

Seven
Aveners

HEROES & MAGIC

SOURCEBOOK



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Graphic Design: O'Bully
Original Scribbblings: Frank Lee Delirius
Cartography: Guido Barbati and O'Bully
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Øone Roleplaying Games
www.Øonegames.com
master@Øonegames.com



HEROES & MAGIC SOURCEBOOK

SUMMARY

4 Foreword

4 The Races

- 4 Drakand
- 4 Draman
- 5 Land People
- 5 Nath
- 6 Randrom
- 6 Scinthy
- 7 Svariji
- 7 Zenith

8 Classes

- Knight

9 Prestige Classes

- 9 The Living Legend
- 11 The Shadow Master

13 Magic

- 13 Wizards, Sorcerers and Symmetry
- 14 Clerics, Brotherhoods and Harmony
- 15 Waves
- 15 The Brotherhood of the Twenty Axes
- 17 Other Brotherhoods

18 Spells

19 Feats

20 Skills

20 The World of Arthad

20 The Western Kingdoms

- 20 Drakand
- 21 Draman
- 21 The Land
- 22 Nath
- 22 The Shadows Academy
- 26 Randrom
- 26 Scinthy
- 26 Svariji
- 27 Zenith

27 Other Territories of the Western Kingdoms

- 27 North Lands
- 27 Jaidin Desert

28 Monsters

- 28 Fejenod (Mist Spirit)
- 29 Frost Dog
- 29 The Burning Tiger

30 Adventure: The Burning Tiger

- 30 Background
- 30 Adventure Synopsis
- 30 Scaling the Adventure and Adapting it to the classic fantasy party
- 30 Adapting the Adventure to other Settings
- 31 Adventure Hooks
- 31 The Lost Temple

36 Map of Arthad

FOREWORD

Welcome to the third edition of our sourcebook. *Heroes & Magic* sourcebook contains all you need to generate characters and play in Arthad, the world of the **Seven Avengers**. If you wish, you can play the *Seven Avengers Saga*, a campaign that starts with *The Legend of the Steel General*, recently published as 2nd edition, and continues in *The Twenty Sides of the Evil* and *Warriors of Dream*. If you need more, you can also pick up *Brotherhoods*, a sourcebook covering the harmony magic and the clerical brotherhoods of Arthad.

In this new edition of H&M you will find some material previously published by *Gaming Frontier* magazine: the *Shadow Academy of Nath Rex*, the *Brotherhood of Twenty Axes* and the *Burning Tiger*, a short adventure.

Some rules have been changed and revised. You'll find an optional rule that integrates the racial feats in the race template; the Cavalier has been changed into Knight.

Welcome to the world of the Seven Avengers.

THE RACES

The world of Arthad is divided into kingdoms. In every kingdom lives a race who are direct descendants of one of the Galinor favorites, apart from Gadrath the Immortal who has no descendants. Most of the races are human, with rare exceptions that are not covered in this book. Humans are however not a single race but a number of races differing in many ways.

Not all of the races living in Arthad are presented there. You can choose to play all the races listed here except Zenith and Scinthy, although the Referee may allow you to play it.

You'll find the usual favored class for any race and a forbidden class. A Forbidden class means the race cannot take that class for role-playing reasons (i.e. a Drakand barbarian can't be a literate knight), your Referee may, of course, change these rules.

The races completely replace the classical races presented in the Player's Handbook. The classes are the same except for Paladin who has been replaced by the Knight.

Drakand

They are a mysterious and wild race from the isle of Drakand. They are black-skinned with blue eyes and are exceptionally tough. The north people call them "the bone people" because the Drakand usually wear bone armor and weapons as well as bone ornaments and jewelry. Their shamans have discovered a secret that allow them to transform bones into a substance as hard as steel. Their religion is based on the cult

of bones.

Usually when you encounter a Drakand he is a prince or a rich person (allowed to travel) with a mysterious or odd task to perform.

They look impressive and in civilized societies they stand out immediately because of their white bone armor and black skins.

Drakand Racial Traits

- Drakand receive 1 extra feat at 1st level and 2 skill points bonus at 1st level. (the 2 skill points at first level are added on as bonus, not multiplied)
- Every level they gain 1 extra skill point
- -1 WIS, -1 INT, +2 CON
- Speed 30
- +1 racial bonus on Move silently, Spot and Search.
- They have the bonus feat Track
- They are all proficient with all types of bone armor, weapons and shields (see special rules).
- They get a +1 bonus to attack and damage when using bone weapons.

Automatic languages: Drakand. *Bonus languages:* Nath

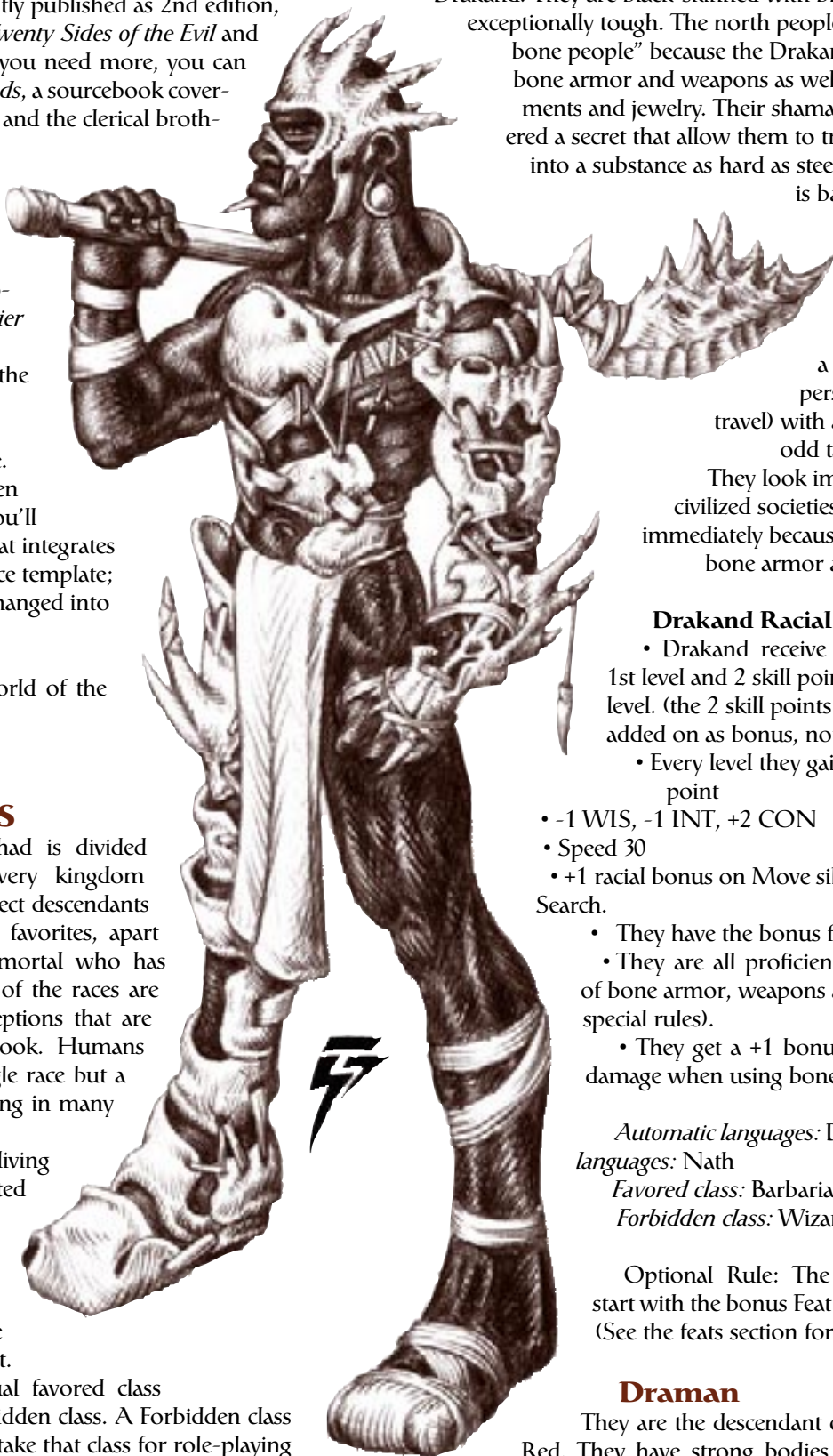
Favored class: Barbarian

Forbidden class: Wizard

Optional Rule: The Drakand may start with the bonus Feat: Drakand Rage (See the feats section for description).

Draman

They are the descendant of Draman The Red. They have strong bodies and the males are true giants rarely under 6ft tall. The women are also 5/6ft. tall and strong. Usually the Draman are



blond with long beards and dark blue eyes.

The Draman are proud warriors; other people call them “the guardians” since their objective from the beginning of time has been keeping the Guardian Sword. The Draman are skilled sailors and their fleet is the best in the world.

Dramans Racial Traits

- Dramans receive 1 extra feat at 1st level and 2 skill points bonus at 1st level.
(the 2 skill points at first level are added on as bonus, not multiplied)
- Every level they gain 1 extra skill point
- -1 INT, +1 STR, +1 CON
- Speed 30
- +1 racial bonus on saving throws against poison.
(They are an explorer race so they usually face hostile or unknown environments).
- All Draman people have an innate sense of direction because they are seafarers, so they can use the skill Intuit Directions untrained. If they are aboard a ship the check has +2 bonus.
- +1 racial bonus on every skill that include navigation and ship-care.

Automatic languages: Draman. *Bonus languages:* Svariji, Randrom, Nath, Drakand
Favored class: fighter
Forbidden class: Monk

Optional Rule: The Draman may start with the bonus Feat: Combat Aboard (See the feats section for description).

Land People

They are a tall, red haired people and are the most literate people in Arthad. They have trade in their blood. The common people, with the exception of the Nath, never try to bargain with a land merchant, saying: “A land person could sell air to fish”.

Land People Racial Traits

- Land People receive 1 extra feat at 1st level and 6 skill point bonus at 1st level.
(the skill point at first level are added on as bonus, not multiplied)
- Every level they gain 1 extra skill point
- +1 CHA
- Speed 30
- +1 racial bonus on diplomacy, bluff and sense motive checks
- -1 on Survival
- Can choose a Knowledge skill and use it untrained

Automatic languages: Land, Draman. *Bonus languages:* Nath, Svariji

Favored class: Knight

Forbidden class: Barbarian

Optional Rule: The Land People may start with the bonus Feat: Bargain (See the feats section for description).

Nath

This is the spy race, skilled at the arts of espionage and subterfuge. They are tall, slender and black haired with eagle-like features and black eyes. In the world there are no more crafty rogues than the Nath. Legend has it that their ancestor, Fidenath the Sly, has even beaten the cunning Gadrath.

Espionage is the national activity, every Nath spies on someone and is being spied on by someone.

Nath Racial Traits

- Nath receive 1 extra feat at 1st level and 4 skill points bonus at 1st level.
(the 4 skill points at first level are added on as bonus, not multiplied)
- Every level they gain 1 extra skill point
- -1 STR, +1 DEX, +1 CHA
- Speed 30
- +1 racial bonus on Move Silently, Hide, Listen, Gather Information, Spot and Disguise.

Table 1 -Racial ability adjustments.

Race	Ability adj	Favored Cls	Forbidden Cls
Draman	-1 INT,+1 STR,+1 CON	Fighter	Monk
Svariji	-1 CHA,+1 DEX	Ranger	none
Randrom	-1 CHA,+1 WIS	Fighter	Knight
Nath	-1 STR,+1 DEX,+1 CHA	Rogue	Barbarian
Drakand	-1 WIS,-1 INT,+2 CON	Barbarian	Wizard, Knight
Zenith	-2 INT,+1 DEX,+1 CON	Barbarian	Wizard, Knight, Bard
Scinthy	-1 WIS,+1 STR	Fighter	Knight
Land People	+1 CHA	Cavalier	Barbarian

Automatic languages: Draman, Nath. *Bonus languages:* Svariji, Drakand.

Favored class: Rogue

Forbidden class: Barbarian

Optional Rule: The Nath may start with the bonus Feat: Street Crawling (See the feats section for description).

Randrom

They call themselves “*the free people*”. They do not have a king but a Master Horseman who is respected and feared by everybody. They are nomadic, with no cities or villages. They are short and black-haired. Every Randrom has a strong link with his horse that is more valuable than life itself. The ultra-fast Randrom horses are extensions of their cavaliers who fight and shoot with stunning ability.

Randrom Racial Traits

- Randrom receive 1 extra feat at 1st level and 3 skill points bonus at 1st level.
(the 3 skill points at first level are added on as bonus, not multiplied)
- Every level they gain 1 extra skill point
- -1 CHA, +1 WIS
- Speed 30
- All Randrom have +2 to ride skill check. They can

use the skills Handle Animal (horse only) and Animal Empathy (horse only) untrained and do not need to be rangers or druids.

- All Randrom receive the feat: Mounted Combat

Automatic languages: Draman, Randrom. *Bonus languages:* Svariji, Nath.

Favored class: Fighter

Forbidden class: Knight

Optional Rule: The Randrom may start with the bonus Feat : Horse Empathy (See the feats section for description).

Scinthy

They are the mountain people, living in the northernmost part of the Judgment Mountains. They are a solitary and secretive people. We know they are feared warriors with a gaudy and cultural history. They are tall and slender with black hair and green penetrating eyes with thick eyebrows. They wear studded leather black robes and horned helms. Their preferred weapon is a fearful jagged scimitar called “*sabrah*”.

A reminder of their glorious past is the existence of so-called “*old code warriors*”, some of whom still live among the Scinthy.

Table 2 - Bone Armor

Bone Armor	AC Bonus	Max Dex bonus	Armor check penalty*	Symmetry spell failure	Speed(30ft)	Weight (lb)
Light Armor						
Leather bone	+4	+5	-1/-4	25%	30	20
Shirt with bone plaques	+2	+6	0/-2	15%	30	15
Medium Armor						
Bone rib	+4	+3	-2/-6	30%	20	30
Bone ring	+5	+2	-3/-7	35%	20	40
Heavy Armor						
Half-Bone Skull	+7	+1	-4/-9	45%	20	50
Full Bone Skull	+8	+0	-5/-10	50%	20	55
Shields						
Buckler	+1	-	-1/-2	5%	-	5
Small	+1	-	-1/-2	15%	-	10
large	+2	-	-2/-4	15%	-	15

* The second number is the penalty for non-drakand characters

Table 3 - New Weapons

Weapon (size)	Category	Cost	Damage	Critical	Weight	Type
Drakand spiked mace (bone weapon Medium)	Simple melee	300	1d8	x3	9lb	B
Sabrah (Medium)	Martial melee	50	1d8	19-20x3	5lb	S

Behind the Curtain: Unusual Race Bonuses

The Ability Adjustments of the races of Arthad are here -1 or +1. This allows the players to maximize their characters. But these characters only become stronger when they reach higher levels. Arthad is a difficult world and the characters must find their way using their own forces. There are not many magical items or weapons, so we want stronger characters.

Scinthy Racial Traits

- Scinthy receive 1 extra feat at 1st level and 4 skill points bonus at 1st level.
(the skill point at first level are added on as bonus, not multiplied)
- Every level they gain 1 extra skill point
- -1 WIS, +1 STR
- Speed 30
- +1 racial bonus on Climb, Move Silently, Hide checks
- Proficient with sabrah
- Bonus feat: Weapon Focus (Sabrah)

Automatic languages: Scinthy. *Bonus languages:* Draman

Favored class: Fighter

Forbidden class: Knight

Svariji

They descend from Svarn, the Silver Archer and like him have been trained for generations in archery, being the best in the world. They are tall and slender and have usually brown hair and gray eyes. The Svariji value hunting above everything else, and they all hunt with bows.

Svariji racial traits

- Svariji receive 1 extra feat at 1st level and 3 skill points bonus at 1st level.
(the 3 skill points at first level are added on as bonus, not multiplied)
- Every level they gain 1 extra skill point
- -1 CHA, +1 DEX
(They are solitary people. They love to live alone and hunt every day).
- Speed 30
- All Svariji people are proficient with bows, both shortbows and longbows.
- +1 racial bonus on Craft (bowmaking) and Spot.
- +1 racial bonus on every skill involving hunting

Automatic languages: Draman, Svariji. *Bonus languages:* Randrom, Nath.

