

Two
WORLDS
TABLETOP RPG





70005-RPG



- INTRODUCTION -

TABLETOP RPG

Welcome to the tabletop version of *Two Worlds*. This book will allow you to share adventures in the world of Antaloor with your friends. In this style of gaming, one character serves as the storyteller or game master while everyone else in the group

are players. The game master creates a general plot, usually resembling a mission or quest, while each player creates a character and navigates the adventure created by the game master.



If you have never played a tabletop role-playing game, you can find out more information at this URL: http://en.wikipedia.org/wiki/Role-playing_game

WHAT YOU NEED

To play this game you'll need paper and pencil as well as some role-playing dice (shown below): a d20, d8, d6 and a d4. You can purchase role-playing dice at a local (or online) hobby game store. Also, you can download a helpful character sheet at:

<http://www.rpgobjects.com/2w.php>



TWO WORLDS TABLETOP ROLE PLAYING Game created by Charles Rice and Chris Davis of RPGObjects. With Contributions from Jay Fitzloff and Aiden Kangas. <http://www.RPGObjects.com>

- CREATING A CHARACTER -

CREATING A CHARACTER in a role-playing game is often a time-consuming task. If you put some thought into it though, your experience playing the game will be more rewarding. Take time and think about what you like to do when you play, and then follow the steps below to bring your character to life.

CHARACTER CREATION CHECKLIST

1. **CHOOSE A CLASS:** Your character's area of expertise will determine what sorts of adventures he's suited for. The system presented here uses character classes to make this process easier. The three classes are Mage, Thief and Warrior. Think about your playing style: do you prefer to kick the door in and start hacking with a big axe, throw a deadly spell, or slip in and cut your enemy's throats? If you're playing in a group, as opposed to a one-on-one game, you also need to check with the other players, since a well balanced party will be much more powerful than a group consisting of nothing but warriors.
2. **ASSIGN ABILITY SCORES:** Once you've chosen your class, you need to assign ability scores that suit the needs of that class. Warriors need high Strength and Vitality, Mages need Willpower and Intelligence, and Thieves need Dexterity and Charisma.
3. **CHOOSE A RACE:** Now it's time to pick your character's race. He can be human or one of many non-human races. Your character's race will often affect his ability scores, so look over the races carefully while keeping in mind the choices you've already made.
4. **CHOOSE SKILLS:** Now pick your skills. These will further help define how your character makes his way in the game world. A warrior with Perception, Set Traps and Sneaking is going to play very different



- CREATING A CHARACTER -

from a warrior with Athletics, Intimidate and Ride. So again, think over the types of adventures you like to play in, the style of campaign the game master likes to run, and the needs of the group if you're playing in a party.

5. **CHOOSE FEATS:** Feats are very important and will determine your character's areas of expertise. Is he a master of summoning creatures or a deadly archer? Feats will further define your character.
6. **PURCHASE EQUIPMENT:** Last step! Now it's time to go shopping and buy your starting equipment. Since you're a poor adventurer, you won't have much to spend so don't worry. Still, you should keep in mind all the decisions you've made earlier. A character with the Sneaking skill and the Death Strike feat isn't going to scare anyone if he doesn't have a knife to stab fools in the back with.



- CLASSES -

YOUR CHARACTER CLASS determines what your adventurer can do and how well. Some characters will want to get in close with the enemy and use a powerful melee weapon, others will use stealth and guile, and other characters will use powerful spells to overcome their opponents. The three character classes presented below allow you to specialize in these three areas: the thief is a specialist in stealth, the mage is a specialist in magic, and the warrior is a specialist in combat.

THE MAGE

HIT DIE: d4.

BASE ATTACK BONUS: The mage has the worst base attack.

BASE SAVE BONUS: Two bad saves and one good save.

SKILLS: Choose any three skills.

BONUS FEATS: The mage gets one feat at 1st level, and additional feats at the levels indicated on the class progression table below.

MANA POINTS: The mage gains mana points to use for spell casting.

THE THIEF

HIT DIE: d6.

BASE ATTACK BONUS: The Thief has an average base attack.

BASE SAVE BONUS: Two good saves and one bad save.

SKILLS: Choose any five skills.

BONUS FEATS: The thief gets one feat at 1st level, and additional feats at the levels indicated on the class progression table below.

THE WARRIOR

HIT DIE: d10.

BASE ATTACK BONUS: The warrior has the best base attack.

BASE SAVE BONUS: Two poor saves and one bad save.

SKILLS: Choose any three skills.

BONUS FEATS: The warrior gets one feat at 1st level, and additional feats at the levels indicated on the class progression table below.



- CLASSES -

CLASS PROGRESSION

Level	Base Attack Bonus			Base Save Bonus		Bonus Feats			Mana Points
	Warrior	Thief	Mage	Good	Bad	Warrior	Thief	Mage	
1st	+1	+0	+0	+2	+0	1	1	1	1
2nd	+2	+1	+1	+3	+0	2	2		2
3rd	+3	+2	+1	+3	+1	3	3	2	4
4th	+4	+3	+2	+4	+1	4	4		7
5th	+5	+3	+2	+4	+1			3	10
6th	+6	+4	+3	+5	+2	5	5	4	15
7th	+7	+5	+3	+5	+2				20
8th	+8	+6	+4	+6	+2	6	6		27
9th	+9	+6	+4	+6	+3	7	7	5	34
10th	+10	+7	+5	+7	+3	8		6	43
11th	+11	+8	+5	+7	+3				52
12th	+12	+9	+6	+8	+4	9	8	7	63
13th	+13	+9	+6	+8	+4				74
14th	+14	+10	+7	+9	+4	10			87
15th	+15	+11	+7	+9	+5	11	9	8	100
16th	+16	+12	+8	+10	+5	12	10		115
17th	+17	+12	+8	+10	+5				130
18th	+18	+13	+9	+11	+6	13	11	9	147
19th	+19	+14	+9	+11	+6				164
20th	+20	+15	+10	+12	+6	14	12	10	183



- CLASSES -

MULTI-CLASS CHARACTERS

As your character rises in level, you are not confined to a single character class. When you gain a level, you may either enter a new character class or advance the one you have already chosen. As a general rule, a multi-class character's traits are the sum of his various classes, modified as follows:

LEVEL: A multi-class character's level is the total of all his class levels. So a character that is a 4th-level Warrior and a 5th-level Thief is 9th-level.

BASE ATTACK BONUS: Add together the base attack bonuses of all the character's classes.

SAVING THROWS: Add together the character's saving throws from all of his classes.

SKILLS: A character only receives 4 ranks in a skill once, for his first class. When a character gains a level and chooses to gain a different class, the character gains one rank in each of the skills he chooses for that class. For example a Warrior gains 4 ranks in three skills at 1st level. If he decided to take a level of Thief at 2nd level, he would gain 1 rank in each of the five skills he chose for the thief class.

FEATS: If the class is due a feat (as shown on the class tables above) then the character gains a feat when taking the class. For example a 4th-level Warrior, upon gaining a level, could either advance his Warrior class and gain no feat (since Warriors don't receive a feat at 5th level) or take his 1st Thief level and gain a feat (since all classes receive a bonus feat at 1st level).



- ABILITY SCORES -

ABILITY SCORES

STRENGTH: Strength determines your character's raw power and modifies the following actions: melee attacks and damage, any check to lift or break an object and Athletics skill checks.

DEXTERITY: Dexterity determines your character's speed, agility and coordination and modifies the following actions: ranged attacks, Initiative and Reflex saving throws, as well as many skills.

VITALITY: Vitality determines your character's overall health and modifies Hit Points and Fortitude saving throws.

INTELLIGENCE: Intelligence: determines your character's general intellect and education level and modifies Mana Points and the number of skills the character receives.

WILLPOWER: Willpower determines your character's general willpower, common sense and perceptiveness, and modifies Mind saving throws, as well as numerous skills.

CHARISMA: Charisma: determines your character's force of personality, and modifies his buy/sell price as well as numerous skills.

ASSIGNING ABILITY SCORES: When you create your character, all your ability scores begin at 10. You then receive 14 points to add to your abilities in any way you wish, except that the maximum ability score is 18 (though racial bonuses may raise a score above 18). You may also reduce an ability score below 10 to gain additional points to spend. The minimum ability score is 5 (though racial penalties may lower a score below 5).

ABILITY SCORE	MODIFIER
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	+0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5



- ABILITY SCORES -

ABILITY MODIFIERS: For every two points above 10, an ability score grants a +1 bonus to the things it modifies.

HIT DIE

Each time a character gains a level in a class, his hit points (the amount of damage the character can suffer before he is dead) will increase. This is determined by the character's Hit Die, which varies from class to class: the Mage receives only 1d4 hit points per level, the Thief 1d6 and the Warrior 1d10. The character adds his Vitality bonus or penalty to each Hit Die rolled.

SAVING THROWS

Each character class provides a character with good saving throws and bad ones. At 1st level, choose which saves are good and which are bad for your class. Saving throws allow your character to resist potential hazards and threats. A saving throw is rolled using a d20 and adding your character's save bonus. Each form of attack will have a certain difficulty you'll need to overcome, typically referred to as a difficulty class or DC.

FORTITUDE SAVE: Your Fortitude save represents your ability to resist attacks on your general health such as poisons and disease. Your Vitality bonus applies to your Fortitude saving throw.

REFLEX SAVE: Your Reflex save represents your ability to dodge attacks, ducking out of the way of explosions and many spells. Your Dexterity bonus applies to your Reflex saving throw.

MIND SAVES: Your Mind save represents your ability to resist being mentally dominated, usually by a spell or monster. Your Willpower bonus applies to your Mind saving throw.



- RACES -

DWARVES

ONCE AMONG THE MOST POWERFUL RACES IN ANTALOOK, THE GREAT WAR HAS COST THE DWARVES MUCH AND THEY ARE NOW ON THE DECLINE.

RACIAL TRAITS

ABILITIES ADJUSTMENTS: +2 Vitality, -2 Charisma

SPEED: Dwarf base land speed is 20 feet.

DARKVISION: Dwarves can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and dwarves can function just fine with no light at all.

STONECUNNING: This ability grants a dwarf a +2 racial bonus on Perception checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone, but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a Perception check as if he were actively searching, and a dwarf can use the Perception skill to find stonework traps. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up.

FEROCITY: A dwarf with his back to the wall is one of the most dangerous opponents one can face. Though their race is on the decline, this serves only to make dwarves more dangerous when facing the end. A dwarf at less than one-half his maximum hit points gains a +2 bonus to attack and damage rolls.



- RACES -

GROMS

THESE WARLIKE TRIBESMEN ARE NOT AS STRONG AS THE ORCS BUT ARE FIERCE AND HAVE A STRONG ATTUNEMENT TO THE SPIRITUAL REALM.

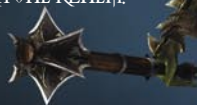
RACIAL TRAITS

ABILITIES ADJUSTMENTS: +2 Willpower, -2 Intelligence

SPEED: Grom base speed is 30 ft.

LOWLIGHT VISION: A Grom can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.

SPIRITUALITY: Groms are in touch with their surroundings and the spirit world and gain a +2 bonus to Perception skill checks.



