (M) | Enlil is a god of air, wind and storms. |
| Ereshkigal (F) | Ereshkigal is a goddess of the underworld, and she is the wife of Nergal. |
| Hadad (M) | Hadad is a god of lightning, rain and fertility. |
| Ishtar (F) | Ishtar is a goddess of love, fertility and war. She is often malevolent and tempermental. |
| Lunus (M) | Lunus is a god of the moon and magic. |
| Marduk (M) | Marduk is a god of the sun, thunderstorms, fertility and protection against evil. |
| Marna (M) | Marna is a god of the sky, weather and creation. |
| Nergal (M) | Nergal is a god of the underworld, war, pestilence, fever and devastation. He is the most evil of Arabani deities. |
| Ninurta (M) | Ninurta is a god of rain, fertility, war, thunderstorms, wells, canals, floods, the plough and the south wind. He is a very ancient deity. |
| Perseus (M) | Perseus is a god of adventure, planning and strength. According to legend, he was originally a Nisani hero who died in Araba. |
| Shamash (M) | Shamash is a god of the sun, justice and travelers. He is very popular in Araba. |
| Sin (M) | Sin is a god of the seasons, time, the moon and fertility. |

| Bardhani Pantheon | Description |
|---|---|
| Bukura e detit (F) | Bukura e detit is a goddess of beauty and water. She is Bukura e dheut's sister. |
| Bukura e dheut (F) | Bukura e dheut is a goddess of beauty, earth and the underworld. |
| Hecate (F) | Hecate is a goddess of the moon, magic, abundance and the undead. |
| Tomor (M) | Tomor is a god of fathers, nobility and the winds. He is the king of gods in the Bardhani pantheon, and is the husband of Bukura e dheut. |
| Verbti (M) | Verbti is a god of the southern wind, fire, blindness, hearing, and proper behavior. |

| Circassian Pantheon | Description |
|---|---|
| Actaeon (M) | Actaeon is a god of hunting, deer, and strength. |
| Apaturus (M) | Apaturus is a god of treachery, darkness and magic. |
| Arimaspea (F) | Arimaspea is a goddess of war, cyclops, griffins and gold. |

| Daktyloi Pantheon | Description |
|---|---|
| Colleda (F) | Colleda is a goddess of winter, snow and ice. |
| Diiwica (F) | Diiwica is a goddess of hunting and animals. |
| En (M) | En is a god of creation, the sky, war and crafts. He is the supreme god of the daktyloi. |
| Fatit (F) | Fatit is a goddess of destiny and children. |
| Perendi (M) | Perendi is a god of thunder and lightning. |
| Perit (F) | Perit is a goddess of mountains and beauty. |
| Prende (F) | Prende is a goddess of love and beauty, and she is the wife of Perendi. |
| Verbti (M) | Verbti is a god of the southern wind, fire, blindness, hearing, and proper behavior. |

| Mantovani Pantheon | Description |
|---|---|
| Abnoba (F) | Abnoba is a goddess of rivers, forests and hunting. |
| Aita (M) | Aita is a god of the underworld, death and earth. |
| Alpan (F) | Alpan is a goddess of the underworld and love. |
| Ani (M) | Ani is a god of the heavens and sky. |
| Aplu (M) | Aplu is a god of thunder, lightning and healing. |
| Aponus (M) | Aponus is a god of healing, springs, and wrestling. |
| Arduinna (F) | Arduinna is a goddess of the moon, hunting, boars and forests. |
| Artume (F) | Artume is a goddess of night, death, and growth in nature. |
| Cautha (M) | Cautha is a god of the sun and rebirth. |

| Mantovani Pantheon | Description |
|---|---|
| Concordia (F) | Concordia is a goddess of balance and peace. |
| Februus (M) | Februus is a god of the underworld and purification. |
| Feronia (F) | Feronia is a goddess of fire and fertility. |
| Fufluns (M) | Fufluns is a god of wine, vegetation, vitality and gaiety. |
| Horta (F) | Horta is a goddess of agriculture. |
| Laran (M) | Laran is a god of war. |
| Losna (F) | Losna is a goddess of the moon. |
| Menrva (F) | Menrva is a goddess of civilization, war, wisdom and crafts. |
| Nethuns (M) | Nethuns is a god of water, wells and the sea. |
| Nortia (F) | Nortia is a goddess of fate and fortune. |
| Picus (M) | Picus is a god of prophecy, agriculture and woodpeckers. |
| Salus (F) | Salus is a goddess of health and prosperity. |
| Selvans (M) | Selvans is a god of forests, groves, wild fields and herds. |
| Sethalns (M) | Sethlans is a god of fire and blacksmiths. |
| Tages (M) | Tages is a god of wisdom, prophecy and snakes. |
| Thesan (F) | Thesan is a goddess of the dawn and childbirth. |
| Tinia (M) | Tinia is a god of the sky and creation. |
| Turan (F) | Turan is a goddess of love, health, fertility, black swans and pigeons. |
| Uni (F) | Uni is a goddess of creation, the heavens and women. She is the supreme deity of the Mantovani pantheon. |
| Veive (M) | Veive is a god of revenge, archery and goats. |

| Mwandishi Pantheon | Description |
|---|---|
| Buku (M) | Buku is a god of the sky, originally from Mauria. |
| Da (M) | Da is a god of the heavens, snakes and the cosmos, originally from Mauria. |
| Domfe (M) | Domfe is a god of water, rain and wind, originally from Mauria. |
| Dongo (M) | Dongo is a god of thunder, originally from Mauria. |
| Egungunoya (F) | Egungunoya is a goddess of divination and blood (or life), originally from Mauria. |
| Eseasar (F) | Eseasar is a goddess of the earth, originally from Mauria. |
| Funzi (M) | Funzi is a god of smithing, fire and lightning, originally from Monomotapa. |
| Gunab (M) | Gunab is a god of evil, originally from Monomotapa. |
| Heitsi (M) | Heitsi is a god of magic, hunters, fighting and cattle, originally from Monomotapa. |
| Inkosazana (F) | Inkosazana is a goddess of agriculture, specifically corn, and she is originally from Monomotapa. |
| Legba (M) | Legba is a god of fate, trickery, the underworld, and magic, originally from Mauria. |
| Mbaba (F) | Mbaba is a goddess of the rainbow, rain, harvest, and agriculture, and she is originally from Monomotapa. She is one of the most popular Mwandishi deities. |
| Mussokoroni (F) | Mussokoroni is a goddess of sadness and disorder, originally from Mauria. |
| Nhialic (M) | Nhialic is a god of wisdom, the sky, and creation, originally from Addis. He is generally considered to be the lord of the Mwandishi pantheon. |
| Oshun (F) | Oshun is a goddess of love, pleasure, beauty, money and diplomacy, and she is originally from Mauria. |
| Oya (F) | Oya is a goddess of fire, wind, thunder, storms, and the underworld, and she is originally from Mauria. |
| Shakpana (M) | Shakpana is a god of madness and disease, originally from Mauria. |

| Nisani Pantheon | Description |
|---|---|
| Aeolus (M) | Aeolus is a god of wind and caves. |
| Amalthea (F) | Amalthea is a goddess of Abundance, goats and the stars. |
| Aphrodite (F) | Aphrodite is a goddess of beauty and love. |
| Apollo (M) | Apollo is a god of light, prophecy, music and healing. |
| Ares (M) | Ares is a god of war and strife. |
| Artemis (F) | Artemis is a goddess of hunting, animals, childbirth and dance. |
| Asclepius (M) | Asclepius is a god of healing. |
| Ate (F) | Ate is a goddess of infatuation, foolishness, discord and mischief. |
| Athena (F) | Athena is a goddess of wisdom, crafts, civilization and war. |
| Autolycus (M) | Autolycus is a god of thieves and trickery. |
| Brauronia (F) | Brauronia is a goddess of strength and bears. |

| Nisani Pantheon | Description |
|---|---|
| Callirhoe (F) | Callirhoe is a goddess of lust and love. |
| Cassandra (F) | Cassandra is a goddess of prophecy and madness. |
| Cephallon (M) | Cephallon is a god of octopi, darkness and ink. |
| Chaos (NA) | Chaos is not a deity, but rather a powerful cosmic force. It is worshipped primarily by anarchist cults and those who wish to spread chaos and destruction. |
| Circe (F) | Circe is a goddess of magic, illusion and knowledge. |
| Cybele (F) | Cybele is a goddess of fertility, wild nature and lions. |
| Cyrbas (M) | Cyrbas is a god of trade, luck and palm trees. |
| Daedalus (M) | Daedalus is a god of invention, crafts and wisdom. |
| Demeter (F) | Demeter is a goddess of agriculture. |
| Dionysus (M) | Dionysus is a god of madness, mirth, wine, fertility and theater. |
| Echetlaus (M) | Echetlaus is a god of adventure and cunning. |
| Eros (M) | Eros is a god of love and sexual desire. |
| Gaia (F) | Gaia is a goddess of earth and creation. |
| Hades (M) | Hades is a god of death, the underworld, earth and wealth. |
| Hecataeus (M) | Hecataeus is a god of tyranny and dominance. |
| Hecate (F) | Hecate is a goddess of the moon, magic and the undead. |
| Helios (M) | Helios is a god of the sun, fire and chariots. |
| Hephaestus (M) | Hephaestus is a god of smithing and crafts. |
| Hera (F) | Hera is a goddess of marriage, women and intrigue. She is the queen of the Nisani pantheon, and her husband is Zeus. |
| Hercules (M) | Hercules is a god of strength and adventure. |
| Hermes (M) | Hermes is a god of travel, commerce, thieves, gambling and running. |
| Hestia (F) | Hestia is a goddess of the home, the hearth and family. |
| Hieronymous (M) | Hieronymous is a god of history and scribes. |
| Hypnos (M) | Hypnos is a god of sleep, illusion and darkness. |
| Iris (F) | Iris is a goddess of rainbows and color. |
| Isterdon (M) | Isterdon is a god of rivers (the Ister) and trade. He is actually a Moesian deity, and his followers are numerous on the Albani side of the Ister river as well. |
| Kavalla (F) | Kavalla is a goddess of dolphins. |
| Leto (F) | Leto is a goddess of motherhood. |
| Melampus (M) | Melampus is a god of animals, specifically animal communication. |
| Minotauros (M) | Minotauros is a god of minotaurs, war and trickery. |
| Nemesis (F) | Nemesis is a goddess of divine justice and vengeance. |
| Nike (F) | Nike is a goddess of victory. |
| Pan (M) | Pan is a god of nature, mountains, shepherds, and passion. |
| Pegadon (M) | Pegadon is a god of pegasi and horses. |
| Persephone (F) | Persephone is a goddess of the underworld, death and courage. |
| Philomela (F) | Philomela is a goddess of swallows. |
| Poseidon (M) | Poseidon is a god of the sea, rivers, earthquakes and horses. |
| Procne (F) | Procne is a goddess of nightingales. |
| Rharia (F) | Rharia is a goddess of corn, harvests and death. |
| Selene (F) | Selene is a goddess of the moon. |
| Thetis (F) | Thetis is a goddess of the nereids, protection and the family. |
| Tyche (F) | Tyche is a goddess of good fortune. |
| Zeus (M) | Zeus is a god of the sky, storms, fate and nobility. He is the king of the gods in the Nisani pantheon. |

| Soricid Pantheon | Description |
|---|---|
| Artimpaasa (F) | Artimpaasa is a goddess of the moon, night and secrets. |
| Ashwi (M) | Ashwi is a god of fire, summer and heat. |
| Attis (F) | Attis is a goddess of growth, fertility, sadness and joy. |
| Bera (F) | Bera is a goddess of animals. |
| Cantharolethron (M) | Cantharolethron is a god of war, insect extermination and blood. |
| Epops (M) | Epops is a god of birds, specifically the hoopoe. |
| Fyer Mol (M) | Fyer Mol is a god of the earth, caves and darkness. |
| Hypnos (M) | Hypnos is a god of sleep, illusion and darkness. |
| Meigas (F) | Meigas is a goddess of knowledge, magic and plants. She is the wife of Musaranas. |
| Musaranas (M) | Musaranas is a god of secrets and magic. |

| Soricid Pantheon | Description |
|---|---|
| Oetosyrus (M) | Oetosyrus is a god of the sun and righteousness. He is the male chief of the soricid pantheon, though his relationship to Xanthippe is a matter of debate. |
| Paastainen (M) | Paastainen is a god of cunning and survival. |
| Sondeli (M) | Sondeli is a god of swamps. |
| Thanatos (M) | Thanatos is a god of death and the underworld. |
| Xanthippe (F) | Xanthippe is a goddess of burrowing animals, stealth and courage. She is the supreme deity of the soricid pantheon. |

| Tanisani Pantheon | Description |
|---|---|
| Anubis (M) | Anubis is a god of judgement, the underworld and death. |
| Apep (M) | Apep is a god of serpents, evil and fire. |
| Bast (F) | Bast is a goddess of cats and vengeance. |
| Bes (M) | Bes is a god of luck, protection and music. He is a dwarf (diminutive human). |
| Bubastis (F) | Bubastis is a goddess of pleasure, protection and healing. |
| Cyrene (F) | Cyrene is a goddess of nature, renewal, plants and healing. |
| David (M) | David is a god of renewal, suffering and courage. |
| Hathor (F) | Hathor is a goddess of love, music, dance, the moon, fate and motherhood. |
| Imhotep (M) | Imhotep is a god of crafts and medicine. |
| Isis (F) | Isis is a goddess of fertility, magic and marriage. |
| Lethon (M) | Lethon is a god of the underworld and rivers. |
| Loto (M) | Loto is a god of forgetfullness, sleep and dreams. |
| Nephthys (F) | Nephthys is a goddess of death and grief. |
| Osiris (M) | Osiris is a god of the harvest, nature and the underworld. |
| Oxyrhynchos (M) | Oxyrhynchos is a god of fish. |
| Pelusius (M) | Pelusius is a god of the unfortunate, children and those who drown. |
| Ptah (M) | Ptah is a god of crafts, knowledge, secrets and travel. |
| Re (M) | Re is a god of the sun, nobility and vengeance. He is the supreme deity of the Tanisani pantheon. |
| Serapis (M) | Serapis is a god of healing, bulls and strength. |
| Set (M) | Set is a god of darkness, evil, night, desert storms and drought. |
| Sobek (M) | Sobek is a god of water, crocodiles and wetlands. |
| Thoth (M) | Thoth is a god of knowledge, wisdom and learning. |

| Trypillian Pantheon | Description |
|---|---|
| Chors (M) | Chors is a god of the sun, hunters, dogs and healing. |
| Mokosh (F) | Mokosh is a goddess of the earth and creation. |
| Perun (M) | Perun is a god of the sky and storms. He is the lord of the Trypillian pantheon. |
| Yarovit (M) | Yarovit is a god of victory, war and strength. |

## Something to remember...

As the deities are not intended to be used as a direct tool for game play, some may wonder why they are even included here at all. The reasons they are listed here are to provide color for the setting as well as a potential vehicle to make game play more interesting. Through the use of the Divine Favor feat, a character in effect ties his destiny to the service of a particular deity. Though this service need not be one of absolute prostration, it should be one that pleases the deity in question. Now, pleasing a deity is not something that should be ignored by the GM. If a character shows true devotion to a deity and what that god or goddess stands for, it is appropriate for that deity to show his or her thanks in-game... and it needn't be limited to the rather simple benefits outlined in the Divine Favor feat. The gods and goddesses of Phydea can do whatever they want to support (or hinder) characters. Certainly most choose to not get involved, at least not directly, but this is not always the case. Deities can grant anything from ability score bonuses to magic items, supernatural abilities, instant "supernatural" fame or infamy... anything imaginable that the GM desires. Even the lowliest of deities listed here, tiny portfolios and all, can work magic of a strength unimaginable to the most powerful mortal spellcaster. GM's and players alike need to remember that roleplaying needs to be a rewarding experience for all involved, and that includes just rewards and punishments.

# Philosophies

## Philosophical Disciplines

Most of the cultures of Phydea have those among them who, through scholarly or physical perfection (or both), attempt to transcend mortality and be more spiritually aware. These folks are generally called "philo" by those who know them. Described below are many philosophical disciplines that a character can prescribe to, should they desire. Each of these disciplines grants their adherents certain benefits, mostly access to special equipment and training. As all monasteries, schools of philosophy, and most colleges and universities are built upon philosophical disciplines, those who adhere to them can expect full access and fine treatment by their peers. Most of these schools and monasteries enjoy a healthy rivalry with one another, and contests of intellect and physical ability are common, while real hostility is rare. It is important to note that members who break from the philosophical tenets of their discipline must undergo some sort of penance, or they risk not only offending others in their order, but the gods themselves, who see these disciplines as not only good for the spirit, but fine entertainment (the gods love observing contests of human ability).

### Intellectual Orders

The following orders are based around intellectual pursuits; higher learning, specialized training, invention, spirituality, and so on. In general, all intellectual orders grant their members access to their facilities, and often they have the best libraries and laboratories around.

## Bergemonche

This order only has one monastery, in a secluded mountain valley between Mantova and Noricum. They teach basic self defense to their monks, mostly wresting and boxing, but do not have a martial arts style per se. Rather, this order is concerned with the philosophical connections between the prime material plane and the ethereal plane; in effect, the bergemonche are akin to phusikos, but instead of acting as stewards of nature, they act as stewards of the ethereal/prime border. This order contains a few spellcasters, but most are experts (sages). The bergemonche do have one distinguishing feature; over time they get more and more pale in appearance, as the ethereal's strange nature leeches color from their skins. Older members of the order have been known to get so pale they are sometimes mistaken as undead by outsiders.

## Order of Anaxagoras

This is an intellectual order from Asia. Its primary teaching is that everything is made of cosmic seeds, planted from the heavens. Students of this school hold the sun and moon as sacred, and de-emphasize the role of deities in the universe (but not going so far as to deny their existence). It is a popular school in Asia and Araba.

## Order of Anaximander

This is an intellectual order from Asia. Its primary teaching is that all things are the result of a constant conflict between order and chaos, with the former being man's attempt at wresting control of their own destinies away from the chaotic and whimsical gods. They hold the sun as sacred, and consider it the greatest of all orderly bodies. It is a very popular school found all over Araba, Asia, Minos, Nisoi and Tanis.

## Order of Anaximenes

This is an intellectual order from Asia, similar in many respects to the order of Thales. Its primary teaching is that everything is made of air and that air is sacred. Naturally it attracts many sylphs as members, and their schools are found all over Asia and Nisoi, often perched in high places in the hills and mountains.

## Order of Ancients

This is the longest continuous order of monks in the known world, based out of Tanis. They have a huge number of adherents, and have monasteries located as far away as Mantova and Scythia. Most monks, especially human ones, are from this order. This order is primarily scholarly in nature, founding many colleges and keeping them operational, and its physical pursuits are mosly limited to the athletic activities highlighted in the many Games around the world (archery, wrestling, boxing, running, swimming, etc.) Pankration, the rough martial art combining wrestling and boxing, is the physical discipline created by this order.

## Order of Andronicus

This is an intellectual order from Araba. The Order of Andronicus is a school concerned with time and the seasons, and has a technological bent. Specifically this school is known for the creation of clocks and clockwork objects, including everything from simple timekeepers to complex mechanical creatures. Unlike the Order of Heron, another technological school, the Order of Andronicus makes liberal use of spellcasting.

## Order of Apollodorus

This is a small but influential philosophical school from Tanis. Its primary teachings are on the subjects of botany, herbalism and medicines.

## Order of Aristippus

This is an intellectual order from Kyrena. Its primary teachings emphasize pleasure and immediate sensual gratification. This school is a more extreme version of the Order of Epicurus,

based out of Asia. It is a popular school of philosophy, but many of its members are secret as this order carries some degree of social unacceptance.

## Order of Aristoxenus

This is an intellectual order from Mantova. Its primary teachings are on the subject of music, particularly rhythm and harmonics. It is one of the most advanced schools of music theory in the world.

## Order of Bion

This is an intellectual order from Nisoi. It is primarily known for the creation of the form of argument called the diatribe, a scathingly humorous rant designed to make debate more interesting (in the eyes of the founder of the school anyway). It is a popular school throughout Nisoi, particularly in Taki, but it is not considered very serious (even by most of the members of the order themselves).

## Order of Cynics

This is an intellectual order from Asia. Its primary teachings emphasize self-sufficiency and ascetic virtue. This school is not particularly popular, as its members have a reputation for being poor and dirty.

## Order of Diades

This is an intellectual order from Oros, in Nisoi. This is an order of military engineers, and the siege equipment produced here is without parallel in the known world. In addition to such standard items as siege towers and battering rams, this Order produces wrecking balls, huge wheeled battering rams, and catapults of superior quality. Though knowledge of these weapons would be of little use on an adventure, there are few people more skilled in tactics and engineering than members of this order.

## Order of Eclectics

This is an intellectual order from Asia. This school has no central philosophy all its own, but rather pulls bits and pieces from other philosophies in an attempt to find the "real truth." The chaotic nature of this order has hindered their development, and they are generally not known outside of Asia.

## Order of Empedocles

This is an intellectual order from Nisoi. Its primary teaching is that everything is made of four prime elements; air, earth, fire and water. They also have made groundbreaking work in the understanding of light, color, magnetism and radiation. This ancient school of philosophy is one of the oldest, and certainly one of the most influential, as its teachings are accepted as fact by the world at large. Naturally it attracts many elemental nymphs (particularly photaiads) as members, and their schools are found all over Phydea.

## Order of Epicurus

This is an intellectual order from Asia. Its primary teachings emphasize pleasure and immediate sensual gratification. This school is a virtual how-to in gluttony and lust, with tremendous feasts and orgies being commonplace. Like the Order of Aristippus, most members of this order are members only in secret, for to be found out would often be scandalous.

## Order of Heracleitus

This is an intellectual order from Araba. Its primary teaching is that everything is made of fire and that fire is sacred. Naturally it attracts many salamanders as members, and their schools are found all over Araba and Tanis.

## Order of Hippocrates

This is an intellectual order from Nisoi. It is primarily known for being the preeminent center of medical knowledge in Phydea. So great is its renown that representatives of this order are found in nearly every hospital and Asclepium in Phydea… in fact many hospitals and Asclepiums were founded by members of this order. The school is particularly advanced (for its time) with regards to infectious disease and medicine.

## Order of Leucippus

This is an intellectual order from Minos. Its primary teaching is that everything is made of atoms, or particles. It is a very new order with few members, and as such has not yet expanded past the island of Minos. It has a close relationship with the Order of Science, who is most interested in the atomic theories of this order.

## Order of Philon

This is an intellectual order from Nisoi. It is primarily known as a center for knowledge of technology, specifically for mechanics and machines. Based out of Corlu, this school now has two sister schools abroad (the Order of Archimedes and the Order of Ctesibius, both in Tanis) and its fame is far-reaching. The most famous invention of this school is the air cannon, a handheld, pump-action weapon that uses compressed air to fire arrows.

## Order of Pythagoras

This is an intellectual order from Minos. Its primary teachings are that everything is based upon numbers and numerical principles, that music is a key to understanding the universe, that all humans and humanoids are reincarnated from Apollo's divine essence, and that fire is the purest and most holy of all elements. This philosophy attracts a wide variety of races to its teachings, but humans by far are the largest group represented. Because it borders on monotheism (Apollo-worship) it is persecuted in some locales, particularly in Mantova and Oros, but it is hugely popular in Minos, Taki, and Asia. Naturally, it also is warmly welcomed wherever temples to Apollo hold sway.

## Order of Sceptics

This is an intellectual order from Nisoi. Its primary teachings emphasize the unknowability of truth, and acceptance of that ignorance. It is similar to the Order of Stoics, except its members are generally much dourer.

### Order of Science
This is one of the newest and fastest growing of all philosophical disciplines, and pulls ideas from all over the world. It was started as a combined philosophy in Mantova and has since spread all over Phydea, even to lands as distant as Colchis and Monomotapa. The Order of Science is the first comprehensive attempt at codifying the various scientific disciplines as we would recognize them in the real world. The Order teaches the following: Mathematics, Astronomy, Physics, Zoology, Botany, Anatomy, Medicine, Engineering, and Meteorology.

### Order of Socrates
This is an intellectual order from Nisoi. Its primary teachings emphasized ethics and morality rather than the natural world. This school was hugely popular in Nisoi during its heyday, but has since been eclipsed by its followers (the orders of The Academy and The Peripatetic School). Even still, it has a large following in Taki and Oros.

### Order of Stoics
This is an intellectual order from Nisoi. Its primary teachings emphasize detatchment from the world and an acceptance of fate. This school is widespread but not particularly popular, as its members have a reputation for being whimsical, unreliable and foolish.

### Order of Thales
This is an intellectual order from Asia, and is generally believed to be the oldest of all philosophical disciplines. Its primary teaching is that everything is made of water and that water is sacred. Naturally it attracts many anereids and telchines as members and their schools are usually found in port cities.

### Order of Xenophanes
This is an intellectual order from Asia, and one that is persecuted in most places outside its homeland. This simple philosophy is quite daring, being one that teaches monotheism and a merging of all gods and goddesses into one alien being… one ominipotent deity. The god does not have a name, nor does it particularly care about human or humanoid concerns. This school is based out of Asia and can be found scattered throughout Phydea, though they usually establish their schools in remote places where persecution is unlikely.

### Order of Zeno
This is an intellectual order from Nisoi. Its primary teaching is that everything thinking creatures think they know about the universe is wrong, and this school uses sarcasm, ridicule and wit to expose such thinking for what it is (or isn't). The comic master Aristophanes calls this "the Order of Jackasses", and that pretty much sums it up. It is most prevalent in Nisoi and Mantova.

### The Academy
This is an intellectual order from Nisoi. Its teachings are based heavily upon the Order of Socrates, but are refined and targeted towards political theory and ethics. The Academy therefore is a philosophical school for politicians and statesmen, and in that there is no greater school for this in all of Phydea. The Academy is based out of Pella, but there are many schools throughout the rest of Nisoi, Minos and Asia.

### The Peripatetic School
This is an intellectual order from Nisoi, and the most recent outgrowth of the Order of Socrates and The Academy. This school takes all of the teachings of those other two schools and couples it with extensive work in the fields of natural history and theology. It is a very broad school of philosophy, and the single-most widespread and popular philosophical school in all of Phydea. The Peripatetic School is found all over Nisoi, Mantova, Minos, Asia, Araba, Tanis, Addis, Alba and Colchis.

## Martial Orders
The following orders are based around physical and martial pursuits; physical fitness, combat training, and purity of the body. In general, all martial orders grant their members access to their facilities, equipment and training.

### Discipline of Laktizo
This order is an ancient one, based upon kick boxing, asceticism, and devotion to Hermes. Its practitioners are called laktizo, and so popular is this martial art that it is considered a full event at most Games. This is a "hard" combat style, emphasizing devastating kicks and crushing leg-locks and sweeps. The laktizo are commonly found adventuring, as they seek to emulate the traveling ways of their patron deity, Hermes.

### Empty Hand
This is a martial arts discipline from Colchis. It emphasizes hard-hitting, bare-handed blows. This school is not known for its philosophy, being mostly a place to learn advanced hand-to-hand combat.

### Foot & Fist School
This is a martial arts discipline from Colchis. It emphasizes hard strikes with the hands and feet. This school is second in popularity only to Mighty Works in Colchis, though unlike that other discipline, Foot & Fist is not taught outside of Colchis itself.

### Furusiyya
This order is well-established throughout Araba and parts of Tanis. It is a martial art that emphasizes speed and expert swordsmanship. They are especially known for teaching a double-sword style of attack (with two long swords or short swords), with the most skillful among them being able to competently fight and best two opponents at one time. The order has a religious component as well, although it is not as heavily emphasized as martial arts.

### Gentle Way
This order originated in Colchis, but is so popular in Asia that it is more common there than its place of origin. Gentle

Way emphasizes throws and speed of movement, making it a popular "soft" style of martial art.

## Hapheum

This order is exclusive to Nisoi, particularly Tessa, and is known for its brutal style of wrestling. The idea behind this wrestling style it to literally break the opponent, shattering his bones until he is unable to fight. Because of this, many other wrestlers refuse to enter contests with a known member of this order, and they have an on again, off again presence in the Games, depending on the whims of public opinion.

## Hedrostrophos School

This order is fairly new and thus does not yet have many adherents. The martial art taught here involves using your opponent's momentum against them (a similar concept to kameli kouretes), with the objective of throwing them to the ground or tripping them. The order is also marked by a fondness for flowers, which they cultivate and give to people in the streets of towns and cities. For this they are often ridiculed and made targets of violence by those ignorant of their abilities, which they welcome as a chance to test their skills in public.

## Hoplomachaea

This is a martial art that teaches a high degree of skill with light round shields and thrusting spears. Mostly though, this school teaches martial philosophy, the physical training is only secondary. Most professional soldiers do not attend hoplomachaea, as they emphasize individuality over unit training. Therefore, the majority of students in hoplomachaea are the wealthy (who have no intention of joining the military) and the occasional would-be mercenary.

## Kameli Kouretes

This is an order originally founded by daktyloi but now made up of other races as well (mostly humans and elemental nymphs). Kameli kouretes is a fighting style that emphasizes graceful evasion, dance, and gravity-defying acrobatic maneuvers that are amazing to behold. Unlike most fighting styles, this one delivers very few blows… in fact, contact with the opponent is considered to be very undesireable (though obviously there are exceptions for self defense). Rather the point is to get the opponent to tire himself out or hurt himself by falling or crashing into things, rather than striking him.

## Meditation of War

This order originated in Circassia and teaches a hard/soft form of martial art, emphasizing weapon use and strikes to pressure points. Meditation of War is rarely taught to non-Circassians, and at various points in their history it has been considered as something akin to a "state secret", so important is it to the training of Circassian soldiers.

## Mighty Works

This is an advanced martial arts discipline from Colchis, and the one that made that region most famous as a martial arts center. Mighty Works teaches skill with hand attacks and strong locking maneuvers. So popular is this discipline that it is taught in monasteries as far away as Asia, Nisoi and Tanis.

## Order of Kolistikos

This is an order whose members practice a martial art involving ground-based combat, comprised of wrestling, tumbling, leg sweeps and prone attacks. It is made up mostly of elemental nymphs of the earth and dust variety, and is the only order to cater to those races.

## Order of the Fist

The order of the fist, like the palaistes school, is a very common martial art discipline; in this case teaching basic and advanced boxing. It is one of the oldest schools in Phydea, and has many disciples. Like the palaistes school, the order of the fist is very conservative, holding onto centuries of tradition. There is no questioning its effectiveness however, as its boxers are some of the best in the world.

## Order of the Sickle

This is an order famous among soricids as their only group of martial artists. The order has developed a fighting style highlighted by speed, evasion and very skilled use of sickles, which they wield one in each hand. These martial artists, and the fighting style, are called kalogeros.

## Palaistes School

This order is found all over Phydea and teaches basic and advanced wrestling techniques. So old is this school that it claims to have invented advanced wrestling, something other schools debate but none can really refute. The martial art taught here is wrestling in its most pure form, and more champion wrestlers have come from this school than all the others combined. If it has a handicap however, it is its rigid conservatism, which has allowed other schools more willing to take chances to best them in some areas of wrestling combat.

## School of Dirty Tricks

This is a school that teaches armatura, roughly meaning "dirty tricks." Naturally, very few people admit to belonging to such a school, but they are open in most large cities in Nisoi and Mantova. These schools teach winning fights at all costs, and can instruct fighters in such things as eye gouging, groin attacks, and other forms of nasty combat. Most of the students of these schools are gladiators, mercenaries, and common thugs.

## Yagli Gures

This is a school of martial art popular in Taki, and recently imported to Asia. It is "oiled" wrestling, which is essentially normal wrestling but the participants are oiled from head to toe, making it all the more difficult for one to take down and pin the other. While a practitioner of this martial art would hardly adventure while oiled-up, his training in grappling (and evading being grappled or held) is central to this discipline.

# Equipment

## Equipment

Phydea is an ancient world, and thus has a very different equipment list from that of most standard RPG worlds. This chapter will list all of the weapons, armor and equipment available for use in the Phydea Campaign Setting. Descriptions of the equipment are listed after the tables.

**Coin & Commerce**

Copper piece - 1
Bronze piece - 10
Silver piece - 100
Gold piece - 1000

The copper piece, or "burza", is the cheapest form of currency in Phydea, and as such is only used in making "change" and among the poorest people. The bronze piece, or "chalkos", is the most common form of coinage among regular folk. The Phydean silver piece, or "obol", is the most common form of currency used by the upper classes and the wealthy. The Phydean gold piece, or "leo", is only used by the very wealthy and is rarely used at all outside of Tanis, Araba and Asia.

The weapons listed below fall into four categories; tools, simple, martial and exotic. Tools are pieces of equipment that are primarily designed for work in some trade, such as hammers, pickaxes and so on. These tools can also be used as weapons however, and are generally available all over Phydea. Simple weapons, like tools, also can be found anywhere. Simple weapons are designed for use as such, but are so basic as to be found among every culture (although most will have minor cosmetic differences, a dagger is statistically just like every other dagger). Martial weapons are those used by professional armies. In many regions of Phydea, these weapons are not sold openly (unless you are a soldier of course), but must be acquired by other means (such as the black market, or bribing someone at the local garrison). Exotic weapons are those found in a very limited area or among a specific race. They are difficult to find outside of their home region, and when they are, they are likely to be very expensive.

Following weapons and armor, is an extensive list of the other equipment and goods (including food) that can be found, with an emphasis on Nisani and Mantovani goods. Following that is a listing of special equipment.

## Simple Weapons & Tools - Melee

| Unarmed Attacks | Cost | Damage | Critical | Range | Weight | Type |
|---|---|---|---|---|---|---|
| Unarmed Strike, Huge | - | +3 | +3 | - | - | Bludgeoning |
| Unarmed Strike, Large | - | +2 | +3 | - | - | Bludgeoning |
| Unarmed Strike, Medium | - | +0 | +3 | - | - | Bludgeoning |
| Unarmed Strike, Small | - | +0 | +3 | - | - | Bludgeoning |
| **Tiny** | | | | | | |
| Adze | 1 sp. | +0 | 19-20/+3 | - | 1 lb. | Slashing |
| Dagger | 2 sp. | +1 | 19-20/+3 | 10 feet | 1 lb. | Piercing or Slashing |
| Knife | 1 sp. | +0 | 19-20/+3 | 10 feet | 1 lb. | Piercing or Slashing |
| **Small** | | | | | | |
| Hammer | 1 sp. | +1 | +3 | 20 feet | 2 lbs. | Bludgeoning |
| Handle, Threshing | 5 cp. | +2 | +3 | - | 2 lbs. | Bludgeoning |
| Hatchet | 3 sp. | +1 | +3 | 10 feet | 2 lbs. | Slashing |
| Machete | 10 sp. | +3 | 18-20/+3 | - | 3 lbs. | Slashing |
| Pickaxe | 4 sp. | +1 | +5 | - | 3 lbs. | Piercing |
| Sickle | 6 sp. | +2 | +3 | - | 2 lbs. | Slashing |
| **Medium** | | | | | | |
| Club | - | +2 | +3 | 10 feet | 3 lbs. | Bludgeoning |
| Flail, Grain | 1 sp. | +2 | +3 | - | 3 lbs. | Bludgeoning |
| Lasso | 2 bp. | +0 | - | 10 feet | 2 lbs. | - |
| Scourge | 10 sp. | +3 | +3 | - | 2 lbs. | Slashing |
| **Large** | | | | | | |
| Maul | 5 sp. | +3 | +3 | - | 15 lbs. | Bludgeoning |
| Spear, Light | 2 sp. | +3 | +4 | 20 feet | 5 lbs. | Piercing |
| Staff | - | +2 | +3 | - | 4 lbs. | Bludgeoning |

## Simple Weapons & Tools - Ranged

| Small | Cost | Damage | Critical | Range | Weight | Type |
|---|---|---|---|---|---|---|
| Dart | 5 bp. | +1 | +3 | 20 feet | 1/2 lb. | Piercing |
| Sling | - | +1 | +3 | 50 feet | - | Bludgeoning |
| **Medium** | | | | | | |
| Bow, Self | 10 sp. | +1 | +3 | 50 feet | 2 lbs. | Piercing |
| Javelin | 1 sp. | +2 | +3 | 30 feet | 2 lbs. | Piercing |

## Martial Weapons - Melee

| Tiny | Cost | Damage | Critical | Range | Weight | Type |
|---|---|---|---|---|---|---|
| Cestus | 1 sp. | +0 | +3 | - | 1/2 lb. | Bludgeoning |
| **Small** | | | | | | |
| Axe, Throwing | 8 sp. | +2 | +3 | 10 feet | 4 lbs. | Piercing |
| Sword, Short | 10 sp. | +2 | 19-20/+3 | - | 3 lbs. | Piercing |
| Sword, Short Curved | 10 sp. | +2 | 19-20/+3 | - | 3 lbs. | Slashing |
| **Medium** | | | | | | |
| Axe, Battle | 10 sp. | +3 | +4 | - | 7 lbs. | Slashing |
| Sword-Axe | 12 sp. | +3 | 18-20/+3 | - | 4 lbs. | Slashing |
| Sword, Long | 15 sp. | +3 | 19-20/+3 | - | 4 lbs. | Slashing |
| Trident | 15 sp. | +3 | +3 | 10 feet | 5 lbs. | Piercing |
| **Large** | | | | | | |
| Pike | 5 sp. | +3 | +4 | - | 9 lbs. | Piercing |
| Spear-Lance | 10 sp. | +3 | +4 | - | 10 lbs. | Piercing |

## Martial Weapons - Ranged

| Medium | Cost | Damage | Critical | Range | Weight | Type |
|---|---|---|---|---|---|---|
| Bow, Short | 30 sp. | +2 | +4 | 60 feet | 2 lbs. | Piercing |

## Exotic Weapons - Melee

| Tiny | Cost | Damage | Critical | Range | Weight | Type |
|---|---|---|---|---|---|---|
| Dagger, Bracelet | 5 sp. | +1 | 19-20/+3 | - | 1 lb. | Piercing |
| Tiger Claws | 5 sp. | +1 | +3 | - | 2 lbs. | Piercing |
| **Small** | | | | | | |
| Pipe, Bronze Smoking | 5 sp. | +1 | +3 | - | 2 lbs. | Bludgeoning |
| Tortoise Blade | 10 sp. | +2 | 19-20/+3 | - | 3 lbs. | Bludgeoning or Piercing |
| **Medium** | | | | | | |
| Club, Claw | 2 bp. | +2 | +3 | - | 3 lbs. | Bludgeoning or Piercing |
| Flail, Hydra | 8 sp. | +3 | +3 | - | 5 lbs. | Bludgeoning |
| Lance | 10 sp. | +3 | +4 | - | 10 lbs. | Piercing |
| Mace, Heavy | 12 sp. | +3 | +3 | - | 12 lbs. | Bludgeoning |
| Scorpion | 12 sp. | +3 | +4 | - | 6 lbs. | Piercing |
| Staff, Half | - | +1 | +3 | - | 3 lbs. | Bludgeoning |
| Sword, Falx | 15 sp. | +3 | 19-20/+3 | - | 6 lbs. | Slashing |
| Sword, Sickle | 20 sp. | +3 | 19-20/+3 | - | 12 lbs. | Slashing |
| **Large** | | | | | | |
| Axe, Elephant | 16 sp. | +4 | +4 | - | 15 lbs. | Slashing |
| Axe, Great | 30 sp. | +5 | +4 | - | 30 lbs. | Bludgeoning |
| Axe, Great Battle | 20 sp. | +5 | +4 | - | 20 lbs. | Slashing |
| Club, War | 5 sp. | +4 | +3 | - | 10 lbs. | Bludgeoning |
| Pickaxe, Great | 20 sp. | +4 | +4 | - | 25 lbs. | Piercing |
| Sword-Axe, Great | 20 sp. | +4 | 19-20/+3 | - | 10 lbs. | Slashing |
| Sword, Great Daktae | 60 sp. | +5 | 18-20/+3 | - | 15 lbs. | Piercing or Slashing |
| Sword, Great Falx | 50 sp. | +5 | 18-20/+3 | - | 15 lbs. | Slashing |
| Trident, Great | 30 sp. | +5 | +4 | - | 15 lbs. | Piercing |

## Exotic Weapons - Ranged

| Tiny | Cost | Damage | Critical | Range | Weight | Type |
|---|---|---|---|---|---|---|
| Slingshot | 5 bp. | +1 | +3 | 40 feet | 1 lb. | Bludgeoning |
| **Small** | | | | | | |
| Bola | 3 bp. | +1 | +3 | 10 feet | 2 lbs. | Bludgeoning |
| Club, Throwing | 1 sp. | +1 | +3 | 10 feet | 2 lbs. | Bludgeoning |
| Knife, Throwing | 10 sp. | +3 | +3 | 10 feet | 3 lbs. | Piercing |
| Sling, Staff | 5 bp. | +1 | +3 | 20 feet | 2 lbs. | Bludgeoning |
| Whip | 1 sp. | +0 | +3 | - | 2 lbs. | Slashing |
| **Medium** | | | | | | |
| Blowpipe | 2 bp. | +1 | +3 | 30 feet | 3 lbs. | Piercing |
| Bow, Composite Short | 75 sp. | +2 | +3 | 70 feet | 2 lbs. | Piercing |
| Bow, Pellet | 20 sp. | +1 | +3 | 70 feet | 2 lbs. | Bludgeoning |
| Cannon, Air | 100 sp. | +2 | +3 | 50 feet | 4 lbs. | Piercing |
| Cannon, Steam | 100 sp. | +5 | +4 | 120 feet | 10 lbs. | Piercing |
| Flamethrower | 100 sp. | +2 | +3 | 15 feet | 4 lbs. | Fire |
| Harpoon | 10 sp. | +2 | +3 | 30 feet | 7 lbs. | Piercing |
| Radiata | 100 sp. | +1/+2 | +3 | 100 feet | 6 lbs. | Heat/Light |
| Resonata | 100 sp. | +1 | +3 | 60 feet | 6 lbs. | Sonic |

## Weapon Descriptions

**Adze -** The adze is a carpenter's tool. It consists of an axelike blade mounted with the edge at right angles to the handle. They often have elaborately carved handles made of wood.

**Axe, Battle -** This sturdy axe is one of Asia's most famous weapons, being both highly effective and often quite beautiful. The head is mounted with a pick opposite the blade, and is often engraved. Broad metal bands extend down from the head along the wooden shaft for reinforcement. It is found in Asia, Araba, Tanis and Minos.

**Axe, Elephant -** This is a large, two-handed axe used to strike down elephants (and thus their riders) in battle. It has a very unusual appearance, having a large crescent blade attached to a handle by way of a solid bronze tang. Half of the handle is made of bronze, with only the lower half being made of wood. It is found in Monomotapa, and some areas of Dadosahe and Addis.

**Axe, Great -** A double-bladed war axe from Noricum, mounted on a wooden haft. This is the weapon of choice for many soldiers in Upper Noricum (north of the mountains).

**Axe, Great Battle -** An ancient Tanisani two-handed axe. The bronze head is fitted into the wooden haft by means of a tang. It is simply a larger, two-handed variant of the battle axe.

**Axe, Hand -** This is an early axe used in ancient times, and still used in Araba and among barbarian tribes across Phydea. The head, made of cast copper or bronze, is fitted into a wooden handle by tangs. Its broad head makes it suitable for use against unarmored foes since its penetration capabilities are not great. Copper varieties of this axe are no longer being made, as they are obsolete, but they can still be found and used (apply all penalties for using inferior materials if applicable).

**Axe, Throwing -** This is a standard throwing axe, found in all cultures. It can be used for hunting, working wood and warfare, although it's balanced throwing design makes hand-held actions with this weapon feel awkward (-1 to hit when held).

**Blowpipe -** This is a normal blowgun. Though it can be found anywhere, usually as a hunting weapon, it is only found in a militarized form among the soricid and in the regions of Mauria, Monomotapa and Dadosahe.

**Bola -** This is an ancient weapon of the Trypilliani, and a symbol of their history. Bolas consist of a cord or leather thong with stones attached to each end. A second cord with stone is attached to the center of the first to create a three-pronged weapon. The weapon is spun around the head and then thrown at the target animal's legs. It can also be used to hunt birds.

**Bow, Composite Short -** Composite Bows are those which have staves made from more than one piece, although not necessarily from more than one different type of material. Generally the core of the stave is made of wood (sometimes several pieces). The back of the bow stave (the part facing towards the target) has animal sinew glued to it, while the belly (the part facing the user) is covered with thin strips of animal horn or metal. This type of bow is very strong and can fire further than a standard short bow. It is found in Scythia, Trypillia, Amazonia, Circassia and Colchis. It can be purchased elsewhere, but it is often very expensive.

**Bow, Pellet -** Although almost identical in construction and use to a normal bow, the pellet bow has a small pocket in the bowstring for holding a stone or pellet of lead or clay. The pellet can be fired with more force than from a sling (giving the weapon extra range, though not extra damage). Pellet bows use sling ammunition: sling stones and sling bullets. This weapon is a favorite among the bilwis.

**Bow, Self -** This is a basic bow, carved from a single piece of wood, with no reinforcements of any kind. This bow is primarily used for hunting, although some archers will use one when nothing else is available, as they are very easy to make.

**Bow, Short -** This is a standard short bow, a very common weapon found all over the world. The short bow is made from sturdy materials and designed for use in battle, unlike the self bow, which is a very basic bow used entirely for hunting. The short bow is normally reinforced with sinew or a strip of hard wood glued to the main stave. These minor reinforcements are not as extreme as those found in composite bows however.

**Cannon, Air -** This ingenious bronze weapon is medium-sized and must be fired two-handed. It is not particularly powerful, not at all silent, and has a range only slightly better than that of a blowpipe. Its major advantages are an auto-loading mechanism (sort of a primitive, gravity-fed magazine) and near indestructibility (it is weather resistant, although not entirely waterproof). The air cannon is popular in Nisoi. It fires at a rate of 2 arrows per round, and has a magazine that holds 10 or 20 arrows.

**Cannon, Steam -** This weapon is identical to the air cannon, except that instead of using a pump to compress air, it uses a heavy bronze container filled with superheated water to produce steam. This steam is then released into the weapon's firing chamber by a valve, firing a spherical, egg-sized orb of stone or bronze. The water is heated using a firestone, a common magical item that can be purchased almost anywhere (most commonly they last for a week or so, but some can last up to months, years, or even permanently). Unlike the air cannon, this weapon packs a considerable punch and has an effective range of 120. The steam cannon gets very hot and cannot be used for more than 30 minutes at a time without risking an explosion. The weapon is cooled by unlatching a chamber in the back of the weapon and pulling out the tray holding the firestone. The firestone can then be safely placed back in its container, and the steam bled off from the weapon. The water in the chamber is capable of producing enough steam for 20 volleys. It fires at a rate of 1 volley every other round, and makes very little noise. This weapon is a favorite among members of the Order of Heron in Tanis.

**Cestus -** The cestus is a leather thong that is wrapped around the bare hands, increasing punching damage while keeping the hands of the pugilist somewhat protected. Often the cestus is fitted with small lead weights, for increased punching power.

**Club -** One of the simplest of weapons, a club is essentially a hard shaft of wood. Technically, a table leg or any strong stick can be used as a club, but almost all cultures have clubs designed specifically for combat. Often these clubs are reinforced with metal studs and are artistically engraved.

**Club, Claw -** This is a normal club with curved prongs arranged much like a claw at the end. Wild soricids use it to emulate attacks by wild beasts, often adorning it with fur to reinforce the deception.

**Club, Throwing -** A wooden, boomerang-like throwing stick common in Addis, Araba, Tanis and Mantova. Like the

sling, it is primarily a weapon of the poor. Nevertheless, many warriors are proficient in its use, as they are cheap, easy to conceal, and lightweight.

**Club, War -** This is a large, elaborately carved club is the national weapon of Monomotapa. They are often painted, and each of them is unique. These weapons can also be found throughout the rest of Archaea, though they are not commonly used.

**Dagger -** This is common knife with a sharp, double-edged, tapering blade. It is found in all regions and by all races.

**Dagger, Bracelet -** This weapon is common only in the Dadosahe region of Archaea. Although many societies developed weapons which could be concealed under clothes, the bracelet dagger is perhaps one of the simplest yet most effective designs. Generally, the dagger itself is a straight, double-edged weapon with a small hilt. The scabbard is attached to a wrist bracelet which could be fitted over the forearm. The whole affair is about one foot in length and is concealed by a loose fitting robe or shirt.

**Dart -** This weapon is essentially a large arrow, or small javelin. It is used in all cultures but is not very common on the battlefield, as most armies simply employ javelineers.

**Flail, Grain -** This is a standard grain flail, found in all cultures in which grain is grown. The grain flail is a small block of wood attached to a handle by means of a short piece of rope or chain.

**Flail, Hydra -** This is a flail equipped with three short chains, which are each topped by a solid bronze ball. These balls do not have spikes. This is a common weapon among infantry in Asia, and can also be found in Nisoi and Minos.

**Flamethrower -** This is a medium-sized handheld weapon from Nisoi and Asia, widely feared all over the world. It is a bronze, pump-action weapon that sprays naptha over a flaming wick and shoots the burning fuel out to a range of 15 ft. It has a hardwood handle for gripping, as the metal heats up considerably during operation. Anyone struck by the flames is considered to be on fire, with the rules that apply for it in the DMG. They must make a Reflex save (DC 15) or be considered set on fire. They must then make a Reflex save each round at DC 25 or suffer an additional 2 points of damage per round. It has the appearance of two bronze tubes, connected by several cross-tubes; one tube held the naptha fuel and the other held air. The naptha is pumped from its tube into the air tube, wherein it passes over the flaming wick. The "mouth" of the device is often shaped like a salamander, pyrolisk or a similar fantastic creature. These weapons are uncommon, but available. They are not particularly practical, for the fuel they use is hard to come by (anyone using this weapon regularly would almost certainly have to have the skill to make his own naptha) and carrying highly flammable fuel around on an adventure is a pretty dangerous undertaking. A fuel similar to naptha can be made from certain types of pine trees. This fuel is called syce, and though it acts similar to naptha, its stickier quality makes it necessary to clean the weapon every day if it has been used.

**Hammer -** This is a standard full-sized hammer, used in all cultures as a tool and sometimes as a weapon.

**Handle, Threshing -** This is a hardwood rod with a small handle sticking out off-center from the side. The entire length is about 2-3 feet. It was originally the handle of a millstone. With this weapon, a trained fighter can block, catch weapons, break weapons, and attack effectively. This is a threshing handle, used for harvesting rice and other small grains. A century ago in Colchis, when that land was ruled by an oppressive witch-queen, all weapons were banned except for those in the hands of the military. This led to abuse of the common people, until commoners learned to improvise weapons from normal tools. The threshing handle is an example of that, and it is now used by martial artists from Colchis as a fighting weapon.

**Harpoon -** A Mantovani spear with a wide, barbed head used for hunting large fish and marine mammals. The head is fitted to the shaft by a socket.

**Hatchet -** This one-handed woodsman's axe has a broad blade, a smooth wooden handle for a good grip, and its own leather scabbard for the head, which can be strapped to the wearer's belt. The hatchet is useful for chopping wood and serves as an excellent melee weapon. It is identical to the hand axe, though smaller and lighter in weight.

**Javelin -** This is a standard javelin; a light, tapered rod that is thrown. Typically, 6 of these are carried in a quiver. Javelin (with throwing strap) - This is a standard javelin, made more effective with the addition of a throwing strap. The strap wraps around the javelin and unwinds when thrown, causing a "rifling" effect on the weapon. This gives it greater range.

**Knife -** A tiny, single-edged bladed weapon common to all cultures and races. It is very easy to conceal but is generally only effective against unarmored foes. It is available in a wide variety of styles.

**Knife, Throwing -** In Dadosahe the throwing knife is used rather extensively. These strangely shaped metal weapons would be of little combat value if used in any other fashion. Due to the numerous projections, all of which are sharp, lethal blows can easily be given to the intended target, especially if he has little or no armor.

**Lance -** This is a standard lance, a type of spear specially designed for use while on horseback. It can be found in all regions where fighting is done while riding horses, though it is most commonly used in Mantova.

**Lasso -** The lasso, or lariat, is a length of rope with a loop at the end; the wielder holds the slack in his off-hand, twirls the lasso in his other hand, and hurls the loop at his target. On a successful hit, the lariat settles over the target, giving the wielder the chance to dismount him, pull him to the ground, trip him, etc. While it is used by cattlemen everywhere, only the Amazons and Scythians use it extensively as a weapon.

**Mace, Heavy -** This is a heavy mace of hard wood with a large bronze head, used primarily by Scythian and Trypillian horsemen as a hand held weapon. A variant made entirely out of bronze is used by the Poludnica. Statistically it is the same as the standard heavy mace, but it is 1 pound heavier, and much less susceptible to breakage.

**Machete -** This is a standard machete, found in all cultures in which thick forests and jungles can be found. It is a heavy, single-edge short sword designed for chopping.

**Maul -** This is a large, heavy two-handed hammer made entirely of wood, sometimes with metal reinforcements. It is most commonly used as a weapon in Galicia (the poludnica decorate and paint them in elaborate designs), but can be found nearly anywhere as a tool.

**Pickaxe -** This is a standard pick axe, used primarily as a digging and mining tool in most regions of the world. As a weapon, it is very effective against armored opponents.
**Pickaxe, Great -** This is a large, heavy two-handed pick with a hardwood handle and a bronze head. Though it is found all over the world, it is used primarily by the daktyloi and other miners of large build. Only the daktyloi use it as a regular weapon.
**Pike -** This weapon is one of the most commonly used by armies accustomed to fighting against cavalry troops. The pike is essentially just a very long spear. Its size makes it cumbersome as an adventuring weapon, unless the adventurer is going to remain in the wide-open.
**Pipe, Bronze Smoking -** This is a tobacco pipe made of bronze. Its innocent appearance disguises its use as a clubbing weapon. It is popular with soricid because it is cheap and easy to make and does not appear to be dangerous. It can also be used for smoking.
**Radiata -** This is one of the more bizarre weapons found in Tanis, invented by the Order of Archimedes. It is comprised of a medium-sized wooden stock with an array of parabolic mirrors (of highly-polished bronze) across the top, and a single, small parabolic mirror in front of the weapon. The weapon catches sunlight along the top mirror array, and directs the ray (by bouncing it from mirror to mirror) to the mirror in front, which then "shoots" the ray at the target (up to an effective range of 100). This ray is concentrated light, and must be kept on the target for 2 rounds before any damage is incurred (although the target must make a Reflex save at DC 10 on the first round or be blinded for 1 round). On the second round, the target immediately takes 1 point of heat damage. If the ray is held on target for 3 rounds, the target must make a Reflex save (DC 15) or take 2 additional points of damage, and his combustible equipment must make a saving throw or catch fire. Each round thereafter the target takes another 2 points of damage, and must again make a save against combustion if the target is not already on fire. In order for this weapon to function, it must have a source of light equivalent to sunlight… torch light, moon light, lamps, and so on will not work, as the radiata simply will not project a ray. The mirror that fires the ray is turned inward when not being used, and must be flipped into position for firing. The weapon can be aimed at a 90 degree angle, but only upward, not downward. The body of the weapon must be held level (or slightly off-level) in order for it to function. The weapon is very durable, being made entirely of bronze and hard wood, but the parabolic mirrors must be regularly polished and cleaned. Also, the mirrors get very hot when in operation (whether a ray is being fired or not), and some users cover the disks in black cloth when not in use (removing the cloth is a full-round action).
**Resonata -** This is a sonic weapon, based upon the same basic design as the steam cannon. It has a medium-sized wooden stock, topped with a bronze sounding chamber that is shaped like an equilateral triangle. On the back of the weapon is the gearbox, which has a small handcrank. To use this weapon, the handcrank must be wound up for a full round (this can be done ahead of time, as there is a release latch that can hold the crank in place until ready for use). Once the latch is released, the gears inside the sounding compartment start to spin, creating a very loud noise audible for a considerable distance. After the second round, the mechanical screeching turns into a low-frequency hum, and this sound is focused inside the sounding box and released through a horn at the front of the weapon. The resonata has an effective (damage-inflicting) range of 60 and delivers variable damage depending upon how long it is trained upon the target. The first round of damage (remember, it takes one round to crank the weapon and another round before it is ready for use, so the first damage-causing round would be round 3) inflicts +1 damage, the second round causes +3, third round causes +5, and so on, for as long as the weapon is trained on the target. An attack roll must be made each round. Each round the target takes damage he must make a Reflex save or become nauseated and disoriented. This effect lasts for up to 1d4 rounds after the target is no longer taking damage. The weapon is capable of damaging any material, including stone, flesh, wood and metal, but does no damage to magical weapons or armor. The weapon can operate continuously for 10 minutes before it needs to be rewound. The resonata is fairly durable, but the gears in the sounding box cannot be exposed to water and dust or they risk damage. Dropping the weapon on a hard surface, or any similar physical shock might also cause it to cease operating.
**Scorpion -** This is a large weapon by soricid standards, being a type of polearm. The scorpion is a wooden staff topped by a wicked-looking bronze blade. The blade is a straight spear-like point, with several projections protruding from it at different lengths and angles. While all scorpions have this in common, there are several variations of the weapon (the blades protrude at different angles or places, or are differing in length, etc). Though it can be used against any foe, this weapon is primarily designed for use against giant insects, being perfectly suited for penetrating and cracking open their hard exoskeleton.
**Scourge -** This is a standard flagellum, found in almost all regions. It is typically used as a tool of punishment against criminals and slaves.
**Sickle -** This is a common tool used for cutting plants, particularly grains. It has a small, crescent-shaped blade (with the edge on the inside of the curve) attached to a short handle. Some "militarized" forms exist, in which the blade is reinforced and the sickle made heavier and less susceptible to breakage.
**Sling -** This is a standard sling, one of the most universally common of all weapons. It is a short piece of leather with a cup-like pouch in the middle, used for holding a stone or bullet. The weapon is spun around and one end of the leather strap released, thus hurling the projectile at the target.
**Slingshot -** Wild and civilized soricids discovered that certain resins combined well with intertwined strings to make a very elastic cord. The slingshot is a Y-shaped wooden stick with this elastic string tied on both arms, with a sling at the centre. This weapon is a good substitute for a normal sling in the restrictive confines of the heavily wooded areas the soricid like to inhabit.
**Sling, Staff -** The staff sling consists of a wooden pole with a leaf-shaped blade, attached behind which are two or three fixed vanes of wood. A sling is fitted at the tip and behind the vanes and the dart then spun above the head. While it cannot throw a projectile as far as a normal sling, it is capable of throwing heavier objects, such as stink pots and grenades. This weapon is used in Araba and Asia.
**Spear, Heavy -** A heavy spear found in Mantova and Nisoi,

with a long metal head and a round wooden shaft. At the joint where the head and shaft meet, a round lead weight was fitted to increase the impact of the weapon.

**Spear-Lance -** This is a thrusting "lance" (called the xyston) used by cavalrymen in Nisoi, particularly by the famous Thessaloi horsemen from Tessa. It has a heavy, round counterweight on the butt of the spear, which some enterprising foot soldiers have adopted to using as a double weapon.

**Spear, Light -** This is the very common, bronze-tipped spear found all over Phydea.

**Staff -** This is a standard staff, carved from hard wood and equipped with a protective bronze cap on the end. The cap is on the tapered end that comes in contact with the ground.

**Sword-Axe -** This is a standard crescent axe, a sturdy weapon often used with both hands (though not necessarily). It is used in Araba.

**Sword-Axe, Great -** This weapon (called the rhomphaea) consists of a curved, double-edge blade mounted upon a wooden staff. This weapon is very deadly in skilled hands, and it is popular among adventuring fighters and barbarians for its stopping power. Though it is originally from Moesia, it is commonly found in Alba and Nisoi as well.

**Sword, Falx -** This long sword has a very sharp, curved blade that rests on a hardwood handle reinforced by bronze. Despite this, it is not particularly heavy, but it is very deadly in combat. It is not uncommon for this weapon to sever limbs in the heat of battle. It is the most common long sword in Alba, and can be found in Moesia and Galicia as well.

**Sword, Great Daktae -** This large, two-handed sword is considered by many to be the finest sword one could hope to own (assuming one is of appropriate size to wield it, of course). It represents the height of daktyloi sword craft, and these weapons are not easy to come by (though the daktyloi do make them occasionally for sale). They are often made as masterwork and magical weapons. Some of them are even manufactured from a rare crystal that is as hard as metal and only half as heavy.

**Sword, Great Falx -** This large, two-handed sword represents the height of human sword making, being made for the largest of skilled fighters from Alba. They are much more common than the daktae sword of the daktyloi, and are similar in most aspects to those other swords (except that the daktyloi sword is straight and has piercing, as well as slashing capability).

**Sword, Long -** This is a bronze cutting sword with a straight single-edged blade. The pommel is frequently in the form of something decorative, such as an animal's head. This sword is often engraved, and it is a popular sword used for enchantment.

**Sword, Short -** This is a simple short sword, consisting of a tanged bronze blade and a plain wooden hilt. Though its appearance is rather plain, it is a very sturdy sword and masterwork (as well as magical) varieties are common (relatively speaking, of course).

**Sword, Short Curved -** This is a short sword with a slightly curved blade, found in all cultures. It is usually carried concealed under the clothing. It is therefore very popular among assassins and thieves, as well as politicians.

**Sword, Sickle -** This is an ancient sword that is curved like a sickle. It is the most common sword available in Araba and Tanis, where it is called the sappara and khopesh, respectively.

**Tiger Claws -** This weapon is found in Araba, and is virtually unknown elsewhere. It consists of a bar with four or five curved blades attached. On each end of the bar a ring is attached. The forefinger and pinky are slipped through the rings, with the bar in the palm. Obviously this weapon can be easily concealed and is favored by thieves and assassins. Sometimes these weapons are further fitted with dagger blades.

**Tortoise Blade -** This contraption is designed to be used by a soricid in his off hand. It is a turtle shell strapped to the user's wrist, with a dagger blade jutting out where the wielder's fingers should be. A tortoise blade grants a +1 shield bonus to armor class. As with any shield, when you attack with a tortoise blade you do not get the shield bonus to your AC. A tortoise blade also provides a -1 armor check penalty and incurs a 5% power failure chance for its wielder.

**Trident -** This is a standard trident, a weapon and tool that is effective at spearing fish as well as enemy flesh. It is commonly used for spearing fish only by those who use it as a weapon as well; most common fishermen use spears instead of this weapon, which is bulky in comparison. The trident is found wherever there is a culture centered on the water.

**Trident, Great -** This is a larger, heavier version of the normal trident, with longer, razor-sharp tongs on the end. It may not be used as a throwing weapon or as a fishing tool. It is used in Minos and the islands of Aegis.

**Whip -** This is a long leather or cord whip attached to a wooden handle. It is primarily used to control animals. It is used all over Phydea, but rarely as a weapon.

## Armor & Shield Descriptions

**Ankheg Armor (Leather/Hide) -** Renowned for its remarkable strength and acid resistance, spellcasters greatly prize the chitinous shell of these large insect-like creatures. Leather and hide armor crafted from its rigid body improves the armor rating by one, however it also increases the armor check penalty by one while reducing the maximum Dexterity bonus by one.

**Bark Armor -** Carefully crafted from the thick bark of trees, bark armor is treated to prevent it from becoming brittle over time. Large plates of bark cover the torso and back, while strips of it are fastened to cloth or leather backing to cover the arms and legs. Bark armor is rare, and generally only worn by races living in the wilderness, such as the soricid.

**Battle Robe -** Another garment for battle-minded sorcerers, the daktyloi version of the armored robe is not meant for stealth, but for protection. Resilient fabric made from gossamer thread intertwines with orichalcum wire and small bronze plates, providing very good protection. There are versions of battle robes tailored as dresses and gowns, worn by daktyloi ladies who go into battle as part of their noble duties.

**Bone Armor -** Bone armor is sometimes worn by soricids or barbarian soldiers and sorcerers. The armor consists of a cloth or leather coat reinforced with strips of bone, and leaves the limbs free.

**Bronze Corselet -** This is a full bronze breastplate that covers the entire torso in front and back. It is the most popular form of heavy armor, and worn by the majority of heavy infantry troops who can afford it.

# Armor & Shields

| Light Armor | Cost | Bonus | Dodge | Penalty | Speed | Weight |
|---|---|---|---|---|---|---|
| Bark | 5 sp. | +2 | +5 | -2 | 30 feet | 15 lbs. |
| Bone | 20 sp. | +3 | +3 | -3 | 30 feet | 20 lbs. |
| Cord | 15 sp. | +2 | +5 | -1 | 30 feet | 15 lbs. |
| Fasciae/Leg Guards | 10 sp. | +1 | +8 | 0 | 30 feet | 5 lbs. |
| Hide | 15 sp. | +3 | +4 | -3 | 20 feet | 25 lbs. |
| Leaf, Soricid | 25 sp. | +2 | +7 | 0 | 30 feet | 10 lbs. |
| Leather | 10 sp. | +2 | +6 | 0 | 30 feet | 15 lbs. |
| Leather, Ankheg | 30 sp. | +3 | +5 | -1 | 30 feet | 15 lbs. |
| Leather, Chameleon | 50 sp. | +3 | +5 | -1 | 30 feet | 20 lbs. |
| Leather, Dire | 50 sp. | +3 | +5 | -1 | 30 feet | 15 lbs. |
| Leather, Night | 60 sp. | +2 | +8 | 0 | 30 feet | 5 lbs. |
| Leather, Studded | 25 sp. | +3 | +5 | -1 | 30 feet | 20 lbs. |
| Padded | 5 sp. | +1 | +8 | 0 | 30 feet | 10 lbs. |
| Sariam/Charioteer | 25 sp. | +2 | +5 | 0 | 30 feet | 20 lbs. |
| Skirt, Orichalcum | 120 sp. | +2 | -1 | 0 | 30 feet | 8 lbs. |
| **Medium Armor** | | | | | | |
| Battle Robes | 200 sp. | +4 | +4 | -2 | 20 feet | 15 lbs. |
| Chitin | 100 sp. | +5 | +0 | -6 | 20 feet | 35 lbs. |
| Corselet, Bronze | 200 sp. | +5 | +3 | -4 | 20 feet | 30 lbs. |
| Hide, Ankheg | 40 sp. | +5 | +3 | -4 | 20 feet | 25 lbs. |
| Hide, Dire | 150 sp. | +5 | +3 | -5 | 20 feet | 25 lbs. |
| Scale, Bronze | 50 sp. | +4 | +3 | -4 | 20 feet | 30 lbs. |
| Scale, Serpent | 100 sp. | +4 | +3 | -4 | 30 feet | 15 lbs. |
| **Heavy Armor** | | | | | | |
| Dendra Panoply | 600 sp. | +7 | +0 | -7 | 20 feet | 50 lbs. |
| Wood, Soricid | 300 sp. | +6 | +3 | -5 | 30 feet | 25 lbs. |
| **Shields** | | | | | | |
| Bronze, Large | 20 sp. | +2 | +0 | -2 | - | 15 lbs. |
| Bronze, Small | 9 sp. | +1 | +0 | -1 | - | 6 lbs. |
| Buckler, Beetle | 60 sp. | +2 | +0 | -1 | - | 5 lbs. |
| Kappa Shell | 30 sp. | - | - | -10 | - | 45 lbs. |
| Tortoise Blade | 10 sp. | +1 | +0 | -1 | - | 3 lbs. |
| Wooden, Large | 7 sp. | +2 | +0 | -2 | - | 10 lbs. |
| Wooden, Small | 3 sp. | +1 | +0 | -1 | - | 5 lbs. |

**Chitin Armor -** This is armor made from the exoskeletons of various kinds of giant insects. As these creatures are plentiful in the wildernesses of Phydea, it didn't take long for people to make their exoskeletons into wearable armor. Chitin armor is comprised of chitin plates covering the wearer's torso, as well as smaller pieces on the joints and limbs.

**Cord Armor -** Cord armor consists of ropelike fibers woven and knotted into a thick, tough fabric. It is typically found among more barbaric cultures or in places where leather is scarce.

**Dendra Panoply (Bronze Plate Mail) -** The dendra panoply, or bronze plate mail, is made of composite layers of metal scales and leather or padded armor. Bronze plate armorers use leather and padding under the bronze plates instead of heavier armor, to increase flexibility and keep the armor relatively lightweight. Also, to reduce the overall weight of the armor, there are no bronze plates attached to the moveable joints. A large bronze breastplate and greaves are often the only difference between bronze plate mail and bronze scale. Bronze plate mail represents the highest form of armor in the Phydea campaign world, with the only exceptions being magical armor or armor made with exceptionally rare metals (like orichalcum). Easy to emboss with one's family crest or tribal insignia, well-worked bronze shines like gold and can be polished to the sheen of a mirror. Some tribes have literally won entire battles on the distracting beauty of their exquisite armor alone.

**Dyed Armor -** Supple leather or padded armor can be dyed in any one of several colors by a variety of herbal colorants. Many of these offer surprisingly deep hues, such as madder's rich reds or the almost purple blues provided by indigo or woad. In combination, and with a predyeing process of bleaching with sun, lemon juice or urine, they can be used by a skilled dyer to make a suit of supple leather or padded armor almost any color the purchaser wishes. This must be done as part of the armormaking process however, so the armor must be mastercrafted and custom-made for the wearer. Armor which has already been made and bought cannot be dyed at a later date. Dyed armor provides the wearer a +1 circumstance bonus to Hide in one type of terrain, such as Cold Forest or Temperate Hills, depending on the precise shade chosen. Alternatively dyed armor can be merely decorative or used for identification, as in the deeper reds or blues. Note that leather armor cannot be dyed, due to the boiling process required to make it. Likewise studded leather armor gains no benefit from being dyed as the bright rivets tend to give away the wearer's position. *Dyed Armour: +50 sp, 0 lb.*

**Fasciae/Leg Guards -** This type of armor is strictly for the protection of one's legs. They are hardened leather (or hide) leg guards, coming in two basic forms: leather wrappings that are wound around the leg from the ankles to the knees, or form-fitted leather plates that are clasped around each leg. Sometimes the latter are reinforced by bronze plates attached to the outside. They are often worn in combination with other armor types.

**Hide Armor -** Hide armor is made from the thick hide of a very large animal (an elephant, for example) or from many layers of normal leather from common animals, like cows. Hide armor is much too thick, heavy, and inflexible to be used much in the advanced human cultures. Its weight is comparable to chain mail, but its protection is less. However, among the barbaric humanoid masses throughout the dark forests and misty jungles of the world, hide armor is common. Because of its simple construction, any race with Low Intelligence or better can make suitable hide armor. All that is required is a dead animal and someone to wear its skin. Since no effort to tan the hide is necessary to get basic protection, creatures with a desire for excellent protection at a fair price (i.e., usually free) find hide armor ideal for everyday use. Proper tanning, of course, improves the armor's life (and acceptance in polite society). The smell of untanned armor is something a warrior must get used to. Few human cultures employ hide armor extensively. Most notably, certain northern barbarian tribes, those to the north of Alba, commonly wear thick hide armor. Some of these tribesmen actually believe that the hide armor gives them animal-like strength and powers, and that human armors like chain and plate mail actually rob them of their innate combat instincts. While this may be dismissed as ignorant superstition, there are shamans of the northern wastes who tell great tales of famous suits of hide armor, blessed with the spirits of the animals from which they came.

**Hide Armor, Dire -** Dire animals are not only bigger and ferocious, they are quite literally thicker-skinned. Dire hide is prepared from multiple layers of dire leather and dire animal hides. It is stiff and hard to move in but provides those who already favor hide above other armor with a superior bonus to their armor class.

**Leaf Armor, Soricid -** Soricid artisans weave suits of armor from forest leaves, which are then treated by a special alchemical process that makes them as tough and flexible as leather, with considerably less weight and encumbrance. Such suits are made in both "springtime" and "autumn" styles. Springtime leaf armor is vivid green while autumn leaf armor is made up of red, orange, and yellow leaves. The armor grants a +5 to Hide checks in a wooded environment, provided the suit is "in season." Soricids are known to craft special suits of this armor for other races, usually humans, who have performed some deed for them.

**Leather Armor -** Leather armor, despite the popular misconception, is not soft and supple like the leather used to make a ranger's boots or a druid's robe. That kind of leather offers no better protection than common clothing. Leather armor is actually strong and stiff, having been hardened in boiling oil and then stretched over a wooden or stone model of a man's or woman's chest. The resulting breastplate and shoulder guards are combined with a tunic or kirtle and, in colder climes, leggings of wool or soft leather. This is the most common form of armor. The materials (leather and oil) are readily available in all civilized lands. Only the techniques for boiling and shaping the leather are necessary, and this is not a difficult feat for a leatherworker. This armor is both inexpensive and durable. While the leather is extremely stiff, it is never fashioned into anything larger than a breastplate, which keeps restriction of movement to a minimum. Naturally, this arrangement means leather armor affords no protection to the joints, but this is true of most types of armor, and is a challenge all civilized races have been attempting to overcome since wars began. In severe combat situations, leather armor may need to be replaced weekly. However, the armor is easily cleaned, reasonably unaffected by weather, and resists all but the severest of abrasions. This means a

good set of leather can be worn daily for many months without need for replacement. Many retired warriors and middle-class militia have a set of leather armor stored away that they take out and polish at least annually. Because raw leather comes from a by-product of ancient daily life (i.e., eating beef and other meats), in civilized societies leather armor is very common. Even rural communities have little trouble manufacturing leather armor for the troops within a few days. Cows are not the sole source of hide for tanning. Horses, sheep, and camels can be used just as easily. In short, the creature must have a thicker skin than that of a normal man, but not quite as thick as that of an elephant or bear. The skins of these well-protected creatures, when tanned, become hide armor. Irregular human forces (e.g., militias and levies, freemen, commoners above peasant level, barbarians, light infantry, and marines) are the primary users of leather armor, for the following reasons: A) leather armor is drastically cheaper and more readily available than metal armor; B) the armor can be worn for long periods of time without leading to increased fatigue or disease; C) the method or protection is so simple that many armies can make new sets of armor from cattle seized in newly raided territories, often scant days before meeting the defenders in battle; and D) they can be stockpiled for years without the excessive maintenance required by metal armors that are prone to rust. Another benefit of leather armor, much extolled by those of a more disreputable persuasion, is the ease which it can be silenced. While leather armor is not typically noisy, its buckles and fasteners tend to rattle and clink. Unlike metal armor, leather armor is easily muffled by clothing and as such makes little sound during normal movement. Additional layers of clothing further dampen sounds made by the wearer while hiding. More rouges than can be counted owe their lives to muffled leather armor. The freedom of movement, adequate general protection, lack of noise, high availability, and low price make this the armor of choice for the general human population.

**Leather Armor, Chameleon -** This specialized soricid- made armor is crafted from the hides of giant chameleons. It has the same general statistics as studded leather, but has the special ability to blend with its surroundings to a limited degree. Chameleon leather grants the wearer a +2 circumstance bonus to Hide checks. In addition, if the wearer has been actively hiding for 3 rounds, each additional round of hiding in the same spot grants a cumulative +1 bonus to Hide checks every round. So, on the fourth round of hiding in the same location, the circumstance bonus goes up to +3, +4 on the fifth round, +5 on the sixth round, etc… to a maximum circumstance bonus of +10. Once the character moves from the location, the bonus reverts back to +2.

**Leather Armor, Dire -** This leather is prepared exclusively from dire animals. As such, it is thicker and more durable than other forms of leather armor and provides superior protection. This armor is generally found exclusively among the wilderness races (and classes such as druids) for only they know where to find extensive numbers of dire animals.

**Leather Armor, Night -** Night leather armor is ink black and made of soft and tough spidersilk, although some versions use dyed gossamer thread. The material seems to absorb light and, coupled with its suppleness, grants its wearer a +2 bonus to Hide and Move Silently checks. This armor can be worn under other light and medium armor, but this cancels the bonus to the skill checks. This armor is highly prized by thieves and assassins.

**Leather Armor, Studded -** Studded leather armor has little in common with normal leather armor. While leather armor is a hardened shell, studded leather armor is soft and supple with hundreds of metal rivets affixed. The rivets are so close together that they form a flexible coating of hard metal that turns aside slashing and cutting attacks. The soft leather backing is little more than a means of securing the rivets in place. Studded leather armor is known as "poor man's mail" because of its metallic components and low price. It is more common among the general population than most people would first believe because, unlike other types of mail armor, studded leather is relatively easy to make. While a soft leather backing is the most durable and comfortable, any stout cloth can be used as a backing for the rivets. The rivets themselves are also easy to acquire, as everything from nails to pebbles have been substituted at one time or another in times of desperation. In general, as long as the backing is secure and the rivets are hard enough to withstand a glancing blow, the armor so comprised should be considered studded leather for purposes of weight and protection. Studded leather is commonly worn by pirates and other seafarers. The protection afforded is better than normal leather armor, which is an important point during sea combat when a shield may not be practical (a shield is useless when climbing or fighting in a ship's rigging). With regard to swimming, the weight of studded leather is significantly less than metal armor, and the flexibility of the soft leather backing is better for such demanding activity. Indeed, for short times in the water, it is as easy to maneuver in studded leather as it is to move in a normal leather breastplate. Therefore, most sea-going mercenaries and pirates prefer to wear studded leather as their all-purpose armor. Trained marine contingents, however, whose main function is boarding, usually wear normal leather and carry a shield. Miserly merchants, who shave pieces of gold more than they like to admit, will often buy studded leather to outfit their hired guards. However, these copper-pinchers pay for the protection one way or another, as studded leather tends to wear out rather quickly. Not only does the soft backing wear out as quickly as thick clothing, but the metal studs can be affixed only by driving them through the leather, considerably weakening the overall strength of the backing. Eventually, the holes open up and the rivets drop out. Studded leather is also prone to the same problems of sweat, grime, and insects as padded armor.

**Orichalcum Skirt Armor -** This skirt of interlocking orichalcum rings straps to the wearer's waist and reaches no lower than the knees, giving additional protection to any armor worn. It fits easily over any armor except full plate, and though it adds weight to the character, it does not interfere with spellcasting. An orichalcum skirt gives a +1 armor bonus to a mount's AC.

**Padded Armor -** Padded armor typically covers the chest and shoulders, but full-length suits are sometimes seen. Padded armor is mostly found among the poor and unskilled. Only the poorest excuses for armed forces would be caught dead in padded armor. The bulky and restrictive nature of the armor makes it a poor substitute for a stout set of leather. Village militias, neophyte bandit packs, urban street gangs, and primitive barbarian hordes are the most common users of padded

armor. In short, this includes anyone who cannot afford leather armor (i.e., the truly destitute), cultures without the technology to tan hide (i.e., the truly primitive), or those who have no other option at their time of need (i.e., the truly desperate). Padded armor can be made by any race or nation. Thus, it is common protection for the poorer classes. Since making a padded suit of armor requires little more than a crude needle and thread, low-level or desperate adventurers in need of additional protection can usually whip up a set of padded armor in less than two days. The durability and level of comfort afforded by the home-made suit naturally varies in direct proportion to the skill of the would-be armorer. For game purposes, several layers of heavy cloth or furs can be considered padded armor for the purposes of determining a character's base armor class. Padded armor, being little more than multiple layers of clothing, tends to soil and wear out easily. Although newly fashioned sets may sell cheaply, padded armor must be replaced often, even if it is well cared for. Lice, sweat, dirt, fleas, and insects all take their toll.

**Sariam/Charioteer Armor -** This is a light armor worn by charioteers. It is more of an armor configuration rather than a specific type of armor. In general, Sariam armor is worn on the torso and upper body, along with the arms, and is comprised of a light material (such as padding or leather) and a small breastplate (often of bronze).

**Scale Armor, Bronze -** This is a coat of soft leather covered with overlapping pieces of bronze, much like the scales of a fish. The scales in scale armor are made smaller in order to make the suit more flexible and comfortable when worn. Indeed, in this respect, scale mail far exceeds either plate or banded mail. However, all those scales require more maintenance, as the more items attached to an armor's backing, the greater the chance some will fall off. Scale mail suffers the same problems of dirt, grime, lice, and odor that studded leather and padded armor suffer.

**Scale Armor, Serpent -** This soricid-crafted armor grants the protection of bronze scale armor but weighs the same as leather, and is very highly-prized. It is crafted from a wide variety of giant snakes, and is one of the more popular soricid armors made largely for export. Some soricid fighters like the supreme protection and lightweight qualities of the armor, but many are turned off by the armor's major drawback… it is shiny and highly reflective, similar to metallic armors. There are a couple varieties of giant snake with dull scales (one green, the other black) and it is from those creatures that this armor is crafted for soricid use. In general, serpent scale mail is quite beautiful in appearance, and comes in many different colors and patterns.

**Shield, Beetle Buckler -** This buckler is actually a Tiny scarab beetle that latches onto the forearm. It takes a day of wearing the beetle for it to attune to a new owner before it grants a bonus. After this day has ended, the beetle buckler acts as a masterwork buckler with a nonmagical +2 enhancement bonus. A command word causes the beetle to fly around its owner, blocking ranged attacks (as the Deflect Arrows feat).

**Shield, Crystal -** This daktyloi-crafted shield is manufactured in the same sizes as regular bronze shields, and offers the same protections as normal bronze shields. What crystal shields offer are incredible beauty, the ability to reflect light and gaze attacks, and half the weight of their regular shield counterpart. They are generally not sold outside of daktyloi communities, but when they are they can command up to 200sp more than their normal price.

**Shield, Kappa Shell -** Soricid soldiers occasionally use kappa shells (a large tortoise) for protection, strapping the hard shell to their backs and crawling on all fours to advance their position. Used this way, a kappa shell functions much like a tower shield, providing nine-tenths cover (+10 Bonus, +4 on Reflex saves, with half damage on a failed save and none on a successful save) as long as the covered soricid remains on all fours, moving at half his speed. Once engaged in melee, a sensible soricid sheds the shell entirely. Humans can use kappa shells as well, but generally find the concept demeaning.

**Shield, Large Bronze -** This is a simple, large shield made of bronze. They are often polished to a high shine, and engraved or embossed with various designs. By far, most of these shields are round in shape, though other styles are not unknown.

**Shield, Large Wooden -** This is a simple, large shield made of hard wood. They are sometimes covered with a hide or leather covering, and are often painted or decorated. They come in many different shapes, and each region has its favorite style.

**Shield, Small Bronze -** This is a simple, small shield made of bronze. They are often polished to a high shine, and engraved or embossed with various designs. By far, most of these shields are round in shape, though other styles are not unknown.

**Shield, Small Wooden -** This is a simple, small shield made of hard wood. They are sometimes covered with a hide or leather covering, and are often painted or decorated. They come in many different shapes, and each region has its favorite style.

**Shield, Tortoise Blade -** This contraption is designed to be used by a soricid in his off hand. It is a turtle shell strapped to the user's wrist, with a dagger blade jutting out where the wielder's fingers should be. A tortoise blade grants a +1 shield bonus.

**Wood Armor -** Similar to leaf armor, wooden armor is made of carefully cured and beautifully carved pieces of darkwood, supplemented by alchemically treated leaves. It is the soricid heavy armor, roughly comparable to "plate" armor. It is much more common than soricid plate armor, and is used frequently by larger soricid warriors. The armor grants a +2 to Hide checks in a wooded environment. Soricids are known to craft special suits of this armor for other races, usually humans, who have performed some deed for them.

## Masterwork Armor, Shields & Weapons

You can purchase or craft masterwork armor, shields and weapons. Such a well-made item functions like the normal version, except that its armor check penalty is 1 less than normal and weapons have a +1 to attack rolls. A masterwork item increases the item's cost by x2. The masterwork quality of a suit of armor or shield does not provide a bonus on attack or damage, even if the armor or shield is used as a weapon. You can't add the masterwork quality after it is created; it must be made as a masterwork item.

# Food

| Flour | Cost | Weight |
|---|---|---|
| Flour, Barley | 10 cp. | 30 lbs. |
| Flour, Oat | 10 cp. | 30 lbs. |
| Flour, Rye | 8 cp. | 30 lbs. |
| Flour, Wheat | 15 cp. | 30 lbs. |
| **Fresh Bread** | | |
| Alebread | 5 sp. | 2 lbs. |
| Barley | 1 cp. | 1 lb. |
| Brown | 1 cp. | 1 lb. |
| Cyllestis | 1 cp. | 1 lb. |
| Greenmeal | 25 sp. | 1 lb. |
| Halefast | 25 sp. | 1 lb. |
| Oat | 1 cp. | 1 lb. |
| Rye | 1 cp. | 1 lb. |
| Wheat | 1 cp. | 1 lb. |
| **Fresh Meat** | | |
| Beef (other cut) | 1 bp. | 1 lb. |
| Beef roast | 4 bp. | 1 lb. |
| Beef steak | 5 bp. | 1 lb. |
| Blackbird (3) | 1 cp. | 3 lbs. |
| Boar, wild | 2 bp. | 1 lb. |
| Chicken | 3 cp. | 5 lbs. |
| Duck | 6 cp. | 5 lbs. |
| Goose | 8 cp. | 15 lbs. |
| Heron | 3 bp. | 10 lbs. |
| Lamb, leg | 1 bp. | 5 lbs. |
| Lamb, whole | 1 sp. | 60 lbs. |
| Mutton chops | 3 bp. | 2 lbs. |
| Pigeon | 4 cp. | 1 lb. |
| Pork (other cut) | 1 bp. | 1 lb. |
| Pork bacon | 2 bp. | 1 lb. |
| Pork ham | 4 bp. | 1 lb. |
| Pork loin | 6 bp. | 1 lb. |
| Pork (suckling pig) | 5 sp. | 20 lbs. |
| Small game | 1 cp. | 1 lb. |
| Squab | 3 cp. | 1/2 lb. |
| Swan | 35 sp. | 15 lbs. |
| Venison | 3 bp. | 1 lb. |
| **Fish & Seafood** | | |
| Carp | 1 cp. | 1 lb. |
| Clams/crabs | 1 cp. | 1 lb. |
| Eel | 1 cp. | 1 lb. |
| Fish, fresh river | 1 cp. | 1 lb. |
| Herring, pickled | 1 cp. | 1 lb. |
| Herring, salted | 1 cp. | 1 lb. |
| Pike | 1 cp. | 1 lb. |
| Shrimp | 1 cp. | 1 lb. |
| **Fruits & Grains** | | |
| Apples | 7 cp. | 1 bu. |
| Barley | 25-50 cp. | 1 bu. |
| Berries, wild | 3 cp. | 1 bu. |
| Cherries | 8 cp. | 1 bu. |
| Citrus (oranges, lemons, etc...) | 5-50 cp. | 1 bu. |
| Crabapples | 2 cp. | 1 bu. |
| Dates | 6 cp. | 1 bu. |

| Fruits & Grains | Cost | Weight |
|---|---|---|
| Figs | 25 cp. | 1 bu. |
| Fruit, dried | 2x normal | 1 bu. |
| Grapes | 13 cp. | 1 bu. |
| Nuts, wild | 1 cp. | 1 bu. |
| Oats | 20-40 cp. | 1 bu. |
| Olives | 9 cp. | 1 bu. |
| Pears | 6 cp. | 1 bu. |
| Plums | 3 cp. | 1 bu. |
| Raspberries | 4 cp. | 1 bu. |
| Rice | 3 cp. | 1 bu. |
| Rye | 15-30 cp. | 1 bu. |
| Strawberries | 11 cp. | 1 bu. |
| Wheat | 40-80 cp. | 1 bu. |
| **Dairy Products** | | |
| Butter, salted | 15 cp. | 1 lb. |
| Butter, unsalted | 6 cp. | 1 lb. |
| Cheese, low quality | 1 cp. | 1 lb. |
| Cheese, average quality | 2 cp. | 1 bu. |
| Cheese, fine quality | 3 cp. | 1 bu. |
| Cream | 1 cp. | 1 pt. |
| Eggs | 2 bp. | 1 dozen |
| Milk, cow | 1 cp. | 2 qts. |
| Milk, goat | 1 cp. | 1 qt. |
| Milk, mare | 1 cp. | 1 qt. |
| **Vegetables** | | |
| Beans, dried | 2 cp. | 1 bu. |
| Beans, fresh | 3 cp. | 1 bu. |
| Beets | 4 cp. | 1 bu. |
| Cabbage | 3 cp. | 1 bu. |
| Carrots | 3 cp. | 1 bu. |
| Leeks | 3 cp. | 1 bu. |
| Lentils | 2 cp. | 1 bu. |
| Lettuce | 4 cp. | 1 bu. |
| Onions | 2 cp. | 1 bu. |
| Parsnips | 3 cp. | 1 bu. |
| Peas, fresh | 2 cp. | 1 bu. |
| Radishes | 3 cp. | 1 bu. |
| Turnips | 4 cp. | 1 bu. |
| **Herbs & Spices** | | |
| Angelica | 5 cp. | 1 oz. |
| Anise | 3 cp. | 1 oz. |
| Basil | 1 bp. | 1 oz. |
| Bergamot | 3 cp. | 1 oz. |
| Borage | 2 cp. | 1 oz. |
| Calendula | 5 cp. | 1 oz. |
| Cannella | 5 cp. | 1 oz. |
| Caraway | 2 cp. | 1 oz. |
| Cardamon | 1 sp. | 1 oz. |
| Chervil | 5 cp. | 1 oz. |
| Chives | 2 cp. | 1 oz. |
| Cinnamon | 20 sp. | 1 oz. |
| Cloves | 35 sp. | 1 oz. |
| Coriander | 1 lb. | 1 oz. |
| Cubeb | 15 sp. | 1 oz. |

| Herbs & Spices | Cost | Weight |
|---|---|---|
| Cumin | 2 bp. | 1 oz. |
| Dill | 3 cp. | 1 oz. |
| Fennel | 1 bp. | 1 oz. |
| Fenugreek | 3 bp. | 1 oz. |
| Galingale | 5 sp. | 1 oz. |
| Garlic | 1 cp. | 1 oz. |
| Ginger | 10 sp. | 1 oz. |
| Horehound | 4 cp. | 1 oz. |
| Horseradish | 1 cp. | 1 oz. |
| Hyssop | 5 cp. | 1 oz. |
| Juniper | 3 bp. | 1 oz. |
| Laurel | 4 sp. | 1 oz. |
| Lemon balm | 2 bp. | 1 oz. |
| Liquorice root | 4 bp. | 1 oz. |
| Lovage | 1 bp. | 1 oz. |
| Mace | 25 sp. | 1 oz. |
| Marigold | 5 cp. | 1 oz. |
| Marjoram | 5 cp. | 1 oz. |
| Mint | 3 cp. | 1 oz. |
| Mustard seed | 5 cp. | 1 oz. |
| Nutmeg | 30 sp. | 1 oz. |
| Oregano | 2 bp. | 1 oz. |
| Parsley | 4 cp. | 1 oz. |
| Pepper | 30 sp. | 1 oz. |
| Poppy seed | 8 sp. | 1 oz. |
| Rose hips | 5 sp. | 1 oz. |
| Rosemary | 5 bp. | 1 oz. |
| Saffron | 45 sp. | 1 oz. |
| Sage | 1 bp. | 1 oz. |
| Salt | 1 cp. | 1 oz. |
| Savory | 3 cp. | 1 oz. |
| Sweet cicely | 1 bp. | 1 oz. |
| Tarragon | 1 sp. | 1 oz. |
| Thyme | 1 bp. | 1 oz. |
| Turmeric | 25 sp. | 1 oz. |
| Woodruff | 1 bp. | 1 oz. |
| Zedoary | 20 sp. | 1 oz. |
| **Field Rations** | | |
| Beef, jerked | 2 cp. | 1 lb. |
| Beef, salted | 2 bp. | 1 lb. |
| Beef, smoked | 7 cp. | 1 lb. |
| Bread, black | 1 cp. | 1 lb. |
| Fish, dried | 1 cp. | 1 lb. |
| Fish, salted | 2 cp. | 1 lb. |
| Hardtack | 1 cp. | 2 lbs. |
| Pork, salted | 12 cp. | 1 lb. |
| Pork, smoked | 7 cp. | 1 lb. |
| Salmon, smoked | 3 cp. | 1 lb. |
| Waybread | 1 bp. | 1 lb. |
| **Oils** | | |
| Hickory oil | 1 sp. | 1 gal. |
| Lard | 1 bp. | 1 lb. |
| Olive oil | 8 bp. | 1 gal. |
| Sesame oil | 10 sp. | 1 gal. |
| Walnut oil | 1 sp. | 1 gal. |

| Beverages | Cost | Weight |
|---|---|---|
| Ale | 1 cp. | 1 pt. |
| Ambrosia | 150 sp. | 1 pt. |
| Apple cider | 1 cp. | 1 qt. |
| Aqua Vitae | 1 bp. | 1 qt. |
| Beer | 1 cp. | 1 pt. |
| Brytos | 1 cp. | 1 pt. |
| Cerevisia | 1 cp. | 1 pt. |
| Coffee | 1 bp. | 1 pt. |
| Galateia | 1 bp. | 1 pt. |
| Goldendew liquor | 125 sp. | 1 pt. |
| Hebe | 1 bp. | 1 pt. |
| Hippocras | 5 cp. | 1 pt. |
| Kykeon | 1 bp. | 1 pt. |
| Marrubium | 5 cp. | 1 pt. |
| Mead | 5 cp. | 1 pt. |
| Mead, black | 1 bp. | 1 pt. |
| Melomel | 5 cp. | 1 pt. |
| Metheglin | 5 cp. | 1 pt. |
| Milk | 1 cp. | 1 qt. |
| Milk, honey | 2 cp. | 1 qt. |
| Milk, mad honey | 1 bp. | 1 pt. |
| Milk, willow | 5 cp. | 1 pt. |
| Prickly tea | 1 cp. | 1 pt. |
| Razvodit | 1 bp. | 1 qt. |
| Retsina | 3 cp. | 1 pt. |
| Slibovita | 1 bp. | 1 qt. |
| Soma | 1 sp. | 1 pt. |
| Sweet | 10 sp. | 1 pt. |
| Tea | 1 bp. | 1 pt. |
| Tej | 5 cp. | 1 pt. |
| Wine, poor quality | 1 cp. | 1 pt. |
| Wine, average quality | 2 cp. | 1 pt. |
| Wine, fine quality | 3 cp. | 1 pt. |
| Wine, black | 1 bp. | 1 pt. |
| Wine, merriment | 4 bp. | 1 pt. |
| Wine, nevershiver | 5 bp. | 1 pt. |
| Wine, petal | 10 sp. | 1 pt. |
| **Miscellaneous** | | |
| Artocreas | 1 bp. | 1 lb. |
| Crackers | 5 bp. | 1 lb. |
| Fruit, brandied | 2 sp. | 1 pt. |
| Fruit, candied | 1 sp. | 1 pt. |
| Honey | 1 bp. | 1 pt. |
| Honey, mad | 1 sp. | 1 pt. |
| Jam | 5 bp. | 1 pt. |
| Jelly | 5 bp. | 1 pt. |
| Marzipan | 20 sp. | 1 lb. |
| Molasses | 5 bp. | 1 pt. |
| Mustard | 5 bp. | 1 oz. |
| Orya | 1 cp. | 1 lb. |
| Pickles | 5 bp. | 1 qt. |
| Sorghum | 3 bp. | 1 pt. |
| Sugar | 10 sp. | 1 lb. |
| Vinegar | 1 cp. | 1 qt. |
| White mastic gum | 3 cp. | 1 lb. |

## Food Descriptions

There are far too many fruits, vegetables and meats than can be listed in this work. However, the items listed in the previous tables are described below, and are a representative sample:

**Ale -** Ale is similar to beer, but is chiefly made from fermented barley. It is popular in Dartmor, and less so elsewhere. In Alba and Noricum it is used more in cooking than for drinking.
**Alebread -** A specialty item from Alba, alebread is baked with heavy, potent ale that retains a good deal of its alcoholic content when exposed to heat. This makes for a dark brown bread that tastes heavily of yeast, strong grains, and powerful ale. One inch-thick slice of alebread is as intoxicating as a mug of human-brewed ale.
**Ambrosia -** This beverage is a closely-guarded secret of the temple priests of Apollo, and it is called the "drink of the gods". It is made from mead, nectar, amber resin and the red cap mushroom. It is highly intoxicating and used only to initiate high priests of Apollo, Demeter, Dionysus and a handful of other deities in the Nisani pantheon. It is illegal to produce or sell this beverage, though it is available on the black market in many large cities in Nisoi and Moesia.
**Angelica -** This herb is grown in Noricum and is known for its medicinal properties.
**Anise -** This pungent herb is used as a flavoring for beverages and medicines. It is grown all over Macea, Asia and Araba.
**Apple -** This is a tree originally from Manta, whose fruit is commonly eaten throughout Macea. It's juice is a common beverage as well (apple cider).
**Aqua Vitae -** This is an alcoholic beverage made from distilled wine and popular in Mantova. It is often flavored with sweet cicely or juniper berries. The latter is especially popular in Dartmor.
**Artocreas -** This is a staple meal for the Nisani, and is something akin to a national dish. It is a savory pie stuffed with meat (usually lamb or fish) and vegetables, and can be found anywhere in Nisoi (and is also popular in Asia, Minos, Moesia and southern Alba). For meals it is made as a large pie, but it is most often consumed as a snack food… street vendors make it in small portions that are easy to eat casually when on the go. In this form they look something like a burrito-sized eggroll.
**Barley -** This grain is used widely all over Phydea as a cereal, for bread making, and in beer. It is most commonly used in Tanis.
**Basil -** This fragrant herb is grown in warm climates, such as Mantova, Nisoi, Asia, Araba, Tanis and Kyrena. It is immensely popular in Mantova.
**Bean -** Beans are a staple food in the diet of most Phydeas, especially so in Mauria, Monomotapa and Addis.
**Beef -** This is the meat obtained from cattle, and can be found all over Phydea. However, it is only truly common in Scythia, Trypillia and Galicia, and is among the most expensive meats everywhere else.
**Beer -** This is an alcoholic beverage made from fermented (but not distilled) grains. It is popular in Tanis, Noricum, Alba, Galicia and Dartmor, and is produced in some quantity nearly everywhere in the world where grain is grown.
**Beet -** This vegetable is featured in the cuisine of every region in Macea and Araba, but is immensely popular among the poludnica of Galicia.
**Bergamot -** This herb is common to Noricum and Mantova, and is used to brew a mild tea.
**Berry, Wild -** Wild berries can be found all over Phydea and are commonly eaten by all. Their juice is also frequently consumed as a beverage.
**Blackbird -** These small birds are gamey and are used in pies and stews. They are popular as a food in Dartmor. Elsewhere they are seen as one of the poorer types of meat.
**Boar, Wild -** This animal, the wild pig, is common throughout Macea and is a very popular meat source on that continent. In Archaea it is only found in Kyrena.
**Borage -** This herb has leaves that are eaten as greens, and flower petals which are used as a honey-like sweetener. It is grown extensively in Noricum.
**Bread, Brown -** This is a hard, slightly sour bread favored in Noricum.
**Bread, Halefast -** This delicious brown bread has a light, crispy crust. A slice of the bread will keep an adventurer nourished for one day and grants a +1enhancement bonus to Fortitude saves for four hours after consumption. The special nourishment and saving throw bonus affects a person only once per day - eating two or more slices has no effect and actually makes one feel bloated. A loaf of halefast bread keeps fresh for one month and slices into ten portions. Once stale, its special nourishment fades, it essentially becomes normal but tasty stale bread. The recipe for making halefast bread is a secret of the bardha, but a few enterprising alchemists have gleaned the recipe over the centuries.
**Brytos -** This is a type of beer made from rye, popular in Alba, Moesia and Taki.
**Butter -** Butter is known all over the world, but as it spoils quickly in heat, it is not commonly used ouside of the cooler northern areas. It is very commonly used in Alba, Moesia, Galicia and Noricum.
**Cabbage -** This is a popular family of vegetables eaten in great quantity throughout Phydea, but especially in Noricum and Galicia. Broccoli, a member of this vegetable family, is very popular in Mantova.
**Calendula -** This is a plant grown throughout Macea, whose leaves are used as greens and flowers as ornamentation.
**Cannella -** This is a plant from Mantova, whose bark is used as a cinnamon substitute.
**Caraway -** This is a popular herb used extensively in Noricum and Galicia, where it is the primary flavoring for rye bread and sauerkraut.
**Cardamon -** This herb is used throughout Araba as a medicine and flavoring for coffee and other beverages.
**Carp -** This is a freshwater fish common across Macea. Though not prized it is widely eaten, especially in Noricum.
**Carrot -** This orange vegetable originated in Manta, but is now popular throughout northern Macea and Mantova.
**Cerevisia -** This is the generic name for beer in Mantova.
**Cheese -** Cheese is found in many forms throughout Phydea, and is eaten in every culture.
**Cherry -** This is a common tree throughout Macea and Asia, producing a popular fruit that is widely eaten.
**Chervil -** This is an herb from Noricum, used as a seasoning.
**Chicken -** The chicken is a very popular bird for food pur-

poses, used throughout Phydea. It is found in every non-desert region, usually in great numbers. It is believed to have originated from the eastern lands beyond Manta.