Favored class: ranger

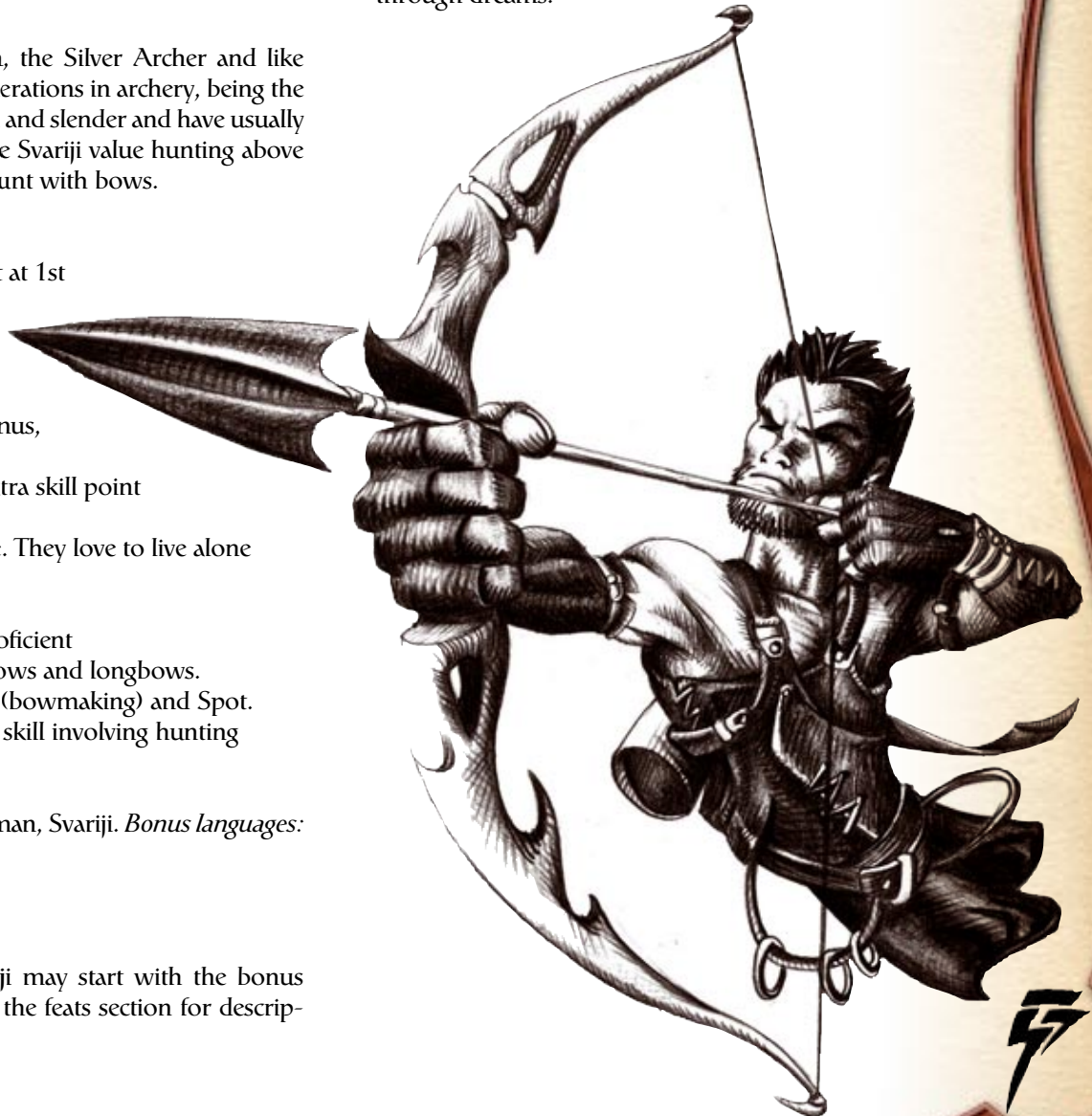
Forbidden class: none

Optional Rule: The Svariji may start with the bonus Feat : Sense of the Wolf (See the feats section for description).

Zenith

Nobody knows why the Zenith was created; we know they were the first of Zadrak and Galinor's creations, but they did not take part in any battle of the gods. Despite being bold fighters, their people never attained a collective conscience. They live scattered in hundred tribes in hostile territory and spend their time fighting each other. Only once, when Gadrath were killing all the dark gods, they were unified by the evil god Kadram. Following their defeat, they returned to nomad life.

They are short and squat with flat faces and slightly oblique eyes. Their hair is dark brown and they have black eyes. They love to paint their bodies with colors. Every color means somewhat to the Zenith but no one knows exactly what. The Zenith "dream". Their shamans use the "flowers of dream" to have visions and to rule the tribe. They believe the gods can communicate through dreams.



Zenith racial traits

- Zenith receive 1 extra feat at 1st level and 1 skill point bonus at 1st level.
(the skill point at first level are added on as bonus, not multiplied)
- Every level they gain 1 extra skill point
- -2 INT +1 DEX, +1 CON
- Speed 30
- +1 racial bonus on Ride and Survival

Automatic languages: Zenith. *Bonus languages:* Draman, Xiang

Favored class: barbarian

Forbidden class: Bard, Wizard

CLASSES

Knight

The knight is a variant of Paladin. In the world of Arthad there are no Gods (see the brotherhoods). For this reason there cannot be any Paladin protected by divine power. The knight is a noble man who acts on his personal and family code of honor. He may have tasks to perform but a knight can never refuse help to the poor or the suffering nor can he refuse to assist a woman or rescue a princess. The knight is often a skilled diplomat and literate. The Land People make the best knights.

The knights are also known to be fearless, even crazy: knights have been known to attack enemy armies alone.

Class Features

Abilities.

Charisma is the most important skill of a knight: when involved in a duel they add their charisma bonus to attack roll.

Alignment: any good

Hit die: d10

Class Skills: Bluff (Cha), Craft (Int), Diplomacy (Cha), Handle Animal (Cha), Knowledge (nobility/royalty) (Int), Intimidate (Cha) Profession (Wis), Ride (Dex), Sense Motive (Int),

Skill Points at 1st level (4+Int modifier)x4

Skill points each additional level 2+int modifier

Armor and Weapon Proficiencies

Knights are proficient with all simple and martial weapons, with all types of armor (heavy, medium and light) and shields.

Deadly Charge (Ex)

The knight charge is feared all over the world. When charging mounted, a knight deals double damage with the weapon he is wielding (not only the lance).

At level 10, the knight deals triple damage.

Challenge (Ex)

The knight cannot refuse a challenge or duel. When dueling for honor, they get the Charisma bonus to attack

Table 4 - The Knight

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	+1 vs fear; income: 100gp+1d10; charge dmg x2; challenge.
2	+2	+3	+0	+0	
3	+3	+3	+1	+1	
4	+4	+4	+1	+1	income: 100gp+2d10
5	+5	+4	+1	+1	+2 vs fear
6	+6/+1	+5	+2	+2	
7	+7/+2	+5	+2	+2	income: 100gp+3d10
8	+8/+3	+6	+2	+2	
9	+9/+4	+6	+3	+3	+3 vs fear
10	+10/+5	+7	+3	+3	income: 100gp+4d10; charge damage x3
11	+11/+6/+1	+7	+3	+3	
12	+12/+7/+2	+8	+4	+4	
13	+13/+8/+3	+8	+4	+4	+4 vs fear; income: 100gp+5d10
14	+14/+9/+4	+9	+4	+4	
15	+15/+10/+5	+9	+5	+5	
16	+16/+11/+6/+1	+10	+5	+5	income: 100gp+6d10
17	+17/+12/+7/+2	+10	+5	+5	+5 vs fear
18	+18/+13/+8/+3	+11	+6	+6	
19	+19/+14/+9/+4	+11	+6	+6	income: 100gp+7d10
20	+20/+15/+10/+5	+12	+6	+6	

roll since every knight benefits from generations of schooling in the art of dueling. Every time a knight is challenged, the blood of his ancestors runs in his veins and he recalls tales of chivalry told by his parents.

Fearless

Knights dislike fear, so they have a +1 on every saving throws against fear (magical and otherwise). Every four levels, they get an additional +1.

Wealthy

Knights are usually nobles, who maintain feuds so they start with a capital of 20d4 x 10. They have a monthly income of 100gp+1d10. The Referee may decide to reduce or increase this amount. The income increases by 1d10 every three levels.

Startup Equipment

Because the knight is a noble, he starts with some equipment. Generally, this belongs to his family.

The knight may start with these items (non-magical items):

- Armor and a shield of his choice
- A weapon of his choice
- A barding for the mount of his choice

The Referee may allow one or more superior or masterwork items.

Followers

Usually the knight has a horse (but not like a Paladin mount) and a squire. The squire is usually loyal to the knight family and must be paid every month; this man (or woman) never fights with his master but is always ready to assist him with new weapons, advice and low-level healing.

Code of honor

Every knight has his own code of honor. The Referee may add other things or let the players build his code but every knight must fulfill these basic requirements:

- A knight may not refuse to help people in need
- A knight may not refuse to help a woman in need
- A knight may not act for mere profit
- A knight may not refuse a challenge or duel for honor

Every time the knight breaks these rules, he suffers an XP penalty of half the points he needs for the next level (example if a Marius, a 3rd level knight refuses to help a princess kidnapped by bandits, he receives an immediate XP penalty of -1500XP.)

PRESTIGE CLASSES

The Living Legend

A living legend is a character who has performed some special task or a heroic feat. He must still be alive and famous for these deeds.

Literature and history is full of examples of living legends, including King Arthur, Achilles, Merlin, Ulysses, Tristan, Gengis Khan and many others.

In the world of Arthad from the beginning of the time, history is in the hands of mankind, so many living legends have crossed the centuries. First of all Gadrath The Immortal, then Draman The Red, Ragh the Steel General, Fidenath The Sly, Svorn The Silver Archer and of course, Deathshadow.

The Living Legend Prestige Class does not necessary belong to the good and kindly; assassins too may become legends. In the history of Arthad, for example, there was a famous assassin known as Black Fist who killed the king of Svariji during a military parade, in front of the Svariji people, and he escaped without ever being caught. Another example of living legend

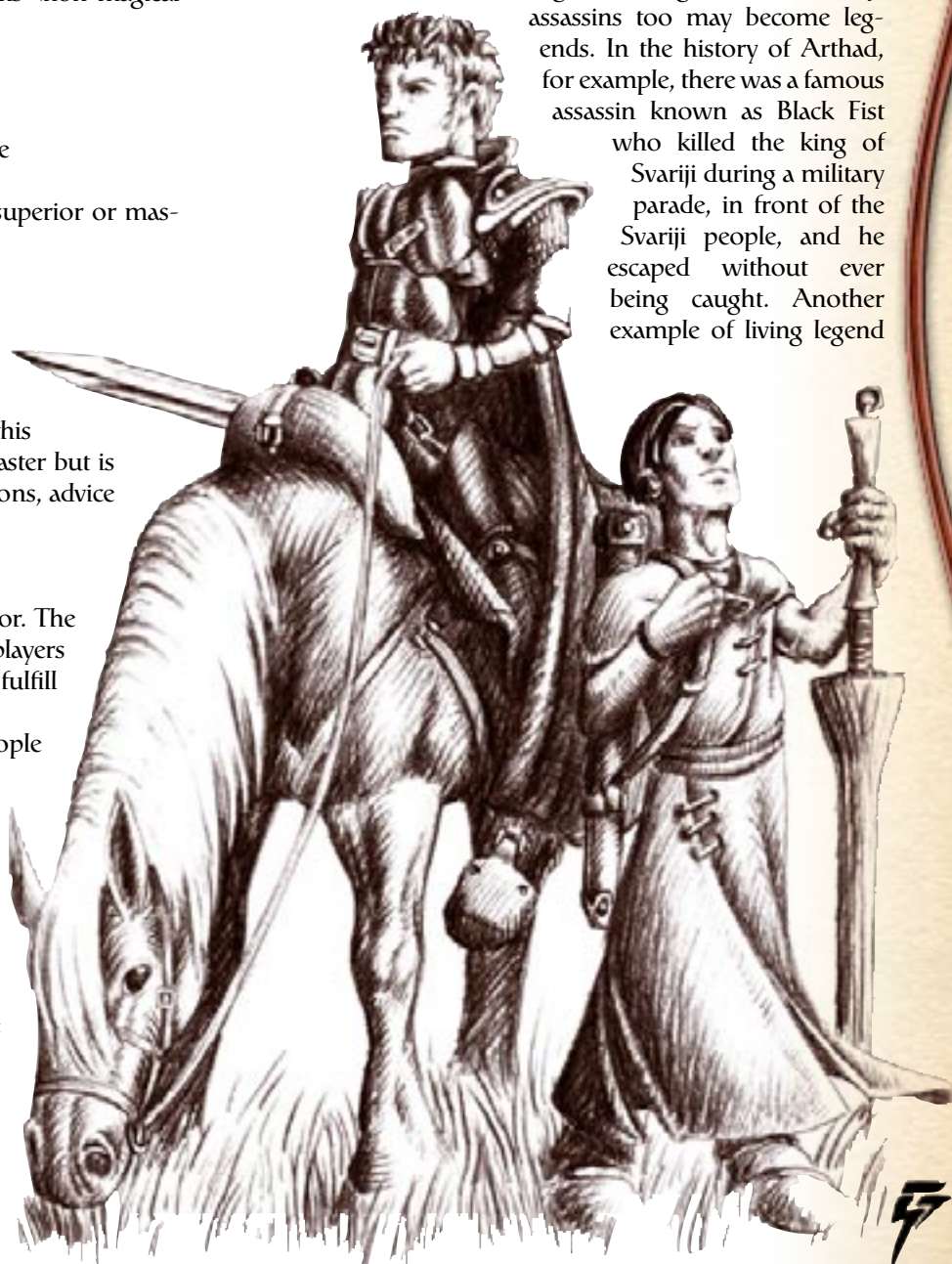


Table 5 - The Living Legend

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+2	Bonus Feat
2	+2	+3	+3	+3	Leadership
3	+3	+3	+3	+3	Bonus Feat
4	+4	+4	+4	+4	Frightful Presence
5	+5	+4	+4	+4	Bonus Feat
6	+6	+5	+5	+5	Fear Aura
7	+7	+5	+5	+5	Bonus Feat
8	+8	+6	+6	+6	Enthrall
9	+9	+6	+6	+6	Bonus Feat
10	+10	+7	+7	+7	Inspire Great Skill

is the master thief Demonbrain, introduced in *The Twenty Sides of the Evil*.

Requirements

To qualify to become a Living Legend, a character must fulfill all the following criteria:

Race: Any

Base attack bonus: +10

Charisma Score: 16+

Skills:

Bluff: 6 ranks

Intimidate: 6 ranks

Sense Motive: 5 ranks

Diplomacy: 4 Ranks

Feats: Improved Initiative and two focuses (weapon focus, spell focus, skill focus)

Special:

The character must perform a very difficult or special task. This action must be witnessed by at least 50 people. The character must be known by the common people of at least three different nations. There must be at least two books, songs or ballads describing his/her actions.

Class Skills

Bluff (Cha), Diplomacy (Cha), Intimidate (Cha), Knowledge any (Int), Perform (Cha), Ride (Dex), Sense Motive (Wis), Speak Language (-).

Skill Points per level: 2+Int modifier

Hit Dice: d10

Special Abilities

Bonus Feat

The Living Legend may choose any feat he wishes.

Leadership

At the second level, the Living Legend gains the feat Leadership.

Frightful Presence (Ex)

This ability takes effect automatically when the character performs some sort of action according to his/her legend. For example, this ability takes effect when Deathshadow wields the Soulmower. A wizard may use this ability when casting a particular spell or using a magical item, a monk may frighten his enemies when taking a particular combat stance. Opponents within range who witness the action may become frightened or shaken.

Fear Aura (Su)

The Living Legend may use this ability at leisure as a free action: it works like the fear spell. The DC for the will save is 10+Living Legend level + charisma modifier. The ability affects only intelligent creatures that can see him/her clearly. A creature can only be affected once per encounter.

Enthrall (Ex)

The Living Legend character may enthrall as many non-hostile people as his voice can reach. When a Living Legend speaks, he gain the attention of all the people who can hear him. This ability may prove useful when the character tries to stop a mob or gain the attention of an army. Every minute the Living Legend speaks, he must make a diplomacy check, DC 15 + 1 for every 100 people listening. Failure means he cannot hold the attention of these people any longer. People can only be enthralled by this way once a day.

Inspire Great Skill (Ex)

The Living Legend may, by his/her words, improve some skills of those who are listening. The people listening must know the Living Legend and may not be enemies or disagree with the speaker's arguments. For example: Deathshadow may talk to the soldiers of the fortress and improve their fighting skills. A Living Legend Assassin may improve the skills of his/her thugs but cannot affect those



Deathshadow

Nobody knows his real name, only his legend. He is a symbol for all warriors in the west and is well known in the east too. The zenith know and fear him, calling him Kah-Norah, that means: "Ice-eyed demon". His most important feat was twenty years ago when with only a handful of warriors, he heroically resisted the scinty assault on the fortress of Xargan Del near the mines of Rombar for a month. Now Deathshadow is 60 years old.

Physically he is a huge man, 6'10" tall; the face is plain and silver-framed by a white beard sprinkled with black and his eyes are the color of a stormy sky: during battle, they seem to flash with lightning. When fighting, he is simply unstoppable, in spite of his age, seemingly tireless. With Deathshadow, no army has ever been defeated.

He wears an old black breastplate with black protections, a horned helm with no visor and fight with a terrific greatsword known as "Soulmower", said to have magical powers.