HUMANS

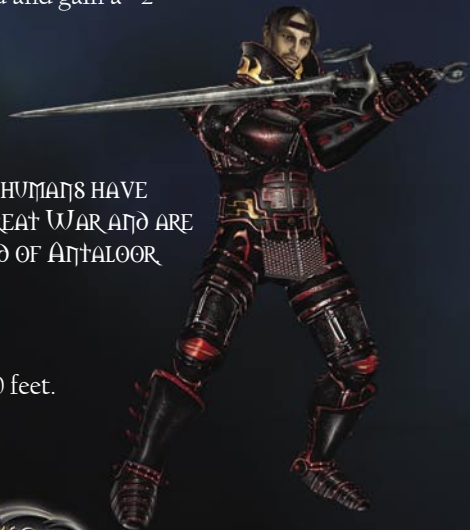
LIVING IN THE KINGDOM OF CATHALON, HUMANS HAVE BEEN GROWING IN POWER SINCE THE GREAT WAR AND ARE NOW THE DOMINANT RACE IN THE WORLD OF ANTALOOR.

RACIAL TRAITS

SPEED: Human base land speed is 30 feet.

BONUS FEAT: 1 extra feat at 1st level

BONUS SKILLS: 1 bonus skill.



- RACES -

ORCS

THIS PROUD WARRIOR RACE WAS ON THE LOSING END OF THE GREAT WAR, LOSING THEIR GOD AZIRAAL AND FACING POTENTIAL EXTINCTION AS THE OTHER RACES HUNT THEM RELENTLESSLY.



RACIAL TRAITS

ABILITIES ADJUSTMENTS: +2 Strength, +2 Vitality, -2 Willpower, -2 Charisma

SPEED: Orc base speed is 30 ft.

DARKVISION: Orcs can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and orcs can function just fine with no light at all.

BERSERKING: All orcs can go berserk in battle once per day. While berserk, the orc temporarily gains a +4 bonus to Strength, a +4 bonus to Vitality, and a +2 morale bonus on Mind saves, but he takes a -2 penalty to Armor Class. The increase in Vitality increases the orc's hit points by 2 points per level, but these hit points go away at the end of the rage when his Vitality score drops back to normal. The orc's frenzy lasts for 5 rounds though he can end it prematurely if he wishes. At the end of an orc's frenzy, he is fatigued (-2 penalty on Str and Dex) for the duration of the current combat.



- RACES -

SERPENTS

THIS RACE FOUGHT AGAINST THE ORCS IN THE GREAT WAR BUT STILL CANNOT EARN THE TRUST OF THE OTHER ALLIED RACES.



RACIAL TRAITS

ABILITIES ADJUSTMENTS: +2 Dexterity, Charisma

SPEED: Serpent base speed is 30 ft.

LOWLIGHT VISION: A Serpent can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.

SERPENTINE MOVEMENT: Serpents gain a +2 bonus on Athletics skill checks.

ORC ENMITY: Serpents gain a +1 bonus to attack rolls when fighting orcs.

SCENT: Serpents can detect approaching enemies and track by sense of smell using the Perception skill.

- RACES -

TRACHIDIS

THIS RACE IS
NEWLY ARRIVED
TO ANTALOOR AND
MAY BE THE RESULT
OF A MYSTICAL
EXPERIMENT.



RACIAL TRAITS

ABILITIES ADJUSTMENTS: +2 Strength, +2 Dexterity, -2 Willpower, -2 Charisma

SPEED: Trachidis base speed is 30 ft.

LOWLIGHT VISION: A Trachidis can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.

SAVE THE QUEEN: Trachidis live to defend the females of their race. If one is threatened, all Trachidis defending her gain a +2 bonus to attack and damage rolls.

SCENT: Trachidis can detect approaching enemies and track by sense of smell using the Perception skill.



- SKILLS -

CHARACTER SKILLS

Each character receives a number of skills from his character class, modified by his Intelligence. For example, a Thief with 16 Intelligence (modifier +3) would have 8 skills instead of the usual 5. A Warrior with 8 Intelligence (modifier -1) would have 2 skills instead of the usual 3. The skills character chooses begin with 4 ranks and raise by +1 each level. A character's skills are always equal to his class level plus three.

USING SKILLS: When you make a skill check, the game master will determine the difficulty of the check before you roll. Rolling a skill check is 1d20 plus your ranks in the skill, plus the relevant ability modifier. Some skills can be used untrained; this means you can make a check in the skill even if you don't have it as a skill. In this case, since you have no ranks, you roll 1d20 plus the skill ability modifier.

SAMPLE DIFFICULTIES: Here are some example skill difficulty classes to help the game master determine how hard a skill check should be.

DIFFICULTY (DC)	EXAMPLE (SKILL USED)
Very Easy (0)	Notice someone standing in the open (Perception)
Easy (5)	Climb a knotted rope (Athletics)
Average (10)	Hear someone approaching from behind (Perception)
Tough (15)	Escape from loosely knotted ropes (Acrobatics)
Challenging (20)	Successfully lie to an observant city guardsman (Persuasion)
Formidable (25)	Open a locked strongbox (Lockpicking)
Heroic (30)	Leap across a 30-foot chasm (Athletics)
Nearly Impossible (40)	Track a group of Orcs across hard ground after a heavy rain (Perception)



- SKILLS -

SKILL	ABILITY	UNTRAINED?	ACTION
Air Magic	Will	No	---
Acrobatics	Dex	Yes	Move
Athletics	Str	Yes	Move or Full
Disguise	Cha	No	Full
Earth Magic	Will	No	---
Fire Magic	Will	No	---
Intimidate	Cha	Yes	Standard or Full
Lockpicking	Dex	No	Full
Necromancy	Will	No	---
Perception	Will	Yes	Move
Persuasion	Cha	Yes	Standard or Full
Riding	Dex	Yes	Move
Set Traps	Int	No	Full
Sneaking	Dex	Yes	Move
Stealing	Dex	No	Standard
Water Magic	Will	No	---

ACROBATICS (DEXTERITY): This skill allows you to keep your balance under difficult conditions, escape from being held, tied up or manacled and allows you to perform other feats of acrobatics such as flips and rolls.

AIR MAGIC (WILL; TRAINED ONLY): This skill determines the maximum spell level of Air spells your character can cast: 1-2 ranks allows the casting of 1st level spells, 3-5 ranks allows the casting of 2nd level spells, 6-9 ranks allows the casting of 3rd level spells, 10-14 ranks allows the casting of 4th level spells and 15+ ranks allows the casting of 5th level spells.



- SKILLS -

This skill also determines the potency of your spells. Any time a spell allows the target to make a saving throw, the DC of that saving throw is your Air magic skill plus 10.

ATHLETICS (STRENGTH): This skill allows you to climb ropes or walls, jump across long distances or swim under difficult conditions. The DC will be based on the difficulty of the athletic feat (how sheer is the surface being climbed, how far are you jumping, how rough is the water you're swimming). Usually a new check will be required every few minutes and each additional check increases the DC by +5 until the character has had a chance to rest.

DISGUISE (CHARISMA): This skill allows you to hide your appearance or even impersonate someone else. The DC of this check is the Perception skill of the person trying to see through your disguise plus 10. If the person trying to see through your disguise knows what you look like, or knows the person you are trying to impersonate, the DC is his Perception skill plus 20.

For example, if you attempted to hide your appearance and slip past an unsuspecting guardsman with a Perception skill of 5, the DC of the Disguise check would be 15. On the other hand, if the same guard was holding a wanted poster with your picture on it, the DC would be 25.

EARTH MAGIC (WILL; TRAINED ONLY): This skill determines the maximum spell level of Earth spells your character can cast: 1-2 ranks allows the casting of 1st level spells, 3-5 ranks allows the casting of 2nd level spells, 6-9 ranks allows the casting of 3rd level spells, 10-14 ranks allows the casting of 4th level spells and 15+ ranks allows the casting of 5th level spells.

- SKILLS -

This skill also determines the potency of your spells. Any time a spell allows the target to make a saving throw, the DC of that saving throw is your Earth magic skill plus 10.

FIRE MAGIC (WILL; TRAINED ONLY): This skill determines the maximum spell level of Fire spells your character can cast: 1-2 ranks allows the casting of 1st level spells, 3-5 ranks allows the casting of 2nd level spells, 6-9 ranks allows the casting of 3rd level spells, 10-14 ranks allows the casting of 4th level spells and 15+ ranks allows the casting of 5th level spells.

This skill also determines the potency of your spells. Any time a spell allows the target to make a saving throw, the DC of that saving throw is your Fire magic skill plus 10.

INTIMIDATE (CHARISMA): This skill allows you to frighten another character into doing what you want. It works like Persuasion except that the target of this ability will actively seek to move away from you, or even harm you at your first opportunity. The DC of this skill is the target's level plus 10 if the target is equal or lower level than you. If the target is higher level than you, the DC is the target's level plus 20.

LOCKPICKING (DEXTERITY; TRAINED ONLY; REQUIRES TOOLS): This skill allows you to open locked doors and chests. The better made the lock, the higher the skill difficulty. This skill cannot be used untrained and cannot be used without appropriate lockpicking tools.

NECROMANCY (WILL; TRAINED ONLY): This skill determines the maximum spell level of Necromancy spells your character can cast: 1-2 ranks allows the casting of 1st level spells, 3-5 ranks allows the casting of 2nd level spells, 6-9 ranks allows the casting of 3rd level spells, 10-14 ranks allows the casting of 4th level spells and 15+ ranks allows the casting of 5th level spells.



- SKILLS -

This skill also determines the potency of your spells. Any time a spell allows the target to make a saving throw, the DC of that saving throw is your Necromancy skill plus 10.

PERCEPTION (WILLPOWER): This skill determines how observant your character is. Anytime there is something your character might miss, a check can be made. This skill can be used to appraise the relative value of an item, notice someone sneaking up on you, see through disguises, notice traps or concealed doorways or spot when you're being lied to. The DC of this skill is either determined normally (if you are attempting to notice a concealed trap or doorway) or based on the skill of the person trying to put one over on you. If someone tries to steal from you the DC is the target's Stealing plus 10. If someone tries to sneak up on you, the DC is the target's Sneaking plus 10 and so on.

PERSUASION (CHARISMA): This skill allows you to convince someone else that what your character says is true or reasonable. This might mean you are honestly resolving a dispute through diplomacy or arbitration (if you are trying to convince the target of something true) or that you are attempting to lie or con the target (if you are trying to convince the target of something that is not true). The DC of this skill is the target's Perception skill plus 10. If the target of this ability has previously caught you in a lie or has some other reason to distrust you (such as having previously been attacked by you or you attempting to use the Intimidate skill) this skill DC is the target's Perception skill plus 20.

RIDING (DEXTERITY): You are a skilled horseman. This skill is used when there is some chance of you being thrown from the saddle, or when you are attempting to navigate a narrow or slippery surface on your mount. A failed check always means you are no longer mounted and in some cases might mean your mount falls to the ground as well.



