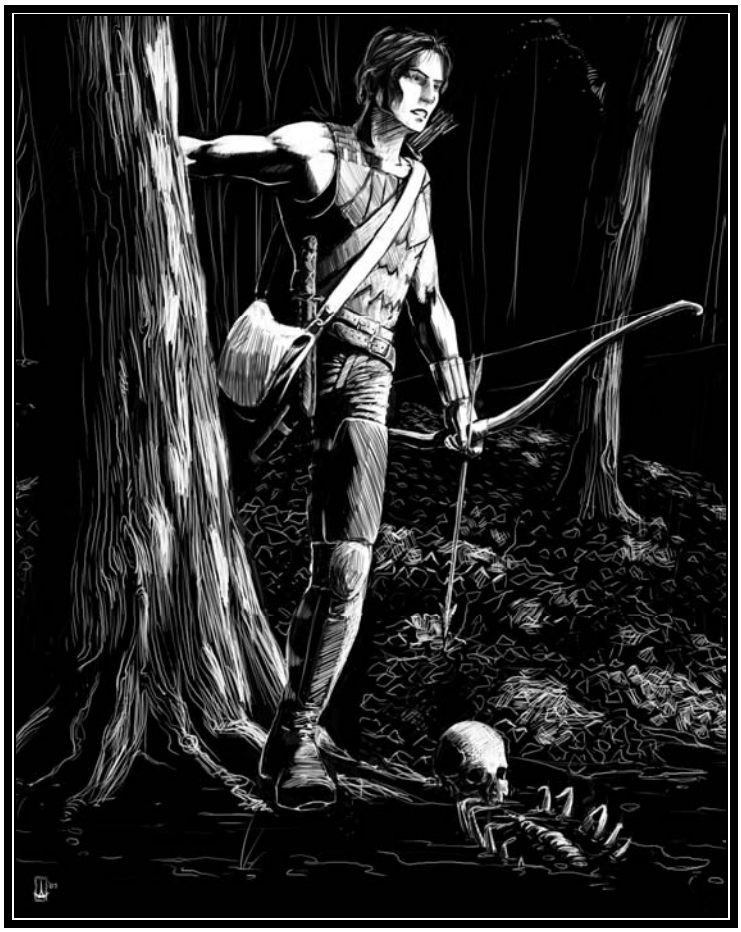
Wayfarers™



A roleplaying game by

M.E. Katakowski

&

G. Vrill

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Foreword

Roleplaying games are an unparalleled form of entertainment. As the content and direction of a roleplaying session are wholly dependent upon the players, the game is limited only by the creativity and intellect of its participants. In addition, few games can match the social aspect that makes RPGs so compelling. Anyone who has been part of a successful roleplaying campaign knows the uniquely good times that can be had about the gaming table.

As I write this, roleplaying games have been commercially available for more than three decades. For better or for worse, RPGs have greatly expanded their horizons since their conception. Games have spanned the dimensions of realism and fantasy, between story-telling and simulation, and have provided the mechanics to explore almost every genre imaginable. As a result, some might argue the market for RPGs has been flooded, and the possibilities of roleplaying games are nearly exhausted.

But that would be missing the point.

For a creative gamer, a good roleplaying game is more a tool than it is an entity unto itself. Akin to a language, a good game enables its players to translate their thoughts, yet contains enough syntax and structure to make their ideas logical and relatable. Equally important, a good game allows players to create their own dialects, and supports the quirks and home-brewing of any resourceful gaming group. There are many good RPGs out there. However, some RPGs have lost sight of what makes roleplaying games so great. -A good game trusts its players.

That being said, it would be incorrect to assume game mechanics can be independent of the game setting, or that free-form story-telling is akin to roleplaying. Standard interpretation of the game milieu promotes common expectations amongst players, and provides a basis for creative license. In fact, prudent limitation often breeds more creativity than consent. As they say: "Necessity is the mother of invention." Thus, having clear rules which may be easily amended, is very different than having rules that are vague or amorphous.

Wayfarers has been created out of a love for roleplaying games. It has been created for gamers that do not just play the game, but intend to play *with* the game. Personally, I have been fortunate to have been part of a gaming group with individuals of the highest caliber. Through our countless sessions over the years, we have shared stories, memories, and experiences that have translated into real-life friendships, aesthetics, and successes. It is my hope Wayfarers will enable others to share in the most creative of pastimes, and to create new worlds, personas, adventures, and friendships along the way.