Deathshadow, Male Draman Fighter **15 Living Legend**; **CR** 20; **Size** M; **Type** humanoid; **HD** (20d10)+80; **hp** 250; **Init** +7 (+3 Dex, +4 Feat); **Spd** Walk 20'; **AC** 18 (flatfooted 15, touch 13); **Atk** Greatsword +3, +29/+24/+19/+14 (2d6+10 17-20/x2); **SA**: +1 on navigation skills, save +1 vs. poison, frightful presence; **AL** LG; **Sv** : Fort +17, Ref +12, Will +11; **Str** 20, **Dex** 16, **Con** 19, **Int** 14, **Wis** 15, **Cha** 18

Skills and Feats: Balance +4, Bluff +15, Climb +15, Diplomacy +10, Intimidate +10, Intuit Direction +4, Jump +13, Listen +5, Sense Motive +10, Spot +10, Swim +1; Blind-Fight, Cleave, Combat Reflexes, Dodge, Expertise, Great Cleave, Improved Bull Rush, Improved Critical (Greatsword), Improved Disarm, Improved Initiative, Leadership, Mobility, Power Attack, Quick Draw, Spring Attack, Weapon Focus (Greataxe, Greatsword), Weapon Specialization (Greataxe, Greatsword), Whirlwind Attack

Possessions: +3 greatsword (The Soulmower, Breastplate (Masterwork))

Languages: draman, nath, zenith, drakand, svariiji, scinty, xiang

who fear him. This ability affects everybody who can hear the voice of the Living Legend and may affect the same group of person once per day.

The Living Legend can improve:

Fighting skills

- +2 temporary to constitution (this may grant extra hit points)
- +2 competence bonus to attack rolls
- +1 competence bonus on Fortitude saves

The effect lasts for 3 rounds for every ten minutes the Legend speaks to a maximum of 18 rounds.

OR

Skills

+2 circumstance bonus on a skill (Living Legend choice)

OR

Spellcasting

+2 competence bonus on the DC of each spell cast

The Shadow Master

The Shadow Masters are the master spies of the Nath Secret Services. They are exceptionally skilled men and women who have been trained in the art of espionage in the Shadows Academy of Nath Rex. There are few of them, since the training is very hard and dangerous. They are an elite force of spies used by the Nath government in the most risky missions.

Their names are secret and even in Nath Rex they live under false names. The only man who knows their identities and who can command them is Foxand, the chief of the Nath Secret Service, although the Shadow Masters do not know Foxand.

Requirements

to qualify to become a Shadow Master, a character must fulfill all the following criteria:

Race: Nath*

* Another race may become a Shadow Master if the character has performed some exceptional task for the Nath government, then must train in the Shadows Academy.

Charisma Score: 14+

Skills:

Bluff: 8 Ranks

Disguise: 10 ranks

Diplomacy: 8 Ranks

Gather Information: 8 ranks

Sense Motive: 8 ranks

Languages: any three languages

Special:

The character must be trained in the Shadows Academy of Nath Rex.

Class Skills

Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Pick Pocket (Dex), Read Lips (Int, exclusive skill), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha, exclusive skill), and Use Rope (Dex)

Hit Die: d6

Skill Points per level: 4+Int modifier

Special Abilities

Sneak Attack (Ex)

The Shadow Master gets the Sneak Attack ability like the rogue class, if a Shadow Master gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

Uncanny Dodge (Ex)

The Shadow Master gets the Uncanny Dodge ability as for the rogue class.

Bonus Feat, Street Crawling

The Shadow Master gets the Street Crawling feat (see Feats) even he does not meet the prerequisites.

Poison Use

The Shadow Master is trained to handle poisons and can never acci-

dentally poison himself when applying poison to a blade.

Fast Disguise (Ex)

The Shadow Master has the extraordinary ability to totally change his appearance within the space of few seconds. This ability allows him to turn a corner in a corridor as a butler and after one round (six seconds) become a crouching old beggar with a wooden leg. The Shadow Master uses everything he has to change



Table 6 - The Shadow Master

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+2	+0	Sneak attack +1d6; bonus feat: Street Crawling
2	+1	+0	+3	+0	Uncanny dodge (Dex bonus to AC)
3	+2	+1	+3	+1	Sneak attack +2d6
4	+3	+1	+4	+1	Poison use
5	+3	+1	+4	+1	Sneak attack +3d6, uncanny dodge (can't be flanked)
6	+4	+2	+5	+2	Fast Disguise
7	+5	+2	+5	+2	Sneak attack +4d6
8	+6	+2	+6	+2	Fascinate
9	+6	+3	+6	+3	Sneak attack +5d6
10	+7	+3	+7	+3	Uncanny dodge (+1 vs. traps)

Famous Shadow Masters

Spades

Spades is a middle-aged retired Shadow Master. He is a personal friend of King Redeer and has gained the title of Master of The Academy of the Shadows in recent times, when Redeer became King. It is said that he performs some difficult deeds for the Secret Service but these occurrences are rare since he is very busy with the Academy. Spades lives for the Academy now. He is a good Master and takes the time to teach his students well. He often gives lessons in two weapon fighting (shortsword and dagger), an art he very much enjoys. One of his favorite things is to monitor the progress of "The Game" (see the box: The Shadow Academy). Spades often disguises himself among the students and watches the newbies, sometimes offering advice, or adding only obstacles, depending upon his mood.

Spades: M Nath Rogue10 Shadow Master8; Size M; hp 99; Init +10; Spd Walk 30'ft.; AC 19 (Studded Leather (Masterwork)); Atk melee +18/+13/+8,(Sword Short MW) +18 (Dagger MW), ranged +20/+15/+10, (Dagger MW); SA:Evasion, Sneak Attack +9d6, Uncanny Dodge (Dex bonus to AC, can't be flanked), Improved Evasion, Poison Use, Fast Disguise, Fascinate; AL:LN; Sv Fort +5, Ref +14, Will +6; Str 12, Dex 22, Con 14, Int 16, Wis 14, Cha 18.

Skills and Feats: Balance +11, Bluff +14, Climb +10, Craft (Trapmaking) +10, Decipher Script +10, Diplomacy +15, Disable Device +10, Disguise +20, Escape Artist +11, Forgery +10, Gather Information +20, Hide +16, Innuendo +10, Listen +11, Move Silently +20, Open Lock +11, Pick Pocket +10, Read Lips +10, Search +15, Sense Motive +10, Spot +15, Tumble +20,

Ambidexterity, Bargain, Improved Initiative, Street Crawling, Two-Weapon Fighting, Weapon Finesse (Dagger), Weapon Finesse (Sword (Short)) Weapon Focus (Sword (Short)), Weapon Focus (dagger),

Farmalys (female, Nath, Rogue9, Sorcerer1, Shadow Master8)

Farmalys is the right arm of Spades and a master in the use of poisons. She is a beautiful woman who is aware of the fascination she causes, and uses it for her own foul purposes. She is a deadly woman whose knowledge of poisons has proved fatal to more than one man. She uses poison not only to kill but also to subdue, or worse. It is also rumored that she is addicted to "The Flower Of Dreams", a flower used by Zenith Shamans to have visions. The students call her "She-Vampire" for her pale skin and her tendency to wear tight black dresses.

Being a natural sorcerer and expert of Symmetry she has proved useful to Spades to detect Waves within the academy. Rarely does a student know magic, but Spades wants to be aware of all that occurs within his domain.

appearance rapidly: his mantle becomes a gown, his hat becomes a bag and so on. Obviously he cannot change from a butler into an armed fighter if he is not wearing armor underneath.

In order to recognize him, anyone who has seen the Shadow Master before his transformation as well as his new appearance, must make an Intelligence check with a DC of 15+ Level of the Shadow Master.

Fascinate (Ex)

The Shadow Master has the extraordinary ability to fascinate a person of the opposite sex. The Shadow Master must have known the person at least for 1 hour in order to fascinate him or her. Once fascinated, the Shadow Master gets a +10 on Gather Information, Diplomacy, Sense Motive and Bluff only when these skills are used against the fascinated person.

Should the Shadow Master do anything that is obviously a threat or something that the fascinated person strongly disagrees with, the Fascination could be broken (referee discretion).

MAGIC

In the world of Arthad, the magic belongs to Symmetry and harmony. The symmetry is arcane magic and the harmony is divine magic.

Wizards, Sorcerers and Symmetry

Symmetry magic works exactly as arcane magic explained in the Player's Handbook. In this world however, magic is very, very rare. We strongly suggest allowing the players to make only one wizard/sorcerer in their party. This wizard will be the only one in his class for miles around, he may even be the only wizard in the region.

Sorcery is feared and disliked by people. Although legend has it that Gadrath the Immortal is a wizard and hero, the people think Gadrath was endowed by divine power and he was not a "true wizard".

Sorcery is well accepted amongst literate people and the upper classes. For example many (well, you can count them on your fingertips) wizards and sorcerers live among the Land People, regarded as the most literate people in the west. Amongst the upper classes, sorcery is tacitly accepted whilst the lower classes fear and condemn sorcery. In small villages, people are inclined to capture and burn any man or woman believed to be a wizard or sorcerer.

When facing his enemies in a fight, the wizard may reveal his identity. Assume that the party has accepted his status but enemies and allies (NPCs) may be frightened of symmetry magic. At the first revealing of magic, enemies and allies (only sentient beings, ie cats do not get this roll) must make a will save or combat with -1 morale penalty.

The DC for the save is 15+spell level.

The power of symmetry magic comes from invis-

ible force lines. These lines may originate from ancient objects or constructions with some kind of symmetry. For example, in the middle of an ancient circle of stones built with arcane rituals according to the guidelines of symmetry magic, there is a “Symmetry Power Spot” (SPS). If the caster stands in that spot and casts a spell, he may attain some benefit (ie usually he can cast spells pertaining to one or more levels higher than his actual status).

The more ancient a construction, the more power it may impart to the symmetry spellcaster. It is said that some archmages (such as Gadrath) are even in tune with the symmetry of the stars and may absorb power from them.

Every symmetry spellcaster in fact “feels” symmetry power.

To appreciate symmetry power, the wizard needs a Spellcraft check. The DC of the check is $13 + (\text{age of building or construction} / 1000)$.

For example: Nikowiz the sorcerer is exploring an ancient ruined monastery and wants to discover if there is a symmetry spot where he can cast his Arcane Eye spell. The monastery is 1800 years old so the DC is $13 + 2$ ($1800 / 1000 = 1.8$, rounded to 2) = 15. Nikowiz has +2 on spellcraft and a +3 bonus from his Feel Symmetry feat (see below) so he has a total of +5. He rolls a $10 + 5 = 15$. Nikowiz finds a Symmetry power spot in the center of an ancient mosaic on the monastery floor. He sits down and casts Arcane Eye and since the monastery is 1800 years old, he can cast (only while sitting in that spot) the spell as if he were a sorcerer two levels higher.

Feats like Feel Symmetry can enhance the caster’s feelings.

Clerics, Brotherhoods and Harmony

The gods of Arthad are all dead or no longer around, so apparently there are no sources of divine power. Since the death of the last god, some people have discovered that

Behind the Curtain: Why Another Granted Power?

The priests belonging to brotherhoods have one granted power in addition to the powers given by the chosen domains. This is an expansion to the rules due to the peculiar nature of divine magic in Arthad. If a priest does not get “in tune” with the Harmony when praying for his daily spells, he does not get all his granted powers and his daily domain spells. So if a priest fails his Feel Harmony check, he will be in serious danger for his powers will be decreased for the duration of a day. The granted power may counterbalance this eventuality, giving more power to the priest during “non-Harmony” days.

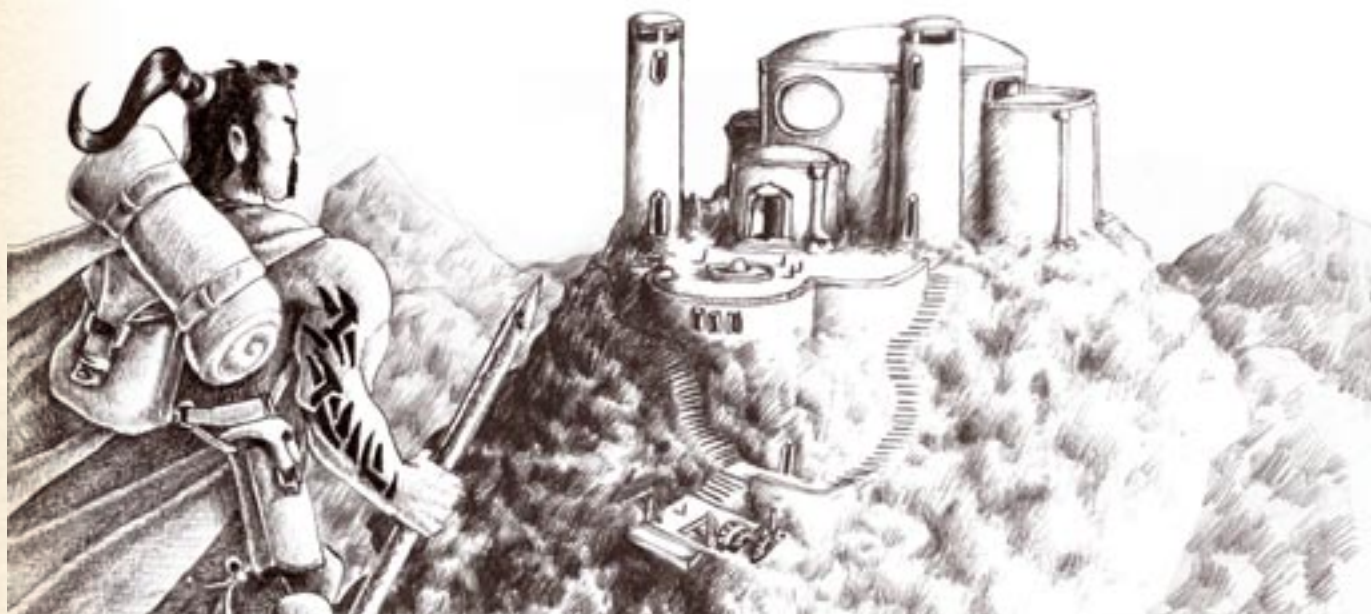
divine power has had certain effects. For example, there are Brotherhoods that believe the power of Avranis (the dead god of war) is contained within red roses, so they worship the flower. Generally, not only tangible objects are affected, like the MoonLight Brotherhood who believe that moonlight is the messenger of the god’s will.

Such religions are not for common people because of its level of sophistication. Common people tend to pray to “the spirit of the gods” which they believe is already on Arthad.

This explains why men and women who feel the vocation tend to congregate in brotherhoods. Usually a brotherhood has a single center of worship, a monastery or a temple. Although they fear wizard’s magic, the common people accept the harmony magic that the clerics bring, believing it to be from the spirit of the gods.

Many brotherhood have unusual or colorful names and whilst some are popular, others live in shrouded in mystery and darkness.

Divine magic is called harmony. A cleric must feel har-



mony before he can perform daily spells. It is worth noting that harmony is not always good. An evil cleric can feel the harmony like a wolf hunting and killing its prey or the harmony of an evil chant.

It is not an easy time for clerics because there are no living gods; so all clerics must check “harmony feel” when praying for spells. If the check fails, the cleric does not receive his domain spells *and* granted powers for the day. A harmony feel check is a $d20 + \text{caster level}$ vs. DC 15. This degree of difficulty may increase or decrease with Referee options. For example, near a center of worship, the DC may be 10, but may rise to 20 in the middle of a frozen waste.

You’ll find more about Brotherhoods, harmony and dead gods in the *Brotherhoods* sourcebook.

Waves

Every spell cast for both symmetry and harmony produces “vibrations” that can be felt by other spellcasters. The range you can feel this “wave” is: $(\text{caster level} + \text{spell level}) \times 200$ feet. So the wave produced by a 2nd level wizard casting Magic Missile will be felt in a radius of 600 feet.

The wave can be only felt by similar spellcasters, so druids and rangers can feel a harmony wave, whereas sorcerers or wizards can feel a symmetry wave.

The spellcasters can feel the casting of a spell, but they cannot ascertain the location of the caster or his level or the level of the spell. Some spells can reveal the direction or the power of the wave.

The Brotherhoods

In additions to granted powers from chosen domains, the cleric is granted another power if he belongs to a brotherhood.

There are “Staregs”, namely clerics with power who are not affiliated to any brotherhood. Here, the cleric simply chooses two domains and is awarded the granted powers and spells (but he is still subject to the feel harmony check). The pilgrim may affiliate to a brotherhood at any moment (provided they accept his affiliation and provided the domains chosen from the cleric match the brotherhood’s domains).

Mystics are men who feel the Harmony and use it only to heal. Mystics live among the common folks, and often revel in the community. They may have small monasteries or farms where cultivate the earth, heal and feed the people in need.

The Brotherhood of the Twenty Axes

Origin

Emher was pursued by bloodthirsty mountain men that day. He had done nothing, but now these men wanted his life.



Some days before, during a horrible blizzard, Emher was traveling from his village to another nearby to sell some scabbards he had crafted, a skill he learned from his father some many years ago. He lost his way in the blinding snowstorm, and wandered for two days, feeling for certain that his time had come. Miraculously, he found a small building and entered, falling to the ground. He awoke after some time and found himself in a barn.