**Chives -** These are green onions, eaten all over Macea, but especially in Nisoi and Mantova.

**Cinnamon -** This delicious spice comes from the bark of a small tree that grows in Taprobane. It is exceedingly rare in western Phydea today, as the trade from Taprobane is very erratic.

**Citrus -** This is a family of fruits that originated to the east of Manta, and are now exported throughout Phydea from Colchis, Circassia and Asia. Lemons, oranges and grapefruits are by far the most common, and they are eaten as fruit, pressed for beverages, or used in other dishes.

**Clam -** This mullosk is widely eaten in Dartmor and Noricum. It's relatives (mussels, scallops and oysters) are also popular in Mantova.

**Cloves -** Like cinnamon, this is a popular and rare spice from Taprobane. It is one of the rarest spices in existence (second only to saffron).

**Coffee -** Coffee is a beverage brewed from coffee beans, cultivated in Araba.

**Coriander -** The leaves and seeds of this plant are used all over Phydea, and it is one of the more common herbs.

**Crab -** This common shellfish is found throughout the coastal regions of Phydea, and is widely eaten in those areas.

**Crabapple -** This fruit is identical to the apple, except is is far more sour. It is never eaten raw, but common in cooked dishes.

**Crackers -** These are flavorful, smaller forms of hardtack used as food throughout Macea. They are quite popular as a snackfood.

**Cream -** This is a dairy product consumed in the northern areas of Phydea, and used for cooking in other areas.

**Cubeb -** This is a spice from Taprobane, used to make food more peppery in flavor. It is beginning to be grown in Araba as well, where it is hugely popular.

**Cumin -** This is a popular spice used in Araba and Kyrena.

**Cyllestis -** This is an Archaean flat bread that has found popularity in Asia and Nisoi as well. It is normally served with a garlic paste and sold as a snack by street vendors.

**Date -** This fruit is common to Dadosahe, Kyrena, Tanis, Asia and Araba. It is sweet and eaten raw or in dessert dishes.

**Dill -** This plant is a hugely popular spice used all over Macea and northern Archaea. It is used in the cuisine of Noricum, Galicia and especially Laahti.

**Duck -** These aquatic birds can be found all over the world, and are widely consumed by all cultures.

**Eel -** This is a type of fish that is common to Phydea (both fresh and saltwater). It is widely eaten. In Nisoi, saltwater eels are eaten in great quantities, and they are called muraenae.

**Eggs -** Eggs are a common food for most cultures, with the most popular eggs (for eating) coming from chickens.

**Fennel -** This is a plant whose aromatic leaves and seeds have a flavor similar to anise. it is found all over Phydea, but is especially popular in Tanis, Kyrena and Araba.

**Fenugreek -** This plant is an herb and spice used in Araba.

**Fig -** This is a tree common to Asia and Circassia, the produces a sweet and widely-consumed fruit.

**Fish, Fresh River -** These are fish common to freshwater rivers all over Phydea.

**Fruit, Dried -** This includes any fruit that is dried to preserve it.

**Galateia -** This is a drink made from chilled milk, honey, and powdered herbs. It has a sweet, creamy taste with medicinal overtones. It is usually drunk as a mild tonic against colds and fatigue, and is served in most inns in Nisoi.

**Galingale -** This is a popular herb from Circassia and Colchis. it is often chewed and has medicinal properties.

**Game, small -** Some small game is listed here seperately (such as duck and pigeon), but the term applies to any relatively small creature that is used as food but not domesticated. This includes birds, rabbits, squirrels and even snakes. Small game is found everywhere, but is usually the food of the poor.

**Garlic -** This bulb is one of the most common components of cuisine all over Phydea, except in the northern regions (Laahti and Dartmor) where it is shunned. It is popular most everywhere, but especially in Araba, Asia and Nisoi.

**Ginger -** This spicy root is popular in Araba, where it is now grown (having originated in Taprobane). It is gaining acceptance in Tanis and Asia as well.

**Goldendew Liquor -** Goldendew liquor is harvested from the buds of the extremely rare goldendew flower, found only in the deepest glades of soricid forests, and tasting like strong, sweet alcohol. When a dose of goldendew liquor is added to any potion, the potion is affected as if the feat Empower had been applied during its creation. If a whole vial of goldendew liquor is consumed straight, the drinker must make a Fortitude save (DC 18) after one minute or fall into a deep, dreamy slumber for 1d20 hours. Each subsequent dose consumed within one hour of the last increases the saving throw DC by +2. A one-ounce vial holds ten doses of goldendew liquor.

**Goose -** Like ducks, these aquatic birds are found everywhere and are a popular food the world over.

**Grape -** This vine produces a fruit that is possibly the most widely-consumed fruit in all of Macea and Asia. It is also used for making wine.

**Greenmeal -** Gathered and baked by the wildest of soricids for their own use and for others living in the wilderness, greenmeal cakes are a special form of vegetable bread that comes out of the oven greener than it went in. Greenmeal cakes are still alive as they only require enough heat to set its leavening and once they are made, they grow tiny offshoots and runners from the seeds embedded in their crusts. Soricids who eat a single slice of greenmeal from a ten slice loaf gains all the nutrition they need for an entire day. Other races require at least one slice per meal, but can still subsist on just that much, making it a great space saver when packing rations for a long trip.

**Hardtack -** This is a tasteless biscuit used as a field ration and as food for long trips at sea. It keeps for many months.

**Hebe -** This simple drink is pure nectar. There are several varieties made from different flowers, though one of the most common is made from honeysuckle. It's available from vendors in summertime, when it is chilled and served as a refreshment. It is very popular among children.

**Heron -** These are aquatic birds common to all of Phydea, but are only eaten in any quantity in Tanis and Asia. They are very intelligent and are often used as familiars by spellcasters in those regions.

**Herring -** This is a fish found in the cool northern waters of

Phydea, and it is widely eaten in Dartmor, Noricum and Laahti. It is also pickled or salted and transported to distant markets in Nisoi, Asia, Mantova and Tanis.

**Hickory Oil -** This is the oil made from hickory nuts, used as a flavoring condiment in Dartmor.

**Hippocras -** This is a type of mead that also uses grapes in the fermentation, making a mead-wine. It is popular in Moesia, and is virtually unknown elsewhere.

**Honey -** Honey is the most popular sweetener in the Phydea, and is eaten in all cultures. It has many different varieites, one of which is a narcotic called meli maedomenon, or "mad honey." Mad honey is used sparingly but over a wide area, being most popular in Circassia, Colchis, Scythia and Trypillia.

**Horehound -** This plant is popular in Nisoi and Asia where it is brewed with sweeteners to form a dessert beverage (similar in taste to root beer). This beverage is called marrubium.

**Horseradish -** This is a popular herb known for it's pungent flavor. It is grown all over Macea, but is especially popular in Noricum, Silesia and Galicia.

**Hyssop -** This is an herb commonly used throughout Nisoi, Asia and Araba. It is often brewed as a tea, and has medicinal properties.

**Jam -** Jam is sweetened fruit preserves containing pulp and seeds, and is eaten wherever fruits are grown.

**Jelly -** Jelly is clarified jam, or jam without pulp and seeds.

**Juniper -** This shrub has powerfully pungent berries used to flavor game and beverages in Laahti and Dartmor. It is grown throughout northern Archaea and Macea.

**Koumiss -** This is fermented mare's milk, popular as a beverage in Scythia and Trypillia.

**Kykeon -** This is a very popular beverage in Nisoi, made from barley, water, pennyroyal (a mint-like herb) and honey. Often the barley is purposefully infected with ergot (or mad honey is used) to induce stupor and hallucinogenic effects.

**Lamb -** This is a young sheep, the meat of which is very popular in Nisoi, Asia, Araba, Tanis and Kyrena (and all points between).

**Lard -** This is animal fat from pigs, used as a condiment and cooking oil in Noricum and Galicia (and in limited quantities elsewhere).

**Laurel -** This tree's leaves are called "bay leaves" and are used in the cuisine of Nisoi, Asia and Mantova. They are grown extensively in Nisoi, and laurel wreaths are given to winners of events at the Games.

**Leek -** This vegetable in the onion family is hugely popular throughout Macea and Tanis, where it is eaten in many dishes.

**Lemon Balm -** This is an immensely popular herb used to flavor teas and desserts (it has a flavor similar to lemons), and it is grown throughout Macea.

**Lentil -** This is a vegetable common to Araba, which has spread to other coastal regions of Phydea and Archaea.

**Lettuce -** This is a common vegetable eaten throughout Macea and Tanis. It is often served as a salad.

**Liquorice Root -** This is a plant whose root is chewed recreationally, for it's sweet and medicinal taste. It is popular throughout Macea, but especially in Noricum.

**Lovage -** The seeds of this plant taste similar to celery, and it is widely used throughout Phydea.

**Mace -** This is a seed covering from the nutmeg tree, cultivated in Taprobane. It is a rare and expensive spice.

**Marigold -** This plant is identical to calendula, except with a different color. It is more popular than calendula in Nisoi.

**Marjoram -** This is a popular herb used in Mantova.

**Marrubium -** This is a popular refreshment served in Nisoi and Asia, whose flavor is similar to real-world root beer.

**Marzipan -** This is a sweet delicacy made from sugar and ground almonds. It is very expensive and is often given as a gift during holidays. It is most common in Araba and Asia.

**Mead -** This is a drink made from fermented honey, popular in the lands of northern Phydea as well as Alba and Moesia.

**Mead, Black -** This bittersweet beverage is made from fermented honey and deadly nightshade. It causes disorientation and euphoria after just one cupful, and this lasts for about 1 hour. It is sometimes used as a poison, but its unique flavor and scent would only fool someone who has never come into contact with it. It is often used recreationally.

**Melomel -** This is a type of mead that also includes fruit other than grapes or apples. It is most common in Alba, where it typically contains raspberries or blueberries.

**Metheglin -** This is a type of mead favored in southwestern Dartmor, containing herbs such as lavender and chamomile.

**Milk -** Milk for consumption usually comes from goats, cattle and horses. It is usually turned into cheese (which keeps longer) and is only used as a beverage by those who live in the northern area of Phydea, including Trypillia and Scythia. In those areas where it is consumed as a beverage it is often spiced or sweetened with honey. Sometimes "mad honey" is used.

**Mint -** This herb is used extensively in Macea as a flavoring for beverages and sweets.

**Molasses -** This is thick syrup derived from sugarcane, grown in Araba and Taprobane. It is sold all over Phydea and is quite expensive.

**Mustard Seed -** These plant seeds are often ground into a paste to produce the condiment, mustard. It is grown in Dartmor and Noricum, and is very popular in the latter.

**Mutton -** This is simply meat from an older sheep (see Lamb).

**Nutmeg -** This is the aromatic seed of the nutmeg tree, found in Taprobane. It is one of the world's most prized spices, and is quite expensive and rare in western Phydea.

**Nuts, Wild -** Nuts are a type of fruit that is eaten all over Phydea and contains many different varieties. The most common nuts are pistachios, pine nuts, almonds, cashews, chestnuts and hazelnuts. Peanuts are common in Dadosahe and Mauria but are not true nuts (they are legumes).

**Oats -** This grain is grown in Phydea's cooler climates, particularly in Dartmor and Noricum. It is used as a cereal and in making bread. In Dartmor it is even used in some kinds of beer.

**Olive -** Olives are so important to the cultures of Nisoi, Mantova, Asia, Minos, Tanis, Araba, and Colchis, that it's difficult to overstate. It is commonly eaten as a food, but it's most important use is for its oil, which is used for cooking, flavoring, cleaning, as as lamp oil. It is exported all over Phydea in very large quantities, and can even be found in Dartmor and southern Monomotapa.

**Onion -** This very common vegetable is found the world over, and is particularly popular in Tanis.

**Oregano -** This herb is most associate with Mantova, where

it is used in almost everything that isn't a dessert or beverage. It grows in Nisoi and Asia as well.
**Orya -** This is a delicious pork sausage from Nisoi, heavily seasoned with garlic, oregano and other spices. It is a popular "fast food" item, sold by vendors all over Nisoi (indeed, almost every region in Phydea has a specialty sausage sold in a similar manner). It is a key ingredient in many Nisani dishes as well.
**Parsley -** This herb is used widely throughout Phydea, especially in western Araba.
**Parsnip -** This vegetable is eaten throughout Macea, where it is boiled and served in a matter similar to potatoes (there are no potatoes in Phydea).
**Pea -** This is a vegetable found all over Phydea, but is grown in cooler climates such as Galicia, Alba, and Noricum.
**Pear -** This is the common fruit of a tree that grows throughout Macea and Asia.
**Pepper -** The name "pepper" refers to the spice in Phydea. Peppers, the vegetables, grow widely throughout Phydea. Pepper as a spice is grown in Taprobane and is by far the most popular spice from that region. In fact, the bulk of trade from Taprobane is in peppercorns, and the spice is popular everywhere.
**Pickles -** This is the pickled cucumber, commonly found in Araba, Tanis and Mantova. It is also gaining popularity in Noricum. They are flavored with vinegar, dill and garlic. Other vegetables (like beets) are also pickled, especially in Araba.
**Pigeon -** This very common bird is commonly eaten by poorer people all over the world. It is also found on the menu in many taverns and inns, due to it's ubiquitousness. It is usually served roasted or in stews and pies.
**Pike -** Like the herring, this is a northern fish that is a popular export to Nisoi, Asia, Mantova and Tanis.
**Plum -** This fruit is common throughout Macea, especially in Bukura.
**Poppy Seed -** This is the seed of the opium poppy, which is eaten as a seasoning for many foods in Asia, Araba and Nisoi.
**Pork -** This is the meat from domesticated pigs, common in Macea, but particularly in the cooler regions. It is the single most popular meat consumed in Noricum, Laahti, Silesia, Istria and Galicia.
**Prickly Tea -** This is a type of tea made from certain types of cacti in Kyrena and Dadosahe. It is strong and bitter.
**Radish -** This root is widely eaten in Mantova, Nisoi and Asia.
**Raspberry -** This is a plant whose fruit is very sweet and popular. It grows throughout Macea.
**Razvodit -** This is an alcoholic beverage made from rye, popular among the poludnica in Galicia.
**Retsina -** This is the most popular form of Nisani wine, flavored with pine resin.
**Rice -** This is a common grain grown in warm, wet areas, such as Asia and Colchis. It is a popular import in Mantova & Nisoi.
**Rose Hips -** This is an herb whose fruit is used in teas and jams in the northern areas of Phydea, specifically in Dartmor and Laahti.
**Rosemary -** A popular herb throughout southern Macea.
**Rye -** This grain is used widely in the northern areas of Phydea, particularly in Galicia. It is a cereal and used for bread, as well as being a central ingredient for the alcohol razvodit.
**Saffron -** This spice is the rarest, most expensive spice in the world, as only a tiny bit can be harvested from each crocus flower. It is largely cultivated in Minos, but also in Araba, Tanis, Nisoi and Asia. It is also used for its rich golden color as a dye.
**Sage -** This pungent herb is extensively used in Bukura and Istria.
**Salmon -** This is a fish common to northern Phydea, particularly Laahti. It is often smoked and sold in Dartmor as a popular food.
**Salt -** This mineral is used to season and preserve food the world over. It is common and yet valuable.
**Savory -** This is a common herb in Phydea, used for flavoring bean dishes.
**Sesame Oil -** This oil is used for cooking in Araba, Asia, Tanis, Addis and Kyrena.
**Shrimp -** This shellfish (along with the prawn) is a very common food throughout the coastal regions of Phydea, and is found all over the world.
**Slibovita -** This is a plum alcohol popular in Alba.
**Soma -** This is an energy beverage made from the juice of the ephedra plant, which grows in Manta, Colchis and Circassia.
**Sorghum -** This is the most prevalent cereal crop in Archaea, particulaly in Addis, Monomotapa and Mauria. It is used as a cereal as well as for bread and beer making. It also produces a sweet syrup which is the dominant sweetener in Mauria.
**Squab -** A squab is a young pigeon (see Pigeon).
**Strawberry -** This is a common and popular fruit in Macea.
**Sugar -** Sugar is the refined juice of the sugarcane plant, and is produced as a sweetener in Tanis and Araba. It is still relatively rare and expensive, but it is gaining in production.
**Swan -** This aquatic bird is rarely eaten by anyone but the wealthy, who serve it as a delicacy. In terms of taste, it is identical to the goose and is found all over the world.
**Sweet -** This is a beverage made from flower nectar and is produced in Acarnania. It is highly addictive and banned in many places.
**Sweet Cicely -** This herb is used to flavor aqua vitae, an alcoholic beverage popular in Mantova.
**Tarragon -** This is an herb with a flavor similar to anise, used in Mantova and Noricum.
**Tea -** Tea is a beverage made from herbs and leaves, and is popular in Colchis, Circassia, Araba and Asia.
**Tej -** This is a sweet honeyed wine (similar to mead) consumed in great quantity in Addis.
**Thyme -** This herb is used more as an aromatic than in cuisine, but it is eaten in Mantova and Nisoi. It's most important use is in incense however, and it is used for embalming in Tanis.
**Turmeric -** This spice comes from Taprobane, and is used as a substitute for saffron in most places.
**Turnip -** A common vegetable root grown in Asia, Nisoi and Mantova.
**Venison -** This is meat from deer and related animals, such as moose, antelope, caribou and reindeer. As such it is found all over the world, and is a common meat in such diverse places as Monomotapa and Alba.
**Vinegar -** Vinegar is produced by adding oxygen to fermented liquids, like wine, cider or beer. It is used as a preservative and flavoring all over the world.

**Walnut Oil -** This is a flavoring oil used in Dartmor, Mantova and Noricum, extracted from walnuts.
**Waybread -** A small loaf of this salty bread is enough to sustain an adventurer for a full day, as if he had eaten his fill of trail rations. Taking much less space than ordinary provisions, soricid travelers and scouts opt for waybread when they are in a hurry and know they cannot delay to hunt or forage. It is advisable to have water around to wash it down, as it is a bit dry.
**Wheat -** This grain originated in Araba, but now grows all over the known world (except in deserts of course). It is used as a cereal and in bread and beer making.
**White Mastic Gum -** This is a chewing gum made from the sweet resin of a bush common to Nisoi. It is very popular among all ranks of society, but particularly among children.
**Willowmilk -** Willowmilk is a breakfast drink made from the sap of weeping willow trees mixed with honey. A glass of willowmilk is very filling and while many find it an acquired taste, it does have the effect of waking up the muscles and body of the consumer. Willowmilk is not addictive, but those who use it on a regular basis develop a preference for it and tend to drink it as often as they can afford. It can be found throughout Phydea.
**Wine -** This is the most popular beverage in Mantova, Istria, Bukura, Minos, Nisoi, Moesia and Asia. It is the fermented juice of grapes. Quality and flavors vary widely. In Noricum, wine is often spiced.
**Wine, Black -** This is concentrated wine, and the form of wine most commonly exported. It is concentrated to be more economical, and must be mixed with water before consumption.
**Wine, Merriment -** This mulled wine takes years to make, but has a strong positive effect on people's outlooks. Some of the more suspicious folk point to it as proof of a bardhan conspiracy to take over the world. Most normal people look forward to the day when they can afford a nice, large glass of this red wine to start the evening out right with. Anyone drinking a full cup of merriment wine is immediately cured of all morale penalties deriving from any source. This effect lasts for four hours. After that time morale penalties from a continual effect (i.e. depression, a curse, or a similar effect) return in full force.
**Wine, Nevershiver -** A blend of several different herbs and wine, nevershiver wine has a bolstering effect on the drinker's body temperature. A single glass of nevershiver wine makes the person consuming it immune to the effects of normal cold. This effect lasts for one hour after consumption. Additional drinks only extend this duration. It is produced in Laahti.
**Wine, Petal -** This is a fermented mixture of crushed flowers and honey. It is available only through soricids, and they get it from flower nymphs. Although petal wine lasts only two days when bottled away from fresh air, some soricids carry it with them for such a period to use as a secret weapon against unsuspecting foes. While their enemies are sleeping off the effects, the soricid can make good their escape. Otherwise, soricid drink it only when they are celebrating some victory or festival, and even then they use it sparingly.
**Woodruff -** This herb is used in Noricum as a flavoring for meats, wine and beer, and it has mildly sedative properties.
**Zedoary -** This is a form of ginger from Taprobane that is inferior to ginger as a flavoring, but is superior as a fragrant addition to incense.

# Gear & Tools

| Outdoor Survival | Cost | Weight | Size |
|---|---|---|---|
| Backpack, large | 7 bp. | 3 lbs. | 3.5 cu. ft. |
| Backpack, medium | 4 bp. | 1.5 lbs. | 2 cu. ft. |
| Backpack, small | 2 bp. | 1 lb. | 1 cu. ft. |
| Backpack, waterproof | 5 sp. | 3 lbs. | - |
| Blanket, heavy | 30 cp. | 6 lbs. | - |
| Blanket, light | 20 cp. | 2.5 lb. | - |
| Breathing tube | 2 bp. | - | - |
| Bucket, leather | 5 bp. | 1 lb. | 1 gal. |
| Camouflage paint kit | 50 sp. | 1 lb. | - |
| Camp bed | 35 sp. | 25 lb. | 3'x 6' |
| Candle, tallow | 1 cp. | - | - |
| Candle, wax | 1 sp. | - | - |
| Charcoal | 1 sp. | 1 lb. | - |
| Falconry equipment | 10 sp. | 1 lb. | - |
| Field medic kit | 10 sp. | 1/2 lb. | - |
| Fire-starting bow | 5 bp. | 1 lb. | - |
| Fish trap | 3 bp. | 1 lb. | - |
| Fishhook & line | 1 cp. | - | 30 ft. |
| Fishing net, large | 8 sp. | 10 lbs. | 12'x 12' |
| Fishing net, small | 5 sp. | 3-5 lbs. | 6'x 6' |
| Fishing tackle | 2 sp. | 1 lb. | - |
| Hammock | 6 bp. | 6 lbs. | 4'x 8' |
| Healer's kit | 25 sp. | 1 lb. | - |
| Insect repellant | 5 sp. | - | - |
| Jelling compounds | 5 sp. | 1 lb. | - |
| Lamp | 5 bp. | 1 lb. | 1 pt. |
| Lamp oil | 1 bp. | 1/2 lb. | 1 pt. |
| Lanyard | 2 sp. | - | - |
| Poncho, rain | 6 sp. | 2 lbs. | - |
| Sack, large, | 5 bp. | - | 5 cu. ft. |
| Sack, small | 3 bp. | - | 3 cu. ft. |
| Scent lure | 3 sp. | - | - |
| Sleeping bag | 3 sp. | 8 lbs. | - |
| Sleeping furs, heavy | 7 bp. + | 15 lbs. | - |
| Sleeping furs, light | 5 bp. + | 10 lbs. | - |
| Stakes, camp | 1 cp. | 1 lb. | - |
| Sunburn ointment | 2 sp. | - | - |
| Survival kit | 10 sp. | - | - |
| Tent, 2-man leather | 7 sp. | 60 lbs. | 5'x6'x4' |
| Tent, 4-man leather | 15 sp. | 100 lbs. | 8'x10'x5' |
| Tent, 8-man leather | 25 sp. | 200 lbs. | 14'x17'x6' |
| Tinderbox, waterproof | 8 bp. | - | - |
| Torch | 1 cp. | - | - |
| Waterskin | 3 bp. | 8 lbs. | 1 gal. |
| Weaponblack | 2 sp. | - | - |
| **Containers** | | | |
| Amphora | 2 bp. | 30 lbs. | 12 gal. |
| Chest, large | 30 bp. | 30 lbs. | 2'x2'x3' |
| Chest, medium | 20 bp. | 20 lbs. | 18"x18"x24" |
| Chest, small | 15 bp. | 15 lbs. | 1'x1'x2' |
| Crock, pottery | 4 cp. | 4 lbs. | 5 gal. |
| Jar, large | 2 cp. | 2 lbs. | 1 gal. |
| Jar, medium | 1 cp. | 1/2 lb. | 1 qt. |
| Jar, small | 1 cp. | - | 1 pt. |

| Machines & Tools | Cost | Weight | Size |
|---|---|---|---|
| Anvil, standard | 5 gp. | 400 lbs. | - |
| Ard | 12 bp. | 100 lbs. | - |
| Auger | 25 cp. | - | - |
| Awl | 15 cp. | - | - |
| Bow drill | 3 cp. | 1 lb. | - |
| Branding tool, bronze | 8 cp. | 2-4 lbs. | - |
| Bronze spikes (10) | 24 bp. | 2 lbs. | - |
| Bronze wedge | 36 cp. | 4 lbs. | - |
| Brush | 2 cp. | 1/2 lb. | - |
| Carding comb | 1 cp. | 1 lb. | - |
| Carpenter's square | 6 cp. | 2 lbs. | - |
| Chisel, masonry/stone | 4 bp. | 1 lb. | - |
| Chisel, wood | 4 bp. | 1 lb. | - |
| Forge, standard | 5 gp. | 1000 lbs. | - |
| Grappling hook | 12 bp. | 5 lbs. | - |
| Grindstone | 28 sp. | 150 lbs. | - |
| Hammer, smith's | 22 bp. | 5 lbs. | - |
| Hammer, carpenter's | 7 cp. | 2 lbs. | - |
| Hoe | 6 cp. | 3.5 lbs. | - |
| Ingot, bronze | 7 sp. | 10 lbs. | - |
| Ingot, copper | 8 sp. | 10 lbs. | - |
| Ingot, gold | 400 gp. | 5 lbs. | - |
| Ingot, silver | 40 gp. | 5 lbs. | - |
| Ladder | 15 cp. | 35 lbs. | 12 ft. |
| Mallet, wood | 3 cp. | 1 lb. | - |
| Molds (metal casting) | 1-100 cp. | Varies | - |
| Paint | 5-50 bp. | - | 1 gal. |
| Pliers | 38 cp. | 2 lbs. | - |
| Potter's wheel | 6 sp. | 30 lbs. | - |
| Rake | 4 cp. | 4 lbs. | - |
| Rope, heavy | 10 cp. | 15 lbs. | 50 ft. |
| Rope, light | 4 cp. | 6 lbs. | 50 ft. |
| Rope, standard | 6 cp. | 8 lbs. | 50 ft. |
| Scythe | 18 cp. | 3.5 lbs. | - |
| Shepherd's crook | 4 cp. | 3 lbs. | - |
| Shovel | 16 cp. | 4.5 lbs. | - |
| Sickle | 15 cp. | 3 lbs. | - |
| Spindle | 5 cp. | 1 lb. | - |
| Tongs | 22 cp. | 6.5 lbs. | - |
| Weaving loom, large | 9 sp. | 250 lbs. | - |
| Weaving loom, small | 45 bp. | 125 lbs. | - |
| Wedge, bronze splitting | 10 bp. | 2.5 lbs. | - |
| Wedge, wooden staying | 1 cp. | 1/2 lb. | - |
| Whitewash | 7 cp. | - | 10 gal. |
| Windlass | 75 bp. | 300 lbs. | - |
| Winnowing flail | 3 cp. | 4.5 lbs. | - |
| Wire, bronze | 3 cp. | 1/2 lb. | - |
| Wood axe | 25 cp. | 5 lbs. | - |
| Wood glue | 4 cp. | - | 1 pt. |
| Wood saw, bronze | 35 cp. | 3 lbs. | - |
| **Transport & Tack** | | | |
| Bireme | 3,000 gp. | - | 120 people |
| Boat (10 ft.) | 7 gp. | 200 lbs. | 4 people |
| Boat (20 ft.) | 11 gp. | 800 lbs. | 8 people |
| Bridle | 15 sp. | 2 lbs. | - |

| Transport & Tack | Cost | Weight | Size |
|---|---|---|---|
| Canoe | 8 gp. | 130 lbs. | 2 people |
| Cart (1 horse) | 4 gp. | 350 lbs. | 3 people |
| Chariot, riding | 8 gp. | 250 lbs. | 2 people |
| Chariot, war | 16 gp. | 400 lbs. | 2 people |
| Draft harness | 75 sp. | 35 lbs. | - |
| Driving whip | 15 sp. | 2 lbs. | - |
| Horse grooming kit | 1 sp. | 1 lb. | - |
| Horseshoe, common | 2 cp. | - | - |
| Mast & sail | 25 sp. | 175 lbs. | 10 ft. |
| Merchant ship | 2,800 gp | - | - |
| Oar | 15 bp. | 18 lbs. | 8 ft. |
| Ox yoke | 10 bp. | 40 lbs. | - |
| Pack saddle | 10 sp. | 7 lbs. | - |
| Paddle | 8 bp. | 7 lbs. | 4.5 ft. |
| Palanquin | 20 gp. | - | - |
| Penteconter | 1,000 gp. | - | - |
| Pony cart | 25 sp. | 250 lbs. | 2 people |
| Riding crop | 2 sp. | 1/2 lb. | - |
| Riding saddle | 15 gp. | 10 lbs. | - |
| Saddle blanket | 5 bp. | 1 lb. | - |
| Trireme | 4,500 gp. | - | 200 people |
| War saddle | 30 gp. | 18 lbs. | - |
| **Scriptorium** | | | |
| Balance | 12 sp. | 10 lbs. | - |
| Balance weights | 2 sp. | 5 lbs. | - |
| Chalk (10 pieces) | 1 cp. | - | - |
| Counter boards | 15 cp. | 5 lbs. | - |
| Gold leaf | 25 bp. | - | 6" x 6" sheet |
| Ink, black | 15 cp. | - | 1 pt. |
| Ink, colored | 15 bp. | - | 1 pt. |
| Inkwell, horn | 6 cp. | - | 1 pt. |
| Jettons (per 20) | 1 cp. | - | - |
| Paint | 7 cp. | - | 1 pt. |
| Papyrus (per 6' scroll) | 150 sp. + | 1.5 lbs. | - |
| Parchment (per sheet) | 65 cp. | - | 30" x 40" |
| Scroll, arcane | 500 sp. + | 8-15 lbs. | - |
| Scroll, religious | 100 sp. + | 8-15 lbs. | - |
| Scroll, scholarly | 200 sp. + | 8-15 lbs. | - |
| Stylus (for clay tablets) | 1 cp. | 4 oz. | - |
| Vellum (per sheet) | 8 bp. | - | 30" x 40" |
| Writing brush | 1 cp. | - | - |
| Writing tablet, clay | 1 cp. | 1/2 lb. | - |
| Writing tablet, slate | 6 sp. | 1 lb. | - |
| **Alchemy** | | | |
| Acid, weak | 1 gp. | - | 1/2 pt. |
| Alchemist's kit | 20 gp. | 40 lbs. | - |
| Bottle, pottery | 4 cp. | - | 1 qt. |
| Brazier, large | 55 sp. | 20 lbs. | - |
| Brazier, small | 25 sp. | 2 lbs. | - |
| Censer | 10 sp. | 1 lb. | - |
| Jar, large | 5 cp. | - | 1 gal. |
| Jar, medium | 3 cp. | - | 1 qt. |
| Jar, small | 1 cp. | - | 1 pt. |
| Mortar & pestle | 3 cp. | 2 lbs. | - |
| Vial | 1 cp. | - | 4 oz. |

| Religious | Cost | Weight | Size |
|---|---|---|---|
| Alter cloth (ornate) | 25 sp. + | 3-7 lbs. | 6' x 3' |
| Alter cloth (plain) | 14 cp. | 3 lbs. | - |
| Chalice (ornate) | 15 sp. | 1 lb. | 1 pt. |
| Chalice (plain) | 2 cp. | 1 lb. | 1 pt. |
| Holy symbol | 1 bp. + | up to 1 lb. | - |
| Incense | 3 sp. | 1/2 lb. | - |
| **Musical Instruments** | | | |
| Aeolian harp | 25 sp. | 6 lbs. | - |
| Bells | 4 bp. | 3 lbs. | - |
| Castanets | 3 bp. | - | - |
| Chimes | 1 sp. | 1-5 lbs. | - |
| Cymbals | 35 bp. | 2 lbs. | - |
| Drum | 15 cp. | 3-8 lbs. | - |
| Flute, bamboo | 5 bp. | 1 lb. | - |
| Flute, double (aulos) | 15 bp. | 1.5 lbs. | - |
| Flute, side (plagiaulos) | 15 bp. | 1 lb. | - |
| Harp | 8 sp. | 8-10 lbs. | - |
| Hunting horn | 2 sp. | 1-3 lbs. | - |
| Kazoo | 3 bp. | 1/2 lb. | - |
| Kettle drums | 35 bp. | 50-100 lbs. | - |
| Lute | 12 sp. | 5-10 lbs. | - |
| Lyre | 9 sp. | 3-7 lbs. | - |
| Metronome | 3 sp. | 1 lb. | - |
| Ocarina | 1 cp. | 1 lb. | - |
| Organ, air | 50 sp. | 75 lbs. | - |
| Organ, water | 75 sp. | 100 lbs. | - |
| Pan pipes | 8 cp. | 1 lb. | - |
| Rattle | 1 cp. | 1/2 lb. | - |
| Stamping stick | 1 cp. | 8 lbs. | - |
| Tambourine | 1 bp. | 1 lb. | - |
| Triangle | 12 cp. | 1 lb. | - |
| Tuba | 20 sp. | 25 lbs. | - |
| Xylophone | 4 sp. | 25 lbs. | - |
| Zither | 40 bp. | 12 lbs. | - |
| **Cooking & Eating** | | | |
| Bowl, large bronze | 3 gp. | 3.5 lbs. | 1 qt. |
| Bowl, large copper | 12 sp. | 3.5 lbs. | 1 qt. |
| Bowl, large leather | 1 cp. | 1 lb. | 1 qt. |
| Bowl, large pottery | 3 cp. | 1.5 lbs. | 1 qt. |
| Bowl, large wooden | 1 cp. | 1 lb. | 1 qt. |
| Bowl, small bronze | 12 cp. | 2 lbs. | 1 pt. |
| Bowl, small copper | 5 sp. | 2 lbs. | 1 pt. |
| Bowl, small leather | 1 cp. | 1/2 lb. | 1 pt. |
| Bowl, small pottery | 1 cp. | 1 lb. | 1 pt. |
| Bowl, small wooden | 1 cp. | 1/2 lb. | 1 pt. |
| Copper cauldron | 75 bp. | 60 lbs. | 10 gal. |
| Copper kettle | 35 bp. | 30 lbs. | 3 gal. |
| Copper pot, large | 55 bp. | 40 lbs. | 1 gal. |
| Copper pot, small | 7 bp. | 3.5 lbs. | 2 pt. |
| Drinking horn, ornate | 10 bp. | 4.5 lbs. | 1 pt. |
| Drinking horn, plain | 25 bp. | 20 lbs. | 1 pt. |
| Knife, bronze | 2 sp. + | 1/4 lb. | - |
| Knife, copper | 4 cp. | 1/4 lb. | - |

| Cooking & Eating | Cost | Weight | Size |
|---|---|---|---|
| Knife, obsidian | 9 sp. | 1/2 lb. | - |
| Ladle, wooden | 1 cp. | - | - |
| Mug, leather | 3 cp. | 1/2 lb. | 1 pt. |
| Mug, pottery | 1 cp. | 1/2 lb. | 1 pt. |
| Mug, wooden (3) | 1 cp. | 1/2 lb. | 1 pt. |
| Pitcher, pottery | 5 bp. | 2 lbs. | 2 qt. |
| Pitcher, wooden | 3 cp. | 2 lbs. | 2 qt. |
| Platter, large bronze | 12 gp. | 1.5 lbs. | - |
| Platter, large wooden | 1 cp. | 1.5 lbs. | - |
| Platter, small wooden | 1 cp. | 1 lb. | - |
| Pot hanger, large | 35 cp. | 40 lbs. | - |
| Pot hanger, medium | 15 cp. | 15 lbs. | - |
| Pot hanger, small | 8 cp. | 5 lbs. | - |
| Spit, large | 42 cp. | 50 lbs. | - |
| Spit, small | 20 cp. | 30 lbs. | - |
| Spoon, bronze | 2 sp. | 1/4 lb. | - |
| Spoon, copper | 6 bp. | 1/4 lb. | - |
| Spoon, wooden (3) | 1 cp. | - | - |
| **Household** | | | |
| Bed, large | 15 cp. | 60 lbs. | 5′ x 6′ |
| Bed, small | 8 cp. | 30 lbs. | 3′ x 6′ |
| Bench, 2 person | 1 cp. | 10 lbs. | 1′ x 4′ |
| Bench, 4 person | 3 cp. | 15 lbs. | 1′ x 8′ |
| Bench, 6 person | 5 cp. | 20 lbs. | 1′ x 12′ |
| Body oil, scented | 3 bp. | - | 1 pt. |
| Candelabra, bronze | 26 sp. | 3.5 lbs. | - |
| Candelabra, gold | 350 gp. | 4 lbs. | - |
| Candelabra, silver | 30 gp. | 4 lbs. | - |
| Candelabra, wooden | 8 cp. | 3 lbs. | - |
| Carpet, coarse | 5 bp. | 25-30 lbs. | 5′ x 10′ |
| Carpet, fine | 35 bp. | 25-30 lbs. | 5′ x 10′ |
| Chair, ornate wooden | 2 sp. + | 10-25 lbs. | - |
| Chair, plain wooden | 6 cp. | 10 lbs. | - |
| Dining couch, ornate | 1 sp. | 15 lbs. | 2′ x 8′ |
| Dining couch, plain | 3 sp. + | 15 lbs. | 2′ x 8′ |
| Feather mattress | 2 sp. | 50-250 lbs. | Varies |
| Perfume | 1 bp. | - | 1/2 pt. |
| Pillow, seating | 1 sp. | 2 lbs. | - |
| Rouge | 5 cp. | - | 1/2 pt. |
| Seat cushion, fine | 15 cp. + | 1 lb. | - |
| Seat cushion, ornate | 24 bp. + | 1 lb. | - |
| Seat cushion, plain | 1 cp. | 1 lb. | - |
| Sleeping straw (1 month) | 1 cp. | 5-10 lbs. | - |
| Soap, coarse | 7 cp. | 1/2 lb. | - |
| Soap, perfumed | 25 cp. | 1/2 lb. | - |
| Stool, wooden | 1 cp. | 203 lbs. | - |
| Strigil | 5 cp. | 1/2 lb. | - |
| Table, large wooden | 1 sp. | 60 lbs. | 4′ x 12′ |
| Table, medium wooden | 7 cp. | 40 lbs. | 4′ x 8′ |
| Table, small wooden | 5 cp. | 30 lbs. | 3′ x 3′ |
| Tapestry, coarse | 2 sp. | 20 lbs. | 4′ x 6′ |
| Tapestry, fine | 5 sp. | 20 lbs. | 4′ x 6′ |
| Torch stand | 4 cp. | 2 lbs. | - |
| **Clothing** | | | |
| Aba, common | 9 bp. | 3 lbs. | - |

| Clothing | Cost | Weight | Size |
|---|---|---|---|
| Aba, ornate | 20 sp. | 3 lbs. | - |
| Apron, cloth | 10 cp. | 1 lb. | - |
| Apron, leather | 18 cp. | 2-3 lbs. | - |
| Belt pouch, large | 1 cp. | - | - |
| Belt pouch, small | 1 cp. | - | - |
| Belt, beaded | 3 bp. | 1 lb. | - |
| Belt, fur | 55 cp. | 1 lb. | - |
| Belt, leather | 10 cp. | 1/2 lb. | - |
| Belt, rope | 1 cp. | 1/2 lb. | - |
| Boots (empades) | 1 sp. | 1 lb. | - |
| Boots, ankle (shumakia) | 1 sp. | 1 lb. | - |
| Bracers, leather | 4 cp. | 1 lb. | - |
| Cap (alopekis) | 5 bp. | 1/2 lb. | - |
| Chiton, long plain | 12 bp. | 1-2 lbs. | - |
| Chiton, long ornate | 5 sp. | 1-2 lbs. | - |
| Chiton, short plain | 6 bp. | 1 lb. | - |
| Chiton, short ornate | 3 sp. | 1 lb. | - |
| Chlamys, plain | 6 bp. | 1 lb. | - |
| Chlamys, ornate | 3 sp. | 1 lb. | - |
| Cloak, fur lined | 25 bp. | 7 lbs. | - |
| Cloak, traveling | 12 sp. | 2 lbs. | - |
| Cloak, woolen | 9 bp. | 3 lbs. | - |
| Coat, leather or linen | 18 bp. | 5-9 lbs. | - |
| Dress, coarse | 10 bp. | 1-3 lbs. | - |
| Dress, exotic | 7 sp. + | 1-3 lbs. | - |
| Dress, fine | 35 bp. | 1-3 lbs. | - |
| Dress, normal | 18 bp. | 1-3 lbs. | - |
| Fibula, plain | 5 sp. | 1/2 lb. | - |
| Fibula, jeweled | 10-250 sp. | 1/2 lb. | - |
| Fireproofed clothing | 2x cost | - | - |
| Girdle | 2 sp. | 1/2 lb. | - |
| Gloves, fur lined | 4 bp. | 1/2 lb. | - |
| Gloves, leather | 2 bp. | 1/2 lb. | - |
| Hat (kepisos) | 5 bp. | - | - |
| Hat (moyo) | 3 bp. | - | - |
| Hat, (petasos) | 2 bp. | - | - |
| Himation, plain | 5 sp. | 1 lb. | - |
| Himation, ornate | 10 sp. | 1 lb. | - |
| Kilt | 5 bp. | 1 lb. | - |
| Kurta | 5 bp. | 1.5 lbs. | - |
| Loincloth | 1 bp. | - | - |
| Paenula | 5 bp. | 1.5 lbs. | - |
| Robe (birrus) | 1 sp. | 2 lbs. | - |
| Robe, coarse woolen | 10 cp. | 2-3 lbs. | - |
| Robe, deep pocket | 7 sp. | 4 lbs. | - |
| Robe, fine woolen | 18 cp. | 2-3 lbs. | - |
| Robe, linen | 2 bp. | 1-2 lbs. | - |
| Robe, ornate | 25 cp. + | 2-5 lbs. | - |
| Sandals, leather | 4 bp. | 1 lb. | - |
| Sandals, rope | 1 cp. | 1 lb. | - |
| Scarf | 1 sp. | - | - |
| Shirt, linen | 14 bp. | 1 lb. | - |
| Shoes, fine leather | 2 sp. | 1 lb. | - |
| Shoes (kroupezai) | 1 sp. | 1 lb. | - |
| Shoes, normal | 5 bp. | 1 lb. | - |

| Clothing | Cost | Weight | Size |
|---|---|---|---|
| Soft boots, leather | 3-5 sp. | 2 lbs. | - |
| Sword belt, leather | 14 cp. | 1 lb. | - |
| Toga | 5 sp. | 4 lbs. | - |
| Trousers | 5 bp. | 1 lb. | - |
| Tunic (calasiris) | 1 sp. | 1.5 lbs. | - |
| Tunic, linen | 7 bp. | 1.5 lbs. | - |
| Tunic, woolen | 4 bp. | 2 lbs. | - |
| Workman's boots | 1 sp. | 4 lbs. | - |
| **Lodging & Services** | | | |
| Barber | 2 bp. | - | 1 treatment |
| Bard/Poet | 30 sp. | - | 1 comp. |
| Cook | 5 sp. | - | 1 day |
| Craftsman | 5-100 sp. | - | 1 week |
| Entertainer, acrobat | 5 sp. | - | 1 day |
| Entertainer, flute girl | 6 sp. | - | 1 day |
| Entertainer, juggler | 5 sp. | - | 1 day |
| Guide | 6 bp. | - | 1 day |
| Legal services | 3 sp. | - | 1 day |
| Lodging, average | 1 cp. | - | 1 day |
| Lodging, good | 1 bp. | - | 1 day |
| Lodging, lavish | 1 sp. | - | 1 day |
| Meal, normal | 1 cp. | 1 lb. | - |
| Messenger, urban | 6 bp. | - | - |
| Midwife | 6 cp. | - | 1 day |
| Mourner | 5 bp. | - | 1 day |
| Orator | 6 sp. | - | 1 speech |
| Physician | 2-3 bp. + | - | 1 treatment |
| Priest | 1 sp. | - | 1 sacrifice |
| Private baths | 2 cp. | - | 1 hour |
| Prostitute | 3 cp. | - | 1 hour |
| Public baths | 1 cp. | - | 1 hour |
| Scribe | 2 bp. | - | 1 hour |
| Stabling | 1 cp. + | - | 1 day |
| Torchbearer | 4 cp. | - | 1 night |
| Town crier/herald | 6 bp. | - | 1 message |
| **Medicine** | | | |
| Bandages, linen | 10 cp. | 1 lb. | - |
| Cadaver | 5-50 bp. | Varies | - |
| Cranial drill | 4 bp. | 2 lbs. | - |
| Crutches | 2 cp. | 2-4 lbs. | - |
| Exotic cure | 5 sp. + | Varies | Varies |
| Flat probe, bronze | 4 sp. | 1/2 lb. | - |
| Herbal remedy | 3 cp. + | - | 1 pt. |
| Hook, bronze | 8 sp. | 1 lb. | - |
| Knife, surgical | 5 bp. | - | - |
| Leeches | 2 bp. | - | 1 pt. (50) |
| Medical book | 20 gp. + | 10-15 lbs. | - |
| Medical book, exotic | 35 gp. + | 10-15 lbs. | - |
| Pegleg, ivory | 1 gp. + | 3-7 lbs. | - |
| Pegleg, wooden | 8 bp. | 3-5 lbs. | - |
| Saw, amputation | 35 cp. | 3 lbs. | - |
| Suturing needle, curved | 3 bp. | - | - |
| Syringe, bronze & gut | 35 sp. | 1 lb. | - |

| Thieves & Spies | Cost | Weight | Size |
|---|---|---|---|
| Air tank, leather | 7 bp. | 10 lbs. | 20 min. air |
| Grenade, powder | 50 sp. | 1 lb. | - |
| Lock, average | 4 sp. | 3 lbs. | - |
| Lock, simple | 2 sp. | 3 lbs. | - |
| Lockpicks, average | 1 sp. | 1/2 lb. | - |
| Lockpicks, poor | 6 bp. | 1/2 lb. | - |
| Moss pack | 20 sp. | 1 lb. | - |
| Rope, light | 4 cp. | 6 lbs. | 50 ft. |
| Rope, standard | 6 cp. | 8 lbs. | 50 ft. |
| Rosin | 4 bp. | 1 lb. | - |
| **Weapon Access.** | | | |
| Arrows (20) | 4 bp. | 3 lbs. | - |
| Belt scabbard, ornate | 4 sp. + | 1.5-2 lbs. | - |
| Belt scabbard, plain | 25 bp. | 1.5 lbs. | - |
| Quiver | 12 bp. | 1-2 lbs. | - |
| Quiver, quickshot | 5 sp. | 1 lb. | - |
| Sheath, ornate | 25 bp. | 1/2-1 lb. | - |
| Sheath, plain | 12 bp. | 1/2 lb. | - |
| **Miscellaneous** | | | |
| 10′ pole | 20 bp. | 5-10 lbs. | 10 ft. |
| Actor's mask | 1 sp. + | - | - |
| Arm sling | 1 cp. | - | - |
| Belt, potion | 35 sp. | 1 lb. | - |
| Blinding powder | Varies | Varies | - |
| Brush, cleaning | 2 bp. | 1/2 lb. | - |
| Brush, grooming | 2 bp. | 1/2 lb. | - |
| Cage | 8 sp. + | 2-5 lbs. | Varies |
| Climbing dagger | 5 sp. | 1 lb. | - |
| Crowbar | 6 bp. | 4 lbs. | - |
| Darksuit | 30 sp. | 3-5 lbs. | - |
| Field glass | 25 sp. | 1 lb. | - |
| Flag, large | 1 gp. + | 7 lbs. | 3′ x 5′ |
| Flag, small | 5 sp. + | 3 lbs. | 18″ x 36″ |
| Folding bow | 45 sp. | 2 lbs. | - |
| Footpads | Up to 8 sp. | - | - |
| Hairbrush | 5 bp. | 1/2 lb. | - |
| Hand lamp | 10 sp. | 1 lb. | - |
| Hand mirror, metal | 25 bp. | 5 lbs. | 8″ |
| Hunting knives | 12 sp. | 3 lbs. | - |
| Hunting traps | 4 sp. + | 3 lbs. + | Varies |
| Lamp oil | 1 bp. | - | 1 pt. |
| Listening cone (brass) | 2 sp. | - | - |
| Map, known world | 6 gp. + | - | 20″ x 30″ |
| Map, local | 3 sp. | - | 20″ x 30″ |
| Mapcase, leather | 1 sp. | 1 lb. | - |
| Mini-blade | 2 cp. | - | - |
| Naptha | 40 sp. | 1 qt. | - |
| Performance props | Varies | Varies | Varies |
| Provision bag | 3 sp. | 1 lb. | 3 cu. ft. |
| Stilts | 25 bp. | 3-10 lbs. | 4′ x 10′ |
| Terrain suit | 2 x cost | Varies | - |
| Tree bed | 8 sp. + | 8 lbs. | 1 person |
| Tree seat | 15 sp. | 5 lbs. | 1 person |
| Walking stick | 2 bp. | 2-5 lbs. | 4 ft. |
| Wood chimes | 4 bp. | 10 lbs. | - |

## Gear & Tools Descriptions

What follows is a descriptive listing of those items on the previous table that might require further explanation. Should you need to have another entry explained, most can be found in any good dictionary or on the web.

**Aba -** This desert robe is made of lightweight fabric and covers the entire body. Typical colors include brown, gold, black, and white. Elaborate embroidery, made of brightly colored cloth strips or gold thread, often decorates the hem. A silken or cotton sash ties the aba at the waist. In deserts and other dry climates, such garments help prevent evaporation, allowing the wearer to retain more moisture and function more comfortably. Assuming adequate water, a character wearing a desert robe is no more likely to suffer heat exhaustion on days of extreme heat than a normal person would on days of moderate temperatures. Note that desert robes don't help in areas of high humidity; in humid environments, as much skin should be exposed as possible to encourage cooling from the evaporation of perspiration.

**Aeolian Harp -** This is a rectangular wooden sounding board overlayed with metal strings, that "plays" music when wind blows across the strings. It is common in homes and for performers as an automatic musical accompaniment.

**Air Tank, Leather -** This is a leather bladder filled with air, enabling the user to undertake dives of short duration without fear of drowning.

**Alchemist's Kit -** This is a wooden chest with a padded interior, containing bowls, jars, vials, a mortar & pestle... whatever an alchemist would need to conduct their craft. The kit comes with one of each item, but the alchemist can add items to the kit as there is ample room for more bowls, vials, and so on.

**Amphora -** An amphora is a type of ceramic vase with two handles, used for the transportation and storage of perishable goods and more rarely as containers for the ashes of the dead or as prize awards. Most are produced with a pointed base to allow them to be stored in an upright position by being partly embedded in sand or soft ground, while those with a ring base tend to be used for domestic or votive purposes. The latter are often glazed and decorated with figures, while purely functional amphorae are plain in appearance, often distinguished only by the stamps or signatures of their owners.

**Apron -** A long, loose piece of cloth worn like a long skirt, going down to the ankles and worn over the kilt. The apron was usually very thin and sheer.

**Ard -** This is a simple wooden plow.

**Arm Sling -** This is simply a cloth sling; the thief wears it to appear as if he has a broken or injured arm, and speedily withdraws his hand from it for the pocket-picking attempt. This actually increases the DC for picking pockets by 5 points, but the payoff is that the chances for being caught by the opponent's Notice check are at a +15 DC penalty. This reflects the fact that people simply do not expect to see a man with a broken arm picking pockets and the expectation determines the perception.

**Auger -** This is a simple drill with a wooden handcrank.

**Awl -** This is a pointed tool used for marking wood or piercing leather.

**Backpack -** This is a simple backpack made of leather with a wooden frame for stability.

**Bireme -** This is a ship with two rows of oarers, one on top of the other. Biremes are warships used by Nisoi, Minos, Asia and Tanis (and by others to a lesser extent).

**Birrus -** A long wool hooded robe, for very cold weather.

**Blinding Powder -** This is a general term for any powder which is highly abrasive, irritating to the eyes, and disabling to the victim as a result. Powdered stone, pepper, dust soaked in onion juice, and strong ammonium salts; blinding powder can be made from many ingredients. Blinding powder is only useful if it is thrown right into the eyes of a victim. This counts as a touch attack. If blinding powder strikes a victim the victim is considered temporarily blind. If the victim can wash his eyes with plenty of water, the effect will only last for one round after the eyes are washed. Although blinding powder can contain some unpleasant ingredients, it has no permanently damaging effects on the eyes.

**Boots (Embades) -** Calf-length boots made of soft leather.

**Boots, Ankle (shumaka) -** These short, ankle-length boots are made of leather with reinforced soles and are worn by the Scythians and Trypillians.

**Breathing Tube -** This simple device helps a character function underwater. A breathing tube made of a hollow reed, about a foot long, strengthened with wax and treated with waterproofing oil. The user places the tube in his mouth, then submerges himselfwith the end of the tube protruding from the water. The tube enables the submerged user to breathe indefinitely. smooth white salve heals 1d6 points of damage, but it cannot heal damage that was not inflicted by fire.

**Cage -** Most natural animals are trainable to some degree, growing hostile only when provoked. Fowlers' cages (8 sp) are built of sturdy bamboo and provide enough space for creatures from tit-mouse to falcon sizes. Brass cages of the same size (12 sp) for gnawing rodents such as ferrets and squirrels are also available in most places. Both types are easily collapsible into flat and lightweight panels that fit snugly on most equipment packs. Weight is 2 lb (bamboo)/5 lb (brass); require 10 minutes to set up, collapse; proper cage provides +1 to Handle Animal checks for taming or training.

**Calasiris -** A cotton Archaean tunic.

**Camouflage Paint Kit -** This compact leather case contains several cakes of greasepaint (in various shades of brown, green, yellow, and black), applicator brushes, a jar of paint removal cream, and a small mirror. Characters apply the paint to areas of exposed flesh to help them blend in with their surroundings. A kit contains 12 uses. Using an application of this paint, along with suitable clothing or covering, results in a +1 to your Stealth skill when hiding.

**Camp Bed -** This is a small, lightweight bed made of wooden slats and a linen covering, similar to a modern cot.

**Candle -** Candles come in two types, tallow and wax. Tallow candles are by far the most common, being made from animal fat. Wax candles are preferred because they burn cleaner.

**Cap (Alopekis) -** A fox skin cap with either a pointed or flat top, with two "ear" flaps extending down the sides for tying under the chin.

**Carding Comb -** This comb is used to brush wool.

**Carpenter's Square -** This is a metal square used to aid in carpentry. It is often not square at all, but in the shape of an

equilateral triangle.

**Censer -** A censer is a small metal or stone dish used for burning incense, often on small legs.

**Charcoal -** In Phydea, this is used as a type of fuel.

**Chiton -** A rectangular cloth made of wool that is wrapped around the body and clasped at the shoulder. Men wear no sleeves, women typically wear sleeves. A woman's chiton is longer than a man's, going all the way down to the ankles (a man's goes down only to the midthigh or knees). The chiton is usually white in color, although sometimes it is dyed.

**Chlamys -** A cape that is preferred by the rich over the himation. Women particularly like it, as it can be pulled over the head for protection from the elements. Made of wool.

**Climbing Daggers -** Daggers have been used to aid climbing for generations, so it is to be expected that a more specialized form has been developed for this task. Climbing daggers have relatively short blades (some 6 to 8 inches long) which are stiff, strong, flat, and very sharp. This allows the dagger to be inserted into wood or between stones with greater ease than an ordinary dagger. They can be used in all surfaces other than very smooth ones. The handle is also flat and quite broad, and usually bound with leather strips or thick string to give the hands a good grip, or even to allow feet easy purchase when the dagger is used as a step. Also, in place of a normal pommel is a broad, smooth bronze ring. This allows a rope to pass through, or it can be attached to one of the straps of a housebreaker's harness. Climbing daggers may subtract up to 10 DC to Climb chances at the GM's option.

**Darksuit -** This comprises black or very deep blue clothes, usually fairly voluminous robes or a chiton. Such clothing will usually be lightweight so it can be carried about easily, and worn under normal clothing if needs be. It will always include significant facial covering. If such a suit is worn, it will add 10 DC to any Notice checks made against the wearer in any area which is shadowy, has a light level equal to dusk or early dawn, or equivalent.

**Falconry Equipment -** This equipment makes falcon (and all other birds of prey) training more efficient. Using the Handle Animal skill with this equipment can cut the time to train birds by half. One set is required for each falcon. Each set consists of jesses (leather bands with rings, attached to the falcon's legs), talon guards (metal coverings for the bird's claws to prevent it from harming the owner during training), a creance (a slender leather leash attached to the jesses, held by the user or secured to the perch glove), a leather perch glove, and a hood (a leather covering fitting over the falcon's head that restricts vision; the hood forces the falcon to rely on its senses of hearing, touch, and taste). Customized or richly appointed equipment, such as an embroidered hood or golden jesses, is also available, usually at double or triple the normal price.

**Field Glass -** This is a tapered piece of leather containing pockets that hold specially ground pieces of glass. When removed from their pockets, fitted in the clips at the ends of the leather, and encased by the buttoned leather roll, these pieces of glass work an odd magic: they make distant things appear close, and close things appear blurry. Though this oddity might seem useless at first glance, imagine the application on the battlefield or when spying on an enemy camp. The field glass doubles the range and detail-level of normal vision.

**Field Medic Kit -** A more portable version of the Healer's Kit, this can be purchased in great numbers for far less, making it an excellent tool for large adventuring parties. However, it may only be used five times before it is expended and only provides a +1 circumstance bonus to Heal checks.

**Fishing Tackle -** This meticulously crafted set of polished wooden lures, colorful flies made of feathers and catgut cord, bone hooks, and cork bobbers can be quite useful in the hands of a skilled fisherman.

**Flute, Double (Aulos) -** This is a very popular double-piped reed instrument, sounding like a modern oboe.

**Flute, Side (Plagiaulos) -** This is a side flute, akin to the modern piccolo.

**Folding Bow -** Bows are very useful for thieves, but are very hard to conceal because of their size and shape. A folding bow solves this problem, dividing neatly in half when unstrung, making it a much more suitable size and allowing concealment-for example, in a thigh sheath. The joint in the middle of the bow weakens it, however, reducing the effective range by 10 ft. It costs twice as much as a normal bow of its kind.

**Footpads -** These useful equipment items can be improvised from rags or cloth tied to the feet, or built into footwear-the latter obviously negates any risk of cloth falling off! Footpads are not considered standard equipment worn by the thief because of the disadvantage they have. Their advantage is that they subtract 5 DC points to the chance for Stealth; the corresponding disadvantage is that footpads reduce traction, and so their use adds a +5 DC penalty to any Climb checks the thief has to make while wearing them.

**Hand Lamp -** This is usually a small metal pot about the size of a night-light candle. It has a hinged flip-up lid with a mirror on the inside; a silver mirror is often used, so the item is not cheap. The mirror directs the light, and the lid also works as a snuffer when closed. The lamp provides enough light for the character to work by (e.g., when trying to pick a lock in a dark place), while not shedding enough to give the him away (hopefully). Certainly, the dim, focused light is unlikely to be visible at all further than some 20 feet from the character, and even within this range it is very, very dim.

**Hat (kepisos) -** A circular hat about six inches in depth, with protruding ridges on the top and bottom, looking much like a modern hamburger. Popular among Nisani from Oros.

**Hat (moyo) -** A cone-shaped, peaked cap made of highly decorated woven cloth.

**Hat, Wide-Brimmed (petasos) -** A hat made of felt, resembling a small sombrero. Worn primarily by shepherds and others who spend a lot of time outdoors.

**Healer's Kit -** This is a waterproofed leather or canvas backpack or handbag containing cloth bandages, splints, needles and thread (for stitching wounds), ointments, and a selection of herbs for soothing pain (these don't heal damage). It also has room for special medicines, such as poison antidotes or healing potions, but these are not included in the standard kit. The kit is useful in treating injuries of all types.

**Himation -** An over-cloak made of wool, flax (linen), or animal skin, usually worn over the chiton. Often dyed (although the aristocracy prefers theirs white).

**Horse Grooming Kit -** For efficient and thorough horse grooming, the kit includes a currycomb (a brush with stiff bristles to remove dirt from the coat), a shedding blade (a flexible, serrated blade to remove loose body hair), a body brush (for dirt removal from the legs, fetlocks, and other areas where a currycomb is inappropriate), hoof picks (to remove pebbles and debris from the hooves), and a mane and tail comb (to clean and tease the hair). Similar kits exist for griffons and other mounts.

**Hunting Traps -** Though any ranger worth his salt can cobble together a sufficient animal trap in half an hour, most such traps tend to be lethal or torturous in nature. By contrast, professional traps may be purchased in both "live" and "lethal" varieties. Live traps come in three sizes; rabbit (4 sp, 3 lb), boar (7 sp, 8 lb), and bear (12 sp, 15 lb), all of which can be set up in ten minutes. Lethal traps (10 sp) work on any size of animal and are mercifully swift. These baited traps contain opposing blades that spring closed when an animal comes to feed, decapitating it instantly.

**Ingot -** This is a block of metal of manageable size, making it easier to transport.

**Jelling Compounds -** These powdered salts and herbs are of great use to individuals who need to stock away food over a long time. Fruits and vegetables can be mashed and mixed with these compounds to turn them into a form of preserves that, when sealed with wax, will stay 'fresh' and edible for ten or more years under good circumstances. The glassware and wax to finish the preserving process must be obtained separately.

**Jettons -** These are metal, coin-like counting devices used in accounting.

**Kilt -** The most common piece of clothing worn by Tanisani males, a simple skirt made of linen.

**Kroupezai -** The only true shoe that is common in Nisoi, this type of footwear is a thick-soled wooden shoe with a leather top. It is usually worn by olive farmers (for treading olives) and some musicians as a way of tapping out a beat for their performances.

**Kurta -** A garment similar to the chiton, but made of wool or thin deerskin. It is worn by both the Scythians and the Trypillians as a common form of clothing.

**Loincloth -** The only covering worn by slaves, and preferred by freemen who worked outside for long hours of the day. Sometimes accompanied by the wearing of a chiton/tunic.

**Paenula -** A leather hooded parka, worn to protect from the rain.

**Lanyard -** When moving through the trees or dealing with active, outdoors travel, equipment that has to be carried can easily be dropped and lost. A lanyard is a strip of treated leather or sinew that hooks around the user's wrist and is tied to an object of the user's own size category or smaller. An item attached to a lanyard can be dropped as a free action and picked back up as a move equivalent action that does not provoke an attack of opportunity.

**Mask, Actor's -** Masks produce a change of character and are fitted with conic mouthpieces to actually increase the actor's loudness. Traditional comedy and tragedy masks are commonplace in most of Macea, in finely carved and painted spruce (5 sp each) as well as a black pantomime mask (1 sp). In addition, the following masks are sometimes available at 8 sp each: bear, cat, death, disease, dog, fate, ghost, hawk, king, melancholy, merchant, mouse, noble, peasant, queen, rage, slave, snake, and trickster. Special orders typically require 6 months for completion.

**Mini-Blade -** This is a generic term for a very small (and usually very sharp) bronze blade which can be held between the fingers or in the "edge of the hand". A very sharp coin-edge, filed down, can be used in this way, and has the advantage of being readily available. A more sophisticated (and rarer) version is the razor ring, a hollow signet ring with a flip-top and a very sharp blade within. The mini-blade is used to cut a soft container-most obviously a purse or pouch-so that the thief can get at what's inside it. It is the most effective technique for getting at coins, gems, etc., inside a purse with drawn and tied strings.

**Moss Pack -** A rogue running from authorities needs all the edges he can get. One of those potential edges is a moss pack, which consists of a porous cloth shell surrounding a brick of light, spore filled moss. When squeezed or crushed as a standard action, a moss pack releases a thick cloud of spores that fills a ten foot cube. If the user is in motion when a moss pack is used, he is considered out of this area and need not make a saving throw. Those who move into this area, which lasts for 5 rounds after use, have to make a Fortitude save (DC 16) or be immobilized by hacking and choking. This cannot kill anyone, but it makes for a great momentary delay.

**Naphtha -** This highly flammable substance saw its first use in Arabani navies but it has been adapted for personal use much like alchemist's fire has. The difference between naphtha and alchemist's fire is that it does not stop burning until the substance is exhausted or quenched by magical means. When used as a grenade-like weapon, naphtha deals +2 points of fire damage to a creature struck by it, and 1 point of fire damage to everyone standing up to 5 feet from it. The creatures affected continue suffering the same amount of damage every round until the substance runs out after 1 minute.

**Palanquin -** A palanquin is a covered sedan chair (or litter) carried on four poles. It originated in Araba and is now used in that region as well as Asia and Tanis.

**Penteconter -** This is a fast monoreme ship (one row of oarers) used for ramming purposes.

**Provision Bag -** After a long day's hike, nothing tastes better than a venison steak, a cup of cold wine and a slice of cheese. Unfortunately, the other forest inhabitants could not agree more. Leather provision bags not only hold smells in, but also allow victuals to be hung from tree branches, well out of the reach of dangerous animals. By cinching the mouth tight, casting the rope over a tree-limb and hoisting the bag, food can be stored safely away from roving animals.

**Scent Lure -** A scent lure is a pungent liquid used to attract animals in the wild. Each scent lure attracts a specific type of animal, usually woodland game such as deer, wolf, or fox; individual animals of the species find the odor irresistible. Each bottle of scent lure contains five applications. One application near a tree, rock, or snare has a 1-5 on a D20 chance of attracting an animal of the given species within 24 hours, presuming the animal passes within 100 yards of the application. Extra applications do not increase the chance of attraction. The scent evaporates in 24 hours.

**Shirt -** A long shirt reaching down to the knees with wide, elbow-length sleeves. Tied at the waist with colorful woven

belts. Made of flax. Often bleached white. Popular in the steppe lands (Alba, Trypillia, Galicia, Scythia, Amazonia & Circassia).
**Shoes -** Not common in Nisoi, except in large cities, as they are a fairly recent import from Mantova and Alba.
**Stakes, Camp -** An old traveler's trick, these stakes are steeped in urine and used to mark the edges of a camp or settlement of small size in the wild. Normal animals, including dire versions, must make a Will save (DC 13) to cross into an area that has at least one camp stake every five feet along its border. Camp stakes are reusable, but after one month, the soaking they require rots the wood and they must be replaced. This can be done at minimal expense in the forest and requires no skill check or cost to accomplish.
**Strigil -** Before participating in games and exercises, Nisani athletes oil their bodies. They use this slightly curved, thin stick made of bronze, bone, or ivory to scrape the excess oil off. This activity is also frequently used as a cleansing method when bathing is not possible.
**Survival Kit -** A character may strap this small leather pouch, about four inches on each side and an inch thick, around his thigh, upper arm, or anywhere else where it can remain concealed. The kit contains a number of small items useful in emergencies: a scrap of parchment and piece of graphite (for writing messages), a fish hook, a 25- foot length of fishing line on a spool, one gold piece (good for bribing guards), a small razor (for severing rope or inflicting 1 hit point of damage against captors), a wooden whistle (for signaling), a cloth pad (for making an emergency bandage), and a few pieces of sugar candy and dried fruit (for quick energy, or luring animals). Similar items may be substituted to customize individual kits.
**Toga -** A heavy, cumbersome combination of a tunic and himation, often decorated with a simple stripe. Almost exclusively worn in Mantova. Never used while at work, but commonly worn when not working.
**Trireme -** This is a ship with three rows of oarers, one on top of the other. These are warships used by Nisoi, Minos, Asia and Tanis (and by others to a lesser extent).
**Trousers -** Made of linen, and very popular among males. Never dyed, they always retain their natural "oatmeal" color. The Trypilliani, Scythians and Albani prefer trousers made of deerskin leather and dyed either brown or black.
**Tunic -** A rectangular cloth made of wool that is wrapped around the body and clasped at both shoulders. Men wear no sleeves, women typically wear sleeves. A woman's tunic is longer than a man's, going all the way down to the ankles (a man's goes down only to the mid-thigh or knees). The tunic is usually white in color, although sometimes it is dyed.
**Weaponblack -** When characters apply this oily paste to their weapons or armor, it makes the metallic surfaces non-reflective and nearly invisible. This gives a +5 DC to Stealth checks when trying to hide. A coat of weaponblack lasts until the character engages in melee combat, at which time enough of the substance flakes away to negate any camouflaging advantage. This substance is uncommon and only available through shady under-the-counter dealing.
**Windlass -** This is a device that uses a hand crank and pulley to lift heavy objects, such as a ship's anchor.
**Winnowing Flail -** This heavy grain flail is used chiefly for agricultural purposes, specifically separating grain from chaff. It is generally too cumbersome for use as a weapon.

## Supernatural Equipment

In addition to the various mundane equipment characters can acquire there are various items endowed with supernatural properties. Such equipment is rare and usually expensive, but sometimes found in the hand of heroes and villains. Creating supernatural items requires the Imbue Item feat.

## Supernatural Weapons

A masterwork weapon can be imbued with supernatural power, making it a supernatural weapon. Supernatural weapons have the usual properties of masterwork weapons, plus they can overcome the damage reduction of certain creatures. Since supernatural trumps all other means of overcoming damage reduction, if a creature's damage reduction can be overcome at all, a supernatural weapon will do so. The supernatural property increases a weapon's cost by x10. This includes the masterwork quality of the weapon. Creating a supernatural weapon requires the Imbue Item feat.

## Supernatural Armor

Masterwork armor can be imbued with supernatural power, making it extraordinarily light and comfortable. Supernatural armor has its armor check penalty reduced by 2 (including the benefits of being masterwork). The supernatural property increases the armor's cost by x5, which includes the masterwork quality. Creating supernatural armor requires the Imbue Item feat.

## Charms

A charm is a small item containing a single use of a supernatural power. Common charms include potions, candles, small pouches of herbs, crystals, and similar items. When a charm is activated (a standard action), it discharges the power it contains and then is rendered useless. Creating a charm requires the Imbue Item feat as well as the power the charm will contain. It has a cost of 10 + the charm's bonus with the power, which cannot exceed its maker's bonus.

## Other Supernatural Items

The Game Master should feel free to introduce other supernatural or unusual items in the game as desired. It is left up to the GM to decide what any such items can do, using the supernatural powers as guidelines.

## Special Substances & Weapons

The following is a descriptive list of items not found in the tables and descriptions above. It includes certain types of special weapons and equipment.

**Arrow, Broad -** This arrow has a broader head than a normal arrow, making it heavier and able to deal more damage when it hits. It deals +3 hit points of damage when fired from a shortbow. The increased weight takes 10 feet from the weapon's

range increment. Cost (15bp)

**Arrow, Flare -** Designed so that the archer may be more easily found or so that a distraction for enemies can be created, the flare arrow produces an intensely bright light in the skies, visible for long distances on clear nights. The arrowhead is a special detachable piece. It houses a small aircatching device that slows the arrow on its descent, allowing it to drift to the earth instead of plummeting. The interior of the arrow is filled with a slow-burning, alchemical powder that flares brightly when ignited, and it also provides additional thrust to propel the arrow further. To send a flare arrow, one simply touches a flame to the fuse trailing behind the fletching and shoots the arrow into the sky. The head detaches when the arrow reaches the top of its flight, releasing the parachute, which ignites the powder. The arrow burns merrily all the way to the ground. Naturally, flare arrows can only be used once. Message Arrow: Sometimes, one needs to get an urgent.

**Arrow, Humming Bulb -** Humming bulb arrows are fitted with carved wooden heads that whistle loudly when fired. The sound can be heard up to one mile away. This type of arrow is normally used for signaling.

**Arrow, Message -** Sometimes, one needs to get an urgentmessage to a distant compatriot in a hurry. The soricid developed message arrows for just this purpose. They resemble normal arrows outwardly, although the head is rather more rounded than most other arrows. It is the interior that makes the message arrow special. The shaft is hollow, enabling the archer to fit a tightly rolled scroll inside. The arrow can accommodate no more than one sheet of papyrus. Because of its fragility, it will most likely break if it is used offensively.

**Grenades -** These weapons consist of an irritating or concealing ingredient sealed in an eggshell, a papyrus packet, a nutshell, or some other container that is small and easy to break. The grenades do not explode, but burst when thrown against the ground or into the face of an opponent. All eggshell grenades are fragile. If a character carrying these items falls 10 feet or more and suffers damage, the player must roll a Fortitude save for each grenade carried. If the roll fails, the grenade bursts and is useless, but unless it was being carried near the character's face, it will do no harm.There are four standard types of eggshell grenades, all costing 1 sp. each:

***Dust:*** *This grenade is thrown into the face of an opponent. On a successful attack roll, the grenade bursts in a cloud of dust. The opponent gets a Fortitude save. If he makes the roll, he is unaffected (though covered by a light layer of dust). If he fails the roll, he is blinded for 3 rounds.*

***Flash powder:*** *When this grenade is thrown into a fire, it explodes in a brilliant flash of light, blinding everyone who is looking in that direction. The blindness lasts 1 round. If the GM does not know where a character is looking, that character must make a Reflex save (DC 15). If the character is more than 10 feet away from the fire, he gets a +2 bonus to the roll; more than 20 feet away, a +4 bonus. Maximum range for the effect of the flash powder grenade is 30 feet.*

***Smoke:*** *This grenade can be thrown against the ground or into a fire. When thrown against the ground, it creates a smoky area equivalent to light fog in a 5-foot radius. (If the character has his back to a forest or other escape route and has enemies to his front, he may throw a smoke grenade in front of him to give him a moment of distraction, allowing him a round to flee and make a hide in shadows roll.) When thrown into a fire, a smoke grenade creates a smoky area equivalent to dense fog in a 10-foot radius.*

**Orichalcum -** This rare metal is reddish-gold in color. It is as easy to work as bronze but much harder in consistency. Because of the rarity of the metal, all weapons, armors, and other items (jewelry, goblets, etc…) made from it are masterwork in quality. The vast majority of orichalcum weapons and armor are magical in nature, as the rare metal is perfect for enchanting. Most of it came from the mines in Tartessos, which now no longer export, so most weapons made from this metal are rather old. No other orichalcum mines are known.

**Starlight Cloth -** This silken fabric of dark color (forest green, midnight blue, and so on) is shot through wit silvery threads that seems to catch and reflect light, making the cloth look as though it were dappled with hundreds of tiny silver stars. Starlight cloth seems to shimmer and glow faintly in moonlight or starlight. It's a popular material for soricid cloaks, robes and gowns for formal occasions.

**Sword, Crystal -** Created first as an ornament by daktyloi artisans, armorers chiseled great chunks of crystal growing in caverns in the form of blades, and treated them with a special process that still baffles craftsmen around the world. Crystal swords can be the length of short, long or greatswords, dealing the same damage and acting in all respects like a normal sword, but weighing only half as much. Crystal swords average about 50sp more than their bronze counterparts.

**Thistledown -** It is a light, downy material, gray in color, that does not snag on branches. Since it is a fine quality material, it can easily be enchanted with magic, and any clothing made from it is considered of masterwork quality. It adds 20 sp. to the cost of any article of clothing made from it, and it is made only by soricid weavers. Unlike many soricid items, thistledown is regularly exported in human sizes.

**Tineuvial Leather -** Specially treated leather soaked in herbal oils and tempered in magical washes of elemental water and alchemical tinctures, tinuevial clothing and armour is nearly fireproof, allowing its (generally soricid) wearer to survive the force that is often the bane of their tree homes and kingdoms. Tineuvial leather can be crafted into any leather item, cannot burn regardless of the temperature or magical nature of the flame involved, and confers a resist elements (fire) effect on the wearer that absorbs the first 5 points of fire damage taken each round.

**Trypillian Bronze -** Trypillian bronze is created from Mantan copper, a form of copper that is naturally greenish in tint. So popular was this copper in ancient times that it gave the entire region its name (Manta meaning "green" in Nisani. This was long before the region became known for its other green qualities, the kinds that plague the land in modern times). Trypillian bronze is still made from Mantan copper, and it is highly prized for its ornamental properties. Apart from its beautiful golden-green color however, there are no differences between Trypillian bronze and common bronze.

# Domesticated & Work Animals

| Animal | Cost | Mph. | Height/Weight | Capacity |
|---|---|---|---|---|
| Bull | 120 sp. | 4 | 5 ft./1700 lbs. | 600 lbs. |
| Calf | 30 sp. | 3 | 3 ft./300 lbs. | 300 lbs. |
| Camel, pack or riding | 50 sp. | 5 | 7 ft./1600 lbs. | 500 lbs. |
| Camel, war | 100 sp. | 5 | 7 ft./1600 lbs. | 500 lbs. |
| Chicken | 2 bp. | - | 2 ft./5 lbs. | - |
| Cow | 75 bp. | 3.5 | 5 ft./1400 lbs. | 400 lbs. |
| Donkey | 32 sp. | 3 | 4 ft./550 lbs. | 300 lbs. |
| Elephant, labor | 150 sp. | 3 | 13 ft./15,000 lbs. | 7,000 lbs. |
| Elephant, war | 400 sp. | 3 | 13 ft./15,400 lbs. | 7,000 lbs. |
| Goat | 5 gp. | - | 3 ft./50 lbs. | - |
| Horse, light | 45 sp. | 7 | 5 ft./800 lbs. | 200 lbs. |
| Horse, medium | 60 sp. | 7.5 | 6 ft./900 lbs. | 300 lbs. |
| Lamb | 15 sp. | - | 3 ft./50 lbs. | - |
| Mule | 40 sp. | 2 | 5 ft./800 lbs. | 400 lbs. |
| Ox | 90 sp. | 4 | 5 ft./2000 lbs. | 700 lbs. |
| Pig | 25 sp. | - | 3 ft./150 lbs. | - |
| Pig, suckling | 4 sp. | - | 2 ft./30 lbs. | - |
| Pony | 40 sp. | 3 | 4 ft./500 lbs. | 200 lbs. |
| Ram | 45 sp. | - | 3 ft./130 lbs. | - |
| Rooster | 20 sp. | - | 2 ft./7 lbs. | - |
| Sheep | 35 sp. | - | 3 ft./110 lbs. | - |
| Solenodon | 50 sp. | 4 | 4 ft./500 lbs. | 200 lbs. |
| Songbird | 35 sp. | - | Up to 1 ft./1-3 lbs. | - |

# Playing the Game

In Phydea, heroes attempt many deeds, from wooing hearts to felling monsters. This chapter gives rules for doing things, whether mundane or heroic, in the game. The chapter focuses on physical actions and fighting.

## Physical Actions

Ability scores, skills, and feats define characters' physical capabilities in Phydea. They affect the ability to move, carry loads, and throw things, three topics discussed in this section. Heroes can also push past their physical limitations using extra effort.

## Moving

Heroes move around a lot, especially when the action gets going. The Game Master moderates the pace of a game session, and so determines when movement is important enough to be worth measuring. During casual scenes, you usually won't have to worry about movement rates. If a character arrives somewhere and takes a stroll around, there's no need to know exactly how fast the character goes; it just happens. During action scenes, however, it may be important to have an idea how fast and how far a hero can move.

## Movement Pace

Characters generally move at a normal, accelerated, or all-out pace. Most characters' base speed is 30 feet, meaning a character can walk 30 feet as a move action every round. The following movement paces modify base speed:

**Normal:** A normal pace represents unhurried but purposeful movement at the character's normal speed, which is usually 30 feet per round (about 3 miles per hour). This is the equivalent of walking for a normal unencumbered human.
**Accelerated:** An accelerated pace, sometimes called a hustle or double move, is twice the character's normal speed, usually 60 feet per round (about 6 miles per hour). This is the equivalent of jogging for a normal unencumbered human. Taking two move actions in a round is accelerated movement.
**All Out:** Moving four times your base speed is an all-out pace, the equivalent of running or sprinting, usually 120 feet per round (about 12 miles per hour). All-out movement is a full-round action, and you lose any dodge bonus to Defense, since you're not easily able to avoid attacks. You can move all out for 10 rounds, plus twice your Constitution score (so 8 rounds for Constitution –1, 16 rounds for Constitution +3, and so forth). After that you must succeed at a Constitution check (Difficulty 10) to continue moving at this pace. You must check again each round you continue to move all out, and the Difficulty of this check increases by 1 for each check you have made. When you fail a check, you become fatigued and must drop to an accelerated or normal pace.

## Hampered Movement

Obstructions, bad surface conditions, and poor visibility can hamper movement. The Game Master determines the category into which a specific condition falls (see the Hampered Movement table). When movement is hampered, multiply the standard distance by the movement penalty (a fraction) to determine the distance covered. For example, a character who can normally cover 60 feet with a double move can cover only 30 feet if moving through thick undergrowth. If more than one condition applies, multiply the normal distance covered by all movement penalty fractions that apply. For instance, a character who normally could cover 60 feet with a double move could cover only 15 feet moving through thick undergrowth in heavy fog (one-quarter his double move).

| Condition | Examples | Penalty |
|---|---|---|
| Obstruction | | |
| Moderate | Undergrowth | x 3/4 |
| Heavy | Thick Undergro. | x 1/2 |
| Surface | | |
| Bad | Steep Slope, Mud | x 1/2 |
| Very Bad | Deep Snow, Ice | x 1/4 |
| Poor Visibility | Dark, Heavy Fog | x 1/2 |

## Carrying

Strength determines how much weight heroes can lift and how much any additional encumbrance slows them down. Carrying more than a light load imposes penalties to Acrobatics, Climb, Escape Artist, Jump, Sleight of Hand, Stealth, and Swim checks, like an armor check penalty. The penalty is doubled for Swim checks.

**Light Load:** Characters can lift and carry up to a light load without any penalties or difficulties.
**Medium Load:** Characters carrying a medium load have a maximum dodge bonus of +3 and a –3 armor check penalty. They move at 2/3 normal speed.
**Heavy Load:** Characters can lift up to a heavy load overhead. They have a maximum dodge bonus of +1 and a –6 armor check penalty. They move at 2/3 normal speed.
**Maximum Load:** Characters can lift up to the maximum load off the ground, but can only stagger around with it. While overloaded in this way, characters lose any dodge bonus to Defense and can move only 5 feet per round as a full-round action. You cannot take any other actions while supporting a maximum load.
**Push/Drag:** Characters can push or drag up to five times their heavy load weight, moving at 1/2 normal speed. Favorable conditions (smooth ground, dragging a slick object) double these numbers, and bad circumstances (broken ground, push-

ing an object that snags) can reduce them to one-half or less.

## Throwing

Characters can throw any object they can lift, up to a heavy load. (You cannot throw your maximum load; only drop it adjacent to you.) Picking up an object is a move action, while throwing something is a standard action, so it's possible to pick up and throw an object in one round. The distance you can throw an object is based on its weight and your Strength. You can throw your heavy load 5 feet. For every 2 points of Strength you have over the minimum required to lift an object as a heavy load, double the distance you can throw it. This means a Strength +5 character has 5 points more Strength than needed to lift 100 pounds as a heavy load and can therefore throw a 100-pound object up to 20 feet (5 feet x 2 x 2).

| Str. | Light Load | Medium Load | Heavy Load | Max. Load | Drag |
|---|---|---|---|---|---|
| -5 | 3 lbs. | 6 lbs. | 10 lbs. | 20 lbs. | 50 lbs. |
| -4 | 6 lbs. | 13 lbs. | 20 lbs. | 40 lbs. | 100 lbs. |
| -3 | 13 lbs. | 26 lbs. | 40 lbs. | 80 lbs. | 200 lbs. |
| -2 | 20 lbs. | 40 lbs. | 60 lbs. | 120 lbs. | 300 lbs. |
| -1 | 26 lbs. | 53 lbs. | 80 lbs. | 160 lbs. | 400 lbs. |
| 0 | 33 lbs. | 66 lbs. | 100 lbs. | 200 lbs. | 500 lbs. |
| +1 | 43 lbs. | 86 lbs. | 130 lbs. | 260 lbs. | 650 lbs. |
| +2 | 58 lbs. | 116 lbs. | 175 lbs. | 350 lbs. | 875 lbs. |
| +3 | 76 lbs. | 153 lbs. | 230 lbs. | 460 lbs. | 1,150 lbs. |
| +4 | 100 lbs. | 200 lbs. | 300 lbs. | 600 lbs. | 1,500 lbs. |
| +5 | 133 lbs. | 266 lbs. | 400 lbs. | 800 lbs. | 2,000 lbs. |
| +6 | 173 lbs. | 346 lbs. | 520 lbs. | 1,040 lbs. | 2,600 lbs. |
| +7 | 233 lbs. | 466 lbs. | 700 lbs. | 1,400 lbs. | 3,500 lbs. |
| +8 | 306 lbs. | 613 lbs. | 920 lbs. | 1,840 lbs. | 4,600 lbs. |
| +9 | 400 lbs. | 800 lbs. | 1,200 lbs. | 2,400 lbs. | 6,000 lbs. |
| +10 | 532 lbs. | 1,064 lbs. | 1,600 lbs. | 3,200 lbs. | 8,000 lbs. |

## Extra Effort

Heroes are often called upon to perform feats beyond their normal limits. This calls for extra effort. Players can use extra effort to improve a hero's abilities in exchange for the hero suffering some fatigue from the effort. Extra effort is a free action and can be performed at any time during a hero's turn, but is limited to once per round. A hero using extra effort can gain one of the following benefits:

- Check bonus: +2 bonus on a single check.
- Increase carrying capacity: The hero's carrying capacity doubles for one round.
- Increase movement: The hero's movement speed doubles for one round (this includes jumping distances).
- Willpower: Gain an additional Will saving throw against an ongoing effect that allows for Will saves, such as various powers.

At the beginning of the round immediately after extra effort, the hero suffers a level of fatigue. A fatigued hero becomes exhausted and an exhausted hero becomes unconscious, the round after using extra effort. If you spend a Conviction point at the start of the round following extra effort to shake off the fatigue, the hero suffers no adverse effects. Other specific uses of extra effort (usually involving supernatural powers) are specified in the text.

## Fighting

Sometimes heroes must fight to achieve their goals. This section details the rules for fights, starting with the basics and then looking at some of the more unusual strategies heroes can employ.

## Combat Sequence

Combat in Phydea is cyclical. Everybody acts in turn in a regular cycle called a round. Generally, combat runs in the following way:

1. Each combatant starts the battle flat-footed. Once a combatant acts, he is no longer flat-footed.
2. The Game Master determines which characters are aware of their opponents at the start of the battle. If some but not all combatants are aware of their opponents, a surprise round happens before regular rounds begin. The combatants aware of their opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take a standard action or move action—not both—during the surprise round. Unaware combatants do not get to act in the surprise round. If no one or everyone starts the battle aware, there is no surprise round.
3. Any remaining combatants roll initiative. All combatants are now ready to begin their first regular round.
4. Combatants act in initiative order.
5. When everyone has had a turn, the combatant with the highest initiative total acts again, and steps 4 and 5 repeat until combat ends.

## Combat Statistics

Several traits determine how well you do in combat: your attack bonus, defense bonus, damage bonus, and saving throws. This section summarizes these traits and how to use them.

## Attack/Damage Bonus

An attack represents the attempt to strike a target with an attack. When you make an attack, roll d20 and add your total attack bonus. If your result equals or exceeds the target's Defense, you hit and may deal damage. Your attack bonus is equal to the following:

**combat bonus + Dexterity + size modifier + miscellaneous modifiers – range penalty**

**Combat Bonus:** Your skill in combat, based on your role(s) and level, determines your basic ability to successfully strike a target.
**Dexterity:** Speed, agility, and accuracy make it easier to hit the target. You add your character's Dexterity score to your

combat bonus to reflect this.
**Size Modifier:** Smaller targets are harder to hit, while larger targets are easier. A modifier to combat bonus is used to reflect this. Since the same size modifier applies to two opponents of the same size, they strike each other normally. The size modifiers are as follows:

**Colossal**: -8
**Gargantuan**: -4
**Huge**: -2
**Large**: -1
**Medium**: 0
**Small**: +1
**Tiny**: +2
**Diminutive**: +4
**Fine**: +8

**Miscellaneous Modifiers:** The circumstances of your attack may involve a modifier to your attack bonus. Attacking while prone, for example, imposes a –4 penalty on melee attack rolls.
**Range Penalty:** The range penalty with a ranged attack depends on the attack you're using and the distance to the target. All ranged attacks have a range increment. Any attack at a distance of one range increment or less carries no penalty for range, so an attack with a range increment of 50 feet can strike at enemies up to 50 feet away with no penalty. However, each full range increment thereafter causes a cumulative –2 penalty to the attack roll.
**Automatic Misses and Hits:** A natural 1 (the d20 comes up 1) on the attack roll is always a miss. A natural 20 (the d20 comes up 20) is always a hit, regardless of the opponent's Defense. A natural 20 is also a threat, a possible critical hit.
**Damage Bonus:** Your damage bonus and attack bonus are the same number, but the damage bonus has an innate +10 modifier. This +10 modifier is *not* listed in the Attack/Defense line for creatures in the Bestiary. Remember to add +10 to the defense scores of creatures in the Bestiary. This +10 does not apply to attack, only defense.

## Damage Bonus

When you hit with an attack, you may deal damage. Each attack has a damage bonus. This is typically a weapon's damage modified by your Strength; although, some attacks have a fixed damage.

**Damage Bonus = weapon damage + Strength**

**Weapon Damage:** Weapons have a damage modi.er, showing how much damage they inflict. Most projectile weapons inflict a fixed damage bonus. Melee and thrown weapons add the wielder's Strength score to their damage.
**Strength:** Your Strength measures how hard you can hit, so your Strength score applies to damage when you attack unarmed or with a melee or thrown weapon.

## Lethal and Non-lethal Damage

Damage comes in two types: lethal and non-lethal. Lethal damage does lasting injury and can kill. Non-lethal damage can stun and cause unconsciousness, but causes no serious injury.