- SKILLS -

SET TRAPS (INTELLIGENCE; TRAINED ONLY): This skill is used to set traps and damage your enemies. The damage inflicted by a trap set with this skill is 1d6 points for every 4 ranks. Your skill plus 10 determines the difficulty to detect the trap (using the Perception skill).

SNEAKING (DEXTERITY): This skill is used to sneak past someone, or sneak up on them for a surprise attack. Characters wishing to make use of the Death Strike feat will want to take this as a skill. The DC of this check is the target's Perception plus 10. In some cases the modifier to the target's Perception skill will be higher (such as when a castle has been alerted that an assassin is on the loose) or lower (such as when a target is especially lazy, asleep or has been lulled into a sense of security through the Persuasion skill).

STEALING (DEXTERITY; TRAINED ONLY): This skill is used to steal from someone, such as picking their pocket or cutting their purse. The DC of this check is the target's Perception plus 10.

WATER MAGIC (WILL; TRAINED ONLY): This skill determines the maximum spell level of Water spells your character can cast: 1-2 ranks allows the casting of 1st level spells, 3-5 ranks allows the casting of 2nd level spells, 6-9 ranks allows the casting of 3rd level spells, 10-14 ranks allows the casting of 4th level spells and 15+ ranks allows the casting of 5th level spells.

This skill also determines the potency of your spells. Any time a spell allows the target to make a saving throw, the DC of that saving throw is your Water magic skill plus 10.



- FEATS -

CHARACTER FEATS

As your character rises in level, you will receive feats to enhance his abilities. Each time you gain a feat, you may select any feat from the list below that you meet (or exceed) the prerequisites for. Most feats may only be selected once. If a feat can be taken multiple times, it will be noted in its description.

BERSERKING

PREREQUISITE: Base Combat Bonus +1

You can go berserk like the Orc racial ability of the same name (see races above).

You may take this ability more than once. Each time you select this ability you may either go berserk an additional time each day, or extend the duration of your berserk status by five rounds.

BURN

PREREQUISITE: Base Attack Bonus +3

When holding a torch in melee combat, you may choose to shove the torch in your opponent's face instead of making a melee attack with your weapon. This inflicts 1d8 damage plus your Strength bonus and requires your opponent to make a Fortitude save (DC 15) or be blinded for 1-4 rounds.



- FEATS -

You may take this ability more than once. Each time you select this ability your damage with a torch increases by +1, as does the Difficulty of the saving throw against blindness.

DEATH STRIKE

PREREQUISITES: Sneaking 4 ranks.

When you attack a target while sneaking (that has not noticed you) with a knife, you inflict a +2d6 on damage rolls.

DOUBLE BLADE

PREREQUISITES: Base Attack Bonus +5, Dex 15+

When wielding two weapons at once, you gain a +1 bonus to weapon damage. Note that you still suffer the normal -4 penalty to weapon damage from wielding a weapon in each hand (as detailed in the combat section below). This means that you must select this feat four times to inflict normal damage while wielding two weapons. You can take this feat multiple times.

DURATION BOOSTER

PREREQUISITES: One of the following: Air Magic 4 ranks, Earth Magic 4 ranks, Fire Magic 4 ranks, Necromancy 4 ranks or Water Magic 4 ranks.

Spells with duration are doubled. This spell costs double the normal mana to cast. You can choose to have your spells have the normal duration by not paying the increased mana cost.

If more than one modifier is applied to a spell, they apply as follows: if two boosters are applied to a spell, the cost is tripled, if all three boosters are applied, the cost is quadrupled. If Mana Saver and a booster are applied to a spell, the multiple is reduced by one (x4 to x3, or x2 to normal casting cost).



- FEATS -

EVASION

PREREQUISITE: Base Reflex save +3.

If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead takes no damage. Evasion can be used only if a character is wearing light armor or no armor. If you are helpless, you do not gain the benefit of evasion.

FAVORED ENEMY

You gain a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of one type. Likewise, you get a +2 bonus on weapon damage rolls against such creatures. This feat may be selected more than once; each additional selection improves any one favored enemy bonus (including the one just selected) by 2.

Typical favored enemies include: undead, vermin, demons, warriors, thieves and mages.

GREATER DEATH STRIKE

PREREQUISITES: Sneaking 18 ranks, death strike, improved death strike.

You add +4d6 to your death strike damage.

GREATER MULTIATTACK

PREREQUISITES: Base Attack Bonus +16

You may make four melee or ranged attacks in a round. Your first attack is resolved normally, your second attack is at -5 to hit, your third attack is at -10 to hit and your fourth attack is at -15 to hit. This feat only applies to one type of attack, melee or ranged. You may take this feat a second time to apply it to both melee and ranged attacks.



- FEATS -

IMPROVED EVASION

PREREQUISITES: Base Reflex save +7, evasion.

Your evasion ability improves. You still take no damage on a successful Reflex saving throw against attacks, but henceforth you only take half damage on a failed save. If you are helpless you do not gain the benefit of improved evasion.

IMPROVED DEATH STRIKE

PREREQUISITES: Sneaking 11 ranks, death strike.

You add +3d6 to your death strike damage.

IMPROVED MULTIATTACK

PREREQUISITES: Base Attack Bonus +11

You may make three melee or ranged attacks in a round. Your first attack is resolved normally, your second attack is at -5 to hit and your third attack is at -10 to hit.

This feat only applies to one type of attack, melee or ranged. You may take this feat a second time to apply it to both melee and ranged attacks.

KNOCK DOWN

PREREQUISITES: Base Attack Bonus +5

When you hit a target by 5 or more than the minimum number needed to hit, the target must make an Acrobatics skill check equal to your attack roll or be knocked prone, losing his next action. For example if your target has an armor class of 15, this ability would activate if your attack roll was 20 or higher. If your attack roll was a modified 20, your opponent would need to make an Acrobatics check of 20 or higher or be knocked prone.



- FEATS -

MAGIC BOOSTER

PREREQUISITES: One of the following: Air Magic 4 ranks, Earth Magic 4 ranks, Fire Magic 4 ranks, Necromancy 4 ranks or Water Magic 4 ranks.

Spells that inflict damage automatically inflict maximum damage. This spell costs double the normal mana to cast. You can choose to have your spells inflict normal damage by not paying the increased mana cost.

If more than one modifier is applied to a spell, they apply as follows: if two boosters are applied to a spell, the cost is tripled, if all three boosters are applied, the cost is quadrupled. If Mana Saver and a booster are applied to a spell, the multiple is reduced by one (x4 to x3, or x2 to normal casting cost).

MANA SAVER

PREREQUISITES: One of the following: Air Magic 4 ranks, Earth Magic 4 ranks, Fire Magic 4 ranks, Necromancy 4 ranks or Water Magic 4 ranks.

Your spells costs one-half the normal mana to cast.

If more than one modifier is applied to a spell, they apply as follows: if two boosters are applied to a spell, the cost is tripled, if all three boosters are applied, the cost is quadrupled. If Mana Saver and a booster are applied to a spell, the multiple is reduced by one (x4 to x3, or x2 to normal casting cost).

MULTIATTACK

PREREQUISITES: Base Attack Bonus +6

You may make a second melee or ranged attack in a round. Your first attack is resolved normally; your second attack is at -5 to hit.



- FEATS -

This feat only applies to one type of attack, melee or ranged. You may take this feat a second time to apply it to both melee and ranged attacks.

OVERDRAW

PREREQUISITES: Base Attack Bonus +5, Str 13+, Dex 13+

When attacking with a bow, your damage is increased by +1. This feat may be selected multiple times.

PARRYING

PREREQUISITE: Base Attack Bonus +1

Your armor class bonus from a shield is increased by +1. This ability allows you to parry attacks with a weapon held in your left hand as well, granting you a +1 armor class bonus while wielding two weapons at once. You may take this feat multiple times.

PULL SHIELD

PREREQUISITES: Base Attack Bonus +3

When you hit a target by 5 more than the minimum number needed to hit, the target must make a Reflex saving throw equal to your attack roll or drop his shield, losing the armor class bonus it provides. For example if your target has an armor class of 15, this ability would activate if your attack roll was 20 or higher. If your attack roll was a modified 20, your opponent would need to make a Reflex save of 20 or higher or drop his shield. This ability only functions when you are attacking with an axe.

SMITE ENEMY

PREREQUISITE: Favored Enemy

Once per day for each five character levels, you can smite your favored enemy. This attack gains a bonus to hit equal to your Charisma bonus (if any) and a damage bonus equal to your level.



- FEATS -

You must declare your use of this feat before your attack roll. If your attack misses, one use of this ability is wasted.

STONE SKIN

PREREQUISITES: Fortitude Save +7

Each time you suffer damage, that damage is reduced by one point. You may take this feat multiple times.

STRONG HAND

PREREQUISITES: Base Attack Bonus +5, Str 15+

Your damage with melee weapons is increased by +1. You may take this feat multiple times.

STUN

PREREQUISITES: Base Attack Bonus +5

When you hit a target by 5 more than the minimum number needed to hit, the target must make a Fortitude saving throw equal to your attack roll or be stunned, losing his next action. For example if your target has an armor class of 15, this ability would activate if your attack roll was 20 or higher. If your attack roll was a modified 20, your opponent would need to make a Fortitude save of 20 or higher or be stunned. This ability only functions when you are attacking with a blunt weapon.

SUMMONING AURA

PREREQUISITES: Water Magic 15 ranks.

When you cast a summon spell, you receive two monsters instead of one.

SUMMONING BOOSTER

PREREQUISITES: One of the following: Air Magic 4 ranks, Earth Magic 4 ranks, Fire Magic 4 ranks, Necromancy 4 ranks or Water Magic 4 ranks.



- FEATS -

When you summon a creature it has maximum hit points. Normally summoned creatures have average hit points, as listed in the monster description. This spell costs double the normal mana to cast. You can choose to have your summoned monsters have average hit points by not paying the increased mana cost.

If more than one modifier is applied to a spell, they apply as follows: if two boosters are applied to a spell, the cost is tripled, if all three boosters are applied, the cost is quadrupled. If Mana Saver and a booster are applied to a spell, the multiple is reduced by one (x4 to x3, or x2 to normal casting cost).

UNSEAT

PREREQUISITES: Base Attack Bonus +3

When you hit a mounted target by 5 more than the minimum number needed to hit, the target must make a Ride skill check or be dismounted. For example if your target has an armor class of 15, this ability would activate if your attack roll was 20 or higher. If your attack roll was a modified 20, your opponent would need to make a Ride check of 20 or higher or be dismounted. This ability only functions when you are attacking with a Spear, Polearm or Lance.

WEAPON BREAK

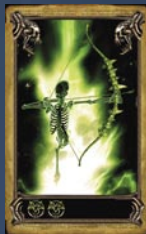
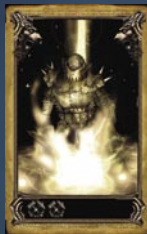
PREREQUISITES: Base Attack Bonus +5

When you hit a target by 5 more than the minimum number needed to hit, there is a 50% chance one of the weapons the target is wielding will be destroyed (roll 1d6, on a 1-3 the weapon is destroyed). If the weapon is magical, the chance the weapon will be destroyed is reduced to 1 in 6. This ability only functions when you are attacking with a Weapon Breaker dagger.