A young girl, about sixteen years old, was watching him. She spoke a strange tongue he did not comprehend. Chilled and wet, he touched her dress to ask for some dry clothes, when suddenly the girl’s father entered, a scowl upon his face.

The chase began.

After one day of being pursued, Emher was tired, hungry and frozen to the bone, but he could not rest: the savages were still on his trail. The cave in which he finally found refuge not only saved his life, but also altered his fate in a way he would never have dreamed.

As he crouched in the darkness, he witnessed the mountain men stop at the entrance of the cave. Their faces betrayed anxiousness and fear. Emher felt hot, dry air at his back, and as he turned he saw something gleaming in the darkness. He rubbed his eyes in disbelief, but it was no dream. A great, shining incorporeal battle-axe was levitating in mid-air. With a dry throat and wet palms, Emher grasped the axe. It became solid within his hands, and a whisper pierced his mind: "You are the One, find the others and ensure the will of the Lord of the Axes".

Stunned, Emher walked out of the cave and the mountain men stepped aside, their mouths agape. They recognized him as the man that took the Spectral Axe, and knew he was Chosen by The Spirit Of The Gods.

The Cult

Emher set off on his quest, and eventually found the other men and women that had retrieved the axes that had been scattered around the world. Naming themselves The Brothers of the Axes, together they built a small monastery in the far reaches of the Judgment Mountains dedicated to preserving the legend of the Lord of the Axes.

There are twenty axes in the world. Every time a Brother of the Axe dies, his axe becomes incorporeal and fluctuates between time and space in that exact place until another Chosen arrives. The axes choose the men or the women without apparent logic. Over the centuries the axes have chosen stargers, fighters, wizards and sorcerers, cutthroats, bandits and cavaliers.

The main duty of a Brother of the Axe is to fight for the Lord of the Axes.

The Lord died during the Gods War but The Brothers Of The Axe think that his soul rests in some unknown place. Only by fighting with his Axes can the soul be healed and recalled to a body so The Lord of the Axes shall live again.

The Brothers of the Axe never fight all together; they wander through the world fighting for the Lord and meet only once every five years in their monastery.

Often The Brothers of The Axe are soldiers of fortune or army commanders, but due to the chaotic nature of their cult it is not rare to find a priest who is also a bandit or an outlaw.

Monastery

The Fane of The Gleaming Axe was built in the southern part of the Judgment mountains, where the rocks meet the desert. It is a small structure with a floor plan shaped like an enormous axe blade. The monastery is eerily devoid of furnishings, besides a granite table engraved with an axe head image and twenty stone chairs.

The monastery is open to everyone wants to sleep, eat or seek shelter. Some people have even lived inside the monastery, but every five years, during the time of the Axe



Blackfang

Today, the most famous Brother Of The Axe is a pirate called "Blackfang", the nightmare of the Draman Royal Fleet. His immense ship bears the name of Black Whale, and it strikes fear into the hearts of sailors everywhere. It is said that when Blackfang was a young buccaneer, he was captured by rival pirates and sentenced to death. He was tied with a rope weighted with rocks and thrown into the heaving ocean. Underwater, his fingers found the pommel of the famed greataxe. With it, he cut the rope and saved his life. Then he, alone, assaulted the ship and slew every pirate on board down to the last man.

Since that day his greataxe, "Doubletooth", has sown death and destruction throughout the White Ocean.

Blackfang, Male Drakand, Fighter4 Cleric8;
Size M; hp 120; Init +6; Spd 20' ft.; AC 16; Atk +1
 Greataxe MW (Doubletooth) +16/+11 (1d12+9 (20-x3)) or ranged +12/+7; **SA +1** to hit and damage with bone weapons, Turn Undead; **AL CN; SV Fort +15, Ref +5, Will +10; Str 18, Dex 15, Con 20, Int 12, Wis 16, Cha 14**

Skills and Feats: Bluff +4, Climb +10, Concentration +14, Heal +8, Intimidate +4 Jump +12, Listen +4, Move Silently +2, Search +3, Spot +5, Swim +13, Survival +4. Cleave, Dodge, Feel Harmony, Great Cleave, Improved Initiative, Mobility, Power Attack, Quick Draw, Track, Weapon Focus (Greataxe), Weapon Specialization (Greataxe)

Possessions: Bone Rib armor, +1 Greataxe (Doubletooth),

Languages: Drakand, Draman

Granted Powers: Can cast chaos spells at +1 caster level; Free Martial Weapon Proficiency and Weapon Focus with greataxe; Can use the Brotherhood Power ability.

Spells Commonly Prepared: 0/6 1/5+1 2/4+1 3/4+1 4/2+1

0 – *Detect Magic, Guidance, Light, Read Magic, Resistance, Virtue.* 1st – *Command, Comprehend Languages, Divine Favor, Obscuring Mist, Sanctuary, Magic Weapon.* 2nd – *Aid, Hold Person, Silence, Spiritual Weapon, Shatter.* 3rd – *Dispel Magic, Prayer, Water Breathing, Water Walk, Magic Vestment.* 4th – *Control Water, Divine Power, Chaos Hammer.*

Meeting, it is advised that you not find yourself within its walls. Anyone found inside the building upon the return of the Brothers of the Axe is killed on the spot.

More than one bandit over the years has tried to establish his hideout in the well-hidden monastery and now, more than one bandit seeks riches no more, because his bones are scattered all around the fane.

Appearance

Every Brother Of The Axe wears something made of wood and steel, the materials that form an axe.

Domains: Chaos, War

Symbol: A small axe made of wood and steel

Favored Weapon: Every Brotherhood of the Axe is restricted to using an axe for melee fighting. There are no such penalties on ranged weapons. The ability Brotherhood Power (see below) can be used for throwing axes.

Brotherhood Power (Ex): The axe the priest finds is a spiritual one, and is considered a +1 magical weapon. The Brother of the Axe can shift the "spirit" of his axe to every kind of axe in his field of view. This is a standard action, and the power of the spiritual axe is stacked with any benefits of the new form. For instance a magical +3 greataxe becomes a +4 greataxe. The new axe can be used by another man but only if the priest wills it to be so. Also, the priest can shift the "spirit" into a throwing axe, throw it and shift it again into another axe.

Should a priest lose his axe, he must find it in 10 days + 1day/level or lose all the granted powers and spells.

Other Brotherhoods

Below you'll find two simple brotherhoods, not detailed as the first one; it's up to you to develop their details. If you wish, you can refer to the creation guidelines published in the *Brotherhood* sourcebook.

The Moonlight Brotherhood

This is one of the older brotherhoods of Arthad, who believe the essence of the gods is in moonlight. The moonlight brings divine will and indicates the path to followers. For this reason, many clerics are scattered throughout the world, all following the will of the Light. They often have mysterious tasks to perform or simply travel awaiting a sign.

The Brotherhood castle is in Agwar, the temple city.

Domains: Knowledge, Luck, Travel

Symbol: A small silver cylinder.

Brotherhood power: once a night, under moonlight, clerics can cast a spell as if they were one level higher. When one or more clerics of the Moonlight Brotherhood are together, they can cast the spell together adding +1 level for every cleric. The clerics must all cast the same spell at

the same time. For example, five 1st level clerics can cast the same protection from evil as a 5th level caster.

Favorite weapon: Morning star (with which they are proficient)

Appearance: When not fighting or at war, they wear long silver or gray robes. When fighting, they usually wear any type of metal armor as long as it is shiny silver and always polished, since they believe that if armor reflects the moonlight it may become invincible.

The Black Stones Brotherhood

The Black Stones Brotherhood was founded in distant times, when a few humans were lured by a mysterious circle of black stones in a secret place in the Black Mountains. In spite of not knowing why they went there they were sure there was a divine design behind it. They suffered and fought much to reach the Place of the Stones and the boulders were there waiting for them. So the Black Stones Brotherhood think they should be as hard and patient as the stones and be prepared for some forthcoming event.

They built a monastery in a secret location in the Black Mountains, surrounded by a circle of stones and swear not to reveal its location to anyone. Only divine power can lead a man to this monastery and if it happens, it is a divine sign and the man is accepted into the brotherhood without questions.

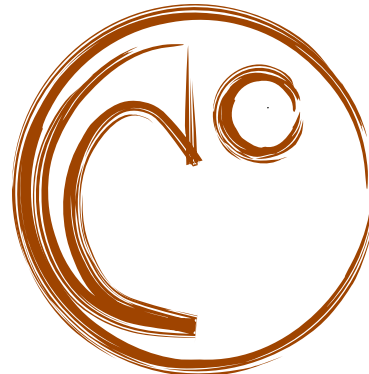
Domains: Earth, Strength, Protection

Symbol: A small black stone, from the Place of the Stones.

Brotherhood power: Can cast Stoneskin once per day

Favorite weapon: Warhammer (with which they are proficient)

Appearance: Black Stones Brotherhood wear always simple clothes, they hate showing themselves, so they are a forbidding looking as the stone itself is. When fighting, their armor must be opaque and dark.



SPELLS

Create Harmony

Conjuration [Creation]

Level: Clr 9, Drd 8

Components: V, S, DF

Casting Time: 1 day

Area: 600 ft radius/level globe

Duration: Permanent

This powerful spell allows the cleric to permanently create Harmony in a given area. The cleric must sit in the middle of the area and remain concentrated for an entire day, undisturbed. At the end of the day the area is newly filled with Harmony and the DC for any cleric who try to feel it is 40 minus the caster level. This spell costs 5000 XP.

Deflect Symmetry

Abjuration

Level: Brd 3, Sor/Wiz 3

Components: V, S, F

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Target: One Symmetry Power Spot

Duration: 1 round/2levels

Using this spell, the caster can temporarily veer off the invisible force lines that create a Symmetry Power Spot, thus negating the bonus of this power spot.

The caster must make a successful Feel Symmetry check in order to locate the spot.

A deflect check is 1d20 +1 per caster level (maximum +10) against a DC of 11 + symmetry level (age of building or construction/1000).

Focus, a small prism.

Dispel Harmony

Abjuration

Level: Clr 4, Drd 3

Components: V, S, DF

Range: Medium 100 ft+ 10 ft/level

Casting Time: 1 minute

Area: 100 ft radius/level globe

Duration: 1 hour/level up to a maximum of one day

While Harmony cannot be destroyed its flow can be stopped for a while. With this spell the caster can isolate an area and make the Harmony inoperative. The divine spellcaster trying to feel the Harmony in the area affected by the spell simply feels that there is no Harmony in the area.

Preserve Harmony (minor)

Abjuration

Level: Clr3, Drd 2, Rgr4

Components: V,S,DF

Casting Time: 1minute

Area: 400ft radius globe

Duration: 1 day

This spell creates an invisible harmony globe that preserves Harmony within itself. That means the harmony spellcaster can make his daily Feel Harmony check roughly in the same place as the day before, keeping the number already rolled. If another spellcaster comes in at the same place, he can make his Feel Harmony check at +2.

Preserve Harmony (major)

Abjuration

Level: Clr6, Drd 5

Components: V,S,DF

Casting Time: 1minute

Area: 600ft radius globe

Duration: half caster level days

This spell creates an invisible harmony globe that preserves Harmony within itself. That means the harmony spellcaster can make his daily Feel Harmony check roughly in the same place as the day before, keeping the number already rolled. If another spellcaster comes in the same place, he can make his Feel Harmony check at +4.

Symmetry Armor

Conjuration

Level: Sor/Wiz2, Brd 4

Components: V,S,F

Casting Time: 1action

Range: you

Duration: Special

While in a Symmetry Power Spot, the caster gains a +4 deflection bonus. A shimmering armor like a thick layer of light appears on the caster.

The armor lasts until the caster stands still on the Power Spot.

Focus: small shard of diamond.

Symmetry Blast

Evocation

Level: Sor/Wiz2

Components: V,S,F

Casting Time: 1action

Range: Close (25ft,+5ft/2levels)

Duration: Special

Saving Throw: Reflex half

While in a Symmetry Power Spot, the caster may discharge an energy bolt in a straight line. The bolt always extends to all the extension given by the range.

The bolt inflicts 1d6 per symmetry level and it is considered a ranged touch attack.

By default, the caster may discharge one bolt per round until he stands still on the Power Spot.

Focus: a small candle.

Wave Shield

Abjuration

Level: Clr2, Sor/Wiz2, Brd4

Components: V,S,M/DF
Casting Time: 1action
Range: Touch
Duration: 1 round/level
Saving Throw: Will Negate

This spell creates an invisible barrier against the “wave”. The recipient cannot hear any vibration while under the effect of the spell.

If the spell is cast upon an unwilling target, the recipient must make a Will Save to avoid the effect.

The material component is a small piece of transparent glass.

Wave Direction

Divination

Level: Clr3, Sor/Wiz3, Brd6

Components: V,S,M/DF

Casting Time: 1action

Range: Personal

Duration: Instantaneous

This spell allows the caster to detect the direction of a magic wave (not the distance or the level of the spell). This spell must be prepared and cast like a counterspell. You do not need a spellcraft check before casting this spell but you must belong to magic realm of the spell being cast (Symmetry or Harmony).

FEATS

Bargain (general)

You have excellent business sense.

Prerequisites: Land People race or 2 ranks in Bluff, Sense Motive, Diplomacy

Benefit: When you bargain to buy any item, you automatically pay 10% less than the final price. If you bargain to sell an item, you automatically sell it at 10% more than the final price.

Bone Armor Proficiency

You can use Drakand Bone Armors.

Prerequisites: any armor proficiency

Benefit: you use bone armor like a Drakand.

Normal: A non-Drakand character must take the bone armor proficiency feat so as to apply his previous armor specializations to bone armor.

For instance, a character who has light armor proficiency must take “bone armor proficiency” so he can use all light bone armor.

A character proficient with light and medium armor taking “bone armor proficiency” will be able to use light and medium bone armor.

Channel Harmony (metamagic)

You can channel Harmony into healing spells

Prerequisites: Must be a harmony spellcaster, must have the feat Feel Harmony

Benefit: If you exceed the DC of your daily Feel Har-

mony check, you can add the excess points x2 as pluses to one healing spell of your choice, you cast during the day.

Combat Aboard (general)

You know about ships and their behavior, hence you are more balanced when fighting on board ship.

Prerequisites: Draman race or 4 ranks in Balance

Benefit: when on board a boat or ship of any kind, you get +1 circumstance bonus to attack rolls or +2 to your AC. You must declare your choice at the beginning of your round.

Drakand Rage (general)

You have the ferocity of the Drakand barbarians.

Prerequisites: Drakand race and barbarian class or 4th level barbarian class

Benefit: your rage lasts longer: you can continue raging for 3 additional rounds.

Feel Harmony (general)

You have trained your senses to feel the presence of harmony

Prerequisites: Must be a harmony spellcaster

Benefit: you can add your relevant ability modifier to feel harmony check.

Normal: every harmony spellcaster may try to feel harmony with a d20+caster level.

Feel Symmetry (general)

You have trained your senses to feel Symmetry Power.

Prerequisites: you must have the spellcraft skill and must be a symmetry spellcaster.

Benefit: you can add your relevant ability modifier to spellcraft check in order to find Symmetry power spots. For example a sorcerer with 16 CHA can add +3 to his Spellcraft check. A wizard actually double his INT bonus for feel symmetry checks.

Normal: every symmetry spellcaster may try to feel symmetry power with a simple Spellcraft check.

Horse Empathy (general)

You have excellent empathy with horses, which run faster and try to prevent you from being hit.

Prerequisites: Randrom race or Mounted Combat feat and ride skill

Benefit: Your horse adds 10ft to his movement rate and you have +1 circumstance bonus on your armor class when fighting mounted.

Sense of The Wolf (general)

You have an exceptional sixth sense when hunting.

Prerequisites: Svariji race or 6 ranks in Survival.

Benefit: When actively hunting any animal, you get a +4 initiative bonus when you meet it. If you are in a forest, you get a +2 initiative bonus on every encounter.

Street Crawling (general)

You feel very comfortable in a city environment.

Prerequisites: Nath Race or Dex 13+ and 4 ranks in Hide

Benefit: when outside in a city environment (not inside the buildings or in a dungeon) you add +4 to your Hide checks, your armor check penalty is reduced by 1 and you have +2 initiative bonus to every fight you start in a city street

SKILLS

Knowledge, Symmetrical Architecture (INT; TRAINED ONLY)

This skill means you can sense if a building is made using the ancient rules of Symmetrical Architecture or if there is anything crafted by such means. This does not allow you to find Symmetry power spots.

task	DC
identify an item	20
identify a building	25
date a building	30

Knowledge, Ancient Gods (INT; TRAINED ONLY)

Using this skill, you can remember ancient legends, gossips and rumors about ancient gods and you may identify buildings or objects as belonging to the ancient gods.

task	DC
remember legends/rumors	20
identify an item	25
identify a building	20
remember ancient rituals	30
identify a God's name	35
identify the God's domains	40

THE WORLD OF ARTHAD

"You begun the human race history. From this moment you will forge your destiny on your own, as long as the Guardian Sword remains in the hands of Light, Zadrak's soul cannot reunify."