## Critical Hits

When you make an attack roll and get a natural 20 (the d20 actually shows 20), you have scored a threat. The hit might be a critical hit (sometimes called a crit). To find out whether it's a critical hit, make another attack roll, using the same attack bonus. If this second roll equals or exceeds the target's Defense, the attack is a critical hit. If not, the attack still hits, but as a normal attack, not a critical hit. A critical hit increases the attack's damage according to the type of weapon or attack. If unspecified, a critical hit increases damage by +3.
**Increased Threat Range:** Characters with the Improved Critical feat can score a threat on a natural result less than 20. Any attack roll that doesn't result in a hit is not a threat. Only natural 20s always hit.

## Saving Throws

When you're subjected to a potentially harmful effect, you get a saving throw to avoid or reduce it. Like an attack roll or check, a saving throw is a d20 roll plus a bonus based on an ability score and other modifiers. Your saving throw is equal to the following:

**d20 + base save bonus**
**+ ability score + miscellaneous modifiers**

The Difficulty for a save is based on the attack itself. The four different kinds of saving throws are the following:

**Toughness:** Your ability to resist physical punishment and direct damage. Your Toughness saving throw equals your Constitution score, modified by feats like Defensive Rolls and Great Toughness, and any armor you are wearing.
**Fortitude:** Your ability to resist attacks against your vitality and health, such as poison and disease. You apply your Constitution score to your Fortitude saving throws.
**Reflex:** Your ability to avoid harm through reaction time and agility, including dodging explosions and crashes. You apply your Dexterity score to Reflex saving throws.
**Will:** Your resistance to mental influence and domination as well as certain powers. You apply your Wisdom score to your Will saving throws.

## Initiative

Every round, each combatant gets to do something. The combatants' initiative checks determine the order in which they act, from highest to lowest. At the start of a battle, each combatant makes an initiative check. The players each roll for their heroes while the Game Master rolls for everyone else. An initiative check is a Dexterity check.

**Initiative Check = d20 + Dexterity + miscellaneous modifiers**

The Game Master finds out in what order heroes act, counting down from highest total to lowest. Each character acts in turn, with the check applying to all rounds of the combat.

Usually, the Game Master writes the names of the characters down in initiative order to move quickly from one character to the next each round. If two combatants have the same initiative check result, they act in order of highest Dexterity first. If there is still a tie, roll a die, with the highest roll going first.

**Flat-Footed:** At the start of a battle, before you have had a chance to act (speci.cally, before your .rst regular turn in the initiative order), you are flat-footed. You can't use your dodge or parry bonus, if any, while flat-footed. The Uncanny Dodge feat allows you to retain your dodge and parry bonus to Defense while flat-footed.

## Opponent Initiative

Typically, the Game Master makes a single initiative check for opponents. That way, each player gets a turn each round and the Game Master also gets one turn. At the Game Master's option, however, he can make separate initiative checks for different groups of opponents or even for individual foes. For instance, the Game Master may make one initiative check for a villain and another for all of his minions.

## Joining a Fight

If characters enter a fight after it's begun, they roll initiative and act whenever their turn comes up in the existing order.

## Surprise

When a combat starts, if you are not aware of your enemies but they are aware of you, you're surprised. If you know about your opponents but they don't know about you, you surprise them.

**Determining Awareness:** Sometimes all combatants on a side are aware of their enemies, sometimes none are, and sometimes only some of them are. Sometimes a few combatants on each side are aware and other combatants on each side are unaware. The Game Master determines who is aware of whom at the start of a battle. The Game Master may call for Notice checks or other checks to see how aware the characters are of their opponents. Some examples:

• The heroes enter a seedy tavern and immediately spot members of a notorious gang. The gang members notice the heroes at the same time. Both sides are aware; neither is surprised. The heroes and the gang members make initiative checks, and the battle begins.
• The heroes are tracking an assassin who flees down a dark alley. They follow, unaware the assassin is hidden in the shadows. When the assassin springs out to attack, the heroes are surprised and do not get to act in the surprise round.
• The heroes infiltrate a sorcerer's stronghold wearing the uniforms of his guards. When they reveal themselves and attack, they surprise their opponents. The heroes act during the surprise round, but the villains do not.

**The Surprise Round:** If some, but not all, of the combatants are aware of their opponents, a surprise round happens before regular rounds begin. The combatants aware of their opponents can act in the surprise round, so they roll for initiative. In initiative order (highest to lowest), combatants who started the battle aware of their opponents each take an attack or move action, not both. If no one or everyone is surprised, a surprise round doesn't occur.
**Unaware Combatants:** Combatants unaware at the start of battle do not get to act in the surprise round. Unaware combatants are flat-footed because they have not acted yet. Because of this, they lose any dodge bonus to Defense.

## Actions

The things characters can do during combat are broken down into actions, described in this section.

## The Combat Round

Each round represents about 6 seconds of time in the game world. In the real world, a round is an opportunity for each character to take an action. Anything a person could reasonably do in 6 seconds, your hero can do in 1 round. Each round begins with the character with the highest initiative result and then proceeds, in descending order, from there. Each round uses the same initiative order. When a character's turn comes up in the initiative order that character performs his entire round's worth of actions. For almost all purposes, there is no relevance to the end of a round or the beginning of a round. The term "round" works like the word "week." A week can mean either a calendar week or a span of time from a day in one week to the same day the next week. In the same way, a round can be a segment of game time starting with the first character to act and ending with the last, but it usually means a span of time from one round to the same initiative number (initiative count) in the next round. Effects lasting a certain number of rounds end just before the same initiative number where they began.

**one round = span of time from one initiative count to the same initiative count in the next round**

## Action Types

The five types of actions are standard, move, full, free, and reaction. In a normal round, you can perform a standard action and a move action (or two move actions; you can always take a move action in place of a standard action), or you can perform a full action. You can also perform as many free and reactions actions as your Game Master allows. In some situations (such as in the surprise round) you may be limited to taking only a standard or move action, not both.

## Standard Action

A standard action allows you to do something. You can make an attack, use a skill, feat, or power (unless it requires a full action to perform; see below), or perform other similar actions. During a combat round, you can take a standard action and a move action. You can take the move action before or after, but not during, the standard action.

## Move Action

A move action allows you to move your speed or per-

form an action taking a similar amount of time, such as climb one-quarter of your speed, draw or stow a weapon or other object, stand up, pick up an object, or perform some equivalent action. You can take a move action in place of a standard action. For example, rather than moving your speed and attacking you can stand up and move your speed (two move actions), draw a weapon and climb one-quarter your speed (two move actions), or pick up an object and stow it in a backpack (two move actions). If you move no actual distance in a round (usually because you have traded a move action for an equivalent action like standing up), you can take a 5- foot "step" before, during, or after the action. For example, you can stand up (a move action), take a 5-foot step, and attack (a standard action).

## Full Action

A full action requires all your attention during a round. The only movement you can take during a full action is a 5-foot step before, during, or after the action. Some full-round actions do not allow you to take a 5-foot step. You can also perform free actions (see below) as the Game Master allows.

## Free Action

Free actions consume very little time and, over the span of the round, their impact is so minor they are considered to take no real time at all. You can perform one or more free actions while taking another action. However, the Game Master puts reasonable limits on what you can do for free. A good rule of thumb is your Dexterity or Intelligence bonus +1 in free actions per round, with a minimum of one. For instance, dropping an object, dropping to a prone position, speaking a sentence or two, and ceasing to concentrate on maintaining a power are all free actions.

## Reaction

A reaction is something that happens in response to something else, like a reflex. Like free actions, reactions take so little time they're considered free. The difference between the two is a free action is a conscious choice made on the character's turn to act. A reaction is a reflex or automatic response that can occur even when it's not your turn to act. Characters can react even while unable to take normal actions, such as while stunned. A saving throw is an example of a reaction, something you instinctively do to avoid danger. Some powers and other traits are usable as reactions.

## Action Descriptions

The most common actions and their game effects are described here.

## Aid (Standard Action)

If you are in position to attack an opponent, you can attempt to aid a friend engaged in melee with that opponent as a standard action. Make an attack roll against Defense 10. If you succeed, you don't actually damage the opponent—but your friend gains either a +2 bonus on an attack roll against that opponent or a +2 bonus to Defense against that opponent (your choice) on the friend's next turn. Multiple aid bonuses stack.

## Aim (Full Action)

By taking a full action to aim and line up an attack you get a bonus to hit when you make the attack. If you're making a melee or unarmed attack, or a ranged attack at melee range, you get a +5 bonus on your attack roll. If you're making a ranged attack from a greater distance, you get a +2 bonus on your attack roll. If you aim to hit an immobile object, you hit automatically with a melee attack and get a +4 bonus on a ranged attack. However, while aiming you lose your dodge bonus, and if you are struck or distracted in any way before your attack, you have to make a Concentration check to maintain your aim. This tends to make aiming melee attacks—or ranged attacks while adjacent to an enemy—extremely unwise. Once you aim, your next action must be to make the attack. Taking another standard or move action spoils your aim and you lose the aiming bonus.

## Attack (Standard Action)

With a standard action, you can make an attack against any opponent within the attack's range.

**Shooting or Throwing into Melee:** If you make a ranged attack against an opponent engaged in melee with an ally, you take a –4 penalty on your attack roll because you have to aim carefully to avoid hitting your ally. Two characters are engaged in melee if they are opponents and adjacent to one another. (An unconscious or otherwise immobilized character is not considered engaged unless he or she is actually being attacked.) If the target is two or more size categories larger than any allies in melee, you ignore the –4 penalty. If you have the Precise Shot feat you also ignore the penalty for shooting or throwing into melee.

**Attacking Objects:** Objects are harder or easier to hit depending on several factors:
*Held Objects:* An object held by a character has a base Defense equal the holder's Defense + 5 + the object's size modifier.
*Carried or Worn Objects:* Objects carried or worn by a character have a base Defense equal the character's Defense + the object's size modifier.
*Immobile Objects:* Immobile objects have a Defense of 5 + the object's size modifier. Adjacent attacks get a +4 bonus to hit immobile objects. (If you take a full action to aim, you get an automatic hit with an adjacent attack, or a +5 bonus with a ranged attack.)

## Begin/Complete Full Action (Standard Action)

This action lets you start a full action at the end of your turn, or complete a full action by using a standard action at the beginning of your turn the round after starting the action. If you start a full action at the end of your turn, the next action you take must be to complete it.

## Charge (Full Action)

Charging allows you to move more than your speed and attack as a full action. You must move at least 10 feet and may move up to twice your speed. You must stop as soon as you are within striking range of your target (you can't run past the target

and attack from another direction). During the surprise round you can use the charge action, but you are only allowed to move up to your speed (instead of up to twice your speed). This is also true in other cases where you are limited to a single attack or move action per round. After moving, you may make a single melee attack. You get a +2 bonus on the attack roll and also take a –2 penalty to your Defense for 1 round (until the beginning of your action the following round).

## Combined Attack (Standard Action)

Multiple attackers can attempt to combine their attacks to overwhelm an opponent's defenses. The attackers must all delay to the same point in the initiative order (that of the slowest character). Each attacker makes a normal attack roll against the target. Take the largest damage bonus of the attacks that hit, and for each other attack within 5 points of that attack's bonus that hits, add +2. Although a combined attack is similar to aiding someone it is not the same, and bonuses applying to aid do not apply to combined attacks.

## Command (Move Action)

Issuing a command to a minion or a character under of a power like Dominate requires a move action. If you want to issue different commands to different groups of minions, each one requires a move action (so you can issue two commands per round as a full action).

## Concentrate (Standard Action)

Concentrating to maintain a particular effect, or focusing intently on a task, count as standard actions, meaning you cannot attack while concentrating, although you can still take move actions and free actions. If anything happens that may disrupt your concentration, you have to make a Concentration check to maintain it.

## Delay (Free Action)

By choosing to delay, you act at a later point in the initiative order than your rolled initiative. When you delay, you voluntarily reduce your initiative for the rest of the combat. When your new, lower initiative count comes up later in the same round, you can act normally. You can specify this new initiative total or just wait until some time later in the round and act then, fixing your new initiative at that point. Delaying is useful if you need to see what your friends or enemies are going to do before deciding what to do yourself. The price you pay is lost initiative. You never get back the time you spent waiting to see what was going to happen.

**Delaying Limits:** The lowest you can voluntarily lower your initiative is –10 minus your initiative bonus. When the initiative count reaches that point, you must act or forfeit any action for the round. For instance, a character with an initiative bonus of 3 could wait until the initiative count reached 0, then wait for it to reach –10, but would have to act on –13 or forfeit any action for the round. This is primarily an issue when multiple characters delay.

**Multiple Characters Delaying:** If multiple characters are delaying, the one with the highest initiative bonus (or higher Dexterity, in case of a tie) has the advantage. If two or more delaying characters want to act on the same initiative count, the one with the highest bonus goes first. If two or more delaying characters are trying to go after each other, the one with the highest initiative bonus gets to go last. You can also Refocus to move to the top of the initiative count.

## Demoralize (Standard Action)

You can make an Intimidate check to demoralize an opponent as a standard action.

## Disarm (Standard Action)

As a standard action, you may attempt to knock an item such as a weapon or device out of an opponent's hand. Make an attack roll against the defender. If you attempt to disarm with a ranged attack, you are at –4 on your attack roll. If your attack succeeds, make an opposed rolls of your attack's damage against the defender's Strength. If you win, the defender is disarmed. If you attempted the disarm action as an unarmed attack, you now have the weapon. Otherwise, the defender drops it. If you make a disarm attempt with a melee weapon and lose, the defender may immediately make an attempt to disarm you as a reaction, without an attack roll.

## Distract (Standard Action)

Characters with the Distract feat can make a Bluff or Intimidate check to daze an opponent as a standard action. See the feat's description for details.

## Drop an Item (Free Action)

Dropping a held item is a free action (although dropping or throwing an item with the intention of accurately hitting something is a standard action).

## Drop Prone (Free Action)

Dropping to a prone position is a free action, although getting up requires a move action (unless you have the Instant Up feat).

## Feint (Standard Action)

You can make a Bluff check to feint as a standard action.

## Grapple (Standard Action)

Grappling is wrestling and struggling hand-to-hand. It's tricky, but it can be useful to pin a foe rather than simply pummeling him unconscious.

**Grapple Checks:** Repeatedly in a grapple, you need to make an opposed grapple check against an opponent. A grapple check is like a melee attack roll. Your attack bonus on a grapple check is:

**attack bonus + Strength modifier + size modifier**

**Size Modifier:** Your size modifier for a grapple check is +4 for every size category you are above Medium-size or –4 for every size category you are below Medium-size. Like all size

modifiers this one cancels out so opponents of the same size grapple each other normally.

To start a grapple, you first need to grab and hold your target. Make a melee attack to grab the target. If you don't hit the target, you fail to start the grapple. Once you hit, you have grabbed your opponent. Make an opposed grapple check. If you lose, the target is not grappled. If you succeed, you can apply one of the following effects:

• **Damage:** You deal damage like an unarmed strike.
• **Throw:** You can pick up and throw your opponent like an inanimate object. The throw occurs as a move action as part of the grapple (making grabbing, grappling, and throwing an opponent a full-round action). The distance you can throw an opponent is based on weight like any other object and a throw automatically ends the grapple.
• **Pin:** You hold your opponent immobile for one round. You can't use a weapon on the pinned character or attempt to damage or pin another opponent while pinning the first unless you have the Improved Grapple feat, leaving your other hand free. When an opponent has pinned you, you are immobile (but not helpless) for one round. You have a –4 Defense modifier and lose your dodge bonus against attacks while pinned.
• **Break:** You can break the hold an opponent has over an ally.
• **Escape:** You can escape the grapple or a pin. If you are grappled and escape, you are no longer grappling and can take whatever movement you get as your move action. If you're pinned and escape, you are still grappling, but no longer pinned. If more than one opponent is grappling or pinning you, your grapple check result has to beat all of their checks to escape. You also can make an Escape Artist check (opposed by your opponent's grapple check) to escape.

While you're grappling, your ability to attack others and defend yourself is limited. You lose your dodge bonus to Defense against opponents you aren't grappling. You can still use it against opponents you are grappling. You can use powers while grappling, subject to the requirements of the grapple. If you use a power requiring a standard action, you forfeit your grapple check that round (meaning you automatically lose the opposed grapple check). This may be worth it if the power helps you get out of the grapple or otherwise deals with your opponent. The Game Master may require a Concentration check to use some powers while grappled.

**Multiple Grapplers:** Several combatants can be in a single grapple. Up to four can grapple a single opponent of the same size. Opponents one size category smaller than you count for half, opponents one size category larger than you count double, and opponents two or more size categories larger count quadruple. So if you're medium-sized, eight small, four medium, two large, or a single huge opponent can grapple you. In the same way, four small opponents (counting as two opponents) plus one large opponent (counting as two opponents) can grapple you. Additional grapplers can aid their friends with the aid action, granting a +2 bonus to that character's grapple checks for the round.

## Manipulate Object (Move Action)

In most cases, moving or manipulating an object is a move action. This includes drawing or sheathing a weapon, retrieving or putting away a stored object, picking up an object, moving a heavy object, and opening a door.

## Mental Grapple (Standard Action)

Characters with Mind Touch can grapple an opponent mentally rather than physically, a struggle of mind against mind. Mental grappling uses the same system as physical grappling, with the following differences:

• A mental grapple requires a successful use of Mind Touch to establish mental contact. Mental grapples do not require physical contact, but do require a standard action each round, as usual. If the attacker stops maintaining Mind Touch at any time, the mental grapple ends.
• Mental grapple checks are d20 + the character's Will save or the character's Mind Touch or Psychic Shield bonus (whichever is greater). Size and Strength modifiers do not apply.
• You cannot throw an opponent using a mental grapple.
• Damage inflicted by a mental grapple is based on the attacker's Wisdom bonus rather than Strength bonus.
• Anyone in a mental grapple loses their dodge bonus against all opponents, even the one they are mentally grappling, due to the distraction.
• Anyone involved in a mental grapple must make a Concentration check (Difficulty 20) to do anything else without first escaping the mental grapple. A character can take a different standard action by forgoing the mental grapple check for that round, but then automatically loses the opposed mental grapple check for the round.
• The winner of a mental grapple can choose to break off mental contact, even if another character established it.

## Move (Move Action)

The simplest move action is moving your speed. Many nonstandard modes of movement are also covered under this category, including climbing and swimming (up to one-quarter the character's speed), and crawling (up to 5 feet).

## Move All Out (Full Action)

You can move all out as a full action. When you do so, you move up to four times your speed in a fairly straight line. You can move all out for a number of rounds equal to your Constitution score. After that you must succeed at a Constitution check (Difficulty 10) to continue moving all out. You must check again each round, and the Difficulty increases by +1 for each check. When you fail a check, you become fatigued and must drop to an accelerated or normal pace.

## Overrun (Standard Action)

You can attempt an overrun as a standard action following a move action or as part of a charge. With an overrun, you plow past, or over, your opponent (and move through his area) as you move. You can only make one overrun attempt per

action. First, you must move at least 10 feet in a straight line toward your target. The target chooses to avoid or block you. If he avoids you, you keep moving, since you can always move through an area occupied by someone who lets you pass. If he blocks you, make a trip attack against him. If you succeed in tripping your opponent, you can continue your movement as normal. If you fail and are tripped in return, you fall prone. If you fail but are not
tripped, you have to move 5 feet back the way you came, ending your movement there (essentially, you stop directly in front of your opponent). If that space is occupied, you fall prone as well.

## Ready (Standard Action)

Readying lets you prepare to take an action later, after you would normally act on your initiative, but before your initiative on your next turn. Readying is a standard action, so you can move as well. You can ready a single standard or move action. To do so, specify the action you will take and the circumstances under which you will take it. Then, any time before your next action, you may take the readied action as a reaction to those circumstances. For the rest of the fight, your initiative result is the count on which you took the readied action. Your initiative result becomes the count on which you took the readied action. If you come to your next action and have not yet performed your readied action, you don't get to take the readied action (though you can ready the same action again).

## Refocus (Full Action)

Refocus is a full action during which you cannot move. You do nothing that round except refocus your attention and appraise the situation. On the following round, you move up in the initiative order and are positioned as though you rolled a 20 on your initiative check. The usual modifiers to Initiative checks apply to your new initiative total.

## Rush (Standard Action)

You can attempt a rush as a standard action made after a move action, or as part of a charge. (You normally can't make a standard action during a move action; this is an exception.) When you rush, you attempt to push an opponent straight back instead of damaging them. First, you move adjacent to your target. You and the target make opposed Strength checks. If you and the target are different sizes, the larger one gets a +4 bonus per difference in size category. The target gets a +4 bonus for having more than two legs or being otherwise exceptionally stable. If you win the opposed Strength check, you push the opponent back 5 feet per point your result exceeds your opponent's. You can't, however, exceed your normal movement speed, so any additional distance is ignored. If you lose, you move 5 feet back the way you came, ending your movement there (essentially, you stop directly in front of your opponent). If that space is occupied, you also fall prone.

## Speak (Free Action)

In general, speaking is a free action. Some Game Master may limit the amount you can say during your turn, although character can generally say quite a bit in the midst of combat.

Issuing orders to followers in combat is a move action.

## Stand Up (Move Action)

Standing up from a prone position requires a move action.

## Taunt (Standard Action)

With the Taunt feat, you can make a Bluff check to demoralize an opponent as a standard action. By taking a –5 penalty on the check, you can attempt to taunt as a move action.

## Total Defense (Standard Action)

Instead of attacking, you can use your standard action to avoid attacks that round. You don't get to attack or perform any other standard action, but you get a +4 to your dodge or parry bonus for the round.

## Trick (Standard Action)

You can make a Bluff check to trick an opponent as a standard action.

## Trip (Standard Action)

You can try to trip an opponent as a melee attack. Make a melee attack roll. If the attack succeeds, make a Strength

or Dexterity check opposed by the defender's Strength, Dexterity, or Acrobatics check (use whichever ability has the higher modifier in each case). A combatant gets a +4 bonus for each size category exceeding medium or a –4 penalty for each size category smaller than medium (these size modifiers cancel out for opponents of the same size). The defender gets a +4 stability bonus on the check if he has more than two legs or is otherwise more stable than a normal humanoid. If you win, you trip the defender. If you lose, the defender may react immediately by trying to trip you with no need for an attack roll. If you have the Improved Trip feat, the defender doesn't get an opportunity to trip you. A tripped character is prone, suffering a –4 penalty on melee attack rolls. Prone characters have –4 Defense against attacks from adjacent opponents and +4 Defense against ranged attacks. Standing up from a prone position is a move action. A trip attack may have other effects depending on the situation; for example, tripping an opponent on a narrow ledge or the edge of a cliff may cause the opponent to fall (the Game Master can allow a Difficulty 15 Reflex save to grab the edge of the precipice at the last moment).

## Miscellaneous Actions

For actions not covered in any of this material, the Game Master determines how long the action takes.

## Skills

Most uses of skills in a combat situation are standard actions, but some might be move or full actions. The description of a skill provides the time required to use it.

## Feats

Certain feats allow you to take special actions in combat. Other feats are not actions in themselves, but grant a bonus when attempting something you can already do. Some feats aren't meant for use within the framework of combat. The individual feat descriptions tell you what you need to know about them.

## Recover

You can spend Conviction to use a full action to recover from damage in combat.

## Combat Modifiers

This section covers various maneuvers and situations affecting combat and how it plays out.

## Conditions

Generally speaking, any situational modifier created by the attacker's position or tactics applies to the attack roll, while any situational modifier created by the defender's position, state, or tactics applies to the defender's Defense. The Game Master judges what bonuses and penalties apply.

## Cover

Taking cover behind a wall, tree, or other obstacle provides a +4 bonus to Defense. Cover is measured relative to the attacker. For example, hiding behind a low wall provides no cover against an opponent hovering above you, but does provide cover against an opponent on the other side of the wall.

**Cover and Reflex Saves:** Cover grants you a +2 bonus on Reflex saves against attacks originating from a point on the other side of the cover from you.
**Cover and Stealth Checks:** You can use cover to make a Stealth check to avoid being seen. Without cover, you need concealment to make a Stealth check.
**Total Cover:** If you cannot draw a line between you and a target without intersecting cover, the target has total cover. You can't make an attack against a target with total cover.
**Varying Degrees of Cover:** In some cases, cover may provide a greater bonus to Defense and Reflex saves. In such situations the normal cover bonuses to Defense and Reflex saves can be doubled (to +8 and +4, respectively). A creature with this improved cover gains a +10 bonus on Stealth checks.
**Striking Cover:** If it ever becomes important to know whether the cover was actually hit by an incoming attack, the Game Master should determine if the attack roll would have hit the protected target without the cover. If the attack roll falls within a range low enough to miss the target with cover but high enough to hit the target if there had been no cover, the cover is hit. This can be particularly important to know in cases when a character uses another character as cover. In such a case, if the cover is struck and the attack roll exceeds the Defense of the covering character, the covering character takes the damage intended for the target. If the attack roll is lower than the Defense of the covering character, but higher than the Defense of the covered character, the original target is hit instead. The covering character avoided the attack and didn't provide cover after all! Covering characters can voluntarily lower defense bonus to ensure they provide cover.

## Concealment

Concealment includes circumstances where nothing physically blocks an attack, but something interferes with the attacker's accuracy. Typically, concealment is provided by things like fog, smoke, shadows, darkness, foliage, and so forth.

**Concealment Miss Chance:** Concealment gives the subject of a successful attack a 20% chance (a roll of 17 or higher on d20) the attacker missed because of the concealment. If the attack roll hits, the defender makes a miss chance roll to avoid being struck. Multiple concealment conditions do not stack.
**Concealment and Stealth Checks:** You can use concealment to make a Stealth check to avoid being seen. Without concealment, you usually need cover to make a Stealth check.
**Total Concealment:** A target you cannot perceive with any of your accurate senses has total concealment from you. You can't directly attack an opponent with total concealment, though you can attack into the area you think he occupies. A successful attack into an area occupied by a target with total concealment has a 50% miss chance (a d20 roll of 11 or higher).
**Ignoring Concealment:** Concealment isn't always effective. Characters with Night Vision can see clearly for a greater distance with the same light source than other characters, for example.

| Attacker is... | Melee | Ranged | Dodge Bonus? |
|---|---|---|---|
| Dazzled | -1 | -1 | - |
| Entangled | -2 | -2 | - |
| On higher ground | +1 | +0 | - |
| Prone | -4 | +0 | - |
| Shaken | -2 | -2 | - |
| Sickened | -2 | -2 | - |
| **Defender is...** | | | |
| Behind cover | +4 | +4 | Yes |
| Blinded | -2 | -2 | No |
| Concealed | Special | Special | Yes |
| Entangled | -2 | -2 | No |
| Helpless | -9 | -4 | No |
| Pinned | -4 | -4 | No |
| Prone | -4 | +4 | Yes |
| Stunned | -2 | -2 | No |
| Surprised | -2 | -2 | No |
| Using total defense | +4 | +4 | Yes |

## Finesse Attack

Most attacks rely on power to overcome the toughness of a target's armor. Finesse attacks target the weak points of an opponent's defenses. Characters can make finesse attacks with melee weapons. Characters with the Improved Precise Shot feat can also make finesse attacks with ranged weapons, so long as they are within one range increment of their target. To make a finesse attack, increase the Difficulty of your attack roll by an amount equal to the Toughness bonus of your opponent's armor. If your attack hits, the target does not get the armor's bonus on the Toughness save. The attack bypasses it altogether. If your attack roll fails, however, your attack glances harmlessly off the target's armor or (if you would have missed the target's normal Defense) misses entirely.

## Ganging Up

Typically, up to eight attackers can gang up on an individual target, provided they have room to maneuver. If the defender can fight side by side with allies, back into a corner, fight through a doorway, and so forth, attackers can't gang up as easily. Picture the eight attackers as evenly spaced out surrounding the defender. The defender can reduce the opportunity for attackers to gang up based on how much of the area around himself he can block off. Backed against a wall, a character only allows five attackers to get at him. Backed into a corner, only three attackers can get at him at a time. If the defender is standing in a doorway, the opponent in front of him can attack normally and one opponent on either side can attack as well, but the defender benefits from cover. If the defender is fighting in a 5-foot-wide corridor, only one attacker can get at him (unless attackers are coming at him from both directions). The above rules are for medium and small characters. Larger characters present room for more attackers to get at them and combatants with ranged weapons can get at defenders more easily.

## Helpless Defenders

A helpless foe—bound, sleeping, unconscious, or otherwise at your mercy—is an easy target. You sometimes can approach a target unawares and treat the opponent as helpless if the Game Master allows.

**Regular Attack:** A helpless character loses any dodge bonus and takes a –9 penalty to Defense against attacks from adjacent opponents, and a –5 penalty to Defense against ranged attacks.
**Coup de Grace:** As a full-round action, you can deliver a coup de grace to a helpless opponent adjacent to you. You automatically hit and score a critical hit. If the defender takes damage but is not knocked out or dying, he must make a Fortitude save (Difficulty 10 + damage bonus) or be knocked out (for a nonlethal attack) or dying (for a lethal attack). You can't deliver a coup de grace against a target immune to critical hits. You can deliver a coup de grace against a target with total concealment, but doing this requires two consecutive full-round actions (one to feel around and accurately perceive the target and another to deliver the coup de grace).

## Minions

While heroes and important Game Master characters use the rules described previously, minor characters in the story are less capable (and durable). These characters and creatures are known as minions, and they follow special rules, particularly where damage is concerned. Minions are minor characters subject to special rules in combat, and generally easier to defeat than normal characters. The following rules apply to minions:

- Minions cannot score critical hits against non-minions.
- Non-minions can take 10 on attack rolls against minions (attackers normally cannot take 10 on attack rolls).
- If a minion fails a Toughness saving throw, the minion is knocked unconscious (non-lethal damage) or dying (lethal damage). Attackers can choose a lesser effect, if desired.
- The Impossible Toughness Save rule does not apply to minions.

A minion makes a Toughness save against damage normally; however, if the save fails, the minion suffers the maximum possible damage result for that attack. Usually this means unconsciousness for a non-lethal attack and death for a lethal attack. If the attacker wishes, the minion can suffer a lesser damage result. This means minions generally have only three damage conditions: normal, unconscious, and dead. This makes it easier for heroes to dispatch less important opponents and easier for the Game Master to keep track of them in combat. Additionally, minions never have Conviction, even if they have levels in a heroic role. Their part in the story simply isn't important enough. Note that the Game Master decides which characters and creatures are minions. In some cases, whether or not opponents count as minions may depend on the importance of the scene in the story. Not all followers are minions.

## Mounted Combat

Your mount acts on your initiative as you direct it. You move at its speed, but the mount uses its action to move. (You can take move actions, like drawing your weapon, normally.) Without you to guide it, your mount avoids combat.

**Combat while Mounted:** With a Difficulty 5 Ride check, you can guide your mount with your knees so as to use both hands to attack or defend yourself. This is a free action. When you attack a creature who is smaller than your mount and is on foot, you get the +1 bonus on melee attacks for being on higher ground. If your mount moves more than 5 feet, you can only make a single melee attack if you are wielding two weapons. Essentially, you have to wait until the mount gets to your enemy before attacking, so you can't make an attack requiring a full-round action. If your mount charges you also take the –2 Defense penalty associated with a charge. If you make an attack at the end of the charge, you receive the bonus gained from the charge. When charging mounted, you deal +3 damage with a lance. You can use ranged weapons while your mount is taking a double move, but at a –4 penalty on the attack roll. You can use ranged weapons while your mount is moving all out as well, but at a –8 penalty. In either case, you make the attack roll when your mount has completed half its movement.
**Using Powers while Mounted:** You can use powers normally if your mount moves up to a normal move (its speed) either before or after you use the power. If you have your mount move both before and after you use a power, then you have to make a Concentration check due to the vigorous motion (Difficulty 10) to successfully use the power. If the mount is moving all out, you can use powers when the mount has moved up to twice its speed, but your Concentration check is Difficulty 15.
**If Your Mount Falls in Battle:** If your mount falls, you have to succeed on a Difficulty 15 Ride check to make a soft fall and take no damage. If the check fails, you take +2 lethal damage.
**If You Are Dropped:** If you are knocked unconscious, you have a 50 percent chance (a roll of 11 or better) to stay in the saddle (6 or better if you're in a military saddle). Otherwise you fall and take +2 lethal damage.

## Sunder

Sometimes you need to attack or break an object, such as when you want to strike an opponent's weapon or break down a door.

**Striking an Object:** Objects are easier to hit than characters because they usually don't move, but many are tough enough to shrug off damage.
**Object Defense and Bonuses to Attack:** Objects are harder or easier to hit depending on several factors.
*Held Objects:* An object held by a character has a base Defense equal the character's Defense + 5 + the object's size modifier. Objects use the same size modifiers as creatures.
**Carried or Worn Objects:** Objects carried or worn by a character have a base Defense equal to the character's Defense + the object's size modifier.
**Immobile Objects:** Immobile objects have a Defense of 5 + the object's size modifier. Adjacent attacks get a +4 bonus to hit immobile objects. (If you take a full-round action to aim, you get an automatic hit with an adjacent attack or a +5 bonus with a ranged attack.)
**Ineffective Attacks:** The Game Master may determine certain attacks just can't effectively damage certain objects. For example, you will have a hard time breaking open an bronze door with a knife or cutting a rope with a club. In these cases, the Game Master may rule that you inflict no damage to the object at all.
**Effective Attacks:** The Game Master may rule certain attacks are especially effective against some objects. For example, it's easy to light a curtain on fire or rip a piece of cloth. In these cases, the Game Master may increase your damage bonus against the object (or apply a penalty to its Toughness save) or simply say the object is automatically destroyed by a successful attack.
**Toughness:** Each object has a Toughness score representing how well it resists damage. An object's Toughness works like a character's Toughness. To determine how much damage an object takes from an attack, roll d20 + Toughness against a Difficulty of 10 + the attack's damage bonus. The Toughness scores given on the Substance Toughness table are for approximately 1 inch of the material. Heavier objects increase their Toughness by +1 per doubling in thickness, so a foot-thick stone wall has a Toughness of 12 (base Toughness 8, +4 for approximately four doubling of thickness). Characters can attempt to break through heavier objects a little at a time, rather than all at once, such as chipping away at a stone wall inch by inch. Examples of object toughness are as follows:

**Paper**: –10
**Glass**: 0
**Ice**: 0
**Rope**: 0
**Soil**: 2
**Wood**: 5
**Stone**: 8
**Bronze**: 10
**Orichalcum**: 15

**Damage to Objects:** Objects suffer both non-lethal and lethal damage as lethal, but ignore non-lethal damage with a bonus less than their Toughness. A "wounded" object is damaged and suffers a 1 point reduction in Toughness. A "disabled" object is badly damaged. Disabled equipment and devices no longer function, while disabled barriers have holes punched through them. A "dying" object is destroyed. Damaged and disabled objects can be repaired. It's up to the Game Master whether or not a destroyed object is repairable; if it is, the Difficulty of the Craft check is the same as for creating an entirely new item.
**Breaking Items:** In the case of a character trying to break something outright, such as smashing down a door or snapping bonds, make a Strength check with a Difficulty of 20 + the object's Toughness. Success destroys the object, while failure does no damage. The only difference between this and attacking an object is the character can't slowly wear down an object's Toughness in this way.

## Surprise Attack

An attack may come from an unexpected quarter. An attack that catches the target off-guard in some way is called a surprise attack. To make a surprise attack, you must catch your

target unawares. You can make a surprise attack in the following situations:

• When you have total concealment from your target or the target otherwise hasn't noticed your presence.
• When you use an interaction skill to throw your target off-balance, such as making a feint using Bluff.
• When your target is stunned.
• When you surprise a target at the beginning of combat.
• When you do something unexpected (in the Game Master's judgment).

Characters with the Uncanny Dodge feat cannot be surprise attacked so long as they are capable of taking free actions (not stunned or helpless). The target of a surprise attack loses any dodge bonus to Defense against the attack and suffers an additional –2 Defense penalty.

## Two-Weapon Fighting

If you wield a second melee weapon in your off hand, you get one extra attack with that weapon when you take a full-round action to attack. Fighting this way is difficult, however, and you suffer a –6 penalty with your regular attack and a –10 penalty to the attack with your off-hand weapon. If the off-hand weapon is light, reduce the penalty by 2 (to –4 and –8, respectively). If you have the Two-Weapon Fighting feat, reduce the penalty to –4 for each attack (–2 if the off-hand weapon is a light weapon). The same rules apply to throwing a weapon from each hand.

## Damage and Recovery

Anyone hit with a damaging attack makes a Toughness saving throw. This is a roll of d20 plus Toughness, which measures the ability to avoid or shrug off damage. Resisting damage has a base Difficulty of 15 plus a modifier equal to the attack's damage bonus. For unarmed attacks, this is the attacker's Strength score. For weapons, this is the weapon's damage plus the attacker's Strength score. For example, an attacker with Strength +1, wielding a short sword (damage modifier +2) has a total damage modifier of +3. So, resisting this damage is Difficulty 18 (15 + 3).

**Toughness Saving Throw = d20 + Constitution score + feats + armor versus Difficulty 15 + attack's damage bonus**

If the Toughness saving throw succeeds, the target suffers no significant damage, nothing more than a slight scratch, bruise, or torn clothing. If the Toughness save fails, the target suffers damage. How much damage depends on the type of attack (lethal or non-lethal) and the amount the Toughness save result is below the Difficulty.

**Non-lethal Damage:** Non-lethal damage comes from unarmed attacks (punches and kicks), as well as specific non-lethal weapons. A failed Toughness save against a non-lethal attack means the target is **bruised**. Each bruised result imposes a –1 penalty on further saves against non-lethal damage, but does not affect saves against lethal damage. If the Toughness save fails by 5 or more, the target is **dazed**; mark down a dazed condition on the Damage Track. A dazed condition also imposes a –1 modifier on further saves against non-lethal damage. If the Toughness save fails by 10 or more, the target is **staggered**; check off the staggered box on the Damage Track. If the Toughness save fails by 15 or more, the target is **unconscious**; check off the unconscious box on the Damage Track. If a target suffers a result that is already checked off, check off the next highest result, so if a target is already staggered and suffers another staggered result, check off the unconscious box. If the unconscious box is checked and the character suffers more non-lethal damage, check off the first available lethal box (so go to wounded, disabled, and so forth).
**Lethal Damage:** Lethal damage is inflicted by weapons, from cutting and piercing weapons like swords and spears to heavy bludgeoning weapons like hammers and maces. A failed Toughness save against a lethal attack means the target is **hurt**. Each hurt result imposes a –1 penalty on further Toughness saves. If the Toughness save fails by 5 or more, the target is **wounded**; mark down a wounded condition on the Damage Track. A wounded result also imposes a –1 modifier on further Toughness saves. If the Toughness save fails by 10 or more, the target is **disabled**; check off the disabled box on the Damage Track. If the Toughness save fails by 15 or more, the target is **dying**; check off the dying box on the Damage Track. If a target suffers a result that is already checked off, check off the next highest result, so if a target is already wounded and suffers another wounded result, check off the disabled box. If that's already checked off, check off the dying box.
*Collateral Damage:* Lethal damage inflicts non-lethal damage as well. Whenever your hero suffers lethal damage, check off the corresponding non-lethal damage, so a hero who is wounded is also dazed, a hero who is hurt is also bruised. The effects of the damage conditions are cumulative, except for bruised and hurt conditions, where only the highest value applies.
**Impossible Toughness Saves:** If the Difficulty of a Toughness save is so high the hero cannot possibly succeed, even with a 20 on the die roll, the Toughness save is still rolled to determine the effect (the amount by which the character misses the Difficulty). A natural 20 means the character is only bruised or hurt, regardless of the Difficulty. Fate intervenes to spare the character from otherwise certain doom. Game Masters can ignore this if they desire, for the sake of realism.
**Critical Hits:** A critical hit increases an attack's damage bonus, meaning critical hits can inflict serious damage.

## Damage Conditions

Damaged characters can suffer from any of seven conditions, described here.

*Dazed* characters lose one full-round action after suffering a dazed result; they can take no actions, but retain their normal Defense. The following round, they can act normally.
*Staggered* characters lose one full-round action after suffering a staggered result. They can take no actions, lose their dodge bonus to Defense, and have a –2 penalty to Defense. In the following rounds, staggered characters can only take a standard or a move action, not both.
*Unconscious* characters pass out and are helpless, unable to do anything until they awaken.

*Wounded* characters are shaken, suffering a –2 penalty on all checks, including attack rolls and Fortitude, Re.ex, and Will saving throws. This persists until all wounded conditions are eliminated. Additionally, a wounded character is stunned for one round after being wounded. They can take no actions, lose their dodge bonus to Defense, and have a –2 penalty to Defense.
*Disabled* characters are badly injured. If a disabled character takes a standard action, he falls unconscious and begins dying on the following round.
*Dying* characters have to make a Constitution check (Difficulty 10) at the beginning of each round. On a failed check, the character dies. On a successful check, the character lives for another round (and must make a check the following round). If the check succeeds by 10 or more (Difficulty 20), the character's condition becomes disabled and unconscious.
*Dead* characters are, well, dead. This usually means the end for the character; although, some powerful healers can restore life to the recently deceased.

**Recovery:** Recovering from damage requires a Constitution check (Difficulty 10). A successful check erases the damage condition, while an unsuccessful check means there is no significant improvement for that time period. You can make a recovery check once per minute for staggered and unconscious, once per hour for wounded, and once per day for disabled. Dying has its own particular check; once you are stable, dying becomes unconscious and disabled, which you recover from normally (one minute for unconscious, one day for disabled). You can spend a Conviction point to get an immediate recovery check from nonlethal damage, rather than having to wait a minute. You can also spend Conviction on your recovery check, ensuring success (since Conviction always grants you a roll of 10). Bruised and dazed conditions fade automatically at a rate of one per minute. Hurt conditions do the same at a rate of one per hour. You can spend a Conviction point to immediately erase all bruised, dazed, and hurt conditions after, not during, a conflict.

## Fatigue

Characters can suffer from fatigue as well as damage. This usually results from tasks requiring great effort, such as moving all out, exertion in difficult environments, and using powers. There are three fatigue levels: winded, fatigued, and exhausted.

**Winded:** The character suffers a –1 penalty to effective Strength and Dexterity and cannot move all out or charge. A winded character who suffers an additional fatigue result becomes fatigued.
**Fatigued:** The character cannot move all out or charge and suffers a –2 penalty to effective Strength and Dexterity. A fatigued character who suffers an additional fatigue result becomes exhausted.
**Exhausted:** The character is near collapse. Exhausted characters move at half normal speed and suffer a –3 penalty to effective Strength and Dexterity. An exhausted character who suffers an additional fatigue result falls unconscious (and must recover from it normally; see Damage Conditions).
**Recovery:** Every hour of rest, a hero makes a Constitution check (Difficulty 10) to recover from fatigue. Success reduces the character's fatigue condition by one level (from exhausted to fatigued, from fatigued to winded, winded to normal). A full ten hours of rest allows any character to completely recover from all fatigue conditions.

## Condition Summary

This section describes the different adverse conditions that can affect characters. If multiple conditions apply to a character, apply all of their effects. If effects conflict, apply the most severe.

**Ability Damaged:** The character has temporarily lost 1 or more ability score points. Lost ability score points return at a rate of 1 per day.
**Blinded:** The character cannot see at all, and thus everything has total visual concealment from him. He has a 50% chance to miss in combat, loses his dodge bonus to Defense, and suffers an additional –2 modifier to Defense. He moves at half speed and suffers a –4 penalty on most Strength and Dexterity-based skill checks. He cannot make Notice (spot) skill checks or perform any other activity (such as reading) requiring vision.
**Bruised:** The character has suffered some minor damage. Each bruised condition imposes a –1 penalty on Toughness saves to resist further nonlethal damage.
**Dazed:** A dazed character can take no actions, but retains dodge bonus to Defense.
**Dead:** The character is dead. All you can do is look through his pockets for loose change. A dead body generally decays, but effects allowing a character to come back from death restore the body to full health or to its condition immediately prior to death. Either way, characters that have come back from the dead need-n't worry about rigor mortis, decomposition, and other similar sorts of unpleasantness.
**Deafened:** A deafened character cannot hear and suffers a –4 penalty to initiative checks. He cannot make Notice (listen) checks.
**Debilitated:** The character has one or more ability scores lowered below –5. A character with debilitated Strength falls prone and is helpless. A character with debilitated Dexterity is paralyzed. A character with debilitated Constitution is dying. A character with debilitated Intelligence, Wisdom, or Charisma is unconscious.
**Disabled:** A disabled character is conscious and able to act but badly injured. He can take only a single attack or move action each round, and if he performs any strenuous action, his condition changes to dying after the completing the action. Strenuous actions include moving all out, attacking, or using any ability requiring physical exertion or mental concentration.
**Dying:** A dying character is unconscious and near death. Upon gaining this condition the character must immediately make a Fortitude save (Difficulty 10). If the save fails, the character dies. Dying characters make this save each hour thereafter, with a cumulative +1 to the Di.culty for every hour they remain dying. If the save succeeds by 10 or more or the roll is a natural 20, the character automatically stabilizes and becomes unconscious and disabled (and may recover from both conditions normally). Another character can stabilize a dying character with a successful Heal check (Difficulty 15) or through the use of the Cure power.

**Entangled:** An entangled character suffers a –2 penalty to attack rolls, a –2 penalty to Defense, and a –4 penalty to effective Dexterity. If the bonds are anchored to an immobile object, the entangled character cannot move. Otherwise, he can move at half speed, but can't move all out or charge. An already entangled character that is entangled again becomes helpless.
**Exhausted:** Exhausted characters are near collapse. They move at half normal speed and suffer a –6 penalty to effective Strength and Dexterity. An exhausted character suffering another fatigue result falls unconscious (and must recover from it normally).
**Fascinated:** Entranced by an effect. A fascinated character stands or sits, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. The character takes a –4 penalty on checks made as reactions, such as Notice checks. Any potential threat allows the fascinated character a new saving throw or resistance check to overcome the fascination. Any obvious threat, such as someone drawing a weapon or aiming an attack at the fascinated character, automatically breaks the fascination. An ally can shake a fascinated character free of the effect with an aid action.
**Fatigued:** Fatigued characters cannot move all out or charge and suffer a –2 penalty to effective Strength and Dexterity. A fatigued character who does something else that would normally cause fatigue becomes exhausted.
**Flat-Footed:** A character who has not yet acted during a combat is flatfooted, not yet reacting to the situation. A flat-footed character loses his dodge bonus to Defense.
**Frightened:** A frightened character tries to flee from the source of the fear as quickly as possible. If unable to flee, the character is shaken.
**Grappled:** Engaged in wrestling or some other form of hand-to-hand struggle with one or more attackers. A grappled character cannot move or take any action more complicated than making a barehanded attack, using a small weapon, or attempting to break free from the grapple. In addition, grappled characters lose any dodge bonus against opponents they aren't grappling.
**Helpless:** Sleeping, bound, paralyzed or unconscious characters are helpless. Enemies can make advantageous attacks against helpless characters, or even deliver a coup de grace. A melee attack against a helpless character is at a +4 bonus on the attack roll (equivalent to attacking a prone target). A ranged attack gets no special bonus. A helpless character's Defense score is 5, the same as an inanimate object.
**Incorporeal:** Having no physical body. Incorporeal characters are immune to attacks from corporeal sources. They can be harmed only by other incorporeal beings or supernatural attacks.
**Injured:** The character has suffered minor damage. Each injured condition imposes a –1 penalty on Toughness saves to resist further lethal damage.
**Invisible:** Virtually undetectable. Invisible characters gain a +2 bonus to hit defenders unaware of them, and such defenders lose their dodge bonus to Defense. Attacks against invisible characters have a 50% miss chance.
**Nauseated:** Nauseated characters can only take a single move action each round, meaning they are unable to attack (or take other standard actions) or move all out (or take other full-round actions).
**Normal:** The character is unharmed and una.ected by other conditions, acting normally.
**Panicked:** A panicked character flees as fast as possible or cowers, dazed, if unable to get away. A panicked character defends normally but cannot attack.
**Paralyzed:** A paralyzed character stands rigid and helpless, unable to move or act physically. He has effective Strength and Dexterity scores of 0 but may take purely mental actions. A paralyzed character's Defense score is 5, the same as an inanimate object.
**Pinned:** Held immobile (but not helpless) in a grapple. Pinned characters lose their dodge bonus and suffer a –4 penalty to Defense.
**Prone:** The character is lying on the ground. He suffers a –4 penalty on melee attack rolls. Opponents receive a +4 bonus on melee attacks against him but a –4 penalty on ranged attacks. Standing up is a move action.
**Shaken:** A shaken character has a –2 penalty on attack rolls, saving throws, and checks.
**Sickened:** A sickened character has a –2 penalty on attack rolls and checks.
**Slowed:** A slowed character can only take a standard or move action each round (not both). The character takes a –1 penalty on attack rolls, Defense, and Reflex saves. A slowed character moves at half normal speed.
**Stable:** A stable character is no longer dying, but is still unconscious and disabled and must recover from those conditions normally.
**Staggered:** A staggered character can take a single move or standard action each round, not both. Any further damage to a staggered character shifts the character's condition to unconscious.
**Stunned:** The character loses any dodge bonus to Defense, takes a –2 modifier to Defense, and cannot take actions other than reactions.
**Unconscious:** Knocked out and helpless.
**Winded:** A winded character suffers a –1 penalty to effective Strength and Dexterity and cannot move all out or charge. A winded character suffering an additional fatigue result becomes fatigued.

## Hazards & the Environment

Heroes may encounter any number of dangerous environments and hazards in their travels. This section looks at these hazards and how to handle them in game terms.

## Acid

Corrosive acids deal +4 damage per round of exposure, except in the case of total immersion (such as into a vat of acid), which deals +20 damage per round. An attack with acid, such as from a hurled vial or a monster's acidic spittle, counts as a round of exposure. The fumes from most acids are poisonous. Those who come close enough to a large body of acid to dunk a creature in it must make a Difficulty 13 Fortitude save or take 1 point of Constitution damage. All such characters must make a second save 1 minute later or take another 1 point of Constitution damage. Creatures immune to acid's caustic properties might still drown in it if they are totally immersed and need to breathe (see Suffocation).

## Cold

An unprotected character in cold weather must make a Fortitude save (Difficulty 15, + 1 per previous check) or receive a level of fatigue. Additional failed saves cause further levels of fatigue. Once a character is unconscious, failed saves cause the character to become disabled, then dying. Characters may make Survival checks to receive a bonus on this saving throw (see the skill's description). Characters in cold weather (below 40° F) make a Fortitude save each hour. In conditions of severe cold or exposure (below 0° F), an unprotected character must make a Fortitude save once every 10 minutes. Characters in severe cold conditions wearing winter clothing only need check once per hour for cold damage. Extreme cold (below –20° F) deals +2 lethal damage per minute in addition to requiring a Fortitude save every minute. Winter clothing makes the damage nonlethal and reduces the Fortitude save to every 10 minutes.

## Ice

Characters walking on ice move slower (see Hampered Movement), and the Difficulties for Acrobatics and Climb checks increase by +5. Characters in prolonged contact with ice may run the risk of taking damage from the cold.

## Darkness

Characters with normal vision or the Night Vision feat can be rendered completely blind by putting out the lights. Torches or lanterns can be blown out by sudden gusts of wind. Even supernatural light sources can be dispelled or countered. For purposes of the following points, a blinded creature is one who simply can't see through the surrounding darkness.

- Creatures blinded by darkness lose the ability to deal extra damage due to precision (for example, a surprise attack).
- Blinded creatures are hampered in their movement (see Hampered Movement). Blinded creatures can't move all out or charge.
- All opponents have total concealment from a blinded creature, so the blinded creature has a 50 percent miss chance in combat. A blinded creature must first pinpoint the location of an opponent in order to attack the right area; if the blinded creature launches an attack without pinpointing its foe, it attacks a random area within range.
- A blinded creature loses its dodge bonus to Defense and takes a –2 penalty to Defense.
- A blinded creature takes a –4 penalty on Search checks and most Strength- and Dexterity-based skill checks, including any with an armor check penalty. A creature blinded by darkness automatically fails any skill check relying on vision.
- A creature blinded by darkness can make a Notice check as a free action each round in order to locate foes by hearing (Difficulty equal to opponents' Stealth checks). A successful check lets a blinded character hear an unseen creature "over there somewhere." It's almost impossible to pinpoint the exact location of an unseen creature. A Notice check that beats the Difficulty by 20 reveals the unseen creature's location (but the creature still has total concealment from the blinded character).
- If a blinded creature is struck by an unseen foe, the blinded character pinpoints the location of the attacker (until the unseen creature moves, of course).
- A creature with the scent ability automatically pinpoints unseen creatures within 5 feet of its location.

## Falling

The basic rule for falling damaging is simple: +2 damage per 10 feet fallen, to a maximum of +40 (at 200 feet). If a character deliberately jumps instead of merely slipping or falling, the damage is the same but with a +2 bonus on the Toughness save. A Difficulty 15 Acrobatics or Jump check grants an additional +2 bonus. Falls onto yielding surfaces (soft ground, mud) do 2 points less damage. This reduction is cumulative with Toughness save bonuses from deliberate falls and skill checks. Falls into water do 4 points less damage. Characters who deliberately dive into water take no damage on a successful Difficulty 15 Acrobatics or Swim check, so long as the water is at least 10 feet deep for every 30 feet fallen. However, the Difficulty of the check increases by 5 for every 50 feet of the dive. A failed check results in normal falling damage.

## Falling Objects

Just as characters take damage when they fall more than 10 feet, they also take damage when hit by falling objects. Objects that fall upon characters deal damage based on their weight and the distance they have fallen. For each 100 pounds of an object's weight, the object deals +1 damage, provided it falls at least 10 feet. Distance also comes into play, adding an additional +2 damage for every 10-foot increment it falls beyond the first (to a maximum of +40 damage). Objects smaller than 100 pounds also deal damage when dropped, but they must fall farther to deal the same damage. For every halving of weight, the object must fall for an additional 10 feet to cause +1 damage. So a 25 lb. object must fall 30 feet to inflict damage. Objects weighing less than 1 pound do not deal damage to those they land upon, no matter how far they have fallen.

## Heat

An unprotected character in hot weather must make a Fortitude save (Difficulty 15, + 1 per previous check) or receive a level of fatigue. Additional failed saves cause further levels of fatigue. Once a character is unconscious, failed saves cause the character to become disabled, then dying. Characters may make Survival checks to receive a bonus on this saving throw (see the skill's description). In very hot conditions (above 90° F), the save is once per hour. In severe heat (above 110° F), a character must make a Fortitude save once every 10 minutes. Extreme heat (air temperature over 140° F, fire, boiling water, lava) deals lethal damage. Breathing air in these temperatures deals +2 lethal damage per minute. In addition, a character must make a Fortitude save against heat exposure every 5 minutes. Boiling water deals +2 scalding damage, unless the character is fully immersed, in which case it deals +20 damage per round.

**Catching on Fire**

Characters touching a fire source might find their clothes,

hair, or equipment on fire. Those at risk of catching fire are allowed a Difficulty 15 Reflex save to avoid this fate. If a character's clothes or hair catch fire, he takes +2 damage immediately. In each subsequent round, the burning character must make another Reflex saving throw. Failure means he takes another +2 damage that round. Success means the fire has gone out. A character on fire may automatically extinguish the flames by jumping into enough water to douse himself. If no body of water is at hand, rolling on the ground or smothering the fire with cloaks or the like permits the character another save with a +4 bonus. Those unlucky enough to have their clothes or equipment catch fire must make Di.culty 15 Reflex saves for each item, using the character's Reflex save bonus. Failing the save means the item takes the same amount of damage as the character.

**Smoke**
A character breathing heavy smoke must make a Fortitude save each round (Difficulty 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds is winded. If accumulated fatigue renders the character unconscious, he may suffocate (see Suffocation). Smoke obscures vision, giving concealment (20 percent miss chance) to characters within it.

## Starvation & Dehydration

Characters might find themselves without food or water and with no means to obtain them. In normal climates, Medium characters need at least a gallon of fluids and about a pound of food per day to avoid starvation. (Small characters need half as much.) In very hot climates, characters need two or three times as much water to avoid dehydration. A character can go without water for 36 hours plus twice his Constitution score. After this time, the character must make a Constitution check each hour (Difficulty 10, +1 for each previous check) or receive a level of fatigue. Once unconscious from fatigue, the character is disabled if he fails another Constitution check, then dying. A character can go without food for 3 days, in growing discomfort. After this time, the character must make a Constitution check each day (Difficulty 10, +1 for each previous check) or become fatigued. Once unconscious from fatigue, the character is disabled if he fails another Constitution check, then dying. Fatigue from thirst or starvation cannot be recovered until the character gets food or water.

## Suffocation

A character with no air to breathe can hold her breath for 2 minutes (20 rounds), plus or minus a number of rounds equal to her Constitution score times 4. So a Constitution +2 character can hold her breath for 28 rounds, while a Constitution –2 character can only hold her breath for 12 rounds. After this period of time, the character must make a Difficulty 10 Constitution check in order to continue holding her breath. The check must be repeated each round, with the Difficulty increasing by +1 for each previous success. When the character fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious. In the following round, she is dying. In the third round, she suffocates and dies.

**Slow Suffocation:** A Medium character can breathe easily for 6 hours in a sealed chamber measuring 10 feet on a side. After that time, the character suffers a level of fatigue every 15 minutes. Once unconscious, the character suffocates and dies. Each additional Medium character or significant fire source (a torch, for example) proportionally reduces the time the air will last. Small characters consume half as much air as Medium characters. A larger volume of air, of course, lasts for a longer time.

## Water

Any character can wade in relatively calm water that isn't over his head, no check required. Swimming in calm water only requires skill checks with a Difficulty of 10. Trained swimmers can just take 10. (Remember, however, that armor or heavy gear makes any attempt at swimming much more difficult.) By contrast, fast-moving water is much more dangerous. On a successful Difficulty 15 Swim check, it deals +0 non-lethal damage per round. On a failed check, the character must make another check that round to avoid going under. Very deep water is not only generally pitch black, posing a navigational hazard, but worse, it deals +2 water pressure damage per minute for every 100 feet the character is below the surface. A successful Fortitude save (Difficulty 15, +1 for each previous check) means the diver takes no damage in that minute. Very cold water deals also deals cold damage (see Cold).

**Drowning:** Air-breathers under water must hold their breath to avoid suffocation (see Suffocation).

# Life in Phydea

## Life in Phydea

Most folks in Phydea live out their lives much in the same way as we do in the real world; they wake up, go to work, come home and go to sleep, repeating this cycle until the day they die. In between of course, there are meals and diversions, and the wealthier you are the better the meals get and the more diversions that are available. This chapter describes some of the basic information about life in Phydea, focusing on the region of Nisoi.

## The Calendar

The Phydean calendar has 365 ¼ days, with a "leap" year every four years. The extra day found in a leap year is called the Day of Silence, during which many people go through the entire day not saying a word in reverence to the gods. The year is divided into 12 months, with 30 days each. The remaining 5 days comprise the "month" of Daimon, a period of fasting and sacrifice to the gods. During this time, all non-essential work is halted and service to the state religion is compulsory. Daimon falls at the end of "February", just before the Phydean New Year, and in leap years the month of Daimon is followed by the Day of Silence (which then gives way to the New Year. The Phydean calendar begins in spring, with the month of "March". Here are the names of the months and their equivalents:

**Elaphebol** (March)
**Mounich** (April)
**Thargel** (May)
**Skirophor** (June)
**Hekatomb** (July)
**Metageit** (August)
**Boedro** (September)
**Pyanop** (October)
**Maimak** (November)
**Poseide** (December)
**Gamelion** (January)
**Antheste** (February)
**Daimon**

## Time

The day is divided into 12 equal segments of night and 12 of day, which creates a rather imprecise reckoning. For most people, the only times of the day they count are "first light", "midday", and "sunset." The twelve hours oflight are called "lights" and the 12 hours of darkness are called "nights." So, the first hour of light would be called "first light", the second would be called "second light", and so on. The sundial is by far the most popular form of timekeeping device, although other forms have been created. Waterclocks, which are too delicate to use while traveling, are used in official capacities to time speeches and other forms of political activity in cities.

## The Family

The family or household (oikos) is considered a very important part of Phydean life, every bit the equal in importance to the state (polis).

## Women

While men dominate the polis, it is women who dominate the oikos. Women have no political rights at all, and only women of some wealth are able to choose the kind of life they want to lead. Most women are destined to do little more than get married, have children and take care of the home. One aspect of public life where women dominate is with regards to religion. Priestesses outnumber priests by margins of 4 to 1 in most places, and women are also in charge of most public festivals (a notable exception being the various Games). Of course, in some societies (Amazonia and Colchis in particular) none of this is applicable, and women can do pretty much whatever they please.

## Men

Men dominate both the polis (the state) and their wives (and thus the oikos, or family). Males run almost every element of society in Nisoi and most other regions.

## Children

Children have no independent rights until reaching age 16, considered adulthood. At an early age boys and girls are separated and guided along their largely predetermined paths. In most cases however, only the eldest son has any real shot at inheritance and a future of independence. Second sons (and those further down the line) have no greater influence in the family than daughters have, and are expected to make their own way once reaching adulthood. In some circumstances this is not true however, such as families with large farms.

## Pets

While birds, cats, lizards, snakes and everything else kept as pets in the real world were also kept by Phydeans, it is the dog (particularly small dogs) which dominates. Indeed, in some households the dog had a status higher than that of slaves, even to the point of gaining an inheritance (administered by a guardian, of course).

## Slaves

The civilization of Phydea is enjoyed by the few at the expense of the many. Distribution of wealth and resources is grossly unequal, with relatively little hope of social mobility. A

large labor force of slaves exists, and without them life as it is known in Phydea would abruptly cease to exist. Slaves and their children are property of their owners, to be traded and purchased like any other commodity. They have virtually no rights, and most of them are foreigners. Slaves are employed in almost every form of unskilled and skilled labor. No tasks were performed solely by slaves, but they form the overwhelming majority of workers in mining, manual and manufacturing work, entertainment, prostitution and domestic service in private households. Everyone excepting the very poor has at least one slave. Craftsmen and tradesmen have at least one slave to carry on their work upon their retirement. Slaves are also leased out to companies for profit. Many slaves are owned by municipalities to undertake public works. The treatment of slaves varies enormously. In general, those in personal service are well-treated, while those employed by large-scale operations are treated horribly. Slaves can be freed at any time, and males can gain citizenship with all of its benefits once freed.

## Food & Drink

The quality and quantity of food and drink varies widely across Phydea. That said, the diet of most people in Nisoi is frugal, based on cereals, olive oil and wine. Cereals, mainly barley and wheat, provide the staple food, with much of that being turned into either bread or gruel. Among the upper class (and most adventurers would fall into this category, if only monetarily) a great variety of breads, cakes and pastries are consumed. Some are sweetened with honey while others feature meat or cheese. Bread is eaten at every meal, accompanied by products such as cheese, fruit, vegetables, eggs, fish, shellfish and meat. Butter is rarely used, and milk products come from goats rather than cows (again, in most regions). Fish is particularly popular, and all kinds of fish are eaten; fresh, dried, or pickled. A range of shellfish is eaten, and meat (especially pork, mutton and goat) is available. A great variety of birds are eaten, including fowl, ducks, geese, swans, pelicans, cranes, owls, pigeons, thrushes, larks, jays, wagtails and nightingales. Wild boar, deer, and hares also provide meat for Nisani. Olives and particularly olive oil forms an important part of the diet. The range of fruits, nuts, and vegetables is also very wide. For many people, meat and fish are luxuries, and their diet consists mainly of bread or maza (a paste made from grain, beans and spices such as garlic… similar to modern-day hummus) and olives, cheese and eggs, as well as vegetables made into soups and stews. This is the common fare, found anywhere in Nisoi, and makes up the majority of the fare found in taverns and inns. In general, people eat three meals a day (breakfast, lunch and supper). Supper is the most substantial meal of the day, with breakfast and lunch being little more than snacks in most cases. People often eat their meals with their fingers, although forks are available.

## Cooking

Bread, cakes and pastries are produced at home as well as commercially. Most folks do not make their own bread unless they have to, and even poor people usually buy their bread. Most food is cooked over an open fire either on a spit or in a cauldron. Food is grilled, fried, roasted, boiled or stewed, as a general rule. Soups and sauces are popular with meat dishes. Sausages are very common in Nisoi, especially in Taki. Honey is generally the only sweetener available to even the wealthy, although some regions do produce sugarcane and tree syrup is known in other regions to the north (Alba, Noricum, Galicia, etc…). Apart from a few famous male chefs, women dominate cooking and are considered superior in the art. In an age without refrigeration (unless you are a user of magic), food preservation is a constant concern. Meat is transported live to its destination, or it is salted or picked for transport. Fruit is usually dried for export. Nevertheless, eating spoiled food is common and food poisoning occurs with frequency.

## Drink

Wine is the most common beverage, often served watered down. Wine is also warmed and spiced to take the chill off of winter nights. Drinking undiluted wine, as well as beer or milk, is considered barbaric by Nisani standards. Tea, coffee and liquor is not unknown, but so rare in Nisoi as Phydea and Archaea to be barely worth mentioning.

## Symposia

This is a famous Nisani institution, the after dinner party. Only men are allowed to attend, and they indulge in drinking, further eating, playing games and conversing. Depending on the attendants, some symposia are serious affairs, while others are the height of debauchery, featuring prostitutes and all manners of vice. A common game played at symposia is called kottabos. In this game, the dregs of ones' cup of wine are tossed at a target, and the resulting image is judged.

## The Land

Macea is a large world, and Phydea is one of its largest continents. Thanks to diligent sages and scribes over the centuries, the details and characteristics of many lands have been recorded. But in all that time, only a small part of Phydea has been described in any detail. To most folk who dwell in it, climate is a matter of harsh basics: when the seasons come, how the growing season (and therefore the available food supply) fares, and how severe the weather is the rest of the time. In general, the regions of Phydea produce more than enough food to feed their people and the various beasts that roam them. But localized shortages and the perils of lack of water, blistering heat, exposure, and freezing keep folk from complacency.

## Climate

The lands of Phydea encompass extremes from the frigid arctic to the steamy tropics. Few have conducted any real study of the continent's weather patterns. A farmer in Nisoi knows only that winters are too long and cold, spring and fall too long and wet, and summer is too hot. Two chief characteristics describe a region's climate: its latitude and its precipitation. Of course, many local conditions can affect climate. High elevation, for example, has much the same effect as high latitude, so snow capped mountains are not unheard-of even in the tropics. Large bodies of water tend to moderate temperatures in the lands nea by. Occasionally, even divine influence can affect the weather of entire regions. Areas in which dunamis is agitated can

also have climactic changes, though these are almost always localized. Even more rarely, eruptions of dunamis can cause elemental vortices and storms to appear. The following is a brief survey of Macea and Archaea, beginning in the northwest (Zephuros) and proceeding counterclockwise. The names given to describe these areas are those used by the ancient Nisani Empire, the first civilization to categorize the known world, and whose geographical terms are the standard of usage throughout Macea and Archaea:

**Northwest (Zephuros) -** *This area generally refers to the regions of Dartmor and Noricum.*
**West (Hespera) -** *This area generally refers to the Atl Ocean (the Western Ocean), including Tartessos.*
**Southwest (Notos) -** *This area generally refers to the southern Atl Ocean, off the western coast of Archaea.*
**South (Archaea) -** *This area refers to the entire southern continent that includes the regions of Mauria, Dadosahe, Addis, Monomotapa and Tanis (Tanis is considered part of both Archaea and Aegis).*
**Southeast (Amneus) -** *This area generally refers to the Southern Ocean, off the eastern coast of Archaea and Araba including the region of Araba itself.*
**East (Anatole) -** *This area generally refers to the Manta, and the lands beyond the Manta that are known only to sages.*
**Northeast (Thebanas) -** *This area generally refers to the northern Manta, and is rarely used (it is included here for completeness only).*
**North (Boreas) -** *This area generally refers to the North Sea area, and the far northern region of Laahti.*
**Interior (Phydea) -** *This area generally refers to the regions of Mantova, Nisoi, Alba, Silesia, Galicia, Scythia, Circassia, Colchis, Asia and all the other smaller regions of the northern continent and the islands of the Aegis Sea. The waters just south of Scythia and west of Circassia and Colchis are called the Axenos ("inhospitable") Sea.*

## Flora & Fauna

Phydea is a land full of a wide variety of plant life. Much of it is mundane and normal; the same kinds of trees, bushes, flowers and fungi that are found on countless other worlds. Phydea also contains a large number of fantastic plants. Some of these plants have magical or quasi-magical properties. Many of these plants are listed in an appendix at the end of this work.

## Wild & Domestic Animals

Macea has all of the creatures found in the real world, and they make up the vast majority of fauna found on this world as well. From the smallest chipmunk to the largest rhinocerous, they are all found in Macea. Some of these creatures however are of enormous size. In the waters of the Southern Ocean, whales commonly reach 500 ft. in length or more, sharks can grow to the astonishing size of 150 ft in length, lobsters can reach 6 ft., and eels have been caught reaching an astounding 300 ft from head to tail. Another creature from the Atyl Ocean, called rhombos ("the wheel"), is a giant jellyfish of circular shape with 12 to 15 "spokes" radiating from a center (which holds the brain and 4 eyes of the creature). In warm months, thousands of these jellyfish can be seen in the coastal waters of the Atyl Ocean, off the coasts of Mauria, Mantova and Tartessos. Greater fauna are not just found in the sea. Giant varieties of more mundane creatures, particularly giant avians in Mauria and giant lizards in Monomotapa are found, as well as giant insects, which thrive everywhere (but particularly in Manta). Also of note are intelligent, or "awakened", animals and birds. These are found all over the world in small, scattered numbers, usually due to the energies of dunamis. Sometimes they are given their abilities by spellcasters however.

## Home & Hearth

Soricids make their homes around the bases of large trees, sometimes underneath them, and sometimes in the canopy if the trees are large enough. Often they use magic to shape the trees, and when they use other materials they are careful to make things look as natural as possible, largely for the purpose of concealment. Daktyloi live out their days in large mountain halls and beautiful cavern complexes, forging their settlements from raw stone and minerals. Bardha travel about in caravans of covered wagons, awash in garish color. Their tent cities can reach enormous sizes, and are places of celebration, hard work, and magic. Human homes run the gamut from a herder's yurt in Trypillia to a senator's palatial townhouse in Mantova. Any experienced traveler soon comes to appreciate that there are as many different ways of life in Phydea and Archaea as there are kinds of people. Giant insect-infested wilderness, lonely roads plagues by bandits, wild woods guarded by secretive and unfriendly fey creatures and sheer distance divide Phydea and Archaea's nations from each other. Phydea and Archaea's city states and kingdoms are small islands of civilization in a vast, hostile world, held together by tenuous lines of contact.

## Government

There are many different forms of government in Macea. Whether the people are ruled by an Aristocracy, Autocracy, City state, Confederation, Council, Democracy, Druidic hierarchy, Magocracy, Merchant Oligarchy, Monarchy, Oligarchy, Pirate hold, Plutocracy, Republic, Theocracy, Tribal leadership, or Tyranny, almost everybody is ruled by somebody else, however indirectly that might be. Outside of the immediate environs of the city, most people are in fact pretty much free to do as they please. They might pay taxes and are usually subject to military conscription by the nearest polis (government), but that's usually as far as government gets into the lives of most of its people. Small-scale warfare between city states or tribes is very common across Macea, but large-scale warfare between empires or kingdoms is fairly rare. Mantova and Tanis both have been major engines of war and have ceased major operations for over a decade now. Civil warfare between merchant guilds and other non-governmental entities is rare, but that does not mean that guilds are without serious clout, and threatening confrontations between guilds and governments occur regularly. In the walls of a city-state, a wealthy noble thinks twice before defying the ruler or ruling body, since he lacks the safety of miles of roads and empty lands between his holdings and his ruler's army. But it also means that any noble's own private army is just a short marching distance from the seat of power. Powerful nobles deal with rulers they don't like through coups, feuds, and assassinations.

## City & Countryside

In Phydea, a very basic division separates people in two distinct groups; urban dwellers and rural folk. This dividing line is often somewhat blurred; a large village or small town blends many of the characteristics of rural and urban life. Even in the largest cities, farmers and herders tend to their crops and flocks within plain sight. As in the historical real world, there are roughly 10 rural workers for every city dweller, as it takes easy and plentiful access to foodstuffs to support large towns and cities.

**Rural Life**

Thorps, hamlets, and simple villages are the most common types of settlements in Phydea, with most living in settlements housing fewer than 100 inhabitants. The economy of most of these small settlements is agricultural, and they are the backbone of city-states, kingdoms and empires. Rural life is the dominant and most essential element in Phydean and Archaean society. Very few people are pioneers and live in isolated areas; it is simply too dangerous, and nearly everyone lives in some kind of community. In Archaea, most neighboring settlements are somewhat related to each other, and together form tribes. In Phydea such unions are called townships, but they are essentially the same. In some cases, tribes and townships can be as large and powerful as nations, even to the point of becoming nations themselves. In Phydea there is another form of rural settlement, the dema. Dema are thorps that center around great farm houses; fortified community centers with a shrine, granaries, and whatever other minor luxuries the thorp as a whole can afford. Many dema are even equipped with a tower and palisade for protection. Rarely, the wealth of dema can be so great as to develop into a palace, which is even more fortified and begins to take on the characteristics of a minor city-state. Rural homes are made of the simplest and cheapest material available, and this depends entirely on region. Many people in rural areas try to stock their homes with as many luxuries as they can, and this often isn't much at all. Sometimes it might be a mosaic tile floor, a window with real glass panes, a feather bed, or something of the like. Such things are treasures to them.

## City Life

Large towns and cities are relative rarities in Phydea and Archaea when compared to the innumerable villages and smaller settlements around them. Old towns and cities have a typically ramshackle appearance, while newer towns and cities are usually well-planned. All cities are somewhat defended, and the vast majority have walls of some kind, from simple wooden palisades to stone walls, or even magical barriers. Most cities utilize stone construction whenever possible, to lessen the chance of catastrophic fires. Most male city dwellers will have to eventually join some sort of organization for personal and political reasons. For the craftsman, joinging the applicable guild is a must. For others, a school of philosophy, political party, temple, or the military must be joined. Such social groups are essential if one wishes to be able to function freely in urban society. Those who belong to no group are derisively called "the lost", and are often kept from participating in civic life and other more mundane activities like borrowing money. Being "lost" is very much like being exiled, and virtually no one chooses that kind of life on purpose. Even those who believe in nothing choose a philosophy of some kind just to put up appearances.

## Wealth & Priviledge

Like in all other worlds, Phydea and Archaea have a privileged noble class present in almost all of their regions. Usually this takes the form of royalty or members of ancient families. By hording their wealth through the ages, such people have a head start over common folk and naturally dominate those around them of lesser birth. There is also a vibrant middle class however, mostly consisting of landowners, skilled craftsmen, merchants and priests. In general, these are folks with either a lot of land or skills that are able to demand a higher standard of compensation than simple farmers and herdsmen. The concept of the "self-made man" is a common thought among those who are able to break away from poverty and try to better themselves. In fact, it's how many adventurers get their start.

## Old Age

Common laborers, farmers and peasants work until the day they die, unless they have strong and dependable children who can take over the family enterprise and care for them. A life without hard work is usually only an option for the wealthy, including the few adventurers who live to middle age to enjoy their loot in peace. On the bright side, the blessings of the gods and the beneficial prayers and powers of priests and healers avert many of the worst ravages of old age. Elderly folk rarely suffer extended infirmities or disabling illness until just before death.

## Education

Even among those who live in the smallest thorps and hamlets, a rudimentary education is seen as an absolute must in almost every region of Archaea and Phydea. At its most basic level, a simple education consists of learning how to speak the local language, understand at least a passing proficiency in the Common Tongue, simple arithmetic, basic techniques of fighting (and usually of hunting and fishing as well, if applicable), and a knowledge of local history. Often poetry and writing are also taught. This is the extent of informal education throughout Phydea and Archaea. Formal education is of course also known in those regions, but is usually limited to settlements of at least the size of towns, and then only among those who can afford the fee (which although typically small, is still too much for many peasants). Those who attend a regular formal school will receive a basic education in the following; reading, writing, arithmetic, music, gymnastics, geography, science, and philosophy. These topics are only covered in a basic manner however (in other words, not to the level of in-game Skills). Advanced forms of education are only available to the wealthy.

## Adventurers

Heroes and adventurers break all the rules and norms associated with society. He is often a champion in the eyes of the common folk, yet rubs elbows with the powerful on a regular basis. Generations of good-hearted adventurers have made

Phydea and Archaea a safer place to live, and any ruler knows that the best way to solve many problems often involves finding the right adventurer for the job. By definition, adventurers are well armed and often magically capable beings who are incredibly dangerous to their enemies, and not always healthy to be around, even for their friends. Merchants and local rulers tread carefully around adventurers and are often guarded and cautious towards them, at least until their character and motivations are known.

## Adventurer Companies

Most civilized lands require adventurers to be licensed, a process called "chartering", in order to operate freely. Such charters usually spell out where a group of adventurers can go, what they can and cannot do, and usually convey some sense of legality to their activities so long as they hold true to the charter. Unchartered adventurers court trouble, at the very least fines, and sometimes imprisonment or worse. Note that charters also carry certain responsibilities, and rarely do they convey any immunities but for the simplest of transgressions of the law. Also it is common for a local government to call upon active chartered adventuring companies for help in times of need. One of the biggest benefits to being chartered is that most places allow chartered adventurers to carry arms inside cities and towns, something many such settlements forbid, and do not punish or harass chartered sorcerers from using unharmful magic. Also, a chartered rogue will not be harassed for carrying suspicious tools and equipment; being caught unchartered with thieving equipment is a sure way to find oneself on the wrong end of the gallows. Adventurer companies are most common near the lands they explore, mostly places where there are lost civilizations and/or wilderness, or other opportunities for their talents.

## Language

All speaking races posess a native tongue. In addition, many races speak the Common Tongue, a trade language, as a second form of communication. Common is spoken nearly everywhere, but it is not expressive enough to be counted as a primary language for most races. There are 4 different alphabets in use in Phydea and Archaea; Nisani script (used throughout western Phydea, from Asia to Mantova), High Colchian (used in eastern Phydea, from Trypillia to Colchis), Arabani (used in Araba), and Old Tanisani (used throughout Archaea). Though there are many different dialects across Phydea, for simplicity's sake once a character has learned a regional language he can speak and understand the various dialects in that region. The principle languages are; Common (the simplified trade tongue), Nisani, Mantovani, Tanisani, Mwandishi, Albani, Scythian, Colchian, Soricid, Daktyloi and Sylvan. Other minor languages exist, but are usually restricted to a specific race and are not widely used. In general, Common is known by most civilized peoples, and Sylvan is known by most creatures dwelling in the wilds. In addition to these, the Bardha have a sign language that is common among their race, but it is so limited that it hardly qualifies as a true language.

## Industry

In most ways, the lands of Phydea and Archaea are of a technological level equivalent to the Late Bronze Age. Almost all metal tools are made of bronze, and simple machines such as water wheels, grain mills, and plows are well-known. More complex machines such as cranes and oddities powered by steam and magic are also known, but are not common. All manner of fantastic machines, metals and tools exist in Phydea and Archaea, but such things are relatively rare. In recent times the widespread knowledge of steam power is starting to usher forth an industrial revolution the likes of which this world has never seen. Forward-thinking inventors have begun talking about steam-powered ships, chariots and even aircraft. When coupled with magic, such things could radically change the world; but for good or ill is anyone's guess.

## Trade & Travel

Trade is the lifeblood of nearly every region in Phydea and Archaea. While almost every region is abundant in something, few can exist without imports of one kind or another from elsewhere. Due to the necessity of trade, even nations who dislike one another find that they must have commerce with one another, or face war. As a rule, only those nations at war with each other suspend trade. Most trade and travel is done by water, be it by river or sea, for it is far easier and faster than land-based travel. Quality roads do exist, almost always between major cities, and trails are common everywhere. Still, land-based travel is long and arduous, to say nothing of expensive and dangerous, and so most merchants and travelers use the water when they can.

## Gazetteer

Seeing every kingdom, every city-state, every mountain range and forest and ruined castle of Phydea would be the journey of dozens of lifetimes. Phydea is a continent of extremes, in climate, in terrain, and human geography. Almost anything can be found somewhere within its vast wilds and myriad cultures, which collectively are home to over 100 million inhabitants. Towering mountains and oceans of grassland, blasted deserts and lush forests, barbarians in furs or decadent city-folk in silk and perfume... all of these things and many more exist in this wild and wondrous land.

## Exploring Phydea

A company of adventurers can find countless things to do and places to go in the dozens of kingdoms, hundreds of cities, and thousands of ruins, lairs and wild places of Phydea. Heroes are the great travelers and explorers of Macea, the privileged few who see new lands with every sunrise and face new challenges every day.

### Nisoi

While every realm and important city-state of Phydea is at least touched on later in this chapter, the center of them all is Nisoi, the region that includes Tessa, Bukura, Oros, Taki, Xanthippe, and numerous islands. The nations of Nisoi share a common language, and their cultural heritage and social order are similar.

They are not necessarily the most populous, dangerous, or

powerful states of Phydea, but they are perhaps the most representative. Travelers from one part of Nisoi generally find the same kinds of villages, the same kind of merchants, and the same kind of overlords in other parts of Nisoi as they are accustomed to at home. Beyond Nisoi, people seem strange and lands are wild, uncivilized, decadent, or ancient beyond belief. Many adventurers lead long and successful careers without setting foot outside of Nisoi. There is no shortage of dangerous monsters, mysterious ruins, and murderous dungeons within these lands. Only the courage of bold and resolute adventurers stands between Phydea and a very dark future. This chapter outlines most of the lands, peoples and perils of Phydea, but it's also your guide to an entire world of adventures. The descriptions in this chapter are organized first of all by major region-- Taki, Oros, Mantova, or Bukura for example-- and then by realms, city-states, cantons, or tribal lands within that area. To locate a particular place description, refer to the Table of Contents or the Index.

## How to Read a Region Entry

Each kingdom or subregion listed in this chapter begins with a short block of data, featuring the following points of information.

**Capital:** The capital city of the kingdom or realm, if one exists. In some cases, a city is not recognized as the seat of a throne, but it is clearly the power center of the domain. These are marked as capitals, too.

**Population:** The total number of all sentient humanoids counted as citizens of that land. The percentages indicate how the population is distributed by race. Just because a particular race isn't represented in the population breakdown doesn't mean that none of its members live in that kingdom-- they're simply too low in number to come close to 1% of the kingdom's population. Note that the total population percentages equal 99% rather than 100% to account for this scattering of other races.

**Government:** The form of government over that land. Some small realms ruled by hereditary nobles are not large enough to be called true monarchies, so instead they are referred to as lordships.

**Religions:** Deities whose temples or worshipers are particularly common in that land. Deities not listed in this block may have small numbers of worshipers in the land, but they are not well organized or sanctioned by the state.

**Imports:** Goods commonly carried to the land by foreign merchants.

**Exports:** Goods or products produced in abundance and sold to other lands.

## Acarnania

**Capital:** Stratus
**Population:** 34,000 (humans 95%, elemental nymphs 3%, telchine 1%)
**Government:** Theocracy (Cephallon)
**Religions:** Callirhoe (river nymph - cult of Aphrodite), Cephallon, Poseidon & Zeus
**Imports:** Grain
**Exports:** Pearls

Acarnania is a small island nation located directly south of Epirus and to the southwest of Tessa. It is part of the Shattered Coast, the group of thousands of islands that extend southward from Nisoi. Acarnania has always had a rather violent past, at various times being conquered by it neighbors. Though it has from time to time engaged in attacks on other states, it has never been much of a military power. Acarnania's citizenry is firmly Nisani in culture, though they are viewed as being backward (stereotyped like most islanders) by those on the mainland. They are also looked upon with suspicion for their widespread belief in the cult of Cephallon, an ancient giant octopus that dwells in the waters around the island. The suspicion comes from the fact that the waters around Acarnania are notorious for being the home of giant octopi and squid, and the sinking of ships is common. The cult has so many worshippers on the island as to elevate it to a full faith. Clerics of Cephallon wear distinctive purple robes shaped roughly like an octopus (the robe is cut on the bottom to appear like tentacles of cloth) that is dyed in the dark ink of octopi. They also cover their exposed skin with the ink when in public and after several years of this their skin is permanently stained a grayish-purple.

**Important Sites**

**Astacus (Large Town, 2,935):** Astacus has the distinction of being Acarnania's seediest settlement, being ruled by a corrupt consortium of smugglers and thieves akin to a cartel or mafia. Frequent skirmishes are fought between Astacus and Stratus, but Astacus always seems to survive no matter the odds. The town's claim to fame is a drug called Sweet (nectar from a local flower), which is sold in liquid form and induces euphoria. It is also highly addictive and banned in many places.

**Stratus (Small City, 12,000):** Stratus is a small city made up mostly of folk who make their living from the sea. The port is deep and large, and the city caters to fishermen, sailors, and merchants. Great temples to Callirhoe and Cephallon are found in Stratus, and those faiths, along with Poseidon and Zeus, make up the largest denominations in the city. Stratus is known for its simple, hard-working folk and zero tolerance for pirates and smugglers. It is heavily fortified with a stout surrounding wall, and even contains an underground shelter in times of severe emergency.

**Thyreum (Small Town, 1,950):** A small town notable as Acarnania's foremost center of learning. The town's centerpieces are a small university and library, both of which are maintained by Druids (as is the surrounding Deathwood region).

## Addis

**Capital:** Addis
**Population:** 1,450,000 (humans 90%, soricids 6%, misc. sylvan 4%)
**Government:** Kingdom
**Religions:** Mwandishi pantheon
**Imports:** Grain, wine, luxury items
**Exports:** Gold, liquor, textiles, ivory, ostrich feathers, leather, grain, fruit, tobacco, eucalyptus, myrrh, cinnamon, tortoise shells

Addis is a large land lying to the south of Tanis, occupying a great, sand-blasted plateau dotted with forests and fertile areas. The plateau is punctured by mountains of varying sizes, and in general it is less hospitable environmentally than Tanis.

This is not true of the extreme western end of the region however, where fertile hills and forests are more common. Nevertheless, Addis has a robust population mostly made up of humans, with smaller groups of sylvani and soricids. Most of the humans herd sheep, goats, and cattle, traveling in caravans at various points of the year. Few cities exist, and some of these are places of magnificent beauty and splendor, rivaling Tanis by any measure. Addis derives most of its wealth from gold, which it has in great abundance and represents most of its indigenous exports. Addis also sits along the very lucrative Tanis/Monomotapa trade route, bringing it a great many goods from the latter.

**Important Sites**

**Addis (Metropolis, 230,000):** This metropolis is the capital of the kingdom, and sits along the ocean's edge in the southeast. Addis is blessed with a large, deep harbor, a defensive ring of mountains in the north, and a vast fertile plain upon which it sits. It is a major naval power, and conducts trade with Monomotapa and the various states of Araba to the north. Addis is also, oddly enough, a great exporter of wood (eucalyptus) and the medicinal qualities of that tree are also utilized in ointments and potions that are sold abroad. Agriculture in Addis also thrives, with the main crops being cabbage, shallots, pumpkins, peppers and asparagus. The city has several colleges and a particularly strong music tradition. It welcomes travelers with open arms.

**Alodia (Village, 700):** Alodia is a village of soricid (the Colofia) lying to the east of Sennar, in an area of fertile plains and low hills. Alodia is important for two reasons; first, it is home to some of the best cotton in all of Archaea (certainly the best in Addis) and second, it is home to a soricid tribe that doesn't dwell in woodlands (one of only a handful in the entire world to not do so). The soricids here are expert farmers, raising cotton and a small amount of wheat. They are highly reliant on magic, much more so than other soricid tribes, and they have a fondness for necromancy, using undead to guard their fields and scare off casual visitors. For this they are feared by most people, and not allowed to enter most Addisani cities.

**Dinka (Large Town, 4,300):** Dinka is a large town in southern Addis, sitting in a swampy region surrounding the Blue River. Dinka is home to simple people, subsisting on millet, cattle and fishing, and their naturally peaceful demeanor has kept them out of armed conflict for many centuries. Their people are the only ones in Addis to be exempt from conscription, as they simply do not know how to fight (that is, in a military sense). The people of Dinka are unusual also for their extreme height, with the average male approaching 7ft. and higher, with females averaging over 6ft. tall. Their skin is a deep black, something that points to their close ties with the Monomotapa just to their south, and both the men and women are noted for their often stunning beauty. There is a temple in the center of town dedicated to their only deity, Nhialic (god of creation and the sky). They welcome travelers but are naturally suspicious, as most Addisani avoid the place as a backwater not worth their time.

**Erythraea (Small Town, 950):** Erythraea is a small town located to the north of Punt, along the border between Addis and Araba. Technically the town belongs to Addis, but in reality it is independent, being the home to little more than a monastery-like school of magic founded by political refugees from Nisoi. The town sits on the slopes of a mountain, and does not interact with other settlements nearby. Addisani and Arabani avoid the place, and the inhabitants do not welcome visitors, although sorcerers are an exception.

**Kerma (Metropolis, 88,500):** Kerma is a metropolis situated in northern Addis along the Tanis River (called the Blue River in Addis), and is one of Addis' most important cities. It is a commercial and political center, being the "capital" of northern Addis, and the primary liaison between Addis and Tanis. The city is self-sustaining, subsisting on agriculture and the ever-present religious festivals that have made this city a site of pilgrimage for many Addisani. There are great temples to all of Addis' deities, although these temples are rather spare and plain compared to those further south. Kerma welcomes visitors, although it has a strong military presence that can be overbearing at times.

**Makuria (Large City, 30,200):** Makuria is a large city in far northern Addis, sitting along the frontier with that kingdom and Tanis, along the Blue River. Makuria is a commercial center for trade between Addis and Tanis, and is home to Addis' northern army. Politically it has no real power, being little more than a proxy for Kerma to the south. The city is flanked by desert to the east and savannah to the west, and the savannah provides it with its only exportable products; ivory, ostrich feathers, and cattle. The city is known for its rather bleak outlook, reflected in several monasteries that focus on asceticism and martial disciplines that emphasize endurance and the ability to take punishment. Though the city sees many adventurers, most do not linger, as Makuria is dusty, grim, and offers accommodations that are only marginally better than a caravan camp.

**Meroe (Small City, 7,700):** Meroe is a small city that sits between Kerma and Sennar, along the Blue River. Meroe is called the Great Cemetery, as it is the resting place of Addis' kings and the religious center of the kingdom. There are 36 pyramids in Meroe, one for each of Addis' kings, and there are ornate temples to each of Addis' deities as well. Despite the fact that Meroe sits along the Blue River, the soil is almost solid rock, and the city must import all of its food and most other products from nearby settlements. Because of its purpose as a religious center however, it is the recipient of generous taxes and gifts from all over Addis, allowing the city to be much bigger than it could realistically sustain by itself. It welcomes travelers, although anyone coming to Meroe should be careful not to cause trouble; this is holy ground to Addisani.

**Punt (Small City, 10,000):** Punt is a small city in eastern Addis, sitting along the border with Araba on the coast of the great Southern Ocean. Punt is chiefly known as the world center for the production of myrrh, a type of sap used as perfume. It is an extremely valuable product, as it is used extensively by Tanis in the embalming process. Punt also controls a small offshore island called Opone, which produces much of the world's cinnamon, and also harvests a tremendous amount of high-quality tortoise shells. This island is kept secret by Addis, and is even magically-cloaked from view, with continual breezes blowing around to keep ships from inadvertently (or purposefully) running into it. Because of this control, Punt is almost unbelievably wealthy. The city's rulers have at times been so extravagant

as to embark on truly ludicrous endeavors, the most notorious being the town's central market, the ground of which is paved with engraved marble (and only foot traffic is allowed). The city welcomes visitors smart enough to figure out how to get there, but it is very expensive.

**Sennar (Metropolis, 90,000):** Sennar is a huge metropolis lying in the heart of Addis, to the southeast of Kerma. The city sits in the most verdant part of Addis, along the Blue River, and is particularly known for its many flowers and trees. Sennar is home to Addis' primary barracks, and the famed Addisani cavalry is quartered here. Sennar's wealth is based heavily on trade in gold (which is mined here in huge quantities) and luxury items like alcohol and fine cloth (and clothing). It welcomes travelers.

**Taqali (Large City, 19,000):** Taqali is a large city that sits in western Addis, on the frontier with Mauria. Taqali is called the "city of 99 hills" as it literally sprawls out over the vast and fertile hill country in far western Addis. So fertile is this region that it produces more agricultural exports than the rest of Addis combined, with the primary products being wheat, millet, cattle, fruit and tobacco. Lush forests make up the southern part of the area, populated by sylvani and soricids (the Bera, originally from Mauria). Taqali has a rich military tradition as well, although the region has been at peace with Mauria for several decades now. Its rangers are particularly famous. The city welcomes travelers but has a reputation for being rather arrogant and haughty, due in no small part to their importance in Addis.

## Aeolis

**Capital:** Pergamum
**Population:** 614,000 (humans 55%, elemental nymphs 15%, soricid 12%, satyrs 10%, bardha 8%)
**Government:** Confederacy
**Religions:** Asclepius, Apollo, Athena, Demeter, Hera, Hermus (river god), Poseidon, Xanthus (river god) & Zeus
**Imports:** Olive oil, lumber, grain, wine
**Exports:** Sculpture, silver, grain, wool, parchment, tools

Aeolis sits on the northwest corner of Asia, the large island to the southeast of Taki. It is made up of a confederation of three city states; Cyme (Aegae, Apollonis), Pergamum (Edremit, Pitane, Gryneum, Myrina) & Phocaea. It is a region dominated by wild lands and sylvan creatures, with a few powerful human cities. Pergamum in particular is one of the most powerful cities in all of Asia, and conducts extensive trade with Nisoi, Scythia and Araba.

**Important Sites**

**Aegae (Small Town, 1,100):** This small town is home to satyrs and a smattering of other races; humans, soricids and bardha. It is a town that serves as a training center for druids, rangers, scouts, and responsible woodsmen and animal handlers. Most of the instructors are retired, but some are active stewards of nearby lands. The town's only exports are farming and woodland tools of the highest quality.

**Apollonis (Village, 800):** Apollonis is a village built around a large shrine to Apollo, lying to the southeast of Pergamum. It is populated entirely by satyrs. The shrine accepts visitors from all races, although there are certain times of the year (the solstices and equinoxes) where non-sylvan creatures are not permitted.

**Cyme (Large City, 23,200):** The city of Cyme has the distinction of being founded by Amazons, and is still under the rule of a female from the line of the original Amazonian founder of the city. It is a large city with a powerful navy. Cyme is also well-known as a haven for bards, poets and historians. Sibyl, the infamous sorceress and prophetess, also lives in Cyme, adding to the city's overall strength and power.

**Edremit (Large Town, 4,500):** Edremit is a large town lying to the northwest of Pergamum, on the Aegis Sea. It is primarily a center for fishing and small-scale trade, facilitated by the elemental nymphs who rule there. Edremit is rather famous among sorcerers for its numerous elemental pools to the "wet" planes; water, ooze, and steam. There are also so very dangerous stones here, called "sarcophagi", that are surrounded by a corrosive field (5ft) that dissolves flesh at a rate of 1 hit point per round that the flesh remains in the area. There is a large temple to Poseidon here.