Note this maneuver is an attack on an opponent's weapon. If you attack with this maneuver (successful or not) you inflict no damage on your target.



- MAGIC -



MAGIC

Magic is learned from spell cards. These tiny, fragile objects are scattered all around the world. The information on each spell card is incomplete, so finding more of the same type of card can make the mage's understanding of that spell more complete, represented by a rise in the spell's level. A spell's level represents the character's understanding of that spell and the higher the spell level, the better the range and damage will be. A higher spell level will also mean that the mana cost to cast the spell is higher. A character can choose to cast a spell at a lower level than his maximum, if he needs to conserve mana.

CASTING SPELLS: To cast a spell, the mage uses a standard action and spends mana. The mana cost of each spell varies as listed below.

RECOVERING MANA: A caster can recover mana by resting or drinking a mana potion. If the caster rests, he can recover a number of mana each minute equal to his Willpower modifier.

AN EXAMPLE OF SPELL CASTING: Larry has a 4th level Mage with 7 Mana Points for casting spells. He has found three spell cards in his adventures, Fire Bolt twice and Fire Wall. He also has taken the Magic Booster feat. Having already been wounded in a previous encounter, when Larry spots a Reaper in the distance, he doesn't take any chances. He decides to cast Fire Bolt at level 2 (since he has

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found two cards containing the spell). This will have a cost of 2 Mana and inflict 2d4 damage. He also applies his Magic Booster feat. This doubles the Mana cost to four but the spell will inflict 8 points of damage instead of a random amount between 2 and 4.



LEVEL 1 AIR MAGIC

BLESSING: *Ability Boost:* +2 Strength, +10 feet movement, +2 Fortitude saves; *Range:* Caster; *Duration:* 3 rounds per spell level; *Mana:* 1 per spell level

HEAL: *Healing:* 1-4 plus 1 per spell level; *Range:* Touch; *Mana:* 1 per spell level

LIGHTNING: *Damage:* 1d4 per spell level; *Range:* 30 feet plus 10 feet per spell level; *Mana:* 1 per spell level; *Save* (for half damage): Reflex (DC 10 plus the caster's Air Magic skill)

LEVEL 2 AIR MAGIC

DESTROY UNDEAD: *Damage:* 1d8 per spell level to undead only; *Range:* 50 feet plus 10 feet per spell level; *Mana:* 2 per spell level; *Save:* None

PUSH: *Effect:* Target is moved back 30 feet per spell level; *Range:* 50 feet plus 10 feet per spell level; *Mana:* 2 per spell level; *Save* (for half distance): Fortitude (DC 10 plus the caster's Air Magic skill)

CONCENTRATION: *Effect:* All Air spells are treated as two levels higher in all respects except mana cost; *Range:* Caster; *Duration:* 3 rounds per spell level; *Mana:* 2 per spell level



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SHIELD OF MAGIC: *Effect:* Mana points are lost instead of hit points; *Range:* Caster; *Duration:* 1 minute (10 rounds) per spell level; *Mana:* 2 per spell level

LEVEL 3 AIR MAGIC

LIGHTNING SHIELD: *Effect:* Anyone close enough to touch you (such as anyone attacking you) suffers 3d6 points of damage per round; your armor class is increased by +5; *Range:* Caster; *Duration:* 1 minute (10 rounds) per spell level; *Mana:* 3 per spell level

REGENERATION: *Effect:* The target heals a number of hit points each round equal to her Willpower modifier (minimum 1 hit point per round); *Range:* Touch; *Duration:* 10 minutes per spell level; *Mana:* 3 per spell level

LEVEL 4 AIR MAGIC

AID: *Effect:* You gain 20 temporary hit points per spell level; these additional hit points are lost first; *Range:* Caster; *Duration:* 1 minute per spell level; *Mana:* 4 per spell level

PUSH WAVE: *Effect:* All enemies in a 40-foot circle around you are pushed back 60 feet per spell level; *Range:* 70 feet plus 10 feet per spell level; *Save* (for half distance): Fortitude (DC 10 plus the caster's Air Magic skill); *Mana:* 4 per spell level

LEVEL 5 AIR MAGIC

LIGHTNING STORM: *Effect:* Up to 1 target per spell level in front of you (chosen by you) are struck by a lightning bolt from above for 3d8 points of damage per spell level; *Range:* 100 feet plus 10 feet per spell level; *Save* (for half damage): Reflex (DC 10 plus the caster's Air Magic skill); *Mana:* 5 per spell level



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STRENGTH OF GOD: *Effect:* Target's Strength is increased by 4 points per spell level; *Range:* Touch; *Duration:* 1 hour per spell level; *Mana:* 5 per spell level



WATER MAGIC

LEVEL 1 WATER MAGIC

CONFUSION: *Effect:* Target's Dexterity and mana are reduced by -2; *Range:* Touch; *Duration:* 1 round per spell level; *Save* (for no effect): Fortitude (DC 10 plus the caster's Water Magic skill)

ICEBOLT: *Damage:* 1d4 per spell level; *Range:* 30 feet plus 10 feet per spell level; *Mana:* 1 per spell level; *Save* (for half damage): Reflex (DC 10 plus the caster's Water Magic skill)

SUMMON REAPER: *Effect:* You summon a single Reaper who fights under your control; controlling this Reaper requires you to spend a standard action to give it a simple command (attack a target, allow you to ride it and so forth) *Range:* 30 feet plus 10 feet per spell level; *Duration:* 3 rounds per spell level; *Mana:* 1 per spell level

LEVEL 2 WATER MAGIC

FREEZING WAVE: *Effect:* All enemies in a 20-foot circle around you suffer 1d6 damage per spell level; *Range:* Caster; *Mana:* 2 per spell level; *Save* (for half damage): Reflex (DC 10 plus the caster's Water Magic skill)

SHADOW: *Effect:* A shadow stretches forth from your hand to paralyze one target, rendering it unable to move or attack; *Range:* 50 feet plus 10 feet per spell level; *Duration:* 3 rounds per spell level; *Save* (for no effect): Fortitude (DC 10 plus the caster's Water Magic skill)



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ICE SHIELD: *Effect:* Anyone close enough to touch you (such as anyone attacking you) suffers 1d6 points of damage per round; your armor class is increased by +3; *Range:* Caster; *Duration:* 1 minute (10 rounds) per spell level; *Mana:* 2 per spell level

LEVEL 3 WATER MAGIC

ICE RAY: *Effect:* A ray springs forth from your hand to damage a single target for 2d6 per spell level; *Range:* 60 feet plus 10 feet per spell level; *Mana:* 3 per spell level; *Save (for half damage):* Reflex (DC 10 plus the caster's Water Magic skill)

UNSUMMON: *Effect:* One summoned creature per spell level is dismissed; *Range:* 60 feet plus 10 feet per spell level; *Mana:* 3 per spell level

SUMMON GIANT SPIDER: *Effect:* One Giant Spider arrives to fight under your command. Controlling this Spider requires you to spend a standard action to give it a simple command (attack a target, allow you to ride it and so forth); *Range:* 60 feet plus 10 feet per level; *Duration:* 1 minute (10 minutes) per spell level; *Mana:* 3 per spell level

LEVEL 4 WATER MAGIC

FIRE SHIELD: *Effect:* This shield will absorb up to 20 points of fire damage per spell level; *Range:* Caster; *Duration:* 1 minute (10 rounds) per spell level; *Mana:* 4 per spell level

SUMMON WYVERN: *Effect:* One Wyvern arrives to fight under your control. Controlling this Wyvern requires you to spend a standard action to give it a simple command (attack a target, allow you to ride it and so forth); *Range:* 70 feet plus 10 feet per spell level; *Duration:* 10 minutes per spell level; *Mana:* 4 per spell level

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LEVEL 5 WATER MAGIC

BLIZZARD: *Effect:* Up to 1 target per spell level in front of you (chosen by you) are struck by an ice ray for 3d8 points of damage per spell level; *Range:* 100 feet plus 10 feet per spell level; *Save* (for half damage): Reflex (DC 10 plus the caster's Water Magic skill); *Mana:* 5 per spell level

SUMMON GIANT SCORPION: *Effect:* One Giant Scorpion arrives to fight under your control. Controlling this Giant Scorpion requires you to spend a standard action to give it a simple command (attack a target, allow you to ride it and so forth); *Range:* 100 feet plus 10 feet per spell level; *Duration:* 1 hour per spell level; *Mana:* 5 per spell level



FIRE MAGIC

LEVEL 1 FIRE MAGIC

FIRE BOLT: *Damage:* 1d4 per spell level; *Range:* 30 feet plus 10 feet per spell level; *Mana:* 1 per spell level; *Save* (for half damage): Reflex (DC 10 plus the caster's Fire Magic skill)

FIRE WALL: *Effect:* Puts a wall 10 feet long per spell level at any point you choose within the spell's range. Anyone passing through this wall suffers 1d6 points of damage per spell level; If you wish you can place this wall in an occupied area, inflicting damage immediately. *Range:* 30 feet plus 10 feet per spell level; *Duration:* 3 rounds per spell level; *Mana:* 1 per spell level; *Save* (for half damage): Reflex (DC 10 plus the caster's Fire Magic skill)

OVERPOWER: *Effect:* Increases the damage of all damaging spells by +1 point per die for each spell level; *Range:* Caster; *Duration:* 2 rounds per spell level; *Mana:* 1 per spell level



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SUMMON OCTOGRON: *Effect:* One Octogron arrives to fight under your control. Controlling this Octogron requires you to spend a standard action to give it a simple command (attack a target, allow you to ride it and so forth); *Range:* 30 feet plus 10 feet per spell level; *Duration:* 3 rounds per spell level; *Mana:* 1 per spell level

LEVEL 2 FIRE MAGIC

FIREBALL: *Effect:* A fireball inflicts 1d6 damage per spell level to all targets within a 10 foot radius per spell level; *Range:* 40 feet plus 10 feet per spell level; *Save* (for half damage): Reflex (DC 10 plus the caster's Fire Magic skill); *Mana:* 2 per spell level

RING OF FIRE: *Effect:* Causes a Wall of Fire to surround you in a circle. Anyone passing through this circle suffers 2d6 points of damage per spell level; *Range:* 10 foot radius per spell level; *Mana:* 2 per spell level; *Save* (for half damage): Reflex (DC 10 plus the caster's Fire Magic skill)

FLAME SHIELD: *Effect:* Anyone close enough to touch you (such as anyone attacking you) suffers 1d6 points of damage per round; your armor class is increased by +3; *Range:* Caster; *Duration:* 1 minute (10 rounds) per spell level; *Mana:* 2 per spell level

LEVEL 3 FIRE MAGIC

FIRE SPRAY: *Effect:* Up to one target per spell level in front of you is hit by a fire bolt, inflicting 1d4 damage per spell level; *Range:* 50 feet plus 10 feet per spell level; *Save* (for half damage): Reflex (DC 10 plus the caster's Fire Magic skill); *Mana:* 3 per spell level

FIRE FIELD: *Effect:* Up to a 10 foot radius per spell level is set on fire. Anyone in that area suffers 2d6 points of damage per spell level each