- Savanah, the survived goddess

About ten thousands years ago the last remaining goddess left the world with these very words. The world of Arthad is a place where, day by day, mankind forges his own destiny. It is home to great heroes and famous deeds. A land where heroes are revered for their skill with the blade and not for the number of magical items they have. The entire history of Arthad can be traced back to one epic event: The story of the Seven Avengers.

In the beginning, the gods chose the world as their battlefield and created the human race as pawns in a bloody chess game of war and destruction.

This war ended when the good god Galinor transmuted himself into pure energy in order to slay the evil god Zadrak. Zadrak's soul was split into seven shards that found refuge in the bodies of The Seven Black Generals. Also called The Seven Avengers, these mighty avatars fell into a deep sleep and were hidden by loyal minions.

Gadrath The Immortal, a human wizard, along with Draman The Red, a mighty warrior, together prevented the reunification of the Dark Soul using Natherah, the Guardian Sword also known as "The Night Guardian". To this day, this sword remains the only thing preventing the reunification of the dark soul of Zadrak.

After the gods' war, The Guardian Sword was inset into a magnificent quartz table which resides in the Draman Rex castle.

After ten thousand years, vague legends are beginning to spread amongst the people. Legends which foretell the awakening of the Seven Black Generals.

Year 9954, now.

The Western Kingdoms

Drakand

The Kingdom

The small isle of Drakand is located on the southernmost part of the White Ocean. Very little is known about the Drakand, except their skill with bones and their legendary toughness. A typical exclamation in the west kingdoms is *"your skin is hard as a dead Drakand!"*.

The island is very difficult to reach, because the sea around it always seems turbulent. Some people say they have seen huge dark shapes which must be dreadful sea monsters swimming under the surface of the ocean. Even pirate ships roaming these waters avoid the island, with the sole exception of the ship Black Whale, which belongs to the notorious legendary pirate called Blackfang; it is said the cruel pirate's hideout lies in one of the many natural harbors of the island.

The History

The Drakand did not play a major role into the 10.000 years of the story of the world. They hardly ever emerged from their island and rarely a stranger was allowed to live on the isle. During history, sometimes a Drakand appeared to play a role in important events but their names were always forgotten.

Personalities

Drakand does not have a king or a leader, at least none that are known. They have a Brotherhood called "The Brotherhood of the Severed Skull". Western people do not know the aims or the behavior of this brotherhood but they know his leader, who is a wanderer. He has been seeking someone or something since the beginning of time. Of course, he was not the same man, but over the millennia the Draman have learned that there is always a Drakand wandering the world. Exactly what he is looking for is a true mystery and it may well remain so until he finds it.

Now the wanderer is K'nada, a famous priest. Nobody knows where he is; it is said he fought in the Siege Of Xargan Del and someone saw him in the distant Xiang. He

has a dark, reclusive personality and rarely speaks.

Few people are aware of the existence of the Uvatha in mysterious Drakand. They are a warrior society led by a Shaman and have some important tasks in the Drakand kingdom. Admission to the Uvatha is strictly regulated: the Shaman is guided by a vision ("the recall"), then calls the candidate and informs him of the vision. This vision is to guide him or her in the task to be performed for initiation into the Uvatha. Few are honorable and skillful enough to be called.

Places of interest

Very little is known about the Drakand settlements, some people report a major settlement around a natural harbor. Someone sighted a building made wholly out of bones.

Draman

The Kingdom

The Draman Kingdom is a big island linked to the continent via an impressive white stone bridge called "The White Walk, itself one of the wonders of the world. It is many miles long, but was not built by man. It is said Galinor himself carved it from the skeleton of a massive sea-monster but others heard Gadrath saying the Draman people built it before the War of the Gods.

The island is rocky, with a large natural harbor where the most powerful fleet in the world is based. The island offers few natural resources, so the Draman ships are to be found all over the world.

History

The Draman dominate the history of Arthad, being the dominant race. Their fleet reached the most distant corners of the world and settled remote regions. They were the favorite race of Galinor and Draman The Red was their ancestor. During the history of Arthad, the Guardians always played a major role but never tried to impose on other people except once, about 4000 years ago, when Baiorg Udath "The Mad" tried to take the control of the western kingdom. Gadrath the Immortal disappeared

and the war raged over the western kingdom for years before the Mad King was assassinated in his bed, thus ending the war.

Personalities

Actually Griman "Redbeard" Udath is the king of Draman. The Udath dynasty have ruled the kingdom for generations, always with a warrior-king born to protect the Guardian Sword. However Griman is a bold warrior and a wise man. Recently he married Esterel, a gorgeous 18 year-old northern beauty. That was the second marriage for Griman, since his first wife died while giving birth to his second son, Eldath.

King Griman's right hand man and best friend is a powerful warrior named Gransk. He is chief of the famed Black Watch, the personal guard of the king.

Places of interest

Draman Rex is the most famous city in the world, whose castle and port are known throughout Arthad. The port is the world's second largest commercial port (the first is Nath Rex) and the largest military harbor. The castle of Draman Rex is highly inaccessible, located on a raised rock overlooking Draman Rex harbor. The castle contains the High Council Hall where all the kings of the western kingdoms meet once a year. But the main feature is the fabled quartz table, created by Gadrath The Immortal himself.

The White Walk is a wonder of the world and is the most unusual bridge in the world. Over the course of centuries, many people settled on the bridge forming a city with one road and two rows of buildings. The city is many miles long and consists mainly of inns, taverns and shops selling a variety of goods from the nautical routes of Draman Rex.

The Land

The Kingdom

The country is made up of many small Duchies, a cold highland with castles and feudal properties. The Land People live in peace and prosperity, except for various long-term disputes between different duchies.



The Land kingdom faces the white ocean to the west and the Svairji kingdom and the Nath to the east. The western edge of the kingdom is formed by rocky cliffs, so the Land people have no contact with the sea.

History

The history of the land is full of heroes and heroic deeds. Famous knights and mysterious sorcerers populate the history of the hundred-odd duchies. Bards sing songs and ballads describing the most extraordinary deeds. Every duchy has its personal heroes, like Sir Telnogan who faced an enemy army single-handedly and Sir Bligner who challenged an evil ghost to a fatal duel.

The internal history of the Land is dense and controversial, but when there is a threat or a war to fight outside the Land, all the duchies unite. The rumbling battle charge of the heavy armored knights of the Land is feared all across Arthad.

Personalities

Land People have no true king but every ten years, they elect a Land Lord who rules the land with authority and wisdom. The present Land lord is Donnet Greysmart, a charismatic old man who rules the kingdom from his fabulous castle in a duchy called Evermist.

Donnet's wife died in a riding accident about two years ago. People say her ghost now roams the halls of the Evermist castle and that Donnet is never seen in public since the accident.

Places of interest

The most important city is Agwar, the "temple city" a center of knowledge and religion. Agwar houses the largest library in the western kingdoms. The city is home to a hundred temples and shrines dedicated to the Spirits of the Gods. These temples include a number of Brotherhood monasteries, some hidden, others well known, like the monastery of the Moonlight Brotherhood.

Nath

The Kingdom

Nath is in the middle of the west kingdoms. Its location has made the Nath people into a race of merchants and rogues. They have trade links with every known race and their major competitor is the duchies of the Land.

History

Fidenath the Sly was the ancestor of the Nath people. Since the very birth of the nation, there has been an endless series of murders, coups and treachery. The only thing which saves the Nath from complete chaos is their love of business. Apart from Fidenath, there are few heroes in Nath history, because most of the common people do not consider a businessman to be a hero, but most of these businessman do things that normal merchants would not.

The Nath Secret Service

The Nath Secret Service has been called "a nation within the nation". It is an extremely independent organization that has no military link with the Royal Palace. The organization has strong business interests in Nath and other nations, interests that are unofficially supported by the Royal Palace. The Chief of the NSS is a man named Foxand, also called the One that is Never Seen.

No one knows Foxand, even those agents that work the closest with him. Foxand communicates with his subordinates in a number of strange ways. At times, one may hear his voice at their back in a crowded area and when they turn, they see nothing but empty air. Others have reported that a smuggler led them to a secret location where, in complete darkness, they listened to a voice that seems to come from everywhere.

Anyone who has tried to discover the true identity of Foxand has suddenly disappeared into nothingness. Only the King Redeer, the Queen Osan and Spades know how to directly contact this man who has evolved into a mysterious force.

The Shadows Academy

What happens beyond the gray walls of the Shadows Academy on the Black Eye Island is a mystery. No one who lives in Nath Rex knows its secrets and no one who has entered the Academy uninvited has lived to tell about it.

The Academy forges the famed Shadow Masters - the best spies in the world. It is not a school for young rogues or rookie thieves; only the craftiest rogues can try to gain admittance to the Academy, and not every rogue who gains such admittance becomes a Shadow Master. A rogue can enter the Academy only upon a recommendation of the King or the Queen, Foxand or Spades. Typically, only a Nath is allowed to get training in the Academy but sometimes other races are allowed.

One thing is clear to everyone who enters the Shadows Academy: from that point on he will never, in his lifetime, leave the Organization. The people who do not gain the title of Shadow Masters remain forever on the Black Eye island or act as supporters of the Shadow Masters within the city of Nath Rex.

Few people in history have left the organization and lived for more than a year. Elite forces of Shadow Masters, called The Dark Eyes, are enlisted with the duty to seek and eliminate deserters. They rarely fail.

The Training

Training in the Shadows Academy lasts approximately two years. The students who do not become Shadow Masters are hired by the Secret Service, retained for different kinds of duty. Some of them remain within the Shadows Academy as trainers or personnel; others begin work for the Organization within the city. The newly created Shadow Master usually disappears from the Black Eye Island and fades into the shadows of Nath Rex by changing their identity. Foxand, Spades or the King and the Queen are the only people who know the Shadow Master's identities and are able to communicate with them. Some Shadow Masters are also sent to distant cities to act as spies.

The training is very unusual. It combines classic methods of teaching with something altogether different; a challenging series of tests commonly referred to as "The Game".

When students begin their training they are divided into four Towers: The Hawk Tower, The Dagger Tower, The Wolf Tower and The Hook Tower. The names are derived from the four towers that lodge the students (see The Building for more details). Only one Shadow Master per Tower is chosen at the end of the training period.

During the day, all the students from the four Towers gather into the Academy, the central building within the walls, to get lessons both theoretical and practical.

The theoretical disciplines vary from month to month and include: Poison Use, Foreign Languages, Sign Language, Traps, Diplomacy and Etiquette, Symmetrical Architecture, Ancient Gods, History, and Geography.

Practical disciplines include: Shadow Disciplines (hiding, move silently), Sword and Dagger, Pick Pocket, Open Locks, Acrobatic and the like.

In the morning, the students typically follow practical lessons in the Academy or near the building. In the afternoon, the students receive theoretical lessons within the Academy. After dinner every student goes into his room in order to open the books and study but very often they perform other activities.

"The Game" begins the first night of the academic year and lasts two years.

Spades receives every new student to the Academy in his room, and gives them their "secrets". Every secret is a phrase taken from a base text written by Spades. The Master of the Academy waits until the newbie has memorized the phrase, and then asks him to destroy the paper. All the phrases given to a Tower of students put together make a logical text, usually lyrics of a whimsical nature. After their visit with spades, the beautiful Shadow Master Farmalys gathers all the stu-

dents into the assembly room and explains the rules of "The Game".

The students have two years to discover all the phrases of a Tower of students; the Towers should deliver their discovered text along with their own text at the end of that time. The Tower that fulfills the task gains an extra nomination for a possible Shadow Master. The rules are pretty simple: the students can do everything in order to obtain the text, except to threaten Spades or go outside the walls of the Academy. Even murder is acceptable, but that does not happen often because every member of a Tower has his own phrase that must be delivered to Spades at the end of the two years; thus, the Towers tend to protect their members, at least until, for one reason or another, one of their own reveals his phrase. Within a Tower, knowing the phrase of a colleague means that that person is one of the walking dead.

The Game is made of secret allegiances, pacts between the factions, bribe and bargains, false love affairs between the students, night intrusions into the other towers in order to get some clues about the phrases. The Game never rests; in every moment of every day the students hunger for new information. The teachers also take part in The Game - some students find themselves mysteriously helped - or hindered - according to the whim of their masters.

The Building

The building that houses the Shadows Academy was once a fortified castle built to sight enemy ships in the Bay of Salt. A 40-foot high wall surrounds it, and four towers rest within. All around the Academy there are facilities for the training of the students: a sword arena, a trap-making area, a swimming pool, and some walls for climbing. Also inside the castle there are some authorized shops that sell goods exclusively to students.

1-Walls and the Main Entrance

The walls are no longer the menacing obstacle they once were, as they no longer serve for defensive purposes. Beyond the main entrance there are a number of secret doors and passages that lead outside, used mainly by the students for night raids into the city. These raids do not happen often because the teachers usually make random appearances during the night. Students not found within the walls during these surprise inspections instantly lose the right to become a Shadow Master (even though their training does not stop). The walls connect to the four towers by means of a very wide external walkway that houses a number of passages.

The main entrance is a 20-foot wide wooden door with steel bands nailed to it. It is always closed and constantly guarded. These guards let the shopkeepers and the teachers come and go, and have the duty to

inform Spades every time a different person asks to enter the Academy.

2, 3, 4, 5-The Towers

These four towers lodge the students during the training period. Each tower bears a name: The Hawk, The Dagger, The Wolf and The Hook. These symbols are engraved over the main entrance of each tower. Each tower has four levels: two for the bedrooms, one with the library and the space for studying, and the last one, underground, with thermal baths. Needless to say, these towers are rife with secret and concealed doors that link the towers to the passages within the walls.

6-The Academy

The Academy is a huge four-story building. On the first and second floor are the classrooms; on the third floor there is a large library, as well as the catering area. In the uppermost level are all the teacher's rooms and the assembly room that lies underneath a beautiful dome. This room also features a very large terrace from which it is possible to see the entire Bay of Salt.

The Academy is a very old building; its interiors are covered with mahogany panels engraved with rich bas-reliefs; its walls are replete with paintings and statues from every corner of Arthad, including renditions of some of the more infamous Shadow Masters of the past. The Academy is the sole building (perhaps in all of Nath Rex) to be free of secret doors. At night it is closed to the students. The Academy has an underground level where the kitchens and the servant's quarters are located.

7-The training areas

Outside the Academy there are some training areas where the students learn the art of the Sword, backstabbing, the bow and crossbow, and the rope. Swimming pools and some multifunctional areas for climbing, preparing traps and the like can also be found here.

8-Shops

Within the walls there are some shops that sell a bit of everything. The shops are for the students only and often are a precious source of information for the students who do not dare to exit from the Academy, as the Shopkeepers (always people belonging to the Organization) tend to peddle more than just goods.

9-The Beacon

The sole feature outside the walls of the Academy in the Black Eye Island is the Beacon tower. A very old man named Kiros controls the tower, still a fully functional lighthouse. The beacon has a tunnel that connects it with the Hawk tower.

Kiros is known to be, for unknown reasons, very close to the royal family. Some gossip would lead

people to believe that Kiros, once a Shadow Master, did some very special tasks for the King Redeer before he held the crown. Many tales are told about this old man. Some say he has a secret link with Foxand, while others say that under the Beacon there lies a terrible secret over which he is the keeper. The old man remains a mystery for most. He has been known to aid students from the Academy that seek out his wisdom.

Throughout history, when there is dirty work afoot, there are Naths involved, who probably passed namelessly into history in spite of their essential role in proceedings.

Personalities

Being a Nath King or Queen is not easy, because you might wind up dead quite suddenly thanks to a poisoned dagger or an unfortunate "accident". This makes the monarchy highly unstable. Plotting is commonplace, even the king himself is often plotting against someone. The Nath-Rex palace has the most secret passages ever discovered in a building.

King Redeer now rules the kingdom after the mysterious disappearance of king Horanth. Reeder is a fat, cunning Nath with sharp intelligence. His first task was to "clean" the Nath secret service of certain "old" people and to replace them with some "young, fresh people".

Reeder has a gorgeous wife called Osan whom people suspect to be the real brains behind the throne.

The best-disguised person in the world is Foxand, the chief of the Nath secret service. He or she has been never seen by anyone; he issues orders from a secret location in the city of Nath Rex. There are said to be secrets which could threaten all the kingdoms of the world in his hide-out.