**Gryneum (Small Town, 1,300):** This small town lies just south of Pitane, and is home to a seafaring tribe of soricid (a branch of the Akilli tribe). The soricid make pitch and adornments for ships, and sell them in ports far and wide. Technically, this tribe of soricid is made up of Mighali soricid, and owes allegiance to the territory of Xanthippe, though these feisty and independent seafarers are nobody's lackeys.

**Myrina (Small Town, 980):** This is a small soricid town lying to the east of Gryneum, in the heart of the great Forest of Myrin. The town sits along an important network of roads, and makes its fortune by providing sustenance for travelers, hawking potions and magical trinkets, and taxes. Myrina also has a small school of sorcery, open to all races.

**Pergamum (Metropolis, 100,000):** There are few cities in Phydea more beautiful than the Aeolian capital, Pergamum. It is richly decorated with fine sculpture… indeed; Pergamum is widely hailed as having the finest sculptors in all of Phydea. It is a magnificently rich city, with extensive trade in silver, grain, woolen textiles and parchment. One of Pergamum's most famous landmarks is its Asclepium (temple & hospital dedicated to Asclepius), which is the largest such structure in the world and is host to thousands of sick and wounded pilgrims each year. Almost any architectural marvel of the day; from libraries, to heated baths, to flushing latrines, can be found in regular use in Pergamum. It also contains the world's largest gymnasium. There is also a substantial temple to Hermus in this city.

**Phocaea (Metropolis, 63,000):** Phocaea is synonymous with sailing and naval power, as it boasts one of the most powerful navies in Phydea. It is truly one of the only checks to the growing power of the state-sanctioned piracy issuing forth from Cal. Phocaea is thus a city that is very militaristic and rigidly lawful in character, and does not take well to adventurers and other vagabonds.

**Pitane (Small City, 10,000):** Pitane is a small city that lies due west of Pergamum, and serves as that larger city's main port on the Aegis Sea. As such, Pitane is completely under the control of Pergamum, and the biggest employers here are the military, fishermen, and the businesses of the warehouse district. This city has the world's largest temple to Hermus, river god of the Hermus River the flows into Pitane from Pergamum.

## Aetolia

**Capital:** Thermum
**Population:** 50,000 (humans 75%, elemental nymphs 10%, telchine 10%, bardha 4%)
**Government:** Oligarchy
**Religions:** Apollo, Artemis
**Imports:** Grain, olives, wine
**Exports:** Armor, weapons

Aetolia is made up of three small island city states off the eastern shores of Acarnania. In general, Aetolia has a reputation for being very much a backwater region, with the population viewed as barbarians and pirates. Of course, it doesn't help matters that much of the population is in fact made up of barbarians, pirates, and other forms of riff-raff.

**Important Sites**

**Calydon (Small City, 5,050):** Calydon is an ancient city, one of the oldest still-inhabited cities in the Nisoian orbit, but it is now of little importance… except as a haven for pirates and thugs. Paradoxically, the temple of Artemis in central Calydon is a marvel to behold, with a 12ft. statue of the goddess made of ivory and gold. The pirate commander Scamander rules Calydon and the entire Gulf of Calydon with a tight grip, and he lives in the former palace complex surrounding the temple of Artemis in central Calydon.

**Pleuron (Small Town, 1,500):** Pleuron is a smaller version of Calydon, only without any notable structures. The only thing to recommend it is the sprawling Arms Market, a group of buildings near the town center that deal in arms and armor of all kinds-- and usually at a "steal" of a price. Many of the weapons are in fact stolen however, so buyers of odd and unusual arms had better be careful.

**Thermum (Large City, 14,000):** Thermum is the capital of the region, and has tried valiantly over the last few decades to change the region's reputation by hosting an annual fair and games dedicated to Apollo. Though it is not yet a roaring success, it gains more and more participants and viewers each year. A great fountain in the center of town (dedicated to Artemis) is the only thing of notable beauty in Thermum.

## Akhaia

**Capital:** Patrae
**Population:** 102,000 (humans 65%, soricid 20%, bardha 10%, elemental nymphs 4%)
**Government:** Autocracy
**Religions:** Artemis, Demeter & Zeus
**Imports:** Grain, salt
**Exports:** Wine, olive oil, fruit

Akhaia is a medium sized island located to the south of Tessa in Nisoi. Akhaia's people are civilized and their cities and towns are rich in refinements and basic luxuries. It is the home of the famed herds of Cerynian deer, which have antlers made of gold and hooves made of solid bronze. The deer are the personal property of the Goddess Artemis, and Cerynia is the home of the goddess' largest temple in all of Phydea. There is a yearly spring festival for Artemis, held in the great wooded Glade of the Huntress near the center of the island. Thousands make the trek to the small pond and wooded area around the glade each spring.

**Important Sites**

**Aegium (Small City, 12,000):** Aegium's importance lies largely in the form of a great hospital (Ascelpium) and several spas. It is a resort city, with rather strict rules and protocol for visitors. Adventurers are frowned upon in general, but it is a popular destination for recuperating heroes none-the-less.

**Cerynia (Small City, 6,200):** Cerynia is known for two things; the Cerynian Deer herds and the Giant Cerynian Moth. The deer were described earlier and live in a large range covering the entire eastern half of the island. The giant moths on the other hand have the entire island as territory but mate in and around Cerynia each spring. They are too small to accomodate human-sized riders but are perfect for soricid and like-sized creatures. They are quite beautiful, being ivory-colored with a mother-of-pearl-like sheen that refracts brillint colors when in direct sunlight. They are highly-prized by wealthy soricid as symbols of status, although they are mediocre flyers and of little use in combat situations.

**Patrae (Metropolis, 46,000):** Patrae is the capital of the island nation, and along with the small village of Dyme, it houses the famed Arkhaian naval fleet. A small navy of light, quick ships, the Arkhaian navy is much feared in the seas around the island, as they always deploy with at least one spellcaster onboard. They typically patrol the waters while invisible or do so at night, using magic to help find their way in the darkness. Patrae also has temples to Zeus and Demeter, and is on the whole a city of great wealth and importance.

## Amazonia

**Capital:** Chersonesus
**Population:** 154,000 (humans 99%, others 1%)
**Government:** Monarchy
**Religions:** Amazonian pantheon
**Imports:** Luxury items, gold, lumber
**Exports:** Wine, slaves, grain, pottery, glass, salted fish

To the south of Scythia lies the land of Amazonia, home to the feared female warrior-tribes of the Amazons. Racially, the Amazons are identical to the Scythians. The Amazons have a love-hate relationship with the Scythians; they depend on them (the Scythians) for breeding purposes, but consider them inferior in every way. The Amazons use magic to help ensure female children, and this is usually successful. Male Amazon babies are often sent to Scythia, or less often, killed. Most of the time the Amazons are at war with Scythia, and really anyone else who is unfortunate enough to cross their path. Unlike Scythia, Amazonia has several permanent cities of importance. Even though they are still nominally tied to the horse, they are far more settled than their neighbors to the north.

**Important Sites**

**Chersonesus (Large City, 23,000):** This city is Amazonia's largest. It's an incredibly prosperous port, and its major exports are wine and slaves. Other major products are wheat, barley, pottery, glass, and salted fish. Chersonesus is the most "presentable" of Amazonian cities, and the only one that accepts

travelers. Travelers are not allowed beyond the port area however, and violators are often killed on-sight. This is also the only area of Amazonia where piracy is non-exitant, as they activley encourage trade. On the outskirts of this city lies the field of Parasinum, whose earth has healing properties. Anyone lying upon it gains double the amount of healing acquired through rest.

**Neapolis (Large City, 15,700):** Neapolis is the religious capital of Amazonia, sitting to the north of Chersonesus. Neapolis has elaborate temples to all the Amazonian deities, which are a mixture of godesses also found in the Scythian and Albani pantheons. There is also a single god represented, the only one in the Amazonian pantheon. This god is the god of stallions, Palacus, and is a catch-all deity representing everything "male" (and is shown as overtly sexual).

**Nymphaeum (Large Town, 2,050):** Nymphaeum is a large town in eastern Amazonia. This town is the breeding ground for Amazonian women. As such, Nymphaeum is often the last, and only, Amazonian town that captives and slaves ever see. Many of them are set along the infamous Red Road going north to Scythia; the road so named because most are trampled or hacked to pieces before reaching the border. Nymphaeum is a veritable paradise of pleasure, with gardens, baths, and temples to Aphrodite and others where sex is omnipresent. Unlike other parts of Amazonia, where lesbianism is the norm, in Nymphaeum it is highly frowned upon. This town serves the purpose of furthering the Amazonian culture, and little else. Travelers who sneak into town often regret doing so. Once relations are finished, many Amazons try to kill their lover on the spot.

**Theodosia (Small City, 10,500):** This small city is the principle port in eastern Amazonia. It is a huge granary, and excess grain is exported to whichever states and cities Amazonia happens to be at peace with at the time. The city does not accept visitors, as is thus not of much interest to adventurers (who are not Amazons that is).

## Araba

**Capital:** Opis

**Population:** 2,600,000 (humans 60%, elemental nymphs 20%, telchines 16%, soricids 3%, misc. sylvan 1%)

**Government:** Empire

**Religions:** Arabani pantheon, Tanisani pantheon, Dionysus, Hermes, Tyche, Zeus, Herakles

**Imports:** Grain, luxury items, leather, lumber

**Exports:** Wine, spices, olive oil, fruit, onions, garlic, gold, dye, glass, jewelry, perfumes, silver, copper, bronze goods, grain, textiles, black marble, weapons, lumber, ivory, lapis lazuli, carnelian beads, pearls, frankincense, coffee

Araba is a large, dry and hot land dominated by vast deserts and arid hills, lying to the east of Tanis and Addis. In many ways it is environmentally similar to Tanis, with a small number of large cities lying in the most fertile regions, along the coast and on the banks of its rivers. Araba has been populated for a long time, but its influence evaporated long ago when Tanis first gained independence and established their empire. For the last several thousand years the region has slowly slid into obscurity. Araba has few areas where civilized life can thrive. Most of the cities are on the coasts and along the big rivers, and in particular among the green hills in the west and the swampy plains of the northeast. The cities are all independent and most are wealthy, their economies ancient and far-reaching. Almost all of the people are tied to the sea in one way or another; in the west they are prolific traders, in the east... pirates. Araba is a place ripe for adventurers and full of danger and intrigue.

**Important Sites**

**Abana (Small City, 5,900):** This small city lies to the east of Sidon, on the edge of the central Araba Desert. This city is home to the ancient temple complex to Hadad (storms), the largest temple in western Araba, and a smaller one to Astarte. There are several monasteries in the area as well, and a college of history and science. The cities chief exports are copper, fruit and wheat. Abana does not welcome casual visitors, meaning anyone who is not there to worship or study. Adventurers might be healed or refitted, but find themselves quickly shuffled out.

**Ace (Small Town, 950):** Ace is a small town lying to the north of Dora, on the western coast of Araba. It is known for its chief export, glass, and little else. The town contains small temples to Belos and Hadad. The temple of Belos sits in the town center and offers fountains and baths open to the public. It is very welcoming to visitors.

**Aesarea (Metropolis, 55,200):** This large city lies to the north of Iopia, on the western coast of Araba. It has a large, deep harbor, and a fertile plain to its back that produces large amounts of crops. It has acquired a great deal of wealth via its purple dye industry, extracted from the whelks that live in the harbor (murex). The city has a large army and navy, and thus exerts a great deal of influence over the cities of western Araba. Fortunately for those other cities however, Aesarea has had a long line of kings more interested in learning and the arts than in conquest. The city is very wealthy and contains amphitheaters, baths, a stadium, and many more amenities; although it contains no large temples (the city has a long tradition of maintaining independence from religion).

**Ascalon (Small Town, 1,000):** Ascalon is a small town lying on the western coast of Araba. It is basically a fortified hill rich in vineyards, olive groves and fruit trees, with a very small harbor. Because of its poor harbor, most of its trade occurs over land, shipping goods via the great Way of Horus (the large stone road connecting Araba and Tanis). The town is strikingly beautiful and is home to several important schools of philosophy and the arts (particularly writing). The wine produced here is of very high quality. The region is also known for its onions and garlic, which are eating in large quantities and exported far and wide. There is a large temple dedicated to the local goddess, Derceto (water, trade, luck).

**Azotus (Large City, 20,400):** Azotus is a large city lying just to the north of Ascalon, on the western coast of Araba. It has a huge triple harbor, the largest in southwestern Araba, and is thus one of the biggest entry ports for Tanisani goods. Fish and fabrics are their biggest exports. There is a great temple to Dagon here, and the mandatory education of all children makes it one of the most learned settlements in the region. In fact, the vast majority of people in Azotus can speak multiple languages, and they are often sought out as interpreters, heralds, and

teachers.

**Berytus (Large City, 23,000):** This large city lies to the north of Sidon, on the western coast of Araba. The city is famous for its bronze, wine and textiles. It has a prestigious college of medicine and law, as well as a museum. There are several grand temples here, to Baal, Dionysus, Atargatis and Hermes. Berytus has a large population of adventurers, due to its favorable climate and laws.

**Byblus (Large City, 22,600):** Byblus is a large city located to the north of Berytus, on the western coast of Araba. This city is the religious "capital" of western Araba, featuring large temples to Astarte, Adonis, Isis, Osiris, Harpocrates, Tyche, Cronos and Dionysus, in addition to all of the Arabani deities. The city relies on tourism to the temples for its wealth, which is considerable, and there are many other amenities in the city as well, such as baths and theaters. The city is also famous for its monastery, which has a huge library.

**Carrhae (Small City, 6,500):** This small city sits in eastern Araba, in the Great Marshes south of the Zeugma River. It has a gigantic temple to the moon god Lunus, which has the distinction of being one of the tallest manmade structures in the world. The city produces weapons of high quality, and the weapons trade is the city's biggest source of income. Apart from that, there is little to recommend this city, as it sits in an utterly dismal landscape of swamps and wet forests. It has a sizeable soricid (Farat) population in the forests surrounding the settlement. It welcomes visitors eagerly.

**Dilmun (Small City, 11,500):** This small city is located in an archipelago of the same name that lies just offshore to the east of mainland Araba. Dilmun is a piratical city state, but it also engages in many legitimate items of commerce such as copper, spices, wood, ivory, lapis lazuli, gold, carnelian beads, and pearls. Dilmun has a rather bad reputation, with its name being synonymous with "untrustworthy" and "back-stabbing". Despite that, it has no lack of visitors, mostly traders, and adventurers are found here in abundance.

**Dora (Small Town, 1,500):** This small town lies just to the north of Aesarea, on the western coast of Araba. Its population is made up of refugees from Tartessos, a distant island to the west that was destroyed over 100 years ago. The city is populated by Tartessani humans, telchines and elemental nymphs. It is a small harbor town, centered on fishing and shellfish harvesting. Its only notable structure is a large school of magic.

**Dura (Small City, 9,100):** Dura is a small city lying to the northeast of Palmyra in eastern Araba. Dura sits on a high cliff and serves as a fortress on the border between the Great Marshes and the Araba Desert. In addition to being a prominant military garrison it serves as an important trading center, hosting three trade fairs each year (one each in spring, summer and fall). The city welcomes visitors.

**Emesa (Small Town, 1,700):** This small town sits on a ridge overlooking the sea and lies at Araba's northernmost point. The town is centered on a temple to Zeus, but a peculiar interpretation of that deity which reveres his skill with disguise and illusion. Its only export is black marble. The town welcomes visitors, but it has a very eccentric character.

**Gadara (Small Town, 1,000):** Gadara is a small town lying in the fertile hills to the east of Dora. It began as a pig town, and pigs are still raised here in abundance, but now it is mostly known for its university, one of the largest in Araba. The university is known for its poets, satirists and philosophers.

**Gazorus (Large City, 15,600):** This large city is a coastal settlement in western Araba, near the border with Tanis. The economy is based on wine and spices, the latter making the city fabulously rich for its size. There is a great temple to the local god Marna (sky, weather, creation), whose inner sanctuary is covered completely in gold leaf. The city welcomes travelers.

**Hatra (Small Town, 1,500):** Hatra is a small town that lies northeast of Dura. It is a fortified trading center sitting near the middle of the Great Marshes. Soricid dominate the population here, although there are humans as well. Hatra is famous, and infamous, for the Hatran Alchemical Works, a soricid-run factory for the production of various types of chemical and biological weapons. It is here that the legendary chemical Naph is made; a sticky, highly flammable substance favored for seiges, both by defenders and assailants. They also raise vast quantities of insects for shipment as biological weapons. The town has an unusual tower/temple to the god Shamash (sun). It is suspicious of visitors, particularly if they are not there to buy something.

**Iopia (Large Town, 3,000):** This large town lies to the north of Azotus, on the western coast of Araba. It is an important harbor town with impressive fortifications, dominated by the keep which sits on a rocky promontory over 100ft. above the water. It is here that the ancient goddess Cassiopeia lived, and there is a massive temple to her here, as well as smaller temples to her daughter (and lesser goddess) Andromeda and the hero god Perseus. Iopia is home to a large mint, whose gold coins are found all over Araba.

**Mardukka (Large City, 24,800):** This large city lies on the eastern coast of Araba, to the southeast of Opis. Mardukka is a religious center, based on the grand temple to Araba's chief deity, Marduk. In effect, Mardukka is little more than Opis's deep-water port, and it is firmly under control of their inland brother. Mardukka is known for its famous college of astronomy and navigation, one of the best in all the world. There are many sorcerers here, and the city welcomes travelers.

**Mocha (Large Town, 3,000):** This large town lies just to the west of Sheba and south of Sanaa, on the southern coast of Araba. Mocha is synonymous with one thing; coffee. Mocha produces a massive amount of coffee that is in turn shipped all over Archaea and to select ports in Phydea. The town's entire focus is on the coffee trade, and there is little to offer visitors here (except the fact the coffee is cheaper and fresher). Nevertheless, Mocha welcomes travelers.

**Ninua (Village, 420):** Ninua is a small village lying north of Hatra. It is a ruin now of a once thriving metropolis. The village is populated by a large band of thieves and outlaws, who guard the ruins while trying to strip them of all their riches. Naturally, the ruins are a major draw for adventurers and treasure hunters, but it remains extremely perilous.

**Opis (Metropolis, 110,400):** Opis is a metropolis lying to the southeast of Hatra, inside the Great Marshes. Opis is the largest exporter of textiles in the known world, shipping finished cloth and silks to places as distant as Mantova and Alba. Opis is fabulously wealthy city, having every convenience and amenity one would expect. There is a famous school of philosophy here,

and the largest temple is dedicated to the local hero god, Heroon. There are temples to all other Arabani deities and most Tanisani ones. It is ranked among the largest cities of the known world, and is the dominant power in Araba.

**Palmyra (Small Town, 2,000):** This small town lies to the southeast of Emesa, in the vast Araba Desert. It is an oasis town, and is thus very dependent on trade and travelers for its livelihood. There are two temples, to Belos and Nabo, and many small shrines. The town also boasts inns, taverns, bath houses, a theater and a few other things to soothe weary travelers (and relieve them of some of their money).

**Panias (Village, 600):** This small village lies to the east of Tyros, at the source of the river that bears its name. There is a large temple to Pan here, and it dominates the village both physically and economically. The village welcomes visitors, and festivals/orgies are commonplace, making it somewhat of a draw from nearby communities.

**Philamel (Small City, 7,900):** This small city lies to the east of Iopia, sitting in a lush oasis inside the Arabani desert. It is primarily a retreat and thus has every amenity imaginable, from baths and fountains, to theaters and a college (where many aristocratic youth go to school). It has two temples, to Herakles and the goddess Theasteria. It is heavily defended by mobile calvaries, which are regarded as being among the best in the world.

**Rekem (Large City, 19,000):** This city lies in western Araba, in the desert area near the border with Tanis. Rekem is a fortress city, and its troops are the primary force presence in central and south-central Araba. The primary source of income for Rekem is the caravan trade that serves as the lifeblood for so much of inland Araba. The city produces no notable exports of its own, deriving all of its wealth through its caravans and mobile security forces. The city is made out of stone, a particularly beautiful variety of rose-colored sandstone, and it serves as a religious and cultural center for western Araba. It contains two famous colleges, one to medicine and the other to philosophy, and a large theater. There are fantastic temples dedicated to the local deities Dusares (wine, fertility, strength) and his divine wife Atargatis (protection, creation). Rekem is strictly regimented, but it welcomes travelers.

**Samosata (Large Town, 4,000):** This large town lies in northeastern Araba. The town is an important trading post between eastern and western Araba. It naturally welcomes travelers, but there is little of interest here other than a place to rest and replenish gear. The town does have a notable college of philosophy specializing in satire, and a small temple to Tyche.

**Sanaa (Small Town, 1,200):** This small town is located in an oasis to the north of Sheba. Sanaa is a very important stop for travelers braving the Araba Desert, as it is located about midway and is a veritable paradise. Sanaa sits on several natural springs, making it abundant in water; so much so that its main exports are wine and dates. The town welcomes travelers; they are the town's lifeblood after all, and it contains anything an adventurer could need, though the prices sometimes are a bit steep. There are no notable structures.

**Sheba (Small City, 12,000):** Sheba is a small city lying on the southern coast of Araba. The city wields a lot of influence, being the only settlement of any permanence on the southern coast of Araba. It is heavily fortified, with a good army and excellent navy. Sheba's primary exports are spices, frankincense and myrrh. The city is striking to behold, as it is made up almost entirely of sandstone skyscrapers; all whitewashed and beautiful. Visually, there is no other city in the world quite like it. Sheba welcomes visitors.

**Sidon (Metropolis, 70,000):** This metropolis lies just north of Tyros, on the western coast of Araba. It is the second largest city in all of Araba, and has a large harbor that suffers from over-silting. The constant shifting sandbars have made it difficult to maintain the harbor, and thus much of the shipping has moved south to Tyros. Sidon's impressive economy is built upon fishing, dye (murex harvesting), glass, and silver and copper mining. Their smith's are known as being some of the best in the world, for their exacting quality. Sidon is home to a college of sailing and navigation which is world-famous, attracting serious students from as far away as Mantova. Its navy is very powerful as well. Other important structures are a college of philosophy, temples to Astarte, Dido and Eshmun, and a huge fountain/garden complex in the center of the city.

**Tyros (Metropolis, 61,000):** Tyros is one of the largest cities in Araba, and is the greatest port on the western coast of the region. Its large harbor and excellent navy help it maintain trade with regions as far away as Nisoi. There are huge temples to the hero god Melkart and the goddess Ashtoreth in the city. This city has everything one would expect from a city of its size, and it is also one of the friendliest cities in Araba (and really in the entire known world). Tyros produces many luxury items such as jewelry and perfumes, but most of its wealth comes from facilitating trade between other nations. It does this both by direct shipping and by providing escorts and protection. So many adventurers live in Tyros that they officially have a quarter of the city to call their own.

**Zeugma (Large City, 25,000):** This large city is one of the most prominent in eastern Araba, lying to the south of Samosata. Zeugma is a fortress town, with a very large number of soldiers in garrison. It has a very famous stone bridge spanning the great Zeugma River, which is the primary waterway in eastern Araba. There are temples here to Zeus and Herakles, reflecting the city's small but ancient Nisani population. There are many shrines to Tanisani and Arabani deities as well. There is a mysterious monastery here that is home to a cult of drug-addled assassins. Despite this being common knowledge, the army has been unable to stamp them out. The city welcomes travelers, but they have to watch their step here.

## Arcadia

**Capital:** Megalopolis (not official)
**Population:** 305,000 (humans 55%, soricid 20%, misc. sylvan 14%, satyr 10%)
**Government:** Confederacy
**Religions:** Zeus, Pan, Apollo, Dionysus, Herakles, Poseidon, Hera, Artemis & Athena.
**Imports:** Spices, silk, incense.
**Exports:** Woodcrafts, pottery, wine, fruit, jewelry

Arcadia is a breathtakingly beautiful island of large size, ringed by mountains and with a vast interior of forests and meadows. This is a magical and holy place, for it is here that the river Styx flows, one of the rivers that leads to the underworld. It is

ruled by a confederation of city-states and independent towns and villages. The people have a reputation for chaotic and lusty behavior, and this view is reinforced by the numerous shrines and temples to Pan and Dionysus found all over the island. It's population is largely centered in a handful of large cities. Soricids and other sylvan creatures have a much more pronounced urban population than in most other places, but the settlements in Arcadia, no matter the size, are amply filled with parks and wild areas. Arcadia is a wild and magical place, full of life and death.

**Important Sites**

**Mantinea (Large City, 23,000):** Mantinea is actually a cluster of five villages surrounding a shrine to Poseidon, the largest of it's kind (as Poseidon, lord of horses). The five villages are surrounded by a huge stone wall, and the area surrounding the settlement is widely known for it's beauty, even by the already-jaded standards of Arcadia.

**Megalopolis (Metropolis, 100,000):** This large metropolis sits on the southern coast of Arcadia, and is the island's chief port. Indeed, it is one of the largest cities in all the world, containing a cosmopolitan population... even a Soricid's Quarter. The city boasts the largest temple to Zeus in Phydea, and even has a large park in the city's center dedicated to Pan. Almost all other faiths from as far away as Addis and Alba have at least a shrine in Megalopolis. It has all the other comforts and amenities one would expect from such a large city.

**Orchomenus (Metropolis, 37,000):** Orchomenus is a fabulously wealthy city, and it's fortune rests firmy on the backs of its silver mines and mints. It contains an extravagant temple to Apollo, with a life-sized statue of the god made of solid gold. It also contains large temples to Poseidon, Dionysus, and Herakles. The city's famous architects have helped make it one of the most beautiful and traveled-to places in Phydea. As a result, few other cities have as many inns as Orchomenus. It is also known for it's fine yellow and gray pottery, which is common in the city but commands great prices further afield.

**Stymphalus (Large Town, 3,300):** This town is mostly known for it's lake and marshes, which are home to great flocks of Stymphalian Birds. In addition to those notable fowl, the place is host to millions of birds each year who come to mate and frolic, with the powerful Stymphalian Birds assuring very few predators will accost their more mundane cousins. It is home to ancient temples of Hera and Artemis, the latter emphasizing that goddess' relationship as protector of avians. Artemis's temple sits atop two giant oaks, whose trunks have been carved to look like the legs and feet of cranes (one must scale a ladder to reach the temple suspended above).

**Tegea (Large City, 21,000):** Tegea is the most important port on Arcadia's east coast. It is chiefly an agricultural city and granary, and serves as Arcadia's "bread-basket". It also hosts Arcadia's primary military barracks, consisting mostly of light infantry and marines. There are small temples to Athena and Artemis in the city, and all the other mundane features of a settlement of this size. It is a very conservative city, and not welcoming for adventurers.

## Argos

**Capital:** Argos
**Population:** 62,150 (humans 99%, others 1%)
**Government:** Military Dictatorship
**Religions:** Aphrodite, Apollo, Athena, Hera & Zeus
**Imports:** Grain
**Exports:** Bronze & pottery

Argos is a powerful city-state based firmly on military might. The island is fairly sizable, considering only one city exists there. Argos itself is huge, at over 60,000 people it is one of the largest cities in the region, and it's population lives in an austere atmosphere dominated by the military and police force. The city is backed by a fertile plain, surrounded by low and craggy mountains. Argos mints its own coins, and the Argosan bronze piece is one of the most prevalent of such coins in circulation in Nisoi. Argos is not a particularly religious city, although it does contain three large temples (to Apollo, Athena & Zeus). Two small temples to Aphrodite and Hera are also found there. For adventurers, Argos has little to offer. Its strict militarism is in opposition to casual visitors, and the police treat anyone with a weapon (or breaking the peace) extremely harshly. On top of this, the city is almost always at war; a capable adventurer might find himself-drafted as a mercenary, whether he likes it or not.

## Banat

**Capital:** Sarmizegetusa
**Population:** 525,200 (humans 75%, poludnica 15%, centaurs 6%, soricids 4%)
**Government:** Kingdom
**Religions:** Alban pantheon, Herakles
**Imports:** Grain, olive oil, luxury items, textiles
**Exports:** Tin, copper, bronze, furniture, tobacco, gold

Banat is the westernmost of Alba's regions, half of which is made up of rolling, fertile plains and the other half being mountains. Compared to Oltenaea, Banat is rather lightly populated. Most who live here are Albani and poludnica, although the mountains contain a generous population of sylvan creatures. In the steppes in the northern part of Banat there are also several centaur settlements. In general the region is similar to Getaea, featuring fertile plains, hills and mountains. Much of the same crops are grown here as well, and the mining is just as important here as elsewhere in Alba. One distinguishing characteristic of Banat is that it is very much unified, unlike most of the regions of Alba.

**Important Sites**

**Arad (Small Town, 950):** Arad is a small town of sylvan creatures, with centaurs being most prominent. It sits north of Timis, and commands a huge swath of northern Banat as a semi-autonomous state. It is the northernmost settlement in Banat. Arad doesn't deal much with the rest of Banat, preferring to be left alone and providing for itself. Trade in the town is only conducted for an hour each day, at noon. The centaurs do this in hopes of obtaining wine and tobacco from Timis, the only trade goods they really seek (in return, they usually offer weapons and jewelry, and their bows are highly sought-after). The town of Arad sits along an important road leading from Timis to Oradea (in Barca), and this road is defended by the centaurs, making it generally safe for travel. The centaurs are pushy however, and will not tolerate loitering. People are expected to

travel briskly, and break camp promptly. Some Alban comics call the place "Move Along", because the centaurs utter those words more than any others. It is not recommended to laugh when a centaur says them however.

**Arcidava (Large City, 12,050):** This large city sits in a mountainous region of Banat, to the northwest of Baile Herculae. Its primary purpose is as a mining center, for which it is very prodigious indeed. All manner of metals are mined here, but tin and copper are found in the greatest quantities. Not surprisingly, this is also a major center of bronzesmithing. The city is heavily fortified and not welcoming to travelers (except merchants).

**Baile Herculae (Small City, 9,000):** This small city is the southernmost settlement in Banat. The city was founded by Herakles, and features world-famous spas and mineral springs. It is located just to the north of the Oltenaean city, Orsava. It is a huge tourist attraction, drawing travelers from hundreds of miles around. This has made the city very wealthy, and this has made it something of an entertainment capital as well. There are theaters, sports areas, baths, and every other accommodation a traveler might want. Nearby there is a less savory structure, the Cave of Thieves, which is a huge network of subterranean tunnels and caves, utilized by a notorious organization of bandits.

**Caransebes (Small Town, 1,300):** This small town is located to the northeast of Arcidava. Like Arcidava, Caransebes is an important industrial center, but instead of mining this town is known for woodworking and forest exploitation. Naturally, they are at constant odds with sylvan creatures in the area, and this often erupts into all-out warfare. Nevertheless, the work of the carpenters and artisans of Caransebes is highly respected, and it is said that their furniture is among the best in all of Phydea. In fact, the thrones of many nobles and kings were made by artisans here.

**Dava (Small City, 8,900):** This small fortress city is a soricid stronghold just north of Hunedava. It is by far the most ancient city in the entire region, dating back to the time it was the capital of the Soricid Empire of Dava (the Alban equivalent of Xanthippe) several thousands of years ago. The human-built roads actually skirt the city, and the important intersection lies outside the fortifications. Nevertheless, the soricids engage in a brisk trade with travelers of all races, though there are only a few human accommodations inside the city walls (and these are all located near one of the two gates). The soricids have a great university here, one of the largest catering to that race in all of Phydea. The centerpiece of that university is a school of Herbalism and Horticulture, and the work of the students can be found all over the place, leading many who see it to call it the Fortress of Flowers.

**Germisava (Village, 600):** This village lies directly north of Orastea, and is famed for its hot springs. Apart from the springs, and a few shrines, this village has little to offer. It sits in a dead-end surrounded by mountains, so adventurers have little to do here, unless specifically coming here for healing or relaxation.

**Hunedava (Metropolis, 28,000):** This large city is just to the northeast of Sarmizegetusa, and is one of the most important cities in Banat. Hunedava is a fortified city, with massive walls rivaling those of the capital. The city is beautiful to behold, being full of gardens and with tree-lined streets. It is the cultural capital of Banat, with all the things you would expect from that distinction being present. It has a great university, and its amphitheater is so renown it attracts performers from as far away as Nisoi.

**Lugos (Village, 670):** This village lies east of Timis, and west of Dava, though the road here is not widely traveled. Few people come to Lugos, as it is widely known as a damned place, home to vampires, other undead, and the evil folks who enjoy such company. During daylight hours the village is passable, and traffic indeed does come through town at those times. Travelers unfortunate enough to arrive at dusk or evening might never make it out alive. The same is true with adventurers foolhardy enough to brave the dangers of Lugos.

**Orastea (Small Town, 1,200):** This small town is located in eastern Banat, near the border with Carpates. The town is little more than a ranger station, housing several dozen seasoned rangers who patrol the road, trails and areas nearby. The town has a frontier aspect to it, and it caters to adventurers, in a sense. There are two inns here, along with several stores amply stocked with gear and provisions.

**Rosu (Small Town, 1,000):** This small town is located northeast of Caransebes. Its name means "red", and this is due to the peculiar stream that flows through town, also called the Rosu. The stream is said to be the blood of a dying god (whose name is lost) located deep inside the mountain from which it flows. The waters have bizarre properties; to some they heal, to others they inflict great pains… some have even died from drinking them down. Also strange is the number of townsfolk who seem to have minor magical ability; nearly all of them do. Despite this, the town sees a considerable amount of traffic, as it sits along an important road leading into eastern Banat.

**Sannicolea (Large City, 14,500):** This large town is the westernmost settlement in Alba, and lies to the northwest of Timis. It is a city of dual distinction; first it is a center of gold mining in Banat, and second it is home to the largest college of music in all of Alba. It welcomes travelers of all kinds, but does not tolerate violence or boorish behavior.

**Sarmizegetusa (Metropolis, 50,000):** This great city is the largest in Banat, and the capital of the territory. Sarmizegetusa sits on top of a high crag, with the city itself spilling out all over the surrounding mountains. Engineering-wise, it is a marvel to behold, and the fortifications are thought to be nigh-impregnable. The city sits just east of Rosu, in eastern Banat. Sarmizegetusa is not only the administrative capital of the territory, but also the religious center. In fact, it is the greatest religious center in all of Alba, containing full temples to each of Alba's deities. The temple to Zalmoxis is the largest, and it sits high up the mountain, its spires often shrouded by clouds. This city contains just about everything an adventurer could want, and travelers of all kinds are welcome here.

**Timis (Metropolis, 46,000):** This large city is located in western Banat. It lies in the center of Banat's western plains, and is known for being a center of tobacco growing. The city has been blessed by many forward-thinking leaders, which have brought many novel inventions and improvements to the city through the years. Right now, it is the first and only city in Phydea to have non-magical street lamps, all fed by a subterranean system of pipes. The city also has an impressive defensive system of catapults, which can be raised and lowered from within the

city walls when needed. Much of the city has running water as well as central sewage… all of these were firsts, something that makes foreigners marvel that such things all exist in what is essentially an agricultural center. Timis has an adventuring spirit, and thus welcomes with open arms those who share it. It is indeed one of the most adventurer-friendly cities in Phydea.
**Vulcan (Small Town, 970):** This small mountain town lies in the middle of the mountain pass going from Sarmizegetusa to Targujea. It's a mining center, and has an important bronzesmithing industry. It is particularly known for its tool-making, many of which are of masterwork quality. There are accommodations for travelers, but few choose to stay here longer than they have to.

## Barca

**Capital:** Barca
**Population:** 1,050,000 (humans 70%, poludnica 10%, soricids 9%, daktyloi 6%, misc. sylvan 5%)
**Government:** Kingdom
**Religions:** Aglaea, Hygieia
**Imports:** Furs, luxury items, wine
**Exports:** Furniture, textiles, grain, silver, gems, wool, salt
Barca is the major military powerhouse in Alba today. Ruled by the gigantic city of Barca in the northwestern part of the country, this state is a military juggernaut, making many wonder if a unified Alba is in the cards for the near future. The territory of Barca is mostly made up of small mountains and craggy hills, coated with thick forests. The fertile plains of the west provide the real center of power, holding a greater concentration of people than any other part of Alba. Barca is Alba's largest city, and several other cities in the territory are among Alba's greatest as well. Culturally, Barca is driven by a strong sense of nationalism, militarism and economic might; a cocktail that has made it very hard to resist.

**Important Sites**
**Alesd (Small Town, 980):** Alesd is a small town of soricids located to the east of Oradea. It sits along the important Oradea/Cluj road, and is a full-fledged soricid trading center. Alesd therefore is welcoming to traders. The soricids tend crops here, mostly sunflowers and small vegetables (beets, peanuts, etc...). They also grow herbs that are useful to magic users as components, and have minor potions for sale.
**Baiamare (Large City, 28,400):** This large city lies to the northeast of Satumare, and is one of the most important cities in the Barcan Empire. Baiamare is built around an ancient shrine to river nymphs, a shrine that still remains as a large park near the southern part of the city. There is an altar in the shrine by which worshippers can ask the nymphs for wishes; usually these are wishes for good health and/or fortune. The shrine is tended by a cadre of clerics. Baiamare is more than just a shrine to nymphs however. It is a fortress city surrounded by several defensive moats. There is a sizable mining area near the city as well, specializing in gems and other precious stones. Barca's chief silver mint is located here as well.
**Barca (Metropolis, 119,800):** Barca is a huge city, one of the most populous in the known world. It sits north of Oradea, in a region of fertile farmland punctuated by many small streams and rivers. The fortress is massive in size, and is the biggest walled settlement in Phydea. Barca has temples to all the Alban deities, with the one to Aglaea being the largest (and that deity's biggest overall). Barca has baths, a stadium, an ampitheater, a colisseum, and many, many more amenities. It is the commercial, cultural, and military capital of the territory of Barca. Visitors are welcome here, but the city has a very low tolerance for mischief.
**Bistrita (Small City, 12,000):** Bistrita is a small fortress city that sits in the middle of the densest portion of the Carpates Mountain range. It is south of Borsa, and is a powerful military garrison designed to thwart any incursions from Iasi to the east. As Bistrita is mostly isolated, it contains virtually everything that can be packed into a small city, and is a welcome sight for travelers in the region. The city has an annual trade fair that is one of Alba's largest, bringing in merchants and travelers from all over. The city also has a small zoo, featuring animals from Addis and Tanis; something bequeathed to the city by a long-dead local adventurer.
**Borsa (Small Town, 1,000):** Borsa is a small town to the southeast of Sighetu. It is largely a town of sylvan creatures. Borsa is of great importance as it is the only settlement of any size along the trail from Sighetu to Bistrita (a pretty great distance). Borsa welcomes travelers, and is a frequent host to adventurers. It has two inns, and several equipment shops.
**Dierna (Small Town, 900):** This small town sits to the west of Targumures and north of Aiud. It is populated by humans and daktyloi, and is a mining center. The large salt domes nearby provide most of the town's wealth, but the daktyloi have been looking for far more valuable things; diamonds. The town has an inn and some accommodations for travelers, but those who linger might find themselves forced out if they stay too long.
**Marghita (Large Town, 3,700):** Marghita is a large town located north of Alesd. It is populated mostly by poludnica, with a smaller human presence. Marghita is an agricultural center, growing large amounts of wheat, barley, peas, beans, hemp, sunflowers, beets, potatoes, and fruit. It is notable mostly for its yearly harvest festival, the largest in Alba. The poludnica here are hardworking and hard-drinking; pretty stereotypical for the race. They love adventurers and don't mind brawls, but anyone on the receiving end of a poludnica's punch will tell you it's not an altogether pleasant experience.
**Napoca (Metropolis, 51,500):** Napoca is one of Barca's largest cities, and is located to the north of Dierna and due east of Oradea. Napoca has it all; it has temples to all Alban deities, a complete set of public services, and to top it all off… the largest university in Alba, one of the three largest in all of Phydea. It is home to Alba's largest arts community, although the traditions of the tragedy are far more entrenched here than any other. Napoca even has an academy of magic, the only one in the Barcan Empire. Geographically, Napoca is at the heart of the empire, and it is by far it's "freest" city. All travelers are welcome here.
**Oradea (Metropolis, 36,000):** This city is one of Barca's largest, and is populated by humans and poludnica. It lies to the northeast of Salonta. Oradea is primarily a commercial city, with many powerful guilds. Its main industries are furniture, textiles and food. It welcomes adventurers, and doesn't have the prickly attitude shared by many Barcan settlements.

**Salonta (Small City, 11,100):** This small city lies in south west Barca, and is populated by humans and poludnica. This is one of Barca's major fortress cities and barracks, in this case serving as the primary training center for their infamous Mobile Corps (calvary and charioteers). This city sits along the Oradea/Arad road, and all visitors are given passes when coming into Barcan territory. People caught without passes (and are found to have never had one) are removed from Barca, if not worse. Salonta does not shun travelers, but this strict city does not tolerate troublemakers.

**Satumare (Small City, 8,000):** Satumare is a small city located to the northeast of Barca. It is a fortress, part of Barca's network of defensive cities. It is a commercial center for the region, both in crafts and agriculture, but is not particularly interesting. It's a place for travelers to stop, buy some goods, and rest. The population is mostly human and poludnica.

**Sighetu (Large Town, 4,500):** This large town is the northernmost settlement in Barca, as serves as the border between Barca, Galicia and Trypillia. Sighetu's purpose is strictly commercial, as there are no tensions between Barca and its neighbors. Sighetu therefore has the feeling of a cultural melting pot, and as it sits along some important trade routes it welcomes travelers.

**Sighisoara (Large City, 23,700):** This large city sits southeast of Targumures, along a very important route linking it to Miercurea in the east, Brasava in the south and Medias to the southwest. Because of these links, Sighisoara is one of the crown jewels of the Barcan Empire, and it is without question one of the most cosmopolitan of its cities. Sighisoara hosts the largest trade fair in all of Alba every spring. Like Brasava, this city is world-renown for its artisans and craftsmen, and it has a famous school of engineering. It is very accommodating to adventurers and other travelers. It is the southernmost and easternmost of Barca's major cities.

**Targumures (Metropolis, 43,600):** This large city sits to the south of Bistrita and is the largest fortress in eastern Barca. Unlike the territory around Bistrita, the mountains here are short and rocky, a perfect habitat for the thousands of shepherds who live in the region. Targumures is home to Barca's "Eastern Administration", which is a basically independent military and judicial authority from the west. As this region is not far from a hostile neighbor in Iasi, it is very much more on a constant war-footing. Travelers are not shunned here, but they will be taken under suspicion, especially if they are magic-users. The city has many amenities such as baths and sports complexes, but its military presence is almost stifling.

## Boeotia

**Capital:** Corinth
**Population:** 459,000 (humans 75%, satyr 10%, soricid 5%, misc. sylvan 5%, other 5%)
**Government:** Confederacy
**Religions:** Apollo, Artemis, Amphiaraus, Demeter, Echetlaus, Hera, Poseidon, Pegadon, Dionysus, Zeus, Athena, Eros, Persephone, Hades, Herakles, Pan, Python, Rharia, Melampus, Asclepius & Aphrodite
**Imports:** Olive oil, leather & spices
**Exports:** Wheat, pottery, wool, corn, silver, tin & sculpture

Boeotia is an island ruled by a confederacy of like-minded, but increasingly independent, city-states. It is divided into four districts; Boeotia, Locris, Phocis & Cormegara. Cormegara is itself a unified government of equals, being the combination of the mighty city-states of Megara and Corinth. The island sits due south of Tessa and Euboea, a position that has made it powerful often at the expense of its northern neighbors. About 3/4 of all southern trade going into mainland Nisoi comes through Boeotia.

**Important Sites**

**Aegosthena (Small Town, 2,000):** A small port is southern Boeotia, known chiefly as the home to the prophet-god Melampus and the temple in which he is worshiped.

**Aulis (Small City, 7,000):** Fishing community on the northern coast of Boeotia centered on a temple complex of Artemis. The temple is arranged around a courtyard wherein sits an enormous plane tree, 1,000 years in age. The tree is in fact a treant, one of the oldest in existence, but this is only known to the highest priests in the temple hierarchy. The tree is very independent though, and it converses with whomever it pleases and on its own timetable.

**Brauron (Small Town, 1,000):** Brauron is a small town on the east coast off Boeotia, built up around an important temple to Brauronia (an aspect of Artemis as goddess of bears). The odd temple is made entirely of wood and bone, and every other structure in town is also built only of wood. No metal of any kind is allowed in Brauron (at the palisade gate there is a guarded storehouse for people to leave these items until they exit), and those who break that taboo are sacrificed to the numerous bears that live in and around the sanctuary. Becasue of this, few casual visitors come to Brauron, something that doesn't bother the locals in the slightest. The untold truth of Brauron is that it also serves as a spa and retreat for tired, sick, or old druids and rangers. Many come to Brauron to die in peace and among their peers. It is also said that Artemis herself appears in town from time to time, granting immortality to those in her service that exemplify her faith the best. No doubt some ambitious druids and rangers come to Brauron for that very purpose.

**Copais (Small Town, 1,150):** This small town sits alongside Boeotia's largest lake. Despite being the focus of many jokes, largely due to its sitting in a swamp, Copais is justifiably famous as a center of musical arts. It is in Copais that the aulos, a long reed instrument, is made and sold all over Phydea. The city is also known for its eels. Copais has several shrines, but no temples.

**Corinth (Metropolis, 33,000):** Corinth is an unusual city. It is one of the most powerful cities in the Shattered Sea, yet it rarely uses that power offensively (unlike nearly all of its neighbors). Most strange of all however, is that the city is dominated by sylvan creatures, particularly bariaur and satyrs. Corinth is called the Forest City, and with good reason; even in the heart of the city's center there are hundreds of great trees and other types of vegetation; the stone streets are flanked by grasses and flowers, shrubs, bushes and vegetable gardens. It has two harbors, one commercial and the other military, and even has a lighthouse... a rarity indeed. There are great temples to Poseidon, Dionysus, Zeus, Athena, Persephone, Asclepius and Aphrodite. There is also a large cult to Pegadon, a representation of the god

Poseidon as the god of Pegasi. Indeed the cult is so popular that pegasi motifs are found everywhere; on buildings, pottery, and even on the silver coins that Corinth has made so popular they are the defacto silver standard in all of Nisoi. Accordingly, a free-roaming herd of several dozen pegasi can be found on the island, and the locals protect them jealously, for to not do so would invoke the wrath of Pegadon (Poseidon). Corinth is also known for its pottery, particularly its large amphorae, which are prized by merchants for their durability and style. Corinth also has a wilder side, as home to Nisoi's largest sex trade. The temples of Aphrodite and Dionysus in particular serve as little more than facilitators of mass orgies.

**Decelea (Village, 800):** Decelea is a fortress overlooking the silver mines at Laurium. Currently, the mines distribute silver in equal amounts to the free cities of Boeotia (that is, all cities with populations of 5,000 or more), and those cities in turn furnish troops for this garrison. Apart from the massive mineworks there is only one other thing of note in the area, that being the enormous Field of the Fallen, a colossal graveyard housing all those who have tried in vain to capture and keep the mines to themselves.

**Delphi (Large Town, 5,000):** Delphi is one of the most famous towns in Phydea. It sits on the slopes of a mountain in western Boeotia, and is one of the greatest religious centers in all of Nisoi. The town's claim to fame is its oracular temple to Apollo, the most important temple to that god. There are several lesser shrines at the site, including those to Python and Artemis.

**Eleusis (Large City, 18,000):** Eleusis is the third of the Bardic Cities, (with Megara, Corinth and Thespiae) and even though it is independent it often works in concert with those other three cities. Eleusis is known for its developments in the artform of tragedies, and like Megara it has numerous colleges for the study of the theatrical arts. The city produces a large amount of corn and wheat, and those crops provide most of its commercial income. Eleusis is most famous for its Mysteries, however; a secret cult dedicated to Persephone. They are thought to deal equally with gods and demons, something that inspires awe and fear, especially among non-locals. The city is theocratic in nature, and is dominated by its powerful temples to Persephone, Hades, Demeter and Zeus. Rharia, a goddess of corn, is also worshiped outside the city. Her priests, known as Reapers, are notorious both at home and abroad for their terrifying appearance. Each of them is a male of at least 6' in height (tall for this part of the world), clad in a black robe, wearing a skull-shaped mask, and carrying a scythe.

**Marathon (Small Town, 1,200):** Marathon is a settlement in eastern Boeotia dominated by powerful temples and athlete's guilds. For such a small town its great temples are very impressive, with Zeus, Herakles, Dionysus, Pan, and Apollo all represented. There is also a large temple to the hero-god Echetlaus. The town hosts one of the largest sporting complexes in the world, and most of the townsfolk not involved in keeping the temples operating are busy maintaining the athletics area for its monthly contests. Though the Olympic Games are bigger, Marathon's games (also held every 4 years, inbetween the Olympic cycle) are treated with even greater importance for runners and swimmers.

**Megara (Large City, 24,050):** Megara is the sister-city of Corinth, and together the two form a very strong alliance. When taken seperately, Megara is militarily weak and dependent upon Corinth for protection. Megara's value is cultural and economic however, and in that it is very wealthy indeed. From an economic perspective, Megara is a great producer of wool, dominating the woolen trade as far north as Oros and south to Arcadia. Culturally the city is famed for its university and numerous schools of philosophy, to say nothing of the dozens of bard colleges, actor's groups, and multitudes of musicians. These performer's guilds form the political power behind Megara as well, making it the only city in Phydea that is ruled by entertainers. Though there are dozens of guilds represented in the assembly, one of the most unusual (and powerful) is the Pipers, a group of comic-minded bards and sorcerers whose trademark is the bagpipes. Megara is the comic capital of Nisoi, and is home to the comic master Aristophanes. The city is home to fine sculptors and schools of architecture. It possesses beautiful buildings, and ornate temples to Apollo, Artemis and Demeter.

**Oropus (Large City, 23,500):** Oropus is the principle port on Boeotia's eastern coast, and is thus one of the most important and wealthy cities on the whole of the island. Nearly all trade between Boeotia and Euboea comes through Oropus. The city does not have a very good reputation however, as its tolls and fees are murderous, and its people are stereotyped as money-grubbing and avaricious. There are only two temples in Oropus, one to Zeus and the other to Amphiaraus. The latter is a cult of divination and healing, and is centered on the springs at the edge of town. The sick and faithful of Amphiaraus are given preferential treatment in the city. All other foreigners are milked dry by the locals for every copper piece they can get.

**Plataea (Small City, 8,200):** Plataea is a small inland fortress city. The city hosts a large temple of Hera (containing an adjacent altar to Zeus) and a smaller one of Athena. On the whole, the town has a bit of an oppressive and militaristic feel, and is not welcoming to visitors.

**Tanagra (Metropolis, 26,000):** A large and wealthy city based on trade, specifically for its statue-work, and its extensive tin mine. Tanagra's buildings are all very beautiful, some would say even pretentious, but although it has everything a city of its size should have, there are few notable structures. The patron deity is Dionysus, and the fertile plain surrounding the city is widely known for its fowl.

**Thespiae (Large Town, 3,900):** Thespiae is the fourth settlement in the Bardic League, and is home to Nisoi's largest school of acting, the Thespia Musea. In addition, the town is an important trading center. There are temples to Eros, Apollo, Herakles and Aphrodite (the "black" Aphrodite, goddess of the amorous night).

## Bukura

**Capital:** Singidunum (not official)
**Population:** 417,000 (bardha 50%, daktyloi 15%, elemental nymphs 12%, telchines 10%, humans 5%, soricids 5%, centaurs 2%, bariaur 1%)
**Government:** Confederacy
**Religions:** Aphrodite, Apollo, Ares, Bardhan pantheon, Colapis, Concordia, Dione, Poseidon, Salus, Zeus, Herakles, Selvans, Hermes, Cybele, Osiris, Isis, and Isterdon
**Imports:** Grain, luxury items

**Exports:** Bronze goods, wine, cattle

Bukura is a huge territory, stretching from western Nisoi to the north and west, bordering the region of Istria (which sits between Bukura and Mantova). This sprawling territory is made up of independent city-states, much like Moesia, although unlike that territory Bukura once was a formal part of the Empire of Nisan. Bukura is a heavily-mountainous region, with very little arable land; most who live there subsist off of the ocean, mining, or grazing animals. The sheltered coves and steep coastline have made the coastal settlements infamous for piracy. Equally famous are the inland settlements, whose horses and cattle are widely-known. The northern part of Bukura is less mountainous, but incredibly dangerous and overrun by warring factions and monsters. Consequently, northern Bukura is a prominant destination for adventurers. Bukura's dominant population is made up of bardha and daktyloi, and that is a major factor why the territory has few large, permanant settlements (daktyloi settlements tend to be small and subterranean).

**Important Sites**

**Arta (Large City, 20,000):** Arta is a large coastal city in southern Bukura, and is one of the largest human settlements in the whole territory. It is a major trading center and has a powerful navy. The city's patron deity is Apollo, specifically as the god of light, and there is a prestigous school of magic in the city with a focus on light and fire magic.

**Butrinto (Small City, 7,500):** This small city in south-central Bukura is a major fishing and commercial center on the coast. There are two temples in the city, dedicated to Salus and Concordia. The dominant races here are the telchines and elemental nymphs.

**Cibalae (Small Town, 1,700):** This small town in northern Bukura is little more than a fortified crossroads, serving as a waystation and place to rest for travelers in the region. The town is popular with adventurers, as it caters to them.

**Dodona (Large Town, 4,000):** Dodona is the site of an important oracle and temple to Zeus, located in southern Bukura. It also is the center for the cult of Dione, a feminine equivalent of Zeus, and one of the most popular deities among the bardha. Curiously, the bardha worship this incarnation of Zeus as primarily an earth goddess, rather than Zeus' traditional sky-based aspects. Aphrodite is also worshiped at this religious center. Most of the inhabitants of Dodona are bardha, although the daktyloi also have a presence here. Mostly Dodona is a place of pilgrimage. There are very few buildings of note here, aside from the temples. There's virtually nothing here for adventurers, although travelers will find Dodona as a welcoming place to rest and recuperate.

**Dyrrhacion (Large Town, 2,200):** This small coastal settlement of bardha and elemental nymphs is infamous as a haven for pirates. These pirates are greatly feared all over western Nisoi and Bukura, particularly for their use of magic. There is a great deal of wealth in this town, but very little culture. There are a great number of luxuries here, such as heated baths, a colisseum, and so on. The only temples of note are to Poseidon and Aphrodite (which has temple-supported prostitution).

**Mursa (Large City, 13,000):** Mursa is located in far northern Bukura, in the area where Bukura, Moesia, and Alba meet. The city is a commercial center, and has a highly diverse racial population including bardha, elemental nymphs, Alban and Nisoian humans, and sylvan races. Like the nearby city of Margum, bronzesmithing is of great importance in Mursa. There are many important temples in the city, dedicated to Zeus, Herakles, Selvans, Hermes, Cybele, Osiris, Isis, and Isterdon (aspect of Poseidon, as god of the Ister River).

**Nikopolis (Large City, 18,000):** Nikopolis is another large city in southern Bukura, and is one of the largest elemental nymph-dominated cities in Phydea. Nikopolis is wealthy and beautiful, but not particularly inviting to adventurers. Law and order is the rule in this city, and no weapons or spellcasting (meaning anything above the level of cantrip) are allowed inside the city walls. There are several temples in the city, all of them magnificent, and the largest are dedicated to Apollo, Ares and Poseidon. Culturally this city is known as being one of the great centers of philosophy, and there schools for almost every disclipline (including 3 monasteries teaching combat disciplines).

**Salonae (Large City, 23,100):** Salonae is a large port city sitting on the midpoint of Bukura's long coastline. It is of exceptional importance as a commercial center, and its navy is constantly battling with pirates and neighboring city-states. Salonae also sits along Bukura's two major land-based trading routes; one being the coastal road, the other being The Needle, the road cutting through the mountains into the interior. Salonae has several temples and shrines, but none of them are particularly large, ornate, or interesting.

**Scutari (Small Town, 980):** Scutari is a large settlement, by soricid standards, in mid-Bukura. It is welcoming to visitors, unlike most soricid settlements. Scutari is the capital of the soricid tribe, the Rovcici, and it is home to their particular brand of magic (wild magic). Scutari is the only place, outside of the Piper complex in Megara, where wild magic is taught and encouraged.

**Singidunum (Large City, 21,400):** This city is one of the largest bardha-dominated cities in all of Phydea, and sits along the Ister River in some very mountainous country. "Chaotic" is probably the best word to describe Singidunum, and the city resembles a patchwork of permanent encampments more than a proper city. This is the center of worship for the bardhan goddess Bukura e dheut, chief goddess of the bardhan race. In her honor, a great hill topped with a ring of standing stones sits in the "center" of the city. Though the city is overwhelmingly dominated by bardha, it is welcoming of visitors.

**Sirmium (Large Town, 2,200):** Sirmium is best known as the "home of the bow", a distinction based upon the skills of the centaurs who call it home. Sirmium also has small numbers of bariaur, satyrs and humans, but the centaurs rule things here. Apart from its famed bows, which can all be considered of masterwork quality, there is little reason to visit this town, although adventurers needing travel supplies can find them here as well as a place to rest.

**Siscia (Large City, 25,000):** Siscia lies on the distant northwestern border of Bukura and Istria. It is an inland city-state of great importance, sitting along the great Savus River, and it is one of the primary overland trade links between Mantova (through Istria), Nisoi, Moesia and Alba. Though it is the largest city in Bukura, the only real link it has with that region is its large and influential population of bardha, which gives the city a

more Bukuran flair than an Istrian one. Apart form being a major commercial center for foreign trade, Siscia produces a great deal of products itself; wine and cattle are here in abundance, and shipped both to the east and the west. As if that wasn't enough, Siscia also sits on top of huge deposits of minerals, making it rich in the production of bronze, particularly weapons. Strikingly, this is a monotheistic community, worshipping the god Colapis (an over-god figure of creation and everything else, including evil; his clerics simply choose from whichever domains they wish). A huge temple to this god is near the northern part of the city.

## Calia

**Capital:** Cal
**Population:** 410,000 (humans 97%, misc. sylvan 3%)
**Government:** Dictatorship
**Religions:** Poseidon, Ares, Asclepius, Dionysus, Cybele, Pan
**Imports:** Grain, wine, luxury items
**Exports:** Grain, olives, gold, coffee, tea, opium
Calia is a small territory in eastern Asia, comprised of the island of Cal and the small region of Phrygia. Calia is mostly known for piracy and evil, and it excels at both. Virtually no one comes here willingly, unless they are very foolish. Cal has one of the most powerful navies in all of Phydea, both in size and skill, and its ruthlessness ensures that most of their foes surrender before such force is even necessary.

**Important Sites**
**Cal (Metropolis, 98,000):** This metropolis is synonymous with piracy, rape, and evil in general; and it lives up to that reputation. Cal controls the entirety of its island, plus the old region of Phrygia in eastern Asia. Its reach goes far beyond tangible borders however, as Cal's piratical navy terrorizes nearly all of Asia, portions of Araba and Nisoi, and is constantly in a war of attrition with the Amazons to their north. Cal has temples to Poseidon and Ares, the former out of fear and the latter out of admiration. Cal exports nothing except their dominance, and steals almost everything it has; which is quite a lot. Cal is awash in luxuries and items of debauchery, in particular drugs imported from Symada. Adventurers are not welcome here unless they are looking for employment; all others are considered threats and will be dispatched accordingly.
**Kutahya (Large City, 23,000):** This large city is an odd pairing to be a sister city with Cal, being mostly a religious center of historical significance. The town was built many, many years ago on a mineral spring/temple complex to Asclepius. Now that it has been taken over by Cal, the temple is in the service of that power. Though the temple still functions, many say that it has lost much of its potency. The city is mostly closed to outsiders, and though it grows grain and olives almost all of that produce is confiscated for markets in Cal.
**Midas (Small City, 11,400):** Midas is a small city on the northeastern coast of Asia, across the channel from Cal. Because of that proximity, Midas is firmly under Cal's control. Midas is a fabulously rich city, sitting on the small, gold-bearing river of Pactolus. The city has a reputation for debauchery, being in a region famous for its wine production. There are four major temples here; to Dionysus, Cybele, Apollo and Pan. The city is very beautiful, containing a plethora of flower gardens, especially roses. It welcomes adventurers, but few come here unless it is overland from the west or south.
**Symada (Large Town, 3,400):** This large town lies to the south of Midas, and is the southerly-most part of Calia. Symada is a fortress built on the side of a volcano, with lush fields strewn below. The population is a mix of humans and elemental nymphs, all oriented towards the flourishing trade in opium, Symada's biggest crop. Almost all of this opium is controlled by Cal, as it is one of the biggest reasons for that city-state's success. Other crops grown are coffee and tea, and about half of that is exported to markets in cities outside of Cal's orbit. Symada is the only city in Calia with such freedom, limited though it is. Symada is also somewhat famous for its college of music, one of the best in the world.

## Caria

**Capital:** Halicarnassus
**Population:** 265,000 (humans 94%, soricids 4%, misc. sylvan 2%)
Government: Kingdom
**Religions:** Zeus, Hermes, Ares, Apollo, Artemis, Aphrodite, Hecate, Serapis & Hera
**Imports:** Grain, olive oil, luxury items, textiles
**Exports:** Stone, sculptures, wine, medicinal oils, reeds (for pens)
Caria is a small territory on the southwestern coast of Asia, comprised mostly of forests and hills, turning into sandy areas near the coast. Caria's reputation is based on two things: Halicarnassus, which is one of the greatest cities in all of Asia (and Phydea), and the region's extensive religious significance. Politically, Caria is allied with Aeolis, having excellent relations with Asia's biggest city, Pergamum. Together they represent a powerful counterbalance to Cal, and they work diligently to limit Cal's influence. Caria is a beautiful territory that is free and open, but like most of Asia, it is overwhelmingly dominated by humans.

**Important Sites**
**Bargasa (Small City, 9,500):** This small city is an important maritime power, located southeast of Halicarnassus. The city has a tremendous business in exports and imports, including wine, medicinal oils, and reeds (for use as pens). Bargasa is home to two notable colleges, one dedicated to medicine and herbalism, and the other dedicated to astronomy, mathematics and geography. There are several notable temples in Bargasa, to Apollo, Artemis, and Aphrodite.
**Caurus (Large Town, 2,100):** This large town lies to the east of Bargasa, sitting in a marshy delta. Caurus is primarily known for its temple to Zeus, which is reknown for oracular powers.
**Daedala (Large Town, 3,700):** This town, like Caurus, is primarily built around a temple complex. It lies to the southeast of Caurus. In Daedala there are large temples to Zeus, Hecate, Serapis and Hera. Unlike Caurus, it is not a place of pilgrimage, though it does welcome adventurers.
**Halicarnassus (Metropolis, 73,000):** This metropolis is one of the largest cities in Asia, and certainly one of its most beautiful. Halicarnassus sits on a long spit of land in western Asia, and is a great maritime power… the only one in Asia able to hold its own against Cal. In fact, Pergamum relies largely on

Halicarnassus' elite navy to protect its shipping. The city is a great exporter of quality stone and worked sculpture, but is mostly known for its culture. Its former kings, 12 so far, are all entombed in gigantic marble mausoleums (rectangular structures) to the east of the city, in a manner similar to the pyramids of Tanis. The city's largest structure is not made of stone though, but wood; the massive wooden temple to Zeus (as God of Oaks). There are also temples to Hermes and Ares.

## Carpates

**Capital:** Brasava
**Population:** 310,000 (humans 65%, soricids 15%, daktyloi 8%, poludnica 6%, ghost soricid 4%, misc. sylvan 2%)
**Government:** Mercantile Consortium
**Religions:** Bendis, Clio, Hygieia, Oetosyrus
**Imports:** Grain, olive oil
**Exports:** Gold, bronze, pottery, honey, armor, weapons, cheese
This is the mountainous territory in the center of Alba, and is comprised of many autonomous city-states. Carpates is not a unified territory at all, and in fact it is a region unto itself only because no other unified regions can hold on to its various parts. Geographically the region is beautiful but monotonous, being almost entirely mountainous and covered in thick forests. In this habitat the soricids flourish, and they are the dominant power in Carpates, though population-wise there are more humans here (holed-up in their isolated passes).

**Important Sites**

**Abruttus (Village, 500):** This is a small village of daktyloi located northwest of Apulon. It is the westernmost settlement in Carpates. The village is an important center of gold mining, having one of the largest such mines in Alba. Visitors are rare here due to the remote location, and the daktyloi trade their goods (mostly gold jewelry) through several middlemen before it reaches consumers in Apulon and elsewhere. Because of this, they welcome travelers with open arms, partly out of loneliness, but mostly due to the opportunity to make a greater profit on their work. Travelers who come here and buy from the daktyloi are royally treated. More stingy travelers are abruptly and forcefully shuffled along.
**Aiud (Small City, 10,000):** This small city is the major human settlement of the region (western Carpates). It is located northeast of Apulon. This city is a cultural juggernaut, containing several colleges, a library, a museum, a monastery (for scribes) and a great temple to Clio (largest to that deity in the world). Such is Aiud's stature as a center of education that students come here from all over Alba, and include members of all races.
**Apulon (Large City, 17,000):** Apulon is a large city, and the most populous soricid settlement in Alba. It sits northeast of Orastea (in Banat). Apulon is the center of the Chitorlani branch of the soricid race, and the militarism and elemental magic they prefer is on full display here. Travelers are allowed in Apulon, but are kept in the Foreigner's Quarter of the city. Unless they are here to attend the city's famous school of elemental magic, or use the equally famous library, they may not leave this sector. The city means "white city" in soricid, and it is one of the few soricid settlements that alters the pigmentation of the natural surroundings. Through the use of magic, nearly everything is artificially bleached white here; the trees, the grass, and the wooden ramparts are all white in color. The city is also the center of worship for the soricid god Oetosyrus, patron deity of the Chitorlani, and generally considered the highest ranking male deity in the soricid pantheon (the Chitorlani claim he is the husband of Xanthippe, something with which the Cineri in Nisoi disagree).
**Brasava (Metropolis, 34,300):** Brasava is a large city on the northern terminus of an important pass leading southward into Muntenea. This is a city of human craftsmen, considered among the best in the world, and nearly every craft guild imaginable is located here. What are not found in this city are magic-users. They are forbidden by law to use any magic while inside the city, and that is punishable by death. This ban extends to clerical magic as well, even healing. Though all the guilds in the city are justifiably famous, it is the armor and goldsmith guilds that are most powerful.
**Caedonia (Large City, 13,400):** This large city of sylvan creatures and humans is the northern terminus of the Red Pass, leading south towards Buridava in Oltenaea. The city is mostly important for this very reason, although it also has a famous Artisan's Quarter where fine pottery and bronzeware can be found. There are nearby spas as well, and some very good fishing areas along the Olt river. The city welcomes travelers.
**Codlea (Small Town, 990):** This small town is located to the southeast of Fagaras. The road leading from Fagaras improves gradually, but is not paved. Codlea is a sylvan settlement, with a few humans and poludnica, which is renowned for two unrelated industries; beekeeping and bronze cookware. It is firmly in the Brasava orbit, and like its parent is widely hailed for fine craftsmanship.
**Copsa Mica (Population unknown):** This area is of importance due to the lingering effects of destruction accompanying the magical annihilation of the town several decades ago. This used to be a small town of humans along the route from Aiud to Medias. A great battle was fought here between the town's leader (Sometra, a sorcerer of great power) and various soricid settlements from surrounding areas who objected to the town's clear-cutting of their forests. Many soricids were killed in the battle, and when the Sometra was finally killed the whole area had been decimated. The expended magic poisoned the soil and turned the whole region into a wasteland of death (even magic won't function there now). A new road has been constructed that circumvents the town, but some folks still travel there looking for adventure. Often they are never seen again. One rumor states that Sometra never died at all, and still lives in the ashen wastes.
**Covasnea (Large Town, 3,500):** This large town is located a good distance to the east of Brasava. It lies in a region famous for its mineral springs which are probably the most famous in all of Alba. There are many shrines here, some even to Nisani deities, and a great temple to Hygieia (the largest to that deity). The town welcomes all travelers, and wounded adventurers make no small portion of their clientele.
**Fagaras (Village, 450):** This village of soricid lies to the east of Caedonia. The two settlements are not linked by road, but rather by a well-worn trail through wooded mountains. It is one of the oldest continually-inhabited settlements in Alba. Fagaras is home to several soricid craft guilds, making everything

from weapons to baskets. There is even a guild of bronzesmiths here, a relative rarity among this race. They welcome visitors of all races, but have no accommodations available for human-sized travelers (one exception; they have a feast house with a ceiling high enough to comfortably house several humans for the night, but they likely would not allow it unless the humans were injured or ill).

**Medias (Small City, 7,600):** Medias is a small city dominated by humans, and sitting just to the east of Copsa Mica. The city is not all that important, but for travelers going to and from Aiud arrival in Medias is a god-send, as there really are no safe havens along that stretch (and Copsa Mica is plain scary). Medias has all the basic services of a small city, and the only notable structure is the temple to Bendis, one of the largest to that deity.

**Miercurea (Small Town, 1,500):** This small town is a soricid settlement, sitting along the main northern trail from Brasava. Miercurea is at the bottom of a thin valley (really a canyon) that is in perpetual twilight (the opening is filtered by trees and other foilage). The soricid here are ghost soricid, having pale white or gray fur, and they raise mushrooms. These mushrooms run the gamut from edible to poisonous to magical in nature, and are prized by herbalists and potion-makers. Travelers can go through town if they wish; although this is not encouraged... the road to Brasava goes along the ledge overlooking the gap.

**Predea (Small Town, 1,000):** This is a small town located south of Brasava. It is a resort town, featuring several spas and hot springs. As it sits in the middle of a mountain pass, it also contains many facilities for travelers. A famous adventurer's tavern is found here, called the Black Tavern. As it is geographically located almost in the center of Alba, this place is often used as a meeting place for power-brokers in the region who want to be incognito.

**Targusecu (Small City, 10,200):** This small city is located north of Covasnea. Targusecu is a commercial center of great importance, as it is the only such settlement in the area. It sits basically in a dead end, although it is surrounded by dozens of villages and hamlets. It's only products of note are leather ware, specifically leather armor and boots. Some dairy cattle are also raised here.

**Toplita (Small Town, 2,000):** This small town is north of Miercurea, and is populated mostly by humans. Toplita is a mineral spring, and home to a small temple dedicated to Hygieia. It welcomes adventurers and other travelers. It is the northernmost settlement in the Carpates territory.

## Circassia

**Capital:** Phanagoria
**Population:** 175,000 (humans 70%, soricids 18%, elemental nymphs 5%, chebeldei 3%, aspis 2%, blitto 1%, moss nymph 1%)
**Government:** Kingdom
**Religions:** Circassian pantheon, Apollo, Demeter, Dionysus, Herakles, Persephone, Aphrodite
**Imports:** Luxury items, weapons, leather, grain, wine, textiles
**Exports:** Woodcrafts, ships, horses, tobacco, wine, pottery, grain, sculpture, wool, birds, cheese

Circassia is a region of mountains and rocky hills, lying to the east of Amazonia and southeast of Scythia. It is formed from a spur of the Sarmati Mountains, and thus is part of the border between Phydea and Mantis. Circassia is not a unified region, being fractured by hundreds of independent villages, towns and cities. Its population is mostly human, but there are sizable numbers of soricids (of the Caspica tribe), elemental nymphs, chebeldei, aspis, blitto and moss nymph also. It is a heavily forested land, whose inhabitants are mostly isolated in hard-to-reach valleys and plateaus. Wood-related products and shipbuilding in particular, are Circassia's greatest industries. The region is also famous for its horses and tobacco, which is grown everywhere and smoked with wild abandon by almost everyone, even children (over 10). Circassia is a warrior culture, based largely on mobile calvary. They usually arm themselves with long swords, hatchets, and javelins, and are renowned for their cunning and ability. Their cuisine consists largely of poultry, mutton, rice, wheat bread, milk, honey and fruits. Beer is liberally imbibed, as is wine. Circassian settlements are designed with concealment and protection in mind, and dwellings are often built in the sides of hills, shielded by large rocks or in forest thickets.

**Important Sites**

**Abaza (Small City, 6,900):** Abaza is a small city lying in the midst of the Sarmati Mountains. The inhabitants here subsist mostly on raising livestock and growing corn, and some of those products are exported north into Anapa. They raise goats and sheep, and wool is their greatest export. They are most famous for their horses however, and their calvary makes a formidable force.

**Anapa (Large City, 13,000):** Anapa is a large city located south of Phanagoria. Anapa is a major commercial center, blocked from the sea. It is linked with Phanagoria by a good road, winding through hills and the surrounding mountainside. Anapa is a large producer of wheat, wine, pottery, and sculpture (bronze and marble). It is famous for its yearly athletic contests in honor of Hermes, and indeed Circassian runners are held in high regard all over Phydea.

**Apsua (Large Town, 4,000):** Apsua is a large town to the south of Abaza. It is geographically and ethnically similar to its northern neighbor, and also susbsists on corn, sheep and goats. Here however, there is no large-scale horseraising. Apsua is famous for its birds, many of which are sold abroad. They also have several monasteries that train falcons and other hunting birds. Adventurers are not common here, but the people are generally friendly to outsiders.

**Batsha (Small City, 8,700):** Batsha lies to the east of Apsua, along the border with Mantis. They are connected with Apsua (and the rest of Circassia) by road, and are a major exporter of wool and cheese. Batsha also holds Circassia's only university, and this center of learning draws students from all over Circassia. For this reason, Batsha is one of the most cosmopolitan settlements in Circassia. Just to the north of Batsha are the famous Harpasa Stones, large boulders that can be pushed along by touch but cannot be lifted, even by magic.

**Phanagoria (Large City, 24,500):** This city is the northernmost and westernmost settlement in Circassia, and one of it's most important. Phanagoria sits along the borders of Scythia and Amazonia, and has chilly relations with both. The city's

navy is substantial. It is an industrial and commercial center, with ships, wine, and pottery being the chief products. Part of the port sank in the harbor a year ago, though the city has recovered. These ruins are still alrgely unexplored however, and locals fear the place as haunted. Long ago this city had a tight relationship with the Nisani Empire, and the temples here reflect that arrangement. There are temples to Circassian deities of course, but also to Nisani deities such as Apollo, Demeter, Dionysus, Herakles, Persephone, and Aphrodite. The chief Circassian power represented here is Apaturus (goddess of treachery). The city welcomes adventurers, though few brave the waters of Amazonia to come here.

## Colchis

**Capital:** Dioscurias
**Population:** 200,000 (humans 95%, misc. sylvan 5%)
**Government:** Empire
**Religions:** Colchian pantheon
**Imports:** Grain, olive oil, wine, luxury items
**Exports:** Wool, lumber, salt, linen, hemp, pepper

Colchis is an ancient and mysterious land, lying to the far east of Phydea. It is bordered by Circassia in the north, the ocean to the west and south, and Mantis to the east. Perhaps no land is more fabled and less understood to western Phydeans than Colchis. Colchis is a well-forested lowland area, rich in resources, particularly in wood. Colchis has a reputation for being a place of sorcery, and that is a reputation that is well-deserved. Schools of sorcery and magically-inclined monasteries are found all over the territory, and many of them contain foreign students. The empire's greatest export is wool, particularly from the golden sheep (a type of sheep with wool that shimmers with a light-gold color in sunlight). Colchis is a true empire, and is on excellent terms with Circassia. Like most other powers however, it is at continual odds with Amazonia.

**Important Sites**

**Dioscurias (Metropolis, 35,500):** Dioscurias is the capital city of Colchis. It is a major commercial powerhouse, exporting salt, timber, linen and hemp to ports as distant as Nisoi. Dioscurias is Colchis' cultural center as well, featuring many schools and colleges for the arts, law, rhetoric, magic, and engineering. Monasteries are also omnipresent, offering a wealth of options for learning scholarly or physical pursuits. Dioscurias thrives off of visitors, and due to its close proximity to Manta, it is frequented by adventurers (particularly spellcasters).
**Phasis (Small City, 10,800):** Phasis is the southernmost city in Colchis, and is home to the empire's naval forces. This town is heavily fortified, with stone walls and magical defenses. It has a great lighthouse, which is one of the wonders of the world. Phasis doesn't shun travelers, but it does not seek visitors either.
**Pityus (Small City, 5,500):** This small city is the northernmost in Colchis. Pityus is a commercial center, facilitating trade with Circassia. This city is also Colchis' religious capital, and even though Colchis on the whole is not a very religious empire, this city has temples to all of its deities. Pityus is heavily fortified, due to frequent attacks from Amazonian pirates.
**Vani (Large City, 14,000):** Vani is a large city in central Colchis. It is primarily a commercial center, and serves an important role as the empire's granary. It is home to Colchis' main army as well. Vani produces wheat, olive oil, honey and wine. The city also is a major industrial center for bronze production, but like the other products, none of it is for export. Vani is largely a "closed" city, and foreign travelers are not allowed to linger there (although they can seek shelter for the night or other essential services). All travelers who are not Colchian, or cannot speak the local dialect, are escorted while staying in Vani. In general, they are allowed up to 24 hours, and then escorted outside the city gates. Accordingly, there are several establishments outside the city gates which cater specifically to foreigners. These places are pretty seedy, and as they are under no real legal jurisdiction, are pretty violent as well.

## Dadosahe

**Capital:** Lamy
**Population:** (humans 90%, soricids 8%, others 2%)
**Government:** Kingdom
**Religions:** Mwandishi pantheon, Tanisani pantheon (shrines only, no temples)
**Imports:** Grain, wine, luxury items, lumber
**Exports:** Swords, jewelry, salt, leather, camels, dates, grain, exotic animals, cotton, silver, vegetables

Dadosahe is one of the most inhospitable lands on Macea, being basically a giant desert punctuated by mountains and the occasional oasis. Dadosahe sits south of Kyrena, west of Addis, and north of Mauria. The inhabitants of Dadosahe are mostly nomadic tribes of humans and a few other races, most notably soricids (the Bera). The men of Dadosahe are often called "Blue People", for while their skin is often dark brown or black, their clothing is often indigo in color, and the dyes sometimes tint lighter-skinned folks with a bluish hue. Most of the inhabitants of the region are camel or cattle herders (depending on whether they live in the desert or the grasslands of the southern reaches), and the only permanent settlements are at the various oases of the region. They are a proud and warlike people, more or less constantly raiding surrounding lands, particularly in times where water and food is scarce. They are known for their excellent swords, jewelry and salt mines, in addition to being a major conduit for goods passing through the region onto bigger population centers in the north and south. The people worship no set pantheon, picking and choosing from neighboring regions, but worship of elemental deities is most common.

**Important Sites**

**Agadez (Large City, 19,200):** This large city is the largest desert-bound city in Dadosahe, sitting near the southwestern border with Mauria. It is primarily a market town, with a good deal of its wealth coming from the local salt mines, which are the largest in the region. It also produces silver products, raises camels of high quality, and is known for superior leatherwork (particularly scabbards, pouches and saddles). It welcomes travelers.
**Lamy (Large City, 24,500):** This large city lies in southern Dadosahe, near the border with Monomotapa. It is the unofficial capital of Dadosahe and its largest city. It is an agricultural powerhouse for the region, sitting in a very fertile area south of the desert, and it produces exportable quantities of cattle, dates, salt and several grains. It is also a cultural center, having

Dadosahe's largest college and a library.
**Maradi (Large City, 13,000):** This large city is a coastal settlement in southern Dadosahe, the only settlement in the entire region with a port. The port is very limited however; as it is an alluvial delta that constantly shifts and can only accommodate small craft. Thus Maradi is second to Lamy in size, even though it is far richer both agriculturally and economically. Maradi is called the "breadbasket" of Dadosahe, producing and exporting huge quantities of tobacco, peanuts, mangoes, wheat, soy beans, cotton, millet, sorghum and cow peas. Like most commercial centers, it welcomes travelers. This city in particular is known for its friendliness and no-nonsense attitude for troublemakers. Unlike Salamat, this city has a distinctive Dadosahani character even though it is geographically distant from the deserts of the north.
**Sabha (Large City, 21,000):** This city is one of Dadosahe's largest, and it sits in the north-central part of the country, south of Kyrena. It sits on the edge of a rather large lake, behind which begins the vast desert that makes up most of this region. The city is an important link with Kyrena, and one of the largest commercial centers in all of Dadosahe. It is almost entirely human in population, and welcomes travelers.
**Salamat (Small City, 9,600):** This small city lies in the extreme southeast of Dadosahe, on the border with both Addis and Monomotapa. It subsists on agriculture and export of unusual animals (and their products). There are tremendous numbers of elephants, giraffes, and exotic birds here, and products from these (and sometimes the animals themselves) are exported as far away as Tanis and Araba. It also produces a good amount of cotton and cotton products. The city has a plentiful water supply, and sits so far south of the desert that it has more in common with its neighbors than it does with the rest of Dadosahe, at least from a cultural perspective. The city has a college and a hospital (like an Asclepium), and is widely known for its annual spring festival.
**Tibesti (Small Town, 1,300):** This small town sits on an oasis in southeastern Dadosahe, not far from the border with Addis. Tibesti lies in one of the most inhospitable regions in Archaea, suffering from frequent dust storms of terrifying brutality and swarms of locusts. The town is the only settlement for almost a hundred miles that has constant fresh water, making it a welcome stop for any travelers in the region. The town is run by soricid, and it is the capital of the Bera tribe of that race, although there are often more humans here coming and going than there are soricids.
**Tomboctou (Small City, 10,000):** This small city lies on the western border between Dadosahe and Mauria, on the western edge of the desert. The city is very wealthy, largely due to its legendary gold deposits. It imports almost all of its food, but is a cultural and religious giant, by far the most important such settlement in Dadosahe (and one of the most important in all of Archaea). It also has several monasteries, some with fighting monks, and has a very large number of adventurers in residence (mostly retired).

## Euboea

**Capital:** Chalcis
**Population:** 116,000 (daktyloi 65%, cyclopes 15%, humans 10%, bariaur 5%, other 5%)
**Government:** Kingdom
**Religions:** Apollo, Dionysus, En, Hera, Verbti
**Imports:** Metals, grain, & olive oil
**Exports:** Wine, jewelry, weapons, marble, & sculpture
Euboea is a large island located just off the southern coast of Tessa. It has a long and mysterious history, due to its being ruled by Cyclopes for many centuries. The Cyclopes still have a great deal of power in the southern half of the island, but in the northern half their power has been usurped by the daktyloi. Euboea is a wild, heavily-forested and rocky place. During the past few centuries it has been a continual warzone, as the daktyloi-ruled city-states continually fight with each other.

**Important Sites**
**Carystus (Large Town, 2,500):** Carystus is an oddity. Sitting at the southern tip of the island of Euboea, it is one of the largest settlements of cyclopes in Phydea. The town itself is enormous in size and area, due to the size of its inhabitants, and is a marvel of excellent stonework. It is a great exporter of marble, and an importer of almost everything else.
**Chalcis (Large City, 14,300):** Chalcis is the largest city in Euboea, and it commands a stout fortress across the narrow Chalcic Strait with Boeotia (opposite the Boeotian city Aulis). Chalcis is a city of the daktyloi, and it is the population of this city that most reinforces the notion of that race as master metalsmiths. The entire economy of this city revolves around the importation of metals and the export of finely-worked metal objects; jewelry, weapons, and other accoutrements. Chalcis is a tolerant city, unusually so for a daktyloi settlement, and it receives many foreign visitors and adventurers. There are temples to En and Verbti here, as well as a great temple to Hera.
**Eretria (Large City, 13,000):** Eretria sits just due south of Chalcis, and is the second-largest city on the island of Euboea. Unlike Chalcis, which is focused towards trade and the sea, Eretria is much more xenophobic and inward-looking, and focused on the Euboea itself. There are a few temples in Eretria; Verbti, Apollo, En and surprisingly, Dionysus, are all evident. Eretria is a military barracks for the entire island (at least for the daktyloi anyway), and that is one of the primary reasons for its secretive and often arrogant manner.
**Histiaea (Small City, 8,900):** Histiaea is a small port city located across the narrow Tessan Strait in Euboea. The city is the only human-dominated settlement on the island, and it is famous for it's wine and good-natured populace. There are no temples in the city, but there are small shrines to almost every deity in the Nisoian Pantheon.

## Galicia

**Capital:** Leopolis
**Population:** 368,000 (poludnica 70%, humans 15%, soricids 10%, misc. sylvan 5%)
**Government:** Empire
**Religions:** Galician pantheon
**Imports:** Grain, wine, textiles
**Exports:** Bronze goods, woodcrafts, furs, amber, lumber
Galicia is a vast territory located north of Alba and west of Scythia, which stretches northward and borders Mantis.

Galicia has a varied landscape, as one would expect for a territory of its size. In the south there are mostly lush, rolling hills, and to the north it is dominated by great expanses of forest. Galicia is pretty heavily populated, more so in the south, and is one of the few Empires of any real size ruled by a non-human race; the poludnica. The poludnica are shaped by the environment in Galicia; it is a land of great bounty and promise, but also can be harsh and dangerous. The fertile lands of the south are often assaulted by Scythian tribes seeking plunder, and the forests of the north are so menacing that it is difficult to tell where Galicia ends and Mantis begins (although nominally it is divided by the Sarmati Mountain range). Galicia is largely agrarian and not particularly advanced culturally. The overwhelming majority of poludnica live in small villages. The poludnica are hard-working, simple folk, and they try to get along well with each other and their foreign neighbors. Relations with Alba, particularly the state of Barca, are very good, as are relations with many Scythian tribes. This area sees its share of adventurers, and while the poludnica generally don't understand such recklessness, they are a warm and welcoming people.

**Important Sites**

**Leopolis (Large City, 19,000):** This large city is the capital of the Galician Empire, and the only poludnican city to show some of the trappings of culture and refinement. Leopolis is the political, educational, cultural, and scientific giant of Galicia, and the people here have a certain haughty air not shared by most of their rural brethren. Leopolis is home to some of the most powerful crafts guilds in Galicia as well, with bronzesmithing and carpentry being the most powerful. The city is connected via road with Barca (as well as other points in Galicia), and it welcomes travelers, though perhaps not as warmly as those in the rural areas do.

**Lublin (Small City, 6,500):** This small city lies on the eastern frontier with Mantis, at the foot of the Sarmati Mountains. Lublin is a forest settlement, populated mostly by sylvan creatures, soricid (Rjowki tribe), and poludnica (who actually live along the surrounding hills, which are terraced for farming). The city is immensely important, both as a trading center and fortress. It is also a cultural force, having a powerful monastery that instructs scribes and artists. It is also home to a school of divination; something not seen elsewhere in Galicia. It welcomes travelers.

**Ternopil (Small City, 8,200):** This small city in eastern Galicia is a rogue entity. Ternopil is a city of thieves and miscreants that was built for that purpose some decades ago. By all accounts, the idea of this "open prison" has turned out to be a bad idea, and the Galician government is about to find itself at war in the area. The residents of Ternopil have turned it into a formidable fortress, and have some very powerful folks in their leadership (including shamans and sorcerers). Needless to say, this is not an area adventurers should look to unless they want to get sucked up in the conflict.

## Getaea

**Capital:** Targsor
**Population:** 332,000 (humans 85%, poludnica 10%, soricid 3%, misc. sylvan 2%)
**Government:** Mercantile Consortium
**Religions:** Bendis, Zalmoxis
**Imports:** Luxury items, olive oil
**Exports:** Grain, leather, wine (flavored), fruit, amber, wool, cheese, plum liquor

Getaea is the eastern half of southern Alba, and is one of Alba's oldest continuous dynasties. It is made up of two distinct regions, Barangan and Muntenea. Barangan is a strip of steppe land on the eastern end of Getaea, directly north of the Moesian city of Silistra. Geographically, this area of grassland represents the western terminus of the Great Grasslands, which stretch far to the east and border the Mantis itself. Muntenea makes up the western 2/3 of Getaea, and is a vast fertile plain cut by many rivers and streams. Most of Getaea is bordered to the north by the steep Carpates Mountains.

**Important Sites**

**Albota (Village, 460):** This village lies along the eastern side of the Cotmeana River, which separates Getaea from Oltenaea. This small village is notable as it is, for lack of a better description, a retirement community for adventurers. The end result is a village of not many people, but who have lots of wealth, and have set up an impressive number of services not usually associated with a settlement of this size. There's a full-fledged temple to Zalmoxis here, along with baths, a stadium, two inns, and several other amenities that other adventurers would also find appealing. The residents welcome travelers, but one should be careful of starting trouble here.

**Arges (Small Town, 2,000):** This small town is a powerful fortress located high along a mountain pass on the Muntenae and Oltenaea border, also bordering Carpates to the north. It is notorious for its strict code of conduct and beligerant militarism. The mountain pass here is seldom used, because of this. Arges in effect controls this region of northern Muntenae, including the cities of Jidava and Purcareni. The region around Arges is also known as a refuge of lycanthropes, and supposedly, vampires. Most of the town goes about their existence in hushed fear, but they are also intensely proud of their leader (a man named Basarab) and military forces. Adventurers are not welcome here, although they probably would not be directly turned away. If they don't watch their step however, this could be the last place they ever see.

**Barbosi (Small City, 7,800):** Barbosi is a small fortress city in eastern Getaea, sitting along the banks of the Ister. It is the only city in the entirety of Baragan province, though the steppes are populated by large numbers of tribesmen, herders, and other mobile groups. The city is in an agricultural region producing grain for export, and it is also a major cattle center (mostly dairy products, though some are slaughtered for meat and hides). Culturally there is a noted college here, teaching philosophy and history, and a school of agriculture.

**Drajna de Sus (Large Town, 4,000):** This large town is little more than a barracks, although a sizeable one, set-up to guard an important pass through the Carpates Mountains. There is also a small amount of local mining (gold). There is little to recommend it to adventurers, but it is a good stopping place before braving the mountain pass, and has a few inns and taverns to offer travelers.

**Jidava (Small City, 6,800):** This small city in northern

Muntenae sits in a beautiful mountain pass leading to the northern territory of Carpates. It is fortified, but it is most known for being a center of religious activity. The city is divided into three quarters; one human, one soricid and one poludnica. All three have numerous temples in these quarters (the city was divided due to circumstance, not because of any friction). The city also has two famous monasteries, with one producing "fighting" monks and the other producing scribes.

**Malaiesti (Small City, 6,500):** Small city nestled in a mountain valley with incredibly steep sides, in an area of breathtaking beauty. Malaiesti is a mixed settlement of humans and poludnica, and is the only settlement with a significant poludnica population in southern Alba. The city thrives off of a brisk wool industry, for which it is the leader in southern Alba. The hard-working, simple folk of this city don't much care for adventurers in general, unless they look and act tough, and aren't afraid to spread some coin around.

**Mousaios (Small City, 7,000):** Mousaios is a small city located to the northeast of Pietroasele, where the mountains meet the steppe. It is the easternmost settlement in Muntenea. Mousaios was originally an outpost of the Nisani Empire, hence its Nisani name. The area is known for its wine growing, and especially for its fruit orchards. The mountainous area to the rear of Mousaios is a major source of its wealth, as it yeilds amber; a rare commodity in this region. Mousaios is a frontier settlement, but it's not particularly exciting. They do welcome adventurers.

**Pietroasele (Small Town, 1,500):** This small town sits at the foot of the Carpates Mountains, where the Baragan Steppes meet the Muntenaean Plain. The town is known only for it's flavored wines, considered a delicacy in Alba (and a heresy in Nisoi). The town also produces mild potions and medicines, and for that reason it is a frequent host to adventurers (especially those about to make the long trek across the steppes).

**Purcareni (Small City, 8,000):** Just to the northeast of Albota lies this small city, which has a notorious reputation as a place of debauchery. This city is a major producer of wine, as well as the "national drink" of Alba, plum liquor. There is a great temple to Sabazius in the town's center, along with baths, brothels, gambling areas, and other places of vice. Of particular note is Cold House, which is the only area in town where fighting is encouraged... in fact, anyone caught in a brawl in town MUST go to Cold House to settle the fight, whether they like it or not. Anyone entering combat in Cold House must do so without weapons, and fights can go on as long as the participants wish, even to the death. In addition to all this, the city is an important commercial center, although most reputable merchants shy away from the place.

**Rosiori de Vede (Large City, 24,300):** This city is the largest settlement in western Muntenae, sitting near the border with Oltenaea. Whereas Targsor is the economic and religious capital of the region, Rosiori de Vede is its cultural center. This city is also the oldest settlement in the entire region, having originally been an outpost of the Nisani Empire (and an ancient poludnican village before that), dating back several thousand years in total. The city has a mixed population of humans and sylvan creatures and sits at the heart of the Teleorman Forest (literally the "crazy forest") that covers a large swath of southern Muntenae.

**Targsor (Metropolis, 31,500):** This large city is the primary trading center for the region of Getaea, and is by far its biggest settlement. Targsor sits on a fertile plain at the foot of the Carpates Mountains, in north-central Muntenae. Targsor is a major producer of grain, and also raises enough cattle and sheep to export their products (wool and hides, as well as cheese). Wine is also produced here. Targsor is also the region's main religious center, and holds two great temples, dedicated to Zalmoxis and Bendis. The town is always happy to have adventurers around, but adventurers are expected to freely spend their money and be willing to assist the town should the need arise (as is the custom in most of Alba).

**Zimnicea (Small City, 10,900):** This small city is a fortress in southwestern Muntenae, on the northern side of the Ister River. It is one of the busiest crossing points on the Alba/Moesia border, fording many people back and forth on normal days. It's an important trading center, though it produces little of its own; it prospers largely off of taxes levied on those that utilize the crossing and their services. Naturally, the city caters to adventurers, and there's plenty of equipment and other needed gear to be found in Zimnicea. Also of note are the mounted guides readily found here. For modest fees they will escort adventurers and merchants through Muntenae, from the Ister all the way up to the mountains. Some guides will go even further afield, for the right price.

## Iasi

**Capital:** Iasi
**Population:** 763,000 (humans 60%, poludnica 20%, soricids 15%, centaurs 3%, misc. sylvan 2%)
**Government:** Magocracy
**Religions:** Zalmoxis
**Imports:** Luxury items, paper, ink, weapons, armor, grain
**Exports:** Wine (regular & sparkling), beer, fruit liquor, wool, lumber, grain, salt, textiles, leather, copper

This territory is another one of Alba's full-fledged empires, along with Barca and Banat, and it lies on the far eastern edge of Alba. In appearance, Iasi has a mountainous western zone and a fertile, river-laden plain on the eastern side. Iasi is bordered on the west by Barca and Carpates, on the south by Muntenea, the north by Galicia, and the east by Trypillia. Of all the Alban lands, Iasi is the most accustomed to adventurers. The Trypillian lands to its east are largely wild and dotted with ancient ruins and abandoned riches. Trypillian power is scattered, leaving many of the ruins largely undisturbed. Iasi is a magocracy, ruled by a group of powerful sorcerers, and many aspiring magic-users make the trek here for instruction.

**Important Sites**

**Birlad (Small City, 8,000):** This small city in southern Iasi sits in the middle of some of the most fertile land in all of Alba. The area is overwhelmingly dominated by tribes of centaur, although Birlad itself is a predominantly human. Birlad is chiefly known as a healing center, having a hospital of great renown. The city is also an agricultural and commercial center, being the only real settlement of any size for many miles around. There are many trails that lead to Birlad, but no roads. In the rainy season many of these trails are almost impassible, due to mud.