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round it remains in the area of the spell. *Range*: 50 feet plus 10 feet per spell level; *Duration*: 5 rounds per spell level; *Save* (for half damage): Reflex (DC 10 plus the caster's Fire Magic skill); *Mana*: 3 per spell level

SUMMON HELL WARRIOR; *Effect*: One Hell Warrior arrives to fight under your control. Controlling this Hell Warrior requires you to spend a standard action to give it a simple command (attack a target, protect you and so forth); *Range*: 50 feet plus 10 feet per spell level; *Duration*: 1 minute per spell level; *Mana*: 3 per spell level

LEVEL 4 FIRE MAGIC

FIRE WAVE; *Effect*: Puts a wall 10 feet long per spell level at any point you choose within the spell's range. This wall then moves away from you at a speed of 10 feet per round. Anyone passing through this wall suffers 2d6 points of damage per spell level; *Range*: 60 feet plus 10 feet per spell level; *Duration*: 4 rounds per spell level; *Mana*: 4 per spell level; *Save* (for half damage): Reflex (DC 10 plus the caster's Fire Magic skill)

SUMMON DEVIL; *Effect*: One Devil arrives to fight under your control. Controlling this Devil requires you to spend a standard action to give it a simple command (attack a target, allow you to ride it and so forth); *Range*: 60 feet plus 10 feet per spell level; *Duration*: 10 minutes per spell level; *Mana*: 4 per spell level

LEVEL 5 FIRE MAGIC

METEOR; *Effect*: Calls down a giant fireball from above that inflicts 3d8 points of damage per spell level to all targets within a 30 foot radius per spell level; *Range*: 100 feet plus 10 feet per spell level; *Mana*: 5 per spell level; *Save* (for half damage): Reflex (DC 10 plus the caster's Fire Magic skill)



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SUMMON HELL MASTER: *Effect:* One Hell Master arrives to fight under your control. Controlling the Hell Master requires you to spend a standard action to give it a simple command (attack a target, protect you and so forth); *Range:* 100 feet plus 10 feet per spell level; *Duration:* 1 hour per spell level; *Mana:* 5 per spell level



EARTH MAGIC

LEVEL 1 EARTH MAGIC

SPIKES: *Damage:* 1d4 per spell level; *Range:* 30 feet plus 10 feet per spell level; *Mana:* 1 per spell level; *Save* (for half damage): Reflex (DC 10 plus the caster's Earth Magic skill)

CHAINS: *Effect:* Chains wrap around one opponent per spell level, possibly rendering him immobile. Though targets of this spell can attack, they cannot move. *Range:* 30 feet plus 10 feet per spell level; *Mana:* 1 per spell level; *Save* (to ignore the spell effect): Reflex (DC 10 plus the caster's Earth Magic skill)

IRON SKIN: *Effect:* +1 AC per spell level; *Range:* Caster; *Duration:* 3 rounds per spell level; *Mana:* 1 per spell level

RUST WEAPONS: *Effect:* -1 weapon damage per spell level; if the weapon's minimum damage is reduced to zero, it is destroyed; *Range:* 30 feet plus 10 feet per spell level; *Mana:* 1 per spell level; *Save* (to ignore the spell effect): Reflex (DC 10 plus the caster's Earth Magic skill)

LEVEL 2 EARTH MAGIC

MAGIC HAMMER: *Effect:* A hammer appears and inflicts 1d8 damage per spell level to the target; *Range:* 40 feet plus 10 feet per spell level; *Save* (for half damage): Reflex (DC 10 plus the caster's Earth Magic skill); *Mana:* 2 per spell level



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RUST ARMOR: *Effect:* -1 AC bonus from armor per spell level; if the armor's AC bonus is reduced to zero, it is destroyed; this spell has no effect on nonmetallic armors (such as leather armor); *Range:* 40 feet plus 10 feet per spell level; *Mana:* 2 per spell level; *Save* (to ignore the spell effect): Reflex (DC 10 plus the caster's Earth Magic skill)

STONE WALL: *Effect:* Puts a wall 30 feet long per spell level at any point you choose within the spell's range. Anyone occupying a space where you place the wall is pushed to the far side (opposite you); this wall cannot be moved or attacked through, it must be destroyed or gone around; destroying the wall requires inflicting 30 points of damage per spell level; *Range:* 50 feet plus 10 feet per spell level; *Duration:* 1 minute per spell level; *Mana:* 2 per spell level

LEVEL 3 EARTH MAGIC

ADAMANTIVUM SHIELD: *Effect:* You suffer half damage from all attacks; *Range:* Caster; *Duration:* 1 minute (10 rounds) per spell level; *Mana:* 3 per spell level

MAGIC IVY: *Effect:* Spiked vines erupt from the ground, holding one target per spell level immobile and inflicting 1d4 damage per spell level; though targets of this spell can attack, they cannot move. *Range:* 50 feet plus 10 feet per spell level; *Mana:* 3 per spell level; *Save* (to ignore the spell effect): Reflex (DC 10 plus the caster's Earth Magic skill)

SUMMON STONE GOLEM: *Effect:* One Stone Golem arrives to fight under your control. Controlling this Stone Golem requires you to spend a standard action to give it a simple command (attack a target, protect you and so forth); *Range:* 50 feet plus 10 feet per spell level; *Duration:* 5 rounds per spell level; *Mana:* 3 per spell level



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LEVEL 4 EARTH MAGIC

ERUPTION: *Effect:* Up to a 10 foot radius per spell level erupts violently, spewing lava. Anyone in that area suffers 2d8 points of damage per spell level each round it remains in the area of the spell. *Range:* 60 feet plus 10 feet per spell level; *Duration:* 5 rounds per spell level; *Save* (for half damage): Reflex (DC 10 plus the caster's Earth Magic skill); *Mana:* 4 per spell level

EARTH BLESSING: *Effect:* +3 AC per spell level; *Range:* Caster; *Duration:* 1 hour per spell level; *Mana:* 4 per spell level

SUMMON IRON GOLEM: *Effect:* One Iron Golem arrives to fight under your control. Controlling this Iron Golem requires you to spend a standard action to give it a simple command (attack a target, protect you and so forth); *Range:* 60 feet plus 10 feet per spell level; *Duration:* 1 minute per spell level; *Mana:* 4 per spell level

LEVEL 5 EARTH MAGIC

REFLECTING SHIELD: *Effect:* You suffer one-half damage from all attacks; the remaining damage is reflected back on the attacker; *Range:* Caster; *Duration:* 1 minute per spell level; *Mana:* 5 per spell level

SUMMON ADAMANTITE GOLEM: *Effect:* One Adamantite Golem arrives to fight under your control. Controlling this Adamantite Golem requires you to spend a standard action to give it a simple command (attack a target, protect you and so forth); *Range:* 100 feet plus 10 feet per spell level; *Duration:* 10 minutes per spell level; *Mana:* 5 per spell level

- MAGIC -



NECROMANCY

LEVEL 1 NECROMANCY

POISON BLADE: *Effect:* Your weapon becomes poisoned, adding an additional 1d6 points of poison damage per spell level to the weapon's damage; *Range:* One weapon; *Duration:* 3 rounds per level; *Mana:* 1 per spell level; *Save* (for half damage): Fortitude (DC 10 plus the caster's Necromancy skill)

CORPSE CONVERSION: *Effect:* You drain one corpse of the last vestiges of its life energy, turning it to dust and healing one living creature or undead 1d8 points of damage plus 1 point per spell level; *Range:* Touch; *Mana:* 1 per spell level

BONE ARMOR: *Effect:* +1 AC per spell level; *Range:* Caster; *Duration:* 3 rounds per spell level; *Mana:* 1 per spell level

SUMMON SKELETON: *Effect:* One Skeleton arrives to fight under your control. Controlling this Skeleton requires you to spend a standard action to give it a simple command (attack a target, protect you and so forth); *Range:* 30 feet plus 10 feet per spell level; *Duration:* 1 minute per spell level; *Mana:* 1 per spell level

LEVEL 2 NECROMANCY

DEATHHANDS: *Effect:* Skeletal erupt from the ground, holding one target per spell level immobile and inflicting 1d4 damage plus 1 point per spell level; though targets of this spell can attack, they cannot move. *Range:* 40 feet plus 10 feet per spell level; *Mana:* 2 per spell level; *Save* (to ignore the spell effect): Reflex (DC 10 plus the caster's Necromancy skill)



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POISONED DART: *Effect:* A poison missile appears and inflicts 1d8 damage per spell level to the target; *Range:* 40 feet plus 10 feet per spell level; *Save* (for half damage): Fortitude (DC 10 plus the caster's Necromancy skill); *Mana:* 2 per spell level

POISON SHIELD: *Effect:* Anyone close enough to touch you (such as anyone attacking you) suffers 1d6 points of damage per round; your armor class is increased by +3; *Range:* Caster; *Duration:* 1 minute (10 rounds) per spell level; *Mana:* 2 per spell level

SUMMON SKELETON ARCHER: *Effect:* One Skeleton Archer arrives to fight under your control. Controlling this Skeleton Archer requires you to spend a standard action to give it a simple command (attack a target, protect you and so forth); *Range:* 40 feet plus 10 feet per spell level; *Duration:* 10 minutes per spell level; *Mana:* 2 per spell level

LEVEL 3 NECROMANCY

POISON CLOUD: *Effect:* Up to a 10 foot radius per spell level is filled with poison gas. Anyone in that area suffers 2d6 points of damage per spell level each round it remains in the area of the spell. *Range:* 50 feet plus 10 feet per spell level; *Duration:* 5 rounds per spell level; *Save* (for half damage): Fortitude (DC 10 plus the caster's Necromancy skill); *Mana:* 3 per spell level

DISEASE: *Effect:* Reduces the target's Strength and Vitality by 1d4 points plus 1 per spell level; *Range:* 50 feet plus 10 feet per spell level; *Duration:* 1 minute per spell level; *Save* (for no effect): Fortitude (DC 10 plus the caster's Necromancy skill); *Mana:* 3 per spell level

LEECH AURA: *Effect:* You inflict 1d6 points of damage plus 1 per spell level on all creatures within a 20 foot radius around you; you are healed an amount of hit points equal to the total damage inflicted; *Range:*



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Caster; *Save* (for half damage):
Fortitude (DC 10 plus the caster's
Necromancy skill); *Mana*: 3 per
spell level

LEVEL 4 NECROMANCY

SUMMON GHOUL: *Effect*: One Ghoul
arrives to fight under your control.
Controlling this Ghoul requires
you to spend a standard action to
give it a simple command (attack
a target, protect you and so forth);
Range: 60 feet plus 10 feet per spell
level; *Duration*: 1 hour per spell
level; *Mana*: 4 per spell level

AURA OF DEATH: *Effect*: Reduces
the Strength and Vitality by 2d6
points plus 1 per spell level of
all creatures in a 20 foot radius
around you; *Range*: Caster; *Save* (for
half effect): Fortitude (DC 10 plus
the caster's Necromancy skill);
Mana: 4 per spell level

LEVEL 5 NECROMANCY

NECRO POWER: *Effect*: You inflict 1d6 points of damage per spell level on
the target; you are healed by an equal amount; *Range*: 100 feet plus 10
feet per level; *Save* (for half effect): Fortitude (DC 10 plus the caster's
Necromancy skill); *Mana*: 5 per spell level



- EQUIPMENT -

EQUIPMENT

Listed below is some standard equipment to outfit your character for his adventures.