Places of interest

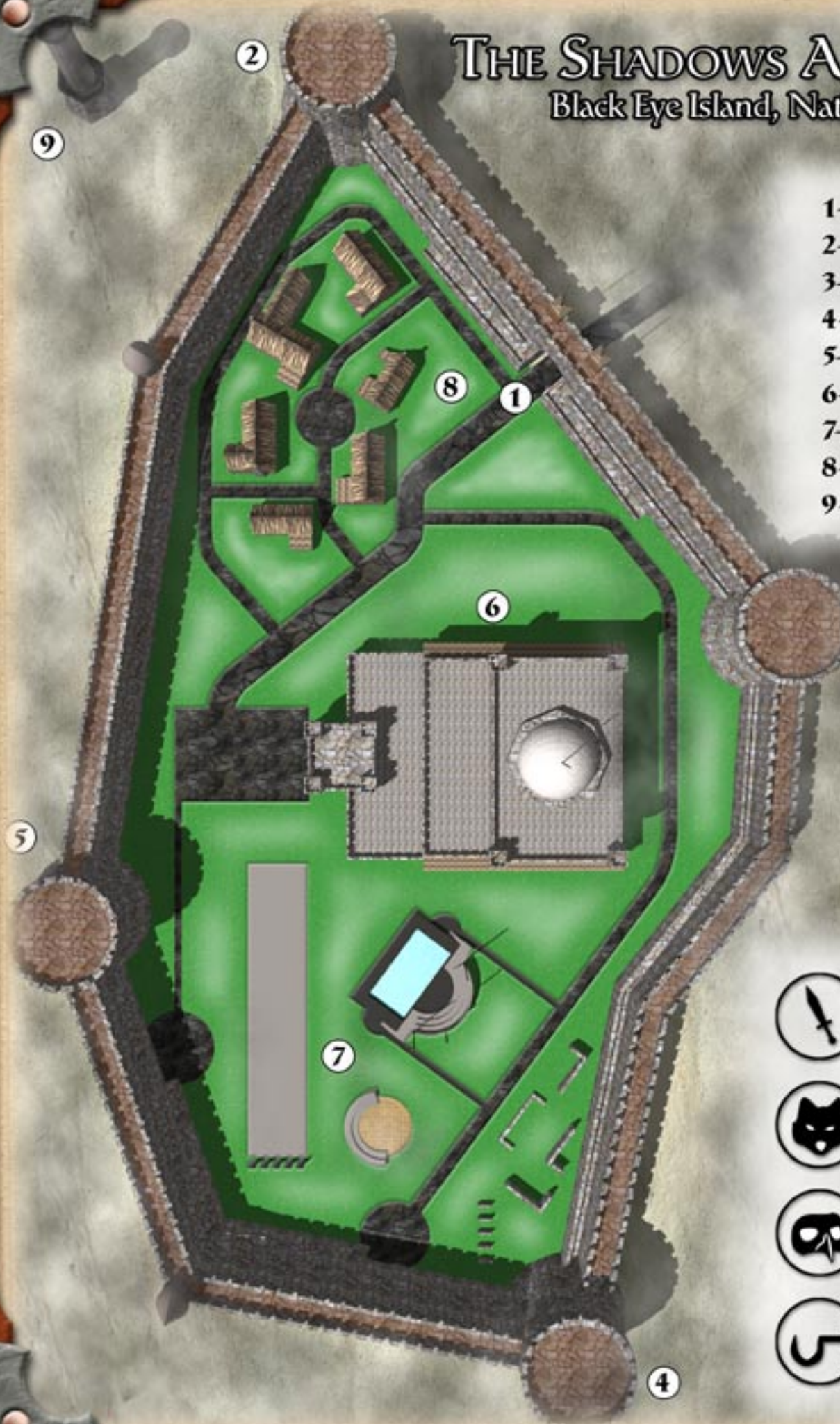
The capital is Nath-Rex, a dark maritime city teeming with spies and rogues as well as merchants and traders. The Nath-Rex port, in the Bay of Salt, is the largest trading port in the White Ocean as well as a major smuggling paradise. If you are looking for anything exotic or unusual, this is where you will find it. The water is a major part of the city, with many channels running through the buildings, in fact the main roads are actually channels. The Nath Rex palace is situated in the easternmost part of the city and is surrounded by water. During the day a raised bridge connects it to the rest of the city and at night-time, when the lift bridge is up, there are at least ten illegal entry points. The palace itself is a small city.

The city also houses a famous arena called the Gray-stone where every year the world-famous tournament of the Golden Scimitar is held.

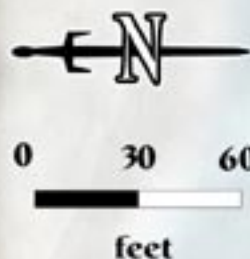
Near the city is the military outpost of Nath Rex, called Bridgetown. Here there is located the army.

THE SHADOWS ACADEMY

Black Eye Island, Nath Rex



- 1-main entrance
- 2-hawk tower
- 3-wolf tower
- 4-hook tower
- 5-dagger tower
- 6-the academy
- 7-training areas
- 8-shops
- 9-beacon



dagger tower



wolf tower



hawk tower



hook tower

Randrom

The Kingdom

The Randrom Kingdom is a vast, wild territory. To the east are the Judgment Mountains and to the west are the Nath and Svairiji kingdoms. There are immense meadows and hills where the Randrom horses and the Randrom people live freely.

History

The Randrom are the most independent and free of the races of Arthad, living as nomads so there are few witnesses to their past. They transmit their culture by word of mouth, which means their history is mostly legend. They talk about heroes and master horsemen but it is not easy to know quite which period they belonged to. The most famous legend describes Drom, the first Master Horseman, who fell in love with a beautiful girl named Ran from the Judgment mountains, and that she loved him more than her own life. During these years, the Randrom tribes fought endlessly with the Zenith who swarmed through the Draman Pass, since Draman Del was not yet in existence. Drom fought like a hero but one day he was killed by an axe blow to the neck. Ran was devastated by the pain but the following day, a splendid black stallion visited her. Ran loved the stallion for the rest of her life and according to legend, one night Ran disappeared. Some days after the people saw the black stallion running free with a white beautiful mare.

To the present day, the Randrom people believe they see the two horses running still free on the meadows.

Personalities

There are no kings at all but a council of tribes led by a Master Horseman, who has earned the respect and allegiance of all Randrom people. The current Master Horseman is Dayanna "one shot", a beautiful woman with a strong personality and stunning fighting skills.

Dayanna was forced to replace her father, who disappeared mysteriously while on a mission beyond the Judgment mountains.

Dayanna never speaks about this mission, saying simply that it was a dangerous mission for the western kingdoms. Since then, Dayanna rules the Randrom tribes with the assistance of her wise old uncle Droamd.

Places of interest

There is an ancient stone building called the "Spirit of Great Horse" to the west of the Judgment Mountains. The council of tribes is held here when necessary. It is said that the building was constructed in ancient times by some mysterious visitor, who said: *"this will be your only building, the day you build a new building, the Randrom race will be lost forever"*.

Draman Del was also a major feature in the Randrom territory. The Randrom allowed the Draman to build the fortress in order to protect them from continuous attack by the Zenith tribes. Actually Draman Del is the biggest fortress in the western kingdoms, with seven rings of walls and a permanent garrison.

Scinthy

The Kingdom

There is no kingdom at all, but their territory is the Judgment Mountains. Some people say the Scinthy have ancient cities underground but no one has ever seen them. They live scattered in the mountains and they appear dis-united; but every time their domains are threatened, they come together and fight as a single nation.

History

The history of the Scinthy is mysterious and forgotten. Some sages believe that the Scinthy suffered a major catastrophe, natural or otherwise, which scattered them all around the world. The sages say that many races, such as the Jaidin have links with the Scinthy people. However history has shown them to be brave fighters and they are prepared to die for their freedom. Twenty years ago, they fought a battle against the Draman which ended in the Siege Of Xargan Del. Only thanks to the courage of the mighty Draman warrior Deathshadow were the Draman able to win the battle.

Personalities

No personalities are known among the Scinthy but some warriors of the Old Code are sometimes available. Such warriors are very rare and they have a strict code of honor, carrying ancient knowledge which they do not share with the common people. One of them is reputed to have been the swordmaster who taught Deathshadow.

Places of Interest

Like their history, nothing is known about their settlements. There are many shepherd villages in the Judgment Mountains but no large settlements.

Svairiji

The Kingdom

The kingdom is a green paradise for the Svairiji. It is located in the middle of the western kingdoms; to the south is the Nath, to the west the Duchies and to the east the Randrom. Most Svairiji territory is forest or woods where they can hunt. Their small cities are built among the trees, in some cases even in the trees.

History

The Svairiji are one of the ancient races who fought in the War of the Gods. They are keenly aware of the unity of the western people and during the centuries they have always fought beside the Draman in order to protect the west and their beloved country.

They have many tales of hunters in their history, since hunting is the major activity of all Svairiji. Most tales describe the legend of Svarn, the silver archer and his legendary bow which has never been found. Svarn saved his wife Anne from the hands of a wicked man by shooting with his bow from an incredible distance.

Personalities

The royal family descends directly in an unbroken line from Svarn, the Silver Archer. They are proud of this, but the Svairiji monarchy is very democratic. King Sveyn and his wife Star hold a "Hunt council" every six months at which every Svairiji can participate. Every word from everyone is listened to and considered. For this reason, the hunt council may last for weeks.

Places of interests

Svar-Rex is the largest city although the royal family do not live there. The city is situated inside the Svairiji forest and it is a beautiful one. The green environment is well integrated even inside the city which harmonizes well with nature. Not far from the city is the Green Estate, where the royal family lives. The Green Estate and the royal family is guarded all day by many Svairiji warriors hiding in the dense foliage around the estate.

The High Hunter is the only mountain in the forest and reputedly the summit holds the tomb of Svarn himself. Only the royal family know its exact location but everybody knows that Svarn rests "where the Holy Arrow is born".

The Svairiji territory has another chain of mountains called the Fallen Star Mountains; apparently there is an ancient temple dedicated to the surviving goddess Savanah somewhere in the snowy mountains.

Zenith

The Kingdom

The Zenith territory is as big as all the western kingdoms together, but is not much more than a rocky desert. Only the Zenith know how to survive in such inhospitable territory. To the west, the Judgment Mountains divide the Zenith from the western kingdoms, to the east the Thunder Mountains form an insurmountable barrier to the mysterious Xiang kingdom.

History

There is not much to say about the Zenith history if we consider them as a nation. The only time they were unified in the past was in 2023 when the dark god Kadram brought them together and led the attack on the western kingdoms.

Personalities

The only known prominent personality is Krozadai, a mad Zenith who allegedly leads more than 500 tribes. A very strange character, he carries some dangerous secret with him. At his side is a female Shaman, who seems to link Krozadai with "the Flower of Dreams"

Places of interest

Being a nomadic tribe, the Zenith have no settlements and their territory is largely uncharted. Their mountain is most sacred, called the Big Dream.

Other Territories of the Western Kingdoms

North Lands

The north lands is a vast and mostly hostile territory. It is a cold, wet highland littered with ancient ruins from some forgotten race. In the extreme north are the Black Mountains which very few humans have seen in the last centuries. The Black Mountains hold the ruined fortress of Xargan Del, once the stronghold of the evil gods Xagon and Mardan as well as the infested Mines Of Rombar. The mines are an underground dungeon of unknown origin which extends under Xargan Del. Even the fearless Death-shadow dared not enter during the siege of Xargan Del; the common people believe it is infested by ghosts.

The North Lands feature sporadic Draman settlements, with a few members of a race called the Stormlanders. They are reclusive, commonly believed to have matchless powers of sorcery and witchcraft. But there are few of them, they do not like outsiders and other people fear them.

Jaidin Desert

The Jaidin Desert stretches endlessly in the southernmost part of the western kingdom. It is a vast, dangerous sun-parched desert with few settlements, apart from the small city of Bamba Issa, a jewel in the desert.

The city is home to many outcasts but it is mostly a trading city.

The desert is populated by small tribes of Jaidin, a proud and strange desert race. They do not talk much and usually do not travel outside the desert. Some of them have been sighted in Nath Rex where they sell hand crafted items and other goods.



MONSTERS

Fejenod (Mist Spirit)

Large Giant

Hit Dice: 4d8+8 (26 hp)

Initiative: +0

Speed: 30ft, climb 20ft

AC: 16 (+7 natural -1 size)

Base Attack/Grapple: +3/+12

Attack: Claw +8 melee

Full Attack: 2 claws +8 melee, bite +3 melee

Damage: claw 1d6+5, bite 1d4+2

Face/Reach: 5ft/10 ft

Special Qualities: Surrounding mist (Ex),

Blindsight, vulnerable to lead, Darkvision 60

Saves: Fort +6, Ref +1, Will+1

Abilities: Str 21, Dex 10, Con 14, Int 3, Wis 10, Cha 5

Skills: Climb+15, Listen +4, Jump+10, Spot+4,

Feats: Alertness, Endurance

Climate/terrain: Cold/mountains (Judgment Mountains)

Organization: Pack (1-20)

Challenge Rating: 4

Treasure: Standard

Alignment: Neutral

Advancement: 16 HD (huge)

A Fejenod is a large humanoid-like giant, covered with gray fur. He is surrounded by a swirling icy-cold mist which hides his exact position and features.

Mist spirits are large humanoids living in the Judgment mountains. They are covered with gray fur and have no necks, little eyes like two slits which gleam occasionally in their mist and large mouths full of asymmetrical fangs. But all these features are difficult to make out because they are always surrounded by an icy cold mist (10ft radius), which evaporates only when they are killed. In fact, the dense mist is not magical, it is produced by secretions reacting with the cold air. The Fejenod are about 8ft tall and have long hooked arms, which makes them formidable climbers: in fact their speed on rocky cliffs or walls is 20ft. They ignore all modifiers when climbing rocky mountains because of their claws and formidable strength. Their claw-holes in the mountains are easily spotted by those in the know.

They are carnivores and hunt once a week at night, before which, they howl at the moonlight for 1-2 nights. They prefer to kill the victim on the spot then carry the dead body to their lair and eat it for a few days.

Combat

The Fejenod are deadly opponents, striking with their sharp claws and occasionally biting. Mist spirits cannot touch lead or objects made of lead. They sense its presence and leave it well alone. However if they are hungry, they can make a will save and then attack.

Special Qualities

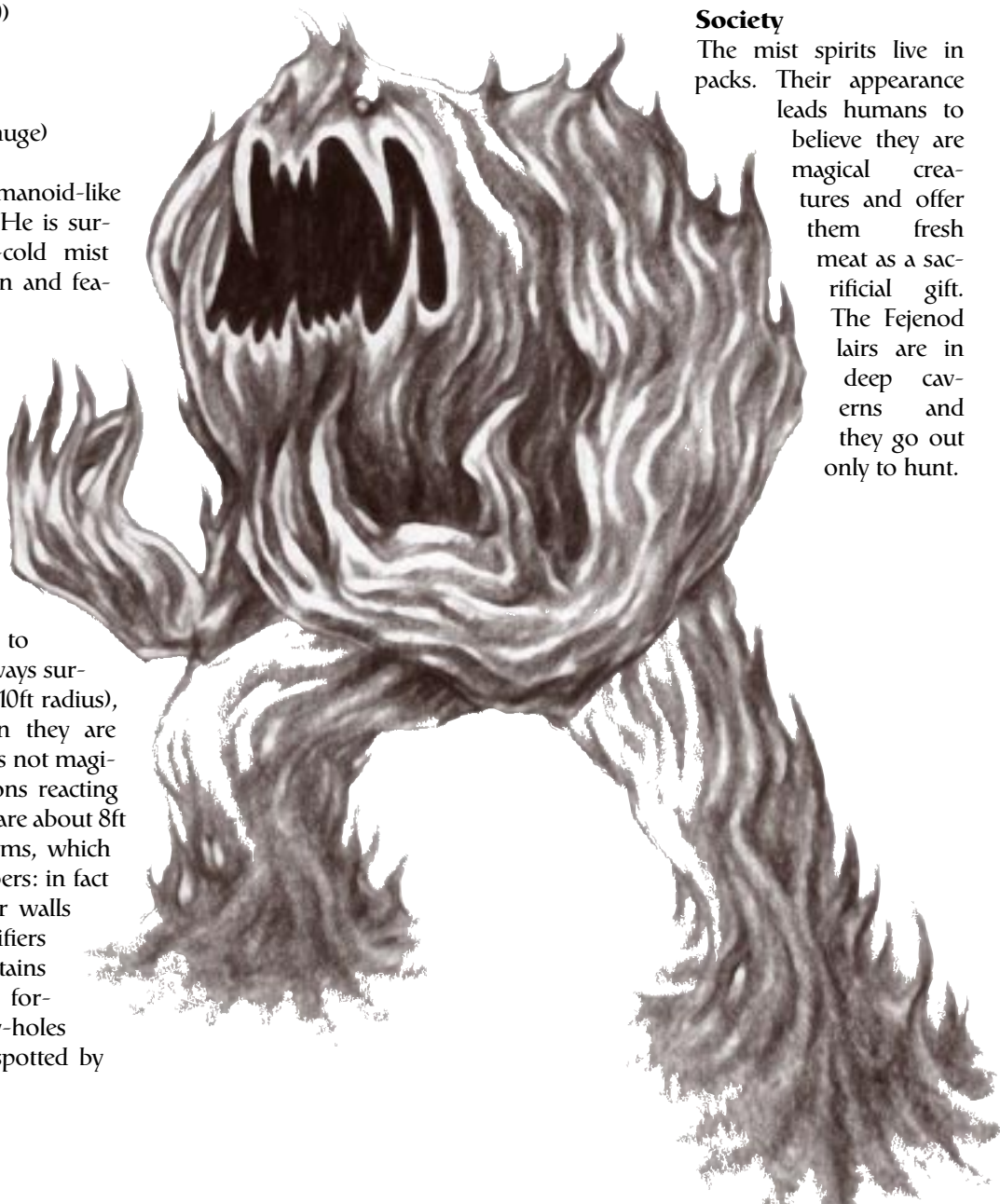
Surrounding Mist (Ex): Because of the mist, they have a 10% miss chance within 5ft and a 25% miss chance from 10ft and beyond.