**Botosani (Small City, 7,000):** This small city is located in northeastern Iasi, just to the east of Suceava. It is primarily a market town, serving as an agricultural center much like its neighbor to the north, Dorohoi. Botosani is also known for its college however, which is known for its great instruction in history (mostly Alban and Trypillian) and the arts (particularly poetry and music). Botosani welcomes travelers, and sees a large number of adventurers, as it is the last major settlement on route to Trypillia (via northern routes).
**Dorohoi (Large Town, 2,800):** Dorohoi is a large town located to the northeast of Suceava. It sits in a very fertile farming region, and has a mixed population of poludnica and humans. There is a great market here, selling large amounts of timber and produce (vegetables and wheat). The town is home to two yearly fairs, which take place in the spring and fall.
**Falticeni (Small City, 10,000):** This small city is located to the east of Vatradornei and south of Suceava. Falticeni is mostly known for its brewers and vintners, producing wine, good beer, and a variety of fruit liquors. The city sits amongst many small lakes, and is abundant in orchards. It welcomes travelers. One of its wines is retsina, a spicy wine flavored with pitch. It packs a mighty punch, but is an acquired taste to say the least.
**Focsani (Large City, 20,000):** This large city is the southernmost settlement of any real size in Iasi. It is south of Maracesti, and sits along the fertile belt that lies between the Carpates Mountains and the steppe. Focsani's wealth is tied up in agriculture and mining, specifically for salt and copper. Focsani is a very popular stop for adventurers taking the southern route through the steppes, and it caters to this clientele.
**Iasi (Metropolis, 99,500):** Iasi is the capital city of the Empire of the same name, and is also the largest city in the region. Although the Empire is a magocracy, and the Council of Sorcery is located here, Iasi is much more of a cultural, religious and military capital (the magic capital is in Suceava). Iasi also sits in a prime agricultural area (mostly vegetables) and is particularly known for its wine. The city also engages in a brisk trade with salt, metals, timber, cereals, fruit, preserved meat, textiles, clothing and leather. Iasi has temples to all the Alban deities, the largest of which being dedicated to Zalmoxis. There is also a large university here, with studies in medicine, law and philosophy. Iasi welcomes travelers, and sees a great many adventurers.
**Maracesti (Small Town, 1,200):** This small town sits south of Piroboridava. It has its back to the Carpates foothills, and has a mixed human and sylvan population. Maracesti is famous for its sparkling wines, a novelty in Phydea. They produce regular wine as well, but it is the sparkling variety that has garnered this town the most attention. Maracesti welcomes travelers of all types.
**Petrodava (Small City, 6,600):** This small city sits south of Suceava, west of Iasi and to the northeast of Miercurea.. It is primarily a commercial and religious center, serving hundreds of villages in the region. Petrodava has a sizable sylvan population, attracted to the area's tremendous natural beauty. The lands to the west of Petrodava are a sylvan kingdom, but for all purposes it still holds allegiance to Iasi.
**Piroboridava (Large Town, 3,500):** This large town in southern Iasi sits far to the south of Piatra, on the edge of the steppe. Piroboridava is a center of textile industry, and like most Iasian cities, it is an agricultural and commercial center for a large area as well. The steppe to the east of town is swampy most of the year, making this not the likeliest of places to see foreign travelers. Adventurers are welcome here though.
**Suceava (Metropolis, 86,700):** This large city is one of Alba's biggest, and it is located in the northwest portion of Iasi. Suceava is often referred to as the "magic capital of the world", and it's a distinction that is not easily dismissed. There are guilds of magic here dedicated to every discipline and school imaginable, and many of the world's most notable sorcerers have spent time in this city, either teaching or studying. Suceava is bordered on its western edge by a vast forest, home to the Autonomous Kingdom of Chitorlania (a soricid enclave), which also houses a huge school of magic. Suceava also produces wine, fruit and wool for export. It welcomes all travelers, and has extensive facilities for adventurers.
**Targunea (Large Town, 4,400):** This large town sits north of Petrodava, in a hilly region covered in forests. Targunea is a collective of monasteries, 6 in all. Two are dedicated to philosophy, and the other four are martial in character (boxing, wrestling, acrobatics & weapon mastery). The collective provides all the food and equipment needed by its students and instructors, including weapons manufacturing. Though they do not advertise, they will willingly accept adventurers and give them shelter and protection should they need it. They might even allow them to attend some training sessions, but long-term training requires enrollment (and at least a year of service to the collective).
**Vatradornei (Large Town, 4,900):** This large town lies to the east of the Barcan city of Bistrita. Vatradornei is famous for its painted shrines and temples. Each Alban deity is represented, and the outsides of the temples are all painted with frescoes related to that deity. The town is a major tourist attraction, even though it is fairly remote. There are two monasteries here, one dedicated to scribes and painters (those who paint the temples) and one dedicated to a kick-based fighting style.

## Ionia

**Capital:** Ephesus
**Population:** 321,000 (humans 80%, soricids 19%, elemental nymphs 1%)
**Government:** Republic
**Religions:** Apollo, Artemis, Asclepius, Athena, Demeter, Dionysus, Ipoctonus (Herakles the insect-slayer), Isis, Leto, Poseidon, Serapis, Zeus
**Imports:** Grain, wine
**Exports:** Watercraft, wool, purple dye
Ionia is one of the most densely populated regions in Asia, and boasts a population rivaling any region to be found as far away as Nisoi. It is home to more temples and sanctuaries than any region of its size in the world, and is known for being home to an impressive number of philosophers, historians, and other educated luminaries.

**Important Sites**
**Didyma (Small Town, 1,000):** Didyma is known for one thing, but it is a great thing indeed; it houses the world's largest oracle and temple to the god Apollo. This temple, and the town supporting it, is home to humans; although all races are wel-

come to worship at the temple.
**Ephesus (Metropolis, 70,000):** Ephesus, like Cyme to its northeast, was founded by Amazons. Unlike Cyme however, there is little trace of that heritage remaining, aside from the bronze sculpture of a proud Amazon warrior sitting astride her horse in the city's central market. Ephesus has a large temple to Artemis, one of the largest in Phydea, and even a temple to the Tanisian goddess Isis. The Curetes have a monastery in Ephesus, and it is the only one in all of Asia. The city also boasts a large library as well as a gymnasium and stadium.
**Erythrae (Small Town, 990):** Erythrae is a small and wealthy town known for its shellfish that produce valuable purple dye. Its patron deity is Ipoctonus, a Herakles-like god who protects the town from invasion by giant insects; a real danger in the area between the city and Ephesus. Erythrae is also home to the sorceress, Ildri.
**Labraunda (Village, 420):** Labraunda is a soricid enclave at the wooded foot of the mountain of the same name. It does not interact with the rest of Ionia, and is an independent entity. Labraunda is a dormant volcano, but deep within its bowels lives a large settlement of magma elemental nymphs, who sometimes interact with the soricid on the surface.
**Magnesia (Small Town, 1,200):** Magnesia, like Didyma, is famed for an oracle and temple, but this one is dedicated to Artemis and is rather normal in status. Magnesia has little else to recommend it, except for its production of minor potions and medicines, which are produced from the numerous herb gardens around the shrine to Artemis. It is also famous for one of the most prized wines in Asia, called pramnia.
**Miletus (Metropolis, 27,500):** Miletus may be the second-largest city in Ionia, but it is by far the most important economically and militarily. Nearly all the ships in the famed Ionian fleet are built in Miletus, and the city's wool is exported as far away as Tanis, bringing great wealth to the city and the region as a whole. In addition, Miletus is home to several schools of philosophy and a large university. The city is incredibly wealthy, and has every comfort imaginable.
**Myus (Village, 750):** Myus is a simple fishing village. It is widely reknown for its terrific restaurants and inns, serving what many consider to be among the best seafood in the world.
Iasus (Small Town, 1,600): Iasus is a small town catering to travelers on the way to and from Caria, and as such is a welcome host to adventurers. The town is full of quality inns and equipment shops.
**Priene (Large Town, 3,600):** Priene is a powerful town dominated by its being the region's army headquarters, and the presence of the great sorcerer, Bias. Apart from that, and the fact it has many large buildings of typical design (gymnasium, agora, library, etc), there is little of note in Priene.

## Istria

**Capital:** Aquileia
**Population:** (humans 70%, bardha 25%, elemental nymphs 2%, telchines 2%, daktyloi 1%)
**Government:** Confederacy
**Religions:** Alpan, Menrva, Nethuns & Nortia.
**Imports:** Grain, wine, olive oil, leather goods, luxury items
**Exports:** Gold, glassware, bronze, marble
Istria is a small, mostly mountainous, region that sits between Mantova and Bukura. Though it boasts some important trading centers, it is largely a wild and lawless place, home to many of the ostracised people from Mantova. As such, its population is a mix of Mantovani and bardha, with a few elemental nymphs, telchines, and daktyloi; humans clearly dominate here, however. Soricids are nearly non-existent, due mostly to the regions' distinct lack of large forests. Istria sees a great number of adventurers and merchants coming and going, and that solidifies the place's reputation as "a place one goes through, not to."

**Important Sites**
**Aquileia (Metropolis, 70,000):** This city is Istria's largest port, and the largest city in the region. Its wealth rests mostly in the nearby gold mines, which have made this city very, very rich. Its port is deep and wide, making it the main destination for exported products from the interior of Istria and northern Bukura. It is world-famous for its glassmaking, which it exports mostly to the interior. In addition, it is known for its bronzesmithing and marble-working, and its college of sculpture is one of the greatest in all of Phydea. The city has many notable structures including several major temples dedicated to Menrva, Nethuns & Nortia.
**Emona (Large City, 21,700):** Emona is Istria's major inland trading center, sitting along the same river (the Savus) and road as the Bukuran city of Siscia. This is the city that comes to mind when folks think of Istria. It is a scrambled mess of merchants, thieves, beggars, adventurers, and mercenaries, and a very dangerous place in general. There are many shrines in town but no temples; the only temple was the one to Alpan, which was never much more than a brothel and now gives no pretense to being anything but. Adventurers come through this city in droves, therefore there's pretty much anything an adventurer could want in this city; gear is abundant, including weapons, and weapons may be carried openly inside the city walls. Folks who want a degree of safety in town often hire local "protection", and this includes armed guards who follow you about and even stand guard at your door while you sleep. The prices are rather steep, but travelers should be wary of choosing the cheaper alternatives.

## Kyrena

**Capital:** Kyrena
**Population:** 488,000 (humans 80%, elemental nymphs 10%, others 10%)
**Government:** Kingdom
**Religions:** Aphrodite, Apollo, Zeus, Demeter, Persephone, Cyrene, Sobek, Lethon, Dionysus, Herakles
**Imports:** Wine, luxury items, leather
**Exports:** Silphium, grain, olive oil, horses, wool, salt, ivory, camels, exotic creatures, gold, precious stones, salted fish
Kyrena is a large territory that covers the northwestern portion of the continent of Archaea. It sits to the west of Tanis, north of Mauria, and southwest of Minos. The western parts of Kyrena are covered in grassland and savannah (with light forests), and the east is dominated by scrubland and desert. At the far western extremity of Kyrena it the famous Atlas Mountain, one of the tallest mountains in the world. Atlas stands solitary, with its lower reaches covered in light forests. It is populated by

the satyrs, who have a kingdom of sorts based there. The coastal lands are rich in good fishing grounds and produce a large amount of agricultural products, particularly grains. Its most valuable product however, is the medicinal herb silphium; used as a flavoring and for healing. The inhabitants of Kyrena are mostly human, with a smattering of other races (with satyrs being the most numerous). The humans of the coast and northwest are settled, while those of the south and deserts of the east are nomadic. Kyrena is a kingdom, with centralized rule that is nominally independent from Tanis. In reality however, Kyrena is only independent as long as Tanis tolerates it, with Tanis being hesitant to tangle with the warlike desert nomads between the two regions.

**Important Sites**

**Apollonia (Large City, 14,000):** This is a large, fortified city to the east of Kyrena. Apollonia has a great temple to Apollo, and that is what has brought the city most of its fame. The temple is a pyramid covered in gold; a spectacular sight. The temple complex also contains a notable school of philosophy, and a monastery specializing in a martial art described as "combat dancing."

**Benghazi (Large City, 24,500):** This large city lies to the west of Tolmeta, and is the second-largest city in Kyrena. It has a double-harbor; one is a small harbor full of ships, the other a salt marsh. Salt is the chief commercial export of this city. Several Nisani and Tanisani deities are worshiped here, as well as the river god Lethon (god of rivers and the underworld). The wooded glades to the west of the city are home to many nymphs.

**Kyrena (Metropolis, 89,000):** Kyrena is one of the largest cities in Archaea, and is the capital city of the region of Kyrena. The city is beautiful and full of vegetation, and sits on the northern coast of the territory. There is a large open-air temple to the goddess Cyrene (her home temple, and largest in the world) surrounding a spring in the center of town. There are temples to Aphrodite, Apollo, Zeus, Demeter, Persephone, and to a host of Tanisani deities. Its main source of income is from the lucrative trade in silphium, but it also produces exportable quantities of grain, olive oil, horses and wool. The city welcomes travelers, and has a rich adventuring tradition.

**Leptis (Large City, 20,000):** Leptis is a large city in far western Kyrena. Leptis is a major trading partner with Addis, being a center of trade in olives, grain, ivory and camels. Leptis is a city built on an adventuring tradition, and such folks are in plentiful numbers here. There are temples to Dionysus and Herakles, as well as many Tanisani deities, and the city is rich in amenities like baths and theaters. There are several famous hunting clubs based out of Leptis, which capture and sell exotic creatures.

**Sabrata (Small City, 9,300):** This small city lies on Kyrena's extreme western coast. It is a commercial center for grain, fish, olives, gold, ivory, and precious stones. There is a famous witch living here, named Apuleius, and he controls the settlement from behind the scenes. Apuleius also runs a small college of sorcery outside the city. The largest temple in Sabrata is dedicated to the hero-god Herakles.

**Tolmeta (Small City, 5,900):** This small city lies to the west of Kyrena. This once rich city was largely destroyed a few years ago, when an earthquake destoyed it. The harbor is now partially reopened, but the aqueduct is still unoperational. The chief god worshiped here is Sobek.

## Lesbos

**Capital:** Mytilene
**Population:** 190,000 (humans 99%, other 1%)
**Government:** Matriarchy
**Religions:** Nisan pantheon (female deities only)
**Imports:** Grain, olive oil, luxury items
**Exports:** Watercraft, wool, wheat, salted fish, sculpture, figs, cloth, and white mastic gum

Lesbos is a powerful island nation ruled by women, and largely populated by the same. Though there are men on the island, they are forbidden to stay in the capital, Mytilene (they do work there during the day). Eresus is the only settlement on the island with a large (that is, 50/50) population of men, and it has a notorious reputation as a haven for prostitution, orgies, and constant debauchery. Overall, fully ¾ of the island's population is female. Chios, a small offshore island, is also part of the region of Lesbos.

**Important Sites**

**Chios (Large City, 13,000):** Chios is best known for its school of the arts, the Plinaeum, where some of the world's best sculptors and smith's are trained. Unlike Lesbos, Chios has a majority male population. The island is also famous for its wine. Chios's other major products are figs, white mastic gum and fine cloth. Chios makes two varieties of popular wine: clazomenae, which is strong and dry, and tmolus which is very sweet and often used to sweeten other wines (it is rarely drank unmixed, but is a popular wine for cooking).

**Eresus (Large Town, 4,900):** Eresus is a large town of fishermen and oyster farmers, lying to the west of Mytilene. It also grows a small amount of grain and olives, nearly all of which are exported to Mytilene. Like Methymna, most of its population is made up of male slaves. There is a darker side to this town however, and that is its forced sex industry. Wealthy women from Mytilene travel to Eresus to round up handsome males for orgies and prostitution; some of these males are taken away to Mytilene and never see their families again.

**Methymna (Small Town, 1,300):** Methymna is a small port town that exists to provide necessities to the capital. Methymna in particular is a large producer of wheat. It has a majority male population, most of which are slaves.

**Mytilene (Metropolis, 44,200):** Mytilene is a large, wealthy city; the jewel of Lesbos. Its female population is completely removed from menial responsibilities, as the city brings in hundreds of male laborers each morning to clean streets, pick up garbage, and perform other kinds of base work. The city is famous for its large number of female historians, poetesses, enchantresses, and athletes. The island as a whole doesn't interact much with the rest of the region, except through trade.

## Lycia

**Capital:** Patara
**Population:** 151,500 (soricids 60%, humans 38%, bariaur 2%)
**Government:** Confederation
**Religions:** Artemis, Nike, Leto, Apollo

**Imports:** Grain, wine, olive oil, weapons, leather, luxury items
**Exports:** Myrrh, silver
Lycia is a small mountainous region located in southern Asia. It is lightly populated, mostly by soricids, and generally does not have much interaction with the rest of Asia. Part of this is due to the fact that its mountains are high and mostly impassable, and the other major factor lies with Cal's stranglehold on shipping along the Lycian coast. Lycia is wild and beautiful as a result of its unspoilt nature, and it is the largest soricid enclave (Akilli tribe) in Asia. The region is rich in silver deposits, the source of most of its wealth, as well as myrrh.

**Important Sites**
**Myra (Large City, 19,000):** Myra is a large city on the southwestern coast of Asia, and is firmly under the control of Cal… even though Myra technically is outside of Calia's borders. Myra is known for its production of myrrh, from whence the city gets its name. The city has two important temples, to Artemis and Nike. It has a sizeable population of soricids, living in a soricid's quarter in the northern part of the city. Myra is not welcoming of adventurers, mostly out of fear from Cal's scrutiny and intervention.
**Patara (Large City, 23,800):** Patara is the capital of Lycia and is nominally independent, even though it operates only because Cal allows it some degree of freedom. Patara is a rather nondescipt city, with no major buildings or temples to recommend it. It is however, the home of a powerful druid by the name of Nicolaus, who loves children so much he makes and distributes gifts to poor or ill children. He operates out of a grove sitting high on the side of a mountain overlooking Patara, where he and other druids in his circle (mostly humans, but some soricids and bariaur) make toys and medicines for those who cannot afford them.
**Xanthus (Small City, 7,700):** This is a small city of soricids (large by soricid standards) sitting in a huge, forested clearing in the middle of the Lycian Mountains. Due to its isolated inland position, it is totally free from all influence coming from Cal (or anywhere else). The soricids here have a massive temple to Leto (the largest to that deity in the world), and temples to each of the deities in the soricid pantheon. Apollo and Artemis also have temples here. Xanthus is the home of the Akilli tribe of soricids, the tribe that inhabits all of Asia. This tribe is pretty xenophobic, like most soricid tribes, but it is also generally more inclined to go adventuring to other lands. There are more bards among the Akilli than any other soricid tribe.

## Mantova
**Capital:** Mantua
**Population:** 2,368,000 (humans 85%, fauns 10%, misc. sylvan 3%, soricids 2%)
**Government:** Empire
**Religions:** Mantovan Pantheon
**Imports:** Grain, olive oil
**Exports:** Gold, leather, salt, wine, wool, carpets, clothing, silver
**Alignment:** LE, LN, LG
Mantova is a fertile land in extreme western Phydea, and is the site of Phydea's greatest current empire. It has a very large population, and is the most culturally and technologically advanced region in all of Phydea. The only thing holding it back from truly dominating Phydea is its own incohesion. Though it is an empire, it is rife with intrigue and burdened by an unbelievably complex bureaucracy. It has many cities and towns, only the most important will be listed here.

**Important Sites**
**Adria (Metropolis, 101,500):** Adria is one of the largest and most opulent cities in the world. Adria is an important port and commercial city, but owes most of its fame to its purpose as Mantova's primary religious center. The acropolis in the center of the city has a Pantheon (a temple to all deities), in addition to temples or shrines to each deity seperately. The effect is chaotic, looking like a hill topped with thousands of columns and roofs. Adria has many colleges as well, paricularly in the engineering and construction disciplines.
**Aosta (Small City, 5,900):** Aosta is a small city sitting in a fertile mountain valley in northwestern Mantova. This rather remote settlement commands the main westerly pass through the mountains into the wild lands beyond. Aosta is primarily a military garrison (over half the population is military), but the city is also of importance for the gold mines south of town. Those mines are worked by Cog, a small encampment of 200 who are not included in Aosta's population totals (even though they are for all purposes Aostans).
**Como (Large Town, 3,000):** This town sits in the north western part of Mantova, along an important mountain pass located between Aosta and Garda. The pass here is so precarious that military invasion is a nigh impossibility, so only a small force of rangers patrol the area. Como rather is known as "the seat of history", a title pointing to its magnificent College of Natural History, the largest in Phydea. Druids, bards and rangers flock to this city in rather large numbers (for their ilk, anyway) to study under true masters. The college is presided over by a council of 5 Heirophant druids, each a representative from the 5 Sacred Districts of Phydea (Mantova, Bukura, Moesia, Nisoi & Alba). In addition to these, the faculty consists of instructors from lands as distant as Addis and Colchis.
**Cremona (Metropolis, 28,800):** This southern port city used to be much larger and important than it is currently. Cremona's shallow harbor has silted to the point where it is now barely usable, and the city is becoming known more for its disease (malaria) than anything else. Still, it's not dead yet. It's an important producer of salt (increasingly so) and benefits from fertile fields north of the city that are famed for their wine and wild herbs.
**Garda (Small Town, 2,000):** Garda is a lakeside resort town in north-central Mantova, near the largest pass through the northern mountains. This beautiful spa town is the retreat of nobility and few others; the accomodations here are so expensive as to be out of the range of most people (though adventurers might not have a problem at all). Weapons are not allowed in town. It is guarded by a garrison of 10,000 men stationed at a permanent barracks 15 miles to the north. Once a year, these men are given leave in small groups to enjoy a few days at the spas. Garda relies completely on patronage, and makes no products of its own.
**Mantua (Metropolis, 375,000):** Mantua is the largest city in Phydea, and the Imperial Capital of the Mantovani Empire.

Mantua is blessed with a large and deep port, and it is cradled to its rear by vast and fertile fields. To say that it has some of everything is not much of a stretch. It has every luxury available, and is the world's largest exporter of wine. Mantua is a major attraction for adventurers. Though weapons are not allowed untethered in the city walls (although daggers and staves are not considered "weapons"), they are certainly sold there in great numbers. Mantua is a city fond of parties and celebrations, and indeed 1/3 of the year is set aside for various festivals and events. Of particular interest is the great Colisseum, where chariot races are held, along with other feats of (generally) non-lethal combat.

**Mediolanum (Metropolis, 136,000):** Mediolanum is Mantova's second-largest city, and its largest inland settlement. It sits in the center of a vast and fertile plain, the center of Mantova's wine production industry. Mediolanum has a huge military presence, the largest of any city in Mantova, and it is famous (and feared) for its great calvary and chariots. Mediolanum is known for the popular wine, surrentum, which is a variety of light wine with a vinegary taste. It is cheap, but has an acquired taste.

**Padova (Metropolis, 34,000):** This large city in eastern Mantova lies in a fertile, marshy plain. The city is a major producer of wool, carpets and clothing. In addition it is widely known for its fine wine, which is produced in limited quantity and is highly prized. Padova has a reputation for being strait-laced and lawful in character, something that makes the city a bit chilly for adventurers. There are many fine buildings here, including a fine university that excels in the subjects of history, geography, and strategy. This has also given the city a rather prominent military presence. Padova has one enormous temple, dedicated to Aponus (god of medicinal springs), and located in an area of springs near the southern area of the city.

**Sirmio (Small Town, 970):** Small town on the southern tip of Lake Benecus, south of the city of Garda. This beautiful settlement is home to a group of fauns, along with a small number of other sylvan creatures (mostly Toporagni soricids). There are famous sulfur springs here, and even a small spa that is open to the public (though it is not cheap, and booked-out well in advance). Apart from that, the fauns keep herb gardens, and sell the herbs in the markets of Garda.

**Spina (Small City, 11,000):** Spina is a small island city-state just off the coast of eastern Mantova. Though the Nisani had a major presence in Mantova many centuries ago, Spina is the only city in Mantova proper with a dominant Nisani population. Spina is rich in good fishing grounds and, surprisingly, a small but productive amount of farmland. It is quiet, quaint, and a good place to rest.

**Taurino (Metropolis, 40,500):** Taurino is the largest inland center of western Mantova, and lies at the center of the empire's cattle country. The city produces more leather than any other city in Phydea, and the tanning quarter can be smelled from miles away. Due to the empire's regulation of city production, Taurino has lost most of its other products, but the magnificent roadways of Mantova make trade plentiful and easy. There is an enormous temple to Sethlans (as god of bulls) on a rise in the southern part of town.

**Ticinum (Small City, 11,300):** This city is a small but important port city in west-central Mantova. Its main fuction is as a bureaucratic center; it houses one of Mantova's largest mints (silver), and conatins the official Ministry of Trade and Customs. The city is very heavily defended, and due to its official nature, does not generally welcome adventurers.

**Verona (Large City, 18,200):** This large city in eastern Mantova is primarily known for its great wine industry. Though Mediolanum produces more wine, it is not at the same level of quality as Verona's. There is a great glade in the center of this city, where a temple to Fufluns sits. It is the largest temple in the world to that deity, and has helped cement Verona as a town full of life, vitality, and lusty behavior. Two wines of note are manufactured here: a very famous light wine, setia, which is the staple wine of the nobility, and caecuban, which is a dark wine preferred by common folk (when they can afford it).

## Mauria

**Capital:** Kumasi
**Population:** 200,000 (humans 60%, soricids 35%, others 5%)
**Government:** Kingdom
**Religions:** Mwandishi pantheon
**Imports:** Grain, liquor, luxury items, leather, bronze goods, weapons
**Exports:** Gold, exotic animals, lumber, herbs, textiles, chocolate

Mauria is the smallest kingdom in Archaea, sitting on the western extremity of the continent. It borders Kyrena on the northeast and Dadosahe on the east/southeast, with the great Atl Ocean to its north, west, and south. Mauria is a lush land, with great forests in the northern portions and dense jungles covering the rest. This verdant land is home to a race of humans with remarkably short stature called the Mbuti (pygmies), who are the same size as the soricids that also live there (the Bera). Mauria is also famous (or infamous) for its giant avians, and particular for its great Crowned Cranes, which the Mbuti use as mounts. The Bera are hunted by many species of giant avians, and thus they continually struggle against them, much more so than most soricids. The exportable products from the region are gold, animal products (everything from ivory to exotic feathers) and forest products (wood, herbs, and so on). Mauria is dominated by many small tribes that act independently, and the territory has only truly been unified under rare circumstances of extreme distress.

**Important Sites**

**Cabocorso (Large City, 24,600):** Cabocorso is a large city on the southern coast of Mauria. It is one of the most cosmopolitan of Maurian cities, having its largest port and serving as the region's commercial and cultural capital. It is home to Mauria's only university, and has some notable temples to Maurian (Mwandishi) deities. It is the primary export center for Maurian gold, and is also the home to the colorful cloth native to the region, called kente. Cabocorso's pygmy population adorn themselves with all the trappings of civilization, and look at their forest-dwelling brethern with a certain amount of dismissiveness.

**Kumasi (Metropolis, 32,000):** Kumasi is the capital city of Mauria, and the largest city in the region. It sits in the western part of Mauria. The city is called "the garden" by locals, and it is here that Maurian druids and nature sorcerers use their powers to shape, change, and make new forms of plant life. The

city itself is comprised entirely of plant matter and is suspended over 100ft. above the forest floor. The roads and trails are made from unusually large vines, and the city is one of the more unusual sites in all of Phydea. Timber, gold and cocoa are the major exports, with the latter finding its way to the tables of kings as far away as Alba and beyond. In fact it is the largest producer of chocolate in the world, something that has brought it tremendous wealth. The pygmies here have a rivalry with those in Cabocorso, although this has as of yet not resulted in open warfare.

## Minos

**Capital:** Cnossus
**Population:** 359,000 (humans 60%, minotaurs 25%, elemental nymphs 12%, misc. sylvan 3%)
**Government:** Kingdom
**Religions:** Poseidon, Artemis, Hera, Apollo, Athena, Leto, Zeus, Minotauros, Asclepius, Cyrbas
**Imports:** Grain, wine, olive oil, luxury items
**Exports:** Musical instruments, pottery, tiles, silver
**Alignment:** N, LN, CN

Minos is a large island located between Phydea and Archaea. It is home to an ancient culture, that of the Mino, who once held one of the most powerful empires in the world. Minos is a long, but thin island, dominated by small, craggy mountains and light forests. It is actively volcanic, and it was an eruption about a thousand years ago that brought the thriving civilization to an end. Minos is populated by humans and Sylvani, with a large population of minotaurs as well (who are from Minos originally). Because of the numbers of minotaurs found here, it is considered taboo to wear leather. Some folks still do so, but this angers the local minotaurs, and that is not very wise. The island is still heavily populated, but its many towns and cities are all nominally independent, scheming and warring against each other constantly. This has greatly impeded its overall prosperity and ability to engage in commerce abroad, which in turn has given it the appearance of a somewhat dangerous backwater. Because of this, Minos sees a good deal of traffic from adventurers, smugglers, and pirates; and very few legitimate merchants and casual travelers.

**Important Sites**

**Cnossus (Metropolis, 64,000):** Cnossus is the old capital of the Minos Empire, and while it is now just a large independent city, it still holds much of its former glory. Cnossus is very, very old, although its fortifications are quite fresh, and it sits on the northern coast of Minos. It is a rich city; full of old human families, temples of marble and gold, and a regal air. Minos is the birthplace of several deities from the Nisani pantheon (not literally, but several of them were exported from Minos), and three of those have huge temples in Cnossus; Poseidon, Hera and Artemis. Artemis is the chief goddess of the Mino, and she is depicted as a goddess of snakes. This city is one of the more cosmopolitan cities in Minos, having a strong navy and active trading relationship with Nisani ports to the north.

**Drerus (Small City, 6,000):** This small city lies in northeastern Minos at the foot of the infamous volcano, Kadiston. It was this volcano which spewed forth an immense cloud of toxic gas that settled on Minos, killing almost half of its inhabitants in a matter of hours. Though that was centuries ago, it has never been forgotten, and has resulted in Drerus becoming a fervently religious settlement. There are temples to hundreds of deities here; so many that every citizen must work several days a month to maintain them. Poseidon, Apollo, Artemis, Athena and Leto have the largest temples, but the deities of Nisoi, Tanis and points beyond are all represented here. The city is not a place frequented by adventurers, and indeed it is considered a haunted and dark place by most people.

**Dikte (Small Town, 1,400):** Dikte is a small town at the far eastern end of the island. It is known for one thing, as the birthplace of the god Zeus. The site of the birth is a cave on a hillside overlooking the town, which is a major attraction for priests of Zeus and travelers willing to brave the pirate-infested waters to see it. Naturally, the town welcomes adventurers.

**Gortyna (Large City, 17,000):** This large city sits near the center of Minos, and is home to large numbers of minotaur. This unusual city is nicknamed "the labyrinth", for its winding alleys and tall buildings. The minotaurs are quite religious, and there are several important temples here; Minotauros (god of minotaurs), Asclepius, Apollo, and Athena have the largest. The minotaurs are quite warlike, and Gortyna is at constant open conflict with Cnossus, it's only real rival on the island. The city doesn't welcome visitors, although it respects wealth and will entertain those who have something of value to offer.

**Ida (Small City, 8,800):** Ida is a small city located to the west of Cnossus, in the heart of the mountains. Ida is the ancient home of magic in Minos, featuring several colleges of magic and monasteries for magic-minded fighting monks. Ida is where the god Zeus was reared after his birth in Dikte. The Adrasteia, or earth elementalists, are the most powerful sorcerers on the island. The city produces musical instruments, particularly tambourines, and ceramic items (tiles and pottery). It welcomes travelers, although most of these are sorcerers and monks seeking training.

**Ierapetra (Large City, 22,400):** This large city is the biggest on the southern coast of Minos. Due to its location, and strong navy, Ierapetra is the island's most important link with Tanis. This city's navy patrols the southern waters between Minos and Tanis, keeping it mostly pirate-free. This has major implications for the entire island, as goods from Tanis are more plentiful and cheaper than those from Nisoi. Ierapatra is home to a gigantic temple to Zeus, one of the world's largest, and a large temple to the local god Cyrbas (god of trade, luck and palm trees). The city has a prosperous silver mine, and contains many amenities and luxuries not common to other cities on the island. It welcomes adventurers.

## Moesia

**Capital:** Silistra
**Population:** 860,000 (humans 75%, centaurs 8%, daktyloi 6%, misc. sylvan 5%, telchines 3%, soricids 2%, elemental nymphs 1%)
**Government:** Confederacy
**Religions:** Apollo, Ares, Demeter, Dionysus, Glycon, Herakles, Hermes, Zeus, Hades, Asclepius, Demeter, Nemesis, Tyche, Isis, Hero

**Imports:** Wine, olive oil, pottery
**Exports:** Textiles, grain, wine, bronze goods, copper, lead, silver
Moesia is a large area of independent city-states and tribal lands lying between Nisoi and Alba. It has no unifying culture or religion of its own, instead being an amalgamation of Nisoian and Alban beliefs and practices. Moesia has a very diverse population, but is dominated by sylvan races. Moesia does have several important cities, and even one fledgeling empire in Silistra. Silistra is attempting to unify the territory under its rule, and only time will tell if it succeeds any further.

**Important Sites**

**Abrittus (Small City, 5,900):** Abrittus is an important trading center in eastern Moesia. It is a fortified city with three great towers, aligned in a triangular shape around the city. Abrittus, like most cities in Moesia, has a highly mixed population. It is a popular stop for adventurers and other travelers.
**Adamclisi (Small Town, 1,300):** This town is a commercial center midway between Tomis and Silistra. Oddly, this town is a major center of worship for the god of war, Ares, even though the town has very few soldiers. The reason for this is that supposedly the town sits on the site of a great battle in antiquity, between the gods and the titans. The gods then placed a large standing stone to mark the spot, and this stone is now in the town's center.
**Bononia (Small City, 8,000):** Bononia is a small city in western Moesia, sitting along the Dunaj River. It is a great fortress resting on hilly grasslands, and the dominant population here is made up of centaurs.
**Callatis (Large Town, 4,300):** Callatis is an important town on the coast in northeastern Moesia. It sits in a very fertile grain-producing region, and is part of the Silistran League. There are great temples to Demeter and Dionysus in Callatis, as well as those of the Alban deities. It has a highly fortified harbor.
**Cernavoda (Large City, 22,000):** Cernavoda is a great city in northeastern Moesia, and is part of the Silistran League. In addition to temples to Alban deities, there is a great temple to Herakles in this city; he is said to have been the city's founder. It commands an important position on the Dunaj River, and is a major trading center, particularly for textiles.
**Gamzi (Small Town, 1,200):** Gamzi is a small town in western Moesia, populated mostly by daktyloi. It's a mining center, and a popular stopping place for adventurers as it is the only settlement in the region.
**Istros (Metropolis, 66,000):** Istros is the largest city in Moesia, but it is firmly under the control of Silistra. Istros is primarily a fishing powerhouse, though it also posesses a large navy. It is the primary port receiving goods from Nisoi; goods including wine, oil, and pottery. These goods are then sent north and westward into Alba, and have made Istros a very rich city. Istros has a great temple to Zeus, unusual for a settlement so far north of Nisoi (and where Zalmoxis generally has so much support).
**Marciana (Small City, 9,000):** Marciana is a small but important city sitting along crossroads in eastern Moesia. The city is heavily fortified, but welcoming to all travelers and is a favorite stopping place for adventurers. The city has many inns and is well-stocked with items for travelers. It has shrines to nearly all Alban and Nisoian deities, and a temple to Hermes.
**Margum (Small City, 6,500):** A small fortress city on the southern banks of the Ister River. Margum has a long history of conflict, and is currently at war with Alban forces north of the river. In general the city is not open to visitors, unless those visitors are merchants bringing much-needed supplies into town. Margum's wealth is almost entirely derived from industry, particularly bronzesmithing.
**Naissus (Small City, 5,800):** This city in central Moesia is a sylvan fortress and commercial center. Though the city has some human inhabitants, it is overwhelmingly made up of various sylvan creatures. It has a similar style to soricid settlements, in that it is made up of magically-shaped wood and plants, and indeed many soricids call the city home. Naissus is the administrative and cultural center for all of central Moesia, and it's soldiers patrol nearly all of the region's paths and roads.
**Novae (Small Town, 1,000):** A small fortified town in northern Moesia, along the Ister River. It is chiefly a commercial center, sitting along the Southern Ister Road, and is also an important fording spot for river crossings. It is populated mostly by humans. The town has several shrines, but no temples.
**Odessos (Metropolis, 52,000):** Odessos is very important and powerful city on the central coast of Moesia. It's the most cosmopolitan of all Moesian cities, and is only eclipsed by Silistra in terms of strength and influence. Odessos is also a very popular city among travelers and adventurers, as it is very welcoming to anyone, so long as they bring their money and/or talents with them. This city is very wealthy, and has all the indulgences and luxuries one would expect from a city of its size. There are several large temples in Odessos, including those dedicated to Hades, Asclepius, Demeter, Nemesis, Tyche, Isis and Hero (the Thracian rider-god).
**Oescus (Small City, 6,000):** Oescus is a small river city on the Ister, in north central Moesia. It's a city famed for it's ceramic and metal industries, and it commands an important trading position on the Ister. Oescus has a large population of daktyloi and telchines, the latter being the only settlement of that race north of Nisoi. The telchines founded the city centuries ago, just before they were pushed out of the area by the first migration of the Alban tribes from the north. There are shrines to many deities in the city, but only one notable temple… to Apollo.
**Ratiaria (Large Town, 3,000):** This large town on the banks of the Ister is experiencing rather explosive growth. This is due to the discovery of rich copper, lead and silver deposits nearby. The town is primarily known as a way-station along the Southern Ister Road, and as a center for agriculture. The city has a mixed human and sylvan population, with the daktyloi gaining a presence recently due to the mineral discovery and processing. There are several shrines in town, but no temples.
**Silistra (Metropolis, 45,000):** Silistra, and its "sister-city" Drastar, is one of the largest and most important cities in Moesia. It is the head city-state of the Silistran League, a consortium of city-states that is quickly consolidating into an empire of its own. Silistra is a democracy, but it is also an imperial power. The city is the terminus for the Moesian portion of the great Nisoian Imperial Road, linking it with Larissa in Tessa. Silistra is a great agricultural center, as well as a being a primary cultural center for eastern Moesia. Its sister-city, Drastar, has 15,000 people of its own and is not included in Silistra's population total, although it

is firmly under the control of its larger neighbor. Drastar is a major center of textile production.

**Tomis (Metropolis, 41,000):** Along with its neighbor, Istria, Tomis is one of the most important ports in Northern Moesia. Tomis doesn't have the population that Istria has, but it processes more trade goods than any other city in Moesia. The reason for this is that Tomis is a seasonal trading city, concentrating its commerce on the grain trade. The warehouse district at the port is a wonder to behold, being three stories high and half a mile long; it is one of the largest man-made structures in the entire world. The city also has a deepwater port, unlike Istria. Tomis is an important city, but has a deserved reputation as a dirty and unattractive one, and this swarthy atmosphere attracts similar characters. There are huge tamples in the city to Glycon and Tyche.

**Troesmis (Small City, 8,000):** Troesmis is a port on the Ister River, that is little more than a fortress. The dominant population in Troesmis is made up of elemental nymphs, and their small patrol boats can be found far upstream, keeping order. The sailors of Troesmis are chartered by most of the cities in Moesia (those along the Ister) with keeping piracy at bay, a task they usually perform very well.

## Monomotapa

**Capital:** Zimara
**Population:** 250,000 (humans 70%, soricids 20%, misc. sylvan 10%)
**Government:** Kingdom
**Religions:** Mwandishi pantheon
**Imports:** Grain, liquor, luxury items
**Exports:** Exotic animals, leather, tea, coffee, tobacco, grain, cotton, fruit

This region sits at the southernmost portion of Archaea and is populated by dark-skinned humans and a great variety of sylvani. It is a pleasant region of rolling hills and great expanses of lush grasslands and forests. It is here that many of the exotic animals favored by distant kings in Nisoi and Mantova are found in the wild, and they reinforce the notion of this place as being one-half paradise and one-half hell. Truly, there are few places as naturally dangerous as Monomotapa; it is every bit as difficult environmentally as the Mantis. The grasslands are home to lions and other beasts with a fondness for human flesh, and the forests are loaded with every variety of dangerous flora. The forests are most prevalent near the coasts of the country, hemming in the civilized portions towards the center and north. What few settlements do exist on the coast are made up of soricids or sylvani, and none of them are larger than the size of a village. Disease is also a major concern here, particularly the dreaded affliction rather simply referred to as Red Eyes. Red Eyes causes the afflicted to kill indiscriminately, while the afflicted is wracked with severe pain as their brain dissolves. It is transmitted by the bite of apes, which seem to have the symptoms of the disease but do not die from it. Despite this, the region enjoys a brisk trade with Addis and other regions, even having embassies in Mantova and Nisoi (for the trade in exotic animals). There is a well-maintained road connecting the three major settlements of the region and linking it with Addis. The road is pretty safe and well-policed, and travel off of it is not recommended.

**Important Sites**

**Bulaweyo (Small City, 8,000):** This small city is called the "city of slaughter", not because it is dangerous, but rather because it lies at the heart of Monomotapa's cattle-raising industry. It sits in the southwest of the region, and is a rather simple city of adobe and wood, with not much to offer visitors. One thing of potentially great interest to adventurers however, is the exquisite leather goods produced here. Indeed, some of the finest leather armor in the world is produced here, and at ridiculously low prices, due to the place's relative isolation.

**Chipinge (Small Town, 1,300):** This small town in southeastern Monomotapa is the largest soricid (Colofia) settlement in the region. The soricids here are unusually gregarious and social for the race, and they are among the most likely soricid groups to be found adventuring. They control the valuable tea and coffee-producing areas of Monomotapa, something that has made the tribe very wealthy. They dwell among the great trees in the area, and are famous for their nearly impossibly-designed bridges that span from tree to tree. What's more, they pride themselves on not using magic to build this town, making their architecture all the more remarkable.

**Zimara (Metropolis, 59,000):** Zimara is a metropolis located in northern Monomotapa, and it is the region's capital. The city is ringed with walls of tremendous strength, making it one of the most imposing fortresses in the world. This strength is needed due to its being located in the heart of Monomotapa's deadly Field of Bones (the "field" is actually very large), the name given to the vast grasslands in the north-central part of the region. Even with the walls, lion attacks inside the city are common, as are repeated attacks by monsters. Despite all this, the surrounding countryside is incredibly fertile, making Zimara the heart of Monomotapa's agricultural production. Tobacco, maize, cotton and fruit are the major products exported from Zimara, and the large amount of gold nearby has helped solidify this city as the most important settlement in Monomotapa. The king rules from a fabulous palace in the center of the city. Visitors are welcome, but this place is ruled very strictly and many offenses carry penalties of death.

## Mysia

**Capital:** Illium
**Population:** 435,000 (humans 70%, soricids 27%, elemental nymphs 3%)
**Government:** Kingdom
**Religions:** Hera, Athena, Aphrodite, Zeus, Paris, Cybele, Apollo, Artemis, Persephone, Asclepius
**Imports:** Grain, wine, olive oil, luxury items
**Exports:** Timber, electrum, mushrooms

Mysia is the most populous region in Asia, lying in the central and northern portions of the island continent. It contains the metropolis of Illium, the biggest military power on mainland Asia, and the continent's largest concentration of soricids in the Vale of Tarsius. The region is rich in grain, gold, silver and lead. Of all the regions of Asia, it is Mysia that has the strongest links with Scythia.

**Important Sites**

**Ida (Small Town, 1,400):** This small town on the northern coast of Asia is reknown for its quality timber, particularly oak and fir, used in shipbuilding. Ida's timber is exported mainly to Pergamum and Illium, but also makes its way as far south as Halicarnassus. Ida is home to an impressive number of temples for its size, including temples to Hera, Athena, Aphrodite, Zeus, Paris, and most importantly of all, Cybele. The town welcomes adventurers.

**Illium (Metropolis, 99,300):** At just shy of 100,000 people, Illium is second only to Pergamum in size in Asia, and is every bit the equal of Cal in importance. Illium fields one of the best and largest armies in the world, and a very capable navy as well. In fact, it is Illium's army that has largely prevented any attempt by Cal to invade the mainland, apart from Midas and its environs. There are temples to Athena and Apollo only, and they are magnificent. Illium has every convenience and amenity imaginable for a city of its size, and it welcomes travelers and adventurers.

**Philadelphia (Small City, 11,800):** Piladelphia is a small city lying to the south of Sardis, known for natural beauty and its frequent earthquakes. There are many earth and magma elemental nymphs here, a testament to the common belief that the earthquakes are caused by strong links with the elemental plane of Earth underneath the city. There are two huge temples here, to Zeus and Asclepius respectfully, the latter of which attracts pilgrims from all over Asia. Apart from that, Philadelphia is considered too dangerous for casual travelers, so few go there.

**Sardis (Large City, 22,500):** Sardis is a large city located in central Asia, at a very important position on the continent. Sardis is known for many things, but particularly for its pale gold (electrum), which is uses for currency and ornamentation (in most places it is worth as much as gold, in others a bit less). There are several large temples here, to Apollo, Zeus, Aphrodite, Artemis, and Persephone. The city is Asia's host to their Games, held every 4 years in the Olympic tradition. These games are mostly athletic in nature, as opposed to the arts, and attract competitors from as far away as Nisoi and Araba. The city welcomes adventurers with open arms.

**Scepsis (Large Town, 3,000):** Scepsis is a large town built around a college/monastery complex south of Illium. It is here that most of the priveledged students from Illium and Pergamum go to study. Scepsis is widely known for having the best college of engineering in the world.

**Tarsius (Small City, 6,000):** This small settlement in eastern Mysia is large by soricid standards. It lies in a vast forest of eucalyptus trees and bamboo, just northeast of Sardis. The soricids here, of the tribe called Akilli, are wilder and more primitive than many of the members of their race. Almost all of them are either barbarians or witches, and their savage nature is not very welcoming to casual visitors. The soricids here breed tigers, imported originally from a distant land to the east, to patrol the wilds for them.

**Temnus (Small Town, 950):** At the southern end of the Vale of Tarsius, and to the east of Sardis, lies this small town of soricids. Unlike their warlike neighbors in Tarsius, the inhabitants of Temnus are peaceful and gregarious, eagerly welcoming travelers into their community… even humans. Temnus is known for its mushrooms, which it cultivates in vast quantities on the dark, humid forest floor.

## Noricum

**Capital:** Parga
**Population:** 451,000 (humans 70%, misc. sylvan 25%, daktyloi 5%)
**Government:** Democracy
**Religions:** Mantovani pantheon, Ares, Hermes, Dionysus, Zeus
**Imports:** Luxury items, wine, grain
**Exports:** Silver, gold, grain, preserved fish, bronze goods, furniture, wine, lumber, toys, cheese, leather, textiles, pottery, salt, tobacco

Noricum is a true frontier community, lying to the west of Pannonia and north of Mantova. It is a sparsely-populated region of mountains and thick forest, with a rich and fertile chunk of land on the northern edge. It is cold and rather damp most of the year, and is home to humans and Sylvani of hearty build. Noricum was, until a decade ago, a full province of Mantova. Mantova ditched the province due to the earthquakes and snowstorms that plague the mountain passes leading to the territory. The seas leading up the coast to Noricum are also notoriously violent, and those natural effects have left the territory mostly isolated. In addition, the neighboring bilwis were a constant irritant, although now they have declared peace with the remaining inhabitants of Noricum. Noricum has an adventurous spirit, and welcomes the stout-hearted and well-traveled to its lands.

**Important Sites**

**Amberg (Large City, 19,000):** Amberg is a large city in northern Noricum, one of the regions' largest. Amberg has a little bit of everything, having the amenities typical of a city its size. It is fortified by a double moat and high walls. Its chief exports are bronze (it has the largest bronze works in Noricum), fish, wine, timber, and a great variety of manufactured goods. In particular it is known for its toys; more toys are made here than any other place in Noricum. Amberg welcomes travelers, and has a plethora of inns and taverns.

**Burglengenfeld (Small City, 10,300):** This small city lies in northern Noricum, just to the southeast of Schwandorf. The city derives its wealth from agriculture, furniture, and its frequent trade fairs and markets. It is a fortress city, with an impressive barracks holding most of Noricum's northern army. The city is beautiful to behold, with a very friendly populace, even by Noricum's already-amiable standards. The city has an important monastery (for both scribes and fighting monks) and a great temple to the goddess Tages (wisdom), patron goddess of the city. It welcomes travelers and has a good number of adventurers in residence.

**Hohenfels (Small Town, 1,200):** This small town lies to the west of Burglengenfeld, on the route to Parsberg. It is home to a barracks of rangers and other specialized soldiers, who augment those in Burglengenfeld when the need arises. Hohenfels has no discernable exports, and it does not seek trade or visitors (though it does have an inn and doesn't turn travelers away). Ironically, this very attitude of quiet inclusiveness makes it a prime destination for adventurers who want some discretion to their activities and many adventurers planning to depart from this region choose Hohenfels as their staging base. It has a

small temple to Laran (war).
**Lauriacum (Large City, 17,000):** Lauriacum is an important commercial center on the Ister River, in north-central Noricum. It's a prosperous city, with many public amenities available. Originally a military outpost of Mantova, the city has made the transition to full independence and is one of the most important cities in all of Noricum.
**Noreia (Large City, 13,400):** This city lies in central Noricum, and is an important link with Istria and Mantova. The city has a violent past, as it was a frontier fortress between Mantova and Pannonia, but now it is quite peaceful. Noreia has hints of its turbulent past (as well as its great Nisani influences) in its two largest temples, to Ares and Hermes respectfully. The city is a commercial center now, with many inns and other amenities aimed at travelers and adventurers. Good relations with Pannonia and improving relations with Mantova make this a popular stop.
**Ovilava (Large Town, 2,800):** An important town located in north-central Noricum, just to the southwest of Lauriacum. Ovilava is primarily a mining town, taking advantage of the rich silver deposits in the area. Its population is mixed humans and a smattering of other races, including daktyloi (who always seem to be present where there is large-scale mining). Ovilava is not a popular retreat for travelers, as there is a heavy military presence in the area and it lies off the main trails and roads in Noricum.
**Parga (Metropolis, 46,000):** Parga is a metropolis located in north-central Noricum, and is the largest city in that region. It sits near the headwaters of the great Ister River, connecting it with lands as distant as Alba. Parga is the cultural and religious center of Noricum, with temples to all major Mantovani deities. It has every amenity available in the largest Mantovani cities, including some of the largest public baths in the world. Its major exports are textiles, bronze wares, pottery, tobacco, and gold. Boat building is also important, and a brisk transit trade is carried on in salt, grain and timber. Parga is known for its magnificent stone bridge, the largest in the world, and its huge temple to Menrva (the center of her worship). Parga is a very friendly city that welcomes travelers, which it has in abundance.
**Parsberg (Small City, 7,000):** This small city lies in western Noricum, west of Hohenfels. Parsberg is a market town, similar in many ways to Burglengenfeld, though without the military presence. There is a small fortress here, but this town is primarily an agricultural trade center. There is a temple/hospital here however (dedicated to Turan, goddess of health and vitality), the only one in this region (northern Noricum). It welcomes travelers, but apart from the sick they don't see many outsiders.
**Schmidmuhlen (Village, 580):** This village lies to the northwest of Burglengenfeld, on the route to Amberg. Schmidmuhlen is a beautiful agricultural area centered on a large grain mill (hence the name). Most of its notoriety comes from it being the host of a yearly series of games in the spring and summer, drawing athletes from all over Noricum. One of these games is called golf, which was imported to the region many years ago from its place of origin in Dartmor. Schmidmuhlen gets very few visitors outside the game season, and welcomes travelers.
**Schwandorf (Small City, 9,000):** This small city lies in northern Noricum, at the highest navigable portion of the Naab River. Schwandorf is home to the cult of the swan goddess Turan, and there is a magnificent floating temple lying in the center of the river in the southern part of the city. Schwandorf is a producer of milled grain (its extensive mills provide milled grain for many small and large communities in northern Noricum) and a major exporter of fish to the region. Schwandorf is also known for its quality bronzesmiths, which manufacture fishing equipment that is without peer. Another interesting fact is the city's many confection shops, which are a favorite among visitors. It welcomes travelers, although it is a bit suspicious of foreigners.
**Vilseck (Large Town, 3,000):** Vilseck is a large town in northernmost Noricum, located north of Amberg. Vilseck has a small military garrison, but is more known as a center of cattle-raising. Its chief exports are cheese and leather goods. Vilseck welcomes visitors but doesn't see very many travelers due to its location.
**Virunum (Large City, 21,000):** This large city is located in southern Noricum, near the border with Istria. It is the second-largest city in Noricum, behind Parga. Virunum was established as an outpost of the Nisani Empire many years ago, and its two largest temples (to Zeus and Dionysus) reflect that heritage. The city is immensely wealthy, mostly due to its command of the main northbound pass from Istria into Noricum and Pannonia, but also due to the gold and silver mines in the area. Virunum has every possible amenity of the age, including such technological advances as running water and piped sewage for all dwellings. It welcomes travelers, but is known for being a bit on the expensive side.

## Oltenaea

**Capital:** Malva
**Population:** 921,000 (humans 70%, daktyloi 15%, soricids 10%, satyrs 3%, ghost soricid 2%)
**Government:** Kingdom
**Religions:** Euphrosyne, Tabitivesta
**Imports:** Luxury items, olive oil
**Exports:** Wine, wheat, textiles, salt, honey, sugar, water craft, vegetables, pottery, rice, ocre (dye), coal, copper, gold, silver
Oltenaea makes up the western 1/3 of southern Alba. In the southern areas, it is a fertile plain supporting a large number of Alba's population. To the north is gets very mountainous, although the mountains here are riddled with more passes than those in Getaea (the mountains are also, on average, not as steep).

**Important Sites**
**Acidava (Small City, 11,000):** A small fortress city sitting at the southern end of the great Carpates pass, the Red Gate. It is north of Rusidava, and is firmly inside territories ruled by a council of sylvan settlements. The soricids (of the Chitorlani variety) are a major force here, and even have a quarter in the city.
**Bailesti (Small City, 8,100):** This small city lies to the southwest of Craiodava, where the forests meet the swampland north of the Ister. It is a settlement dominated by satyrs of the less xenophobic variety, and outsiders are welcome here. The city is dominated by a gigantic theater complex, the largest in southern Alba, where the "Satyr Play" has been honed to perfection. The Nisani comic Aristophanes coined the term "bail", mean-

ing to leave abruptly, after the typical reactions of crowds in Bailesti (it is said that wandering comics must always have one foot out the door, because those who do not deliver on the laughs can be on the receiving end of fists, daggers, or worse). Perhaps nowhere in Phydea are the plays more bawdy and crass, nor the crowds more unruly, than in this city. Not surprisingly, the city produces and imports a staggering amount of alcohol. It has no real exports, gaining its income from tourism.

**Balsava (Small Town, 990):** This small town is just west of Malva, and is famed for its honey production. There is very little else to recommend it, but some of its more special honey possesses curative powers (as well as other powers, equivalent to minor potions).

**Calafat (Large City, 19,500):** This large city on the Ister is one of the most important ports in southern Alba. It is most known for its shipbuilding industry, and it has a very advanced harbor. The town itself is surrounded by swampland. Calafat is also a major fishing center, as well as a producer of sugarcane and rice.

**Catunele (Small Town, 1,000):** This small town to the northeast of Drobetae is a mining community. For the most part, ochre (the pigment) is mined here. However, gold and silver are found on occasion. The town has an inn and a few shrines, but there's nothing else to recommend it.

**Craiodava (Metropolis, 33,000):** This large city is one of the most populous in southern Alba, and holds the commanding position on the westernmost of southern Alba's Three Rivers (the "trading" rivers that run from the Carpates to the Ister). Craiodava is rich in grain, pasturage and vegetable growing. It is called the Breadbasket of Oltenaea. To the south, going down to the Ister, are immense old forests, punctuated by swampland. These are home to some rather nasty monsters, kept in check only by rangers, druids and other sylvan creatures in the area. Finally, Craiodava has an impressive university, specializing in commercial and military subjects, as well as philosophy.

**Drobetae (Metropolis, 37,000):** This large city is the greatest fortress on the Alban portion of the Ister River. The city defends one of the wonders of the world, the great Brobetan Bridge, a colossal stone structure spanning over 4,000ft. of water. The city is a major exporter of fine wine, and is known for its natural beauty as well… the town has gardens all over the place, most of which celebrate its famous roses. It also has impressive shipyards, nearly as grand as those in Calafat.

**Horezu (Small Town, 2,000):** A small soricid town to the west of Acidava, in a mountain valley. The soricids here have a famous school of magic, as well as a soricid monastery that teaches the odd soricid discipline of Total Evasion (a discipline using minor magic and feats of agility to tire and evade opponents). Unusually, the soricids also take on students from other races here. Many of them are already accomplished monks, looking to add the skills of advanced evasion to their repertoire. The soricids also engage in a brisk trade in vases and pottery, for which this settlement is very famous.

**Malva (Metropolis, 52,100):** Malva is a large city, sitting in the middle of the Oltenaean Plain. Malva is an extravangent city, with colossal buildings and all the amenities one would expect from a city of this size. The city's wealth is built from its tremendous agricultural wealth, particularly wine-making, and its thriving textiles industry. There is a great temple here to the goddess Euphrosyne, the largest temple to that deity in Phydea. Another notable sight in Malva is the great Shining Gate; the gate leading into town from the south is lined with hundreds of thousands of gemstones.

**Novaci (Small Town, 1,100):** This small fortress town lies along a narrow mountain pass northeast of Targujea. Novaci is a beautiful town, in stark contrast to Targujea, and most of the town is populated by sylvan creatures, particularly ghost soricid. Humans live here as well, though almost all of them are rangers and druids. The town has one structure of note for adventurers; a full-fledged "magic" shop, which is really a shop full of herbs and supernatural trinkets. Naturally, it is mostly geared towards nature dunami, but any spellcaster would probably find something useful there.

**Orsava (Metropolis, 27,200):** This large city lies on the western border of Oltenaea, bordering the territory of Banat. Orsava is another port on the Ister; an important one, but overshadowed by Drobetae and Calafat. The hills that rise up to its rear are the natural separator between it and Banat, and due to the almost constant conflicts with Banat these hills are unpopulated and patrolled by soldiers. Orsava has a militaristic character and is not overly friendly, but it does not turn away powerful adventurers either, figuring it might be able to get their assistance should the need arise.

**Racari (Small Town, 1,200):** This small town is located to the northwest of Craiodava. The settlement is primarily of religious significance, having shrines to all of the Alban deities, plus a large temple to Tabitivesta.

**Rusidava (Large Town, 4,000):** This large town lies just north of Salatina. It is primarily known as a wine center, and indeed its limited production wines are some of the most highly-prized in all of Phydea. The town marks the beginning of the Carpates foothills, and there is a great sylvan influence from this town northward. The road here is heavily traveled, as it leads north to the greatest of all passes through the mountains.

**Salatina (Small City, 6,800):** This small city north of Malva is of great importance to the region. The reason for this is its very large salt mines, which have enriched this settlement a great deal over the years. The population here is mixed; with a large dactyloi minority (they work the mines). There is also a monastery here, famed for its boxing monks.

**Scornicesti (Small Town, 1,700):** This small town is located between Salatina and Albota, in Muntenea. Scornicesti is home to the largest sports complex in all of southern Alba, making it the site of Alba's Games (every 3 years, instead of the 4-year cycle in Nisoi). Athletes from hundreds of miles around attend those games, and many of them can be found there at any given time training and living the spoiled life. The town has a stadium, a coliseum, various manicured fields and an archery range (the event for which the Alban games are most famous).

**Strehae (Small Town, 1,850):** This small town lies to the east of Drobetae. It lies at the center of southern Alba's cattle-raising industry. The town welcomes anyone willing to spend money, and is a popular stop for travelers in the region. There is a notable monastery here, with monks skilled in boxing and wrestling. It's a pretty safe place, in a generally attractive area, and that's about all there is to recommend it.

**Sucidava (Small City, 5,300):** This small city produces sugar

cane in its muddy swamps, as well as special boats designed for swamp travel. These boats are in great demand, especially along the swampy northern stretch of the Ister.

**Targujea (Small City, 6,800):** This small city lies to the northeast of Catunele and north of Strehae. It is a horribly ugly settlement, being little more than a conglomeration of mines of various kinds. Ochre, coal, copper, gold and sulfur are all mined here, with the mining camps surrounding the city center like a giant wheel. Targujea has a few shrines in town, and some other amenities like baths and a theater, but that doesn't make the city any cleaner or inviting. In addition, the mining camps often war with each other, sometimes making the city a battlefield for gang-style turf wars. Paradoxically, there is a great school of architecture and engineering here, mercifully located on a hill overlooking the city (and fortified), outside the reach of the mining camps below. This city sits at the southern terminus of an important mountain pass, going north towards Sarmizegetusa.

**Tiamare (Large City, 20,000):** Tiamare is an important port at the confluence of the Olt and Ister rivers. It is the single busiest port city and crossing point in southern Alba. Despite this, Tiamare is not a particularly attractive city, sitting in the middle of muddy swampland. Most folks traveling this way hurry through Tiamare and press onward to Malva, the capital city of Oltenaea, and a much more inviting locale. Tiamare does have a great deal to offer adventurers however, being loaded down with shops aimed at travelers, and having a plethora of guides and escorts to help travelers through the country.

## Oros

**Capital:** Pella
**Population:** 792,000 (humans 70%, soricids 10%, telchines 10%, phaeton 6%, bariaur 1%, elemental nymphs 1%, minotaurs 1% & satyrs 1%)
**Government:** Empire
**Religions:** Achilles, Artemis, Asclepius, Athena, Cantharolethron, David, Dionysus, Hera, Poseidon, Serapis, Thetis, & Xanthippe
**Imports:** Grain, olive oil
**Exports:** Silver, tile, bronze, gold, timber

Oros is a heavily mountainous region directly north of Tessa. It was and remains the Imperial Seat of the Empire of Nisan, although that empire is nowhere near as powerful as it once was.

**Important Sites**

**Acanthus (Small City, 8,800):** Acanthus is another important port in Chalcidice, mostly handling grain and other agricultural produce. The peninsula it sits upon is infamous for its large number of lions. The city has a famous school of herbalism and botany.

**Aegae (Small City, 5,600):** Aegae is a riverside city said to be a favortie of the god Poseidon. It holds a commanding position on the Haliacmon River, one of the two rivers in the Pellanid to empty at Methone. Aegae is one of the most beautiful cities in Phydea, and in fact it is called the Garden for its plentiful vines, orchards and roses. Unfortunately the city also suffers from frequent earthquakes. One of the largest temples to Poseidon in Phydea is on the riverfront.

**Amphipolis (Large Town, 3,400):** This town, called "the surrounded city," is little more than a fortress and barracks for Oros. It sits on an important strategic location, being in the center of a region rich in wood (for shipbuilding), gold and silver. It has a very famous bridge, one of the largest stone bridges in Phydea. The town has several shrines but no important temples.

**Beroea (Small City, 7,200):** This small city serves as the chief military barracks for the Empire of Nisan, as well as being the Empire's chief mint. Because of this, Beroea's silver coins (featuring a mountain peak topped with an olive wreath) are the most commonly-encountered siver coins in Nisoi; they are even in large circulation as far away as Mantova and Alba. The city is also known for its yearly Games, which focus exclusively on various kinds of wrestling and boxing.

**Edessa (Large Town, 3,000):** This beautiful town sits on a high ridge beside the waterfall that feeds the Haliacmon river. Edessa is a sylvan paradise, being ruled by a council of bariaur, phaethon, soricids, satyrs and nymphs. Humans live in Edessa as well, though most of them are druids and rangers.

**Eion (Small City, 6,000):** Eion is a marshy place in far eastern Oros. The city is home to Oros' eastern naval fleet, but this may change in coming years as the harbor is slowly silting up. Eion is a popular destination for adventurers.

**Methone (Metropolis, 40,000):** Methone is a port city in southern Oros. It has a beautiful harbor and the city in general is quite attractive and ornately decorated. Methone handles all the port traffic for the Pellanid, the group of cities and towns in the great plain surrounding Pella. There are few buildings of note in Methone, although it does contain nice temples to Artemis, Athena and Poseidon.

**Mieza (Small Town, 1,700):** A small town further north on the Haliacmon river, Mieza has numerous hot springs and several great caverns. It is an entrance to the underworld and has extensive underground chambers and labyrinths. A community of Minotaurs rules over a large portion of the underground area, and serves as a powerful deterrent to adventurers wandering through their realm (they are not particularly hostile however, only to intruders). Mieza has a great hospital and temple to Asclepius.

**Olynthus (Small City, 11,000):** A small, important city on the peninsula of Chalcidice. Olynthus is a soricid city, which is unusual enough, but adding to the oddness of the settlement is the fact that the city consists mostly of multi-storied buildings. This is attributed to the fact that the original soricid inhabitants were chitorlani soricid from Alba, and apartment building is common among them. Olynthus is an active trading community, and there is a sister-city next to the main city that houses humans and other races. The temple selection is odd for a soricid-dominated settlement, featuring temples to Dionysus, Thetis and Achilles in addition to Xanthippe and other soricid deities. There is also a subterranean temple to Cantharolethron, the soricid hero-god whose name means "beetle slayer." Giant insects give the city a wide berth, and are incapable of entering.

**Pella (Metropolis, 101,000):** Pella is the capital city of Oros and has long been the Imperial Seat of the Empire of Nisan. It is one of the most populous cities in all of Phydea, and is certainly one of the most cosmopolitan cities to be found anywhere. Pella sits on the river Pella, which flows down to the metropolis' port

in Methone. Pella is a tremendous sponsor of the arts and has serveral colleges for music, painting, sculpture and theater. There are temples and shrines to every deity in the Nisoian Pantheon, but the ones to Athena, Dionysus and Hera are particularly extravagant. One of the city's greatest exports is tile for the making of mozaics. Pella makes more of the tiles than any city outside of the island of Minos.

**Potidaea (Large City, 13,000):** Potidaea is a large telchine city sitting on a small isthmus on one of the "fingers" of Chalcidice. The city has two huge harbors, and is the third largest port in Oros. Its navy of small, magically-enhanced ships is greatly feared and respected. Naturally the main deity worshiped in Potidaea is Poseidon, and there's a great temple located in the harbor (it sits over open water).

**Pydna (Small City, 7,200):** Pydna is the southernmost city in Oros, and is charged with protecting and maintaining the crucial road between Oros and Tessa. Pydna is famous for its odd mix of troops, and especially eclectic mounts, which include everything from horses and elephants to griffins and giant dragonflies. Pydna is a popular place with travelers and adventurers alike.

**Stagirus (Small Town, 925):** Stagirus is a small but very important mining town. It sits upon very large reserves of gold and silver. It is home to a school of philosophy.

**Thessalonica (Metropolis, 55,000):** This metropolis is the greatest port in Oros, and in many ways acts fairly independently from Pella and the empire. Thessalonica is a democracy, one of the few left in Nisoi (democracy was the dominant form of government prior to the empire). The city is home to annual games, focusing on swimming, running and archery. Like Beroea it is an important mint, but for bronze coins rather than silver ones. There are many great structures in the city, and examples of every amenity and luxury can be found there. There are huge temples to Serapis and David (a personification of suffering and overcoming adversity).

## Pannonia

**Capital:** Aquincum
**Population:** 150,000 (centaurs 30%, bariaur 25%, fauns 15%, satyrs 15%, gnomes 5%, vegepygmies 4%, iton 3%, others 3%)
**Government:** Confederacy
**Religions:** Various pantheons
**Imports:** Varies
**Exports:** Varies

Pannonia is a vast territory of wilderness, lying north of Bukura, east of Mantova and Noricum, south of Galicia and Silesia, and west of Alba. The terrain of Pannonia varies considerably, from flat plains in the east, to small mountains in the west. All of it is covered in lush forests, interspersed with meadows and large marshes. This region is the domain of the Sylvani, and there are far more of those creatures in Pannonia than elsewhere in Phydea. Though each race has a center of activity in Pannonia, there are very few towns or cities here. The soricid, who are fond of building communities, are not particularly numerous in Pannonia; in fact, they are no more numerous here than in most human-dominated lands. The natural magic here is stronger than perhaps anywhere else in all of Phydea.

**Important Sites**

**Aquincum (Small City, 7,000):** This city is the largest in Pannonia, sitting along the eastern border with Alba. Aquincum is a fortress settlement of the centaurs, and the command a huge area surrounding the settlement. This city is home to the king of centaurs, a powerful figure respected and revered by centaurs everywhere. The fortress is large and sprawling, with fortifications of earth, wood and stone. The settlement has a good deal of amenities, including an ampitheater and baths. Aquincum accepts visitors, but is not overly friendly.

**Brigetio (Small Town, 800):** This small town is truly unusual, being a settlement ruled by mold men and iton. Brigetio sits in the midst of a damp depression, shrouded by huge trees and other vegetation. It is located to the northwest of Aquincum. Brigetio doesn't see many visitors, and the swampland surrounding it is inhabited by hordes of vile monsters (including hydrae and worse). However, enterprising sorcerers and druids (and other magic-users) do come here seeking rare herbs, components and potions. The inhabitants welcome such travelers, as they like company and hearing about goings on in the world around them.

**Carnuntum (Small Town, 1,100):** Carnuntum is a small town that is mixed in race, sitting to the east of Vindobona. This town is one of the most cosmopolitan in Pannonia, with a vigorous adventurer culture of its own. Many sylvani adventurers come from this area, or at least have ties here. There are even several humans who have taken up permanent residence in Carnuntum, and this town is quite a bit more accommodating towards humans than any other settlement in Pannonia.

**Poetovio (Small Town, 980):** This town lies in southern Pannonia, along the border with Bukura. This mountain town is home to the capital of a small kingdom of gnomes. Naturally, mining is of great importance here, as the gnomes mine for silver, gold and gems. The gnomes are notoriously shy, and those gnomes who set out to trade with other communities are a rarity, but essential. The area here is so difficult to move through that it is very rare for travelers to show up. That said, the gnomes are renowned for their hospitality.

**Savaria (Small Town, 1,000):** Savaria is a small town of fauns and satyrs in western Pannonia, near the border with Noricum. It is in the middle of the thickest part of the Pannonian Wood, the great forest that covers the western half of the region. Like most settlements of fauns and satyrs, Savaria is centered on celebrations of drink, song, and theater. Due to its remote location, visitors are almost unheard of here, but anyone stumbling upon this settlement would likely be welcomed.

**Vindobona (Large Town, 2,300):** Vindobona is a large town sitting in the foothill region of northwestern Pannonia. It is populated by bariaur, with a small number of fauns. This town sits in a beautiful area of rocky hills and light forest, along a well-traveled trail that runs along the southern edge of the Ister River all the way to Alba. The bariaur have a small amount of industry, based upon amber harvesting and items made from that rare material.

## Pisidia

**Capital:** Antioch
**Population:** 300,000 (humans 94%, soricids 4%, misc. syl-

van 2%)
**Government:** Confederacy
**Religions:** Osogos, Zeus, Cybele, Apollo, Athena & Tyche
**Imports:** Grain, wine, olive oil, luxury items.
**Exports:** Wool, gold, silver, lead, tin, fruit
**Alignment:** NE, LN, CN
Pisidia is a rather large territory, located in the south and south-east of Asia. It is dominated by high mountains and populated by scattered groups of humans, soricids and sylvan creatures (satyr, bariaur, etc…). These settlements are infamous for their wild, lawless character, and that coupled with Pisidia's small coastal presence has made it largely immune to deprivation by Cal. Pisidia is synonymous with Antioch to most people, something that is rather unfortunate for all of Pisidia's lawful types… Antioch is widely known as a den of sin and vice. The territory is a magnet for adventurers, many of whom come to brave the very dangerous ruins of Termessos, and ancient metropolis lying in the forested mountains just north of Isaura.

**Important Sites**
**Antioch (Metropolis, 80,800):** Antioch is a huge city lying in a sizeable clearing in the mountains of Pisidia. Due to the extensive mining in Pisidia (gold, silver, tin, lead), and the fact that Antioch is the gateway from Pisidia to Mysia, this city has gotten fabulously wealthy. Antioch's wealth has led to debauchery however, and the city is full of drunks, prostitutes, thieves and killers. There is one temple, to Cybele, but most of this city is not religious. Adventurers are found in Antioch in great abundance, particularly rogues, but all should watch their backs in this city.
**Isaura (Large Town, 4,900):** Isaura is a large town lying to the east of Antioch, on the coast. While it has some legitimate forms of wealth, in gold and silver mines, most of its wealth comes from banditry and piracy. Isaura is, in fact, an ally of Cal and a friend of Antioch, something that casts a dark shadow on north-eastern Pisidia. Adventurers are common in Isaura, particularly rogues.
**Laodicea (Small City, 5,100):** This is a large monastery, one of the largest in the world, which specializes in the training of fighting monks. The only export here is a very profitable one; high-quality black wool, which is prized all over Phydea, even as far away as Mantova. There are no temples in the city, as the monastery teaches disciplines that are devoid of religious attachments. The city sits in the center of a large lake, and can only be reached by boat. It welcomes adventurers, but anyone coming here should watch their step.
**Mylasa (Small City, 7,600):** Mylasa is a small city lying in extreme western Pisidia, near the border with Caria. It is in fact more like a Carian city than a Pisidian one, being mostly a religious center. This is the center of the worship of the god Osogos, a Zeus/Poseidon hybrid with an unusual portfolio over storms, eagles and crabs. This is due to the habit of river crabs coming out of the river and walking all over the city during storms. There is a massive temple to Osogos, as well as one to Zeus proper. Mylasa is a place of worship and pilgrimage, and has no exports to speak of.
**Side (Small Town, 2,000):** Side is a small town in southern Pisidia, isolated from the rest of the territory by high mountains. This town is a major producer of fruit, particularly pomegranates, and its orchards are vast in number. Side is pretty much independent, having more ties to Lycia than Pisidia. It is unmolested by Cal, because it provides Cal with a continuous supply of scurvy-fighting citrus fruits. There are three temples here, to Apollo, Athena and Tyche. The town welcomes travelers.

## Scythia
**Capital:** Tanais
**Population:** 100,000 (humans 70%, centaurs 25%, others 5%)
**Government:** Empire
**Religions:** Scythian pantheon
**Imports:** Wine, textiles
**Exports:** Gold, hides, glass objects, grain
Scythia is more of a concept than a real empire, being a vast area of grasslands and steppe stretching fromTrypillia and Galicia eastward. Its eastern borders are met by the mountainous region of Circassia and the great Sarmati Mountains, which divide Phydea from the Mantis. It is populated mostly by horsemen, centaurs, and hordes of monsters. It is a dangerous place, and one where ancient empires have risen and fallen several times over. For that reason it is also a major attraction for adventurers seeking lost treasures. Scythia's rolling grasslands might be monotonous, but the region is anything but boring. The capital of the "empire" of Scythia lies far to the east of Trypillia, and is thus very distant from the civilizations in the heartland of Phydea. These settlements acquire foreign goods via ships coming to and from Alban and Nisani ports, and by land-based trade with Trypillia, Galicia and Circassia. This is no easy task however, as the distances involved are often great, and Scythia itself is made up of hundreds of fiercely independent tribes. These tribes pay some respect to the capital at Tanais (the main religious center), but some only do so grudgingly, and only out of fear of divine retribution.

**Important Sites**
**Tanais (Large City, 20,600):** This large city is one of the very few permanent settlements the Scythians possess, and is their capital. The city is a port of tremendous importance, lying quite distant from Olbia (in Trypillia) and ports in Circassia. This position makes it a magnet for goods in the interior seeking markets as far away as Colchis, Alba and Nisoi. Tanais has temples to all the Scythian deities, several of which have become popular deities among the Albani. Tanais exports large amounts of gold, hides and glass, and imports wine and clothing. Tanais is also a major fishing center, and has extensive farms for crops such as wheat and other grains. A good deal of this grain goes to Circassia and Nisoi. Tanais also posesses a formidable navy; important for getting past pirates from Amazonia and Calia. As a market city, Tanais is one of the few Scythian settlements to welcome travelers.

## Silesia
**Capital:** Karnov
**Population:** 70,000 (bilwis 85%, soricids 10%, misc. sylvan 5%)
**Government:** Kingdom
**Religions:** Bilwis pantheon

**Imports:** Grain, wine, luxury items, leather
**Exports:** Lumber (sil trees), magical items, jewelry, organs
Silesia is a large area of thick forests and low, rolling hills in northwest Phydea. It is located to the northeast of Noricum, north of Pannonia, and west of Galicia. It is bordered to the northeast by the Sarmati Mountains. Silesia is home to the bilwis, a chaotic sylvan race of spellcasters. It is very sparsely populated, and with fewer settlements than even a typical soricid forest. A few other races live here, mostly Sylvani, but a few soricid call the region home as well (the Rejsci). This mysterious land (also called the Black Forest) inspires awe and fear among its neighbors, although really it is not much more dangerous than any other large forest in Phydea. There are more monstrous threats here than in Xanthippe (for example), due to the fact that the chaotic nature of the bilwis does not provide much for security and order outside their immediate settlements. However, the bilwis are everywhere, and they can go toe-to-toe with most monstrous threats. Silesia is called the Black Forest, and that is due to its abundant sil trees. The sil tree is similar to a large birch tree, but with black bark rather than white. This black bark sloughes off and onto anything that touches it, leaving a black smear akin to charcoal. The wood burns for a long time (twice as long as oak) and is strong, but produces huge amounts of thick, choaking black smoke. The bilwis are used to it however, and use the smoke to irritate and confuse their enemies.

**Important Sites**
**Karnov (Small City, 8,500):** This is the capital city of Silesia, sitting roughly in the middle of the region. Karnov has a college of magic, and in the bilwis tradition this college is not divided by "schools", but rather focuses on the strengths of powerful individual sorcerers. Also of note are the air-powered organs produced in the city, which produce a shrill tone similar to bagpipes. Karnov rarely sees adventurers, but is among the more inviting bilwis settlements.
**Klod (Small Town, 980):** Klod is a small bilwis town lying to the west of Karnov. It is known for its famous jewelry and amulets, which eventually make their way to markets in Alba, Nisoi and Mantova.
**Myslowava (Small Town, 1,200):** This small town in north-central Silesia is the largest soricid settlement in the region. It is an ancient town, and was the capital of the old soricid region called Morava (which preceded Silesia by several thousand years). Myslowava is the only soricid settlement of any size in Silesia, and therefore it is the central location for soricid religious, commercial, and cultural activities. As they are quite isolated being deep inside bilwis-controlled lands, they welcome travelers from the "outside", no matter the race. They have good relations with the neighboring bilwis, but it is an uneasy peace.
**Nysa (Large Town, 3,800):** Nysa is a large town to the east of Klod. It serves as the chief religious center of the bilwis, with elaborate wooden temples to each of their deities. Nysa has many clerics and druids (the holiest grove in Silesia is nearby), and most bilwis who enter an adventuring career come from this town (bilwis clerics and druids are the chroniclers of history for the race, and thus travel about a great deal).
**Oswie (Small Town, 1,600):** This small town means "heart of darkness" in the language of the bilwis, and it is an apt description. Oswie lies to the southwest of Tarnow, along a rarely-traveled path through progressively evil woodlands. It is a settlement dominated by necromancers and priests of evil gods; a true seat of vile magic. Naturally, almost no one visits this place on purpose, although the bilwis are fond of leading folks to Oswie that they want to "disappear".
**Tarnow (Large Town, 4,100):** Tarnow is the largest settlement in eastern Silesia, and it sits along the border with Galicia (where the forest meets the plains). Tarnow is therefore a very important town for the bilwis, acting as a trading center with poludnica and human merchants. Tarnow is a distributor of goods, and produces little on its own. Oddly, they control a nearby mine (which the bilwis do not work) of silver. Tarnow, like most bilwis settlements, is a center of magic. Here they produce most of Silesia's mass-produced magical weapons, but the bilwis only sell the most basic of models, and they are not cheap.

## Taki

**Capital:** Corlu
**Population:** 1,000,000 (humans 70%, soricids 10%, telchines 10%, phaeton 6%, bariaur 1%, elemental nymphs 1%, minotaurs 1% & satyrs 1%)
**Government:** Democracy
**Religions:** Aphrodite, Apollo, Artemis, Boreas, Cabiri, Cybele, Dionysus, Hecataeus, Hera, Herakles, Hermes, Hieronymous, Kavalla, Pan, & Zalmoxis
**Imports:** Spices, silk, papyrus
**Exports:** Gold, fruit, wine, grain, cattle, horses
Taki is a great region north and east of Oros that is covered in fertile plains, forests, and hills. It was the last province to be included in the Empire of Nisan, and ultimately became its richest. Taki is now the "heart" of Nisoi, containing it's most forward-looking and advanced cities, even as it sits on the northern edge of the Nisani region. Culturally and economically Taki is among the greatest regions in the entire world.

**Important Sites**
**Abdera (Metropolis, 125,000):** Abdera is a thriving port in western Taki, and is the largest city in that region. Even though it is the largest city in Nisoi, it is not a capital, though it wields great influence nonetheless. The city was founded by Herakles and made much of its ancient fortune from its excellent vineyards. In fact, its wines (actually from a neighboring village to the east called Maronea) are considered to be the finest in all the world. Abdera has an outstanding and famous school of philosophy, the Protagorea, and two huge temples to Herakles (the center of his worship in Phydea) and Kavalla (nymph of dolphins). Outside of the city, to the north, is a wild plain infamous for its flesh-eating horses.
**Aegospotami (Small Town, 1,000):** This small town on the tip of the long Cardian Peninsula is home to water elemental nymphs. The elemental nymphs have a large school of sorcery here, focusing on water magic.
**Bizye (Large City, 19,900):** This city is the most important port city in eastern Taki, lying on the northern border with Moesia. Bizye is a major trading point for Alban ships bringing goods to Nisoi, and it is the termination point for the Nisoian portion of the great Imperial Road, which goes all the way to Larissa

in Tessa (though the road actually goes uninterrupted all the way to Alba). The greatest temple in the city is dedicated to two goddesses, Procne and Philomela (the goddesses of nightingales and swallows).

**Caeni (Small City, 10,700):** Caeni is an important port on the eastern coast of Taki, and is Corlu's largest trading partner. Caeni produces little on its own, mostly fish products, but it has been made quite wealthy due to its relationship with Corlu. The city has a very large temple to Poseidon.

**Cardia (Small City, 11,800):** Cardia is a city under construction, as it burned down completely only 3 years ago. It has not regained its importance as a fishing center, at least not yet, and the only thing left standing in the city was the great temple to Herakles. Two other important temples are being rebuilt; one to Hecataeus (god of tyrrany and dominance) and one to Hieronymous (god of history and scribes).

**Corlu (Metropolis, 97,000):** Corlu is the capital city of Taki, and generally considered to be the most culturally advanced city in all of Nisoi. It sits near the center of Taki, in a hilly region of vineyards and pastures. Corlu is not much of an economic power. Rather, its power lies in its culture; it has more colleges than any other Nisoian city, and has one of the largest universities to be found anywhere in the world. Corlu is also a center of magic and the study of sorcery, and is a major destination for magic-users and adventurers in general. Finally, Corlu is a great religious center as well, featuring temples to almost all Nisoian and Alban deities; the largest single temple is to the Alban god Zalmoxis. It is in many ways a melting pot of Nisoian and Alban culture.

**Perinthus (Small City, 5,050):** Perinthus is yet another city in Taki founded by Herakles, and it sits on the southern coast of Taki just south of Corlu. Perinthus is an "apartment" city, with multi-storied buildings lined up between high bluffs and the coast below. It has a small port, and its income comes almost exclusively from fishing. The two great temples in the city belong to Herakles and Hera.

**Philippi (Large City, 17,000):** Philippi sits in a fertile plain and backed by mountains rich in gold. The city is famed for its fruit and wine. It has a large number of fine temples, dedicated to Apollo, Artemis, Cybele, Dionysus and Pan. Philippi is an important trading center on the main road between Taki and Oros, and is a popular stopping place for adventurers and merchants.

**Polytobria (Large City, 15,400):** This city is an important port on the southern coast of Taki. It has extensive fisheries, its major source of income, but also serves as a major destination for grain, fruit and wine coming from the northern farm country. Polytobria is a center for the worship of Hermes. Militarily the town is of great importance as well, as it is the primary training center and barracks for peltasts (special types of javelin-throwers) in Nisoi.

**Sestus (Large Town, 2,500):** Sestus is a town sitting on the eastern coast of the Cardian Peninsula in southern Taki. The town used to be an important port, but was surpassed by Cardia some decades ago. Since Cardia's demise, business has picked up, and Sestus hopes to regain some of its former glory. Sestus is a well-fortified town, especially for its size, and it houses a rather sizable navy. The chief temple in Sestus is dedicated to Aphrodite.

**Seuthopolis (Small City, 8,300):** This small city is home to several cults of fire worship, including Cabiri, and that god's greatest temple is in this city. There's also a temple to Dionysus. The nearby burial ground of Kazanluk is the final resting place for Taki's kings and select rulers.

**Tunca (Large City, 16,000):** Tunca is a large city in western Taki, near its border with Xanthippe. It is the predominant cattle center in Taki, and its income is almost entirely based on the trade in that animal and its products. Tunca is also the primary mustering center for Taki's famous calvary. The temple to Boreas is the largest south of Alba proper, and the temple to Aristaos is one of the greatest in Nisoi. There are several other temples to various Nisoian and Alban deities.

## Tanis

**Capital:** Tanis
**Population:** 3,000,000 (humans 90%, others 10%)
**Government:** Empire
**Religions:** Tanisani pantheon, Aphrodite
**Imports:** Wine, grain, luxury items, leather
**Exports:** Linen, cotton, textiles, papyrus, sugar, precious stones, onions, grain

Tanis is an ancient land located to the southeast of Minos, east of Kyrena, north of Addis, and makes up about 1/3 of the entire area of Archaea. Tanis' population lives mostly along the river Tanis, which spans the territory from north to south. The rest of the region is made up largely of desert and inhabited by nomadic tribes. Tanis is one of the oldest civilizations in all of Macea, and at one time it controlled areas as far away as Tessa in Nisoi. Its glory days of empire have long since past it by, but it is still a powerful state, rivaled only by Mantova in its influence in this part of the world. Tanis has a long tradition of scientific achievement, particularly in engineering, and it has many colleges of sorcery and monasteries as well. It also has a large number of adventurers, both local and foreign-born, and welcomes travelers with open arms. The only deterrant to visiting Tanis is its state of almost constant warfare with its neighbors. Even though these conflicts rarely go beyond the level of skirmishes, adventurers often find themselves caught up in them, either through coercion or outright conscription.

**Important Sites**

**Antenon (Small City, 6,800):** This small city lies in the heart of Tanis, to the south of Oxyrhynchos along the Tanis River. There are two important temples here to Bes and Hathor. The city's claim to fame however is its sugarcane industry, which is the largest producer of cane sugar in Tanis. This has brought the small city immense wealth and notoriety, and although it is a popular stop for adventurers, it is rather expensive.

**Arsinoe Shedet (Large Town, 4,300):** Arsinoe Shedet is a large oasis town to the southwest of Memphis, several miles to the west of the Tanis River. This town is built around the vast, swampy temple complex to the crocodile god Sebek. Arsinoe Shedet has several small monasteries, most of which are scholarly in nature. It is the biggest producer of papyrus in all of Tanis (and thus the world).

**Berenice (Small City, 11,000):** This small city lies in east-

ern Tanis, along the coast of the great White Lake. Berenice is Tanis' principle port on this lake, and many goods from Araba and Addis come through this port en route to the rest of Tanis. The city produces a large amount of grain, the staple of its economy, but also exports elephants (and related goods) and a tremendous amount of emeralds and other precious stones. Berenice has three large temples, to Khnem, Serapis and Isis. It welcomes travelers.

**Memphis (Metropolis, 138,000):** Memphis is the second-largest city in Tanis, and the principle port city on the Tanis River. It is located to the south of Naucratis, where the river spills into the vast swampy delta. Memphis is the great religious capital of Tanis, featuring major temples to all of Tanis' deities (and the headquarters of almost all the Tanisani clergy). The largest and most important temples are dedicated to Aphrodite, Osiris, Ptah and Serapis. The city is ornately designed and surrounded by the Great Pyramids, seven huge structures made of giant stone blocks. Naturally, it is a huge tourist draw, and the city welcomes visitors.

**Naucratis (Large City, 16,400):** This large city lies to the southeast of Tanis, along the banks of the Tanis River. Naucratis is a city built around the linen industry and cotton cultivation, two of Tanis' most lucrative products. Also, much of Tanis' papyrus production is centered here, with miles upon miles of the reeds stretching out in the wetlands around the city. Naucratis is a commercial city with little else to offer, although it welcomes travelers.

**Oxyrhynchos (Small Town, 1,100):** This small town is built around a shrine-pool to the god of fish, Oxyrhynchos. There is also a large temple to Serapis here. The city is mostly known for its religious aspects, although there are a significant number of cultural interests here as well, such as race tracks, a theater, baths, a school of poetry and rhetoric, and others.

**Pelusium (Large City, 22,600):** Pelusium is a large city located in northeast Tanis, along the border with Araba. This city is primarily a military garrison and fortress, but it also sits in the prime flax-producing region of Tanis, making it immensely important commercially as well. The god Pelusius (protector of children and those who drown) is the chief deity worshiped here, along with Isis and Ammon. Onions are also grown here on a massive scale, largely due to an ancient belief that they are sacred to Pelusius. This has given birth to the rather humorous anecdote put forth by visitors, that the "real" religion of the city was flatulence. Nevertheless, it is a very important city that welcomes visitors.

**Psio (Small City, 8,000):** Psio is a small city located in southern Tanis, along the shores of the Tanis River. It is a notable center of scientific and artistic learning, having a university second in size only to the one in Tanis itself (in the territory of Tanis, that is). Due to its position and environment, it has one of the greatest schools of astronomy in the world. The city also has an important temple to Isis. It welcomes adventurers.

**Tabennisi (Village, 825):** This village lies to the south of Tentyra, on an island in the Tanis River. This village is notable as being the site of the world's first monastery. This monastery is home to several hundred fighting monks, of several different disciplines. Few folks visit the monastery, excepting monks, but this village is very accomodating to travelers (if a bit spartan).

**Tanis (Metropolis, 560,000):** Tanis is a huge metropolis, one of the world's largest, sitting in northern Tanis to the east of Apollonia. Tanis is the crown jewel of the empire of the same name, and it has long been a leader in scientific and cultural achievements. It has a huge harbor and immense fortifications that help shelter one of the largest fleets of merchant ships and warships in the world. Three of the most famous structures in the world are located in this city; the Great Lighthouse, the Imperial Library & the Museum. The Museum is actually more of a university than a storehouse of history, although it also serves that purpose. Both the Library and Museum hold items from all over Phydea and Archaea, though naturally items from Tanis are dominant. There are many great temples in Tanis (mostly of Tanisani, Addisani, and Nisani deities), but the largest is dedicated to Serapis, the chief deity of the city. The city has dozens of smaller colleges, monasteries, and schools of philosophy as well. Tanis is tremendously rich, largely due to its great port and position as the terminus of the great River Tanis. It produces a tremendous amount of finely-crafted goods and other finished products. Tanis welcomes travelers and adventurers, and the city is pretty safe, but warfare in the region still makes it a dicey place to visit.

**Tentyra (Small City, 7,500):** This small city is built around a great temple to Hathor. It sits in southern Tanis, along the banks of the Tanis River. The city has a long-standing feud with the faithful of the god Sebek (god of crocodiles), and this has brought it into conflict with Arsinoe Shedet. Though they are separated by many miles, a shadow war exists between the two, with terrorist attacks common in both settlements.

**Thebes (Metropolis, 36,500):** This metropolis is the largest city in southern Tanis, and the principle gateway from Tanis to Addis proper. Thebes is a thriving commercial center known for its secular nature and distrust of magic. There is only one temple here, to the ancient Tanisani goddess Hathor, and magic of all forms is forbidden from being used while in the confines of the city. The city has a famous statue of Hathor given to them by a king of Addis, and this statue "sings" when wind passes by it (it produes a flute-like sound). There are more than a dozen monasteries here, most of which feature fighting monks. Thebes welcomes visitors, but the rule of law is taken very seriously here.

## Tessa

**Capital:** Larissa
**Population:** 222,500 (humans 80%, phaeton 10%, bariaur 5%, other 5%)
**Government:** Province (under control of Oros)
**Religions:** Apollo, Hecate, Larissa, Herakles, Dionysus & Artemis
**Imports:** Luxury items, tools & weapons
**Exports:** Grain, cattle, horses, pottery

Tessa is the southern-most region of mainland Nisoi, and is one of the oldest inhabited areas in Phydea. Though it is nominally an independent state, in reality it is still a province of the abbreviated Empire of Nisan, along with Oros. Tessa has a rich history but little else. Politically it is rather impotent. Its military forces serve under the imperial banner, and Tessa's city-states have little representaton in the imperial capital of Pella. What

Tessa lacks in power it has gained in cultural importance; it is now a major tourist destination due to its natural beauty and as host of the Olympic Games, the largest competitive contest in all of Phydea.

**Important Sites**

**Demetrias (Large City, 19,250):** Demetrias is Tessa's primary port city, and is thus of immense importance not only to Tessa but every other state and city that receives exports from this nation. Its harbor is one of the most heavily fortified harbors in Phydea, rivalling cities many times its size in strength. The merchant guilds hold the keys to power in Demetrias however, not Pella or the military, and Demetrias is a popular city with adventurers due to its open nature. There are large temples to Apollo and Artemis.

**Iolcus (Small City, 6,000):** Iolcus is a small port just a few miles east of Pherae. The city is famous for its annual festival for the goddess Artemis. It is also home to a very famous adventuring company, now retired, called the Argonauts. The presence of that famous organization have made Iolcus a sort of "adventuring mecca", and the city caters heavily to its unusually large population of adventurers and travelers.

**Lamia (Small Town, 920):** Lamia is an accursed place, filled with vile creatures (particularly the ones of its namesake). Long ago it was an important human port, indeed as the southern-most settlement in Tessa it is the oldest town in Nisoi. Over the centuries it fell to forces of evil and decay, and today it is ruled by a pride of Lamia.

**Larissa (Metropolis, 34,000):** Located far inland along the river of the same name, Larissa is the largest city in Tessa and its capital. Larissa sits right in the center of the Peneus, and even though it is a capital city and has all that distinctions would entail, it still is primarily an agricultural hub. Larissa gets its name from the nymph Larissa, who has a great temple in the town center. Larissa is also famed for the phenomenon of "heraclids"; children born with great beauty and strength, supposedly due to being favored by Herakles himself. Almost every year a child is born as a heraclid, and they are cause for great celebration in the city. Larissa is also home to the famous physician Hippocrates, and the School of Medicine in Larissa is one of the largest and most advanced in Phydea.

**Meteora (Small Town, 1,000):** Meteora is a small town built around a rather large monastery in western Tessa. The monks from Meteora are reknown as tough martal artists and often walk away with honors at the various Games, including the Olympic Games. Meteora is also one of the few monasteries to accept initiates of most any race, making the town's population an interesting mix.