-M.E. Katakowski

Gaming changes lives. Chances are, if you're reading this, you're already one of us. If so, you know what to do: steal what you like, and change and throw away the rest. For years now, I've done the same, vigorously ripping off every source I could find, the more obscure the better- paintings, music, books, video games, and movies. Everything is fair game.

If somehow you're new to this stuff though, here's my advice- don't read this front to back. Skim it, look at the pictures, read over some of the interesting words, and see if it resonates.

Twylos was a dirty world. All that mattered was making it fresh, and weird, and simultaneously somehow better and worse than the real world out there. The moments were rare, but they were there- players yelling at each other, screaming at me, shocked into silence, crying in desperation, or finally laughing in triumph.

In the end, it was always about the players- not the characters, but the players- coming together, having fun, and maybe kicking some ass. But always trying to find that certain high, something truly new, different, and exciting.

It's my hope that this book- Twylos in particular- gives you at least one new way to mess with your players, and at least change their night, if not their lives. Cheers.

-G. Vrill

Credits

Wayfarers would not have been possible without the contributions, advice, play-testing, and editing provided by many people. We would personally like to thank: Paul Charles Den Hartog (Heuristician), Qi Gao, Edward Cibor, Steve 'Gaddianheim' Stamps, C. F. Godfrey, M. Wolf-Meyer, Justin Ermler, Stephen Dawley, David C. F., Mike N., Steve E. S., Brian Katakowski, Peter Katakowski, Mike Pena, Chris Bitzer, Kris Chester, Brandon Perdue, Kirk George, D. Clark, K. Clark, Jon P., Jessica P., Matthew J. Neagley (Rick the Wonder Algae), and Liz B. for their part in this work. In addition, we would like to thank the artists who contributed their time and talent to this project. Helmet, -you can't defeat me.

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Pronoun usage: Male and female pronouns are used throughout this book. However to improve readability, occasionally just one gender is used when either would suffice. -The game is meant to be played by all.

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The Game

Introduction to Wayfarers

Wayfarers is a roleplaying game. A roleplaying game is a game in which the players assume the roles of fictional characters and collaboratively create and develop stories. Due to their popularity, chances are good you have played a roleplaying game before. However if you haven't, don't worry. Although this rulebook may seem complex, it is mostly to be used as a reference manual. In fact, the rules necessary to play Wayfarers are rather simple. Furthermore if you're like most gamers, you're up for an intellectual challenge.

A minimum of two people are necessary to play Wayfarers, but there is no upper limit to how many people may play. That being said, game sessions including 3 to 6 players are usually the most enjoyable.

One player within each group of players serves as the game's referee. This player is called the Game Master. The Game Master creates the game world and acts as the primary storyteller. The other players create imaginary characters that live within the Game Master's setting. During gameplay, the Game Master describes the character's surroundings and/or its inhabitants, and the players then describe their character's actions in response. For example, a Game Master might describe an abandoned tomb to a group of players as their characters explore and search for treasure.

A roleplaying game session is something akin to an improvisational play. In this play, the players are the lead actors. The Game Master, on the other hand, provides the set, the basic plot, and plays the supporting roles. As Wayfarers is a creative game, there are few limits as to what may happen during a session of gameplay. That being said, the typical setting for Wayfarers is that of a medieval fantasy world, in which warriors fight with swords and armor, wizards and warlocks cast magical spells, and dangerous creatures inhabit forsaken lands.

As a roleplaying game, Wayfarers has no winners or losers. Furthermore, players rarely compete against one another. Instead, the player's characters typically form an adventuring party that works together to overcome obstacles and challenges. The player's characters are referred to as 'player characters' or PCs for short. During game sessions, PCs explore new lands, solve puzzles, battle opponents and creatures, and likely collect fame and fortune along the way. As a result of their efforts, the characters acquire new knowledge and skills, and become increasingly powerful from one game session to the next.

Players of Wayfarers will often use the same setting and characters over multiple sessions of gameplay. As a consequence, a continuous story will emerge in which the characters develop a composite history, and even alter the world the Game Master has created. A series of game sessions that take place using the same PCs is called a campaign. Wayfarers campaigns can run for several to even hundreds of gaming sessions. As it is enjoyable for both the Game Master and players to watch their characters and world develop over time, campaign play is very rewarding. However, it is also possible to limit a game to one session. These are often called 'one-shot adventures'.