Vulnerability to Lead: Contact with lead burns the Fejenod for 2d6 points of damage. Weapons covered with melted lead always make additional damage but the lead covering fades after 3-4 successful hits.

They have Blindsight (120ft).

Society

The mist spirits live in packs. Their appearance leads humans to believe they are magical creatures and offer them fresh meat as a sacrificial gift. The Fejenod lairs are in deep caverns and they go out only to hunt.



Frost Dog

Small Outsider (Neutral, Cold, Lawful)

Hit Dice: 1d8+1 (6 hp)
Initiative: +5
Speed: 40ft
AC: 16 (+4 natural, +1 Dex, +1 size)
Base Attack/Grapple: +2/-2
Attack: Bite +2 melee
Full Attack: Bite +2 melee
Damage: Bite 1d4
Face/Reach: 5ft/5 ft
Special Attacks: Cold breath
Special Qualities: Darkvision 60ft
Saves: Fort +3, Ref +3, Will +2
Abilities: Str 10, Dex 13, Con 12, Int 6, Wis 10, Cha 6
Skills: Hide+3, Listen+3, Move Silently+7, Spot+5*, Survival +0*
Feats: Improved initiative, Track
Climate/terrain: Any
Organization: Bunch (1d4+1)
Challenge Rating: 2
Treasure: none
Alignment: Lawful Neutral
Advancement: 2 HD (Medium-size)

The Frost dogs are small and speedy, with gray fur covering their exceptionally tough skins. Their eyes are crystal blue.

Frost dogs are often the companions of Soul Hunters, their keen sense of smell give +2 bonus to the Soul Hunter's Track check.

Combat

Frost Dogs prefer to their breath weapons first and then attack with their bite.

Breath Weapon (Su): Cone of frost, 30 feet, every three rounds, damage 1d3+1, reflex half DC 11. If the save fails, the creature is paralyzed for 1 round.

Cold Subtype (Ex): Cold immunity, double damage from fire except on a successful save.

Skills: they have +2 racial bonus to Hide and Move Silently checks, *they also receive a +4 racial bonus to spot and Survival checks when tracking by scent due to their keen sense of smell.

The Burning Tiger

Large Outsider, fire

Hit Dice: 6d8+35 (65 hp)
Initiative: +2 (Dex)
Speed: 40 ft.
AC: 19 (-1 size, +4 Dex, +6 natural)
Base Attack/Grapple: +3/+14
Attack: Claw +11 melee
Full Attack: 2 claws +11 melee, bite +6 melee
Damage: Claw 1d8+8 and 1d6 fire, bite 2d8+4 and 1d6 fire
Face/Reach: 10 ft./5 ft.
Special Attacks: Pounce, improved grab, rake

1d8+8, Roar, Heat

Special Qualities: Symmetry healing, SR 20, Fire subtype

Saves: Fort +10, Ref +9, Will +5

Abilities: Str 26, Dex 18, Con 20, Int 14, Wis 16, Cha 10

Skills: Balance +8, Hide +7, Listen +10, Move Silently +11, Spot +15, Spellcraft +15

Feats: Weapon Finesse (bite), Feel Symmetry

CR: 10

Treasure: Hanji-Sha

Alignment: Neutral

Advancement: 7-12 HD (Large)

The burning tiger is an outsider brought into a Temple by ancient symmetry magic.

The tiger is a large creature enveloped by pale blue flames. The burning tiger lives between two planes. When she feels someone entering in the temple, her essence shifts immediately to the prime material world of Arthad and she becomes ready to defend and judge the men she faces. The tiger does not speak despite her intelligence.

Combat

In combat the burning tiger acts much like a normal tiger, but much more cunning. The first thing she does when entering a combat is to use her Roar ability. She then attacks normally, leaping on the nearest opponent and attempting to grab and rake.

On a successful hit she deals additional fire damage - mere contact with her skin deals 1d6 points of fire damage. The tiger has a spellcraft ability that is used solely to determine the presence of a SPS. The tiger cannot use her spellcraft skill for any other use.

Special Qualities

Pounce (Ex): If a tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the tiger must hit with a claw or bite attack. If it gets a hold, it can rake.

Rake (Ex): A tiger that gets a hold can make two rake attacks (+9 melee) with its hind legs for 1d8+3 damage each. If the tiger pounces on an opponent, it can also rake.

Roar (Sp): The burning tiger can use this ability at will but it is a full round action. The roar the tiger emits has the same effects of the Shout spell but the area is a sphere. The spell is used at 10th level.

Heat (Ex): A burning tiger generates so much heat that its mere touch deals additional fire damage.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Symmetry Healing (Su): The burning tiger can heal herself by feeling the symmetry. This requires a standard action and can be used at will. If the Feel Symmetry check is successful the tiger can heal all lost HP

ADVENTURE: THE BURNING TIGER

*Tiger, tiger, burning bright,
In the forest of the night,
What immortal hand or eye
Could frame thy fearful symmetry?*

William Blake

Before the time, when the gods fought each other upon the world of Arthad, many legends came alive. These legends exist today, after ten thousand years, only in the knowledge of few sages. Among the common folks, most of the legends are changed; the names became different, the places became fabled or no longer exist. The Legend of the Burning Tiger is one such tale.

During the siege of the Fortress of Thousand Years, where the Evil Gods besieged the Gods of The Light for a thousand years, the god Avranis, Lord Of The War, fought tirelessly for 700 years. It is said that every day the mighty Lord appeared on the battlefield, between the clashing armies, with his powerful tiger. The tiger was a mythic animal: her skin was covered with a thick layer of pale blue flames, her roar shook both the fighting armies, her eyes threw blue lightning bolts and her fangs ripped full plate armor as if it were made of paper.

Her name was Sker-Hjan; in the lost tongue of the gods it means "The One Who Chooses".

Background

Daily, when Avranis arrived, all the armies, the gods and their servants of both sides, stopped, and awaited his decision. Every day, for seven hundred years, Sker-Hjan chose the side on which she and her Lord would fight that day. Nobody knows why the Tiger would choose a side or the other; both humans and gods prayed each day that Avranis and Sker-Hjan would fight by their side.

One day, on the Day Of The Raining Blood, Sker-Hjan chose the side of the Light, joining the army of Galinor. The Evil God, Zadrak, faced the Tiger and with his fearful black sword, Varadah, slew her. When Avranis became aware of the death of his beloved tiger, his rage shook the entire battlefield; his scream heard even at the opposite side of the world. With red eyes filled with anger, Avranis began to mow the helpless enemies like grain, heading toward Kn'Zadrak, who still laughed beside the dead tiger.

Avranis created a corridor of death and destruction, slaying everything that dared oppose him, using his magical weapon "Nomina", which had the ability to change into a new weapon every second in the hands of the god. Finally, he faced Zadrak, who was overwhelmed by the rage of Avranis. The gods fought the entire day, and at the end, Zadrak was cornered and fell to the ground, with Avranis

towering over him, ready to strike the final blow. Alas, Zadrak was also a master of deception, and with a little spell, made the body of the dead tiger move a bit. Avranis was distracted for an instant, for his love for the tiger was too great, and when he turned toward Zadrak again, Varadah jutted from his chest.

The world stopped to witness the death of Avranis. The essence of the god flew away, followed by the mad laugh of Zadrak and his fellow dark gods. It began to rain. The rain was not water, but true blood, and, legends tell, some nearby bushes of white roses turned red. Some humans, powerful wizards and warriors took some drops of that rain and with them forged some legendary magical weapons. The weapons were made of crystal and the Avranis blood remained liquid inside the weapon, making them harder than the finest steel and more keen than the sharpest blade. These magical weapons were used against the dark gods for over 300 years, and were called Hanji-Sha, which translates into "blood vengeance".

After the war, some humans took the few remaining weapons and hid them in secret locations scattered all around in the world.

Adventure Synopsis

The PCs know the location of a lost temple dedicated to a longdead god. They have heard about a powerful magical item hidden in the temple and wish to retrieve it. They arrive at the temple from two different routes and enter from two different entrances at the same time. Before they arrive in the main hall, the adventures gain some sparse bits of knowledge about Avranis and the Tiger.

Once in the main hall they find a burning tiger that prevents them from reaching the beautiful crystal sword located on the altar. The tiger is far too powerful to be defeated by the PCs, and they must find another way to get the sword, but it won't be easy. It is not possible to get the favor of Avranis without spilling some blood.

Scaling the Adventure and Adapting it to the Classic Fantasy Party

The adventure can be easily scaled for parties of various levels because there are only two monsters. You can raise or lower the stats of the Tiger following the rules set forth in Core Rulebook III. The mist spirit found in the adventure is injured, and his state of injury is easily adaptable; finally the level of Hengist, the hermit, can be adjusted with little work. The adventure can also be adapted to the classic adventuring party, but at the end the PCs should defeat the tiger or combat each other.

Adapting the Adventure to other Settings

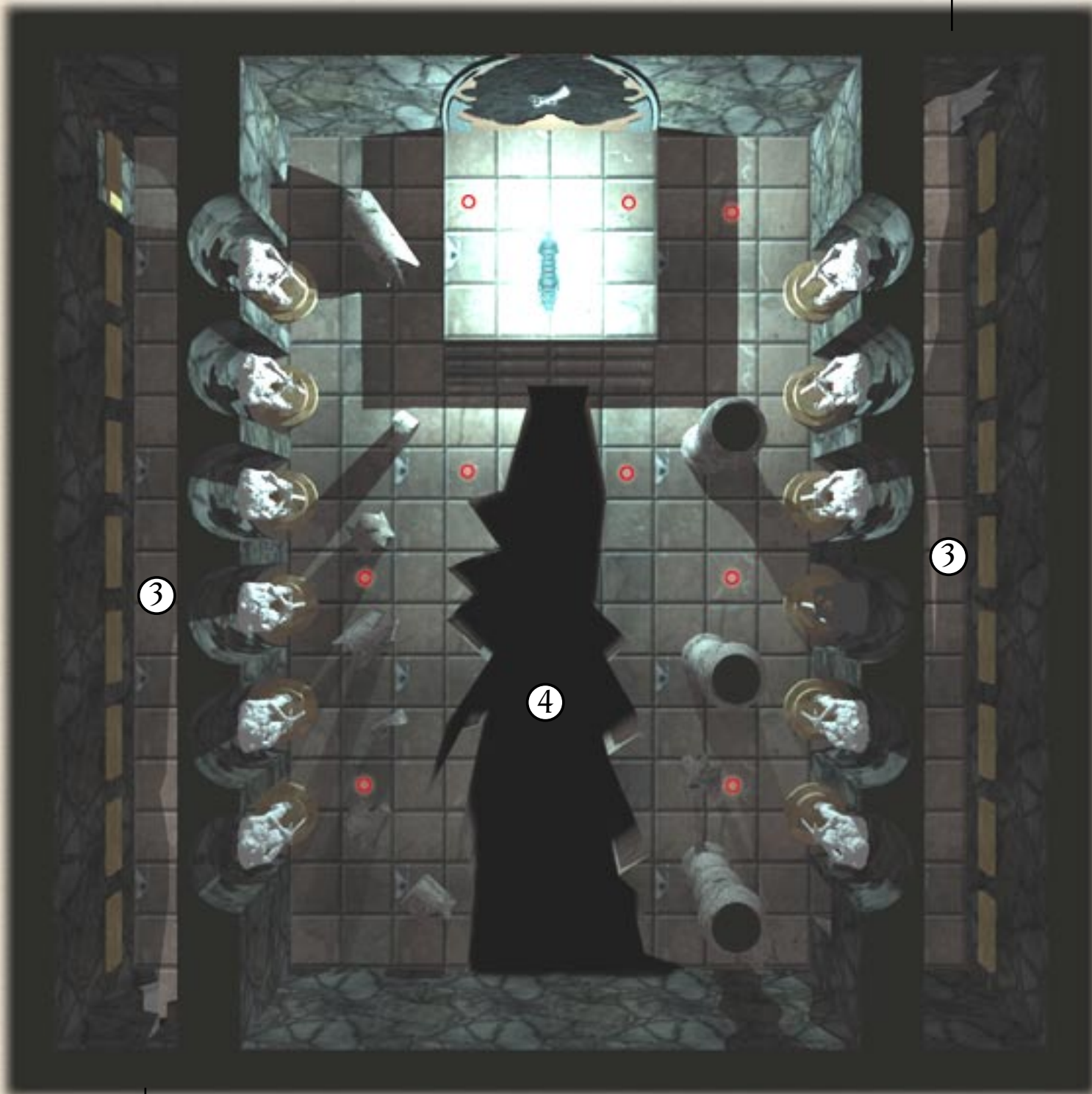
The adventure features magic and spells unique in the world of Arthad. The Symmetry is the greatest magic feature in this adventure. The Tiger can heal herself in exact places (symmetry power spots, SPS) within the temple

The Burning Tiger Temple

one square = 10 ft



to the lair of the mist spirit



②

to the lair of the mad hermit

Player Characters for The Burning Tiger

Enedir: M Draman Cleric5; Size M; hp 40; Init 0; Spd Walk 20'ft.; AC 16 (Chainmail+Shield (Small/Wooden)); Atk melee +8, (Sword (Long MW), 1d8+3,(18-20-x2)), ranged +3, (Crossbow (Light),1d8,(19-20-x2)); **SA:** +1 on every skill that include navigation and ship-care, +1 save vs poison, Turn Undead; **AL:** N; **Sv** Fort +4, Ref +1, Will +4; **Str** 16, **Dex** 10, **Con** 14, **Int** 12, **Wis** 18, **Cha** 14.

Skills and Feats: Concentration +6, Diplomacy +4, Heal +6, Knowledge (Ancient Gods) +5, Knowledge (Religion) +3, Knowledge (Symmetrical Architecture) +4, Listen +4, Search +4, Spellcraft +4, Spot +6, Channel Harmony, Combat Casting, Feel Harmony, Weapon Focus (Sword, Long)

Possessions: Chainmail, shield (small wooden), black longsword (MW), light crossbow, 20 bolts, rations, holy symbol (a small broken black sword), 100 GP.

Brotherhood: The Brotherhood of the Sword

Domains: Knowledge, War

Granted Powers: All knowledge skills are class skills. Cast divinations at +1 caster level. Free Martial Weapon Proficiency and Weapon Focus with the deity's favored weapon.

Brotherhood power: Battle Harmony: once per day you can make an additional Feel Harmony check, if you exceed the DC you can add the excess points/2 as magical pluses to one or more attack rolls.

Spells: 0/5, 1/4+1, 2/3+1, 3/2+1

(0): *Detect Magic, Guidance, Light, Resistance, Virtue.* (1): *Command, Comprehend Languages, Magic Weapon (x2), Sanctuary.* (2): *Calm Emotions, Find Traps, Wave Shield, Spiritual Weapon.* (3): *Dispel Magic, Wave Direction, Magic Vestment*

Enedir was born in a small fisherman's village near Draman Rex.

Until he was 16 years old, nothing happened in his quiet life. He went often fishing with his uncle and had a few good friends. He was known for his remarkable sense of justice as well as his curiosity; since he was a child he asked many questions to his parents about fairness.

One day, the waves of the White Ocean brought a dead body onto the shore of the village. This was a major event for the quiet life of the small village. On the body was found nothing but a black longsword that he grasped in his dead hands, and a small charm in the shape of a small broken sword.

From that day the young Enedir was never the same; he couldn't sleep as he had only one thing in mind: to return the black sword to the parents of the dead man and learn his history. So, after he gained the permission of the constable, he took the sword and left his village.

His long pilgrimage brought him to see many wonders of the world. For some years he wandered

through Arthad until he arrived in the Black Mountains and found the Black Metal alloy that the sword was made of.

So he knew the Brotherhood of The Sword who believed that the black meteorite with the metal alloy was cast on Arthad by the dead god of Justice. He became a Brother of the Sword, and forever more searched for knowledge.

He is fascinated by everything came from the past days, when the gods walked on the surface of the world. He is currently searching for magical items that can increase his knowledge of days past.

Shaner: M Nath Rogue1 Sorcerer4; Size M; hp 27; Init +4; Spd Walk 30'ft.; AC 16 (Leather); Atk melee +1,(Sword (Short),1d6-1,(19-20-x2)), ranged +7, (Shortbow MW,1d6,(20-x2)); **SA:** Sneak Attack +1d6, Summon Familiar; **AL:** N; **Sv** Fort +1, Ref +3, Will +4; **Str** 9, **Dex** 18, **Con** 15, **Int** 14, **Wis** 12, **Cha** 17.