**Olympus (Village, 650):** The village of Olympus sits at the foot of the mountain of the same name, and is little more than a collection of dozens of shrines (and a temple to the Pantheon as a whole) stuck together with a small market and a few dwellings. Just outside of the village owever sits the sprawling sporting complex that hosts the Olympic Games every four years. The village basically exists only because of that event, and everyone who lives there is in one way or another involved with keeping the site of the Games in good order. Scaling the mountain is officially forbidden, and common sense should keep the curious at bay. The top of Olympus does indeed contain a gate to the plane of Olympus, and the gods generally don't approve of mortals stumbling into their lair. The lower reaches of the mountain are patrolled by bariaur, the middle reaches by phaethon. There is little reason to visit the village of Olympus (outside of the Games, of course), and most only come there as a place to rest when traveling north into Oros. On occasion the gods come into town inconspicuously to mingle and relax among mankind. This fact has made Olympus a strong contender for being the most hospitable and kind settlement in all Phydea.

**Pherae (Large City, 12,400):** Another important port city in Tessa, Pherae is much more restricted by the imperial powers in Pella than Demetrias, and that has doomed the city into being little more than a bureaucratic and militaristic backwater. Pherae was the original capital of Tessa before it moved on to Larissa, and it still holds a great many very ancient buildings from that period. The wonderous Hypereia, a giant fountain in the shape of a crouching lion, sits on a high crag overlooking the city and is a major tourist draw. Pherae is a center for the worship of Hecate in Nisoi, and there is a grand temple to that goddess in the center of the city. There are also important temples to Artemis and Dionysus.

## Trypillia

**Capital:** Trypillia
**Population:** 224,000 (humans 65%, centaurs 15%, poludnica 14%, soricids 5%, misc. sylvan 1%)
**Government:** Empire
**Religions:** Trypillian pantheon, Apollo, Zeus
**Imports:** Luxury items, weapons, wine, gold, silver, bronze
**Exports:** Pottery, furniture, grain, wine, weapons, salted fish
**Alignment:** NG, LG, LN

This territory borders Alba to the northeast, and sits between Alba and the wide open steppes of Scythia. Trypillia is in an area called the "green" steppes, as the low, rolling hills stretch out for miles like a lush green carpet. These more fertile steppes are also dotted with forests of varying sizes. The inhabitants of Trypillia are mostly humans, although there is a sizable population of centaurs as well (and poludnica in the north and west). The centaurs are mobile, as they are in all lands, but the Trypillian humans are mostly sedentary. Human Trypillian culture is focused on raising livestock and small-scale farming. The chief manufactured products of the region are pottery of astounding beauty and quality, and woodcrafts (particularly furniture). Soricids are found here as well, and they are called the Zemlery. These soricids are geared more towards life on the plains than in thick forests, and in general they have the same nomadic existence as most of the other races here. The human culture has a peculiar tradition; every 20 years or so, they burn their villages to the ground, move on, and start over. The reason for this is an odd religious practice that ties the souls of their ancestors to the village in which they died. Thus by burning the village they release their souls to the netherworld. There are some exceptions to this practice. The Trypillian religious centers (and a couple others), which are listed here, are permanent and are the real centers of the Trypillian Kingdom.

**Important Sites**

**Bilchezolote (Small City, 5,100):** This small city is located in far western Trypillia, and is an important religious and commercial center adjacent to Galicia. Bilchezolote is connected via road with Sighetu (in Barca), but has a much more guarded relationship with that empire than the Galicians do. Because of this situation, it is the center of worship for their deity Yarovit, god of victory. There are many soldiers here, but there has yet to be war between this city and any others (at least, not for many, many years). The town pushes adventurers through, but does not prevent them from entering; it is simply not friendly to travelers.

**Khalepie (Large Town, 3,500):** Khalepie is a large town, sitting south of the city of Trypillia (far upstream from Olbia). The town is a unique fixture in the empire of Trypillia, being the only permanent settlement that is not a major religious center. Khalepie instead is a cultural center, the largest cultural center of the empire. Trypillian religious beliefs make their religious communites rather austere and without excitement. Khalepie, by contrast, is a virtual ancient Las Vegas, where music, alcohol, dancing, gambling and other games are the rule 24 hours a day. Many travelers come to Khalepie for this very reason, as do scores of Trypillian youth, who are often sent here as a reward for completing their rites of passage into adulthood.

**Luka (Small Town, 1,200):** This town in central Trypillia sits far upstream from Tyras. It houses an important temple to Chors (the sun god). Luka is part of western Trypillia, which is somewhat independent from the rest of the Empire, and given much leeway in running their affairs. Luka is the easternmost of those settlements, and thus acts as a political force between the two. Luka is connected by road with the western settlements (and trails run northeast to Trypilla), and these roads connect it directly with Suceava in northern Alba. Luka is an important producer of grain.

**Olbia (Large City, 12,800):** This large port is located to the northeast of Tyras, sitting along the frontier with Scythia. Olbia is not quite as large as Tyras, but it is in many ways even more important. Olbia is the chief port for the western Scythians as well, and a huge amount of their goods filter through it every year. This symbiotic relationship has led to a perpetual peace between Olbia and neighboring Scythian tribes, something other Trypillian (and Scythian) settlements do not enjoy. As is the Trypillian custom, there are many shrines in this city. There are also two temples to Nisani deities, Apollo and Zeus, and the Nisani community here is one of the most distant in Phydea. Olbia is a wealthy community, trading large amounts of grain, wine, weapons (mostly Scythian bows and spears) and salted fish. Depite all this wealth and commerce, Olbia is rather notorious as a cultural backwater. There is a small ampitheater, but nothing like a thriving arts culture. Olbia welcomes travelers and adventurers, but the neighboring Scythians respond much more coldly to such folks.

**Tomashia (Small City, 9,000):** Tomashia is a small city, sitting upriver from Olbia along the eastern border with Scythia. Unlike Olbia however, the relations with the local Scythian tribes here is anything but cordial. Tomashia is a magnificent religious center, and is the burial ground for Trypillia's kings. There are dozens of small (50ft. high) pyramids in this area (burial tombs for the kings), painted in the striking red & white style that is the symbol of this culture. Tomashia is basically a commercial and religious center based around the "cult" of these kings. Adventurers are welcome here, but won't have much luck going anywhere, as the neighboring Scythians do not allow people to pass through their lands.

**Trypillia (Large City, 18,000):** Trypillia is the capital of the Trypillian Empire, and is also the empire's northernmost permanent settlement, sitting upstream from Olbia and Khalepie). Trypillia is the main religious and commercial center for the empire, hosting three large market areas and temples to all Trypillian deities. Trypillia borders on Scythia and Galicia, and is a major commercial center for all three cultures. The Scythian tribes here are friendly, as are the poludnica from Galicia, and this settlement has a sizable population of sylvan creatures as well. Trypillia is a center for the empire's famous pottery production, eclipsed only by Zavaneta. The city welcomes travelers. The city, like all permanent Trypillian settlements, has elevated houses of wood (on raised stilts). The temples here, unlike those elsewhere in the empire, are made of rough white granite and topped by elaborately-decorated copper domes. On the inside, they are filled with fantastic wooden furnishings and accents, all leading up to altars made of gold.

**Tyras (Large City, 14,000):** This large city is the southernmost city in Trypillia, and is its largest port. Tyras lies to the northeast of Istros. It is here that most of the major goods produced in the interior are distributed abroad. Trypillian pottery is prized as far afield as Mantova, and their furniture is popular in Nisoi and Alba. Tyras, along with the other port to the north (Olbia), are the most cosmopolitan Trypillian cities. Both have a sizable Albani and Nisani presence, and there are many shrines here to deities of all three faiths. Tyras sees a large number of adventurers, due to its location, and the city welcomes them with open arms.

**Volodyras (Small Town, 1,000):** Volodyras is a small town just south of Tomashia. This town is important as a trading post between the neighboring Scythian tribe, which is much less hostile than the one across from Tomashia. This town, like all the permanent ones, is a religious center. Mokosh, the main goddess of the Trypillians, is the chief deity worshiped here; her cult is based around a large temple in the center of town. Volodyras is also a fairly big producer of wine.

**Zavaneta (Small City, 9,900):** This city, to the west of Luka, is the site of Trypillia's largest clay mines. It is also home to the chief temple of the goddess Mokosh, the chief deity in the Trypillian pantheon. Zavaneta is the main export center for Trypillian pottery going south into Alba (through Suceava), and this has made it a very wealthy city indeed. Zavaneta is also a major importer from Alba, bringing in mostly manufactured goods (particularly bronze weaponry and cooking equipment), wine and other luxuries from the south. Zavaneta has large populations of Alban humans, sylvan creatures and poludnica. It is very accommodating towards adventurers. Zavaneta is considered the regional capital of the western Trypillian Empire.

## Xanthippe

**Capital:** Xanthi
**Population:** 200,000 (soricids 95%, satyrs 3%, misc. sylvan 2%)
**Government:** Theocracy
**Religions:** Asclepius, Soricid pantheon

**Imports:** Weapons, metal goods, grain
**Exports:** Wood crafts, herbs, potions
Xanthippe is the spirtual and cultural home to the soricid race. All soricid tribes in Phydea, even those thousands of miles away, revere this land as the ancestral home to their race. Many come every year to the capital, Xanthip, as a rite of pilgrimage. Most of Xanthippe is closed to outsiders however, and only soricids may travel the territory at-will. Humans and others are restricted to a few border towns, and it is there that extensive trade takes place. The territory of Xanthippe is nearly entirely covered in forests of varying types, with mountains cutting across its length. It is wild but beautiful.

**Important Sites**
**Beroe (Small City, 6,000):** Beroe is a military center for the soricid, being the chief barracks for their eastern forces and the major training center for the entire region. Oetosyrus is the chief deity worshiped here.
**Pulpudeva (Large Town, 3,500):** This town in southern Xanthippe is the largest of the "free" settlements in the territory. Pulpudeva is a sanctuary that has been cut off, excommunicated, from the Cineri. Its population is thus mostly made up of outcasts, including thieves and outlaws, as well as others who simply renounce the authority of the official church in Xanthi. Pulpudeva has its own military force, its own shrines (including one temple to Xanthippe), and conducts trade with Nisoian settlements, largely unmolested. Harrassment from agents of Xanthi is continuous but minor, and the population here is very cautious.
**Serdica (Large Town, 4,000):** Serdica is the largest soricid settlement in western Xanthippe. It is somewhat more relaxed that Xanthi, and is more tolerant of outsiders wandering in from the west. It is home to Xanthippe's western military forces, which are sizeable. Serdica is tolerant, even welcoming, of spellcasters and rangers of all races. Indeed, their military employs several human soldiers and rangers as advisors and trainers. It has a human shrine to Asclepius, in addition to shrines for the soricid pantheon.
**Xanthi (Metropolis, 77,000):** Xanthi is the capital city of the territory of Xanthippe, and is by far the largest soricid settlement in the world. The idea of so many of these creatures living in one place is mind-boggling, as they enjoy their space and live among trees, and indeed the footprint of this city is astoundingly large. Xanthi is the seat of the great temple to Xanthippe, chief goddess of the soricid, and her clergy, the Cineri. The Cineri rule Xanthi as a theocracy. Everything in this city is ruled by the priestesses. Males in the city are in effect second-class citizens, as the matriarchal instincts of all soricid are oppressive here. Xanthi houses great temples to all the deities in the soricid pantheon, but only one human deity, Asclepius, is worshiped openly here. The city has many notable structures, including the towering Temple of Xanthippe, which is constructed out of 27 magically enchanted and shaped giant oak trees. There are also many of the luxuries associated with human cities, such as baths, a stadium, a colosseum, and a university.

## Lost Lands & Distant Locales

The following lands and locales are also available for adventuring:

### Acadine

This small island far to the south of Mantova is home to a permanent pool to the elemental plane of water, which bubbles constantly like a gentle fountain, sending a pure stream into the sea below. A small temple of healing sits near the pool, and there is a very small sect of water elemental nymph monks living opposite the temple (which is run by human priests). The island is often used by sailors who need healing and fresh water, though this island is far to the west of all usual trading routes.

### Booyan

A cursed island north of Manta and to the west of Pohjola. Booyan was once home to a great temple of healing for the Pohjolani, and was the burial place for their dead kings, queens, and other nobles. Not long ago a great darkness came upon the island, slaying those who lived there and bringing the dead back to life. Now it is overrun, led by undead sorcerers of unspeakable foulness and power. Though many have gone there to investigate, none have returned.

### Canarii

This is a cluster of 4 main islands surrounded by dozens of small ones, sitting off the western coast of Kyrena. They are visible from the top of Atlas Mountain. The islands of Canarii are populated only by soricids and other sylvan creatures, but that is not what they're famous for. Canarii is almost entirely forested and these forests are filled with innumerable snakes and birds. Small elephants are also found here, favored as mounts by the soricid. The canary (which gets its name from these islands) is particularly sought-after, and there is a brisk trade in rare birds. The soricids control all this trade, and demand steep fees.

### Dartmor

Dartmor is an archipelago of a dozen islands of varying sizes located to the northwest of Mantova in the Atl Ocean. Dartmor is a damp and chilly land, populated by fierce tribes of humans who build magnificent monuments and structures out of huge blocks of stone. It has a very limited contact with Mantova and Noricum due to the distance, and also because of the discovery of tin (Dartmor's major export) in Noricum. The seas around Dartmor are some of the worst in the world, a fact that has made casual travel there almost unheard of. Dartmor is a very magical place, and one of its islands is said to be home to the Faerie Court.

### Laahti

Laahti is a cold, heavily forested land lying to the north of Trypillia, on the far side of Mantis. Before the Mantis crept in and separated it from other Phydean civilizations, Laahti was an important, if infrequent, trading partner of Trypillia and Alba. The chief exports were amber, furs, and musk perfumes, and the region was a place of pilgrimage for aspiring shamans. The Mantis' western advance cut it off from the rest of the world however, and since then it has been engaged in the daily battle for survival that has taken hold of all nations now in the

midst of the Green Terror. Laahti is still home to many humans and soricids (Paastainen), as well as sylvani. Adventurers still make their way from Trypillia to Laahti, especially those seeking to learn advanced shamanism, a discipline that originated in Laahti. Apart from that trickle of visitors however, this land remains removed form the rest of Phydean civilization.

## Manta

An endless sea of green. Trees taller than three times their normal size. Entire forests of huge mushrooms and luminescent fungi. Fetid swamps with corrosive waters... these are but a few of the dangers to be found in the region called Manta. Manta was not always such a dangerous place however. The region beyond the Sarmati mountains used to house numerous kingdoms and empires, and civilizations rivaling those of the west. The region of Manta was created by a diabolical magic fungus, which itself was created by the Gedrosians as a form of biological warfare. It spread rapidly, like a plague affecting the very land, and within 20 years it had smothered all of the kingdoms east of the Sarmati range. Manta is a word that means "green" in the Nisani tongue, and it was given this nickname long before it gained its current connotation as a land of green horrors. Manta, or more specifically the kingdom of Gedrosia, was the source of the famed Mantan Copper, a quality copper with a naturally green-tint. The land now called Manta has several characteristics that more or less apply to the whole of the territory:

1. Mass awakening of animal and plant-life, including all forms of life; even grass, weeds, worms, lichen... everything.
2. Corruption of all life-forms. General patterns of behavior can change drastically, with wildcats being timid and small birds massing for swarm attacks. Very bizarre stuff. This one factor is the largest contributor to Manta-related deaths, because nothing is as it should be.
3. Drastic size increases in life-forms. For some reason this seems to affect insects and plants far more than other creatures. Indeed, giant insects and huge plants are probably the most fear-inducing of all Manta phenomenon. Many of these creatures have somehow made it across the mountains and into the west, even the plants, and this has caused great concern.
4. Oozes. The number of oozes and slimes created in Manta is staggering, and these creatures are also reaching epidemic levels in some areas near the border along the Sarmati Mountains.
5. Drastic changes in local environment. Vast sections of the steppe on the eastern side of the Sarmati range from Scythia have turned into swamp, seemingly for no other reason than the general chaotic nature of Manta. There have also been reports of a large forest east of Arachosia that has been completely transformed into a fungus forest, with huge mushrooms that feed off direct sunlight creating a giant canopy for a hundred miles or more.

## Pucinum

Pucinum is a small volcanic island located south of Mantova, about 50 miles north of Acadine. It houses a small community of Mantovani humans, almost all of whom are engaged in viticulture. The wine produced here is the most highly prized wine in Mantova (some would say only because the distance involved in obtaining it is so great). The village welcomes travelers, though it sees few of them apart from the yearly arrival of wine merchants.

## Taprobane

Taprobane is a large island located far to the east of Araba, and only that region (among those of the West) has any contact with Taprobane. The Taprobani are a proud people, isolated from their northern neighbors by the encroachment of Manta many years ago. The Southern Ocean lies to the east and south of Taprobane, and is calm for about half the year (spring and early summer), but spawns vicious cyclones in late summer and autumn. Taprobane is a rich land, with gold in abundance, as well as ample fruits, spices and other delicacies. It is famous for its tigers and elephants, which are some of the largest in the world.

## Tartessos

Tartessos is a large island located to the southwest of Mantova, far out in the Western Ocean. At one time, this island was one of the most powerful maritime city-states in the world, having exclusive trading rights with Dartmor, and engaging in active trade with Mantova, the states of northern Archaea, Nisoi and Laahti. Tartessos was blessed with many natural resources including ivory, spices, copper, timber, gold, gems (rubies, sapphires and emeralds) and the precious metal called orichalcum.

For centuries Tartessos was fabulously wealthy and extraordinarily powerful, populated by humans, elemental nymphs and telchines; all of whom had a fondness for sorcery and technology. It was this fondness for technology that finally brought the ruin of the island. The great volcano the Tartessans had been using as a power source finally exploded, causing the destruction of the island. Some of the people on the extreme western and eastern ends of the island were spared and able to escape, with most of them scattering to various locales in Nisoi, Mantova, and Archaea. A very few remained on Tartessos, where it is rumored they are trying to rebuild the shattered city.

The distance to Tartessos is unnerving and a major obstacle to adventurers seeking to go there. The large ocean-worthy Tartessan ships no longer exist, and smaller craft is in very real danger of being destroyed on the rough seas. Because of this, very few people ever attempt to travel there, and those who do rely quite heavily on magic. It is rumored however, that magic no longer works on the island itself.

## The Isles of the Shattered Sea

There are literally thousands of islands located across the Shattered Sea, an area that covers the waters from Tartessos all the way east to Asia, in between the continents of Macea and Archaea. Many of them are inhabited, but few of them are of any consequence; in fact, most are small rocky outposts housing traders, bandits and commonfolk.

Many of the adversaries that heroes face are not human at all, but various sorts of creatures. A “creature” is simply a way of referring to a character that isn’t necessarily human (or even alive, sometimes). Creatures come in many different types,

# Appendix: Bestiary

and range from harmless animals to titanic monsters. Each creature in this chapter is given in the same general format, and includes the following information:

## Size

While heroes come in all sizes and shapes, most are generally within the human norms of size, between four and eight feet tall or so (medium sized). Creatures, however, can vary greatly in size, from as small as mice to as large as dinosaurs. A creature's size affects certain traits. Modifications for size are shown on the Size table.

## Combat Modifier

Larger creatures are easier to notice and hit relative to smaller ones, while smaller creatures are harder to notice and hit. Apply the combat modifier for the creature's size to its attack rolls and Defense. These modifiers cancel out for creatures of the same size, who attack and defend normally against each other.

## Grapple Modifier

Larger creatures have an advantage in trying to grapple smaller opponents. In addition to the modifier to grapple checks, a larger creature can grapple more opponents of a smaller size: double the number of opponents the creature can grapple at once per size category the attacker is larger than the defenders. So a medium attacker can grapple one medium opponent, two small opponents (one under each arm, for example), four tiny opponents, and so forth.

## Stealth Modifier

Larger creatures have a harder time sneaking around, while smaller creatures have an easier time remaining unseen and unheard. Apply this modifier to Stealth checks made at this size.

## Toughness Modifier

Larger creatures are tougher than smaller creatures with the same Constitution. Apply the Toughness modifier for the creature's size category to its Toughness saving throws.

## Reach

A normal (medium-sized) creature has a 5 ft. reach, which means the creature can make a melee attack at any target up to 5 ft. away. Larger and smaller creatures have a longer or shorter reach, as shown on the Size table.

## Space

A normal (medium-sized) creature is assumed to occupy a roughly 5-ft.- by-5-ft. space. Larger and smaller creatures occupy more or less space, as shown on the Size table.

## Carrying Capacity

Larger creatures can lift and carry more, while smaller creatures can lift and carry less. Larger creatures gain an increase in effective Strength for carrying capacity: +5 points (a doubling in capacity) per size category. Smaller creatures' carrying capacities are multiplied by the value in this column. So a tiny creature with Strength +0 has a heavy load of (100 x 1/2) or 50 lbs.

## Level

Creatures have levels much like heroes and other characters do. However, most creatures do not have roles or, more precisely, "creature" is their role in the story. Creature level can be treated much like role level in most ways, and is used to determine many of the creature's capabilities, just like role level for heroes. A creature's level also serves as a rough guideline of what sort of challenge it should pose to the heroes. Generally, a creature the same level as the heroes should pose a reasonable challenge, while a lower level creature is less of a threat and a higher-level creature is a more serious challenge. A creature more than two levels higher than the heroes may be too great of a challenge at the heroes' present level.

## Role

While most creatures do not have roles (apart from being creatures), some can acquire levels in one of the three heroic roles (spellcaster, expert, warrior) or in the ordinary role. This is particularly the case for intelligent creatures and those able to learn new skills (such as well trained animals like warhorses). Role levels apply to creatures the same way they do to others and creatures gain the usual benefits of the role, including combat and saving throw modifiers, skills, and feats. Some capabilities may be of more or less use to certain creatures, and the Game Master decides which skills or feats, for example, a particular creature may acquire and use.

## Type & Subtype

A creature's type has a significant effect on its capabilities. Type essentially serves as the creature's role. Note that 1st-level creatures with a heroic role determine their combat bonus, saves, skills and feats according to their heroic role alone (as heroes do). Monsters with multiple levels in any given creature type that gain levels in a heroic role do so using the rules for multi-role heroes given in Chapter 1.

## Creature Types

A creature's type defines it, much like a character's role. In fact, a creature's type determines many of its traits in the same as heroes' roles do.

| Size | Comb. Mod. | Grap. Mod. | Steal. Mod. | Tough. Mod. | Height | Weight | Space/ Reach | Carry Capac. |
|---|---|---|---|---|---|---|---|---|
| Colossal | –8 | +16 | –16 | +8 | 64-128 ft. | 250K- 2 mil lbs | 30′/15′ | x16 |
| Gargantuan | –4 | +12 | –12 | +6 | 32-64 ft. | 32K –250K lbs. | 20′/15′ | x8 |
| Huge | –2 | +8 | –8 | +4 | 16-32 ft. | 4K –32K lbs. | 15′/10′ | x4 |
| Large | –1 | +4 | –4 | +2 | 8-16 ft. | 500-4,000 lbs. | 10′/10′ | x2 |
| Medium | +0 | +0 | +0 | +0 | 4-8 ft. | 60-500 lbs. | 5′/5′ | x1 |
| Small | +1 | –4 | +4 | –1 | 2 ft.-4 ft. | 8-60 lbs. | 5′/5′ | x3/4 |
| Tiny | +2 | –8 | +8 | –2 | 1-2 ft. | 1-8 lbs. | 2.5′/0′ | x1/2 |
| Diminutive | +4 | –12 | +12 | –4 | 6 in-1 ft. | 0.25-1 lb. | 1′/0′ | x1/4 |
| Fine | +8 | –16 | +16 | –8 | 3 in-6 in. | 0.9-0.1 lb. | 6″/0′ | x1/8 |

## Aberration

An aberration has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three. If your creature concept is too strange to fit into another creature type, it is probably an aberration.

**Features:** An aberration has the following features.
• **Toughness:** Aberrations have a base Toughness equal to their Constitution. This value is modified by their size and armor.
• **Combat:** Base combat bonus of 3/4 their level (as expert).
• **Saves:** Good Will saves.
• **Skills:** Skills equal to (2 + Int, minimum 1), and the same number of skill ranks per additional level.
• **Feats:** Light and Heavy Armor Training, Weapon Training, and one additional feat at 1st level and an additional feat every third level. These feats may be selected from any category.
**Traits:** An aberration possesses the following traits (unless otherwise noted in a creature's entry).
• Darkvision out to 60 feet.
• Training with natural weapons.
• Aberrations eat, sleep, and breathe.
**Advancement:** Aberrations with an Intelligence score of –3 or below advance by gaining more levels in aberration. Aberrations with an Intelligence score of –2 or above advance by character role (usually spellcaster).

## Animal

An animal is a living, nonhuman creature, usually a vertebrate with no supernatural powers and no innate capacity for language or culture.

**Features:** An animal has the following features (unless otherwise noted in a creature's entry).
• **Toughness:** Animals have a base Toughness equal to their Constitution. This value is modi.ed by their size and armor.
• **Combat:** Base combat bonus of 3/4 their level (as expert).
• **Saves:** Good Fortitude and Reflex saves (certain animals have di.erent good saves).
• **Skills:** Skills equal to (2 + Int, minimum 1), and the same number of skill ranks per additional level.
• **Feats:** Animals begin with one feat at 1st level and gain an additional feat every third level. These feats may be selected from the general, warrior and expert categories.
**Traits:** An animal possesses the following traits (unless otherwise noted in a creature's entry).
• Intelligence of –5 or –4 (a creature with an Intelligence score of –3 or higher cannot be an animal).
• Night Vision as a bonus feat.
• Training with natural weapons.
• A non-combative herbivore uses its natural weapons as a secondary attack. Such attacks are made with a –5 penalty on the creature's attack rolls, and the animal receives only 1/2 its Strength as a damage adjustment.
• Animals eat, sleep, and breathe.
**Advancement:** Animals advance by gaining more levels in animal.

## Construct

A construct is an animated object or arti.cially constructed creature. Constructs are built rather than being born or raised from the dead.

**Features:** A construct has the following features.
• **Toughness:** Constructs have a base Toughness of +1, modi.ed by their size and armor.
• **Combat:** Base combat bonus of 3/4 their level (as expert).
• **Saves:** No good saving throws.
• **Skills:** Skills equal to (2 + Int, minimum 1), and the same number of skill ranks per additional level if the construct has an Intelligence score. However, most constructs are mindless and gain no skills.
• **Feats:** Most constructs are mindless and have no feats. Constructs with an Intelligence score begin with Weapon Training and one other feat at 1st level and gain an additional feat every third level. These feats may be selected from the general and warrior categories.
**Traits:** A construct possesses the following traits (unless otherwise noted in a creature's entry).
• No Constitution score.
• Night Vision as a bonus feat.
• Darkvision out to 60 feet.
• Training with natural weapons.
• Immunity to all mind-influencing effects (including Heart Reading, Heart Shaping, and any supernatural powers requiring mental contact).
• Immunity to poison, sleep effects, paralysis, stunning, disease effects, and the Imbue Unlife supernatural power.
• Cannot heal damage on their own, but often can be repaired by exposing them to a certain kind of effect (see the creature's description for details) or through the use of the Imbue Item feat. A construct with the fast healing special quality still

benefits from that quality.
• Not subject to critical hits, non-lethal damage, ability damage, ability drain, fatigue, or exhaustion.
• Immunity to any e.ect requiring a Fortitude save (unless the effect also works on objects, or is harmless).
• Immediately destroyed when reduced to "dying" status on the damage track.
• Since it was never alive, a construct cannot be affected by the Imbue Life power.
• Constructs do not eat, sleep, or breathe.
**Advancement:** Constructs advance by gaining more levels in construct.

## Elemental

An elemental is a being composed of one of the four classical elements: air, earth, fire, or water.

**Features:** An elemental has the following features.
• **Toughness:** Elementals have a base Toughness equal to their Constitution. This value is modified by their size and armor.
• **Combat:** Base combat bonus of 3/4 their level (as expert).
• **Saves:** Good saves depend on the element: Fortitude (earth, water) or Reflex (air, fire).
• **Skills:** Skills equal to (2 + Int, minimum 1) and the same number of skill ranks per additional level.
• **Feats:** Weapon Training and one other feat at 1st level and gain an additional feat every third level. These feats may be selected from any category.
**Traits:** An elemental possesses the following traits (unless otherwise noted in a creature's entry).
• Darkvision out to 60 feet.
• Training with natural weapons.
• Immunity to poison, sleep effects, paralysis, and stunning.
• Not subject to critical hits.
• Unlike most other living creatures, an elemental does not have a dual nature—its soul and body form one unit. When an elemental is slain, no soul is set loose. Supernatural powers that restore souls to their bodies or restore life to the dead (such as Imbue Life) don't work on elementals.
• Elementals do not eat, sleep, or breathe.
**Advancement:** Elementals with an Intelligence score of –2 or below advance by gaining more levels in the elemental type. Elementals with an Intelligence score of –1 or above advance by character role (usually spellcasters).

## Fey

A fey is a creature with supernatural abilities and connections to nature or to a similar force or a magical place. Fey are usually somewhat human-shaped.

**Features:** A fey has the following features.
• **Toughness:** Fey have a base Toughness equal to their Constitution. This value is modified by their size and armor.
• **Combat:** Base combat bonus of 1/2 their level (as spellcaster).
• **Saves:** Good Reflex and Will saves.
• **Skills:** Skills equal to (6 + Int, minimum 1) and the same number of skill ranks per additional level.
• **Feats:** Light and Heavy Armor Training, Weapon Training, and one other feat at 1st level and gain an additional feat every third level. These feats may be selected from any category.
**Traits:** A fey possesses the following traits (unless otherwise noted in a creature's entry).
• Night Vision as a bonus feat.
• Training with natural weapons.
• Fey eat, sleep, and breathe.
**Advancement:** Fey advance by character role.

## Humanoid

A humanoid usually has two arms, two legs, and one head, or a humanlike torso, arms, and a head. Humanoids have few or no supernatural or extraordinary abilities, but most can speak and usually have well-developed societies. They usually are small or medium size, unless they belong to the giant subtype (which is at least large size). Every humanoid creature also has a subtype, based on its race (bardha, daktyloi, human, etc.).
Humanoids with only one level exchange the features of their humanoid level for the features of a heroic role. Humanoids of this sort are presented in this chapter as 1st-level warriors. Humanoids with more than one racial level are the only humanoids that make use of the features of the humanoid type.
**Features:** A humanoid has the following features (unless otherwise noted in a creature's entry).
• **Toughness:** Humanoids have a base Toughness equal to their Constitution. This value is modified by their size and armor.
• **Combat:** Base combat bonus of 3/4 their level (as expert), or by character role.
• **Saves:** Good Reflex saves (usually; a humanoid's good save varies), or by character role.
• **Skills:** Skills equal to (2 + Int, minimum 1), and the same number of skill ranks per additional level, or by character role.
• **Feats:** Light and Heavy Armor Training, Weapon Training, and one other feat at 1st level and gain an additional feat every third level, or by character role. These feats may be selected from any category.
**Traits:** A humanoid possesses the following traits (unless otherwise noted in a creature's entry).
• Training with natural weapons.
• Humanoids breathe, eat, and sleep.
**Advancement:** Humanoids advance by character role.

## Monstrous Humanoid

Monstrous humanoids are similar to humanoids, but with monstrous or animalistic features. They often have supernatural abilities as well.

**Features:** A monstrous humanoid has the following features.
• **Toughness:** Monstrous humanoids have a base Toughness equal to their Constitution. This value is modified by their size and armor.
• **Combat:** Base combat bonus of their level (as warrior).
• **Saves:** Good Reflex and Will saves.
• **Skills:** Skills equal to (2 + Int, minimum 1), and the same number of skill ranks per additional level.
• **Feats:** Light and Heavy Armor Training, Weapon Training, and one other feat at 1st level and gain an additional feat

every third level. These feats may be selected from any category.
**Traits:** A monstrous humanoid possesses the following traits (unless noted otherwise in a creature's entry).
• Darkvision out to 60 feet.
• Training with natural weapons.
• Monstrous humanoids eat, sleep, and breathe.
**Advancement:** Monstrous humanoids advance by character role.

## Ooze

An ooze is an amorphous or mutable creature, usually mindless.

**Features:** An ooze has the following features.
• **Toughness:** Oozes have a base Toughness equal to their Constitution +1. This value is modified by their size.
• **Combat:** Base combat bonus of 3/4 their level (as expert).
• **Saves:** No good saving throws.
• **Skills:** Skills equal to (2 + Int, minimum 1), and the same number of skill ranks per additional level, if the ooze has an Intelligence score. However, most oozes are mindless and gain no skills.
• **Feats:** Most oozes are mindless and have no feats. Oozes with an Intelligence score begin with one feat at 1st level and gain an additional feat every third level. These feats may be selected from the general category.
**Traits:** An ooze possesses the following traits (unless otherwise noted in a creature's entry).
• **Mindless:** No Intelligence score, and immunity to all mind-influencing effects (including Heart Reading, Heart Shaping, and any power requiring mental contact).
• **Blind:** (but have the blindsight special quality), with immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.
• Training with natural weapons.
• Immunity to poison, sleep effects, paralysis, stunning, and the Flesh Shaping power.
• Some oozes have the ability to deal acid damage to objects. In such a case, the amount of damage is equal to the ooze's Constitution score per full round of contact.
• Not subject to critical hits.
• Oozes eat and breathe, but do not sleep.
**Advancement:** Oozes advance by gaining levels in the ooze creature type.

## Plant

This type comprises vegetable creatures. Note that regular plants, such as one finds growing in gardens and fields, lack Wisdom and Charisma scores and are not creatures, but objects, even though they are alive.

**Features:** A plant creature has the following features.
• **Toughness:** Plants have a base Toughness equal to their Constitution. This value is modified by their size and armor.
• **Combat:** Base combat bonus of 3/4 their level (as expert).
• **Saves:** Good Fortitude saves.
• **Skills:** Skills equal to (2 + Int, minimum 1) and the same number of skill ranks per additional level, if the plant creature has an Intelligence score. However, some plant creatures are mindless and gain no skills.
• **Feats:** Some plants are mindless and have no feats. Plants with an Intelligence score begin with one feat at 1st level and gain an additional feat every third level. These feats may be selected from the general category.
**Traits:** A plant creature possesses the following traits (unless otherwise noted in a creature's entry).
• Night Vision as a bonus feat.
• Training with natural weapons.
• Immunity to all mind-in.uencing e.ects (including Heart Reading, Heart Shaping, and any power requiring mental contact).
• Immunity to poison, sleep effects, paralysis, stunning, and the Flesh Shaping power. Plant creatures are, however, affected by the Plant Shaping power.
• Not subject to critical hits.
• Plants breathe and eat, but do not sleep.
**Advancement:** Plants with an Intelligence score of –2 or below advance
by gaining levels in the plant creature type. Plants with an Intelligence score of –1 or above advance by character role.

## Supernatural Beast

Supernatural beasts are similar to animals but can have Intelligence scores higher than –4. Supernatural beasts usually have supernatural or extraordinary abilities, but sometimes are merely bizarre in appearance or habits and have supernatural origins.

**Features:** A supernatural beast has the following features.
• **Toughness:** Supernatural beasts have a base Toughness equal to their Constitution. This value is modified by their size and armor.
• **Combat:** Base combat bonus of their level (as warrior).
• **Saves:** Good Fortitude and Reflex saves.
• **Skills:** Skills equal to (2 + Int, minimum 1) and the same number of skill ranks per additional level.
• **Feats:** Supernatural beasts begin with one feat at 1st level and gain an additional feat every third level. These feats may be selected from any category.
**Traits:** A supernatural beast possesses the following traits (unless otherwise noted in a creature's entry).
• Darkvision out to 60 feet and night vision.
• Proficient with its natural weapons.
• Supernatural beasts eat, sleep, and breathe.
**Advancement:** Supernatural beasts advance by gaining levels in the supernatural beast creature type.

## Undead

Undead are once-living creatures animated by spiritual or supernatural forces, such as the Imbue Unlife power.

**Features:** An undead creature has the following features.
• **Toughness:** Undead have a base Toughness of +0 modified by their size and armor. They also gain a Toughness bonus equal to 1/2 their level (rounded down).
• **Combat:** Base combat bonus of 1/2 their level (as spellcaster).
• **Saves:** Good Will saves.
• **Skills:** Skills equal to (4 + Int, minimum 1) and the

same number of skill ranks per additional level, if the undead creature has an Intelligence score. However, many undead are mindless and gain no skills.
• **Feats:** Some undead are mindless and have no feats. Undead with an Intelligence score begin with Light and Heavy Armor Training, Weapon Training and one other feat at 1st level and gain an additional feat every third level. These feats may be selected from any category. In addition, skeletal undead gain Improved Initiative and zombie-like undead gain Tough as a bonus feat regardless of their Intelligence score.
**Traits:** An undead creature possesses the following traits (unless otherwise noted in a creature's entry).
• No Constitution score.
• Darkvision out to 60 feet.
• Training with natural weapons.
• Immunity to all mind-influencing effects (including Heart Reading, Heart Shaping, and any power requiring mental contact).
• Immunity to poison, sleep e.ects, paralysis, stunning, disease, and death effects.
• Not subject to critical hits, non-lethal damage, or ability drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.
• Cannot heal damage on its own if it has no Intelligence score, although it can be healed. The fast healing special quality works regardless of the creature's Intelligence score.
• The Harm power heals undead creatures (treat this situation as if the Cure power were being used on a living creature).
• The Cure power damages undead creatures as if it were Harm used on a living creature.
• Immunity to any e.ect requiring a Fortitude save (unless the effect also works on objects or is harmless).
• When reduced to "dying" on the damage track, it is immediately destroyed.
• Not affected by the Imbue Life supernatural power.
• Undead do not breathe, eat, or sleep.
**Advancement:** Undead with an Intelligence score of –2 or less advance by gaining levels in the undead creature type. Undead with an Intelligence of –1 or greater advance by role.

## Vermin

This type includes insects, arachnids, other arthropods, worms, and similar invertebrates.

**Features:** Vermin have the following features.
• **Toughness:** Vermin have a base Toughness equal to their Constitution. This value is modified by their size and armor.
• **Combat:** Base combat bonus of 3/4 their level (as expert).
• **Saves:** Good Fortitude saves.
• **Skills:** Skills equal to (2 + Int, minimum 1) and the same number of skill ranks per additional level, if the vermin has an Intelligence score. However, most vermin are mindless and gain no skills.
• **Feats:** Most vermin are mindless and have no feats. Vermin with an Intelligence score begin with one feat at 1st level and gain an additional feat every third level. These feats may be selected from the general, warrior and expert categories.
**Traits:** Vermin possess the following traits (unless otherwise noted in a creature's entry).
• **Mindless:** No Intelligence score, and immunity to all mind-influencing effects (including Heart Reading, Heart Shaping, and any power requiring mental contact).
• Darkvision out to 60 feet.
• Proficient with their natural weapons.
• Vermin breathe, eat, and sleep.
**Advancement:** Vermin advance by gaining levels in the vermin creature type.

## Creature Subtypes

Subtypes are descriptors added on to a creature type in parentheses. Not all creatures have a subtype, while others have multiple subtypes. Some creature types such as humanoid always have at least one subtype.

**Air**
This subtype usually is used for elementals and outsiders. Air creatures always have fly speeds and usually have perfect maneuverability.

**Aquatic**
These creatures always have swim speeds and thus can move in water without making Swim checks. An aquatic creature can breathe underwater. It cannot also breathe air unless it has the amphibious quality.

**Cold**
A creature with the cold subtype has immunity to cold. It has vulnerability to fire, which means it takes half again as much (+50%) damage as normal from fire.

**Earth**
This subtype usually is used for elementals and outsiders. Earth creatures usually have burrow speeds, and most earth creatures can burrow through solid rock.

**Fire**
A creature with the fire subtype has immunity to fire and heat. It has vulnerability to cold, which means it takes half again as much (+50%) damage as normal from cold.

**Giant**
A giant is a humanoid-shaped creature of great strength, usually of at least Large size. Giants tend to have good Fortitude saves rather than good Reflex saves like most other humanoids. Giants also tend to have night vision.

**Incorporeal**
An incorporeal creature has no physical body. Only other incorporeal creatures, supernatural weapons (or creatures that strike as supernatural weapons), and powers can harm it. It is immune to all mundane attack forms. Even when hit by powers or supernatural weapons, it has a 50% chance to ignore any damage from a corporeal source. An incorporeal creature has no natural armor bonus but has a bonus to its Defense equal to its Charisma score (always at least +1, even if the creature's Charisma score is

+0 or less). An incorporeal creature can pass through solid objects. An incorporeal creature's attacks likewise pass through (ignore) natural armor, armor, and shields. Incorporeal creatures pass through and operate in water as easily as they do in air. Incorporeal creatures cannot fall or take falling damage. Incorporeal creatures cannot make trip or grapple attacks, nor can they be tripped or grappled. In fact, they cannot take any physical action that would move or manipulate an opponent or its equipment, nor are they subject to such actions. Incorporeal creatures have no weight and do not set off traps triggered by weight. An incorporeal creature moves silently and cannot be heard if it doesn't wish to be. Non-visual senses, such as scent and blindsight, are either ineffective or only partly effective with regard to incorporeal creatures. Incorporeal creatures have an innate sense of direction and can move at full speed even when they cannot see.

**Reptilian**
These creatures are scaly and usually cold-blooded. The reptilian subtype is only used to describe a set of humanoid races, not animals and monsters that are truly reptiles.

**Shapechanger**
A shapechanger has the supernatural ability to assume one or more alternate forms. Many supernatural effects allow some kind of shape shifting, and not every creature that can change shape has the shapechanger subtype.

**Swarm**
A swarm is a collection of fine, diminutive, or tiny creatures that acts as a single creature. A swarm has the characteristics of its type, except as noted here. A swarm has a single level and Toughness save, a single initiative modifier, a single speed, and a single Defense bonus. A swarm makes saving throws as a single creature. A single swarm occupies a circle (if it is made up of non-flying creatures) or a sphere (of flying creatures) 10 feet in diameter, but its reach is 0 feet, like its component creatures. In order to attack, it surrounds an opponent. It can occupy the same space as a creature of any size, since it crawls all over its prey. A swarm can move through an area occupied by enemies and vice versa without impediment. A swarm can move through cracks or holes large enough for its component creatures. A swarm of tiny creatures consists of 300 non-flying creatures or 1,000 flying creatures. A swarm of diminutive creatures consists of 1,500 non-flying creatures or 5,000 flying creatures. A swarm of fine creatures consists of 10,000 creatures, whether they are flying or not. Swarms of non-flying creatures include many more creatures than could normally fit in a 10-foot square based on their normal space, because creatures in a swarm are packed tightly together and generally crawl over each other and their prey when moving or attacking. Larger swarms are represented by multiples of single swarms. The area occupied by a large swarm is completely shapeable, though the swarm usually remains in contiguous areas.
**Traits:** A swarm has no clear front or back and no discernable anatomy, so it is not subject to critical hits. A swarm made up of tiny creatures takes half damage from slashing and piercing weapons. A swarm composed of fine or diminutive creatures is immune to weapon damage. Reducing a swarm to "dying" status on the damage track causes it to break up, though damage taken until that point does not affect its ability to attack or resist attack. Swarms are never staggered. Also, they cannot be tripped, grappled, or rushed, and they cannot grapple an opponent. A swarm is immune to any power or effect that targets a specific number of creatures (including single-target supernatural powers), with the exception of mind-influencing effects if the swarm has an Intelligence score and a hive mind. A swarm takes half again as much damage (+50%) from powers or effects that affect an area, including widened powers. Swarms made up of diminutive or fine creatures are susceptible to high winds such as created by the Wind Shaping power. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. A swarm
rendered unconscious by non-lethal damage becomes disorganized and dispersed, and does not reform until it makes a successful recovery roll.
**Swarm Attack:** Creatures with the swarm subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover. A swarm's statistics block has "swarm" in the Combat entry, with no attack bonus given. The amount of damage a swarm deals is based on its level, as shown on the table that follows. A swarm's attacks are not supernatural, unless the swarm's description states otherwise. Damage reduction sufficient to reduce a swarm attack's damage below 0, being incorporeal, and other special abilities can give a creature immunity (or at least resistance) to damage from a swarm. Some swarms also have acid, poison, blood drain, or other special attacks in addition to normal damage.
**Distraction:** Any living creature vulnerable to a swarm's damage that begins its turn surrounded by a swarm is nauseated for 1 round; a Fortitude save (Difficulty 10 + 1/2 swarm's level + swarm's Constitution score) negates the effect. Using or concentrating on supernatural powers within the area of a swarm requires a Concentration check (Difficulty 25). Using skills that involve patience and concentration requires a Difficulty 20 Concentration check.

**Water**
This subtype usually is used for elementals and outsiders. Creatures with the water subtype always have swim speeds and can move in water without making Swim checks. A water creature can breathe underwater and usually can breathe air as well.

## Movement
A creature's movement speed is the amount of distance it can cover in one move action. If a creature wears armor that reduces its speed, this is indicated along with a note specifying the armor type; the creature's base unarmored speed follows. If the creature has other modes of movement, these are given after the main entry. Unless noted otherwise, such modes of movement are natural, not powers.

**Burrow**

The creature can tunnel through dirt but not through rock, unless the descriptive text says otherwise.

**Climb**
A creature with a climb speed has a +8 bonus on Climb checks. The creature must make a Climb check to climb any wall or slope with a Difficulty greater than 0, but it can always take 10, even if rushed or threatened while climbing. The creature climbs at the given speed. If it attempts an accelerated climb, it moves at double the given climb speed (or its normal land speed, whichever is less) and makes a single Climb check at a –5 penalty. Creatures cannot move all out while climbing. The creature retains its dodge bonus (if any) while climbing, and opponents get no special bonus on their attack rolls against a climbing cre ture.

**Fly**
A creature with a fly speed can move through the air at the indicated speed if carrying no more than a light load. (Note that medium armor does not necessarily constitute a medium load.) All fly speeds include a parenthetical note indicating maneuverability, as follows:
**Perfect:** The creature can perform almost any aerial maneuver it wishes.
**Good:** The creature is very agile in the air (like a housefly or a hummingbird), but cannot change direction as readily as those with perfect maneuverability.
**Average:** The creature can fly as adroitly as a small bird.
**Poor:** The creature flies as well as a very large bird.
**Clumsy:** The creature can barely maneuver at all.
Flying creatures can make dive attacks. A dive attack works like a charge, but the diving creature must move a minimum of 30 feet. Creatures can move all out while .ying, provided they fly in a relatively straight line.

**Swim**
A creature with a swim speed can move through water at the given speed without making Swim checks. It gains a +8 bonus on any Swim check to perform some special action or avoid a hazard. The creature can always take 10, even if distracted or endangered when swimming. Creatures can move all out while swimming, provided they swim in a straight line.

## Abilities
Creatures have the same ability scores as heroes: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), and Charisma (Cha), although some creatures lack certain ability scores. See Nonexistent Ability Scores for more information.

**Strength**
Quadrupeds can carry heavier loads than bipedal creatures. Rather than using the carrying capacity multipliers in the Size table, quadrupeds use the following multipliers: Colossal x24, Gargantuan x12, Huge x6, Large x3, Medium x1-1/2, Small x1, Tiny x3/4, Diminutive x1/2, and Fine x1/4.

**Intelligence**
A creature can speak all the languages mentioned in its descriptive text. Any creature with an Intelligence score of –3 or higher understands at least one language.

## Skills
This section lists the creature's skills along with skill modifiers, including adjustments for ability scores and any bonuses from feats or other traits.

## Feats
This section lists any feats the creature may have. Creatures may choose from the following feats in addition to those given, provided the creature meets the feat's prerequisites.

## Ability Focus (General)
**Prerequisite:** Special attack.
Choose one of the creature's special attacks. Add +2 to the Difficulty for all saving throws against the special attack on which the creature focuses. A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat it applies to a different special attack.

## Awesome Blow (Warrior)
**Prerequisites:** Str +7, size Large or larger.
As a standard action, the creature may choose to subtract 4 from its melee attack roll and deliver an awesome blow. If the creature hits a corporeal opponent smaller than itself with an awesome blow, its opponent must succeed on a Reflex save (Difficulty 10 + 1/2 the creature's level + its Strength score) or be knocked 10 feet in a direction of the attacking creature's choice and fall prone. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take +2 damage, and the opponent stops in the space adjacent to the obstacle.

## Double Strike (General)
**Prerequisites:** Two or more natural weapons.
The creature gains the bene.ts of Two-Weapon Fighting with its natural weapons.

## Hover (General)
**Prerequisite:** Fly speed.
When flying, the creature can halt its forward motion and hover in place as a move action. It can then fly in any direction, including straight down or straight up, at half speed, regardless of its maneuverability. If a creature begins its turn hovering, it can hover in place for the turn. A hovering creature cannot make wing attacks, but it can attack with all other limbs and appendages it could use in an attack. The creature can instead use a breath weapon or a supernatural power instead of making physical attacks, if it could normally do so. If a creature of Large size or larger hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds so generated can snuff torches, small camp.res, exposed lanterns, and other small, open .ames of non-supernatural origin. Clear vision within

the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature). Those caught in the cloud must succeed on a Concentration check (Difficulty 10 + 1/2 creature's level) to use supernatural powers. Without this feat, a creature must keep moving while flying unless it has perfect maneuverability.

## Snatch (General)

**Prerequisite:** Size Huge or larger.
The creature can choose to start a grapple when it hits with a claw or bite attack, as though it had the Improved Grab feat. If the creature gets a hold on a creature three or more sizes smaller, it squeezes each round for automatic bite or claw damage. A snatched opponent held in the creature's mouth is not allowed a Reflex save against the creature's breath weapon, if it has one. The creature can drop a creature it has snatched as a free action or use a standard action to fling it aside. A flung creature travels up to 30 feet, and takes +2 damage per 10 feet traveled. If the creature flings a snatched opponent while flying, the opponent takes this amount or the appropriate falling damage, whichever is greater.

## Wingover (General)

**Prerequisite:** Fly speed.
A flying creature with this feat can change direction quickly once each round as a free action. This feat allows it to turn up to 180 degrees regardless of its maneuverability, in addition to any other turns it is normally allowed. A creature cannot gain altitude during a round when it executes a wingover, but it can dive. The change of direction consumes 10 feet of flying movement.

## Traits

Creatures often have various special traits listed in their statistics and described here.

**Ability Score Loss**
Some attacks reduce the opponent's score in one or more abilities. This loss can be temporary (ability damage) or permanent (ability drain).
*Ability Damage:* This attack damages an opponent's ability score. The creature's descriptive text gives the ability and the amount of damage. If an attack that causes ability damage scores a critical hit, it deals twice the indicated amount of damage. Ability damage returns at the rate of 1 point per day for each a.ected ability.
*Ability Drain:* This effect permanently reduces an opponent's ability score. The creature's descriptive text gives the ability and the amount drained. If an attack that causes ability drain scores a critical hit, it drains twice the indicated amount. Unless otherwise specified in the creature's description, a draining creature gains an extra recovery check with a +5 bonus whenever it drains an ability score, no matter how many points it drains. Some ability drain attacks allow a Fortitude save (Difficulty 10 + 1/2 creature's level + creature's Charisma score). If no saving throw is mentioned, none is allowed.

**Alternate Form**
A creature with this trait has the ability to assume one or more specific alternate forms. Assuming an alternate form results in the following changes to the creature:
• The creature retains the type and subtype of its original form. It gains the size of its new form.
• The creature loses the physical traits of its original form and gains the physical traits of its new form.
• The creature retains the special traits of its original form. It does not gain any special traits of its new form.
• The creature retains the supernatural powers and attacks of its old form (except for breath weapons and gaze attacks). It does not gain the supernatural powers, special abilities or supernatural attacks of its new form.
• The creature gains the physical ability scores (Str, Dex, Con) of its new form. It retains the mental ability scores (Int, Wis, Cha) of its original form.
• The creature retains its save bonuses, although its save modifiers may change due to a change in ability scores.
• The creature is effectively disguised as a creature of its new form, and it gains a +10 bonus on Disguise checks if it uses this ability to create a disguise.

**Amphibious**
An amphibious creature is naturally aquatic but can also survive indefinitely on land. It can breathe both air and water without difficulty.

**Blindsense**
Using non-visual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Notice checks to pinpoint the location of a creature within range of its blindsense ability, provided the creature does not have total cover. Any opponent the creature cannot see normally still has total concealment, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its dodge bonus to Defense against attacks from creatures it cannot see.

**Blindsight**
Using non-visual senses, such as sensitivity to vibrations, scent, acute hearing, or echolocation, the creature maneuvers and fights as well as a sighted creature. Invisibility and darkness are irrelevant to such a creature. The ability's range is specified in the text. The creature does not need to make Notice checks against creatures within range of its blindsight ability; it detects them automatically.

**Breath Weapon**
A breath weapon attack usually deals damage and is often based on some type of energy. Such breath weapons allow a Reflex save for half damage (Difficulty 10 + 1/2 creature's level + creature's Constitution score). A creature is immune to its own breath weapon unless otherwise noted. Some breath

weapons allow a Fortitude save or a Will save instead of a Reflex save.

**Change Shape**
A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid) while retaining most of its own physical qualities. A creature cannot change shape to a form more than one size category smaller or larger than its original form. Changing shape results in the following changes to the creature:
• The creature retains the type and subtype of its original form. It gains the size of its new form.
• The creature loses the natural weapons, movement modes, and extraordinary special attacks of its original form.
• The creature gains the natural weapons, movement modes, and extraordinary special attacks of its new form.
• The creature retains all other special attacks and qualities of its original form, except for breath weapons and gaze attacks.
• The creature retains the ability scores of its original form.
• The creature retains its original saving throws.
• The creature retains any supernatural powers it had in its original form.
• The creature is e.ectively disguised as a creature of its new form, and gains a +10 bonus on Disguise checks if it uses this ability to create a disguise.

**Constrict**
The creature crushes the opponent, dealing bludgeoning damage, after making a successful grapple check. The amount of damage is given in the creature's entry. If the creature also has the Improved Grab feat, it deals constriction damage in addition to damage dealt by the attack used to grab.

**Damage Reduction**
The creature receives a bonus to its Toughness saving throws against certain attacks. The creature takes normal damage from energy attacks (acid, cold, electricity, fire, and sonic), powers, and supernatural special abilities. The entry indicates the bonus and the type of attack that negates the ability. A supernatural weapon automatically negates any damage reduction negated by a mundane weapon type. For example, skeletons have damage reduction +2/bludgeoning. This means they get a +2 bonus to their Toughness saves, unless hit by a bludgeoning weapon. They also lose their +2 bonus if hit by a supernatural weapon. For purposes of harming other creatures with damage reduction, a creature's natural weapons count as the type that ignores its own damage reduction. For example, a vampire has damage reduction +4/silver and supernatural. This means a vampire can bypass the damage reduction of other creatures that are vulnerable to silver or supernatural weapons, including other vampires.

**Darkvision**
The creature can see in total darkness, out to the speci.ed range (usually 60 feet). Darkvision is black-and-white only, but is otherwise like normal sight.

**Dependent**
The creature needs a particular substance to survive, much like humans need food, water, and air. When denied what it needs, the creature suffers the effects of starvation, dehydration, or suffocation, depending on how dependent it is on the substance.

**Disease**
When heroes come into contact with a disease, they must make a Fortitude saving throw against a Difficulty of 10 + the disease's virulence rank to avoid becoming infected. The method of infection depends on the disease. Some are airborne, while others require physical contact. If a hero becomes infected, there is a period of anywhere from a few hours to a week or more during which the disease lies dormant. Then the disease takes effect. The initial e.ect is typically a point or two of ability damage (usually Strength or Constitution or perhaps a point of each). After that, the victim makes another Fortitude save against the same Difficulty each day to fight off the disease. If that save fails, the character suffers the disease's effects again. If it succeeds, there is no effect that day. Two successful Fortitude saves in a row indicate the character has fought off the disease. Some diseases may have additional effects, such as fatigue, nausea, or even rendering the hero staggered or disabled while fighting off the disease.

**Fast Healing**
The creature makes recovery checks at an exceptional rate, perhaps as often as once a minute (10 rounds). Fast healing stops working when a creature is dead. Except for its speed, fast healing works just like natural healing, and doesn't provide any benefit against attacks that don't deal damage. It also doesn't allow a creature to regrow or reattach severed body parts.

**Fear**
Fear attacks can have various effects.
*Fear Aura:* The use of this ability is a free action. The aura can freeze an opponent or function like the fear effect of the Heart Shaping power. Other effects are possible. A fear aura is an area effect. The descriptive text gives the size and kind of area.
*Fear Cones and Rays:* These effects usually work like the fear effect of the Heart Shaping power. If a fear effect allows a saving throw, it is a Will save (Difficulty 10 + 1/2 creature's level + creature's Charisma score). All fear attacks are mind-influencing effects.

**Flight**
A creature with this ability can cease or resume flight as a free action. If the ability is supernatural, it becomes ineffective under conditions that negate the use of supernatural powers, and the creature loses its ability to fly for as long as the negating effect or conditions persist.

**Frightful Presence**
This special quality makes a creature's very presence unsettling. It takes effect automatically when the creature performs some sort of dramatic action (such as charging, attacking, or snarling). Opponents within range who witness the action may become frightened or shaken. Actions required to trigger the ability are given in the creature's descriptive text. This ability affects

only opponents lower in level than the creature. An affected opponent can resist the effects with a successful Will save (Difficulty 10 + 1/2 creature's level + creature's Charisma score). An opponent that succeeds on the saving throw is immune to that same creature's frightful presence for 24 hours. On a failed save, the effect lasts for two rounds for each point the save failed. Frightful presence is a mind-influencing effect.

**Gaze**
A gaze attack takes effect when opponents look at the creature's eyes. The attack can have almost any sort of effect: petrification, death, charm, and so on. The typical range is 30 feet, but check the creature's entry for details. The type of saving throw for a gaze attack varies, but it is usually a Will or Fortitude save (Difficulty 10 + 1/2 creature's level + creature's Charisma score). A successful saving throw negates the effect. A monster's gaze attack is described in abbreviated form in its description. Each opponent within range of a gaze attack must attempt a saving throw each round at the beginning of his or her turn in the initiative order. Only looking directly at a creature with a gaze attack leaves an opponent vulnerable. Opponents can avoid the need to make the saving throw by not looking at the creature, in one of two ways.
*Averting Eyes:* The opponent avoids looking at the creature's face, instead looking at its body, watching its shadow, tracking it in a reflective surface, and so on. Each round, the opponent has a 50% chance (1-10 on a d20) to not need to make a saving throw against the gaze attack. The creature with the gaze attack, however, gains concealment against that opponent.
*Wearing a Blindfold:* The opponent cannot see the creature at all (also possible to achieve by turning one's back on the creature or shutting one's eyes). The creature with the gaze attack gains total concealment against the opponent. A creature with a gaze attack can actively gaze as an attack action by choosing a target within range. That opponent must attempt a saving throw but can try to avoid the creature's gaze as described previously. Thus, it is possible for an opponent to save against a creature's gaze twice during the same round, once before the opponent's action and once during the creature's turn. Gaze attacks can affect incorporeal opponents. A creature is immune to gaze attacks of others of its kind unless otherwise noted. Allies of a creature with a gaze attack might be affected. All the creature's allies are considered to be averting their eyes from the creature with the gaze attack, and have a 50% chance to not need to make a saving throw against the gaze attack each round. The creature also can veil its eyes, thus negating its gaze ability.

**Immunity**
The creature is completely immune to some effect, suffering no harm or other effect from it. Essentially, the creature always succeeds on its saving throws against that effect, regardless of the Difficulty. So a creature immune to cold never suffers damage from cold, for example.

**Light Sensitivity**
Abrupt exposure to bright light (natural or supernatural light equal to full daylight) blinds the creature for a round. On subsequent rounds, the creature is dazzled (–1 on attack rolls, Notice checks, and Search checks) while operating in bright light.

**Mimicry**
The creature can imitate sounds and voices, giving it a +20 bonus on Bluff and Perform checks to fool others into believing its mimicry is real.

**Paralysis**
This special attack renders the victim immobile. Paralyzed creatures cannot move, speak, or take any physical actions. The creature is rooted to the spot, frozen and helpless. Paralysis works on the body, and a character can usually resist it with a Fortitude saving throw (the Difficulty is given in the creature's description). A paralysis effect does not allow a new save each round. A winged creature flying in the air at the time that it is paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

**Petrification**
A petrification attack turns a creature permanently to stone if they fail their saving throw. The saving throw is usually a Fortitude save (Difficulty of 10 + 1/2 the creature's level + the creature's Constitution). The exact details and difficulty for the saving throw are given in the creature's description. A petrification effect may be reversed with a Difficulty 25 Earth Shaping check followed by a Difficulty 25 Flesh Shaping check.

**Poison**
Poison attacks deal initial damage—such as temporary ability damage or some other effect—to the victim on a failed Fortitude save. Unless otherwise noted, another saving throw is required 1 minute later (regardless of the first save's result) to avoid secondary damage. The Fortitude save against poison has a Difficulty equal to 10 + half the creature's level + the creature's Constitution score. A successful save negates the damage.

**Pounce**
When a creature with this special attack makes a charge, it can attack with both claws and its bite all in the same round, like a use of the Two-Weapon Fighting feat.

**Powerful Charge**
When a creature with this special attack makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge. The amount of damage from the attack is given in the creature's description.

**Powers**
The creature can use various supernatural powers, much like an spellcaster. Unless specified otherwise in its statistics, a creature uses powers like a spellcaster of its level with the normal effects and fatigue (if the power is fatiguing).

**Rake**
A creature with this special attack gains an extra natural attack when it grapples its foe, usually due to claws or similar weaponry. Normally, a monster can attack with only one of its nat-

ural weapons while grappling, but a monster with the rake ability usually gains an additional rake attack it can use only against a grappled foe. Rake attacks are not subject to the usual –4 penalty for attacking with a natural weapon in a grapple. A monster with the rake ability must begin its turn grappling to use its
rake—it can't begin a grapple and rake in the same turn.

**Ray**
This form of special attack works like a ranged attack. Hitting with a ray attack requires a successful ranged attack roll, ignoring any defense bonus granted by a shield. Ray attacks have no range increment. The creature's descriptive text specifies the maximum range, effects, and any applicable saving throw.

**Regeneration**
A creature with this ability is difficult to kill. Damage dealt to the creature is treated as non-lethal damage. The creature automatically gains an extra recovery check each round, with the bonus given in the entry. Certain attack forms, typically fire and acid, deal lethal damage to the creature, which doesn't go away. The creature's descriptive text describes the details. A regenerating creature that has been rendered unconscious through non-lethal damage can be killed with a coup de grace. The attack cannot be of a type that automatically converts to non-lethal damage. Attack forms that don't deal physical damage (such as ability damage or ability drain) ignore regeneration. Regeneration also does not damage caused by starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts; details are in the creature's descriptive text. Severed parts that are not reattached wither and die normally. A creature must have a Constitution score to have regeneration.

**Resistance to Energy**
The creature has a bonus to Toughness saving throws against damage of the given energy type (acid, cold, electricity, fire, or sonic) each time the creature is subjected to such damage. The entry indicates the bonus and type of damage affected.

**Scent**
This ability allows the creature to detect approaching enemies, sniff out hidden foes, and track by sense of smell. Creatures with the scent ability can identify familiar odors, just as humans do familiar sights. The creature can detect opponents within 30 feet by sense of smell. If the opponent is upwind, the range increases to 60 feet; if downwind, it drops to 15 feet. Strong scents can be detected at twice these ranges. Overpowering scents can be detected at triple normal range. When a creature detects a scent, the exact location is not revealed—only its presence somewhere within range. The creature can take a move or standard action to note the direction of the scent. If it moves within 5 feet of the source, the creature can pinpoint that source. A creature with the scent ability can follow tracks by smell, making a Survival check to find or follow a track. The typical Difficulty for a fresh trail is 10 (no matter what kind of surface holds the scent). This Difficulty increases or decreases depending on the strength of the quarry's odor, the number of creatures being tracked, and the age of the trail. For each hour that the trail is cold, the Difficulty increases by 2. The ability otherwise follows the rules for the Track feat. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

**Sensitivity**
The creature is sensitive to a certain substance and must make a Fortitude save (Difficulty 15) when coming in contact with it to avoid suffering a level of fatigue. The creature must repeat the save attempt every 10 minutes it remains in contact with the substance.

**Supernatural Immunity**
A creature with supernatural immunity avoids the effects of supernatural powers and supernatural abilities used directly on it. This works exactly like supernatural resistance, except that it cannot be overcome. Sometimes supernatural immunity is conditional or applies to only supernatural powers of a certain kind or adept level.

**Supernatural Resistance**
A creature with supernatural resistance can avoid the effects of supernatural powers and supernatural abilities used directly on it. To determine if a supernatural power or ability works against a creature with supernatural resistance, the user must make an spellcaster level check (1d20 + spellcaster level). If the result equals or exceeds the creature's supernatural resistance, the power works normally, although the creature is still allowed a saving throw.

**Summon**
A creature with the summon ability can summon other creatures of its kind, but it usually has only a limited chance of success (as specified in the creature's entry). Roll a d20: On a failure, no creature answers the summons. Summoned creatures return whence they came after one hour. A creature that has just been summoned cannot use its own summon ability for 1 hour. Most creatures with the ability to summon do not use it lightly, since it leaves them beholden to the summoned creature. In general, they use it only when necessary to save themselves.

**Swallow Whole**
If a creature with this special attack begins its turn with an opponent held in its mouth (see the Improved Grab feat), it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category smaller than the creature. Being swallowed has various consequences, depending on the creature doing the swallowing. A swallowed creature is considered grappled, while the creature that did the swallowing is not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon by in.icting "wounded" status or worse on the damage track to the swallowing creature, or it can just try to escape the grapple. The defense bonus of the interior of the creature is +0 unless otherwise noted, and modifiers for size or Dexterity do not apply. The Toughness save of the interior of a creature that swallows whole is normally only its

Constitution score, with no modifiers for size. If the swallowed creature
escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

**Trample**
As a full-round action, a creature with this special attack can move up to twice its speed and literally run over any opponents at least one size category smaller than itself. The creature merely has to move over the opponents in its path. A trample attack deals bludgeoning damage (the creature's slam damage + 1.5 times its Strength score). The creature's descriptive text gives the exact amount. Trampled opponents can attempt Reflex saves to take half damage. This is considered an area attack for purposes of Evasion and similar traits. The save Difficulty against a creature's trample attack is 10 + 1/2 creature's level + creature's Strength score. A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

**Tremorsense**
A creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. The ability's range is specified in the creature's descriptive text.

**Vulnerability to Energy**
Some creatures have vulnerability to a certain kind of energy effect (typically either cold or fire). Such a creature takes half again as much (+50%) damage as normal from the effect, regardless of whether a saving throw is allowed, or if the save is a success or failure.

## Combat
This section lists the creature's combat, damage, Defense, and initiative bonuses, modified by the creature's other traits, as appropriate.

## Saving Throws
The creature's Toughness, Fortitude, Reflex, and Will saving throws are listed here. The modifiers take into account all of the creature's other traits.

## Conviction
Creatures generally have no Conviction points, but can gain Conviction by taking levels in a heroic role, in which case the creature acquires the same Conviction as a hero of that level. This is ignored if the Game Master has determined that a particular creature is a minion, since minions don't have Conviction.

## Reputation
A creature usually has a Reputation bonus of +0 but may increase the bonus by taking levels in a heroic role. The Game Master may decide certain creatures have a higher Reputation bonus, as suits the story.

## The Bestiary
The following section contains a selection of creatures for use as adversaries (or perhaps even allies) of the heroes in your Phydea game. They range from 1st-level animals to powerful fantastic creatures like ketos and griffons. In addition to using these creatures right out of the book, you can also make them examples for creating your own unique adversaries, following the creature types and guidelines earlier in this chapter. Some creatures have bonus feats, usually capabilities inherent to their type or species rather than gained due to level, similar to bonus feats. These feats are denoted with a [b].

## Achroos
**Type:** 15th-level undead, **Size:** Medium, **Speed:** fly 50 ft. (perfect), **Abilities:** Str -, Dex +0, Con -, Int -3, Wis +0, Cha +7, **Skills:** Escape Artist +18, Notice +18, Search +15, Sense Motive +18, **Feats:** Alertness, Dodge, Iron Will, Lightning Reflexes, Weapon Focus (unarmed attack), **Traits:** Ability damage, color eating, incorporeal, **Combat:** Attack/Defense +4, Initiative +0, **Saving Throws:** Toughness -, Fortitude +9, Reflex +11, Will +11, **Ability Damage:** On a successful touch attack an achroos deals 2 points of temporary charisma and constitution damage.
**Color Eating:** Achroos rapidly consume and strip colors and hues from everything within 50 ft. of themselves. Draining color from an area is a full round action, during which the achroos can only move at most 15 feet. This effect prevents plants from absorbing the sunlight they need to survive, withering and dying after one day per level of the plant, if they do not somehow regain their coloration. Living creatures subjected to the aura temporarily lose four points of Charisma and must make a Fortitude save (DC 24) or suffer a morale penalty of -2 to all attacks, weapon damage, saves, and checks. Ability damage is recovered normally, but morale effects remain until the subjected creature regains its coloration. Objects and creatures slowly regain their coloration over the course of 5 days. Any creature or object within the aura of an achroos when it is slain instantly regains it's coloration. An item or being will also regain its coloration if subjected to the Radiance Shaping power. An achroos heals one point per round in which it consumes color.
*The achroos is a creature of the Ethereal Plane which preys upon travelers there, but occasionally finds its way into Phydea where it is able to cause a greater amount of damage upon the landscape and those who come across it. The achroos appears as a floating black vortex with smaller tendrils spreading in all direction, into which all surrounding colors are being ripped and sucked into, as if all colored light within 50 feet of the creature was being sucked into the vortex, leaving a colorless landscape in its wake. Usually the achroos travels just a few feet off the ground and at a leisurely pace (15 ft.) but when provoked, this strange creature is able to move much faster.*

## Akephalos
**Type:** 3rd-level undead, **Size:** Medium, **Speed:** 30 ft., **Abilities:** Str +4, Dex +4, Con -, Int -, Wis +0, Cha -5, **Feats:** Power Attack, **Traits:** Garrote, undead traits, **Combat:** Attack/Defense +5, Damage +8 melee (claw), Initiative +4, **Saving Throws:**
Toughness -, Fortitude +1, Reflex +5, Will +3, **Garrote:** They

attack with their long, wicked claws, which are as sharp as razors. They attempt to grapple their opponents by the throat and wrest their opponent's head right from the shoulder. If the akephalos makes a successful strike, the opponent must make a Reflex save. If the save is successful, the opponent takes +5 points of damage. If the save fails, the akephalos has grasped tightly around the opponent's neck (the opponent still takes +5 damage). The next round, the character has to make a Fortitude save to break free from the hold. If the Fortitude save fails, the akephalos has managed to decapitate, and instantly kill, the opponent. Once the akephalos has slain those responsible for its wrongful death, it goes back to its grave and takes its final rest. If it is killed before completing its quest, it must be incinerated… otherwise it will rise again in 24 hours to continue its mission.
*Akephalos are headless undead, the restless creatures falsely accused of crimes and decapitated. They try to seek out those responsible for their wrongful death, guided only by their hatred. As they are unable to see, hear, or smell, they search for their killers instinctively and unrelentingly. Although they seek out specific individuals, they will attempt to destroy anyone they meet.*

## Albatross, White

**Type:** 2nd-level supernatural beast, **Size:** Medium, **Speed:** 10 ft., fly 80 ft. (good), **Abilities:** Str +0, Dex +5, Con +1, Int +1, Wis +3, Cha +0, **Feats:** Aerial Superiority, **Traits:** Curse of the Ancient Mariner, **Combat:** Attack/Defense +6, Damage +1 melee (bite), Initiative +5, **Saving Throws:** Toughness +1, Fortitude +1, Reflex +1, Will +2, **Cure of the Ancient Mariner:** The being that slays the White Albatross meets a terrible end. If he is part of a ship's crew, his crew mates start to sicken and die within 5 hours. A dense white fog springs from nothing around the ship, making it impossible to locate the shore. After the crew is all dead, the killer will start suffering from increasing dehydration. No matter how much water is drunk, the victim still feels thirsty. He will die an excruciatingly painful death within 2 days, plus his Constitution score (minimum of 24 hours). There is no hope for the damned victim or his crewmates. Nothing he or anyone else does can save him from his fate. Upon his death, the fog is lifted and the ship is free to drift or be commanded by another. The victim and the crewmembers can be raised as normal, but the victim has an innate -2 penalty to all stats. The penalty can only be removed by seeking atonement from Poseidon or a similar ocean deity.
*Seafarers are usually superstitious folk, and one of the most common superstitions is that of the white albatross. It is said to come to the aid of mariners and a horrible fate is believed to the person who dares to slay it. Sometimes, when a ship is lost in the seas, the white albatross appears to lead the lost mariners to their home port. It does not happen often, maybe once every six years. Mariners take an extremely hostile attitude towards anyone who kills an albatross, be it any color. They believe that the birds are envoys and watch keepers of the god of oceans, guarding his faithful.*

## Amiskwia

**Type:** 3rd-level vermin, **Size:** Medium, **Speed:** 25 ft., swim 30 ft., **Abilities:** Str +2, Dex +3, Con +3, Int –5, Wis +2, Cha +0, **Skills:** Notice +3, Swim +3, **Traits:** Aquatic, vermin traits, **Combat:** Attack/Defense +4, Damage +2 (bite), Initiative +3, **Saving Throws:** Tough +3, Fort +6, Reflex +3, Will +4
*Amiskwia is a wormlike equivalent to modern-day seals, being a strong swimmer that hunches along on land at lesser speeds. It also spends about as much time on land as a seal would; living in small colonies. Its main attack is a bite that does +2 points of damage. The members of a threatened colony will frequently gang up on a lone intruder, or on a small group of them.*

## Amphisbaena

**Type:** 6th-level animal, **Size:** Large, **Speed:** 20 ft., climb 20 ft., swim 20 ft., **Abilities:** Str +2, Dex +2, Con +1, Int –4, Wis +1, Cha -4, **Skills:** Acrobatics +10, Notice +5, Search +1, Stealth +6, **Traits:** All-around vision, cold resistance 30, poison, scent, split, **Combat:** Attack/Defense +4, Damage +1 (bite, plus poison), Initiative +2, **Saving Throws:** Toughness +3, Fortitude +6, Reflex +7, Will +3, **All-Around Vision:** Because the amphisbaena has a head at each end of its body, it gains a +4 bonus to Search and Notice checks. It cannot be flanked. **Poison:** Bite, Fortitude save (DC 14); initial damage +2 temporary Constitution, secondary damage +2 temporary Constitution. **Split:** Each of the amphisbaena's heads functions independently of the other. An amphisbaena that is cut in half continues to function normally (each with half its current hit points) and reattaches its body together in no longer than 2 days.
*The amphisbaena is a giant poisonous snake about 10 feet long and with a head at each end of its body. It is often found lairing near a water source or in dark, damp locations. An amphisbaena moves on land by grasping one of its necks with its other head and rolling across the ground like a hoop. An amphisbaena's scales are blackish-blue with bands of lighter colors fading into its coloration near the middle of its body. Its heads are glossy black in color and its eyes are crimson. An amphisbaena is an aggressive and territorial creature, attacking any living creatures that wander near its lair. It attacks by biting with its poisonous fangs from both of its heads.*

## Anarrophesis

**Type:** 1st-level vermin, **Size:** Tiny, **Speed:** 50 ft., **Abilities:** Str -5, Dex +5, Con +0, Int –5, Wis +0, Cha –5, **Skills:** Stealth +4, **Feats:** Track, **Traits:** Vermin traits, **Combat:** Attack/Defense +8, Damage -3 (bite), Initiative +5, **Saving Throws:** Toughness -2, Fortitude +2, Reflex +5, Will +0
*Anarrophesis are small creatures that look much like worms. They have large, glistening black eyes and a sucking tube for a mouth, much like that of a mosquito. Just behind the creature's head is a pair of tiny forelegs of considerable dexterity. With its forelegs, anarrophesis can climb, grip, and manipulate objects. An anarrophesis that has just fed will be very bloated and somewhat sluggish. They are ivory or yellow in color and have soft, moist skin. They have a somewhat spicy body odor that has been described as smelling like cinnamon. Anarrophesis are highly prized creatures that consume many varieties of slimes, mosses, and molds that might otherwise cause considerable harm to other creatures. Anarrophesis are gentle and harmless creatures as far as the humanoid races are concerned. They feed only on slimes, molds, or mosses; they are wholly unable to inflict damage on any other living thing. When it decides to feed, an anarrophesis simply crawls out onto the body of the creature it intends to consume, extends its feeding tube and begins to siphon up its meal. Each round that it feeds, the*

*anarrophesis inflicts +5 damage to the slime, mold, or moss it is consuming.*

## Anomalocaris

**Type:** 12th-level vermin, **Size:** Gargantuan, **Speed:** swim 40 ft., **Abilities:** Str +10, Dex +4, Con +5, Int –5, Wis +3, Cha +0, **Skills:** Notice +6, Stealth +6, Swim +3, **Traits:** Aquatic, vermin traits, **Combat:** Attack/Defense +7, Damage +6 (bite), Initiative +4, **Saving Throws:** Tough +11, Fort +13, Reflex +7, Will +8

*Anomalocaris, the "odd shrimp," resembles a giant squid with curved walrus tusks. Closer examination, however, shows that the "tusks" are really tentacle-like appendages with additional grasping arms on them, while the tail fins are far longer and broader than a squid's. Anomalocaris is a strong swimmer that aggressively chases its prey. When attacking, Anomalocaris seizes its prey with its grasping appendages, doing +3 points of constriction damage with each, then shoves it into the round mouth (+6 points of biting damage). This is another case where a swallowed victim won't have to worry much about taking half damage from the attacks of would-be rescuers, because he won't last long. It's not a matter of digestive juices dissolving him, either. If he does not break free right away (a Strength check made at -2), he will discover to his dismay that Anomalocaris has row upon row of crushing teeth, extending all the way through the front end of the creature's gut! Simply put, this means that the swallowed PC will take +6 points of biting damage for the next 3 minutes. Then, and only then, will he be exposed to the monster's digestive juices (+3 points of damage per minute).*

## Ant, Giant

**Type:** 2nd-level vermin, **Size:** Medium, **Speed:** 50 ft., climb 20 ft.., **Abilities:** Str +2, Dex +0, Con +1, Int -, Wis +1, Cha +0, **Skills:** Climb +10, **Feats:** Track[b], **Traits:** Acid sting, improved grab, scent, vermin traits, **Combat:** Attack/Defense +1, Damage +5 melee (bite), Initiative +0, **Saving Throws:** Toughness +1, Fortitude +4, Reflex +0, Will +1, **Acid Sting:** A giant ant has a stinger and an acid-producing gland in its abdomen. If it successfully grabs an opponent, it can attempt to sting each round (+3 attack bonus). A hit with the sting attack deals +3 points of piercing damage and +2 points of acid damage. **Improved Grab:** To use this ability, a giant ant must hit with its bite attack. A giant ant that wins the ensuing grapple check establishes a hold and can sting.

*Giant ants are among the hardiest and most adaptable gient vermin. They are about 6 feet long, and come in a wide variety of colors (the most common being black and orange-red).*

## Ape

**Type:** 4th-level animal, **Size:** Large, **Speed:** 30 ft., climb 30 ft., **Abilities:** Str +5, Dex +2, Con +2, Int –4, Wis +1, Cha –2, **Skills:** Climb +14, Notice +6, **Feats:** Alertness, Toughness, **Traits:** Low-light vision, scent, **Combat:** Attack/Defense +3, Damage +7 melee (claws & bite), Initiative +2, **Saving Throws:** Toughness +4, Fortitude +6, Reflex +6, Will +2

*These powerful omnivores resemble gorillas but are far more aggressive; they kill and eat anything they can catch. An adult male ape is 5-1/2 to 6 feet tall and weighs 300 to 400 pounds.*

## Arcitenus

**Type:** 6th-level monstrous humanoid, **Size:** Large, **Speed:** 40 ft., **Abilities:** Str +5, Dex +1, Con +5, Int –1, Wis +0, Cha –2, **Skills:** Notice +3, Stealth +7, Survival +2 , **Feats:** Dodge, Weapon Focus (club), **Traits:** Superior two-weapon fighting, **Combat:** Attack/Defense +6, Damage +7 melee (slam) or +8 melee (hoof) or by weapon, Initiative +1, **Saving Throws:** Toughness +7, Fortitude +7, Reflex +5, Will +6, **Superior two-weapon fighting:** The Arcitenus can weild two clubs simultaneously without any attack penalties, and at a +1 to attack.

*There are many cruel and dangerous things in the forest of Phydea, but few are as malicious as the arcitenus. Ugly, cruel centaurs with two heads, the arcitenus are ferociously territorial, and will attempt to destroy any creature that crosses their path. They look just like normal centaurs, except that from their unusually broad chests sprouts forth two monstrous and deformed heads. The arcitenus is quick to anger, and loves to fight. Their weapon of choice is the club, two of which they are able to wield simultaneously in combat. When their clubs are of no use, they will readily resort to using their slam attack and attacking with their hooves. The arcitenus have no sense of tactics, nor do they try to set traps or attack with missile weapons. To the arcitenus, the only way to engage in combat is by face-to-face challenge.*

## Ashira

**Type:** 3rd-level fey, **Size:** Medium, **Speed:** 30 ft., **Abilities:** Str +0, Dex +2, Con +0, Int +0, Wis +2, Cha +4, **Skills:** Handle Animal +11, Knowledge (nature) +11, Notice +9, Ride +6, Stealth +11, Survival +9, **Feats:** Animal Empathy, Great Fortitude, Walk of the Dryad, Weapon Finesse, **Traits:** Dunami, fey traits, **Combat:** Attack/Defense +3, Damage +2 melee (claw), Initiative +2, **Saving Throws:** Toughness +0, Fortitude +1, Reflex +5, Will +5, **Dunami:** Mind Touch, Plant Shaping, Suggestion

*The ashira are tree spirits that live in domesticated trees such as date and coconut palms, and banana, orange, lemon, plum, fig, and pomegranate trees. They are a joyous and lighthearted group of faerie creatures native to the lands of Archaea, referred to as "close friends" by the humans who tend their trees. They can sometimes be heard singing and dancing when their trees are passed at night. An ashira has unnaturally thin limbs and wild, curly black hair. By day they are fidgety, almost incapable of standing still, constantly swaying in a breeze, shifting their arms and wiggling their fingers. Their hair sometimes moves by itself, curling first one way and then another. By night they are quieter, swaying slowly, eyes listless. In the blooming and fruiting seasons their dress generally improves from rags and scraps of cloth to complicated woven garments of leaves, flowers, and vines.*

## Aspis

**Type:** 6th-level monstroud humanoid, **Size:** Medium, **Speed:** 40 ft., **Abilities:** Str +1, Dex +2, Con +1, Int +1, Wis +1, Cha -2, **Skills:** Acrobatics +9, Climb +8, Notice +10, Stealth +6, **Feats:** Weapon Finesse, Weapon Focus, **Traits:** Darkvision 60 ft., immune to cold and electricity, scent, **Combat:** Attack/Defense +8, Damage +1 melee (claw) or by weapon, Initiative +2, **Saving Throws:** Toughness +1, Fortitude +3, Reflex +7, Will +6

*Aspis are about 6 feet long and look something like giant weevils.The aspis are an insectoid race that dwells in underground nests. They are very reclusive, generally only coming up to the surface to forage*

*and raid for food. They live in small, self-sufficient groups that only rarely deal with other beings. The Aspis are among the more pleasant insectoid races encountered by humans in and around Manta, and as such, aspis are generally well-liked in those regions. In other parts of Phydea where they are less known, they will be greeting much more coldly, if not with open hostility. Aspis serve their queen without question, and adventuring aspis invariably would be on some mission of exploration decreed by the queen. Alternatively, they might be from a "dead hive", and may be trying to survive without a queen to serve.*

## Astrophaes

**Type:** 2nd-level plant, **Size:** Medium, **Speed:** 20 ft., **Abilities:** Str +1, Dex +0, Con +0, Int +0, Wis +0, Cha +0, **Skills:** Notice +6, Sense Motive +4, Stealth +5, **Feats:** Alertness, **Traits:** Blindsight (30 ft.), constrict, disease, improved grab, plant traits, **Combat:** Attack/Defense +1, Damage +3 melee (slam), Initiative +0, **Saving Throws:** Toughness +0, Fortitude +3, Reflex +0, Will +0, **Blindsight:** Astrophaes can ascertain all foes within 30 feet using sound, vibration, and scent. **Constrict:** An opponent reeled in to an astrophaes' mouth takes +3 points of crushing damage each round the hold is maintained. **Disease:** By grasping an opponent with its tongue for three consecutive rounds, the astrophaes can infect the creature with the astrophaes virus (Fortitude save DC 11; incubation period 1 day; damage +3 temporary Constitution, when damaged creature must make another Fortitude save or lose 1 point permanently. At Con -5, the creature's body turns into a jelly-like mass and one month later, a fully grown astrophaes emerges from the embryo). A remove disease power cast before a creature dies halts the infection. If successful, the creature must immediately succeed at another Fortitude save (DC 11) or die. This virus is the method used by the astrophaes race for reproduction. **Improved Grab:** To use this ability, the astrophaes must hit an opponent of up to Medium-size with its tongue attack. If it gets a hold, it pulls its opponent 10 feet closer each round and constricts when the opponent is reeled in to its body. An opponent can escape with a successful Escape Artist check (DC12) or Strength check (DC 12). A single attack with a slashing weapon that deals at least 10 points of damage severs the tongue (AC 20). The tongue has a range of 30 ft.
*An astrophaes stands about 6 feet tall and has a starshaped body covered in flexible bark that has the texture of leather. It uses three of its five appendages for locomotion. A snake-like tongue protrudes from its central stump. Astrophaes are almost exclusively found in the wild area called Manta, and rarely venture outside of that wilderness. Due to their generally warmongering nature, they aren't welcomed by most races, although there are always exceptions. Astrophaes live for war, and prefer strong opponents in times of ba tle. They have been known to let captured opponents go if they discover a more worthy adversary. Astrophaes warriors slain in battle are cremated and their ashes kept as a reminder of the brave warriors that fought for the astrophaes way of life.*

## Bariaur

**Type:** 1st-level monstrous humanoid, **Size:** Medium, **Speed:** 40 ft., **Abilities:** Str +1, Dex +0, Con +0, Int +0, Wis +0, Cha -1, **Skills:** Jump -2, Knowledge (nature) +2, Notice +4, **Feats:** Power Attack, **Traits:** Charge, magic resistance, **Combat:** Attack/Defense +1, Damage +6 (gore) or by weapon, Initiative +0, **Saving Throws:** Toughness +0, Fortitude +2, Reflex +2, Will +2, **Charge:** A bariaur often begins a battle by charging at an opponent, lowering its head to smash its ram's horns against a foe. In addition to he normal benefits and hazards of a charge, this allows the bariaur to make his gore attack.
*A bariaur looks similar to a centaur, but it mixes the forms of human and ram rather than human and horse. From the waist down, a bariaur is indistinguishable from a powerful ram. From the waist up, it looks human, except for two curling horns emerging from its forehead. Bariaur are social creatures, dwelling in small mountain communities and in areas of rocky hills and forests. They are fond of games and revelry, often challenging satyrs to contests of wit and sport.*

## Basilisk

**Type:** 6th-level supernatural beast, **Size:** Medium, **Speed:** 20 ft., **Abilities:** Str +2, Dex -1, Con +2, Int –4, Wis +1, Cha +0, **Skills:** Listen +7, Spot +7, Stealth +0*, **Feats:** Alertness, Blind-Fight, Great Fortitude, **Traits:** Darkvision 60 ft., gaze, low-light vision, petrification, **Combat:** Attack/Defense +5, Damage +5 (bite), Initiative -1, **Saving Throws:** Toughness +2, Fortitude +9, Reflex +4, Will +3
*A basilisk is a reptilian lizard-like monster that petrifies living creatures with a mere gaze. A basilisk usually has a dull brown body with a yellowish underbelly. Some specimens sport a short, curved horn atop the nose. An adult basilisk's body grows to about 6 feet long, not including its tail, which can reach an additional length of 5 to 7 feet. The creature weighs about 300 pounds. A basilisk relies on its gaze attack, biting only when opponents come within reach. Though it has eight legs, its slow metabolism renders it relatively sluggish, so it does not expend energy unnecessarily. Intruders who flee a basilisk rather than fight can expect, at best, a halfhearted pursuit. These creatures tend to spend most of their time lying in wait for prey, which includes small mammals, birds, reptiles, and similar creatures.*

## Bat

**Type:** 1st-level animal, **Size:** Diminutive, **Speed:** 5 ft., fly 40 ft. (good), **Abilities:** Str –5, Dex +2, Con +0, Int –4, Wis +2, Cha –3 **Skills:** Notice 0 (+9), Stealth 4 (+18), **Feats:** Night Vision[b], Skill Focus (Notice), **Traits:** Blindsight (20 ft.) **Combat:** Attack/Defense +7, Damage –, Initiative +2, **Saving Throws:** Toughness –4, Fortitude +2, Reflex +4, Will +2 **Skills:** A bat has a +4 bonus on Notice checks. These bonuses are lost if its blindsight is negated
*Bats are small nocturnal flying mammals. These statistics describe small bats that eat primarily insects.*

## Batrachos

**Type:** 1st-level humanoid, **Size:** Small, **Speed:** 20 ft., climb 20 ft., **Abilities:** Str -1, Dex +1, Con +0, Int +1, Wis +1, Cha -1, **Skills:** Climb +9, Notice +3, Stealth +6, **Feats:** Alertness, **Traits:** Darkvision (60 ft.), marsh move, **Combat:** Attack/Defense +3, Damage -1 melee (by weapon), Initiative +1, **Saving Throws:** Toughness -1, Fortitude +0, Reflex +3, Will +1. **Marsh Move:** Batrachos can move across marshlands, swamps, and mud without any penalty to their movement speed.
*Batrachos appear as 2-foot tall tree frogs with humanoid arms and hands in place of their front limbs. They can move upright or*

*on all fours and make their homes in the trees above the marshes and swamps. A batrachos weighs about 30 pounds and has yellow eyes with vertical-slit black pupils. Their coloration is grayish-green with brown and dark green swirls or stripes. Batrachos are often encountered wearing brightly colored or decorated clothes. This is for mere decoration only. They are attracted to and love brightly colored items. Batrachos are peaceful and non-aggressive, only attacking when hunting or if threatened. They prefer to keep their opponents at distance and attack using their nets and darts. If engaged in melee, batrachos employ short swords. A batrachos village is human-like in organization. Each batrachos family maintains its own dwelling place. The huts are small and constructed of wood and mud. Batrachos build them beneath the branches of large trees so as to shade themselves from the long, hot days. Each batrachos village is led by a tribal leader (usually a female spellcaster or shaman of at least 3rd level). Batrachos survive through trade with other peace-loving races such as soricids or through hunting. Batrachos are fond of various fruits and insects*

## Bear

**Type:** 6th-level animal, **Size:** Large, **Speed:** 40 ft., **Abilities:** Str +8, Dex +1, Con +4, Int –4, Wis +1, Cha –2, **Skills:** Climb 0 (+8), Notice 9 (+10), Swim 0 (+12), **Feats:** Double Strike, Endurance, Improved Grab[b], Night Vision[b], Run, Track[b], **Traits:** Scent **Combat:** Attack/Defense +3, Damage +8 (unarmed), Initiative +1, **Saving Throws:** Toughness +6, Fortitude +9, Reflex +6, Will +3, **Skills:** A bear has a +4 bonus on Swim checks.
*Bears stand nearly 12 feet tall on their hind legs and weigh in at 1,200 pounds. These statistics suffice for most species of bear.*

## Bee, Giant

**Type:** 3rd-level vermin, **Size:** Medium, **Speed:** 20 ft., fly 80 ft. (good), **Abilities:** Str +0, Dex +2, Con +0, Int —, Wis +1, Cha –1, **Skills:** Notice +5[b], **Traits:** Darkvision (60 ft.), poison, vermin immunities, **Combat:** Attack/Defense +3, Damage +3 melee (plus poison, sting), Initiative +2, **Saving Throws:** Tough +2, Fort +3, Ref +3, Will +2, **Poison:** A giant bee's sting is poisonous (Fortitude save Difficulty 11, initial and secondary damage 1 Constitution). A giant bee that successfully stings pulls away, leaving its stinger behind. The bee is then dying. The bee's stinger is only left behind if it chooses to initiate a poison attack. It can still lacerate and harm opponenets with its stinger without making a thrusting poison attack.
*Although growing to a length of about 5 feet, giant bees behave generally like their smaller cousins. Giant bees are generally not aggressive except when defending themselves or their hive. Giant bees have a +4 bonus on Notice checks, which is reflected in the stat block.*

## Beetle, Agony

**Type:** 1st-level vermin, **Size:** Small, **Speed:** 20 ft., **Abilities:** Str -1, Dex +3, Con -2, Int -5, Wis -3, Cha -5, **Skills:** Climb +10, Jump +2, Stealth +5, **Traits:** Pain attack, vermin traits, **Combat:** Attack/Defense +5, Initiative +1, **Saving Throws:** Toughness -3, Fortitude +1, Reflex +2, Will +1, **Pain Attack:** When an agony beetle comes in contact with a victim, a secret Wisdom check is rolled. If the roll is less than the character's Wisdom, the player feels something crawling on him; failure means the creature goes unnoticed. If the players are asleep, magically held, in the midst of melee, or engaged in any other action that involves intense concentration (i.e., spellcasting), there is no roll as the agony beetle automatically goes unnoticed. When the agony beetle locates the victim's spinal column, a bile-coated tendril emerges from the beetle's snout (agony beetles do not attack invertebrates). The bile anesthetizes the skin so the victim does not feel the tendril enter. The agony beetle attacks its unknowing victim until the tendril penetrates the skin (a successful attack roll; the agony beetle ignores any armor it is beneath). Once inside the skin, the tendril is inserted into the spine. The victim is suddenly racked with excruciating pain, so intense that the victim can do nothing else but writhe and scream in agony. During this time the beetle absorbs and stores the energy released by the victim. The beetle cannot be removed by the victim; only another creature may free the individual of the beetle's deadly attachment. The beetle drains one Constitution point per round.
*This harmless looking, black scarab beetle lives off the pain and agony of its victims, hence its name. The agony beetle has a hard, black-veined, chitinous shell that is marked by dark, transverse lines. The shell protects a pair of wings. Six hooked legs are used by the beetle to attach itself to the skin of humanoid or beast. An elongated snout contains a retractable tendril. The agony beetle uses a pair of stubby antennae to sense vibrations as it does not have eyes. Although the beetle's primary locomotion is crawling, the creature's small wings allow short distance flight (up to 6 ft). The six folded, hooked legs also enable the creature to jump 3 ft. vertically. Agony beetles tend to live near water sources where they hope to encounter prey.*

## Beetle, Cacophony

**Type:** 10th-level vermin, **Size:** Gargantuan, **Speed:** 60 ft., climb 30 ft., **Abilities:** Str +8, Dex +0, Con +3, Int —, Wis +0, Cha -4, **Skills:** Listen +4, Spot +4, **Feats:** -, **Traits:** Darkvision (60 ft.), immune to sonic/concussive attacks, vermin traits, **Combat:** Attack/Defense +2, Damage +11 (gore), Initiative +0, **Saving Throws:** Toughness +9, Fortitude +10, Reflex +3, Will +3, **Sonic Blast:** A cacophony beetle can fire a 30 foot line of sonic energy every other round as a full attack action. This attack deals +8 sonic/concussive damage, Reflex save (DC 18) for half damage. This attack deals double damage to crystalline creatures and objects and ignores the hardness of stone or crystal. Any creature with blindsight struck by this attack must make a second save (Fortitude DC 18) or be effectively blinded for 2d4 minutes. The save DC is Constitution based. **Skills:** A cacophony beetle has a +4 racial bonus to Listen and Spot checks. A cacophony beetle has a +8 racial bonus to Climb checks to avoid obstacles and perform special actions. A cacophony beetle can always take 10 or take 20 while performing a Climb check, even if threatened.
*A cacophony beetle is an immense creature similar to a rhinoceros or bombardier beetle, though much larger and possessed of a unique means of self defense. A cacophony beetle's body acts as an immense resonation chamber. While the creature is far too large to fly, it can flap its wings rapidly to produce a harmonic vibration. This sound, well out of the range of hearing for most animals, travels through numerous air-filled chambers in the creature's body and is focused through its hollow, trumpet-like horn. The result is a focused beam of sound that violently rends matter apart. Cacophony beetles are omnivorous and use their sonic attack to soften food for digestion. They are nigh mindless*

*and, if hungry, will attack nearly any creature that crosses their path. Cacophony beetles tend to lair in areas where food is plentiful. Many have found ruined cities and tombs in Manta to be excellent roosts, as wandering treasure seekers routinely come with their horses to provide easy meals.*

## Beetle, Elemental Scarab

**Type:** 5th-level vermin, **Size:** Medium, **Speed:** 20 ft., **Abilities:** Str +4, Dex +1, Con +3, Int -5, Wis -1, Cha -4, **Traits:** Dunami, vermin traits, **Combat:** Attack/Defense +3, Damage +6 (bite), Initiative +1, **Saving Throws:** Toughness +3, Fortitude +6, Reflex +2, Will +0, **Dunami:** Elemental Shaping, Elemental Strike

*Some believe that the sun is a vast ball of fire, pushed across the sky each day by a celestial scarab. Certainly, earthly scarabs do gather and push spheres of material across the sand. Ordinary scarabs gather dung, but elemental scarabs can manipulate and gather the elemental energy that dances on the surface of the sand. Sages are unsure if the scarabs feed off the energy they gather, or use it for some other purpose. Each scarab leaves an area temporarily cleared of its particular energy type in its wake. For this reason, some elemental scarabs (those that gather water for example) are relentlessly hunted down and exterminated. Scarabs can only collect energy when moving. There are as many varieties of elemental scarab as there are elements, each of which collects a different type of energy off the desert surface.*

*Fire scarabs are among the most common, and they gather heat energy. They push a ball of fire ahead of them on the sand, and leave a cool zone behind them. This zone reheats quickly during the day, but cunning travelers can avoid the desert heat by shadowing fire scarabs and staying within the magically cooled area. Fire scarabs have the Fire subtype.*

*Lightning scarabs gather the electricity that sparks on the crests of dunes, and push a roiling ball of crackling plasma ahead of them. The cleared zone of a lightning scarab is never struck by natural lightning, and anyone within 20 ft. of the tail end of the scarab gains electricity resistance 10.*

*Again, those are just two types of arcane scarabs. There is one for each type of element, and all are found roaming the desert wastes of Archaea.*

## Beetle, Giant Bombardier

**Type:** 2nd-level vermin, **Size:** Medium, **Speed:** 30 ft., **Abilities:** Str +1, Dex +0, Con +2, Int —, Wis +0, Cha -1, **Traits:** Acid spray, darkvision (60 ft.), vermin traits, **Combat:** Attack/Defense +1, Damage +2 (bite), Initiative +0, **Saving Throws:** Toughness +2, Fortitude +5, Reflex +0, Will +0, **Acid Spray:** When attacked or disturbed, the creature can release a 10-foot cone of acidic vapor once per round. Those within the cone must succeed on a DC 13 Fortitude save or take +3 points of acid damage. The save DC is Constitution-based.