Player or Game Master?

Every game of Wayfarers requires a Game Master. The Game Master creates the game setting, describes the character's environment, assumes the roles of the world's inhabitants, and acts as a general referee. Previous to each session, the Game Master prepares for the game. This often requires generating maps, creating personas, or even describing the governmental structure of a civilized region. In short, the Game Master must provide a rich setting for the players, and be able to respond to whatever their characters decide to do.

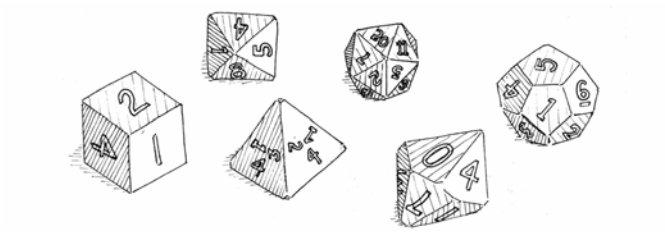
Being a Game Master requires work. However, for most Game Masters this is a labor-of-love. A superior Game Master is sharp, creative, entertaining and fair. He draws the players into the adventure, and provides unexpected and exciting challenges for their characters. The best Game Masters will look at this unique role as an opportunity. Those who do not see it as such are likely to be best suited as players.

That being said, playing a character is not without its challenges as well. A successful player not only creates a compelling persona, but effectively maintains and develops this personality over the course of many game sessions. Furthermore, most games include more than one player character. For this reason, a player must create a character that also benefits the party and contributes to the enjoyment of all. As the Game Master rewards characters for successful gameplay, the most skilled and creative players will find their characters to be the most prominent and enjoyable to play.

Some people are best suited as players, whereas some are natural Game Masters. However, here the old adage about walking a mile in one's shoes holds true; the best Game Masters have also experienced the game as a player, and the best players have taken their turn at the helm.

Dice

Typically, whenever an in-game situation requires a random determination of a variable, dice are used. Although the most ingenious players can make due with less, it is recommended that players have access to multiple dice of 4, 6, 8, 10, 12, and 20-sides.



At times, the rules will call for a specific type of die to be used. Here, we use the notation 'd', to signify the type of die to be employed. Thus, the notation 'd20' indicates a 20-sided die should be used.

Sometimes this die notation will be preceded by a numeral indicating the number of dice to be used. For example, 3d4 indicates that three 4-sided dice are to be used to generate a random number between 3 and 12.