Skills and Feats: Concentration +7, Diplomacy +5, Disable Device +7, Hide +9, Jump +1, Knowledge (Ancient Gods) +4, Knowledge (Arcana) +3, Knowledge (Symmetrical Architecture) +4, Listen +7, Move Silently +9, Open Lock +9, Search +8, Spellcraft +10, Spot +8, Tumble +11, Combat Casting, Dodge, Feel Symmetry

Possessions: leather armor, shortsword, shortbow MW, 20 arrows, rations, spell components, potion of cure moderate wounds, rations.

Spells: **Castable:** 0/6, 1/7, 2/4 **Known:** (0): *Daze, Detect Magic, Light, Mage Hand, Read Magic, Resistance.* (1): *Mage Armor, Magic Missile, Magic Weapon.* (2): *Symmetry Blast*

Shaner was born in Nath Rex, the famed City Of The Fading Shadows. His parents disappeared mysteriously during a stormy night when he was still a baby. His far cousin, Damany, took him in her house, near the city.

When Shaner grew, he discovered innate magical powers in his body. Damany was scared by these powers, for the common folk do not understand magic and the life of the boy was in serious danger.

The good tempered woman tried to hide the boy until he was able to travel and then gave him some money and let him leave the city. Before leaving, Shaner visited for the last time the house where he lived with his parents that, in the meantime, had become a tavern.

When he entered, the innkeeper recognized him and gave him an old diary he found under the floor of the building. The diary was written by Shaner's father. It told a story about a mysterious magical item retrieved by the father in the mountains east of Nath Rex. The last pages spoke about some evil men who wanted the item. The diary did not mention the name or the nature of the item. So Shaner had only one clue: The Mystery Mountains. He left Nath Rex that very day, headed for the mountains.

and the symmetry (arcane) spellcasters can increase their power in such spots. If you use this adventure in another world, you can omit the healing ability of the tiger, but you will need slightly powerful PCs because the clerics will not have an additional granted power and the wizards cannot use the symmetry power spots. This can be remedied by increasing the PCs level by 1 or 2. The background is, of course, readily adaptable to your history and pantheon.

Adventure Hooks

The PCs are in a nearby town (each one on his own). During a storm a few nights ago, a lightning bolt hit the top of the mountain near the town provoking a landslide. The townsfolk say that the entrance to a mysterious cavern was revealed. Some old men in the town say that it is a mysterious ancient place that hides a magical item, and warns everybody to reach it: "The secrets of the Ancients must not be desecrated".

(*For Enedir*) The mad hermit Hengist is gone on a killing rampage, murdering two passersby, claiming they tried to steal his magical treasure. The cleric is hired to either kill or calm down the hermit. The hermit has his house in a cavern on the south side of the nearby mountain.

(*For Shaner*) On the road leading to a nearby town, there are two badly injured men. The men are returning from a hunt. They have discovered the lair of a solitary mist spirit who has hunted the area for years. The lair is on the north side of the mountain. One of the hunters claims to have seen a magical crystal sword inside the mountain.

The Lost Temple

When the war of the gods ended and the history of mankind begun, the survivors of the war went forth to populate the world. Some old warriors and wizards, who were the bringers of the Hanji- Sha, decided to hide the magical weapons, knowing the battle against the evil would never end. One of these warriors brought his scimitar into the Mystery Mountains, to the east of Nath Rex. Here, on the top of a mountain, the old man built a little temple and protected his scimitar with symmetry and harmony magic. He built the temple using Symmetrical Architecture, a kind of knowledge largely used during those days but now long forgotten.

1-Lair of the Mist Spirit (not mapped)

A narrow path on the north side of the mountain leads to a small cave. A successful Search check (DC 20) reveals the holes in the rock that the mist spirit leaves when he climbs. Inside the cave lives a fearful Mist Spirit.

The monster is badly injured due to a recent fight with some hunters, but his mist still fills the cave. The beast has sharp senses, and if he notices the PC approaching he attacks. For more information about the Mist Spirit see the Heroes and Magic Sourcebook.

Fejenod (Mist Spirit): CR 4; Size Large giant; HD 4d8+8; hp 12 (injured); Init +0; Spd 30 ft; climb 20 ft.; AC 16; Atk +8/+3 melee (1d6+5, 2 claws; 1d4+2, bite); Face/Reach 5ft/10ft; SQ Surrounding mist (Ex), Blindsight,

Vulnerable to lead; AL N; SV Fort +6, Ref +1, Will +1; Str 21, Dex 10, Con 14, Int 3, Wis 10, Cha 5;

Skill and Feats: Climb+15, Listen +4, Spot+4, Jump+10

Special Qualities: Their mist gives them a 10% miss chance within 5ft and a 25% miss chance from 10ft and beyond. Contact with lead burns the Fejenod for 2d6 points of damage. They have Blindsight (120ft).

Yellowish bones are scattered all around the lair and some grisly human remains lie in a corner, half-eaten. The cave is roughly circular, having a diameter of 60ft. The south side of the cave has a small crack in the wall, wide enough to let a human pass but not a Fejenod.

2-The Mad Hermit (not mapped)

A mountain trail leads to a cave near to the top of the mountain, on its south side. The cave is the mad hermit shelter. Hengist found a crack in the cavern wall that led him to the side corridor and to the burning tiger. The hermit was already crazy but went even more mad because he has never been able to reach the magical sword on the altar due to the tiger.

Hengist has gone completely mad and attacks anyone who approaches his hideout, screaming "you will not take my treasure! It's mine!"

Hengist, the mad hermit: M Randrom Warrior4; Size M; hp 28; Init +2; Spd Walk 30'ft.; AC 14 (Leather+dex); Atk melee +9, (Club, 1d6+4, (20-x2)), ranged +6, (rock, 1d2+4, (20-x2)); AL:N; SV Fort +4, Ref +1, Will +1; Str 18, Dex 15, Con 14, Int 9, Wis 10, Cha 8.

Skills and Feats: Intimidate +0, Listen +5, Ride +4, Spot +5, Alertness, Dodge, Mounted Combat, Weapon Focus (Club)

The cave is roughly circular, having a diameter of 60ft. The lair of the hermit is dirty and smells very bad. He has amassed some wood and rocks to hide the crack from the people who want his treasure. A Search check (DC 10) reveals a concealed passage on the north side of the cave.

3-Side Corridor

These corridors were built to remember the deeds of the warriors who fought with the crystal weapons. Time has wiped out most of the things held here, so nothing remains but some stone panels engraved with stylized scenes from an ancient past.

The panels tell the story of Avranis and the Tiger. The first row, on one side of the corridor, shows the daily duty of the god who fought against one of the two armies each day. The second row, on the other side of the corridor, tells of the death of Sker-Hjan and the forging of the weapons.

First row:

Panel 1- Depicts shows two clashing armies who fight before a gigantic fortress. The armies consist mainly by

humans but some of them are at least double the height of a normal man. The army that attacks the fortress features non-human beings and fearful monsters.

Panel 2- Depicts shows a giant humanoid clad in full-plate armor who watches the two armies fighting from the top of a mountain. Beside him there is a tiger that seems covered by flames.

Panel 3- Depicts the tiger descending from the mountain toward the defending army.

Panel 4- Depicts the armored giant and the tiger who fought side by side against the defending army (note that the giant is depicted with a different weapon each time).

Panel 5- Depicts the sundown

Panel 6 to 9 - Depicts the same sequence as panels 1-4, except that the giant and the tiger fight against the attacking army.

Second row:

Panel 1- Depicts the tiger and the armored giant fighting against the attacking army. The two figures are distant, fighting in different spots of the battlefield.

Panel 2- Depicts the tiger locked in combat with another armored giant who wields an incorporeal sword.

Panel 3- Depicts the armored giant who kills the tiger.

Panel 4- Depicts the giant with the ever-changing weapon, screaming. All the beings, friends and foes, human, giants and monsters, are visibly frightened.

Panel 5- Depicts the armored giant making his way through hordes of enemies, heading toward the laughing giant with the incorporeal sword.

Panel 6- Depicts the two giants locked in combat.

Panel 7- Depicts the armored giant killed by the incorporeal weapon.

Panel 8- Depicts the killer giant laughing madly as it begins to rain

Panel 9- Depicts some men taking drops of rain, and forging some weapons with the drops put in it. A Knowledge check (ancient gods) DC 20 recalls a legend about a god of war who fought with a burning tiger. The legend tells that when the god died, with his blood were forged legendary magical weapons that were used against the evil forces.

4-The Burning Tiger

This hall was a shrine dedicated to the god Avranis.

This little temple was built 10,000 years ago. Time has erased many of its features. The walls and the ceiling were once filled with fresco paintings. The sidewalls were once lined with beautiful white marble statues of the proud wielders of the Hanji-Sha.

Wonderful baroque pillars once rose in the middle of the hall and a shiny raised altar overlooked the entire room.

During the millennia, the temple was partially crumbled due to a large earthquake. A large crack is visible on the floor; it is 30ft deep. Some pillars fell to the ground and now lie shattered in hundreds of pieces. On the walls some statues still remain but time has worn their features away. On the north side of the room the raised altar still stands, although the paintings that once decorated the solid stone are no longer visible.

Despite the status of the room, the magical forces that have protected the sword for so long are still strong. The steps of the raised altar lead to a platform where a tiger, enveloped in pale blue flames, stands. The flames of the tiger illuminate the whole room.

The tiger seems to constantly watch everyone in the room. Affixed to the wall in back of the tiger, inside a beautiful sculpted stone frame, lies a crystal scimitar with a perpetually swirling red liquid inside. Under the scimitar there is a phrase engraved in the stone. The phrase is written in a dead language; a Comprehend Languages spell or Decipher Scripts check (DC 15) will be necessary to read what it says: "Fight in the name of Avranis".

The Harmony is strong in this area and every Feel Harmony Check made here has a DC of 10. A check of Symmetrical Architecture (DC 25) reveals that the building holds symmetry magic. Dating the building in order to know the power of the Symmetry inside is a bit harder, requiring a Symmetrical Architecture check (DC 30). In the room there are various Symmetry Power Spots (SPS). These are marked on the map with a red circle. Every SPS requires a Feel Symmetry check (DC 23;

Every check locates the nearest SPS, and a symmetry spellcaster can cast spells at +10 caster level. The tiger can use these spots to heal herself (see below). The Scimitar is magically held on the wall. The magic cannot be dispelled by human power; the weapon is released only when the tiger disappears.

The tiger is an outsider brought here by ancient Symmetry magic. There are two ways to make the tiger disappear. First, she can be defeated in combat (she disappears at 0 HP). Second: the tiger willingly disappears if she assists in an honorable fight. The fight she it witness to must be real and one of the two sides must fall or surrender after taking at least 75% damage. The burning tiger attacks anyone who steps on the raised platform and continues to attack until the PC leaves the room. The tiger uses the SPS to heal herself every time she drops below half HP.

The Crystal Scimitar (Hanji-Sha)

Crystal Scimitar+3; dmg 1d6+3; crit16-20/X2; wt.2 lb.; Type(S)

Many bold warriors have wielded this scimitar during the last 300 years of the God's war. These weapons were used always against the evil forces of the god Zadrak. The crystal of the scimitar is harder than steel and cannot be shattered by normal means. The Hanji-Sha can be used only against neutral or evil opponents, if the weapon is used against a good-aligned opponent, it becomes normal crystal immediately and breaks at first impact. Inside the scimitar swirls a drop of the blood of Avranis. The drop has unknown magical powers. If the weapon is used against servants of Zadrak, it becomes a +5 magical weapon.

Seven Avengers



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The Black Mountains

North Lands

Draman Rex
Red Warrior Peaks
Draman

The White Walk

Twin Bridges

Coldwalls

Stormlanders' Forest

Gold river

The Land

Agwar

Greysmart Castle

Holy Arrow river

Last Bridge

Nodmar

Gulf of Salt

Svari

Sw

High Hunter

Ruins of Amon Del

The White Ocean

Bridgetown

Nath Rex

Nath

George's Way Inn

Lake Ryamil

Black Dar Castle

Thieves' wood

Buccaneers' Rest

Mad House

Postan

Sadanis

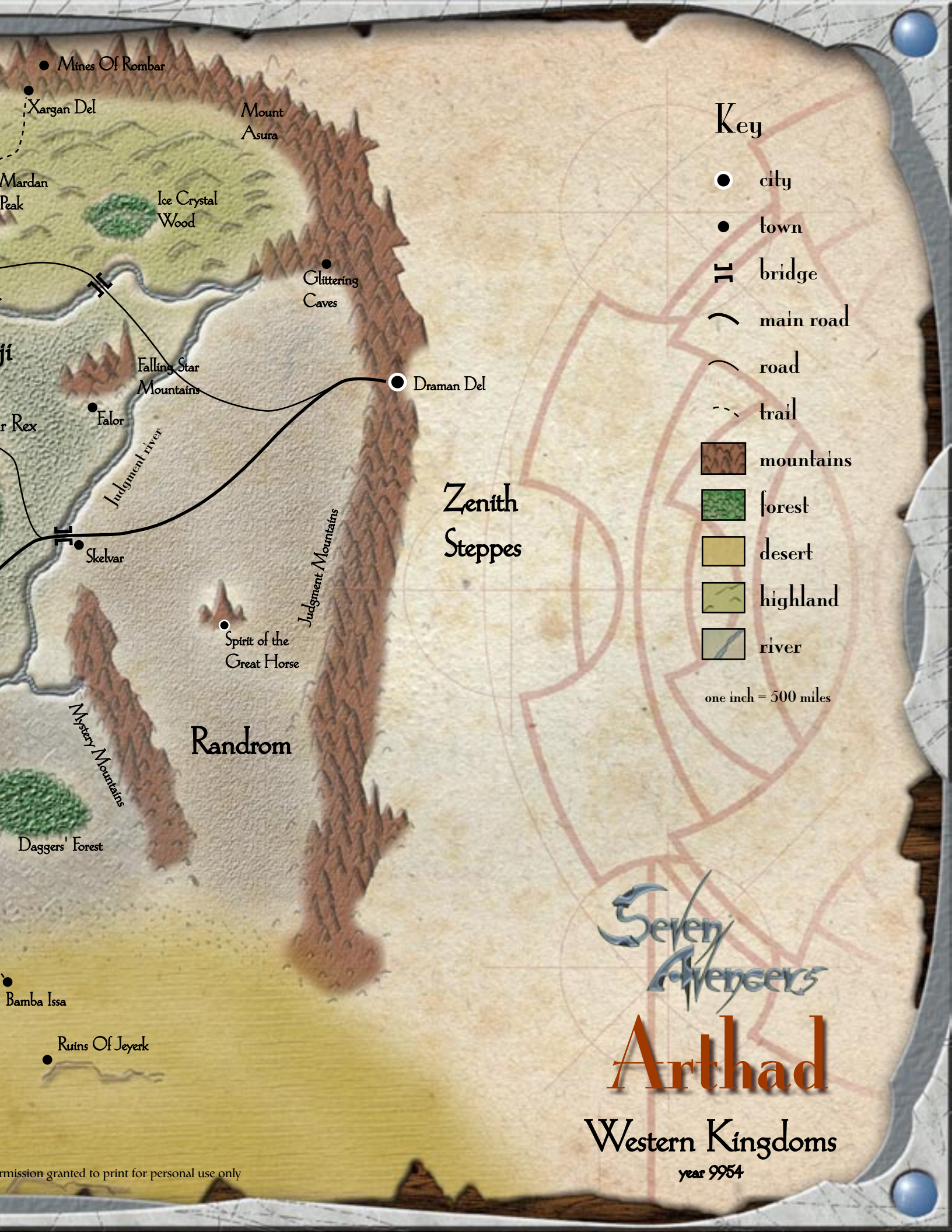
Yellow Sand Mountains

Drakand

Jaidin Desert

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Key

- city
- town
- ≡ bridge
- main road
- - road
- - - trail
- mountains
- forest
- desert
- highland
- river

one inch = 500 miles

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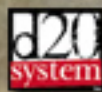


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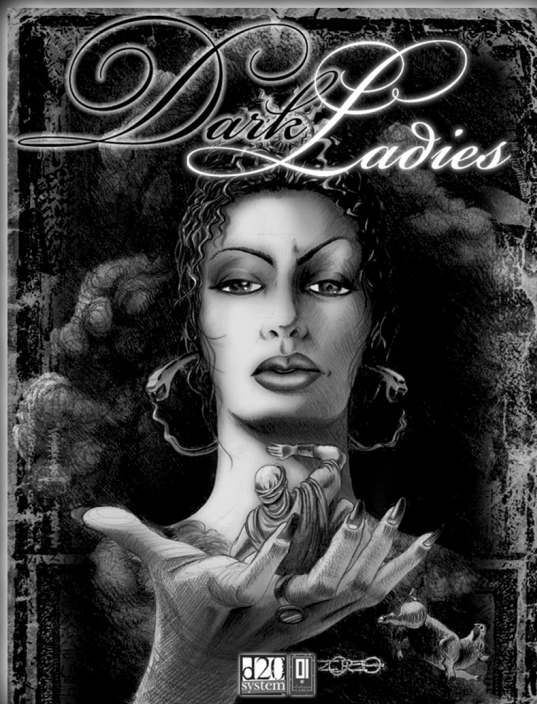


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