*This giant beetle is long and fairly flat, with the forward body being either bright red or cobalt blue, and the rear being black. The black back section has a gland that is capable of spraying a very dangerous acid. These beetles are prized as mounts for soricids. These creatures feed primarily on carrion and offal, gathering heaps of the stuff in which to build nests and lay eggs. A giant bombardier beetle is about 6 feet long. Giant bombardier beetles normally attack only to defend themselves, their nests, or their eggs.*

## Beetle, Giant Diving

**Type:** 7th-level vermin, **Size:** Large, **Speed:** 20 ft., swim 60 ft., fly 30 ft. (poor), **Abilities:** Str +6, Dex +0, Con +3, Int -, Wis +0, Cha -1, **Traits:** Vermin traits, **Combat:** Attack/Defense +3, Damage +7 (bite), Initiative +0, **Saving Throws:** Toughness +5, Fortitude +8, Reflex +2, Will +2

*The giant diving beetle's carapace is black, sleek and smooth, allowing the creature to glide effortlessly through the water. Its oversized rear legs have paddle-like ends, and it darts through the water quickly by "rowing" its rear legs simultaneously. Giant diving beetles have fully-functioning wings, protected by the hard wing cases that form its shell. With these, the creature can fly from pond to pond or lake to lake, searching for new food sources or spawning grounds. They are very popular mounts for soricids living near the water, and some humans and bardha have also taken to them. Their immense strength, toughness, and abilities of flight as well as swimming, make them a very versatile mount. They are also surprisingly easy to train, and have a reputation for loyalty if treated well.*

## Beetle, Giant Earthquake

**Type:** 7th-level vermin, **Size:** Large, **Speed:** 20 ft., fly 30 ft., **Abilities:** Str +5, Dex +1, Con +3, Int -, Wis +0, Cha -1, **Traits:** Trample, tremor attack, vermin traits, **Combat:** Attack/Defense +4, Damage +13 (bite), Initiative +1, **Saving Throws:** Toughness +5, Fortitude +8, Reflex +2, Will +2, **Tremor Attack:** By striking its abdomen on the ground, the earthquake beetle generates a small tremor, which grows in intensity with repeated blows. The effects of these tremors over successive rounds are as follows:

*Round 1:* Any creature within 5 feet of the earthquake beetle must make a successful Constitution check or be knocked to the ground.

*Round 2:* Any creature within 10 feet must make a successful Reflex save or be knocked to the ground.

*Round 3:* The radius of the tremors extends to 15 feet. Those within 5 feet of the creature are thrown violently about, suffering +3 hit points of damage and losing the opportunity to make an attack that round.

*Round 4:* The radius extends to 20 feet. Those within 10 feet suffer +3 points of damage and lose the opportunity to attack.

*Round 5:* The radius extends to 25 feet. Those within 15 feet suffer +3 points of damage and lose the opportunity to attack. Cracks in the earth begin to appear within 5 feet of the creature.

*Round 6:* The radius extends to 30 feet. Those within 20 feet suffer +3 points of damage and lose the opportunity to attack. The area within 10 feet of the creature suffers the effects of the Earth Shaping power, Earthquake. At this point, the earthquake beetle must take to the air to avoid the consequences of its own deeds.

*The earthquake beetle is a giant carnivorous insect. It is capable of generating tremors of extraordinary magnitude. The earthquake beetle has six legs and a plump body. A tough, blue-green carapace covers its back, while thick gray plates protect its underside. Its legs are covered with black bristles and end in flat, bony hooks. These hooks are useless as weapons but helpful for digging. The earthquake beetle's carapace conceals a pair of wing sheaths. When it takes flight, the beetle raises the sheaths to expose four wings. The two smaller wings near the head help the creature maneuver. The two larger wings behind propel the insect through the air, beating so rapidly they nearly become*

*invisible. When the beetle lands, it withdraws all four wings beneath the sheaths to keep them protected. Two antler-like feelers extend from the top of the creature's head. Both are covered with tiny hairs. The feelers are the beetle's primary sensory organs, providing a powerful sense of smell. With them, an earthquake beetle can smell prey up to 300ft distant. A pair of bulbous black eyes sits atop the beetle's head, and two strong mandibles curl out from its mouth. The jagged mandibles are well suited for crushing and tearing food, as well as for attacking enemies. The earthquake beetle is not aggressive by nature, attacking only to defend itself and to kill edible prey.*

## Beetle, Giant Fire

**Type:** 1st-level vermin, **Size:** Small, **Speed:** 30 ft., **Abilities:** Str +0, Dex +0, Con +0, Int —, Wis +0, Cha -2, **Traits:** Darkvision (60 ft.), vermin traits, **Combat:** Attack/Defense +2, Damage +3 (bite), Initiative +0, **Saving Throws:** Toughness -1, Fortitude +2, Reflex +0, Will +0

*These luminous nocturnal insects are prized by miners and adventurers. They have two glands, one above each eye, that produce a red glow. The glands' luminosity persists for 3 days after removal from the beetle, illuminating a roughly circular area with a 10-foot radius. Giant fire beetles are about 2 feet long, and have a black under body and a bright red upper body.*

## Beetle, Giant Stag

**Type:** 7th-level vermin, **Size:** Large, **Speed:** 20 ft., **Abilities:** Str +6, Dex +0, Con +3, Int —, Wis +0, Cha -1, **Traits:** Darkvision (60 ft.), trample, vermin traits, **Combat:** Attack/Defense +3, Damage +14 (bite), Initiative +0, **Saving Throws:** Toughness +5, Fortitude +8, Reflex +2, Will +2, **Trample:** Reflex half DC 19. The save DC is Strength-based.

*Giant stag beetles are large black beetles with a pair of oversized "antlers" that stick out in front of their sizeable mandibles. These creatures are serious pests that greedily devour cultivated crops. A single beetle can strip an entire farm in short order. An adult giant stag beetle is about 10 feet long. They are often seen in the service of soricids who use them as pack vermin and for their capabilities as a deterrant.*

## Bilwis

**Type:** 2nd-level fey, **Size:** Small, **Speed:** 20 ft., **Abilities:** Str -1, Dex +1, Con +1, Int +2, Wis +2, Cha +4, Skills: Knowledge (nature) +10, Notice +10, Stealth +11, Survival +9, **Traits:** Dunami, fey traits, **Combat:** Attack/Defense +3, Initiative +1, **Saving Throws:** Toughness +0, Fortitude +1, Reflex +4, Will +5, **Dunami:** Illusion, Plant Shaping, Polymorph Self

*The bilwis are small nature spirits, about 3 ft. tall, dwelling in the vast forests of central Phydea. Their skin is a deep, dark blue in color, and they are covered from their head to their ankles in long, cord-like fur that is white to gray. Only their faces, feet, and palms are free of the fur. Their form is roughly that of a short, wiry human, although the fur makes them look thicker than they actually are, and their head is attached to their body much like an owl's; they don't have a neck to speak of, and their head can swivel 180 degrees. The bilwis are masters of illusion and shape-shifting, and are among the more powerful magic-using races. The bilwis is a master tactician, and prefers to use magic to set the terms of a confrontation before it actually begins. They set illusions to confuse or trick any intruders to their forests, while they try to determine whether or not they are threatening. If forced into melee, the bilwis are usually armed with a sickle, dagger, & short bow. They prefer to live high up in the canopies of large trees, and because of that they often share overlapping territory with the more ground-bound soricids and other sylvan races.*

## Bird, Razor

**Type:** 1st-level animal, **Size:** Small, **Speed:** 10 ft., fly 60 ft. (average), **Abilities:** Str -2, Dex +5, Con +1, Int –3, Wis +0, Cha –1, **Skills:** Notice +5, Stealth +9, **Feats:** Aerial Superiority, **Traits:** Flock of razors, razor beak, slicing dive, **Combat:** Attack/Defense +7, Damage +1 (beak), Initiative +5, **Saving Throws:** Toughness +0, Fortitude +3, Reflex +7, Will +0, **Flock of Razors:** Multiple razor birds can combine to commit a single attack against one or more targets. A razor bird may use its slicing dive ability but forgo its attack in order to grant a +1 bonus to hit to a single other razor bird that attacks the same target that round. The razor bird still uses a standard action as normal to complete its slicing dive. **Razor Beak:** The razor bird's sharp, edged beak allows it to easily evade grappling attempts and most nets and other snares. A person attempting to grapple a razor bird automatically suffers +3 damage per round he grapples him. This damage is inflicted at the end of his turn if he has a hold on the bird. A razor bird trapped in a net automatically inflicts +3 damage to it each round it remains caught. **Slicing Dive:** As a standard action, a razor bird may fly 60 ft. and at any point during its move attack with its razor beak. The bird may move before and after its attack, and it does not draw an attack of opportunity for moving from the target.

*Razor birds are amongst the deadliest threats of the jungle, though many travelers fail to regard them as dangerous. Reaching four feet in length and with a wing span that reaches 10 feet, they roost in the mid-height branches of trees, relying on their green and brown plumage to keep them hidden from predators. Despite its great si2e, the razor bird's most notable trait is the sharp, sword-like beak. Sharpened to a deadly edge, it makes a deadly weapon that slices the bird's prey to pieces. When attacking in great flocks, razor birds can overwhelm and slay even a heavily armored warrior. Razor birds usually travel in small flocks. Despite the danger they pose to travelers, they only rarely attack other creatures. Most of the time, razor birds use their beaks to chop open vines, trees, and other plants, cutting them into small, easily-eaten portions. However, when startled or threatened a flock of razor birds can become aggressive, swarming upon a target with their deadly beaks.*

## Bird, Stymphalian

**Type:** 4th-level animal, **Size:** Medium, **Speed:** 10 ft., fly 40 ft. (average), **Abilities:** Str +2, Dex +2, Con +1, Int –4, Wis +1, Cha –4, **Skills:** Notice +6, **Feats:** Aerial Superiority, **Traits:** Darkvision 60 ft., feathers, improved critical, **Combat:** Attack/Defense +4, Damage +5 (beak), +4 melee (claw or wing slash), +3 melee (feather), Initiative +2, **Saving Throws:** Toughness +1, Fortitude +5, Reflex +6, Will +2, **Feathers:** A stymphalian bird can loose a volley of four feathers when flying over an opponent. This attack has a range of 60 feet, with no range increment. A feather threatens a critical on a roll of 19 or 20. The stymphalian bird can launch three such volleys in a single day. **Improved Critical:** A stymphalian bird

threatens a critical on a roll of 19 or 20 with its beak, talons, and feathers (including its wing slash).
*The stymphalian bird resembles a large crane with an unusually long beak of bronze and long, swift legs that end in razor-sharp talons. When a stymphalian bird makes its lair, it feeds on living creatures within a 5 mile radius. Stymphalian birds are very fond of flesh and devour livestock, cattle, and the like. They are particularly fond of bardha and humans. The bird stands about 7 feet tall and has an ibis-like body. Unlike the ibis, however, its beak is long and straight, not curved. Its feathers and talons are bronze like its beak. Stymphalian birds attack from the air. When flying, a stymphalian bird looses a volley of bronze feathers at its foes or else swoops down and attacks with its beaks or wings, flying out of range before the opponents can react. On the ground, the stymphalian bird attacks with its wings and talons.*

## Black Jelly Oyster

**Type:** 1st-level plant, **Size:** Tiny, **Speed:** -, **Abilities:** Str -, Dex -, Con +1, Int –, Wis -2, Cha –3, **Traits:** Camouflage, lichen acid, plant traits, **Combat:** Attack/Defense +3, Damage +2 (touch plus acid), Initiative +0, **Saving Throws:** Toughness -1, Fortitude +2, Reflex -, Will +2, **Camouflage:** A Notice check (DC 20) is required to recognize a black jelly oyster as something other than a harmless plant. Anyone with Survival or Knowledge (nature) may use those skills instead of Notice to detect the plant. **Lichen Acid:** When anyone moves into a space with black jelly oysters, each may make a touch attack against the passerby. Any hit indicates that the plants have been stepped on, so they immediately release a burning substance for +2 points of acid damage. One round later, the caps emit an explosion for an additional +2 points of acid damage to all within the area (2 ft radius accumulative per cap exploding), with a Reflex save (DC10) indicating half damage. After each attack they then remain dormant for 6 rounds, replenishing their acids; the fungus can be attacked during these dormant periods without harm to the assailants.
*These mushrooms appear as tough, cross-veined caps of brown to pink on curved stalks. This mutated form of black jelly oyster has the power of camouflage, and appears in depressions where their stalks cannot be seen. At a distance their caps appear as part of the ground, though rough.*

## Black Trumpet

**Type:** 1st-level plant, **Size:** Small, **Speed:** -, **Abilities:** Str -, Dex -, Con +0, Int –, Wis -5, Cha –5, **Traits:** Odor, plant traits, **Combat:** Attack/Defense +2, Initiative +0, **Saving Throws:** Toughness -1, Fortitude +2, Reflex +0, Will -5, **Odor:** Black trumpets release a powerful fragrance that is transmitted to anyone who moves within 15 ft. The odor, once imparted, will last for 10 rounds and attract any insects within the area.
*The outer area of these vase shaped mushrooms are smooth and wrinkled, with coloration varying from light grey to black. Black scales can be seen within the trumpet proper. These types are found near trees, where they feed off decaying matter. This fungus is edible, but prolonged ingestion over 6 days will impart its odor to the consumer for a full month, or until a fast of like duration consisting of nothing but water rinses the character's insides clean.*

## Blitto

**Type:** 1st-level monstrous humanoid, **Size:** Medium, **Speed:** 30 ft., fly 60 ft., **Abilities:** Str +0, Dex +1, Con +0, Int +0, Wis +2, Cha -1, **Skills:** Craft (any one) +4, Gather Information +6, Knowledge (any one) +2, Notice +5, Search +4, Survival (plains & grasslands) +5, **Feats:** Dodge, **Traits:** Darkvision 60 ft., drone, improved grab, poison, **Combat:** Attack/Defense +2, Damage +1 melee (claw) +2 melee (sting, plus poison) or by weapon, Initiative +1, **Saving Throws:** Toughness +0, Fortitude +0, Reflex +3, Will +4, **Drone:** As a full-round action, an blitto can beat his wings to create a droning buzz in a 60 ft. spread. Each creature in the area must make a Will save (DC 9) or fall asleep for 10 minutes. **Poison:** An blitto delivers its poison (Fort save DC 10) with each successful sting attack. The initial and secondary damage is the same (-2 Strength).
*The blitto are a hybrid race of humanoid "bee people", having features of both bees and humans. They are slightly taller and more slim than humans, averaging about 7 ft. in height. Their fur color is based on their tribe. While most have some variation of a pattern in gold and black, some are white and black, rust-red and black, brown and white, and so on. The blitto have orderly societies, most of which are in a near-constant state of expansion and conflict among rival tribes and other races. Despite this, some blitto live in peaceful coexistance with other races, particularly in areas such as Manta, where cooperation is essential to survival.*

## Bloodgrass

**Type:** 1st-level plant, **Size:** Large, **Speed:** -, **Abilities:** Str -, Dex -, Con +2, Int –, Wis -, Cha –, **Traits:** Blood drain, growth, plant traits, **Combat:** Attack/Defense +0, Initiative +0, **Saving Throws:** Toughness +4, Fortitude +4, Reflex +0, Will +0, **Blood Drain:** Bloodgrass is a bloodsucking plant that attacks anything that steps on it by wrapping one or more tendrils around the victim and sucking its blood. A Dexterity check must be made to avoid each tendril that is attacking. Tendrils that hit inject a paralyzing poison into the victim each round. Any creature caught in the bloodgrass must successfully make a Fortitude save each round they are ensnared until they break free or fail their save. A creature failing its save is paralyzed for 6 rounds. Each successful blow will hack off one tendril. Extra tendrils that are nearby can attack a victim that has been immobilized. The tendrils begin to bore into the victim, causing +1 damage per tendril per round. Each tendril has a Toughness of -5, but if the first one is not cut off quickly, as many as 20 tendrils can attack within 3 rounds. A clump of bloodgrass can have as many as 200 tendrils, but the normal size is about 20, 30 if in the forest. Once the victim is drained, the tendrils release the husk to lie where it fell.
**Growth:** Bloodgrass grows at a rate of 1 square foot per day if it is not destroyed. Burning it is very effective.
*Bloodgrass appears as a patch of normal, green grass. It has longer tendrils than normal grass, but only careful inspection will reveal its presence. Bloodgrass sends out runners among normal grasses of the belt or the forest.*

## Boar

**Type:** 3rd-level animal, **Size:** Medium, **Speed:** 40 ft., **Abilities:** Str +2, Dex +0, Con +3, Int –4, Wis +1, Cha –3, **Skills:**

Notice 6 (+7), **Feats:** Diehard, Tough, **Traits:** Night Vision, Scent, **Combat:** Attack/Defense +1, Damage +6 (gore), Initiative +0, **Saving Throws:** Toughness +3, Fortitude +6, Reflex +3, Will +2
*Though not carnivores, wild swine are ill tempered and usually charge anyone who disturbs them. A boar is covered in coarse, gray-black fur. Adult males are about 4 feet long and 3 feet high at the shoulder.*

## Boletaria

**Type:** 1st-level plant, **Size:** Tiny, **Speed:** 30 ft., **Abilities:** Str -3, Dex +0, Con +0, Int –3, Wis -1, Cha –1, **Skills:** Notice +10, Perform (singing) +1, **Feats:** Weapon Finesse (slam), **Traits:** Plant traits, sound imitation, spores, tremorsense, **Combat:** Attack/Defense +3, Damage -2 (slam), Initiative +0, **Saving Throws:** Toughness -2, Fortitude +2, Reflex +0, Will -1, **Sound Imitation:** Boletaria remember every sound they have ever heard, and are able to repeat it in their obnoxious, nasal falsetto. They do not remember words very well though, and tend to mispronounce everything they try to speak or sing. **Spores:** Once per day, a boletaria can release a spore cloud that has the effects of the power, Intoxicating Fumes.
*Boletaria are a tiny mushroom people, perhaps vaguely related to iton. They look like little toadstools with faces, and have no limbs. They seem to have no concerns, and are carefree and oblivious to just about everything. They come in many colors, from white to tan to dark brown, but all have reddish or purple caps with speckles. Boletaria move by expanding and contracting their roots to form a simple walking motion. Boletaria sleep during the day, and only move around at night. These fungi are just smart enough to have very simple reasoning capacities, and have developed a rather warped sense of humor. Boletaria are a musical race, and will flock to anyone singing or playing instruments, even if the music is extremely bad. They sing and dance along with the music, and are capable of imitating both words and instrumentation.*

## Bug, Ambush

**Type:** 1st-level vermin, **Size:** Small, **Speed:** 20 ft., fly 40 ft. (average), **Abilities:** Str +1, Dex +0, Con +1, Int –, Wis +2, Cha –1, **Skills:** Notice +6, Stealth +8, **Feats:** Improved Initiative, **Traits:** Attach, vermin traits, **Combat:** Attack/Defense +2, Damage +1 (bite), Initiative +4, **Saving Throws:** Toughness +0, Fortitude +3, Reflex +0, Will +2, **Attach:** If an ambush bug hits with its bite attack, it uses its raptorial front legs to latch onto the opponent's body and automatically deal bite damage each round it remains attached. Held prey can only return attack with a light weapon, and any spellcasting requires a Concentration check for continuous damage (DC 10 + half bite damage + spellcaster level).
*These yellow and brown bugs are very predatory and can be found awaiting other insects (even bees and spiders) on flowers, where their natural camouflage allows them to frequently attack with surprise.*

## Burnflower

**Type:** 1st-level plant, **Size:** Gargantuan, **Speed:** -, **Abilities:** Str -, Dex -, Con +7, Int –, Wis -5, Cha –5, **Traits:** Heat ray, plant traits, **Combat:** Attack/Defense -3, Initiative +0, **Saving Throws:** Toughness 13, Fortitude +9, Reflex +0, Will -5, **Heat ray:** Burnflowers open up in the morning and tracks the sun all day. The reflective coating on the inside of the flower catches the beams of sunlight and reflects them, forming a deadly heat ray. Any creature that comes within 100 ft. of this deadly plant is attacked by the reflected heat rays. Patches are not particularly accurate, but can do an amount of damage that is respectable and varies due to range.

**Distance/Damage per patch**
0-60 feet / +10
61-120 feet / +5
121-150 feet / +2

Every patch within range will fire at a separate target, unless there is only one target, and then all patches will target it. The target can make a Reflex save at DC 20 for half damage. Other protection is possible; cover or magical. Before dawn the burnflowers secrete a small amount of sap into the petals of the closed flowers. This is what gives the inside of the flower its reflective properties, which helps protect the plant from the burning rays of the sun. The reflective property creates a mirror like layer inside the flower. This is beneficial to the plant for two reasons, it keeps the flowers quite cool and sheltered; and is also used as a weapon to kill animals that try to feed off the plant.
*This plant can use its shiny leaves to reflect sunlight into beams of deadly energy. Burnflowers usually appear as a patch of gray-green vines with closed bulb-shaped flowers. The flowers open, and appear to be coated with a clear, sticky sap. The sap tastes bitter and is not edible, nor poisonous.*

## Camel

**Type:** 3rd-level animal, **Size:** Large, **Speed:** 50 ft., **Abilities:** Str +4, Dex +3, Con +2, Int –4, Wis +0, Cha –3, **Skills:** Notice +5, **Feats:** Alertness, Endurance, **Traits:** Low-light vision, scent, **Combat:** Attack/Defense +3, Damage +5 (bite), Initiative +3, **Saving Throws:** Toughness +4, Fortitude +5, Reflex +6, Will +1
*Camels are known for their ability to travel long distances without food or water. The statistics presented here are for the dromedary, or one-humped camel, which thrives in warm deserts. A dromedary stands about 7 feet tall at the shoulder, with its hump rising 1 foot higher. The two-humped, or Circassian, camel is suited to cooler, rocky areas. It is stockier, slower (speed 40 feet), and has a higher Constitution score (+3).*

## Canary Nasturtium

**Type:** 5th-level plant, **Size:** Large, **Speed:** 10 ft., **Abilities:** Str +4, Dex +4, Con +4, Int –, Wis +1, Cha –1, **Traits:** Blindsight (30 ft.), camouflage, plant traits, spikes, **Combat:** Attack/Defense +5, Damage +4 melee (leaves), Initiative +0, **Saving Throws:** Toughness +6, Fortitude +9, Reflex +0, Will -5, **Camouflage:** Requires Notice or Knowledge (nature) check (DC 20) to recognize as dangerous. **Spikes:** The leaves of this plant are so sharp and it whips around so quickly that on its turn, anyone within its base range of reach (20 ft.) automatically suffers +2 points of slashing damage, similar to the spike growth power.
*These appear as a 20 ft long dainty vines with finely cut silver leaves and small yellow flowers. The flowers are harmless unless ingested.*

## Caryatid Column

**Type:** 5th-level construct, **Size:** Medium, **Speed:** 20 ft. (can't run), **Abilities:** Str +1, Dex -1, Con -, Int –, Wis +0, Cha –5, **Traits:** Construct traits, damage reduction, magic immunity, shatter weapons, **Combat:** Attack/Defense +1, Damage +1 melee (only uses weapon, such as longsword, add weapon damage), Initiative -1, **Saving Throws:** Toughness +1, Fortitude +1, Reflex +0, Will +1, **Magic immunity:** A caryatid column is immune to all powers, supernatural abilities, and supernatural effects, except for those which normally affect stone. **Shatter Weapons:** Any weapon that strikes a caryatid column must succeed at a Fort.
save (DC 12) or shatter into pieces. Magic weapons receive a bonus to this save equal to their weapon bonus.
*The caryatid column is akin to the stone golem in that it is a magical construct created by a spellcaster. Caryatid columns are always created for a specific defensive function. The caryatid column stands 7 feet tall and weighs around 1,500 pounds. Its smoothly chiseled body is shaped as a beautiful woman. The column always wields a weapon (usually a longsword) in its left hand. The weapon itself is constructed of bronze, but is melded with the column and made of stone until the column animates. When melded, the sword is likely to be overlooked (Notice check DC 20 to see it). Caryatid columns are programmed as guardians and activate when certain conditions or stipulations are met or broken (such as a living creature enters a chamber guarded by it). A caryatid column attacks its opponents with its weapon. It does not move more than 50 feet from an area it is guarding or protecting.*

## Cat

**Type:** 1st-level animal, **Size:** Tiny, **Speed:** 30 ft., **Abilities:** Str –4, Dex +2, Con 0, Int –4, Wis +1, Cha –2, **Skills:** Acrobatics 0 (+10), Climb 0 (+6), Jump 0 (+6), Notice 4 (+5), Stealth 0 (+10), **Feats:** Night Vision[b], **Traits:** Scent, **Combat:** Attack/Defense +5, Damage –4 (unarmed), Initiative +2, **Saving Throws:** Toughness –2, Fortitude +2, Reflex +4, Will +1, **Skills:** Cats have a +4 bonus on Climb and Stealth checks, and a +8 racial bonus on Jump checks. Cats have a +8 bonus on Acrobatics checks. They use their Dexterity modifier instead of their Strength modifier for Climb and Jump checks. In areas of tall grass or heavy undergrowth, the Stealth bonus rises to +8.
*These statistics are for the common housecat.*

## Centaur

**Type:** 4th-level monstrous humanoid, **Size:** Large, **Speed:** 50 ft., **Abilities:** Str +4, Dex +2, Con +2, Int -1, Wis +1, Cha +0, **Skills:** Notice +3, Stealth +7, Survival +2 , **Feats:** Dodge, Weapon Focus (hoof ), **Traits:** Darkvision (60 ft.), **Combat:** Attack/Defense +5, Damage +6 (hooves) or by weapon, Initiative +2, **Saving Throws:** Toughness +4, Fortitude +3, Reflex +6, Will +5
*Centaurs are hybrid creatures, with the upper body of a man and the lower half of a horse. A centaur is as big as a heavy horse, but much taller and slightly heavier. A centaur is about 7 feet tall and weighs about 2,100 pounds. They are a proud and intelligent race, but are also prone ot arrogance and boorish behavior. When fighting, most centaurs use a bow and a sword. They generally do not use their hoof attack except as a last resort. Most of them are warriors, but some are spellcasters and experts as well. They can be found throughout Macea and Asia. A variant of this race, the zebranaur, is statistically identical to the centaur but inhabits Monomotapa, Addis and Dadosahe.*

*Zebranaur are the same as centaurs, although they are only 6 ft. tall and have the bodies of zebras instead of horses.*

## Centipede, Giant

**Type:** 3rd-level vermin, **Size:** Large, **Speed:** 40 ft., climb 40 ft., **Abilities:** Str +1, Dex +2, Con +0, Int -, Wis +0, Cha -4, **Skills:** Climb +10, Notice +4, Stealth +6, **Feats:** Weapon Finesse [b], **Traits:** Darkvision (60 ft.), poison, vermin traits, **Combat:** Attack/Defense +2, Damage +4 (bite), Initiative +2, **Saving Throws:** Toughness +2, Fortitude +3, Reflex +3, Will +1, **Poison:** A giant centipede has a poisonous bite. The save DCs are Constitution-based. The poison damage is +2 Dex points, and is both initial and secondary damage.
*Giant centipedes are just that, large types of normal centipedes. They average about 8 feet in length and have ravenous appetites.*

## Cerberus

**Type:** 30th-level supernatural beast, **Size:** Huge, **Speed:** 80 ft., **Abilities:** Str +13, Dex +7, Con +10, Int +7, Wis +7, Cha +7, **Skills:** Knowledge (nature) +37, Notice +32, **Traits:** Breath weapon, damage reduction 30, darkvision 120 ft., howl, petrifying gaze, regeneration 10, resistances, scent, **Combat:** Attack/Defense +35, Damage +18 (bite), Initiative +7, **Saving Throws:** Toughness +14, Fortitude +27, Reflex +24, Will +24, **Breath Weapon:** Center head; line of corrosive poison 5 feet high, 5 feet wide, and 30 feet long, once per 3 rounds; damage 8 temporary Constitution, Reflex save (DC 35) halves. **Howl:** All creatures within a 600-foot spread must succeed at a Will save (DC 32) or become panicked for 4 rounds. This is a sonic, mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to Cerberus' howl for one day. **Petrifying Gaze:** Collective gaze of all three heads; turn to stone permanently, 50 feet, Fortitude save (DC 32). **Resistances:** Has cold, fire, acid, and electricity resistance 30.
*The triple-headed Cerberus is the guardian of Hades. There is only one in existence and most creatures (both living and dead) are grateful for this fact. Cerberus is tasked with the duty of keeping dead souls in Hades. If a dead soul attempts to pass beyond the Gates of Hades and back into the land of the living, Cerberus attacks relentlessly until that soul returns to Hades. If slain, the soul is immediately devoured by Cerberus and is lost forever. Cerberus is also tasked with keeping living creatures out of the land of the dead (adventurers being what they are, they love to journey to Hades). Living creatures that attempt to move past Cerberus into Hades (through the main gates) are immediately attacked. Cerberus is a 30-foot long black mastiff. His three canine heads each have large round crimson eyes, long fangs, and mouths that drip and spew forth saliva. Cerberus only attacks if a dead soul attempts to pass beyond the Gates of Hades into the land of the living or if a living soul (living creature) attempts to enter the Realm of the Dead. Cerberus never willingly moves more than 60 feet from the Gates and cannot be removed by magical means. He opens combat with his baneful howl and quickly follows with his breath weapon. Living creatures that do not retreat are subjected to his gaze attack and bite attacks. Cerberus attacks until all his opponents are dead or have retreated. Slain creatures (their souls) are allowed to pass beyond the Gates and into Hades while Cerberus feasts on their body.*

## Chaeronyx

**Type:** 5th-level monstrous humanoid, **Size:** Large, **Speed:** 50 ft., **Abilities:** Str +2, Dex +2, Con +1, Int +0, Wis +1, Cha +1, **Skills:** Bluff +11, Disguise +11, Knowledge (nature), Notice +10, Stealth +9, **Feats:** Weapon Focus (hoof), Weapon Finesse (snakes), **Traits:** Petrifying gaze, poison, **Combat:** Attack/Defense +6, Damage +4 melee (hoof) or +1 melee (snakes plus poison) or by weapon, Initiative +1, **Saving Throws:** Toughness +1, Fortitude +3, Reflex +5, Will +4, **Petrifying Gaze:** Turn to stone permanently, 30 feet, Fortitude save (DC 13). **Poison:** Snakes, Fortitude save (DC 13); initial damage +3 temporary Strength, secondary damage +6 temporary Strength.

*The Chaeronyx is a horrific cross-breeding of centaur and medusa. Their humanoid section is usually a pale slate gray. Their equine body is most often coal black to dark gray, and their hooves are always blood red. Their eyes are an overall luminous, glowing green with no discernible pupils and their serpentine hair is a mass of writing, emerald green snakes.*

## Chebeldei

**Type:** 1st-level humanoid, **Size:** Small, **Speed:** 30 ft., **Abilities:** Str +0, Dex +0, Con +2, Int +2, Wis +1, Cha +0, **Skills:** Notice +4, Stealth +6, Survival +6, **Feats:** Mountain Man, **Traits:** Darkvision (60 ft.), humanoid traits, **Combat:** Attack/Defense +2, Initiative +0, **Saving Throws:** Tough +1, Fort +4, Reflex +0, Will +1

*Chebeldei are a mysterious race of small humanoids that has withdrawn from contact with all other races. Chebeldei have white skin and clear eyes resembling glass marbles. Their hair is white or gray. Chebeldei are about the same height as soricids, seldom more than three feet tall. Their arms and legs are thin. They wear dark robes with bulky hoods concealing most of their faces, black boots, and black gloves when they are found mining. Their voices are low and soft, barely above a whisper. Chebeldei are grim, even-tempered, and unfeeling. They have little respect for life other than members of their own race. They are excellent metalsmiths, sculptors, miners, and poets.*

## Chimera

**Type:** 9th-level supernatural beast, **Size:** Large, **Speed:** 30 ft., fly 50 ft. (poor), **Abilities:** Str +4, Dex +1, Con +3, Int -3, Wis +1, Cha +0, **Skills:** Notice +18, Stealth +1*, **Feats:** Aggressive Attack, Alertness, Iron Will, Weapon Focus (bite), **Traits:** Breath weapon, darkvision 60 ft., low-light vision, scent, **Combat:** Attack/Defense +9, Damage +10 melee (bite), +7 melee (gore), +6 melee (claws), Initiative +1, **Saving Throws:** Toughness +5, Fortitude +9, Reflex +7, Will +6

*The chimera is a terrifying creature with the head of a lion, the body of a she-goat (including a goat head alongside the lion head), and the tail of a serpent. It's lion head is capable of breathing a gout of flame to a distance of 30 ft. This breath weapon inflicts +3 damage to anyone in it's path (see the breath weapon description for save information), and all flammable items must save or catch fire. The chimera can use this attack once every other round.*

## Choke Creeper

**Type:** 25th-level plant, **Size:** Colossal, **Speed:** 1 ft., **Abilities:** Str +12, Dex -3, Con +11, Int —, Wis +2, Cha +0, **Traits:** Constriction, electricity absorption, improved grab, fire and cold resistance 10, plant traits, strangulation, vulnerability to cold, **Combat:** Attack/Defense +3, Damage +13 (slam), Initiative -3, **Saving Throws:** Toughness +19, Fortitude +25, Reflex +3, Will +10, **Constriction:** A choke creeper deals +8 points of damage with a successful grapple check against Huge or smaller creatures. If the choke creeper scores a critical hit, it strangles rather than constricts. **Electricity Absorption:** Any electricity-based attack that hits a choke creeper is absorbed and allows the creeper to function at +3 Dex for 2 rounds. **Improved Grab:** To use this ability, the choke creeper must hit with a slam attack. If it gets a hold, it can constrict. If the grab is successful and the creeper scores a critical hit, it strangles. **Strangulation:** The choke creeper grasps its opponent by the neck cutting off its air. The victim follows the normal rules for suffocation damage. **Vulnerability to Cold:** Any cold-based attacks that beat the choke creeper's cold resistance paralyze it for 3 rounds.

*The choke creeper is an enormous creeping vine that lives to eat everything it meets. This long vine is olive green in color, almost as thick as a large tree trunk. Choke creepers are unbelievably long, the smallest of them being about 80 feet long, and the largest being double that length. These plants have four branches on every ten-foot section; therefore the shortest creepers have 32 branches, and the longest creepers will have 64 branches. The branches of the choke creeper look like normal vegetation. Creepers are able to creep along the forest floor by use of their flexible tentacles. They are attracted to bright light and strong heat sources, such as living beings.*

## Cinnabar Red Chanterelle

**Type:** 2nd-level plant, **Size:** Small, **Speed:** -, **Abilities:** Str -, Dex -, Con +0, Int —, Wis -5, Cha -5, **Traits:** Infestation, plant traits, **Combat:** Attack/Defense +2, Initiative +0, **Saving Throws:** Toughness -1, Fortitude +3, Reflex +0, Will -5, **Infestation:** Although not dangerous by itself, there is a 15-20 chance for any given chanterelle to have some sort of special insect or other vermin hidden inside it.

*The cinnabar red chanterelle's cap is a reddish-orange and ridged, descending to a dullish red, fibrous stalk. Its fruity spores are oblong and colorless. Its fragrance can be smelled for long distances on windy days. The red chanterelle is an edible variety of fungi. Its flesh and wood is used by many sylvan races, but especially by the moss nymphs.*

## Cockroach, Giant

**Type:** 4th-level vermin, **Size:** Large, **Speed:** 50 ft., **Abilities:** Str +4, Dex +1, Con +3, Int —, Wis +1, Cha -3, **Skills:** Notice 0 (+5), Stealth 0 (+1), **Feats:** Improved Initiative[b], **Traits:** Darkvision (60 ft.), Light Sensitivity, **Combat:** Attack/Defense +2, Damage +6 (bite), Initiative +5, **Saving Throws:** Toughness +5, Fortitude +7, Reflex +2, Will +2, **Skills:** A giant cockroach has a +4 bonus on Stealth and Notice checks. The cockroach's Stealth bonus increases to +12 when amidst dark soil, rotting leaves or other decomposing organic matter.

*These monstrous scavengers will eat almost anything, and will even attack smaller living creatures when hungry. Otherwise, giant roaches tend to be timid creatures, and often flee when confronted. In larger groups, they may be a bit more belligerant. They particularly dislike bright light and usually run away from it.*

## Corkbug

**Type:** 1st-level vermin, **Size:** Small, **Speed:** 30 ft., **Abilities:** Str +0, Dex +1, Con +3, Int —, Wis -3, Cha -5, **Skills:** Notice +4, **Feats:** Improved Initiative[b], **Traits:** Resistant to bludgeoning damage, vermin traits, **Combat:** Attack/Defense +3, Damage +1 (bite), Initiative +1, **Saving Throws:** Toughness +2, Fortitude +5, Reflex +1, Will -3

*The corkbug is a giant insect that is clad in a cork-like substance; thick, but airy and light, that aids in insulation of the creature from the cold of it's home high in the mountains. Beneath the cork, there are amounts of oil fat also for insulation. Mountain dwelling humanoid races found that the cork makes excellent insulation, and because of that, it is sought after in other parts of Phydea, and the oil is ready made for lubrication and for burning. As a result, in many areas corkbugs have been extensively hunted. They are raised by mountain-dwelling soricids and daktyloi alike. In combat, corkbugs only receive half damage from attacks by blunt weapons, owing to their thick insulation. If forced to, they bite to attack for 1-4 hit points of damage. Corkbugs are generally harmless, feeding on lichen, moss, dried leaves, and any other plant material it can find. In effect, they are much like insect variants of goats and sheep. These creatures are regarded as valuable property by those who raise them, and for good reason. A healthy corkbug can command as much at auction as a similarly-aged calf or cow. The insulation and oil can be regularly harvested year after year.*

## Corollax

**Type:** 1st-level supernatural beast, **Size:** Tiny, **Speed:** 10 ft., fly 60 ft. (good), **Abilities:** Str -5, Dex +3, Con +0, Int -4, Wis +2, Cha +3, **Skills:** Notice +4, **Feats:** Weapon Finesse (claws), **Traits:** Color blast, darkvision 60 ft., low-light vision, **Combat:** Attack/Defense +6, Initiative +3, **Saving Throws:** Toughness -2, Fortitude +2, Reflex +5, Will +2, **Color Blast:** Once per round, a corollax can unleash a display of clashing colors. This is the same as the Color Blast form of the Radiance Shaping power.

*Corollax are mischievous and curious insectivorous birds that dwell in the dense jungles of Mauria and in some areas of Monomotapa. They have black beaks and eyes, and their plumage is a bright mixtures of red, orange and yellow. They are very intelligent for birds, and can be trained with a successful Handle Animal check (DC 23). They are also natural mimics, and can remember up to 9 different phrases (each requiring a Handle Animal check).*

## Crocodile

**Type:** 3rd-level animal, **Size:** Medium, **Speed:** 20 ft. (swim 30 ft.), **Abilities:** Str +4, Dex +1, Con +3, Int –5, Wis +1, Cha –4, **Skills:** Notice +4, Stealth +7, Swim +12, **Feats:** Improved Grab, **Traits:** Hold breath, low-light vision, **Combat:** Attack/Defense +2, Damage +8 melee (bite or tail slap), Initiative +1, **Saving Throws:** Tough +3, Fort +6, Ref +4, Will +2, **Hold Breath:** A crocodile can hold its breath for 20 rounds plus eight times its Constitution score before it risks drowning.

*Crocodiles are aggressive predators 11 to 12 feet long. They lie mostly submerged in rivers or marshes, with only their eyes and nostrils showing, waiting for prey to come within reach. (This grants the crocodile a +10 cover bonus on Stealth checks to hide.)*

## Crocodile, Giant

**Type:** 7rd-level animal, **Size:** Huge, **Speed:** 20 ft. (swim 30 ft.), **Abilities:** Str +8, Dex +1, Con +4, Int –5, Wis +1, Cha –4, **Skills:** Notice +5, Sneak +7, Swim +16, **Feats:** Endurance, Improved Grab, **Traits:** Hold breath, low-light vision, **Combat:** Attack/Defense +3, Damage +14 melee (bite or tail slap), Initiative +1, **Saving Throws:** Tough +8, Fort +9, Ref +6, Will +3, **Hold Breath:** A crocodile can hold its breath for 20 rounds plus eight times its Constitution score before it risks drowning.

*The monstrous giant crocodile is found most often in the marshy areas of Tanis. They grow 20 feet long, but otherwise behave like their smaller cousins.*

## Cyclopes

**Type:** 13th-level humanoid, **Size:** Large, **Speed:** 40 ft.., **Abilities:** Str +8, Dex -1, Con +4, Int –2, Wis -1, Cha –2, **Skills:** Climb +13, Jump +13, Notice +4, **Feats:** Cleave, Great Cleave, Power Attack, **Traits:** Rock catching, rock throwing, **Combat:** Attack/Defense +5, Damage +16 melee (slam, or by rock) or by weapon, Initiative -1, **Saving Throws:** Tough +6, Fort +12, Ref +3, Will +3, **Rock Catching:** A cyclopes can catch small, medium or large rocks (or projectiles of similar shape). Once per round, a cyclopes that would normally be hit by a rock can make a Reflex save to catch it. The save DC is 15 for a small rock, 20 for a medium sized one, and 25 for a large one. In order to do this, the cyclopes must be aware of the attack first. **Rock Throwing:** Cyclopes are accomplished rock throwers and receive a +1 to all attacks when throwing rocks of up to 50 lbs. in weight. Range is up to 140 ft.

*Cyclopes are a race of one-eyed giants who live in scattered caves throughout Phydea. While a few of them are civilized, most of them are monstrous brutes, gorging themselves on a diet of human flesh. These more monstrous cyclopes have a reputation for being stupid however, and are easily tricked.*

## Deer

**Type:** 2nd-level animal, **Size:** Large, **Speed:** 50 ft., **Abilities:** Str +2, Dex +2, Con +1, Int –4, Wis +2, Cha –2, **Skills:** Notice 5 (+9), Stealth 0 (+2), Swim 0 (+6), **Feats:** Dodge, Night Vision[b], Run[b], **Traits:** Scent, **Combat:** Attack/Defense +2, Damage +4 (gore) or +3 (hooves), Initiative +2, **Saving Throws:** Toughness +3, Fortitude +1, Reflex +5, Will +2, **Skills:** Deer have a +2 racial bonus on Notice checks, and a +4 racial bonus on Stealth and Swim checks.

*These timid herbivores can become aggressive around mating season.*

## Dog

**Type:** 1st-level animal, **Size:** Small, **Speed:** 40 ft., **Abilities:** Str +1, Dex +3, Con +2, Int –4, Wis +1, Cha –2, **Skills:** Notice 4 (+5), Survival 0 (+1), Swim 0 (+4), **Feats:** Night Vision[b], Skill Focus (Swim), Track[b], **Traits:** Scent, **Combat:** Attack/Defense +5, Damage +1 (unarmed), Initiative +3, **Saving Throws:** Toughness +1, Fortitude +5, Reflex +5, Will +1, **Skills:** Dogs have a +2 bonus on Swim checks and a +4 bonus on Jump checks. Dogs have a +4 bonus on Survival checks when tracking by scent.

*The statistics presented here describe a dog of about 20 to 50 pounds in weight. They also can be used for small wild canines such as coyotes and wild dogs. Dogs generally hunt in packs, chasing and exhausting prey until they can drag it down.*

## Dragonfly Turtle

**Type:** 8th-level supernatural beast, **Size:** Large, **Speed:** 20 ft., fly 60 ft. (good), **Abilities:** Str +4, Dex +1, Con +3, Int –5, Wis +0, Cha +0, **Skills:** Concentration +6, Notice +5, **Feats:** Great Fortitude, Great Toughness, Hover, **Traits:** Dunami, **Combat:** Attack/Defense +8, Damage +8 (bite), Initiative +1, **Saving Throws:** Toughness +5, Fortitude +9, Reflex +7, Will +2, **Dunami:** Water Shaping, Weather Shaping, Wind Shaping

*Also known as "hovershells," these creatures are a mix between a giant turtle and a giant dragonfly. They retain the turtle's shell and limbs but sport the dragonfly's head and wings. These creatures are highly valued as flying mounts. Adding to the creature's already bizarre appearance are the frequent "modifications" on its shell. To make it a more comfortable mode of travel, riders often attach such things as chairs, chests, and the like. Dragonfly turtles are a new race, purposely created by soricid spellcasters as a means of transportation. As such, they are almost never encountered in the wild. Rather, they are kept in comfortable "stables" until needed. The dragonfly turtle's only attack is with its razor-sharp mandibles, which cause +8 damage. Because of their large, heavy turtle shells, these creatures are not as maneuverable as the giant dragonfly. While they can hover in place and fly as fast as a giant dragonfly, they are unable to dodge missiles as the giant insect can. Fortunately, their thick armored carapace protects them. The wings of these creatures are gauzy and fragile; hitting one in combat requires a called shot, but once any of the creatures' four wings suffers +4 damage, that wing is destroyed, and the dragonfly turtle is unable to fly, plummeting to the ground if airborne. The wings can be mended with the Heal power.*

## Dryad

**Type:** 4th-level fey, **Size:** Medium, **Speed:** 30 ft., **Abilities:** Str +0, Dex +4, Con +0, Int +2, Wis +2, Cha +4, **Skills:** Escape Artist +11, Handle Animal +11, Knowledge (nature) +11, Notice +9, Ride +6, Stealth +11, Survival +9, **Feats:** Animal Empathy, Great Fortitude, Walk of the Dryad, Weapon Finesse, **Traits:** Damage reduction (bronze), dunami, **Combat:** Attack/Defense +5, Damage +0 or by weapon, Initiative +4, **Saving Throws:** Toughness +0, Fortitude +3, Reflex +8, Will +6, **Dunami:** Dryads may use the following dunami; Allergy Field, Mind Touch, Plant Shaping, Sleep, Suggestion.

*A dryad's delicate features are much like a female human of slight build, though her flesh is like bark or fine wood, and her hair is like a canopy of leaves that changes color with the seasons. Although they are generally solitary, up to seven dryads have been encountered in one place on rare occasions. They live in forests, and usually never leave the forest in which they were born. Shy, intelligent, and resolute, dryads are as elusive as they are alluring-they avoid physical combat and are rarely seen unless they wish to be. If threatened, or in need of an ally, a dryad uses charm person or suggestion, attempting to gain control of the attacker who could help the most against the rest. Any attack on the forest, however, provokes the dryad into a frenzied defense.*

## Elemental, Air

**Type:** 2nd-level elemental, **Size:** Small, **Speed:** fly 100 ft., **Abilities:** Str +0, Dex +3, Con +0, Int –3, Wis +0, Cha +0, **Skills:** Notice +3, **Feats:** Improved Initiative, Weapon Finesse, **Traits:** Air mastery, darkvision (60 ft.), elemental immunities, whirlwind, **Combat:** Attack/Defense +5, Damage +1 (slam), Initiative +7, **Saving Throws:** Tough -1, Fort +0, Ref +6, Will +0, **Air Mastery:** Airborne creatures take a –1 penalty on attack rolls and damage against an air elemental. **Whirlwind:** An air elemental can transform into a whirlwind once every 10 minutes and remain in that form for 1 round for every two levels it has. In this form, the elemental can move through the air or along a surface at its fly speed. The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 50 feet tall. The elemental controls the exact height, but it must be at least 10 feet. Another creature might be caught in the elemental's whirlwind if it touches or enters it or if the elemental moves into or through the creature's space. Creatures one or more size categories smaller than the elemental may take damage when caught in the whirlwind and may be lifted into the air. An affected creature must succeed on a Reflex save when it comes into contact with the whirlwind or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The Difficulty for saves against the whirlwind's effects is 10 + half the elemental's level + the elemental's Strength score. Damage is +1 per size category (+1 at small, +2 at medium, and so forth). Creatures trapped in the whirlwind cannot move except to go where the elemental carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Concentration check (Difficulty 15) to use dunami. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume. The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. An elemental in whirlwind form cannot make slam attacks.

*Air elementals are swirling masses of cloud and vapor. Their rapid speed makes them useful on vast battlefields or in extended aerial combat.*

## Elemental, Earth

**Type:** 2nd-level elemental, **Size:** Small, **Speed:** 20 ft., **Abilities:** Str +3, Dex –1, Con +1, Int –3, Wis +0, Cha +0, **Skills:** Notice +3, **Feats:** Power Attack, **Traits:** Darkvision (60 ft.), earth glide, earth mastery, elemental immunities, **Combat:** Attack/Defense +1, Damage +5 (slam), Initiative +7, **Saving Throws:** Tough +0, Fort +4, Ref –1, Will +0,

**Earth Glide:** An earth elemental can pass through stone, dirt, or almost any other sort of earth, except metal, as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole nor does it create any ripple or other signs of its pres-

ence. Earth Shaping used on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning it for 1 round unless it succeeds on a Difficulty 15 Fortitude save.
**Earth Mastery:** An earth elemental gains a +1 bonus on attack rolls and damage if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a –4 penalty on attack rolls. (These modifiers are not included in the statistics block.)
*Earth elementals are roughly humanoid creatures made up of earth and stone. When summoned, an earth elemental consists of whatever types of dirt, stones, precious metals, and gems it was conjured from. Though an earth elemental moves slowly, it is relentless. It can travel though solid ground or stone as easily as humans move through air. It cannot swim, however, and must either walk around a body of water or go through the ground under it. Earth elementals can move along the bottom of a body of water but they prefer not to.*

## Elemental, Fire

**Type:** 2nd-level elemental, **Size:** Small, **Speed:** 50 ft., **Abilities:** Str +0, Dex +1, Con +0, Int +2, Wis +0, Cha +0, **Skills:** Notice +3, **Feats:** Improved Initiative, Weapon Finesse, **Traits:** Burn, darkvision (60 ft.), elemental immunities, immunity to fire, vulnerability to cold, **Combat:** Attack/Defense +3, Damage +3 melee (slam, plus fire damage), Initiative +5, **Saving Throws:** Tough -1, Fort +0, Ref +4, Will +0,
**Burn:** A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save or catch on fire. The save Difficulty is 10 + half the elemental's level + the elemental's Constitution score. A burning creature can take a move action to put out the flame. Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack and also catch on fire unless they succeed on a Reflex save. **Vulnerability to Cold:** A fire elemental suffers 50 percent more damage from cold effects than normal.
*Fire elementals are humanoid shapes of blazing fire. A fire elemental cannot enter water or any other nonflammable liquid. A body of water is an impassable barrier unless the fire elemental can step or jump over it. A fire elemental is a fierce opponent that attacks its enemies directly and savagely. It takes joy in burning creatures and objects to ashes.*

## Elemental, Thorn

**Type:** 24th-level plant, **Size:** Huge, **Speed:** 30 ft., **Abilities:** Str +9, Dex +1, Con +5, Int –2, Wis +0, Cha +0, **Skills:** Climb +20, Notice +12, **Feats:** Improved Critical (Slam), Improved Critical (Spine shot), Power Attack, Weapon Focus (Spine shot), **Traits:** Plant traits, spines, **Combat:** Attack/Defense +17, Damage +18 melee (slam) or +15 ranged (spine shot), Initiative +1, **Saving Throws:** Tough +9, Fort +19, Ref +8, Will +9, **Spines:** A thorn elemental's body is composed of razor-sharp spines. The elemental's slam attacks deal half blunt and half piercing damage. The spines can be shot, dealing +6 damage plus the elemental's Str. bonus, as if a thrown weapon. The spine shot deals only piercing damage.
*Thorn elementals are brutish creatures that hail from the Elemental Plane of Wood, a plane whose very existence is shrouded in mystery. They have potent martial abilities. A thorn elemental appears as a huge, treelike structure composed entirely of shards of wood. Yellow flames are visible from its eyes and mouth.*

## Elemental, Water

**Type:** 2nd-level elemental, **Size:** Small, **Speed:** 20 ft., swim 90 ft., **Abilities:** Str +2, Dex +0, Con +1, Int –3, Wis +0, Cha +0, **Skills:** Notice +3, **Feats:** Power Attack, **Traits:** Darkvision (60 ft.), drench, elemental immunities, vortex, water mastery, **Combat:** Attack/Defense +2, Damage +4 melee (slam), Initiative +0, **Saving Throws:** Tough +0, Fort +4, Ref +0, Will +0, **Vortex:** A water elemental can transform into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for 1 round for every 2 levels it has. In this form, the elemental can move through water or along the bottom at its swim speed. Other than the fact that its vortex form is limited to a body of water, the effects are the same as an air elemental's whirlwind form. **Drench:** The water elemental's touch puts out torches, campfires, exposed lanterns, and other open flames if they are of Large size or smaller. The creature can dispel magic fire it touches with a level check (1d20 + level) against the controlling adept's level check. **Water Mastery:** A water elemental gains a +1 bonus on attack rolls and damage if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a –4 penalty on attack rolls. (These modifiers are not included in the statistics block.) A water elemental can be a serious threat to ships. An elemental can easily overturn small craft (5 feet of length per level) and stop larger vessels (10 feet long per level). Even large ships (20 feet long per level) can be slowed to half speed.
*Water elementals are vortices or swirls of water that coalesce into a vaguely humanoid shape. A water elemental can't venture more than 180 feet from the body of water from which it was summoned. A water elemental prefers to fight in a large body of water where it can disappear beneath the waves and suddenly swell up behind opponents.*

## Elephant

**Type:** 11th-level animal, **Size:** Huge, **Speed:** 40 ft., **Abilities:** Str +10, Dex +0, Con +5, Int –4, Wis +1, Cha –2, **Skills:** Notice +12, **Feats:** Alertness, Endurance, Iron Will, Skill Focus (Listen), **Traits:** Low-light vision, scent, trample, **Combat:** Attack +4, Damage +16 melee (gore) or +15 (slam), Initiative +0, **Saving Throws:** Toughness +9, Fortitude +12, Reflex +7, Will +6, **Trample:** Reflex half DC 25. The save DC is Strength-based.
*Massive herbivores of tropical lands, elephants are unpredictable creatures but nevertheless are sometimes used as mounts or beasts of burden. This entry describes an Archaean elephant. Taprobani and Colchian elephants are slightly smaller and weaker (Strength +9), but more readily trained (Wisdom +2). Elephants tend to charge at threatening creatures.*

## Eurypterid

**Type:** 2nd-level vermin, **Size:** Small, **Speed:** 30 ft., swim 60 ft.., **Abilities:** Str -1, Dex +2, Con +0, Int –, Wis -2, Cha –4, **Skills:** Stealth +7, **Traits:** Paralysis, vermin traits, **Combat:** Attack/Defense +4, Damage +1 melee (bite, plus poison), +0 melee (claws), Initiative +2, **Saving Throws:** Tough -1, Fort +0, Ref +2, Will -2, **Paralysis:** Those stung by an eurypterid's

tail must make a Fortitude save, DC 11, or be paralyzed for 2 hours. The save DC is Constitution-based.
*The eurypterid is a conglomerate of horseshoe crab, scorpion, and lobster. Their flattened and segmented bodies are covered with chitin, and each animal has two highly developed eyes. There are six pairs of appendages, and the abdomen consists of twelve overlapping plates tapering to a spike. They are carnivorous, eating whatever marine life they can catch. Eurypterids are not particularly aggressive, except when they feel their lair or young are threatened.*

## Fungus, Many-Headed

**Type:** 7th-level plant, **Size:** Huge, **Speed:** 10 ft., **Abilities:** Str +4, Dex +0, Con +5, Int -1, Wis +0, Cha –1, **Skills:** Notice +10, Stealth +4, **Feats:** Alertness, Improved Initiative, Iron Will, **Traits:** Disease, plant traits, regeneration, tremorsense, **Combat:** Attack/Defense +2, Damage +10 melee (stalk), Initiative +4, **Saving Throws:** Toughness +9, Fortitude +10, Reflex +2, Will +4, **Disease:** Any character hit by the fungus contracts the "slimy doom" disease. This disease immediately causes +2 points of temporary Con damage unless a successful Fort save (DC14) is made. The afflicted character must succeed at this save each day until the disease is finally removed or suffer +2 points of temporary Con damage per day. Failing the Fort save twice in a row causes the character to permanently lose 1 point of Constitution.
*The many-headed fungus lurks in deep jungles and forests, particularly in Manta, where it is considered one of the more deadly threats. This slimy plant creature is massive, standing some 7 ft tall (not including the stalks) and weighing approximately 400 lbs. From the trunk sprout 30-40 thick, yellowish stalks the plant sends forth to attack its victims, each almost a foot in diameter. Bizarrely, most of these stalks are topped with replicas of bestial and humanoid heads. Made of the same putrid, yellow, rubbery material as the rest of the plant, these heads represent the number of sentient victims the plant has claimed. On some of these fungi, tiny vines grow giving the appearance of hair. The heads are decorative and have no special abilities. Each stalk averages 3 ft in length, although they can be extended to 7 ft when attacking. Like other fungi, it can propel itself, but only slowly. It forms small pseudopods on its underside to move its huge mass in a jerky, halting motion. The fungus cannot grow new stalks - it can regenerate those severed or damaged, but begins life with the same number it always possesses. Once every stalk has the head of a sentient creature formed on it, these heads serve as buds that the many-headed fungus sheds. After dropping its buds in the form of these lifeless, distorted heads, the many-headed fungus resembles a large, yellow, slimy, knobby tree trunk with many smooth stalks. It can reproduce again as soon as it has absorbed enough sentients such that all of its stalks have heads. The heads sprout small stalks of their own and begin to assume the appearance of the parent. The face dissolves after a month, and it takes anywhere from 4 to 8 months for a bud to grow into a fully-formed version of the parent. By the time it is fully grown, it may have several heads already - mostly from small forest dwellers. Many-headed fungi attack by projecting slimy, expandable stalks towards their victims. Hits cause acid damage, and living creatures killed by this fungus are then assimilated into the mass. The face of the creature killed appears 1-2 days later on the end of a stalk.*

## Fungus, Shrieker

**Type:** 1st-level plant, **Size:** Medium, **Speed:** 5 ft., **Abilities:** Str +1, Dex +0, Con +1, Int —, Wis +1, Cha –1, **Traits:** Blindsense (30 ft.), low-light vision, plant immunities, resistance to cold and fire +2, **Combat:** Attack/Defense +1 (no attack), Initiative +0, **Saving Throws:** Toughness +1, Fortitude +8, Reflex +7, Will +5
*Shriekers are simple, mindless plants. They are a type of fungus, usually blue or reddish blue in color and roughly 5 feet high. Shriekers are found only underground, in damp, dark places. Ruins and old dungeons are ideal for them. A shrieker is quiet and motionless most of the time. Whenever it senses light or movement, however, it emits a piercing shriek with a 50 percent chance of attracting any other creatures in the area. Shriekers do not attack. They lure creatures close enough for the neighboring violet fungi (or anything else) to kill them, then feed on the remains.*

## Fungus, Violet

**Type:** 4th-level plant, **Size:** Medium, **Speed:** 5 ft., **Abilities:** Str +2, Dex –1, Con +2, Int —, Wis +0, Cha –1, **Feats:** Improved Grab[b], **Traits:** Blindsense (30 ft.), low-light vision, plant immunities, poison, resistance to cold and fire +2, **Combat:** Attack/Defense +1, Damage +1 melee (tendrils plus poison), Initiative -1, **Saving Throws:** Toughness +2, Fortitude +8, Reflex +7, Will +5, **Poison:** A violet fungus's tendrils excrete poison (Fortitude save Difficulty 14, initial and secondary damage 1 Strength and 1 Constitution).
*Violet fungi resemble shriekers but are more reddish, and the two plants are usually encountered together, since they complement each other's existence. Violet fungi range from 4 to 7 feet tall, with tendrils, up to 4 feet long, it uses to attack any animal that comes within reach. Violet fungi get Improved Grab as a bonus feat.*

## Ghost

**Type:** 5th-level undead (incorporeal), **Size:** Medium, **Speed:** fly 30 ft. (perfect), **Abilities:** Str —, Dex +0, Con —, Int +0, Wis +1, Cha +3, **Skills:** Notice 0 (+9), Search 0 (+8), Stealth 0 (+8) plus four skills at 8 ranks each, **Feats:** Blind-Fight, Improved Initiative **Traits:** Darkvision (60 ft.), Manifestation, Rejuvenation, plus see below, **Combat:** Attack/Defense +1, Damage (by power), Initiative +4, **Saving Throws:** Toughness -, Fortitude —, Reflex +1, Will +5, **Immunities:** Ghosts are immune to poison, sleep, paralysis, stunning, disease, and mind-influencing effects (including mind-influencing powers). They are not subject to critical hits, non-lethal damage, ability damage, ability drain, or any effect requiring a Fortitude save. **Manifestation:** Every ghost has this ability. A ghost dwells in the misty border realm between life and death and, as such, cannot affect or be affected by anything in the living world. When a ghost manifests, it partly enters the living world, becoming visible but incorporeal. When a ghost manifests, it can use any powers it possesses on material targets, provided they do not require physical contact. Only other incorporeal creatures, supernatural weapons, or powers can harm a manifested ghost. A manifested ghost can pass through solid objects at will. A manifested ghost always moves silently. **Rejuvenation:** It's difficult to destroy a ghost through simple combat. The destroyed spirit restores itself within eight days. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's Charisma) against Difficulty 16. As a rule, the only way

to get rid of a ghost permanently is to determine the reason for its existence and set right whatever prevents it from moving on. The exact means varies with each ghost and may require a good deal of research. **Skills:** Ghosts have a +8 bonus on Notice, Search, and Stealth checks. All ghosts have one to three of the other traits described following. The save Difficulty against a ghost's traits is 12 + the ghost's Charisma score, unless otherwise noted.**Corrupting Touch:** The ghost can use the Harm power with itsincorporeal touch. **Drain Vitality:** The ghost can use the Drain Vitality power with its incorporeal touch. **Frightful Moan:** The ghost can emit a frightful moan like the fear effect of the Heart Shaping power. Doing so causes the ghost no fatigue. **Horrific Appearance:** Any living creature within 60 feet that sees theghost must succeed on a Fortitude save or immediately take 1 point of damage to all physical ability scores. A creature successfully saving against this effect is immune to the same ghost's horrific appearance for 24 hours. **Malevolence:** Once per round, the ghost can merge its incorporeal form with a living creature by touch. The target can resist the attack with a successful Will save. A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body and controls it like a use of the Dominate power. **Move Object:** The ghost can use the Move Object power, even while incorporeal.

*Ghosts are the undead spirits of intelligent beings who, for one reason or another, cannot move on from their living existence to their next life. A ghost greatly resembles its living form, but in some cases the spiritual form is somewhat altered.*

## Gorgon (Medusa)

**Type:** 6th-level monstrous humanoid, **Size:** Medium, **Speed:** 30 ft., **Abilities:** Str +0, Dex +2, Con +1, Int +1, Wis +1, Cha +2, **Skills:** Bluff +9, Diplomacy +4, Disguise +9, Intimidate +4, Notice +8, Stealth +8, **Feats:** Point Blank Shot, Precise Shot, Weapon Finesse, **Traits:** Darkvision (60 ft.), petrifying gaze, poison, **Combat:** Attack/Defense +8, Damage +2 melee (snakes) or by weapon (short bow or dagger), Initiative +2, **Saving Throws:** Toughness +1, Fortitude +3, Reflex +7, Will +6, **Poison:** Initial damage is +2, secondary is +5.

*A gorgon, often called a "medusa" after one of it's more famous kin, is a hybrid creature featuring the upper torso of a woman and the lower body of a serpent. All gorgons have poisonous snakes for hair and possess a petrifying gaze. The gorgon is indistinguishable from a normal human at distances greater than 30 feet (or closer, if its face is concealed). The creature often wears garments that enhance its body while hiding its face behind a hood or veil. A typical gorgon is 5 to 6 feet tall and about the same weight as a human. A gorgon tries to disguise its true nature until the intended victim is within range of its petrifying gaze, using subterfuge and bluffing games to convince the target that there is no danger. It uses normal weapons (usually a short bow and dagger) to attack those who avert their eyes or survive its gaze, while its poisonous snakes strike at adjacent opponents.*

## Griffon

**Type:** 7th-level supernatural beast, **Size:** Large, **Speed:** 30 ft. (fly 80 ft. average), **Abilities:** Str +4, Dex +2, Con +3, Int +1, Wis +1, Cha +1, **Skills:** Jump +8, Notice +10, **Feats:** Iron Will, Weapon Focus (bite), **Traits:** Darkvision (60 ft.), low-light vision, scent, **Combat:** Attack/Defense +8, Damage +8 melee (bite), +5 melee (claws), Initiative +2, **Saving Throws:** Toughness +5, Fortitude +8, Reflex +7, Will +5

*Griffons are powerful, majestic creatures with the characteristics of both lions and eagles. From nose to tail, an adult griffon can measure as much as 8 feet. Neither males nor females are endowed with a mane. A pair of broad, golden wings emerge from the creature's back and span 25 feet or more. A griffon weighs about 500 pounds. They are proud and are cautious around outsiders. In combat, griffons prefer to pounce on their prey, either diving to the attack or leaping from above. Many griffons have levels of the warrior role, and some are even spellcasters.*

## Hallucigenia

**Type:** 9th-level vermin, **Size:** Huge, **Speed:** 30 ft., **Abilities:** Str +9, Dex +4, Con +5, Int –5, Wis +3, Cha +0, **Skills:** Notice +4, Stealth +4, **Traits:** Aquatic, vermin traits, **Combat:** Attack/Defense +7, Damage +2 (claw), Initiative +4, **Saving Throws:** Toughness +9, Fortitude +11, Reflex +6, Will +7

*Hallucigenia is a huge, worm-like vermin covered in long chitinous spikes. It uses these spikes in manner similar to legs, moving with a jerky but rapid motion. Hallucigenia is a pure carnivore, subsisting solely on the blood of its prey. Hallucigenia may leave the water for up to 6 hours at a time, wreaking havoc on the local flora and fauna. Each combat sequence that the victim is impaled on the spines after the initial strike, he will take +4 points of damage due to blood drain until he is freed (he cannot free himself) or dies. It has nine standard attacks: the seven backmounted, pincer-tipped tentacles do +1 point of damage each; the cluster of six small tentacles inflict total damage of +2; and the tail can constrict for +4 points. In addition, the monster has the option of walking over a prone opponent. Its legs are so sharp that each one does +3 points of damage, and Hallucigenia has fourteen of them. When its prey has been slain, Hallucigenia squirts digestive acid on it from the hollow tube that is its tail, softening the body enough for the tentacle pincers (its true mouths) to tear it apart and devour it. If pressed, the creature also uses this as an offensive weapon, one that does +6 points of damage. Effective range is 30 ft., and the acid is a thin jet several inches wide, only wide enough to hit a single foe. Characters can avoid this attack by making a successful Reflex save at DC 15. This jet may be used three times a day. Due to its particular metabolism, Hallucigenia is immune to all acid-based attacks.*

## Hamadryad

**Type:** 4th-level fey, **Size:** Medium, **Speed:** 40 ft., **Abilities:** Str +1, Dex +3, Con +1, Int +2, Wis +2, Cha +4, **Skills:** Knowledge (nature) +6, Escape Artist +7, Notice +8, Search +6, Sense Motive +6, Stealth +7, **Feats:** Alertness, Animal Empathy, Dodge, Improved Initiative, **Traits:** Dunami, fey traits, nature mastery, tree-bound, **Combat:** Attack/Defense +5, Initiative +3, **Saving Throws:** Toughness +1, Fortitude +2, Reflex +7, Will +8, **Dunami:** Allergy Field, Beast Summoning, Grass Darts, Nymph's Beauty, Plant Shaping. **Nature Mastery:** Hamadryads are in tune with their surroundings and their forest, and are safe from its dangers. Hamadryads always successfully detect snares and pits, at will. They cannot be entangled. They can automatically identify magically created vegetation for what it is,

including illusions, and recognize treants and treant-controlled trees on sight. They can enter any living tree and remain there as long as they wish, even if a spellcaster is already in the tree. They are immune to any sort of summoning power, but are aware of the attempted summons. **Tree-bound:** The hamadryad is a woodland spirit that is linked to an individual oak tree. Though they can leave the vicinity of their tree without harm, they never willingly leave the woodlands. Anyone attacking her tree will be subject to a mad attack from the hamadryad.
*Hamadryads appear as beautiful dryads, but with deep sparkling green eyes and long green hair. They are peaceful and shy by nature, but quick-witted and polite to those they deal with. Hamadryads are attracted to comely males, on whom they will often cast a charm power and compel them to perform a special service. Hamadryads live only in ancient vast forests far from civilized peoples. A hamadryad lives by absorbing sunlight through her hair, and will eventually die of starvation if forced to stay inside for too long, or if her head is kept shaved. Though hamadryads carry knives and such, they shun physical combat in favor of using their magical abilities.*

## Harpy

**Type:** 7th-level monstrous humanoid, **Size:** Medium, **Speed:** 20 ft., fly 50 ft. (average), **Abilities:** Str +0, Dex +2, Con +0, Int –2, Wis +1, Cha +3, **Skills:** Bluff 4 (+11), Intimidate 4 (+7), Notice 2 (+7), Perform (sing) 2 (+12), **Feats:** Fascinate (Perform), Move-by Action, Skill Focus (Perform), Tough[b], Weapon Training, **Traits:** Darkvision (60 ft.), **Combat:** Attack/Defense +9, Damage +1 (claws) or by weapon, Initiative +2, **Saving Throws:** Toughness +0, Fortitude +2, Reflex +7, Will +6, **Skills:** Harpies have a +4 bonus on Bluff, Notice, and Perform (sing) checks
*Hideous hags with bird-like wings and lower bodies, harpies like to entrance hapless travelers and lead them to unspeakable torments. Only when a harpy has finished playing with its new toys will it release them from suffering by killing and consuming them. Harpies can use the Fascinate feat when they sing. The victims walk toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through fire, off a cliff, or the like), the victim gets a second saving throw. Fascinated creatures take no actions other than to defend themselves. One type of harpy, the sirine, is quite beautiful and lives along dangerous coasts and shoals. Other than their attractive looks, they are identical to harpies.*

## Hawk

**Type:** 1st-level animal, **Size:** Tiny, **Speed:** 10 ft., fly 60 ft. (average), **Abilities:** Str –2, Dex +3, Con +0, Int –4, Wis +2, Cha –2, **Skills:** Notice 4 (+14), **Combat:** Attack/Defense +4, Damage –1 (talons), Initiative +3, **Saving Throws:** Toughness –2, Fortitude +2, Reflex +5, Will +2, **Skills:** Hawks have a +8 racial bonus on Notice checks
*Hawks are 1 to 2 feet long, with wingspans of 6 feet or less. Hawks have a +8 bonus on Notice checks to see things at a distance. These statistics can describe falcons and similar-sized birds of prey.*

## Hippocampus

**Type:** 4th-level supernatural beast, **Size:** Large, **Speed:** swim 60 ft., **Abilities:** Str +4, Dex +2, Con +3, Int +0, Wis +1, Cha +0, **Skills:** Notice +5, Stealth +4, **Combat:** Attack/Defense +5, Damage +5 melee (bite or headbutt), +6 melee (tail slap), Initiative +2, **Saving Throws:** Toughness +5, Fortitude +7, Reflex +6, Will +2
*A hippocampus is often called a sea horse, for it is indeed a half-horse/half-fish creature of the sea. The front half of a hippocampus resembles a horse, complete with a flowing mane and long, strong legs. The legs, however, end in wide fins rather than hooves. The hindquarters of the animal are that of a great fish. Its body is covered in fine scales in the fore parts and large scales elsewhere . The scales vary in color from ivory to deep green, with shades of blue and silver.*

## Hippogriff

**Type:** 3rd-level supernatural beast, **Size:** Large, **Speed:** 50 ft., fly 100 ft. (average), **Abilities:** Str +4, Dex +2, Con +3, Int –4, Wis +1, Cha –1, **Skills:** Notice +12, **Feats:** Aerial Superiority, Dodge, **Traits:** Darkvision 60 ft., low-light vision, scent, **Combat:** Attack/Defense +4, Damage +7 melee (bite), +5 melee (claws), Initiative +2, **Saving Throws:** Toughness +5, Fortitude +6, Reflex +5, Will +2
*Hippogriffs are aggressive flying creatures that combine features of horses and giant eagles. Voracious omnivores, hippogriffs will hunt humanoids as readily as any other meal. A typical hippogriff is 9 feet long, has a wingspan of 20 feet, and weighs 1,000 pounds. Hippogriffs dive at their prey and strike with their clawed forelegs. When they cannot dive, they slash with claws and beak. Mated pairs and flights of these creatures attack in concert, diving repeatedly to drive away or kill intruders. Hippogriffs fight to the death to defend their nests and their hatchlings, which are prized as aerial mounts and fetch a handsome price in many civilized areas.*

## Horse

**Type:** 3rd-level animal, **Size:** Large, **Speed:** 50 ft., **Abilities:** Str +3, Dex +1, Con +2, Int –4, Wis +1, Cha –2, **Skills:** Notice 6 (+7), **Feats:** Endurance, Run, **Traits:** Night Vision, **Combat:** Attack/Defense +1, Damage +3 (hoof or bite), Initiative +1, **Saving Throws:** Toughness +4, Fortitude +6, Reflex +4, Will +2
*Horses are widely domesticated for riding and as beasts of burden. The statistics describe large breeds of working horses. These animals are usually ready for heavy work by age three. These horses cannot fight while carrying a rider.*
*• **Light Horse:** A light horse includes smaller breeds of working horses, such as quarter horses and Arabians, as well as wild horses. These animals are usually ready for useful work by age two. Light horses have +10 ft. speed, but –2 to Strength.*
*• **Warhorse:** A warhorse is specially trained for combat, giving it a level in the warrior role. It has a +1 to its Attack and Defense, and Notice rank, along with the Tough feat (+1 Toughness save bonus).*

## Hydra

**Type:** 9th-level supernatural beast, **Size:** Huge, **Speed:** 20 ft., swim 20 ft., **Abilities:** Str +5, Dex +1, Con +5, Int –4, Wis +0, Cha –1, **Skills:** Notice +8, Swim +13, **Feats:** Blind-Fight, Combat Reflexes[b], Iron Will, Toughness, Weapon Focus (bite), **Traits:** Darkvision 60 ft., fast healing, low-light vision, scent, **Combat:** Attack/Defense +8, Damage +9 (bite), Initiative +1, **Saving Throws:** Toughness +9, Fortitude +11, Reflex +7, Will +5
*Hydras are reptile-like monsters, usually with nine heads. A*

*hydra is gray-brown to dark brown, with a light yellow or tan underbelly. The eyes are amber and the teeth are yellow-white. It is about 20 feet long and weighs about 4,000 pounds. Hydras do not speak. Hydras can attack with all their heads at no penalty, even if they move or charge during the round. A hydra can be killed either by severing all its heads or by slaying its body. To sever a head, an opponent must make a successful sunder attempt with a slashing weapon. (The player should declare where the attack is aimed before making the attack roll.) Making a sunder attempt provokes an attack of opportunity unless the foe has the Improved Sunder feat. An opponent can strike at a hydra's heads from any position in which he could strike at the hydra itself, because the hydra's head writhe and whip about in combat. An opponent can ready an action to attempt to sunder a hydra's head when the creature bites at him. Each of a hydra's heads has hit points equal to the creature's full normal hit point total, divided by its original number of heads. Losing a head deals damage to the body equal to half the head's full normal hit points. A natural reflex seals the neck shut to prevent further blood loss. A hydra can no longer attack with a severed head but takes no other penalties. Each time a head is severed, two new heads spring from the stump in 3 rounds. A hydra can never have more than twice its original number of heads at any one time, and any extra heads it gains beyond its original number wither and die within a day. To prevent a severed head from growing back into two heads, at least 5 points of fire or acid damage must be dealt to the stump (a touch attack to hit) before the new heads appear. A flaming weapon (or similar effect) deals its energy damage to the stump in the same blow in which a head is severed. Fire or acid damage from an area effect may burn multiple stumps in addition to dealing damage to the hydra's body. A hydra does not die from losing its heads until all its heads have been cut off and the stumps seared by fire or acid. Any attack that is not (or cannot be) an attempt to sunder a head affects the body. Targeted magical effects cannot sever a hydra's heads (and thus must be directed at the body) unless they deal slashing damage and could be used to make sunder attempts.*

## Ignus Fatuus

**Type:** 9th-level aberration, **Size:** Small, **Speed:** fly 50 ft. (perfect), **Abilities:** Str –5, Dex +9, Con +0, Int +2, Wis +3, Cha +1, **Skills:** Bluff +13, Diplomacy +3, Intimidate +3, Notice +17, Search +14, Survival +3, **Feats:** Blind-Fight, Improved Initiative, Weapon Finesse, **Traits:** Power immunity, darkvision (60 ft.), invisibility, **Combat:** Attack/Defense +15, Damage +1 (unarmed), Initiative +2, **Saving Throws:** Tough -1, Fort +3, Ref +12, Will +9, **Power Immunity:** An ignus fatuus is immune to any powers allowing a saving throw. **Invisibility:** A startled or frightened ignus fatuus can extinguish its glow, becoming invisible as a free action.

*Ignus fatuus are yellow, white, green, or bluish spheres of faintly glowing light. They are easily mistaken for lanterns, especially in the foggy marshes and swamps where they reside, such as in Manta. An ignus fatuus' actual body is a globe of spongy material about 1 foot across and weighing about 3 pounds, shedding as much light as a torch. Ignus fatuus avoid combat. They prefer to confuse and bewilder travelers, luring them into morasses or other hazardous places. Ignus fatuus feed on the dying life force of their victims and lay spores for new ignus fatuus in their corpses. When forced to fight, they loose small electrical shocks by touch.*

## Iton

**Type:** 2nd-level plant, **Size:** Small, **Speed:** 20 ft., **Abilities:** Str +0, Dex +2, Con +1, Int +0, Wis +1, Cha +1, **Skills:** Craft (any one) +4, Knowledge (nature) +4, Notice +6, Stealth +10, **Feats:** Alertness, **Traits:** Plant traits, spores, **Combat:** Attack/Defense +4, Damage +1 (slam), Initiative +2, **Saving Throws:** Toughness +0, Fortitude +4, Reflex +2, Will +1, **Spores:** As a standard action, an iton can release a cloud of spores. Spores can be released either in a 120 ft. spread or as a 40 ft. ray against a single target. Spores can have any of the following effects:

*Distress:* These spores alert other iton within the area that danger is near.

*Rapport:* These spores enable the iton to establish communication with each other and outsiders. Rapport can last for up to 1 hour per spore release (8 hours when communicating with other iton).

*Pacification:* These spores cause the target to become passive for 1 minute (Fort save DC 12). The target can undertake any action that does not directly harm others, such as attacking.

*Hallucination:* These spores cause the target to be confused, preventing the target from using any skills or powers for 1 hour (Fort save DC 12).

*These mobile, intelligent mushrooms are unusual beings that dwell underground and in dark forests and caverns. They are a generally gentle, quiet and shy race, seeking to live in harmony with others. Iton height varies considerably depending on their age; youngsters are about 2 ft. tall, while some elders can be as large as 12 ft. in height. Most young adults (and therefore most iton adventurers) would be between 4 and 6 ft. in height. They look just like mushrooms, except that iton have two arms and walk upright on two legs (as though a mushroom stem was split in half). They can resemble any type of mushroom in shape and color. Iton do not use weapons, and almost all iton adventurers or travelers are spellcasters.*

## Kaktos

**Type:** 2nd-level plant, **Size:** Small, **Speed:** 40 ft., **Abilities:** Str –1, Dex +2, Con +0, Int +0, Wis +1, Cha –1, **Skills:** Hide +10, Jump +6, Stealth +5, **Feats:** Improved Initiative, Weapon Finesse (Slam), **Traits:** Camouflage, damage reduction 2/slashing, low-light vision, plant traits, **Combat:** Attack/Defense +4, Damage –1 (slam) or by weapon, Initiative +6, **Saving Throws:** Toughness -1, Fortitude +3, Reflex +2, Will +1,

**Camouflage:** A kaktos can impersonate a small cactus with uncanny accuracy. By standing completely still and squatting low a kaktos gains a +10 circumstance bonus to hide checks while in desert conditions. **Needles (Ex):** The skin of a kaktos is covered in thousands of small barbs that imbed on flesh on contact. Any creature struck by a kaktos' slam attack, or that strikes the kaktos with an unarmed attack or grapple takes an additional +0 points of damage from the needles. The needles remain buried in the victim's skin. These needles must be removed with one successful Heal check (DC 11) per point of damage dealt. Each failure deals an additional point of damage to the victim as the needles are ripped free of the skin. Damage from kaktos needles cannot be cured by any means unless the needles are first removed. Attempting any action that requires concentration before the needles are removed forces a Concentration check (DC 10 + total needle damage). **Skills:** Kaktos use their Dexterity bonus for Climb and Jump checks.

*Distant, desert-dwelling relatives of the treant, the kaktos (singular and plural) are intelligent plant creatures that resemble cacti (in fact, their name means "cactus"). Harsh desert conditions forced the kaktos to evolve differently from its forest dwelling cousins. The kaktos is a small creature, standing just over three feet on average. It is vaguely humanoid, with four legs, large shoulders and a prominent horn sprouting from the middle of its face. Its face bears two large red eyes, a small mouth and a number of long, hair-like growths on the top and back of the skull. They lack their treant cousins' ability to animate plants but have evolved sharp quills to compensate. They are rarely found outside of desert climes, as they are dependent on intense heat and sandy soil. When engaged, kaktos use their surprising speed and agility to their advantage. They dart in and out of weapons' range and slam opponents with needle-bearing limbs.*

## Ketos

**Type:** 20th-level supernatural beast, **Size:** Gargantuan, **Speed:** swim 20 ft., **Abilities:** Str +12, Dex +0, Con +9, Int +5, Wis +5, Cha +5, **Skills:** Concentration +21, Diplomacy +7, Intimidate +16, Knowledge (geography) +17, Knowledge (nature) +16, Notice +30, Search +28, Sense Motive +17, Stealth +0, Survival +5, Swim +20, **Feats:** Alertness, Blind-Fight, Combat Expertise, Improved Critical (tentacle), Improved Initiative, Improved Trip, Iron Will, **Traits:** Darkvision 60 ft., dunami, ink cloud, jet, low-light vision, **Combat:** Attack/Defense +16, Damage +18 melee (tentacle), +20 melee (bite), Initiative +4, **Saving Throws:** Toughness +15, Fortitude +21, Reflex +12, Will +13, **Dunami:** Water Shaping, Weather Shaping, Wind Shaping, **Ink Cloud:** A ketos can emit a cloud of jet-black ink in an 80-foot spread once per minute as a free action. The cloud provides total concealment, which the ketos normally uses to escape a fight that is going badly. Creatures within the cloud are considered to be in darkness. **Jet:** A ketos can jet backward once per round as a full-round action, at a speed of 280 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting. **Skills:** A ketos has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

*This gargantuan sea monster looks like a cross between a giant squid and an octopus. Six of the beast's tentacles are shorter arms about 30 feet long; the remaining two are nearly 60 feet long and covered with barbs. Its beaklike mouth is located where the tentacles meet the lower portion of its body. Ketos strike their opponents with their barbed tentacles, then grab and crush with their arms or drag victims into their huge jaws. An opponent can make sunder attempts against a ketos' tentacles or arms as if they were weapons. A ketos' tentacles have 20 hit points, and its arms have 10 hit points. If a ketos is currently grappling a target with one tentacle or arm, it usually uses another limb to make its attack of opportunity against the sunder attempt. Severing a ketos' tentacle or arm deals damage to the keots equal to half the limb's full normal hit points. A ketos usually withdraws from combat if it loses both tentacles or three of its arms. A ketos regrows severed limbs in 1d10+10 days.*

## Lamia

**Type:** 9th-level supernatural beast, **Size:** Large, **Speed:** 60 ft., **Abilities:** Str +4, Dex +2, Con +1, Int +1, Wis +2, Cha +1, **Skills:** Bluff +14, Concentration +10, Diplomacy +3, Disguise +1, Intimidate +3, Notice +11, Stealth +11, **Feats:** Dodge, Improved Dodge, Iron Will, Spirited Charge, **Traits:** Ability drain, darkvision 60 ft., dunami, low-light vision, **Combat:** Attack/Defense +10, Damage +4 melee (claw) or by weapon, Initiative +2, **Saving Throws:** Toughness +3, Fortitude +7, Reflex +8, Will +7, **Ability Drain:** A lamia drains 1d4 points of Wisdom each time it hits with its melee touch attack. (Unlike with other kinds of ability drain attacks, a lamia does not heal any damage when it uses its Wisdom drain), **Dunami:** Dominate, Flesh Shaping, Illusion, Mind Touch, Sleep, Suggestion

*The lamia is a hybird creature with the upper body of a beautiful (if sinister) female human and the lower body of a lion. Her eyes and tail are like those of a serpent, and her mouth sports serpentine teeth and a forked tongue. A typical lamia is about 8 feet long and weighs about 700 pounds. Though a lamia is powerful and dangerous in close combat, it has no stomach for a fair fight. It uses its illusions to lure heroes into perilous situations, and then comes out of the shadows and drain Wisdom from its opponents. When it has sapped the will of its victim, it uses its enchantment abilities to beguile and ensnare the unfortunate soul. The lamia then keeps the victims for as long as they are useful, only to kill them and drain them of their blood. A lamia forced into physical combat attacks with a dagger in one of its human hands and a pair of lion-like claws.*

## Leanchoilia

**Type:** 5th-level vermin, **Size:** Large, **Speed:** 25 ft., **Abilities:** Str +4, Dex +1, Con +4, Int –5, Wis +1, Cha +0, **Skills:** Notice +5, **Traits:** Aquatic, vermin traits, **Combat:** Attack/Defense +2, Damage +8 melee (antennae whip), +5 melee (bite), Initiative +1, **Saving Throws:** Toughness +6, Fortitude +8, Reflex +2, Will +2

*This arthropod has fin-feet of the sort common to creatures such as Opabinia and Yohoia, enabling it to both swim and crawl at the same slow, steady pace. It is otherwise noted for three things: a pair of antennae-like frontal appendages, each ending with three whips; an armored shell, and a saw-edged tail spine that is used for digging. (It is not a weapon, but you don't need to tell the players that!) In battle, Leanchoilia lashes out with its whip-like arms, doing +4 points of damage with each, not including the Strength bonus. Aside from laceration damage, they also may entangle a target of man-size or smaller, making him unable to fight back or escape unless he makes a Strength roll. Prey that has been successfully snagged will be dragged to the mouth, which inflicts +1 points of biting damage per combat sequence. As the creature can come out on dry land for several hours, it is a considerable threat to human life.*

## Leshy

**Type:** 3rd-level fey, **Size:** Medium, **Speed:** 40 ft., swim 90 ft., **Abilities:** Str +1, Dex +3, Con +1, Int +3, Wis +2, Cha +2, **Skills:** Bluff +7, Concentration +6, Escape Artist +7, Knowledge (nature) +7, Notice +7, Sense Motive +6, Stealth +14, Swim +13, **Feats:** Alertness, Animal Empathy, Dodge, Lightning Reflexes, **Traits:** Dunami, immunities, low-light vision, **Combat:** Attack/Defense +4, Damage +3 melee (claw), Initiative +3, **Saving Throws:** Toughness +1, Fortitude +4, Reflex +6, Will +5, **Dunami:** Elemental Wall (used with Plant Shaping), Illusion, Plant Shaping, Sound Shaping, **Immunities:** Leshies are

immune to all illusions.
*The leshy is a mischievous spirit of the woods that takes delight in bothering and misleading the unwary. They appear as old, wizened humanoids with long noses, with skin of a light blue complexion. They have dirty brown hair all over their body to match their dirty, matted hair and beard. These forest people stand about 5 feet tall, and are somewhat thin and frail looking. These nomadic creatures have no fixed lairs, and have only those possessions they can carry. They can be more than a little irritating to most, but are on good terms with many forest creatures, including most soricid, satyrs, and centaurs. A leshy delights in tormenting hapless random victims. They seek to bedevil unsuspecting travelers with their magic powers, and only strike with their claws when attacked directly. They have their own twisted sense of fair play and will let up on the victims eventually. If the unfortunate souls can manage to retain their sense of humor throughout the ordeal, manage to evade the tricks somehow, or even outwit the leshy, he will let them go with a blessing.*

## Lion

**Type:** 5th-level animal, **Size:** Large, **Speed:** 40 ft., **Abilities:** Str +5, Dex +3, Con +2, Int –4, Wis +1, Cha –2, **Skills:** Balance +7, Notice +5, Stealth +11, **Feats:** Alertness, Run, **Traits:** Improved grab, low-light vision, pounce, scent, **Combat:** Attack/Defense +4, Damage +6 melee (claw) or +8 melee (bite), Initiative +3, **Saving Throws:** Toughness +4, Fortitude +6, Reflex +7, Will +2, **Pounce:** If a lion charges a foe, it can make a full attack, including two rake attacks. **Improved Grab:** To use this ability, a lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.
*The statistics presented here describe a male Archaean lion, which is 5 to 8 feet long and weighs 330 to 550 pounds. Females are slightly smaller but use the same statistics.*

## Lizard, Monitor

**Type:** 3rd-level animal, **Size:** Medium, **Speed:** 30 ft., swim 30 ft., **Abilities:** Str +3, Dex +2, Con +3, Int –4, Wis +1, Cha –3, **Skills:** Climb +6, Notice +4, Sneak +6, Swim +11, **Feats:** Great Fortitude, Lightning Reflexes, **Traits:** Low-light vision, **Combat:** Attack/Defense +3, Damage +5 melee (bite), Initiative +2, **Saving Throws:** Tough +3, Fort +8, Ref +7, Will +2,
*Unlike their smaller cousins, monitor lizards are aggressive and deliberately attack other animals. They use their powerful jaws to tear chunks of meat from their prey. Most monitor lizards are 3 to 5 feet long, including their tails. They have a +4 bonus to Stealth checks, which increases to +8 in forested or overgrown areas.*

## Manticore

**Type:** 6th-level supernatural beast, **Size:** Large, **Speed:** 30 ft., fly 50 ft. (clumsy), **Abilities:** Str +5, Dex +2, Con +4, Int –2, Wis +1, Cha –1, **Skills:** Notice +9, Survival +1, **Feats:** Aerial Superiority, Aggressive Attack, Track[b], Weapon Focus (spikes), **Traits:** Darkvision 60 ft., low-light vision, scent, spikes, **Combat:** Attack/Defense +7, Damage +8 melee (claw, bite), +9 ranged (spikes), Initiative +2, **Saving Throws:** Tough +6, Fort +9, Ref +7, Will +3, **Spikes:** With a snap of its tail, a manticore can loose a volley of six spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only twenty-four spikes in any 24-hour period.
*The manticore has the body of a lion and a head with human resemblance. The mouth is filled with three rows of razor-sharp teeth and the scaled tail ends in a ball with poisonous darts. It also has a pair of ungainly, bat-like wings which it uses to fly over short distances. A typical manticore is about 10 feet long and weighs about 1,000 pounds. A manticore begins most attacks with a volley of spikes, then closes. It is a dangerous creature, most often found in the wilds of Asia and Scythia.*

## Mantis, Giant

**Type:** 4th-level vermin, **Size:** Large, **Speed:** 20 ft., fly 40 ft., **Abilities:** Str +4, Dex –1, Con +2, Int —, Wis +2, Cha +0, **Skills:** Notice +6, Stealth –1, **Feats:** Improved Grab, **Traits:** Darkvision (60 ft.), vermin immunities, **Combat:** Attack/Defense +0, Damage +7 melee, Initiative -1, **Saving Throws:** Tough +4, Fort +6, Ref +0, Will +3
*The giant mantis is a hideous, patient carnivore, able to remain completely still as it waits for prey. It hunts in the depths of Manta and other areas of heavy forest. A giant mantis has a +4 bonus on Notice and Stealth checks, which is reflected in the stat block. Its natural camouflage gives it a +12 Stealth bonus when surrounded by foliage. It gets Improved Grab as a bonus feat.*

## Mantrap

**Type:** 4th-level plant, **Size:** Huge, **Speed:** -, **Abilities:** Str +6, Dex -, Con +5, Int -, Wis -2, Cha +2, **Traits:** Acid, blindsight, engulf, improved grab, plant traits, pollen, **Combat:** Attack/Defense +0, Damage +10 melee (slam), Initiative -5, **Saving Throws:** Tough +9, Fort +9, Ref -, Will -1, **Acid:** Engulfed foes take +4 points of acid damage each round. **Blindsight:** Mantraps have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration. **Engulf:** A mantrap can try to wrap a Medium-size or smaller creature in a leaf as a standard action. The mantrap attempts a grapple that does not provoke an attack of opportunity. If it gets a hold, it automatically deals acid damage to the trapped foe. Half of all attacks that hit a mantrap deal one-half their damage to the monster and half to the trapped victim. **Improved Grab:** To use this ability, the mantrap must hit with its slam attack. If it gets a hold, it engulfs its foe. **Pollen:** As a standard action, a mantrap can release an aura of pollen in a 60-foot radius. Creatures that smell this pollen must succeed at a Will save (DC 17) or become fascinated with the plant. Fascinated creatures move directly toward the mantrap and climb into one of its leaves (the mantrap automatically grapples fascinated creatures that do this). This fascination lasts for 24 hours or until the mantrap is slain and its leaves burned.
*The mantrap is a gigantic relative of the Venus flytrap, that usually appears in pairs. This insidious plant attracts live prey by scent, and then traps its victims while dissolving them with acid. The mantrap is a huge bush with towering stalks of purple blossoms, and has 2-5 huge green leaves at ground level. A mantrap continuously releases its dangerous pollen during daylight hours. Any creature that steps on one of its leaf traps is subject to a slam attack from the plant. The plant*

*can thus make up to 2-5 slams per round, one for every leaf that is stepped on by individual targets. This slam holds the creature securely, and the victim cannot be pulled free until the plant is destroyed.*

## Marrella

**Type:** 8th-level vermin, **Size:** Large, **Speed:** 30 ft., **Abilities:** Str +4, Dex +3, Con +5, Int -5, Wis +2, Cha +0, **Skills:** Notice +3, Stealth +3, **Traits:** Antennae whip, aquatic, vermin traits, **Combat:** Attack/Defense +7, Damage +11 melee (slam) or +6 melee (antennae), Initiative +3, **Saving Throws:** Tough +7, Fort +11, Ref +4, Will +5

*This arthropod looks something like a cross between a trilobite and a centipede. It spends most of its time in the water (the fluffy-looking antennae are gills), but it can spend up to 4 hours at a time on dry land, and often does so traveling from one body of water to another. The Marrella attacks by means of its two whip-like antennae, lashing out for +2 points of damage each. In addition, a Marrella at least 10ft. away from its foe can charge, doing damage through impact with its heavily armored head (+7 damage points).*

## Minotaur

**Type:** 6th-level monstrous humanoid, **Size:** Large, **Speed:** 30 ft., **Abilities:** Str +4, Dex +0, Con +2, Int -2, Wis +0, Cha -1, **Skills:** Intimidate +2, Notice +7, Search +2, **Feats:** Great Fortitude, Power Attack, Track, **Traits:** Darkvision 60 ft., natural cunning, powerful charge, scent, **Combat:** Attack/Defense +5, Damage +7 melee (gore) or by weapon, Initiative +0, **Saving Throws:** Tough +4, Fort +6, Ref +5, Will +5, **Powerful Charge:** A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play.