STARTING MONEY: All characters begin play with 200 gp.

WEAPONS

All weapons are listed in their weapon groups, along with the typical attributes of that weapon. The cost and damage of individual weapons within their type is listed as well.

SWORDS: Swords are excellent slashing and stabbing weapons especially suited to mounted combat. When attacking with a sword while riding a horse, you gain a +1 bonus to attack rolls. Swords are almost useless against undead. When fighting undead, swords inflict minimum damage.



- EQUIPMENT -

Short Sword (10 gp; 1d6 damage)

Longsword (15 gp; 1d8 damage)

Saber (20 gp; 1d8 damage): This weapon is even better suited to mounted combat than a typical sword and gains a +1 damage bonus when used while mounted.

Two-Handed Swords (30 gp; 1d10 damage): This is a two-handed weapon and precludes the use of a shield.

AXES: Axes are excellent all-around weapons. Axes are required to use the Pull Shield feat.

Hand Axe (10 gp; 1d6 damage)

Battle Axe (15 gp; 1d8 damage)

Broad Axe (30 gp; 1d10 damage): This is a two-handed weapon and precludes the use of a shield.

BLUDGEONING WEAPONS: These brute force blunt weapons are inexpensive and deadly. Bludgeoning weapons are required to use the Stun feat.

Club (5 gp; 1d6 damage)

Mace (10 gp; 1d8 damage)

Warhammer (20 gp; 1d10 damage): This is a two-handed weapon and precludes the use of a shield.

MAGIC STAVES: These are the weapons of choice of the mage. Each school of magic has its own staves. If used as a weapon, a staff is treated as a club that only inflicts 1d4 damage. The damage bonus listed applies to damaging spells of the type the staff is geared toward.

Apprentice Staff (20 gp; +1 spell damage)

Journeyman Staff (40 gp; +2 spell damage)

Staff (60 gp; +3 spell damage)

Master Staff (80 gp; +4 spell damage)



- EQUIPMENT -

HALBERD: These devastating weapons are required to use the Unseat feat.

Halberd (30 gp; 2d6 damage): This is a two-handed weapon that precludes the use of a shield.

LANCE: These weapons are devastating on horseback and also allow the use of the Unseat feat.

Lance (20 gp; 1d8 damage): A lance gains a +2 damage bonus when used on horseback.

DAGGERS: While these weapons do not inflict as much damage as other weapons, they allow the use of the Death Strike feat (along with the Sneaking skill) and also the Break Weapon feat (with the special Weapon Breaker dagger).



- EQUIPMENT -

DAGGER (10 GP; 1d4 DAMAGE)

WEAPON BREAKER (40 GP; 1d4 DAMAGE): This dagger allows the use of the Weapon Breaker feat when used in the left hand.

BOWS: These ranged weapons inflict damage at a long range.

SHORT BOW (40 GP; 1d6 DAMAGE; RANGE 100 FT.)

LONG BOW (80 GP; 1d8 DAMAGE; RANGE 150 FT.)

MAGIC WEAPONS

There are many kinds of enchanted weapons a character can discover during his journeys.

PLUS WEAPONS: Some weapons are simply better than average weapons and have a magical bonus of +1 to +5. These bonuses apply to attack rolls made with the weapon as well as damage.

ABILITY/SKILL MODIFIERS: Not all weapons with a magical bonus grant their bonus to attack and damage rolls. Some weapons grant a bonus to an ability score, a saving throw or even a skill.

ELEMENTAL WEAPONS: Other weapons are infused with one of the four magical elements and inflict one or more additional d6 damage on a successful hit. Sometimes these weapons will inflict even greater damage since some creatures are vulnerable to certain elements.

COMBINING WEAPONS: If a character possesses two identical magical weapons, he can combine them, resulting in one stronger weapon. For example a character with two Daggers +1 can combine them, turning them into one Dagger +2. The maximum bonus that a weapon can gain is +5.



- EQUIPMENT -

SOME SAMPLE MAGIC WEAPONS

Well-made Short Bow +1: This bow was made by a master craftsman and gains a +1 bonus to attack and damage rolls.

Long Sword +2 of Flame: This sword has a +2 bonus to hit and damage and also inflicts +1d6 fire damage on a successful hit.

Assassins' Blade: Made for a legendary assassin whose name has been lost, this dagger has a +2 bonus to hit and damage, inflicts an additional +2d6 poison damage on a successful hit and raises the wielder's Dexterity by +3 when worn or held.

ARMOR

Armor provides protection to a character, making him harder to hit (and thus resulting in him taking less damage during combat). A character can benefit from one suit of armor and one shield at a time.

Leather Armor (10 gp; +2 armor class bonus)

Chain Mail (50 gp; +5 armor class bonus)

Plate Mail (150 gp; +8 armor class bonus)

Small Shield (10 gp; +1 armor class bonus)

Medium Shield (20 gp; +2 armor class bonus)

Large Shield (30 gp; +3 armor class bonus)

MAGIC ARMOR

Just like magical weapons, a character can find armor with magical bonuses, increasing the armor class bonus by an amount equal to the magical bonus. Armor can also grant skill and ability bonuses, as well as bonuses to saving throws or even outright immunity to certain elements.

- EQUIPMENT -

SOME SAMPLE MAGIC ARMORS

Assassins' Leathers: This suit of +1 Leather Armor seems to drink the light and sound made by the character and grants a +6 bonus to Sneaking skill checks.

Blacksmith's Mail: This well made suit of chain mail grants an additional +2 armor bonus. It also grants the wearer a +2 bonus to Strength, and a +2 bonus to all saving throws against fire attacks.

POTIONS

Potions can help a character recover hit points or mana much faster than he could by resting.

MINOR HEALTH POTION (50 GP; 1d6 hit points plus the Vitality modifier of the character drinking the potion healed)

HEALTH POTION (100 GP; 2d6 hit points plus the Vitality modifier of the character drinking the potion healed)

MAJOR HEALTH POTION (150 GP; 3d6 hit points plus the Vitality modifier of the character drinking the potion healed)

MINOR MANA POTION (50 GP; 1d6 mana points plus the Willpower modifier of the character drinking the potion recovered)

MANA POTION (100 GP; 2d6 mana points plus the Willpower modifier of the character drinking the potion recovered)

MAJOR MANA POTION (150 GP; 3d6 hit points plus the Willpower modifier of the character drinking the potion recovered)



- GUILDS -

GUILD REPUTATION

A character gains reputation by performing quests for one of Antaloor's many guilds. As a character's reputation with a guild rises, he can claim more benefits from that guild as detailed below. A character's reputation will vary from guild to guild, depending on how dedicated the character is to advancing the interests of that particular organization.

GAINING REPUTATION: Performing a minor quest for a guild will raise a character's reputation by $\frac{1}{2}$ point. Performing a major quest for a guild will raise a character's reputation a full point. While $\frac{1}{2}$ points of reputation doesn't help your character, they add up.

EFFECTS OF REPUTATION

BUYING AND SELLING: For every point of reputation a character has with a guild, he gains a bonus when trading with them equal to 5% times the character's reputation. For example, a character with a +3 reputation with the Warrior's Guild could sell items for 15% more than normal and buy them for 15% less than normal (5% times 3).

CONTACTS: For every two points of reputation a character has with a guild, he can claim a contact with that guild. Contacts can grant a character access to a skilled guild member.

The characters contact has a skill level equal to three times the character's reputation with the guild. For example a character with a reputation of +4 could gain access to two contacts with 12 skill ranks in one skill each. The skills available for a contact are determined by the guild and are listed below.

A contact will accompany a character for a short time but will not engage in combat for the character. For example a character with a contact in the Warrior's Guild might get a contact to come along as

- GUILDS -

a show of force to get into a private club (using the Intimidate skill) but if it comes to blows, the character's contact will quietly depart.

All benefits for reputation are cumulative. For example a character with a +6 reputation with the Warrior's Guild would sell at +30% buy at -30% and have three skill contacts.

KNOWN GUILDS: Listed below are the most commonly known guilds. The game master can make other guilds, possibly secret ones the players will have to discover as they adventure.

WARRIOR'S GUILD

CONTACT SKILL: Athletics, Intimidate, Riding

THIEVES' GUILD

CONTACT SKILL: Persuasion, Lockpicking, Sneaking

MERCHANTS' GUILD

CONTACT SKILL: Perception, Persuasion, Riding

MAGES GUILD

CONTACT SKILL: All magic skills except Necromancy

NECROMANCERS

CONTACT SKILL: Intimidate, Necromancy



- PLAYING THE GAME -

PLAYING THE GAME

This section describes how your character moves and how he fights. These are done with actions, which take place in rounds, a handy way for you to keep track of time when playing the game on the tabletop.



- PLAYING THE GAME -

ROUNDS VS. TIME

In most circumstances you will track time in the game just as we do in the real world, with minutes, hours and days. Time in the game tends to pass much faster when things are at a slow pace. For example a character might travel to an inn to rest and recover. In this case several hours in the game could pass in a few seconds of real time (assuming the character's stay at the inn is uneventful).

When events kick into high gear (usually combat), time is tracked in a much more exact way, called rounds. A round is 6 seconds, meaning there are ten rounds in a minute. During a round a character can take one standard action and one move action, two move actions, or one full action. What can be done in each of these actions is described below.

TYPES OF ACTIONS

STANDARD: Just as the name implies, a standard action is one in which a character attacks, casts a spell, moves a distance equal to his movement or uses a skill.

MOVE: A move action is a more limited type of action. During a move action a character can move a distance equal to his movement or use certain skills.

FULL: A full action takes the character's entire round, limiting his options. However there are things a character can do during a full action he can't do any other way, including perform multiple attacks.



- PLAYING THE GAME -

COMBAT

Life in a fantasy game is tough. It seems like there's always something around the next corner, or in the next room of the dungeon trying to kill you. Combat is where these life or death struggles happen. Combat is always tracked in rounds (described above) since the passage of time and determining who does what (and when) is always vitally important in such situations.

COMBAT SEQUENCE:

1. All characters roll initiative (player characters and game master characters).
2. Each character takes an action, as described above.

DOUBLE WEAPON ATTACKS: Unless a character has taken one of the Multiattack feats, he cannot normally attack more than once per round. An exception to this rule is when a character wields a weapon in each hand. This allows the character to attack one additional time each round with no penalty to hit. However the character's damage is reduced by -4 points with each weapon. If a character hits he will always inflict at least one point of damage.

INITIATIVE: At the start of combat, each character (both those controlled by players and those controlled by the game master including monsters) rolls initiative on a d20 plus the character's Dexterity modifier. Characters go in order, from higher to lower.

$$\text{INITIATIVE} = \text{d20} + \text{DEXTERITY MODIFIER}$$



- PLAYING THE GAME -

ATTACK ROLLS: When a character attacks an opponent, he rolls a d20 plus his base attack bonus plus any modifiers (Strength bonuses for melee combat, Dexterity bonuses for ranged combat) to attempt to hit. The target for this roll is equal to the Armor Class of the opponent.