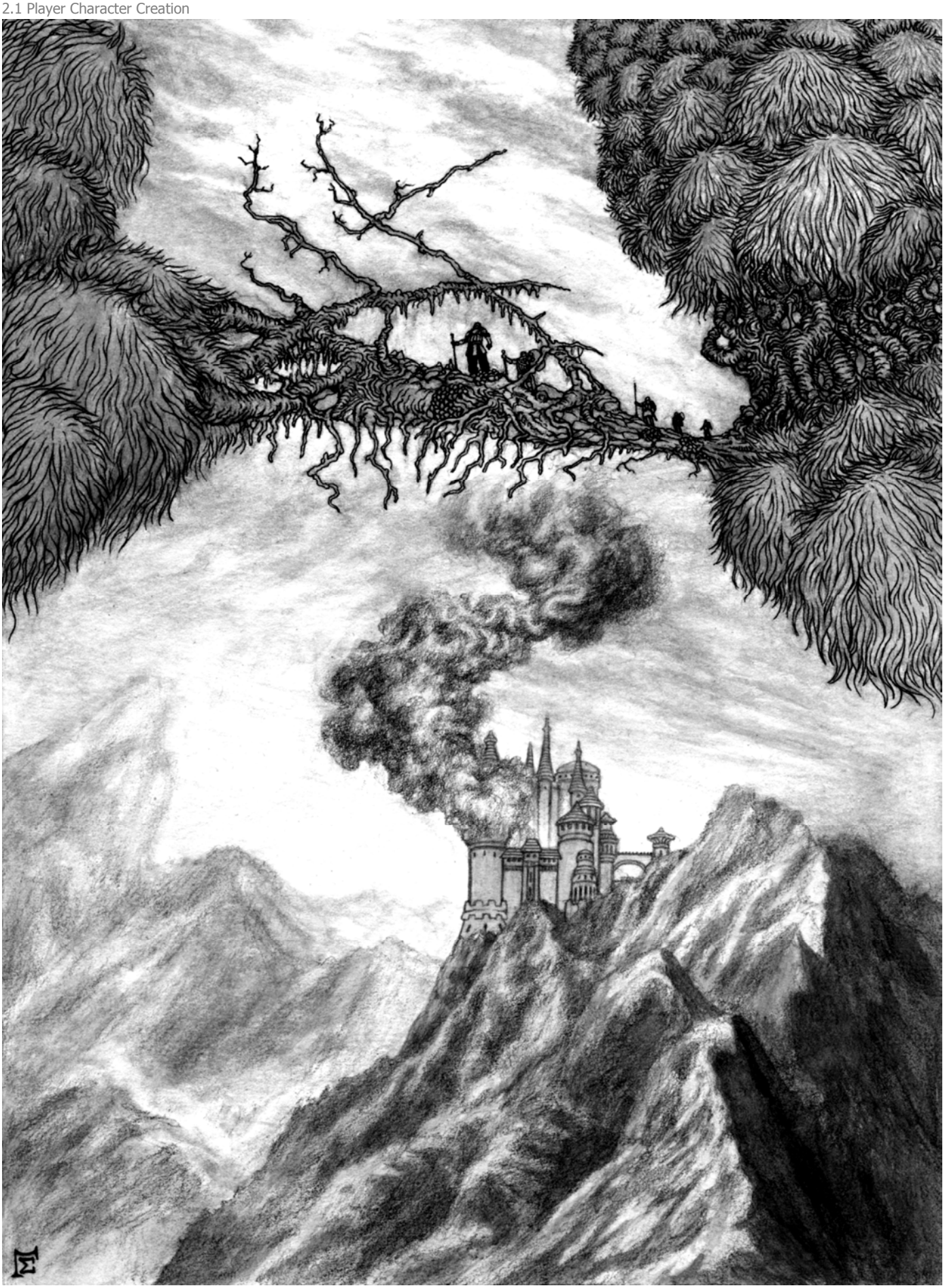
Modifiers: Modifiers are numbers that should be added or subtracted from a dice roll. For example if a +3 modifier is applied to 1d20, the possible resulting values would be 4-23. As a general rule, positive modifiers are desirable, whereas negative modifiers are not.

Unless stated otherwise, multiple modifiers are simply added. Thus, were a character to apply +1, -2, and +3 modifers to a die roll, he or she would apply a overall modifier of +2.

Adjustments: Unlike modifiers, adjustments do not apply to dice rolls, but are instead applied to static scores. For example, an adjustment of -3 could reduce a character's dodge score from 12 to 9.

Like modifiers, unless stated otherwise, multiple adjustments are simply added. Thus, were a character to apply adjustments of +3, -2, and -2 to a score, he or she would apply an overall adjustment of -1.

Rounding fractions: All numerical results in Wayfarers should be expressed as whole numbers. Thus, whenever a mathematical operation leads to a fraction, round to the nearest whole number. Fractions equal to or greater than ½ round up, those less than ½ round down. For example, 3.5 should be rounded to 4, whereas 3.25 should be rounded to 3.



Player's Section

Player Character Creation

The first step for any player is to create his or her character. A player character exists in two forms, one upon paper and the other within the player's mind. Both of these must be considered before gameplay. As there is no randomness to character generation, the player has complete control over the formation of his or her game persona.

The Character Creation Process

The character creation process is somewhat straight-forward. Generally speaking, the player should first envision the character he or she wants to play, and then construct that persona within the context of the game system. Here we have outlined the character creation process into a series of seven steps:

1. Choose the character's name, race, sex, and age. Is the character male or female? Is he or she a human, an orc, an elf, of another race? How old is your character? What is his or her name?

2. Determine the character's initial attribute scores. Using Table 2.1.1, determine your character's agility, endurance, intellect, presence and strength. Spend 35 attribute points to generate scores of 5 to 16 for each attribute.

3. Select the character's initial disciplines and proficiencies. Using tables 2.1.12 and 2.1.14, determine what initial disciplines and proficiencies your character has. Is he a skilled fighter, a nimble thief, a user of magic, or a little of each? Human characters have 45 discipline points to spend. Non-humans have 40 discipline points. All characters begin with 20 proficiency points. All initial disciplines and proficiencies may be of grade I only.