**Natural Cunning:** Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This prevents them from ever becoming lost and enables them to track enemies. Further, they are never caught flat-footed.

*Minotaurs are creatures that look like a hybrid of a bull and a very large, muscular human. They have the head, tail, and powerful legs of a bull, while their torso and arms are human. A minotaur stands more than 7 feet tall and weighs about 700 pounds. They prefer melee combat, where their great strength serves them well.*

## Monkey

**Type:** 1st-level animal, **Size:** Tiny, **Speed:** 30 ft., climb 30 ft., **Abilities:** Str –3, Dex +2, Con +0, Int –4, Wis +1, Cha –2, **Skills:** Acrobatics +10, Climb +14, Notice +4, Stealth +11, **Feats:** Weapon Finesse, **Traits:** Low-light vision, **Combat:** Attack/Defense +5, Damage -4 melee, Initiative +2, **Saving Throws:** Tough -2, Fort +2, Ref +4, Will +1,

*These small arboreal monkeys are found in most warm forests or jungles, such as in Mauria, Dadosahe, Kyrena, Tanis and some of the islands of the Aegis Sea. They vary widely in coloring, markings, and fur length, but all have prehensile tails and feet and surprisingly expressive faces. If attacked by something larger than they are, most monkeys flee to the trees. If cornered, however, they become vicious fighters. Monkeys have a +8 bonus to Acrobatics checks, which is reflected in the stat block. They use their Dexterity instead of their Strength for Climb checks.*

## Mosquito, Giant

**Type:** 2nd-level vermin, **Size:** Small, **Speed:** 10 ft., fly 50 ft. (average), **Abilities:** Str +0, Dex +4, Con +1, Int —, Wis +0, Cha -3, **Skills:** Notice 0 (+4), **Feats:** —, **Traits:** Attach, Blood Drain, Darkvision (60 ft.), Disease, **Combat:** Attack/Defense +6, Damage +1 (bite, plus blood drain), Initiative +4, **Saving Throws:** Toughness +0, Fortitude +3, Reflex +4, Will +0, **Attach:** If a giant mosquito hits with a bite attack, it latches onto the opponent's body. An attached mosquito is effectively grappling its prey. The giant mosquito loses its Dexterity bonus to defense (giving it Defense +2), but holds on with great tenacity. Giant mosquitoes have a +12 racial bonus on grapple checks. An attached mosquito can be struck with a weapon or grappled itself. To remove an attached mosquito through grappling, the opponent must achieve a pin against the mosquito. **Blood Drain:** An attached giant mosquito drains blood, dealing 1 point of Constitution damage each round it begins its turn attached to a victim. Once it has dealt 2 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the mosquito's appetite has been sated, the mosquito detaches and seeks new prey. **Disease:** There is 10% chance (19-20 on a d20) that any given giant mosquito is carrying a disease of some variety. Anyone bitten by a disease-carrying giant mosquito has a chance of contracting the disease. **Skills:** A giant mosquito has a +4 racial bonus on Notice checks.

*Giant mosquitoes are nearly a yard long. They are mostly found in swampy areas, and other places with stagnant water.*

## Mukes

**Type:** 1st-level plant, **Size:** Diminutive, **Speed:** -, **Abilities:** Str -, Dex -, Con +0, Int –, Wis -3, Cha –5, **Traits:** Plant traits, spore cloud, **Combat:** Attack/Defense +5, Initiative +0, **Saving Throws:** Toughness -4, Fortitude +2, Reflex -, Will -3, **Spore Cloud:** Once every two hours the mukes can release a spore cloud, affecting all creatures within a five foot radius. Creatures which inhale the spores (Will negates, DC 15) are affected differently, based on their Wisdom. Creatures whose Wisdom is -1 or less are afflicted with a berserk rage that lasts for 12 hours. Raging creatures gain a temporary +2 bonus to their Constitution and Strength, suffer a -2 penalty to their Dexterity, and act as though they are confused. Creatures whose Wisdom scores are +0 or greater are paralyzed with nightmarish hallucinations for 30 minutes. A successful Will save results in a -4 to all attacks, saves, and ability checks for 30 minutes, regardless of Wisdom. This is a mind-affecting hallucinogen; Undead, Plants, Constructs, Oozes, and Vermin, and creatures with no Intelligence score are unaffected.

*Mukes is a dark blue fern shaped fungus which normally grows in rings in the deep forest. It is faintly luminescent and easily identifiable by its faint gingerlike smell. Because animals and civilizations tend to avoid going near areas where mukes is common, it is usually found in unvisited and unpopulated areas where it grows in large quantities. Mukes also burns very easily, exploding if exposed to very high heat, releasing all of its spores. Mukes often grows in circles, the larger fungi to the outside of the ring. No creature will eat a mukes willingly (unless that is, they seek it as a drug for recreational purposes); effects of doing this are nausea, faintness, coma, depression, hallucinogenic effects, or even death should enough be consumed.*

## Mummy

**Type:** 8th-level undead, **Size:** Medium, **Speed:** 20 ft., **Abilities:** Str +7, Dex +0, Con -, Int -2, Wis +2, Cha +2, **Skills:** Notice +8, Stealth +7, **Feats:** Alertness, Great Fortitude, Toughness, **Traits:** Damage reduction, darkvision 60 ft., despair, mummy rot, undead traits, vulnerability to fire, **Combat:** Attack/Defense +2, Damage +9 (slam, plus mummy rot), Initiative +0, **Saving Throws:** Toughness -, Fortitude +4, Reflex +2, Will +8, **Despair:** At the mere sight of a mummy, the viewer must succeed on a DC 16 Will save or be paralyzed with fear for 3 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. The save DC is Charisma-based, **Mummy Rot:** Supernatural disease-slam, Fortitude DC 16, incubation period 1 minute; damage 3 Con and 3 Cha. The save DC is Charisma-based. Unlike normal diseases, mummy rot continues until the victim reaches Constitution -5 (and dies) or is cured as described below. Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any Heal power on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the power has no effect on the afflicted character. To eliminate mummy rot, the curse must first be broken with Dispel Power (requiring a DC 20 caster level check), after which a caster level check is no longer necessary to cast healing powers on the victim, and the mummy rot can be magically cured as any normal disease. An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

*Mummies are preserved corpses animated through the auspices of dark desert gods best forgotten. Most mummies are 5 to 6 feet tall and weigh about 120 pounds. They are usually encountered in Tanis, Addis & Araba.*

## Nymph

**Type:** 6th-level fey, **Size:** Medium, **Speed:** 30 ft., swim 20 ft., **Abilities:** Str +0, Dex +3, Con +1, Int +3, Wis +3, Cha +4, **Skills:** Concentration +10, Diplomacy +6, Escape Artist +12, Handle Animal +13, Heal +12, Notice +12, Ride +5, Sense Motive +12, Stealth +12, Swim +8, **Feats:** Animal Empathy, Dodge, Supernatural Focus, Weapon Finesse, **Traits:** Blinding beauty, damage reduction, dunami, low-light vision, stunning glance, unearthly grace, **Combat:** Attack/Defense +4, Damage by weapon (dagger), Initiative +3, **Saving Throws:** Toughness +1, Fortitude +11, Reflex +16, Will +16, **Blinding Beauty:** This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must succeed on a DC 17 Fortitude save or be blinded permanently as though by the blindness power. A nymph can suppress or resume this ability as a free action. The save DC is Charisma-based., **Dunami:** Heal, Light Shaping, Mind Touch, Plant Shaping, Water Shaping, Weather Shaping, Wind Shaping, **Stunning Glance:** As a standard action, a wrathful nymph can stun a creature within 30 feet with a look. The target creature must succeed on a DC 17 Fortitude save or be stunned for 4 rounds. The save DC is Charisma-based. **Unearthly Grace:** A nymph adds her Charisma modifier as a bonus on all her saving throws.

*Nymphs are female spirits of nature and are found all over Phydea. They are related to dryads and elemental spirits.*

## Nymph, Moss

**Type:** 3rd-level fey, **Size:** Small, **Speed:** 30 ft., **Abilities:** Str -2, Dex +2, Con +1, Int +2, Wis +3, Cha +3, **Skills:** Climb +3, Craft (medicines), Handle Animal +10, Heal +5, Knowledge (nature) +7, Notice +12, Stealth +10, Survival +8, **Feats:** Alertness, Animal Empathy, Great Fortitude, **Traits:** Dunami, fey traits, low-light vision, poison, speak with nature, summon plants, tree stride, **Combat:** Attack/Defense +4, Initiative +2, **Saving Throws:** Toughness +0, Fortitude +4, Reflex +6, Will +5, **Dunami:** Allergy Field, Beast Summoning, ature's Wrath, Plant Shaping, **Poison:** Poison touch, DC 12, primary 2 dex, secondary creature becomes greenish and grows leaves. **Speak with Nature:** Moss nymphs can freely talk to animals, plants and rocks. In addition, this ability allows the moss nymph to use its Animal Empathy feat on plants with an Int score below 3 (including plants without an Int score). **Summon Plants:** Once per day, a moss nymph can summon a number of plant creatures, with a total level of double the moss nymph's level, with no creature having more than 1/3 the total level. These creatures remain for 1 hour, and cannot use their own summoning ability (if any) for 1 hour. **Tree Stride:** Moss nymphs can use trees as extradimensional passageways. Up to 3 times per day, moss nymphs can enter any tree and exit through any other tree within 10 ft. per level of the nymph. This is a move action.

*The moss nymphs are a small fey race similar in appearance to gnomes, tending the plants of the forest. Generally peaceful, they do act if something threatens their habitat. Its hair is composed of grasses, moss, and short vines and its eyes are the color of emeralds. The ears are long and pointed. Their skin is usually a brown color. Moss nymphs usually wear simple clothing in earth tones. There are both males and females of the race. Moss nymphs are closely related to nightshades (the fey race), and fill a similar role in mostly good-aligned forests.*

## Odontogriphus

**Type:** 1st-level vermin, **Size:** Huge, **Speed:** 20 ft., swim 30 ft., **Abilities:** Str +8, Dex +2, Con +4, Int -5, Wis +1, Cha -3, **Skills:** Stealth +4, **Traits:** Aquatic traits, blood drain, constriction, vermin traits, **Combat:** Attack/Defense +1, Damage +13 melee (bite), Initiative +2, **Saving Throws:** Toughness +8, Fortitude +6, Reflex +2, Will +1, **Blood Drain:** After scoring a successful bite attack, the target must make a Strength check each round. Failure means that the odontogriphus is still attached and begins draining the target's blood for +1 damage each round.

*Odontogriphus seems like a cross between a flatworm and a leech, with a swimming style somewhat like that of a manta ray. It has a mouth with a curious ring of teeth on its underside, so its attack method is obvious: drop down on the prey from above, bite in, and start sucking. Because of its flexibility, it also has the capability for a constriction attack, dropping itself down on man-sized or smaller prey and wrapping itself around it. Constriction adds +2 damage per attack, and suffocates the victim within 3 rounds. Even if the character is underwater and has her own air supply, she still suffocates, as this attack prevents her from drawing air into her lungs. All attacks made on the constricting monster will do half damage (rounding down) on the constricted victim.*

## Ophia

**Type:** 2nd-level humanoid, **Size:** Medium, **Speed:** 30 ft., swim 15 ft., **Abilities:** Str +0, Dex +0, Con +1, Int +1, Wis +2, Cha +3, **Skills:** Concentration +5, Knowledge (dunami) +5, Sense Motive +2, **Feats:** Weapon Focus (bite), **Traits:** Darkvision 60 ft., dunami, low-light vision, poison, **Combat:** Attack/Defense +1, Damage +1 melee (bite, plus poison) or by weapon, Initiative +0, **Saving Throws:** Toughness +1, Fortitude +1, Reflex +3, Will +2, **Dunami:** Prestidigitation, **Poison:** Injury, Fortitude save (DC 14); initial damage -1 Constitution, secondary damage -2 Constitution.

*The ophia are one of the oldest races in Phydea, and live among the scattered islands of the Aegis Sea. Ophia resemble upright serpents, with snake heads and scales, but with two arms and legs. They posses tails and dress in robes or ornate chitons decorated with strange symbols. The ophia were once one of the most powerful races in all of Phydea, but constant war, magical disasters and other misfortunes brought their once-mighty civilization down. Now they are largely withdrawn from the world. Ophia can assume any character class role they choose, but by far they are more inclinied towards being spellcasters. In fact, they are so attuned to the energies of dunamis that all Ophia can cast the power Prestidigitation at will. For a race as xenophobic as they are, quite a few ophia travel abroad, usually seeking out ancient relics and other paths to personal power and fortune. They have a long and storied history with the soricid, and thus prefer to adventure in groups that contain one of more of the shrew folk. They are generally very cautious when dealing with humans of any nationality, but have an open hatred for the Tanisani (the Tanisani were largely responsible for the fall of ophian power). They dislike the daktyloi seemingly due only to their kinship with the telchines, and their first reaction upon seeing a telchine is to kill it on the spot (the telchines, many centuries ago, allied with Tanis and destroyed the Archaean Empire… the great empire of the ophia). They have no feelings one way or the other about the bardha or any other civilized races.*

## Pegasus

**Type:** 4th-level supernatural beast, **Size:** Large, **Speed:** 60 ft., fly 120 ft. (average), **Abilities:** Str +4, Dex +2, Con +3, Int +0, Wis +1, Cha +1, **Skills:** Diplomacy +3, Notice +8, Sense Motive +9, **Feats:** Aerial Superiority, Iron Will, **Traits:** Darkvision 60 ft., dunami, low-light vision, scent, **Combat:** Attack/Defense +5, Damage +5 melee (hoof), +3 melee (bite), Initiative +2, **Saving Throws:** Toughness +5, Fortitude +7, Reflex +6, Will +4, **Dunami:** Calm

*The pegasus is a magnificent winged horse that sometimes serves the cause of good. Though highly prized as aerial steeds, pegasi are wild and shy creatures not easily tamed. A typical pegasus stands 6 feet high at the shoulder, weighs 1,500 pounds, and has a wingspan of 20 feet.*

## Pegataur

**Type:** 5th-level monstrous humanoid, **Size:** Large, **Speed:** 50 ft., fly 90 ft. (average), **Abilities:** Str +4, Dex +3, Con +2, Int +0, Wis +1, Cha +0, **Skills:** Knowledge (nature) +5, Notice +6, Search +4, Sense Motive +5, Stealth +7, **Feats:** Power Attack, Weapon Focus (hoof), **Traits:** Immunities, low-light vision, **Combat:** Attack/Defense +7, Damage +7 melee (hoof) or by weapon, Initiative +3, **Saving Throws:** Toughness +4, Fortitude +3, Reflex +7, Will +5, **Immunities:** Pegataurs are immune to the Sleep power as well as any other form of forced sleep, even narcotic effects from plants.

*Pegataurs are distant relatives of centaurs and pegasi, having large wings and the upper bodies of muscular humans. The lower body of a pegataur is that of a large horse, usually white, gray, brown, or black in color. The wings are white like a bird's, and the feathers are downy but strong. Pegataurs have a special kinship with pegasi, and most pegataur tribes will have more than one pegasus present, as a friend and guardian. They sometimes train these pegasi as mounts for land dwellers. Pegatuars are all masters with the bow and long spear.*

## Phaeton

**Type:** 4th-level monstrous humanoid, **Size:** Medium, **Speed:** 30 ft., fly 90 ft., **Abilities:** Str +1, Dex +1, Con +1, Int +2, Wis +1, Cha +0, **Skills:** Diplomacy +4, Notice +8, Sense Motive +8, Survival (mountain) +8, **Feats:** Aerial Superiority, Iron Will, **Traits:** Flame hug, **Combat:** Attack/Defense +5, Damage +3 melee (flame hug) or by weapon, Initiative +5, **Saving Throws:** Toughness +1, Fortitude +2, Reflex +5, Will +5, **Flame hug:** The phaeton can ignite his wings and grapple his opponent for +3 fire damage each round the opponent is in physical contact with the phaeton.

*In their normal state, phaetons look just like very thin, short humans. Their hair color varies, though bright, coppery red is common. Their skin tends to be ruddy and weathered. All phaetons, however, have dark, brown eyes. The clothing of phaetons is simple and rustic. The thing that sets phaetons apart is their ability to instantly sprout a set of magnificent, flaming wings, simply by willing them into existence. With these wings they can soar across their native mountains with the grace of an eagle and the splendor of a phoenix.*

## Poludnica

**Type:** 2nd-level humanoid, **Size:** Medium, **Speed:** 30 ft., **Abilities:** Str +4, Dex +0, Con +3, Int +0, Wis +2, Cha +1, **Skills:** Craft (any one) +4, Handle Animal +3, Knowledge (agriculture) +3, **Feats:** Great Fortitude, **Traits:** Dunami, poison resistance, **Combat:** Attack/Defense +2, Damage +8 melee (slam) or by weapon, Initiative +0, **Saving Throws:** Toughness +3, Fortitude +6, Reflex +0, Will +2, **Dunami:** Psychic Shield, Wayfinding, **Poison Resistance:** Poludnica have a +2 bonus to all saves versus poison.

*The members of the race known as the poludnica are cousins of the daktyloi. The poludnica live as peaceful farmers and gatherers. In outward appearance, they look brutish and of foul disposition, but underneath they are a peaceful, even pleasant race. Traditional poludnica culture is peaceful and contemplative. Most would sooner die than take another sentient creature's life, and they kill other creatures only as needed for food. Despite their peaceful nature, the poludnica are renowned as fierce combatants. They tend to use simple weapons, often employing such implements as axes and picks. It is from the poludnica that the bolas came into use in Phydea, and it is the preferred missile weapon of the race. They are also proficient brawlers, and a good, clean fight is how many poludnican men solve their disputes. Poludnica live in Galicia and in small agrarian communities scattered throughout Alba.*

*To the poludnica, peace, harmony with one's environment and a full family life are what is important in life. Poludnican priests are*

*revered and their guidance is followed because of their majestic wisdom and close relationship to their deity, Zalmoxis. The poludnica are great farmers and herdsmen, so much so that they export a great deal of agricultural products all across Phydea. If it grows, they cultivate, harvest and sell it.*

## Psulla

**Type:** 5th-level aberration, **Size:** Medium, **Speed:** 30 ft., climb 30 ft., **Abilities:** Str +2, Dex +3, Con +1, Int –2, Wis +2, Cha –1, **Skills:** Climb +10, Craft (trapmaking) +4, Notice +8, Stealth +9, **Feats:** Great Fortitude, **Traits:** Low-light vision, poison, web, **Combat:** Attack/Defense +5, Damage +5 melee (bite, plus poison), +2 melee (claws), Initiative +3, **Saving Throws:** Tough +1, Fort +4, Ref +7, Will +6, **Poison:** A psulla's bite is poisonous: Fort. Difficulty 13, initial damage of 1 Dexterity, secondary damage of 3 Dexterity. **Web:** Psulla can throw webs up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to Large size. An entangled creature can escape with a successful Escape Artist check (Difficulty 12) or burst the web with a Strength check (Difficulty 16). Both are standard actions. The web has hardness +2. Psulla often create sheets of sticky webbing 5 to 60 feet square. They position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a Difficulty 20 Notice check to detect the web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free.

*Psulla, also called spider-folk, are hideous creatures looking like 6-foot tall humanoid spiders (but with only four limbs). They have spider-like heads and faces, with multiple eyes. Psulla live in dark places like the depths of Manta and in other thick forests and subterranean areas. Psulla are not brave creatures, but their cunning traps often ensure an enemy never draws a weapon. When a psulla does engage enemies, it attacks with its keen-edged claws and venomous bite. It usually will not come within melee reach of any foe still able to move.*

## Rat

**Type:** 1st-level animal, **Size:** Tiny, **Speed:** 15 ft., climb 15 ft., swim 15 ft., **Abilities:** Str –4, Dex +2, Con +0, Int –4, Wis +1, Cha –4, **Skills:** Acrobatics 0 (+10), Climb 2 (+12), Stealth 2 (+16), Swim 0 (+10), **Feats:** Evasion, Night Vision[b], **Traits:** Scent **Combat:** Attack/Defense +5, Damage –4 (unarmed), Initiative +2, **Saving Throws:** Toughness –2, Fortitude +2, Reflex +4, Will +1, **Skills:** Rats have a +4 racial bonus on Stealth checks, and a +8 racial bonus on Acrobatics, Climb, and Swim checks. A rat can always choose to take 10 on Climb checks, even if rushed or threatened. A rat uses its Dexterity modifier instead of its Strength modifier for Climb and Swim checks. A rat has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

*These omnivorous rodents are one of the hardiest creatures that nature has to offer, and they thrive almost anywhere. Rats usually run away when confronted. They bite only as a last resort.*

## Rat, Dire

**Type:** 1st-level animal, **Size:** Small, **Speed:** 40 ft., climb 20 ft., **Abilities:** Str +0, Dex +3, Con +1, Int –5, Wis +1, Cha –3, **Skills:** Climb 0 (+11), Notice 3 (+4), Stealth 1 (+8), Swim 0 (+11), **Feats:** Evasion, Night Vision[b], **Traits:** Disease, Scent, **Combat:** Attack/Defense +5, Damage +0 (bite), Initiative +2, **Saving Throws:** Toughness +0, Fortitude +3, Reflex +5, Will +3, **Disease:** There is 10% chance (19-20 on a d20) that any given dire rat is carrying a disease of some variety. Anyone bitten by a disease-carrying dire rat has a chance of contracting the disease. **Skills:** Dire rats have a +8 bonus on Swim checks. They have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Dire rats use their Dexterity modifier for Climb and Swim checks.

*Dire rats are hideous creatures around 4 feet long. Anyone bitten by a dire rat must make a Fortitude save (Difficulty 13) to avoid being infected with a disease doing 1 point of Constitution damage.*

## Red Creeper

**Type:** 5th-level plant, **Size:** Medium, **Speed:** -, **Abilities:** Str +1, Dex +0, Con +1, Int –5, Wis +0, Cha –1, **Skills:** Climb +14, Notice +2, **Feats:** Alertness, Improved Initiative, **Traits:** Camouflage, cold resistance 20, plant traits, poson, stun gas, **Combat:** Attack/Defense +2, Damage +0 (vine, plus poison), Initiative +0, **Saving Throws:** Toughness +1, Fortitude +5, Reflex +1, Will +1, **Camouflage:** A Notice check (DC 20) is required to recognize a red creeper as something other than a harmless plant. Anyone with Survival or Knowledge (nature) may use those skills instead of Notice to detect the plant. **Poison:** Vines, Fortitude save (DC 13); initial and secondary damage +1 temporary Dexterity. A red creeper can only inject its poison once per round, regardless of how many successful hits it makes. **Stun Gas:** The red creeper constantly exudes a stunning vapor into the air around itself. Anyone approaching within 10 ft must make a Fortitude save (DC 13) or be stunned for 2 rounds. Once combat begins with the plant, the gas is dispersed and it cannot affect opponents until an hour has passed without molestation.

*The red creeper appears as a flowering red vine which intertwines about low lying plants. Its normal size is around 15 ft in length. When smaller prey becomes scarce (as is often the case in certain areas of the Manta), it attacks larger and larger opponents; and in order to immobilize these superior creatures the creeper emits a vapor and resin sap which temporarily stuns them. The vine injects pollen from its flowers into the bloodstream of the victim, causing sleep. Red creeper's favorite spots are low-lying areas near water, where they wait for smaller creatures to pass over it.*

## Roc

**Type:** 18th-level animal, **Size:** Gargantuan, **Speed:** 20 ft., fly 80 ft. (average), **Abilities:** Str +12, Dex +2, Con +7, Int –4, Wis +1, Cha +0, **Skills:** Notice +12, Stealth -3, **Feats:** Aerial Superiority, Alertness, Iron Will, Power Attack, Snatch, Wingover, **Traits:** Low-light vision, **Combat:** Attack/Defense +8, Damage +18 melee (bite), +17 melee (talon), Initiative +2, **Saving Throws:** Toughness +13, Fortitude +18, Reflex +13, Will +9

*Roc's are gargantuan eagles that live primarily in Asia, as well as*

*throughout the continent of Archaea. A roc's plumage is either dark brown or golden from head to tail. These enormous creatures are 30 feet long from the beak to the base of the tail, with wingspans as wide as 80 feet. A roc weighs about 8,000 pounds. A roc attacks from the air, swooping earthward to snatch prey in its powerful talons and carry it off for itself and its young to devour. A solitary roc is typically hunting and will attack any Medium or larger creature that appears edible. A mated pair of rocs attack in concert, fighting to the death to defend their nests or hatchlings.*

## Roc, Chaos

**Type:** 16th-level supernatural beast, **Size:** Large, **Speed:** 20 ft., fly 170 ft., **Abilities:** Str +1, Dex +4, Con +0, Int +1, Wis +3, Cha +4, **Skills:** Escape Artist +16, **Traits:** Chaos effects, **Combat:** Attack/Defense +15, Damage +9 melee (beak), +7 melee (talon), Initiative +4, **Saving Throws:** Toughness +2, Fortitude +10, Reflex +4, Will +8, **Chaos Effects:** Whenever a chaos roc flies overhead, one of the following four effects occurs:
**Roll (1-5):** *Bend Starlight/Sunlight:* At night, the stars in the heavens appear to bend, twist, spin and change position, such that travelers cannot use them to determine direction. In daylight, the sun itself appears to change position in the sky, moving higher or lower, or moving to an illogical point in the heavens (due north, for example). This warp remains in effect until the next dawn or dusk.
**Roll (6-10):** *Windstorm:* The winds begin to move, whip and howl; slowly at first, then gaining intensity. Halfway through the duration of the 10 round windstorm, those present must make a Reflex save ( DC 17) or be cast to the ground for +1 point of damage per round. The players must make this save every round for the remainder of the storm. After 10 rounds, the winds die away suddenly.
**Roll (11-15):** *Spectral Flash:* Multi-colored lightning fills the skies overhead, blinding all who fail a Fortitude save (DC 14) for 10 rounds.
**Roll (16-20):** *Luck:* The chaos roc flies upon the winds of fortune, and fortune brings success. Rolls to attack, saves and skill rolls are made at a +3 bonus for the next day.
*The majestic chaos roc throws the natural laws of nature into disarray wherever it goes. Meeting chaos rocs has proven to be an especially harrowing experience for travelers caught out in the open-be it on land or sea-where they are unable to escape the effects of the bird's flight. No one knows for certain where the chaos roc nests. Some hold that the roc springs from the ethereal plane itself, for the bird is most often sighted at the "in-between hours", that is at dusk and dawn. Whenever a chaos roc approaches or departs, it always does so from the distant horizon, and those with the power of flight who have pursued it only find to their dismay that it simply disappears into the vault of sky. Chaos rocs seldom approach civilized lands. They prefer to travel the skies above the wilder realms of Phydea.*

## Sagmaphullo

**Type:** 8th-level plant, **Size:** Large, **Speed:** 20 ft., **Abilities:** Str +5, Dex +0, Con +3, Int –2, Wis +0, Cha –1, **Skills:** Notice +6, Sneak +8, **Feats:** Improved Grab, Iron Will, Power Attack, Weapon Focus (slam), **Traits:** Constrict, darkvision (60 ft.), immunity to electricity, low-light vision, plant immunities, resistance to fire +4, **Combat:** Attack/Defense +3, Damage +9 melee (slam or constrict), Initiative +2, **Saving Throws:** Tough +5, Fort +9, Ref +2, Will +4,
*Sagmaphullo look like heaps of rotting vegetation. They are actually intelligent, carnivorous plants, found primarily in wetlands from Nisoi eastward into Manta. A sagmaphullo's body has an 8-foot girth and is about 6 feet tall when the creature stands upright. It weighs about 3,800 pounds. A sagmaphullo batters or constricts opponents with two huge armlike appendages. It crushes up dead prey and absorbs organic nutrients through its root clusters.*

## Sanctacaris

**Type:** 7th-level vermin, **Size:** Huge, **Speed:** 30 ft., swim 40 ft., **Abilities:** Str +10, Dex +3, Con +5, Int -5, Wis +1, Cha +0, **Skills:** Notice +4, Stealth +3, **Traits:** Vermin traits, **Combat:** Attack/Defense +5, Damage +19 melee (bite), Initiative +3, **Saving Throws:** Tough +9, Fort +10, Ref +5, Will +3
*Sanctacaris is a primitive arthropod that seems to be an ancestor of the arachnids (horseshoe crabs, spiders, etc.). In appearance, it looks like a centipede with the armor of a lobster. However, the legs are more like fins, and the jaws have branching sets of feeding appendages on them. It lives in one of two types of caves, both near water: those that are narrow tunnels, and those with narrow entrance tunnels but chambers wide enough for the animal to turn around in. It always backs into the former cave. Either way, anyone attempting to invade its lair will face its formidable jaws and head, which is more heavily armored than the body.*

## Satyr

**Type:** 5th-level fey, **Size:** Medium, **Speed:** 40 ft., **Abilities:** Str +0, Dex +1, Con +1, Int +1, Wis +1, Cha +1, **Skills:** Bluff +9, Diplomacy +3, Disguise +1, Intimidate +3, Knowledge (nature) +9, Notice +15, Perform (wind instruments) +9, Stealth +13, Survival +1 (+3 aboveground), **Feats:** Alertness[b], Dodge, Mobility, **Traits:** Damage reduction (bronze), low-light vision, pipes, **Combat:** Attack/Defense +2, Damage +2 melee (headbutt) or by weapon, Initiative +1, **Saving Throws:** Tough +1, Fort +2, Ref +5, Will +5, **Pipes:** Satyrs can play a variety of magical tunes on their pan pipes. Usually, only one satyr in a group carries pipes. When it plays, all creatures within a 60-foot spread (except satyrs) must succeed on a DC 13 Will save or be affected by calm, dominate, sleep, or fear (caster level 10th; the satyr chooses the tune and its effect). In the hands of other beings, these pipes have no special powers. A creature that successfully saves against any of the pipe's effects cannot be affected by the same set of pipes for 24 hours. The save DC is Charisma-based.
*The satyr is a hybrid creature, having the features of a human male and a bipedal goat. A satyr's hair is red or chestnut brown, while its hooves and horns are jet black. A satyr is about as tall and heavy as a human male. The keen senses of a satyr make it almost impossible to surprise one in the wild. Conversely, with their own natural grace and agility, satyrs can sneak up on travelers who are not carefully watching the surrounding wilderness. Once engaged in battle, an unarmed satyr attacks with a powerful head butt. A satyr expecting trouble is likely to be armed with a bow and a dagger and typically looses arrows from hiding, weakening an enemy before closing. A type of satyr called "fauns" also live in Phydea. Fauns are the result of mixed satyr and human parentage. They have the traits of satyrs, but their*

*appearance is generally less feral and more "human"; though they still have the lower portions of a goat, they lack horns and are generally of slighter build than other satyrs.*

## Scorpion, Giant

**Type:** 5th-level vermin, **Size:** Large, **Speed:** 50 ft., **Abilities:** Str +4, Dex +0, Con +2, Int -, Wis +0, Cha -4, **Skills:** Climb +8, Notice +4, Stealth +0, **Traits:** Constrict, darkvision (60 ft.), improved grab, poison, tremorsense 60 ft., vermin traits, **Combat:** Attack/Defense +1, Damage +6 melee (claw), +6 melee (sting plus poison), Initiative +0, **Saving Throws:** Toughness +4, Fortitude +6, Reflex +1, Will +1, **Constrict:** A giant scorpion deals automatic claw damage on a successful grapple check. **Improved Grab:** To use this ability, a giant scorpion must hit with a claw attack. A giant scorpion can use either its Strength modifier or Dexterity modifier for grapple checks, whichever is better. **Poison:** A giant scorpion has a poisonous sting. The save DCs are Constitution- based. The poison damage is +2 Con damage and this is the initial and secondary damage.
*Giant scorpions are just that, large types of normal scorpions. They average about 8 feet in length and have ravenous appetites.*

## Sea Rose

**Type:** 6th-level plant, **Size:** Medium, **Speed:** 10 ft., **Abilities:** Str -, Dex -, Con +2, Int –, Wis -, Cha –, **Traits:** Immunity to fire, fire attack, plant traits, poison, **Combat:** Attack/Defense +3, Damage +2 melee (sting), Initiative -5, **Saving Throws:** Tough +2, Fort +7, Ref -3, Will -3, **Fire Attack/Poison:** Anyone plucking one of the blooms or brushing against one is subject to attack by one to ten thorns that spring out at the offending creature, doing +1 point of damage each. Two saving throws must then be made. A Reflex save (DC15) determines whether the thorns will inflict +2 points of fire damage per thorn (magic which protects against fire negates this damage). The second saving throw, a Fortitude save (DC15), is made to resist the sea rose's extremely virulent poison: failure means immediate death, while success reduces the injury to +10 points of damage. Only one Reflex and Fort. save is required, even if multiple thorns hit.
*The sea rose is a rare plant that only grows along tropical or subtropical sea coasts. The only place it is known to grow in abundance is on several isolated tropical islands in the Aegis Sea. Sea roses can be found scattered in coastal seasonal grasslands but more commonly spread in clusters to form dense, matted carpets in tropical saltwater swamplands. Resembling nothing so much as squat, broad rose bushes, firethorns produce about twenty brilliant scarlet blooms per plant. Each bloom has its attendant thorns (from 1 to 10 of them). There are no thorns on the main branches of the bush, nor are there any on the flower stems except near the bloom. Sea roses have a distinctive, heady perfume that is noticeable several hundred feet away. Sea roses trap and hold heat from the sun and are immune to both normal and magical fire. They resist being transplanted and cultivated, though they self-pollinate and spread over large areas when conditions are right. Perhaps their most intriguing quality is the glow they emit at night. Storing heat from the sun, the blossoms of the plant glow like embers in the dark. The heat given off from a single firethorn is equal to a small lantern. Several bushes together emit about as much heat as a bonfire. They only radiate heat at night, with the excess warmth being stored in their thorns until evening. Aside from their role in anchoring soil in salt swamplands, firethorns can be harvested for several products. Chief among these is a beautiful scarlet dye, made from the blossoms. The blossoms also are used in the manufacture of perfume.*

## Shark

**Type:** 3rd-level animal, **Size:** Medium, **Speed:** swim 60 ft., **Abilities:** Str +1, Dex +2, Con +1, Int –5, Wis +1, Cha –4, **Skills:** Notice 6 (+7), Swim 0 (+9), **Feats:** Tough, **Traits:** Blindsense, Keen Scent, **Combat:** Attack/Defense +3, Damage +3 (bite), Initiative +2, **Saving Throws:** Toughness +1, Fortitude +4, Reflex +5, Will +2, **Keen Scent:** A shark can notice creatures by scent in a 180-foot radius and detect blood in the water up to a mile.
*Sharks are aggressive, carnivorous, fish liable to make unprovoked attacks against anything approaching them. Medium sharks are from 5 to 8 feet long and not usually dangerous to creatures other than their prey (smaller fish and sea mammals).*

## Skeleton

**Type:** 1st-level undead, **Size:** Medium, **Speed:** 30 ft., **Abilities:** Str +1, Dex +1, Con —, Int —, Wis +0, Cha –5, **Feats:** Improved Initiative[b], **Traits:** Damage Reduction 2/Bludgeoning, Darkvision (60 ft.), Immunities, **Combat:** Attack/Defense +2, Damage +1 (unarmed) or by weapon, Initiative +5, **Saving Throws:** Toughness +0, Fortitude —, Reflex +1, Will —, **Damage Reduction +2/Bludgeoning:** Skeletons lack flesh or internal organs, making them resistant to cutting and piercing weapons. **Immunities:** Skeletons are immune to cold, poison, sleep, paralysis, stunning, disease, and mind-influencing effects (including mind-influencing powers). They are not subject to critical hits, non-lethal damage, ability damage, ability drain, or any effect requiring a Fortitude save, unless it works on inanimate objects.
*Skeletons are the bones of the dead turned into supernaturally animated, mindless automatons obeying the commands of their creators. A skeleton is seldom garbed in anything more than the rotting remnants of whatever clothing or armor it wore when it died.*

## Slime, Green

**Type:** 10th-level ooze, **Size:** Huge, **Speed:** 20 ft., climb 20 ft., **Abilities:** Str +3, Dex -5, Con +6, Int -, Wis -5, Cha -5, **Skills:** Climb +11, **Traits:** Acid, blindsight 60 ft., constrict, improved grab, ooze traits, split, **Combat:** Attack/Defense -2, Damage +8 (slam, +5 acid), Initiative -5, **Saving Throws:** Toughness +10, Fortitude +9, Reflex -2, Will -2, **Acid:** The creature secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage, and the opponent's armor and clothing dissolve and become useless immediately unless they succeed on DC 21 Reflex saves. A metal or wooden weapon that strikes a green slime also dissolves immediately unless it succeeds on a DC 21 Reflex save. The save DCs are Constitution-based. The slime's acidic touch deals +10 points of damage per round to wooden or metal objects, but the slime must remain in contact with the object for 1 full round to deal this damage. **Constrict:** A green slime deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a -4 penalty on Reflex saves against the acid. **Improved Grab:**

To use this ability, a green slime must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. **Split:** Slashing and piercing weapons deal no damage to a green slime. Instead the creature splits into two identical slimes, each with half of the original's Toughness (round down).

*The typical green slime measures 15 feet across and is 2 feet thick. It weighs about 18,000 pounds. This vile creature is most often found underground and in the dark forests and swamps of Manta. While it is most often green in color (hence the name), in truth it can be almost any color; black, brown, gray, yellow, even translucent "green" slimes have been reported. All have the same statistics.*

## Snake, Constrictor

**Type:** 3rd-level animal, **Size:** Medium, **Speed:** 20 ft., climb 20 ft. **Abilities:** Str +3, Dex +3, Con +1, Int –5, Wis +1, Cha –4, **Skills:** Climb 3 (+14), Notice 0 (+5), Stealth 3 (+10), Swim 0 (+11), **Feats:** Tough, Improved Grab, **Traits:** Scent, **Combat:** Attack/Defense +4, Damage +3 (bite or constriction), Initiative +3, **Saving Throws:** Toughness +1, Fortitude +4, Reflex +6, Will +2, **Skills:** Snakes have a +4 bonus on Notice and Stealth checks. A snake can always choose to take 10 on Climb checks, even if rushed or threatened. A snake uses its Dexterity modifier instead of its Strength modifier for Climb and Swim checks.

*Constrictor snakes usually are not aggressive and f lee when confronted. They hunt for food but do not attempt to make a meal out of any creature too large to constrict. Constrictor snakes hunt by grabbing prey with their mouths and then squeezing it with their powerful bodies.*

## Snake, Viper

**Type:** 1st-level animal, **Size:** Tiny, **Speed:** 15 ft., climb 15 ft., swim 15 ft., **Abilities:** Str –3, Dex +3, Con +0, Int –5, Wis +1, Cha –4, **Skills:** Climb 0 (+11), Notice 4 (+9), Stealth 0 (+15), Swim 0 (+11), **Feats:** Attack Focus (bite), **Traits:** Poison, Scent, **Combat:** Attack/Defense +6, Damage –5 (bite, plus poison), Initiative +3, **Saving Throws:** Toughness –2, Fortitude +2, Reflex +5, Will +1, **Poison:** A viper's bite requires a Difficulty 10 Fortitude saving throw. The venom deals initial and secondary damage of 2 Constitution. **Skills:** Snakes have a +4 bonus on Notice and Stealth checks. A snake can always choose to take 10 on Climb checks, even if rushed or threatened. A snake uses its Dexterity modifier instead of its Strength modifier for Climb and Swim checks. Vipers have a +8 bonus on Swim checks and can always choose to take 10 on Swim checks, even while threatened.

*Vipers are not particularly aggressive, but will often lash out with a bite attack before attempting to retreat. They rely on their venomous bite to kill prey and to defend themselves.*

## Sphinx

**Type:** 12th-level supernatural beast, **Size:** Large, **Speed:** 50 ft., fly 80 ft. (poor), **Abilities:** Str +7, Dex +0, Con +4, Int +3, Wis +3, Cha +3, **Skills:** Intimidate +17, Knowledge (any one) +18, Notice +18, Survival +18, **Feats:** Alertness, Cleave, Great Cleave, Hover, Power Attack, Track, **Traits:** Darkvision 60 ft., dunami, low-light vision, pounce, roar, **Combat:** Attack/Defense +11, Damage +10 (claw), Initiative +0, **Saving Throws:** Toughness +6, Fortitude +12, Reflex +8, Will +7,

**Dunami:** A sphinx has access to any 6 powers of the DM's choosing, provided the prerequisites are met. Normally, these powers are those which are based off of the Mind Touch power, or enchantments and illusions. **Roar:** Three times per day a sphinx can loose a mighty roar. The first time it does this, all creatures within 500 feet must succeed on a DC 19 Will save or be affected as though by a fear power for 6 rounds. If the sphinx roars a second time during the same encounter, all creatures within 250 feet must succeed on a DC 19 Fortitude save or be paralyzed for 3 rounds, and all those within 90 feet are deafened for 6 rounds (no save). If it roars a third time during the same encounter, all those within 250 feet must succeed on a DC 19 Fortitude save or take 4 points of Strength damage for 5 rounds. In addition, any Medium or smaller creature within 90 feet must succeed on a DC 19 Fortitude save or be thrown to the ground and take +8 points of damage. The force of this roar is so great that it deals +20 points of damage to any stone or crystalline object within 90 feet. Magic items and held or carried items can avoid damage with a DC 19 Reflex save. Other sphinxes are immune to these effects. The save DCs are Charisma-based.

*The sphinx is a very intelligent, clever and generally good-natured creature, but they can be savage opponents. The sphinx looks like a great winged lion with the head of a human. There are male and female sphinxes. In battle, a sphinx rips apart enemies with its razor-sharp claws. It relies on its natural weapons in a fight, employing its powers for defense or healing. Sphinxes love riddles and conversing with intelligent creatures, and can be found in Tanis, Kyrena, Dadosahe, Addis and Araba.*

## Spider, Giant

**Type:** 2nd-level vermin, **Size:** Medium, **Speed:** 30 ft., climb 20 ft., **Abilities:** Str +0, Dex +3, Con +1, Int —, Wis +0, Cha –4, **Skills:** Climb +13, Notice +4, Stealth +7, **Feats:** Weapon Finesse, **Traits:** Darkvision (60 ft.), poison, tremorsense (60 ft.), vermin immunities, web, **Combat:** Attack/Defense +4, Damage +2 melee (bite plus poison), Initiative +3, **Saving Throws:** Tough +1, Fort +4, Ref +3, Will +0, **Poison:** A giant spider's bite is poisonous (Fortitude save Difficulty 12, initial and secondary damage 1 Strength). **Web:** Both types of giant spiders often wait in webs or in trees, and then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. Web spinners can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to Large size. An entangled creature can escape with a successful Escape Artist check (Difficulty 12) or burst the web with a Strength check (Difficulty 16). Both are standard actions. The web has a hardness of 2. Web spinners often create sheets of sticky webbing 5 to 60 feet square. They position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a Notice check (Difficulty 20) to detect the web; otherwise they stumble into it and become trapped as though by a successful net attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or

grab while pulling free. Each 5-foot section has a hardness of 2. A giant spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web using tremorsense.

*Giant spiders are aggressive predators, using their poisonous bites to subdue or kill prey. Giant spiders come in two types: hunters and web spinners. The stat block is for a web spinner. Hunters roam about, while web spinners wait for prey to come to them. Hunting spiders can spin webs to use as lairs, but cannot use their webs as weapons the way web spinners can. A hunting spider has a base speed of 40 feet rather than 30 feet. Giant spiders have a +4 bonus on Notice and Stealth checks, which is reflected in the stat block. Hunting spiders have a +10 bonus on Jump checks and a +8 bonus on Stealth checks. Web spinners have a +8 bonus on Sneak checks when using their webs. Giant spiders get Weapon Finesse as a bonus feat.*

## Spider, Tarantella

**Type:** 4th-level vermin, **Size:** Large, **Speed:** 40 ft., climb 20 ft., **Abilities:** Str +1, Dex +3, Con +1, Int -, Wis +0, Cha –4, **Skills:** Climb +11, Jump +11, Notice +8, Stealth +3, **Traits:** Darkvision (60 ft.), poison, tremorsense (60 ft.), vermin immunities, **Combat:** Attack/Defense +4, Damage +4 melee (bite, plus poison), Initiative +3, **Saving Throws:** Tough +3, Fort +5, Ref +4, Will +1, **Poison:** The bite of a tarantella causes painful spasms that resemble a frantic dance. The victim may make a Fortitude save (DC 13) to negate the effect. If the save is failed, the victim suffers a -2 circumstance penalty to all attack rolls, checks, and Reflex saves, and opponents gain a +2 circumstance bonus on rolls to hit the affected creature. The "dance" will continue for about 1 hour. However, the victim will tire quickly, becoming fatigued after ten minutes, exhausted after thirty, and falling unconscious after an hour. Dispel power will stop the dancing. **Tremorsense:** A tarantella spider can detect and pinpoint any creature or object within 60 feet in contact with the ground.

*The tarantella spider is a large form of tarantula. It is black or brown and covered with a coat of fine hair. It is slight of build and stands lower to the ground than most giant spiders, though it's coat of hair makes it appear more bulky than it really is.*

## Squid, Giant

**Type:** 12th-level animal, **Size:** Huge, **Speed:** swim 80 ft., **Abilities:** Str +8, Dex +3, Con +1, Int –5, Wis +1, Cha –4, **Skills:** Notice +10, Swim +16, **Feats:** Diehard, Endurance, Great Toughness, **Traits:** Ink cloud, jet, low-light vision, **Combat:** Attack/Defense +8, Damage +10 melee (tentacle), Damage +3 (bite), Initiative +3, **Saving Throws:** Tough +5, Fort +9, Ref +11, Will +5, **Ink Cloud:** A giant squid can emit a cloud of jet-black ink 20 feet in diameter once per minute as a free action. The cloud provides total concealment, which the squid normally uses to escape. **Jet:** A giant squid can jet backward once per round as a full-round action, at a speed of 200 feet.

*These voracious creatures can have bodies more than 20 feet long and attack almost anything they meet. An opponent can attack a giant squid's tentacles with a sunder attempt as if they were weapons. A giant squid's tentacles have a Toughness of +2 each. Severing one of a giant squid's tentacles inflicts a hurt result on it. A giant squid usually withdraws from combat if it loses four tentacles. The creature regrows severed limbs in 10–20 days.*

## Stirge

**Type:** 1st-level aberration, **Size:** Tiny, **Speed:** 10 ft., fly 40 ft. (average), **Abilities:** Str –4, Dex +4, Con +0, Int –5, Wis +1, Cha –2, **Skills:** Notice +4, Stealth +14, **Feats:** Weapon Finesse, **Traits:** Attach, blood drain, darkvision (60 ft.), low-light vision, **Combat:** Attack/Defense +7, Damage +1 grapple (blood drain), Initiative +4, **Saving Throws:** Tough -2, Fort +0, Ref +4, Will +3, **Attach:** If a stirge hits with its proboscis attack, it uses its eight pincers to latch onto the opponent's body. An attached stirge is effectively grappling its prey. The stirge loses its dodge bonus to Defense and has a Defense of 12, but holds on with great tenacity. Stirges have a +12 bonus on grapple checks (already included in the stat block). An attached stirge can be struck with a weapon or grappled itself. To remove an attached stirge through grappling, the opponent must achieve a pin against the stirge. **Blood Drain:** An attached stirge drains blood, dealing 1 point of Constitution damage each round. Once it has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the stirge's appetite is sated, the stirge detaches and seeks a new target.

*A stirge is a hideous cross between a bat and a giant mosquito, about a foot long with a wingspan of 2 feet. Coloration ranges from rust-red to reddish-brown, with a dirty yellow underside. The proboscis is pink at the tip, fading to gray at its base. A stirge attacks by landing on a victim, finding a vulnerable spot, and plunging its proboscis into the flesh. It then drains the prey's blood to feed.*

## Struchnon

**Type:** 1st-level fey, **Size:** Medium, **Speed:** 30 ft., **Abilities:** Str +0, Dex +2, Con +2, Int +0, Wis +0, Cha +0, **Skills:** Bluff +4, Concentration +5, Craft (any one) +3, Knowledge (nature) +4, Notice +4, Stealth +6, **Feats:** Weapon Finesse (short sword), **Traits:** Dunami, immune to wood, poison, summon shambler, vulnerability to fire, **Combat:** Attack/Defense +3, Damage +0 (plus poison) or by weapon, Initiative +2, **Saving Throws:** Toughness +2, Fortitude +2, Reflex +4, Will +2, **Dunami:** Allergy Field, Plant Shaping. **Immune To Wood:** Struchnon take no damage from wooden weapons of any sort, including magical weapons of that sort. **Poison:** Poisoned weapons, Fort. save (DC 15); initial and secondary damage +2 temporary Dex. damage. When a victim's Dexterity drops below -3, he becomes immobile. When it reaches 0, he dies, and becomes a nightshade on the next full moon. **Summon Sagmaphullo:** Once per month, a group of seven or more struchnon can summon a sagmaphullo. This requires a blood-drinking ritual that takes one hour to perform, and the sagmaphullo is under the control of the struchnon for a whole night. **Vulnerability To Fire:** Struchnon take double damage from all fire attacks.

*Struchnon are fey spirits of poisonous plants. These beings, also known as nightshades or wood woses, dwell in dark, unhallowed places, where poisonous plants like mistletoe, hemlock, foxglove, and belladonna grow. Struchnon appear similar to gnomes. They average 4 feet tall, and have stocky bodies. They have dark brown skin, and thick beards and hair that are covered in vines and leaves. They wear nothing but woven kilts, and carry weapons of bronze.*

## Sundew, Giant

**Type:** 8th-level plant, **Size:** Medium, **Speed:** -, **Abilities:** Str +2, Dex +3, Con +1, Int –4, Wis +0, Cha –1, **Traits:** Attach, fire resistance 20, half damage from missiles, improved grab, plant traits, tremorsense, **Combat:** Attack/Defense +8, Damage +4 melee (tendril), Initiative +3, **Saving Throws:** Tough +1, Fort +7, Ref +5, Will +2, **Attach:** A giant sundew that hits with a tendril attack, latches onto its opponent's body. This deals normal damage and also allows the tendril to exude a sticky sap that hampers the opponent. For every three tendrils that attach to a target, that target suffers a cumulative -1 to attack rolls, checks (that require movement such as Climbing, Stealth, etc.), and saves until the tendrils and sap are removed. In addition, a tendril deals +1 point of acid damage each round it remains attached from the highly acidic secretions. If the sundew scores a critical hit with one of its tendrils, it has struck the victim's mouth and nose and clogged them with sap. Such a victim begins taking suffocation damage. A single attack with a slashing weapon that deals at least +4 points of damage severs a tendril. **Tremorsense:** A giant sundew can sense any creature within 10 feet that is in contact with the ground through vibrations.
*The giant sundew is a larger, semi-intelligent version of the normal sundew plant. This carnivorous plant appears to be a mound of grayish-green ropes or rags covered in tar, about 3 to 4 feet high. This plant is semi-mobile, preferring to grow in cool, shaded places. The air around a giant sundew smells sickly sweet, and tends to attract flies and other vermin. The giant sundew automatically lashes out with its tendrils at anything moving within 5 feet of it. It has hundreds of tendrils, but can attack each opponent with a maximum of six. These sticky tendrils restrain opponents and slowly dissolve them, making them food for the plant. The sundew's sticky exterior provides it with protection from both missile weapons and fire. Sundew tendrils exude sticky globs of thick sap that contains a mildly acidic enzyme. This enzyme slowly dissolves and breaks down the tissue of the victim's body. The only known non-magical way to remove the sap is to dissolve it with vinegar or alchohol.*

## Swarm, Killer Bee

**Type:** 7th-level vermin (swarm), **Size:** Diminutive, **Speed:** 5 ft., fly 40 ft. (good), **Abilities:** Str –5, Dex +4, Con +0, Int —, Wis +1, Cha -1, **Skills:** Notice 0 (+5), Survival 0 (+1), **Feats:** —, **Traits:** Darkvision (60 ft.), Distraction, Immune to Weapon Damage, Poison, **Combat:** Swarm Attack/Defense +12, Damage +4 (sting, plus poison), Initiative +4, **Saving Throws:** Toughness –4, Fortitude +5, Reflex +6, Will +3, **Distraction:** Any living creature that begins its turn within a killer bee swarm must succeed on a Difficulty 13 Fortitude save or be nauseated for 1 round. The save Difficulty is Constitution-based. **Poison:** Injury, Fortitude Difficulty 13, initial and secondary damage 1 Con. The save Difficulty is Constitution-based. **Skills:** Killer bees have a +4 racial bonus on Notice checks. They also have a +4 racial bonus on Survival checks to orient themselves.
*Killer bees are named for their extremely aggressive nature, and their habit of swarming anything they feel is threatening their hive. Killer bees have a strong aversion to the color black, and will attack anything of that color that approaches within 30 ft. of their hive. Killer bee swarms may be encountered in Mauria and Dadosahe.*

## Swarm, Locust

**Type:** 6th-level vermin (swarm), **Size:** Diminutive, **Speed:** 10 ft., fly 30 ft. (poor), **Abilities:** Str –5, Dex +4, Con –1, Int —, Wis +0, Cha –4, **Traits:** Darkvision (60 ft.), distraction, immune to weapon damage, **Combat:** Swarm Attack/Defense +11, Damage +4 (bites), Initiative +4, **Saving Throws:** Tough -5, Fort +4, Ref +6, Will +2, **Distraction:** Any creature inside the locust swam must succeed on a Fortitude save (Difficulty 12) or be nauseated for one round. **Immune to Weapon Damage:** Normal weapons inflict no damage on a swarm. Energy attacks, like fire and cold, and area attacks inflict their normal damage. This includes flaming torches and powers such as Cold Shaping and Fire Shaping.
*A locust swarm is a cloud of thousands of winged vermin that devours any organic material in its path. The swarm has a 10-foot radius. It surrounds and attacks any living prey it encounters, inflicting +4 damage to any creature within the swarm each round. The swarm does not have to make an attack roll. A locust swarm has a +4 bonus on Notice checks, which is reflected in the stat block.*

## Telchine

**Type:** 3rd-level humanoid, **Size:** Medium, **Speed:** 30 ft., **Abilities:** Str +3, Dex +2, Con +2, Int +2, Wis +1, Cha +3, **Skills:** Craft (any one) +4, Gather Information +4, Knowledge (sea lore) +4, Notice +4, Swim +8, **Feats:** Contacts, Weapon Finesse (long sword), **Traits:** Dunami, **Combat:** Attack/Defense +5, Damage +2 (slam) or by weapon, Initiative +2, **Saving Throws:** Tough +2, Fort +5, Ref +3, Will +2, **Dunami:** Water Shaping
*The telchines are tall, slender cousins of the daktyloi, dwelling in coastal areas and on islands. They are gaunt and thin, with their skin holding tight to the bones, and they average around 6ft in height. Despite their appearance, telchines are very strong and agile, a fact that has helped them become master metal-smiths. The telchines are among the greatest metal-smiths in the known world, and they use this talent to great effect in combat. Many of them are also accomplished spellcasters, and if they have magical talents they will typically employ those first. The telchines live on the scattered islands of the Atl Ocean, keeping mostly to themselves. They trade extensively however, and their ships can be seen in faraway port in Tanis and Nisoi. They are a cautious and guarded race, and most are somewhat aloof and snooty. In ancient times they lived in a vast territory in the western ocean called Tartessos, a land which disappeared under the ocean waves after a catastrophic natural disaster. The telchines did not rule that land but represented the smithing and merchant class there… the fact that so many of them were out of port was the only thing that saved the race. Now that the island has returned to the surface, many telchines are migrating back.*

## Tendriculos

**Type:** 9th-level plant, **Size:** Huge, **Speed:** 20 ft., **Abilities:** Str +9, Dex –1, Con +6, Int –4, Wis –1, Cha –4, **Skills:** Notice +1, Stealth +1, **Feats:** Great Toughness, Improved Grab, Iron Will, Power Attack, **Traits:** Low-light vision, paralysis, plant immunities, regeneration (per round), swallow whole, vulnerability to fire, **Combat:** Attack/Defense +2, Damage +13 melee (bite), +8 melee (tendrils), Initiative -1, **Saving Throws:** Tough +10, Fort +12, Ref +2, Will +4, **Paralysis:** Any creature swallowed by a tendriculos must make a Fortitude saving throw (Difficulty 20) to avoid being paralyzed for a minute. Paralyzed creatures suffer +4 acid damage each round they are trapped inside the

creature. **Vulnerability to Fire:** A tendriculos suffers an additional +5 damage from fire-based attacks.
*A tendriculos is a large vegetative mass, which looks like a very small hill covered in leaves and short, thick vines. It can reach a height of 15 feet and weigh as much as 3,500 pounds. A tendriculos is mobile, however, and wanders through deep forests and other heavily foliaged areas, searching for prey. When it sees a victim, a tendriculos charges. It uses its tendrils to ensnare the victim and swallow it whole. Then the tendriculos's digestive juices can paralyze its prey, and it can feed. Animals and other plants are frightened by the tendriculos and will avoid it and any place it has been within the last 24 hours.*

## Treant

**Type:** 7th-level plant, **Size:** Huge, **Speed:** 30 ft., **Abilities:** Str +9, Dex –1, Con +5, Int +1, Wis +3, Cha +1, **Skills:** Diplomacy +3, Intimidate +6, Knowledge (nature) +6, Notice +8, Sense Motive +8, Stealth –9*, Survival +8, **Feats:** Improved Sunder, Iron Will, Power Attack, **Traits:** Animate trees, dunami (Mind Touch, Plant Shaping, Psychic Shield, Second Sight), damage reduction +4/slashing, low-light vision, plant immunities, vulnerability to fire, **Combat:** Attack/Defense +1, Damage +13 melee (slam), Initiative -1, **Saving Throws:** Tough +9, Fort +10, Ref +1, Will +7, **Animate Trees:** A treant can use Plant Shaping to animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Therea.er it moves at a speed of 10 feet and fights as a treant in all respects. Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. Animated trees have the same vulnerability to fire as a treant. **Dunami:** Treants have the Mind Touch, Plant Shaping, Psychic Shield, and Second Sight dunami at rank 10. **Vulnerability to Fire:** Treants suffer double the normal damage from fire. They're particularly mistrustful of anyone carrying an open flame or using Fire Shaping in their forests. Give treants an initial attitude of unfriendly towards such individuals.
*Motionless treants have a +16 Sneak bonus to hide in a forest.
*Treants are intelligent, humanoid trees, also known as forest wardens and tree watchers. They are guardians of the deep forest, and are found throughout Phydea. In fact, the areas they control in the Manta are some of the only areas where it is reasonably safe for travelers. A treant is about 30 feet tall, with a trunk about 2 feet in diameter. It weighs about 4,500 pounds. A treant's leaves are deep green in the spring and summer. In the fall and winter the leaves change to yellow, orange, or red, but rarely fall out. Most treants are deciduous trees, but some are evergreens (especially in the northern lands). Every species of tree has treants associated with it. A treant's legs fit together when closed to look like the trunk of a tree, and a motionless treant is nearly indistinguishable from a tree. Treants watch intruders in their forests carefully before attacking. They often charge suddenly from cover to trample despoilers of forests. If sorely pressed, they animate trees as reinforcements.*

## Treant, Undead

**Type:** 7th-level undead, **Size:** Huge, **Speed:** 30 ft., **Abilities:** Str +10, Dex –2, Con -, Int +1, Wis +2, Cha +1, **Skills:** Intimidate +8, Knowledge (nature) +8, Notice +9, Survival +9, **Feats:** Improved Initiative, **Traits:** Double damage against objects, dunami, rot, strength damage, stone vulnerability, undead traits, **Combat:** Attack/Defense -2, Damage +18 melee (slam), Initiative -2, **Saving Throws:** Tough +4, Fort +5, Ref +0, Will +4, **Dunami:** Imbue Unlife, **Rot:** Any wooden object an undead treant touches instantly decays. Up to 10 cubic ft. of wood can be affected this way. Often this is used to rot the bases of trees so they fall upon characters. A falling tree deals +6 blunt damage on average. **Strength Damage:** An undead treant's touch disrupts the body's metabolic functions. A living creature so touched is dealt +1 points of Strength damage. A Fort save (DC 14) negates this ability. **Stone Vulnerability:** An undead treant is very vulnerable to stone. Contact with stone larger than Tiny size, such as a Small or larger weapon, deals 1d6 points of damage for each size over Small, at a maximum of Huge. Being entombed in stone deals the foultree 6d6 damage per round. It finds any contact with stone displeasing and painful.
*Undead treants take evil pleasure in despoiling the forests they once were a part of. An undead treant appears like a treant, but its features are warped and rotted. Its bark is black and oily, with patches of mould and fungus. No leaves sprout from its dry limbs. Large amounts of termites fill in its bark. It has no eyes, merely holes in which reside spiders and other such creatures.*

## Triton

**Type:** 3rd-level monstrous humanoid, **Size:** Medium, **Speed:** 5 ft., swim 40 ft., **Abilities:** Str +1, Dex +0, Con +1, Int +1, Wis +1, Cha +0, **Skills:** Craft (any one) +7, Diplomacy +2, Notice +7, Ride +6, Search +7, Sense Motive +7, Stealth +6, Survival +7 (+9 following tracks), Swim +9 **Feats:** Mounted Combat, Ride-By Attack, **Traits:** Darkvision 60 ft., dunami, **Combat:** Attack/Defense +3, Damage +1 by weapon, Initiative +0, **Saving Throws:** Tough +1, Fort +4, Ref +3, Will +4, **Dunami:** Beast Summoning, Water Shaping
*Tritons are an aquatic race of men whose lower body is that of a fish. A triton has silvery skin that fades into silver-blue scales on the lower half of its body. A triton's hair is deep blue or blue-green. They are about the same size and weight as a human. The reclusive tritons prefer to avoid combat, but they fiercely defend their homes. They attack with either melee or ranged weapons as the circumstances warrant. When encountered outside their lair, they are 90% likely to be mounted on friendly sea creatures such as a porpoise or hippocampus.*

## Tsara'at

**Type:** 1st-level plant, **Size:** Small, **Speed:** 30 ft., **Abilities:** Str +0, Dex +2, Con +0, Int -2, Wis +0, Cha +0, **Skills:** Notice +4, Stealth +10, **Feats:** Alertness, **Traits:** Electrical immunity, immunity to piercing weapons, plant traits, **Combat:** Attack/Defense +4, Damage +1 melee (claw) or by weapon, Initiative +2, **Saving Throws:** Tough -1, Fort +2, Ref +2, Will +0
*Tsara'at are low-intelligence plants that make their home deep in the forests or underground away from most settled areas. They are hunters and scavengers, and carnivorous, preying on living creatures weaker than themselves. A tsara'at ranges from 2 feet to 4 1/2 feet tall. They appear as roughly humanoid green-skinned creatures with muscular, powerful arms that end in sharp thorn-like claws. Leafy tendrils protrude from their shoulders, midsection, arms, and legs. Their humanoid head sports two large, bulbous yellow eyes, a wide mouth, inset nose, and a topknot of dark brown leaves. Their head shows no ears, though it is well-known they can hear. They are*

*often found living in small groups near communities of iton and boletaria, where they play the role of protector (and are in turn rewarded for their service). Most communities of tsara'at are primitive and based on a hunter/gatherer lifestyle, although a few larger and older communities have become quite civilized. Tsara'at attack using either their claws or weapons, usually a spear or club. They prefer a direct frontal assault as opposed to an ambush or sneak attack, as this satisfies their code of honor (something that is very important to all tsara'at.*

## Unicorn

**Type:** 4th-level supernatural beast, **Size:** Large, **Speed:** 60 ft., **Abilities:** Str +5, Dex +3, Con +5, Int +0, Wis +5, Cha +7, **Skills:** Jump +21, Notice +11, Stealth +9, **Feats:** Cure Disease, Cure Poison, Healing Talent, Wild Empathy, **Traits:** Dunami, darkvision (60 ft.), immunity to poison and emotion-effects, low-light vision, scent, **Combat:** Attack/Defense +6, Damage +8 melee (horn), +3 melee (hoof), Initiative +3, **Saving Throws:** Tough +7, Fort +9, Ref +7, Will +6; **Dunami:** All unicorns are trained in the following dunami: Cure, Mind Touch, Psychic Shield, and Second Sight, with a spellcaster level equal to their total level. Many unicorns are also spellcasters. Elder unicorns often mix warrior and spellcaster roles. **Magic Horn:** A unicorn's horn is considered a magic weapon.

*Unicorns are among the most majestic of all Phydean creatures, similar to a horse with a pure white coat and an elegant spiral horn like mother-of-pearl. A unicorn has deep sea-blue, violet, brown, or fiery gold eyes. A typical adult unicorn grows to 8 feet in length, stands 5 feet high at the shoulder, and weighs 1,200 pounds. Females are slightly smaller and slimmer than males. Unicorns are particularly renowned for their wisdom. Unicorns normally fight only when defending themselves or their forests. They either charge, impaling foes with their horns like lances, or strike with their hooves. A unicorn's horn strikes as a magic weapon, but its power fades if removed from the unicorn.*

## Vine, Assassin

**Type:** 4th-level plant, **Size:** Large, **Speed:** 5 ft., **Abilities:** Str +5, Dex +0, Con +3, Int —, Wis +1, Cha –1, **Traits:** Blindsight (30 ft.), camouflage, immunity to electricity, low-light vision, plant immunities, resistance to cold and fire +2, **Combat:** Attack/Defense +1, Damage +7 melee (slam), Initiative +0, **Saving Throws:** Tough +5, Fort +7, Ref +1, Will —, **Camouflage:** Since an assassin vine looks like a normal plant when at rest, it takes a Difficult 20 Notice check to see it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Notice to detect the plant. **Entangle:** An assassin vine can animate plants within 30 feet of itself as a free action to entangle other creatures. The effect is similar to the plant growth effect of the Plant Shaping power (Reflex save Difficulty 13). The effect lasts until the vine dies or decides to end it (also a free action).

*The assassin vine is a semi-mobile plant that collects its own fertilizer by grabbing and crushing animals, depositing the carcasses near its roots. The sinister plants are particularly common in Manta. A mature plant consists of a main vine, about 20 feet long. Smaller vines up to 5 feet long branch off from the main vine about every 6 inches. These smaller vines bear clusters of leaves, and in late summer they produce bunches of small fruits resembling wild grapes. The fruit is tough and has a hearty but bitter flavor. Assassin vine berries make a potent, and rare, wine. An assassin vine can move about, albeit slowly, but usually stays put unless it needs to seek prey in a new vicinity. An assassin vine uses simple tactics: it lies still until prey comes within reach, then attacks. It uses its entangle ability both to catch prey and deter counterattacks.*

## Vine, Balloon

**Type:** 6th-level plant, **Size:** Large, **Speed:** 15 ft., **Abilities:** Str +2, Dex +2, Con +3, Int -, Wis -1, Cha -1, **Traits:** Plant traits, seeds, **Combat:** Attack/Defense +4, Damage +2 (seed), Initiative +2, **Saving Throws:** Tough +5, Fort +8, Ref +4, Will +1, **Seeds:** As a standard action, the balloon vine can fire 4 seeds up to 10 ft away (no range increment). The plant can fire 80 seeds before exhausting its supply (which must be re-grown over a period of one week).

*These 15 ft long specimens are decorated with small white flowers and many balloon-shaped pods.*

## Vine, Cup & Saucer

**Type:** 4th-level plant, **Size:** Large, **Speed:** 15 ft., **Abilities:** Str +3, Dex +2, Con +3, Int –, Wis +0, Cha–2, **Traits:** Attach. cups, plant traits, **Combat:** Attack/Defense +3, Damage +3 melee (cups), Initiative +2, **Saving Throws:** Tough +5, Fort +7, Ref +3, Will +1, **Attach:** The cups are leathery with many fine teeth around the inside edges, and on any hit, the cup attaches itself and automatically does damage in each subsequent round. The strand keeps the victim from fleeing more than 30 ft away. Detaching a cup requires an Escape Artist check (DC20), Str check (DC15), or an attack with a slashing weapon. **Cups:** As a standard action, this vine can shoot 5 small cups, attached by thin but sturdy fuzz-covered strands, for a ranged attack, with no ranged increment. It can only drop 20 cups per encounter (it takes the plant an hour to retract a dropped cup).

*These 30 ft long vines hold many pink and purple bell-shaped flowers and several plum-like fruits. These plants are voracious eaters and can consume up to 200 lbs of flesh in four hours.*

## Vine, Fire

**Type:** 4th-level plant, **Size:** Medium, **Speed:** 15 ft., **Abilities:** Str +1, Dex +0, Con +4, Int —, Wis +1, Cha –1, **Traits:** Flower flames, improved grab, plant traits, **Combat:** Attack/Defense +2, Damage +2 melee (vine), Initiative +0, **Saving Throws:** Tough +4, Fortitude +8, Reflex +1, Will +2, **Flower Flames:** This vine can immolate its flowers as a free action. The plant suffers no harm, but anyone grappling with it takes +6 points of fire damage each round.

*These 15 ft long vines are colored with brilliant scarlet and orange flowers which entwine about it. They are very common in Manta.*

## Vine, Razor

**Type:** 1st-level plant, **Size:** Medium, **Speed:** -, **Abilities:** Str -, Dex -, Con +1, Int –, Wis -, Cha +0, **Traits:** Fire resistance, plant traits, vines, weapon immunity, **Combat:** Attack/Defense +0, Damage +1 (vine), Initiative +0, **Saving Throws:** Toughness +1, Fortitude +3, Reflex +0, Will +0, **Fire Resistance:** Razor vine is unusually resistant to fire. Normal fire only blackens and hardens the stem while burning the leaves off. Magical

fire affects the plant normally. **Vines:** The razor vine can inflict damage in three ways. Anyone handling the stuff or brushing past are likely to get cut. Anyone trying to slash through it or cut through it might get cut. Anyone falling into it will get cut. Handling razor vine includes wading through the stuff. Each round someone tries to retrieve something or wade through it, they must make a Dex check (DC 15) or suffer +1 damage. Hacking through it is as dangerous because the tightly twisted vines are under tension. When a vine is cut, it recoils and might slash the person who just severed it. Falling into a patch is deadly because most folk will bleed to death before getting out. This deals +2 damage per round with no save or attack roll needed. Normally it takes 1-3 rounds to get out. **Weapon Immunity:** Razor vines are only affected by slashing weapons.

*Razor vine's a fact of life in Manta and in many of the other deep forests and jungles of Phydea. It's a black-leaved creeper or ivy with an exceptionally sharp-edged stem hidden under the lush foliage. The plant's capable of surviving almost any conditions, and flourishes in most environments. Razor vine can grow several feet in a single day, and can cover a small building or untended wall in a week. The razor vine's leaves are small, heart-shaped, and so dark as to be nearly black. They grow in dense clumps near the stem on short, wiry sprigs. The leaf-edges are serrated, but they're actually completely harmless - the stems are the real peril. A razor vine's stem is triangular in cross-section, with three elevated, iron-hard ridges like sword-blades running along the stem.*

## Wasp, Giant

**Type:** 5th-level vermin, **Size:** Large, **Speed:** 20 ft., fly 60 ft. (good), **Abilities:** Str +4, Dex +1, Con +2, Int -, Wis +1, Cha +0, **Skills:** Notice +9, Survival +1*, **Traits:** Darkvision 60 ft., poison, vermin traits, **Combat:** Attack/Defense +2, Damage +4 (sting), Initiative +1, **Saving Throws:** Tough +4, Fort +6, Ref +2, Will +2, **Poison:** Injury, Fortitude DC 14, initial and secondary damage 3 Dex. The save DC is Constitution-based.

*Giant wasps attack when hungry or threatened, stinging their prey to death. They take dead or incapacitated opponents back to their lairs as food for their unhatched young.*

## Wasp, Pulp

**Type:** 1st-level vermin, **Size:** Tiny, **Speed:** fly 60 ft. (perfect), **Abilities:** Str -5, Dex +1, Con -2, Int -5, Wis -1, Cha -4, Skills: *Craft (carpentry), Survival +3, **Feats:** Combat Reflexes, Track, **Traits:** Poison, vermin traits, **Combat:** Attack/Defense +4, Damage -2 (sting), Initiative +1, **Saving Throws:** Tough -4, Fort +0, Ref +2, Will -1, **Craft:** Pulp wasps have the craft (carpentry) skill, usable to construct their hives out of the wood-like material they produce. Though sme of these designs can be quite striking, it is different from carpentry as practised by other races. Pulp wasps use this skill without tools.

*Pulp wasps are large insects which inhabit the plains and arid regions of Phydea. Pulp wasps secrete a pasty substance which hardens into a material similar in texture and consistency to wood. Pulp wasps are usually two feet long, have four legs, and a sharp, stinger tail. They are capable of flight, due to the two pairs of foot-long wings located on the creature's back. Like many insects, pulp wasps have the natural ability to cling to vertical surfaces (walls, rock ledges, etc.). The chitinous body of a pulp wasp is black in color and is segmented from its head to its abdomen. The thorax and limbs are colored bright red, making identification of this creature fairly easy. Aside from living in the wild, pulp wasps are also cultivated by some Phydean cultures as a source of building material. Clans of both humans and soricids have been known to raise pulp bees. The creatures are most populous in Archaea, especially in Monomotapa, Tanis and Addis, although they are also known in the arid areas of southern Nisoi. In addition ot the wood-substance they produce, the liquid secreted by food-producing wasps is very tasty and nutritious. One quart of this liquid alone is capable of sustaining an adult for two days. When hardened, it looses some of its nutrition, but can still sustain an adult for up to one day.*

## Wolf

**Type:** 2nd-level animal, **Size:** Medium, **Speed:** 50 ft., **Abilities:** Str +1, Dex +2, Con +2, Int –4, Wis +1, Cha –2, **Skills:** Notice 4 (+5), Stealth 1 (+3), Survival 0 (+1), **Feats:** Attack Focus (bite), Improved Trip[b], Track[b], **Traits:** Night Vision, Scent, **Combat:** Attack/Defense +3, Damage +1 (unarmed), Initiative +2, **Saving Throws:** Toughness +2, Fortitude +5, Reflex +5, Will +1, **Skills:** Wolves have a +4 bonus on Survival checks when tracking by scent.

*Wolves are pack hunters known for their persistence and cunning. A favorite wolf tactic is to send a few individuals against the foe's front while the rest of the pack circles and attacks from the flanks or rear.*

## A note on "Sylvani"

The term "Sylvani" is used as a catch-all descriptor for the civilized races that dwell in the wilder places of Phydea. In another sense, it describes those who speak the sylvani language as their native tongue. This includes nymphs, satyrs, bariaur, centaurs, dryads, and many other creatures. It's usage as a catch-all term is largely a human invention, and is treated with disdain by most of the races it attempts to lump together under one heading.

## Creatures as Player Character Races

Some of the more civilized creatures presented in this bestiary are suitable for play as character races, if the Game Master allows them. Though some conversion would be necessary, playing a centaur, satyr, iton, bariaur or the others could be rewarding and a lot of fun. The races from this bestiary which are suitable for play as a character race are as follows:

Aspis, Astrophaes, Bariaur, Batrachos, Bilwis, Blitto, Boletaria, Centaur, Chebeldei, Cyclopes, Iton, Kaktos, Minotaur, Moss Nymph, Ophia, Pegataur, Phaeton, Poludnica, Psulla, Satyr, Struchnon, Telchine, Triton, and Tsara'at.

# History of Phydea

## The Age of Ancients

Phydea's ancient history is dominated by the rise of three states, later empires; Archaea, Taprobane and Tartessos. These states developed independent of one another, and over time they spawned many smaller satellite states of their own. This Age is generally believed to have lasted for about 2,000 years. The technology was similar to the Copper Age on Earth, and magic use was in its infancy.

Archaea grew quickly and was known for its exploration and colonization. This empire was ruled by the Ophia, but increasingly relied on the power of humans as time went on. Archaea as an empire did not so much as die as it collapsed under its own weight. Once it came into regular contact with the great naval power of Tartessos, Archaea became embroiled in near constant warfare. This, along with the increasing opulence and degeneration of it's leadership, caused the empire to shatter into the states of Araba, Asia, Minos, Mwandishi and Tanis.

Taprobane gained power much more quickly than the others, and lost it in a more spectacular fashion as well. Taprobani spellcasters were the first, it is said, to manipulate elemental magic. Their flawed understanding and desire for power caused the destruction of their land, as a great rift to the elemental plane of fire consumed the state and caused their empire to collapse. Two of Taprobane's satellites, Arachosia and Gedrosia, would then become empires in their own right in the next Age.

Tartessos was the slowest of all the ancient civilizations to gain the status of empire, but they would gain far more powerful than the others and outlast them all. Tartessos was founded and ruled by the Telchines who, like the Ophia in Archaea, would quickly lose their grip on power over time to humans. It was a maritime power, sailing to distant lands and establishing small colonies wherever they went. They would last into the next Age, where their power truly became magnificent.

It was also during this period that several other nations would emerge outside the orbit of the previously mentioned empires. The poludnica created the beginnings of their state in Galicia, the soricids (who were already all over Phydea before this Age) established the empire of Xanthippe, and the bardha began their great westward migration from the lands of Taprobane into what would be later called Bukura.

## The Age of Empires

Though the previous Age had it's share of empires, it was this Age which truly showed them in full-flower. This age corresponds with the late Copper Age/early Bronze Age on Earth, and it was in this age that mortals gained an extensive understanding of magic. The Age of Empires lasted approximately 1,000 years.

Before Archaea fell apart, the center of the empire was Asia. After the dissolution of the empire, the capital moved to the powerful human satellite state of Tanis. Tanis began as an aggressive power, quickly conquering the states of Araba, Asia, and Minos, and entering into a long war of attrition with Mwandishi. Tanis then used its military and economic might to cower other states into submission, if not conquering them outright. All of this would come to an end at the close of this Age, when a combination of stunning military defeats in Mwandishi and a succession of poor leadership rendered Tanis' empire defunct. This in turn spawned several states; Araba, Asia and Minos were once again autonomous, and two new states, Kyrena and Nisoi, were created.

Taprobane's two remaining satellite states, Arachosia and Gedrosia, started out as cultural backwaters relying on agriculture, animal husbandry and mining. These humble beginnings were a source of great wealth however, and the two neighboring states became powerful very quickly. Gedrosia sits on the southern coast and is made up mostly of mountains and arid, rocky hills. There are numerous areas of great fertility however, and it is in these scattered areas that the wealth of the empire was held. Gedrosia spread for many miles both east and west, and had to fight with Taprobane and Araba constantly. Arachosia on the other hand only had Gedrosia as a neightbor (to its south), and sat in an area of great fertility and tremendous expanses of steppe and grasslands. Arachosia quickly became incredibly wealthy and powerful, expanding so far to the west that they would eventually establish the states of Alba and Trypillia. This power inevitably brought them into conflict with their brothers in Gedrosia, thus igniting a long war that would result in one of the greatest catastrophes in all history. Using foul magic, the Gedrosians created a type of magical fungus that changes the very nature of plants and animals and spreads like wildfire. Then they set this loose in a great forest along their border with Arachosia. This terrifying creation soon took over the entire landscape of both empires, thus destroying them in a span of around 20 years. The giant insects bred by the Arachosians to combat the fungus made the destruction even more rapid and complete, and is a stark reminder of the folly of man. Hundreds of thousands (some say millions) perished, either through famine, war or the threats produced by the fungus. Those who survived did so by means of a mass migration to the west, crossing the Sarmati mountains and forming the new states of Amazonia and Scythia (or assimilating into the nations of Alba and Trypillia). Thus was the region called Manta created.

Tartessos reached tremendous heights during this age, excelling in science, magic, the arts, and almost every other endeavour. They almost single-handedly ushered in the transition from copper to bronze implements, as their satellite state of Dartmor was rich in tin. Unfortunately for Tartessos, when they were at the height of their power it all came crashing down in one night. The great volcanic chambers within the island nation had been used for centuries to power their city's wonders with steam, but the nation's ever-increasing hunger for power

caused the volcano itself to become unstable. It finally exploded one evening in a massive blast of hot gas, molten rock and poisonous fumes. To make matters even worse, the rich valley where the capital city rested was ripped apart, causing the ocean to rush inland and drown the city in deep seawater. Roughly 90% of the island's inhabitants died. Many who survived went to live in Dartmor or the newly-created Tartessan colony of Mantova. Tartessos itself would not be reclaimed as a nation until very recent times.

One other state of note that formed during this time is that of Laahti, a people of mixed Tartessan and Arachosian heritage. They formed very early in this age and their state was never all that powerful, although it was fairly prosperous and isolated enough to be independent and secure from outer threats. Laahti was in many ways an idyllic state, placing emphasis on the simple life and philosophy. When Manta spread to its borders it was effectively cut off from the rest of the civilizations in Phydea. Very rarely someone from that region will make their way down to Galicia, Alba or Dartmor and tell their tales of the land to the far north.

## The Age of the Sword

As might be expected by the title, this Age was one of near-constant warfare for all peoples across Phydea. It was during this age that all of the current empires and nations (generally) solidified their borders. Several of the older empires, such as Arachosia, Gedrosia, Laahti, Taprobane, and Tartessos, virtually disappeared in this Age. The Age of the Sword corresponds with the middle Bronze Age on Earth, and lasted for approximately 500 years.

It was also in this age that the empire of Mwandishi fractured into several autonomous kingdoms; Addis, Dadosahe, Mauria and Monomotapa. When this occured, the increasingly-powerful state of Tanis resumed it's war with it's neighbors, thinking they would be weak in their division. At the same time, Araba, Asia, Minos and Nisoi declared their independence, sparking what can only be called a World War, with Tanis now fighting on all sides. Tanis had allies in Kyrena, and once Araba was quickly subdued, they too joined Tanis' side. Asia and the former states of Mwandishi would prove too much for Tanis to handle however, and a desperate attempt to bring Nisoi back in line resulted in the final blow to the empire of Tanis; the Battle of Acarnania. In this battle, the great northern fleet of Tanis was utterly destroyed by several hundred soricid spellcasters. Infamously, this battle showcased the power of the soricid fire elementalists, a forbidden discipline according to the official soricid church, and resulted in the Great Schism (the dividing of the greater soricid nation). After this, the nations of old Archaea would be at an uneasy peace, lasting to the present day.

Nisoi had already been gaining power in the Age of Empires, and this power became great indeed during the early years of the Age of the Sword. Once Tanis was defeated, and on Nisoian soil no less, the population of Nisoi soared. In just a few decades, this reasonably powerful backwater region had become a true empire, taking control of all the land between the Shattered Sea and Alba, including many of the islands of the Shattered Sea itself. This would put them in constant friction with Asia and Xanthippe, but never a full war. Minos was part of this empire briefly, toward the end of its life. Nisoi's empire was one of the brightest the world had ever seen, and it lasted until the latter days of this age, when it was finally brought down by internal division and weak leadership. In its wake it left many small, autonomous states and islands, the most powerful of which were Oros (the seat of the empire) and Taki.

Alba also came into its own during this Age, as did Trypillia. The two states were rivals in the beginning of this Age, but Alba quickly outpaced their neighbor to the east, rendering Trypillia impotent a destiny of minor importance. Alba had an excessively violent hsitory during this period, uniting and dividing constantly, with a seemingly never-ending change of leadership and intrigue. When all the dust settled, Alba was made up of many small and independent states, who would sometimes join forces for brief periods; a practice that continues to this day. Also of mention are Scythia and Amazonia, who like Alba went through a period of great chaos during this Age. Unlike Alba however, these two states were nearly decimated by famine and plague during this time, and were never able to really become prosperous in the Age of the Sword.

Of special note during this Age was the rise of the powerful empire of Mantova. Mantova established themselves as a preeminent military power early-on in this age, and quickly conquered almost all of western Macea, including Dartmor. They would largely hold on to this power going into the next Age, where they are still the single most powerful empire in the known world.

## The Age of Peace

Though somewhat of a misnomer, the current Age, or "Age of Peace", is in fact a time where the kinds of wars so frequent in the past are largely absent. While smaller conflicts still occur, great wars are non-existant. This age is about 100 years old, and takes us to the present day.

Mantova entered this Age as the most powerful empire in Phydea, and quickly expanded on a war of conquest. The speed proved to be too fast however, as the empire grew thin and their enemies became numerous and fell on them from many fronts. Mantova lost its possessions in Dartmor, and later in the territory called Schwab. When it finally negotiated peace with the bilwis of Silesia and the "sylvani" of Pannonia, Phydea saw the last of its major wars.

The Age of Peace is the current Age. Though in truth it could be called the "Age of Uneasy Peace". There are many rumblings throughout Phydea, and a new great war for power and dominance seems inevitable. Old rivalries and new threats seem to be smoldering just under the surface. The current great powers are Mantova, Barca, Taki, Colchis and Tanis. None of these are as great as some of the empires of old, and they will never be that powerful without using their might to conquer others. Tartessos is rebuilding. Schwab is rapidly growing in the north. Cal's empire of piracy is growing bolder and stronger every day. Will they take up their swords or continue diplomacy? That is up for you to decide.

# Power Mishap Tables

## Power Mishaps

This table is a listing of possible mishaps that could occur from the effects of chaos on powers. The agriotes path of spellcaster must use these tables (or other ones if your Game Master approves) whenever he has a power that mishaps. When you have a power that mishaps, first roll a D20 and do as follows:

1-3: Your power fails.
4-11: Roll on the Minor Mishap table.
12-16: Roll on the Major Mishap table
17-19: Roll on the Wild Mishap table
20: Your power succeeds at +5 your spellcaster level

**Minor Mishap Table**
1: Power targets you; area of effect powers center on caster
2: You take 2 damage
3: You shrink one size category for 1 hour
4: You give off illumination equivalent to a torch for 10 minutes
5: Target forgets the events of the last round
6: You are stunned for 1 round
7: Laughter power, centered on you
8: Your hair grows one foot
9: Your voice changes dramatically
10: Target stinks like a skunk until he washes
11: Soft music plays for 10 minutes
12: Every surface within 10 ft. is covered with a thin coat of slime that evaporates within a minute
13: Smoke trickles from the ears of everyone within 30 ft. for 10 minutes
14: Grass grows in a 30 foot radius, or existing grass grows to ten times normal size
15: You are unable to speak above a whisper for 1 day
16: Target gains a +2 bonus to a random ability for 1 hour
17: You gain a +1 resistance bonus to saves for 1 minute
18: All weapons within 30 ft. become masterwork
19: Power functions at no cost (no fatigue)
20: Spell functions (no saves allowed)

**Major Mishap Table**
1: Power targets you (an area of effect power centers on you) and does not allow a save
2: You lose the ability to use powers for 3 rounds
3: You are blinded and deafened for 10 minutes
4: Polymorph Other on you; you turn into a frog
5: All of target's gear affected as though it aged 10 years
6: All of target's hair falls out
7: You and target change places
8: Next time target gets wet, he can breath underwater for 1 hour
9: Sudden change in weather for 1 hour within a 1 mile radius
10: Target's shadow makes obscene gestures when he's not looking
11: You speak in a squeaky voice for 3 days
12: Target grows a 2 ft. long tail; lasts for 1 day
13: Target's clothing and gear become invisible for 1 minute
14: You forget all that has happened in the last hour
15: You gain theme music that plays whenever you do something dramatic. The music is polite enough to be quiet when you're trying to be stealthy
16: All trees within 1 mile constantly scream as if in hideous agony for 1 hour
17: A random minor supernatural item appears at your feet
18: Your lowest ability score functions at a +10 bonus for 1 hour
19: Power functions and ignores any spell resistance
20: Power functions as if cast twice with the same parameters

**Wild Mishap Table**
1: You lose the ability to use powers for D20 days
2: All non-living material within 10 feet is disintegrated
3: Target becomes allergic to dunami. He takes 1 point of damage for every power he casts, and 1 point of damage every hour while wearing any supernatural items. Lasts for 1 week
4: Target is encased in a cocoon. Unless freed, it emerges in 3 rounds as a green slime. Escape Artist or Strength check DC 21 to break free each round
5: Target gets a permanent -1 penalty to a random ability score
6: If power has instantaneous duration and an area of effect, it instead lasts 10 minutes and occurs once per round, always in the same area
7: Target's race changes. Permanent until dispelled
8: Target automatically wins the next 10 games of chance he plays
9: Target changes sex for 1 day
10: All gold within 100 feet turns to granite. All gems within 100 feet turn to ice.
11: All normal animals within 1 mile are Awakened. Does not include insects.
12: All dead creatures within 1 mile that died in the last month animate as zombies.
13: One random supernatural item of target's permanently becomes non-supernatural.
14: A portal opens to a random plane in front of the target
15: The terrain within 100 feet alters dramatically (e.g., forest to desert, or lake to snow-covered island).
16: You become permanently immune to the power you cast. Immunity can be raised or lowered as a free action once per round.
17: You automatically succeed your next saving throw
18: You gain a +1 inherent bonus to a random ability score
19: You gain elemental resistance 10 to one random element
20: Power functions at +5 spellcaster level; it does not allow a save and ignores power resistance.

Unknown
Laahti
Manta
Dartmor
Silesia
Galicia
Scythia
Noricum
Pannonia
Trypillia
Alba
Mantova
Istria
Bukura
Circassia
Xanthippe
Colchis
Nisos
Taprobane
Tartessos
Asia
Minos
Kyrene
Tanis
Araba
Dadosahe
Mauria
Addis
Mesomotapa

Thyreum
Gulf of Calydon
Stratus
Gulf of Taphia
Astacus
Acarnania

Pergamum
Pitane
Gryneum
Myrina
Apollonis
Gulf of Phocaea
Aegae
Cyme
Phocaea
Aeolis

Bizye
Tunca
Caeni
Corlu
Abdera
Phillipi
Polytobria
Seuthopolis
Perinthus
Cardian Gulf
Sestus
Cardia
Aegis Sea
Aegospotami
Taki

Aegis Sea
Tanis
←Kyrena
Naucratis
Pelusium
Tanis
Memphis
Araba
Arsinoe Shedet
Oxyrhynchos
Antenon
Psio
Berenice
Dadosahe
Tentyra
Tabennisi
Thebes
Addis

## Select Bibliography

This book could not have been written without the help and guidance of many, many sources. I am certain that I have not listed them all here, but I have tried to put down as many as I could remember. If you see any errors in the sourcing of this book (or in anything else for that matter), please do not hesitate to email me at zalmoxis27@gmail.com.


**A. Cotterell**, Encyclopedia of World Mythology, 2000
**I.C.E**, And a Ten-Foot Pole, 1999
**L. Casson**, Travel in the Ancient World, 1994
**L. & R. Adkins**, Life in Ancient Greece, 1994
**L. & R. Adkins**, Life in Ancient Rome, 1994
**M. Balent**, Compendium of Weapons, Armour & Castles, 1995
**M. Grant**, A Guide to the Ancient World, 1986
**M. Lurker**, Dict. of Gods, Goddesses, Devils & Demons, 1987
**P. Connolly**, The Ancient City, 1998
**R. Drews**, The End of the Bronze Age, 1993
**Steve Jackson Games**, Gurps Greece, Gurps Rome, Gurps Low Tech, and several others
**T. Burford & D. Richardson**, Romania, 1998
**W. Durant**, The Life of Greece, 1966
**Wizards of the Coast**, nearly every D&D 3e and 3.5e product out to date, many AD&D 2e products (especially the Glory of Rome and Age of Heroes), and assorted others
**Encyclopedia Mythica:** www.pantheon.org
**EN World:** www.enworld.org
**Limper Land:** www.icehex.net/phpBB2/index.php
**Nothingland:** www.nothingland.com
**Nutkinland:** www.nutkinland.com
**Osprey Publishing:** www.ospreypublishing.com
**Perseus Digital Library:** www.perseus.tufts.edu
**Threskourion:** www.thrace.0catch.com
**Wikipedia:** www.wikipedia.org


## 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.