For example, Scott is playing a 5th level Warrior, with a total attack bonus of +8, through a combination of his Base Attack Bonus (+5), his Strength modifier (+2) and the bonus of the magical weapon he carries (+1). He encounters a Ghoul, a creature with an Armor Class of 17. This means Scott needs to roll a 9 or higher on 1d20 to hit the creature.

$$\text{ATTACK ROLL} = \text{d20} + \text{BASE ATTACK BONUS} + \text{MODIFIERS}$$

DAMAGE, DEATH AND HEALING: When a character is hit, he suffers damage according to the weapon or spell that attacked him. These are deducted from the character's hit points. A character can heal by resting, taking potions, or the help of a friendly spellcaster to cast a healing spell. If a character is resting, he regains a number of hit points every 10 minutes equal to his Vitality modifier (minimum 1).

If a character is reduced to 0 hit points, he is dead. If the character's body is transported to a friendly temple, he will be brought back from the dead.

EXPERIENCE

One of the best things about a role-playing game is watching your character grow and develop. Experience points are how that happens. To gain a level, your character needs to earn a certain amount of experience. You gain XP for killing monsters, performing quests, solving puzzles and so forth.



- PLAYING THE GAME -

LEVEL	XP
1 st	0
2 nd	1,000
3 rd	3,000
4 th	6,000
5 th	10,000
6 th	15,000
7 th	21,000
8 th	28,000
9 th	36,000
10 th	45,000
11 th	55,000
12 th	66,000
13 th	78,000
14 th	91,000
15 th	105,000
16 th	120,000
17 th	136,000
18 th	153,000
19 th	171,000
20 th	190,000

Defeating a monster is worth 100 XP times the monster's Challenge Rating. This is listed in the monster tables below. Challenge Rating (CR) is a general measure of how powerful a monster is. If you fight another character, its Challenge Rating is equal to its level. If the creature's Challenge Rating is higher than your level, this award is doubled (200 XP times CR). If the creature's Challenge Rating is lower than your level, this award is cut in half (50 XP times CR).

You can also earn experience for other things. Successfully performing a minor quest is worth 100 XP, a moderate quest 250 XP and a major quest 500 XP. Solving an easy puzzle is worth 50 XP, a moderate puzzle 125 XP and a fiendish puzzle 250 XP.

If more than one character kills a monster or solve a puzzle, the XP award is divided among them.



- MONSTERS -

These are some of the more common monsters characters will encounter.

DEVIL

MEDIUM OUTSIDER

HIT DICE: 12d8+36 (90 hit points)

INITIATIVE: +0

SPEED: 20 ft.

ARMOR CLASS: 16 (+6 natural)

BASE ATTACK: +12

ATTACK: Claw +14 melee (1d8+2 plus 1d6 hellfire)

FULL ATTACK: Claw +14 melee (1d8+2 plus 1d6 hellfire)

SPECIAL ATTACKS: None

SPECIAL QUALITIES:

Darkvision 60 ft.

SAVES: FORT: +11, REF: +8, WILL: +8

ABILITIES: STR 14, DEX 10, VIT 16, INT 8, WILL 10, CHA 12

SKILLS: Athletics +17, Persuasion +16

ENVIRONMENT: Any

ORGANIZATION: Solitary

CHALLENGE RATING: 7



MONSTER TRAITS

DESCRIPTION: These devils are a good combination of guile and power.

COMBAT: The devil uses its sharp claws to kill its prey.



- MONSTERS -

GHOUL

MEDIUM UNDEAD

HIT DICE: 7d12+3 (48 hit points)

INITIATIVE: +3

SPEED: 30 ft.

ARMOR CLASS: 17 (+3 Dexterity, +4 Natural)

BASE ATTACK: +3

ATTACK: Bite +6 melee (1d8+3 + paralysis)

FULL ATTACK: Bite +6 melee (1d8+3 plus paralysis) and 2 claws +4 melee (1d4+1 plus paralysis)

SPECIAL ATTACKS: Ghoul Fever, Paralysis, Stench

SPECIAL QUALITIES: Darkvision 60 ft.

SAVES: FORT: +2 REF: +5 WILL: +7

ABILITIES: STR 17, DEX 17, VIT ---, INT 13, WILL 14, CHA 16

SKILLS: Athletics +13, Perception +12, Sneaking +13

ENVIRONMENT: Any

ORGANIZATION: Solitary or pack (2-4)

CHALLENGE RATING: 5



MONSTER TRAITS

DESCRIPTION: These foul, plague-bearing cannibals are often found in the service of powerful necromancers.



- MONSTERS -

COMBAT: In combat, a ghoul can attack multiple times each round with little penalty. Its claws and bite have a chance to paralyze its target, while its bite spreads a loathsome plague.

GHOUL FEVER: This disease prevents the target's wounds from healing naturally. Every day the infection remains, the target loses 2d6 additional hit points (this damage, like all the infected character's damage, does not heal without magical assistance). Any creature bitten by a ghoul must make a Fortitude saving throw (DC 17) or become infected.

PARALYSIS: Those struck by a ghoul's claws or bite must make a Fortitude save (DC 17) or be paralyzed (unable to move or attack) for 1d4+1 rounds.

STENCH: The ghoul reeks of death. Any living creature within 10 feet must make a Fortitude saving throw (DC 15) or be sickened for 1d6+4 minutes. A sickened creature takes a -2 on all checks (attack rolls, saving throws, skill checks, etc). A creature that saves is immune to the ghoul's stench for 24 hours.

UNDEAD: Ghouls are not living creatures. As such they cannot be healed naturally and are unaffected by paralysis, poison, and disease. Undead are also immune to any effect resisted with a Fortitude saving throw. The only magical method to heal an undead is the necromancer's Corpse Conversion spell.



- MONSTERS -

GOLEM, ADAMANTITE

LARGE CONSTRUCT

HIT DICE: 25d10+30 (167 hit points)

INITIATIVE: -1

SPEED: 20 ft.

ARMOR CLASS: 38 (-1 size, -1 Dex, +30 natural)

BASE ATTACK: +18

ATTACK: Slam +28 melee (3d10+11)

FULL ATTACK: 2 slams +28 melee (3d10+11)

SPECIAL ATTACKS: None

SPECIAL QUALITIES: Construct, Darkvision 60 ft.

SAVES: FORT: +6 REF: +5 WILL: +6

ABILITIES: STR 33, DEX 9, VIT ---, INT ---, WILL 11, CHA 1

SKILLS: None

ENVIRONMENT: Any

ORGANIZATION: Solitary or group (2-4)

CHALLENGE RATING: 13

MONSTER TRAITS

DESCRIPTION: An adamantite statue brought to life.

COMBAT: The adamantite golem attacks simply, using its enormous strength to its best advantage.

CONSTRUCT: Golems are not living creatures. As such they cannot be healed naturally and are unaffected by paralysis, poison, and disease. Constructs are also immune to any effect resisted with a Fortitude saving throw. The only magical method to heal a golem is the earth mage's Iron Skin spell.



- MONSTERS -

GOLEM, IRON

LARGE CONSTRUCT

HIT DICE: 18d10+30 (129 hit points)

INITIATIVE: -1

SPEED: 20 ft.

ARMOR CLASS: 30 (-1 size, -1 Dex, +22 natural)

BASE ATTACK: +12

ATTACK: Slam +23 melee (2d10+11)

FULL ATTACK: 2 slams +23 melee (2d10+11)

SPECIAL ATTACKS: None

SPECIAL QUALITIES: Construct, Darkvision 60 ft.

SAVES: FORT: +6 REF: +5 WILL: +6

ABILITIES: STR 33, DEX 9, VIT ---, INT ---, WILL 11, CHA 1

SKILLS: None

ENVIRONMENT: Any

ORGANIZATION: Solitary or group (2-4)

CHALLENGE RATING: 11

MONSTER TRAITS

DESCRIPTION: An iron stature brought to life.

COMBAT: The iron golem attacks simply, using its enormous strength to its best advantage.

CONSTRUCT: Golems are not living creatures. As such they cannot be healed naturally and are unaffected by paralysis, poison, and disease. Constructs are also immune to any effect resisted with a Fortitude saving throw. The only magical method to heal a golem is the earth mage's Iron Skin spell.



- MONSTERS -

GOLEM, STONE

LARGE CONSTRUCT

HIT DICE: 14d10+30 (107 hit points)

INITIATIVE: -1

SPEED: 20 ft.

ARMOR CLASS: 26 (-1 Size, -1 Dex, +18 natural)

BASE ATTACK: +10

ATTACK: Slam +18 melee (2d10+9)

FULL ATTACK: 2 Slams +18 melee (2d10+9)

SPECIAL ATTACKS: None

SPECIAL QUALITIES: Construct, Darkvision 60 ft.

SAVES: Fort +4, Ref +3, Will +4

ABILITIES: STR 29, DEX 9, VIT ---, INT ---, WILL 11, CHA 1

SKILLS: None

ENVIRONMENT: Any

ORGANIZATION: Solitary or group (2-4)

CHALLENGE RATING: 10

MONSTER TRAITS

DESCRIPTION: These enormous creatures are stone given life.

COMBAT: The stone golem attacks with brute strength.

CONSTRUCT: Golems are not living creatures. As such they cannot be healed naturally and are unaffected by paralysis, poison, and disease. Constructs are also immune to any effect resisted with a Fortitude saving throw. The only magical method to heal a golem is the earth mage's Iron Skin spell.

- MONSTERS -

HELL WARRIOR

MEDIUM OUTSIDER

HIT DICE: 6d8+12 (39 hit points)

INITIATIVE: +1

SPEED: 30 ft.

ARMOR CLASS: 19 (+1 Dex, +5

Chain Mail, +3 Large Shield)

BASE ATTACK: +6

ATTACK: Sword +8 melee (1d8+2)

FULL ATTACK: Sword +8 melee
(1d8+2)

SPECIAL ATTACKS: None

SPECIAL QUALITIES: Darkvision
60 ft.

SAVES: FORT: +7, REF: +6, WILL: +6

ABILITIES: STR 14, DEX 13, VIT 15,
INT 10, WILL 12, CHA 10

SKILLS: Athletics +11, Fire Magic
+10, Intimidate +9

ENVIRONMENT: Any

ORGANIZATION: Solitary or Squad
(3-6)

CHALLENGE RATING: 4



MONSTER TRAITS

DESCRIPTION: It is rumored these warriors are actually footsoldiers in Hell's armies.

COMBAT: Hell Warriors fight with sword and shield.



- MONSTERS -

HELL MASTER

MEDIUM OUTSIDER

HIT DICE: 18d8+54 (135
hit points)

INITIATIVE: +2

SPEED: 30 ft.

ARMOR CLASS: 23 (+2
Dex, +8 Plate Mail,
+3 Large Shield)

BASE ATTACK: +18

ATTACK: Sword +20
melee (1d8+8 plus
2d6 Hellfire)

FULL ATTACK: 2 Sword

attacks +20 melee (1d8+8 plus 2d6 Hellfire)

SPECIAL ATTACKS: None

SPECIAL QUALITIES: Darkvision 60 ft.