4. Calculate the character's health points, Physical and Mental Resistance modifiers. Your character's initial health points are equal to his endurance score, plus a possible health point purchased as a discipline. Use tables 2.1.7 and 2.1.8 to determine your character's Physical and Mental Resistance modifiers. Remember to consider any disciplines purchased that affected these modifiers.

5. Purchase the character's starting property and equipment. Use table 2.2.1 to determine your character's initial property. In general, characters begin with a number of silver coins equal to 12 times their presence score. However, as the equipment available to a character may vary between game settings, consult with your game referee before selecting/purchasing initial property. If your character begins with weapons, determine his to-hit and damage modifiers and rates of attack with those weapons. Consider the effects of any disciplines purchased upon your character's weapon use.

6. Calculate the character's impedance score, dodge score, initiative modifier, and movement/swimming rates. If your character wears armor, calculate his impedance score, considering any modifications due to his strength and disciplines. After calculating a character's impedance score, determine his dodge score, initiative modifier and movement/swimming rates. A character's dodge score and initiative modifier may be adjusted by impedance and disciplines. A character's movement and swimming rates may be adjusted by impedance and the Running and Swimming proficiencies.

7. Flush out the character's personality and background. Create an interesting background and personality for your character. What are his likes and dislikes? What are his strengths or shortcomings? What goals does he have? Strive to make your character a unique and compelling persona. Consult with your Game Master to ensure your character's background fits into the game setting, and to get final approval of the character before gameplay.

The following section provides all the information necessary to complete character generation.

Character Race

Typically, characters are one of seven races. The basic races that may be played are: Dwarf, Elf, Half-elf, Half-orc, Hobgoblin, Human, and Orc. However, the Game Master may change the possible character races at his or her discretion. Before character creation, consult your Game Master regarding which races are available to player characters in his or her game setting.

Dwarves: Dwarves are a stocky race, typically 4 to 5' tall, but often weighing as much as an adult human. Dwarves have keen vision, and can see in low-light conditions (such as a moonlight night), as well as a human could see in daylight. They cannot see in total darkness however. In addition to their keen sight, dwarves have perfect direction sense, as they are able to detect the planet's magnetic field. Dwarf life-expectancy is 150 to 170 years. Due to their short stature, dwarves cannot effectively wield weapons of class F. Dwarf characters get +1 to their initial endurance attribute score, and -1 to their initial agility score.

Elves: Elves are the largest of the faerie folk, standing between 5 to 6' in height, but typically weighing no more than 120 lbs. Elves have low-light vision similar to dwarves. Elf life expectancy is 300 to 320 years. Elf characters get +1 to their initial presence score, and -1 to their initial endurance score. Elves are unusually resistant to mind-affecting magic and apply a +1 modifier to Mental Resistance checks resisting illusions or magical attacks.

Half-elves: A character that is of mixed elven/human blood is considered a half-elf. Half-elves tend to have slender human builds. However, pointed ears and almond eyes make their elven heritage obvious. Half-elves retain elven low-light vision. Their life expectancy is 130 to 150 years. Half-elf characters have no modifiers to their initial attribute scores. Like elves, half-elves are unusually resistant to mind-affecting magic and apply a +1 modifier to Mental Resistance checks against illusions or magical attacks.

Half-orcs: Half-orcs are of mixed orcish/human blood. Half-orcs range in appearance from near orcish to near human. However, a half-orc's facial features are distinctly non-human, with pinkish eyes, a broad nose and pointed teeth. Half-orcs have limited vision in the infrared spectrum, allowing them to see in total darkness as a human could in low-light. Low-light conditions are treated as daylight. Half-orc life expectancy ranges from 75 to 95 years. Half-orc characters have no modifiers to their initial attribute scores.

Hobgoblins: Hobgoblins are a mix of goblin/orcish blood. Hobgoblins are rare in civilized areas, but are more common in

unsettled frontiers where bands of orcs and goblins overlap. They stand between 5.5 to 6' tall; have a greenish grey skin, somewhat pointed ears, short snout-like noses, reddish eyes, and pointed teeth. Life expectancy is 60 to 80 years. Hobgoblin sight extends into the infrared spectrum, allowing them to operate almost normally in complete darkness. In fact, hobgoblins prefer low-light conditions, and due to their light sensitive eyes, broad daylight conditions impair a hobgoblin's vision as low-light levels would a human's. Hobgoblin characters get +1 to their initial endurance score, and a -2 to their initial presence score. Hobgoblins have an unusual resistance to toxins, and apply a +2 modifier to all Physical Resistance checks made to resist the effects of non-magical poison.