SAVES: FORT: +14, REF: +13, WILL: +13

ABILITIES: STR 16, DEX 15, VIT 17, INT 10, WILL 14, CHA 13

SKILLS: Athletics +24, Fire Magic +23, Intimidate +22

ENVIRONMENT: Any

ORGANIZATION: Solitary or Squad (3-6)

CHALLENGE RATING: 9



MONSTER TRAITS

DESCRIPTION: It is said these are generals in Hell's armies.

COMBAT: Hell Masters fight with sword and shield.



- MONSTERS -

OCTOGRON

MEDIUM Outsider

HIT DICE: 2d8+2 (11 hit points)

INITIATIVE: +0

SPEED: 40 ft.

ARMOR CLASS: 13 (+3 natural)

BASE ATTACK: +2

ATTACK: Bite +3 melee (1d8+1)

FULL ATTACK: Bite +3 melee (1d8+1)

SPECIAL ATTACKS: None

SPECIAL QUALITIES: Darkvision 60 ft.

SAVES: FORT: +4, REF: +3, WILL: +2

ABILITIES: STR 13, DEX 11, VIT 12, INT 10, WILL 9, CHA 8

SKILLS: Perception +5

ENVIRONMENT: Any

ORGANIZATION: Solitary or pack (2-4)

CHALLENGE RATING: ½

MONSTER TRAITS

DESCRIPTION: These creatures are often used as cannon fodder by fire mages and demons.

COMBAT: Octogron attack by biting their target.



- MONSTERS -

REAPERS

MEDIUM ABERRATION

HIT DICE: 4d8+12 (34 hit points)

INITIATIVE: +1

SPEED: 30 ft.

ARMOR CLASS: 13 (+0 Size, +1 Dex, +2 natural)

BASE ATTACK: +3

ATTACK: Claws +5 melee (1d8+2)

FULL ATTACK: Claws +5 melee (1d8+2)

SPECIAL ATTACKS: None

SPECIAL QUALITIES: Darkvision 60 ft.

SAVES: FORT: +4 REF: +2 WILL: +4

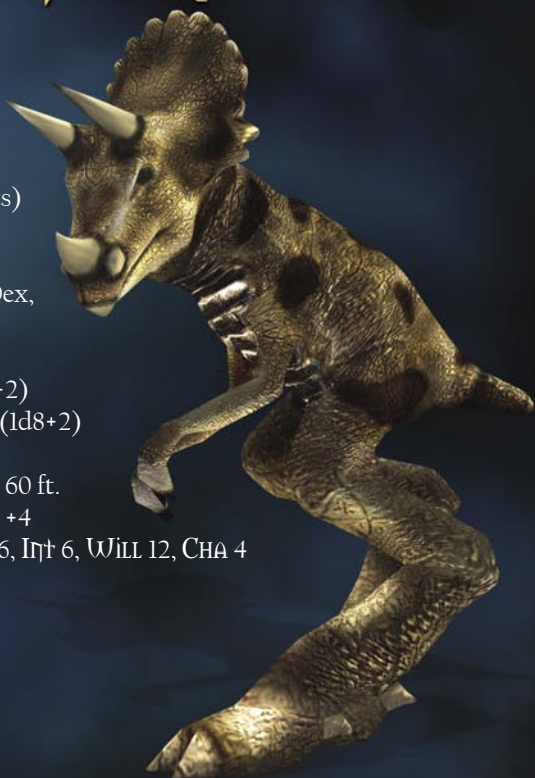
ABILITIES: STR 14, DEX 12, VIT 16, INT 6, WILL 12, CHA 4

SKILLS: Perception +8

ENVIRONMENT: Any

ORGANIZATION: Packs (2-16)

CHALLENGE RATING: 2



MONSTER TRAITS

DESCRIPTION: Reapers come in a huge variety but are usually not dangerous unless encountered in large numbers.

COMBAT: A reaper attacks by slashing with its sharp claws. If the game master wishes, a reaper can have one or more of the following abilities. The game master can draw further abilities from the game or even make them up himself.

HAMMERTAIL: melee damage is increased to 2d8

PLATE: natural armor is increased to +5

RUNNER: Speed increased to 60 ft.



- MONSTERS -

SCORPION, GIANT

GARGANTUAN VERMIN

HIT DICE: 20d8+60 (150 hit points)

INITIATIVE: +0

SPEED: 50 ft.

ARMOR CLASS: 24 (-4 Size, +18 natural)

BASE ATTACK: +15

ATTACK: Claw +21 melee (2d6+10)

FULL ATTACK: 2 claws +21 melee (2d6+10) and sting +16 melee (2d6+5 plus 4d6 poison)

SPECIAL ATTACKS: Constrict, poison

SPECIAL QUALITIES: Vermin, Darkvision 60 ft.

SAVES: FORT: +15, REF: +6, WILL: +6

ABILITIES: STR 31, DEX 10, VIT 16, INT ---, WILL 10, CHA 2

SKILLS: Athletics +33, Perception +23

ENVIRONMENT: Desert

ORGANIZATION: Solitary

CHALLENGE RATING: 10

MONSTER TRAITS

DESCRIPTION: An enormous desert monstrosity.

COMBAT: A giant scorpion attacks primarily with its claws, attempting to grab and hold its target so it can deliver a lethal sting.

CONSTRUCT: A scorpion that hits with a claw attack has grabbed its target. Escaping from a scorpion's claw requires a contest of strength (the target must roll a d20+ Strength modifier and exceed a DC of 20 to escape). Alternately the target may use the Acrobatics skill to escape (though the DC is the same).



- MONSTERS -

POISON: A scorpion's sting inflicts 4d6 poison damage in addition to the damage of the stinger itself. A Fortitude save (DC 18) reduces this damage by half.

VERMIN: Vermin are mindless and immune to all spells and skills that affect the mind (such as Persuasion, Intimidate and so forth).

SKELETON

MEDIUM UNDEAD

HIT DICE: 2d12 (13 hit points)

INITIATIVE: +1

SPEED: 30 ft.

ARMOR CLASS: 15 (+1 Dex, +2 natural, +2 medium shield)

BASE ATTACK: +1

ATTACK: Hand Axe +3 melee (1d6+2)

FULL ATTACK: Hand Axe +3 melee (1d6+2)

SPECIAL ATTACKS: None

SPECIAL QUALITIES: Undead, Darkvision 60 ft.

SAVES: FORT: +0, REF: +1, WILL: +3

ABILITIES: STR 14, DEX 13, VIT ---, INT ---, WILL 10, CHA 1

SKILLS: None

ENVIRONMENT: Any

ORGANIZATION: Solitary or pack (2-4)

CHALLENGE RATING: ½

MONSTER TRAITS

DESCRIPTION: These unfortunate soldiers are forever fighting their last battle.

COMBAT: A skeleton attacks with weapons just like a character.

- MONSTERS -

UNDEAD: Skeletons are not living creatures. As such they cannot be healed naturally and are unaffected by paralysis, poison, and disease. Undead are also immune to any effect resisted with a Fortitude saving throw. The only magical method to heal an undead is the necromancer's Corpse Conversion spell.

SKELETON, ARCHER

MEDIUM UNDEAD

HIT DICE: 3d12 (19 hit points)

INITIATIVE: +2

SPEED: 30 ft.

ARMOR CLASS: 14 (+2 Dex, +2 natural)

BASE ATTACK: +1

ATTACK: Bow +3 ranged (1d8+2)

FULL ATTACK: Bow +3 ranged (1d8+2)

SPECIAL ATTACKS: None

SPECIAL QUALITIES: Undead, Darkvision 60 ft.

SAVES: FORT: +1, REF: +3, WILL: +3

ABILITIES: STR 14, DEX 14, VIT ---, INT ---, WILL 10, CHA 1

SKILLS: None

ENVIRONMENT: Any

ORGANIZATION: Solitary or pack (2-4)

CHALLENGE RATING: ½



- MONSTERS -

SPIDER, GIANT

HUGE VERMIN

HIT DICE: 8d8+16 (52 hit points)

INITIATIVE: +3

SPEED: 30 ft. Climb 20 ft.

ARMOR CLASS: 16 (-2 Size, +3 Dex, +5 natural)

BASE ATTACK: +6

ATTACK: Bite +9 melee (2d6+6 plus 2d6 poison)

FULL ATTACK: Bite +9 melee (2d6+6 plus 2d6 poison)

SPECIAL ATTACKS: Poison, web

SPECIAL QUALITIES: Vermin, Darkvision 60 ft.

SAVES: FORT: +8, REF: +5, WILL: +2

ABILITIES: STR 19, DEX 17, VIT 14, INT ---, WILL 10, CHA 2

SKILLS: Athletics +15, Perception +11, Set Traps +11

ENVIRONMENT: Temperate Forests

ORGANIZATION: Solitary or colony (2-5)

CHALLENGE RATING: 5



- MONSTERS -

MONSTER TRAITS

DESCRIPTION: These enormous spiders are web-dwellers and hunters, just like their smaller cousins.

COMBAT: A spider attempts to snare prey in its web, then finish it off with a poisonous bite.

POISON: A spider's bite inflicts 2d6 poison damage in addition to the damage from the bite itself. A Fortitude save (DC 17) will reduce this damage by half.

WEB: A spider can throw a web up to eight times per day and frequently uses its webs to set traps (with the Set Traps skill). If a spider throws a web it must hit the target with an attack at +9. If the web is a trap the target must stumble into its area without detecting it. Either way, once a target has come into contact with a web, it cannot move or attack until it escapes, with a Strength check or an Acrobatics check. In either case the DC is 20.

VERMIN: Vermin are mindless and immune to all spells and skills that affect the mind (such as Persuasion, Intimidate and so forth).



- MONSTERS -

WYVERN

LARGE DRAGON

HIT DICE: 7d12+14 (59 hit points)

INITIATIVE: +1

SPEED: 20 ft., fly 60 ft.

ARMOR CLASS: 18 (-1 Size, +1 Dex, +8 natural)

BASE ATTACK: +7

ATTACK: Sting +10 melee
(1d6+4 plus 2d6 poison) or
bite +10 melee (2d8+4)

FULL ATTACK: Sting +10 melee
(1d6+4 plus 2d6 poison) and
bite +10 melee (2d8+4)

SPECIAL ATTACKS: Poison

SPECIAL QUALITIES: Darkvision 60 ft., low-light vision, scent

SAVES: FOR: +7 REF: +6 WILL: +6

ABILITIES: STR 19, DEX 12, VIT 15, INT 2, WILL 12, CHA 9

SKILLS: Intimidate +9, Perception +11

ENVIRONMENT: Any

ORGANIZATION: Solitary, pair or flight (3-6)

CHALLENGE RATING: 6



MONSTER TRAITS

DESCRIPTION: The Wyvern is a large dragon that is appearing in larger numbers of late.

COMBAT: A Wyvern attacks with a poison stinger or a vicious bite.

A Wyvern's stinger inflicts 2d6 poison damage in addition to the stinger damage. A Fortitude save (DC 17) will reduce the poison damage by one-half.



- TWO WORLDS -

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