Humans: Humans are typically the most common character race, and game mechanics are based upon this assumption. More than the other humanoid races, humans have a wide variation in appearance and stature. However, in game terms, the average human adult male stands 6' tall and weighs 180 lbs. and the adult female 5.5' tall and 130 lbs. Unlike many of the other races, humans have poor low-light vision. Human life expectancy is 80 to 100 years. Human characters have no modifiers to their initial attribute scores.

Orcs: Orcs are the most civilized of the goblin folk. They stand between 6 to 6.5' in height, and generally weigh between 190 to 210 lbs. Orcs have grey skin, reddish eyes, a broad nose, and distinctively pointed teeth. Like most goblin folk, orcish vision extends into the infrared spectrum, and they prefer low-light conditions. Orc life expectancy is typically 65 to 85 years. Orc characters get +1 to their initial endurance score, and -1 to their initial presence score.

Note: Racial modifiers to attribute scores are applied after the player has assigned scores during character creation. Extended descriptions of these races may be found in the Creature Catalog section.

Attributes

Each character has five attributes that describe their physical and mental capabilities. These are: agility, endurance, intellect, presence and strength. These attributes are rated on a scale from 1 to 20, with 1 being the lowest possible score, and 20 the highest.

Upon creation, new characters get 35 points to be spent on their attribute scores. Each attribute begins with a base score of 5. Players may assign these points in their character's five attributes as they see fit. The exchange rates for these points are thus:

Scores 6-11: 1 point for 1 attribute point.
Scores 12-14: 2 points for 1 attribute point.
Scores 15-16: 3 points for 1 attribute point.

Table 2.1.1: Attribute points and scores

Initial Attribute Score	Attribute point cost	Initial Attribute Score	Attribute point cost
5	0	11	6
6	1	12	8
7	2	13	10
8	3	14	12
9	4	15	15
10	5	16	18

Thus, a character could begin with the attribute scores: Agility: 11, Endurance: 9, Intellect: 15, Presence: 12, and Strength: 7. *Note:* Rules for random attribute generation can be found in the Optional Rules section.

Barring racial modifiers, initial attribute scores of 17-20 are not possible. However characters may achieve these higher scores over time.

Attribute maximums and minimums: A character's attribute score may never exceed 20, or be lower than 1. If for any reason one of the character's attribute scores is reduced to 0 or less, the character dies instantly.

Agility

Agility is a measure of a character's swiftness, balance, and dexterity. A high agility score can make a character harder to hit in combat, and may improve the speed at which a character may act. In addition, when employing two weapons, a high or low agility score may affect the character's chance to-hit with the off-hand weapon. Finally, a character may have some skills that are modified by a high or low agility score.

Table 2.1.2: Agility

Agility Score	Initiative modifier	Off-hand weapon to-hit*	Agility-related skill modifier
1	-4	-12	-4
2-3	-3	-11	-3
4-5	-2	-10	-2
6-7	-1	-9	-1
8-9	-	-8	-
10-11	-	-7	-
12-13	+1	-6	-
14-15	+2	-5	+1
16-17	+3	-4	+2
18-19	+4	-3	+3
20	+5	-2	+4

* Unless they possess the Ambidexterity discipline, characters fighting with two weapons automatically suffer a -1 to-hit penalty with their on-hand, regardless of their agility score.

Endurance

The endurance score determines a character's physical and mental resilience to stress. A high endurance score enables the character to withstand physical and mental attacks, and to perform feats that require extreme effort. A high or low endurance score may affect the number of health points a character gains when achieving a new skill level. In addition, a character may have skills that are modified by a high or low endurance score.

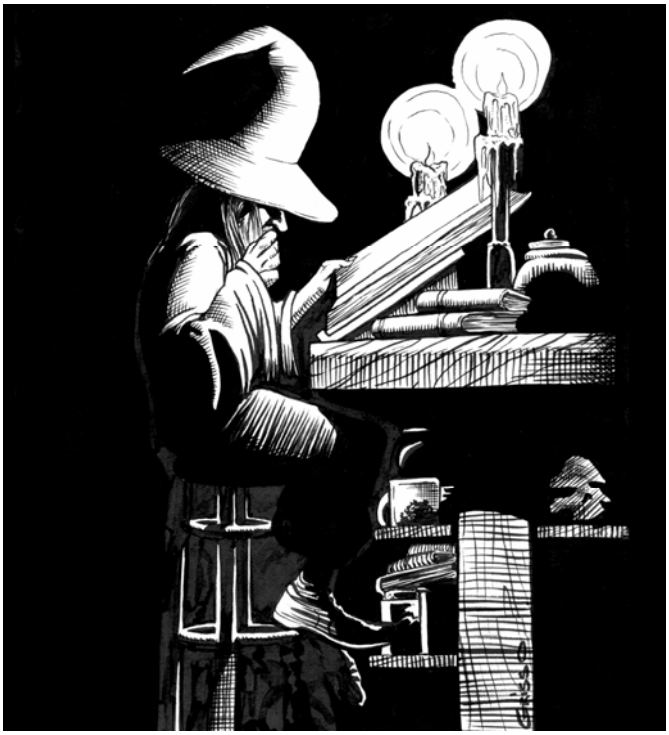
Table 2.1.3: Endurance

Endurance Score	Endurance-related skill modifier	Health points per skill level
1	-4	-3†
2-3	-3	-3†
4-5	-2	-2†
6-7	-1	-1†
8-9	-	-
10-11	-	-
12-13	-	+1
14-15	+1	+2
16-17	+2	+3
18-19	+3	+4
20	+4	+5

† Characters with a -1 to -3 health point modifier may not earn health points when achieving a new skill level. If a character's adjusted health points per skill level are 0 or less, none are earned. These characters may purchase additional health points with skill points, however.

Health point modifiers due to a high or low endurance score do not retroactively affect a character's health point total. For example, a 3rd level character whose endurance score increased from 13 to 14 would gain one extra health point upon attaining each skill level thereafter. The character would not gain two health points for the 2nd and 3rd skill levels, however. Health point modifiers due to endurance do not apply to health points upon character creation.

Note: At any time a character gains or loses an endurance score point, he or she gains or loses a health point.



Intellect

The intellect score indicates the character's education and mental prowess. Intellect is not simply a measure of static knowledge, but also reflects a character's intelligence and reasoning skills. That being said, it should not be assumed a character with a low intellect is necessarily foolish or idiotic. Characters with low intellect scores may be sensible, but are always uneducated. A high intellect score may affect the number of spells a Hermetic or Hedge magic spell-casting character adds to his or her repertoire when earning a new spell Circle. In addition, a character's intellect determines the number of languages he or she may begin with, and possibly if the character is literate. Finally, a character may have some skills that are modified by a high or low intellect score.

Table 2.1.4: Intellect

Intellect Score	Intellect-related skill modifier	Initial languages	Bonus Hedge/Hermetic spells 1st	2nd	3rd	4th	5th
1	-4	n/a	n/a	n/a	n/a	n/a	n/a
2-3	-3	n/a	n/a	n/a	n/a	n/a	n/a
4-5	-2	1†	n/a	n/a	n/a	n/a	n/a
6-7	-1	1	n/a	n/a	n/a	n/a	n/a
8-9	-	1	-	-	-	-	-
10-11	-	2‡	-	-	-	-	-
12-13	-	2‡	1	-	-	-	-
14-15	+1	2*	1	1	-	-	-
16-17	+2	3*	2	1	1	-	-
18-19	+3	4*	2	2	1	1	-
20	+4	5*	3	2	2	1	1

Example: when a character with an intellect score of 18 gains the 3rd Circle spell discipline, he may initially cast two 3rd Circle spells per day rather than one. Characters with an intellect score of 7 or less may not cast Hermetic or Hedge magic spells. Characters with an intellect score of 3 or less may not verbally communicate effectively.

† Characters with an intellect of 5 or less may not read or write.

‡ Characters with an initial intellect of 10-13 may begin with 2 languages, or with 1 language and the Literacy discipline.

* Characters with an initial intellect score of 14 or higher automatically begin with the Literacy discipline.

Presence

Presence describes the dynamism, charisma, confidence, and general magnetism of a character. While a high presence score might reflect physical attractiveness, one does not imply the other. In fact, it should be remembered that history's most influential personalities were rarely the most handsome. For example, a high presence score might indicate that a character, although horribly disfigured, commands the fear and respect of all those around him.

In game terms, a high or low presence score may affect the character's ability to attract followers, inspire comrades, intimidate enemies, to haggle in the market square, or even to disguise himself.

In addition to human relationships, a character's presence can reflect his or her relationship with higher powers. In fact, it may be considered that in some cases, a high presence reflects special interest or favor imbued upon the individual by otherworldly influence. Thus, a high presence score may affect the number of spells a priest character adds to his or her repertoire when earning a new spell Circle. Similarly, a high presence score may affect the number of spell points a mystic adds to his daily repertoire. In some game settings a character's presence score can determine his or her initial property. Finally, a character may possess skills that are modified by a high or low presence score.

Table 2.1.5: Presence

Presence Score	Presence-related skill modifier	Bonus Ritual spell points	Bonus Faith magic spells 1st	2nd	3rd	4th	5th
1	-4	n/a	n/a	n/a	n/a	n/a	n/a
2-3	-3	n/a	n/a	n/a	n/a	n/a	n/a
4-5	-2	-	n/a	n/a	n/a	n/a	n/a
6-7	-1	-	n/a	n/a	n/a	n/a	n/a
8-9	-	-	-	-	-	-	-
10-11	-	-	-	-	-	-	-
12-13	-	1	1	-	-	-	-
14-15	+1	2	1	1	-	-	-
16-17	+2	3	2	1	1	-	-
18-19	+3	4	2	2	1	1	-
20	+4	5	3	2	2	1	1

Example: When a Faith magic using character with a presence score of 16 gains the 2nd Circle spell discipline, he may initially cast two 2nd Circle spells per day rather than one. Characters with a presence score of 3 or less may not cast Faith magic spells or Ritual magic spells.

Strength

As implied by its name, the strength attribute determines the physical strength of a character. A high strength score can enhance a character's fighting ability. Thus, it is an important attribute for warrior types. A high or low strength score may alter the amount of damage a character does when they strike an opponent. In addition, a character's strength may affect his or her ability to function while wearing armor.

Table 2.1.6: Strength

Strength Score	Feat of Strength modifier	Melee weapon damage modifier*	Missile weapon damage modifier*†	Armor impedance adjustment
1	-10	-4	-2	-5
2-3	-8	-3	-2	-4
4-5	-6	-2	-1	-3
6-7	-4	-1	-1	-2
8-9	-2	-	-	-1
10-11	-	-	-	-
12-13	+2	-	-	+1
14-15	+4	+1	+1	+2
16-17	+6	+2	+1	+3
18-19	+8	+3	+2	+4
20	+10	+4	+2	+5

* Regardless of a negative strength damage modifier, any successful hit will inflict no less than 1 point of damage. For example, a character with a strength score of 3 (-3 damage modifier) wielding a mace (2-7 damage), will inflict 1-4 points of damage with a successful hit.

† Damage from thrown weapons, slingshot, or arrows fired from composite bows may be modified by a character's strength. Bolts fired from crossbows, or arrows from normal or 'self' bows do not apply this modifier.

Armor impedance adjustment: When wearing armor, characters may suffer various penalties to their movement rate, dodge score, etc. This effect is measured by a character's impedance score. A high strength score may lessen the impedance of armor, whereas a low strength score may further contribute to a character's impedance.

Note: The armor impedance adjustment has no effect when a character is not wearing armor.

Feats of Strength: At times characters may wish to attempt feats of brute strength, such as bending prison bars, or removing a fallen boulder that blocks a cave entrance. To accomplish such tasks, the character must roll equal to or greater than a target number on 1d20. These target numbers will be determined at the Game Master's discretion.

A high or low strength can modify a character's Feat of Strength checks. For example: A character with a strength score of 12 attempts to break down a thick oak door. Due to the integrity of the door, the Game Master determines the target number is 14. Thus, the character must roll a 12 or greater on 1d20 (12 + 2 = 14) to successfully break the door open.

Note: These feats are unique to the strength attribute. Feats requiring tests of agility, endurance, intellect or presence, are limited to proficiency checks, whereas tests of mental or physical resilience are determined by Mental or Physical Resistance rolls.

Health Points

Characters have a number of health points that represents the amount of physical damage they can take before they die. At any time a character's health points reach zero, that character falls unconscious. If a character's health points ever fall below zero equal to half of their endurance score, that character dies. For example, a character with an endurance score of 13 dies at -7 health points.

A character begins with a number of health points equal to his or her endurance score.

Dodge

A character's dodge score determines just how hard he or she is to hit. A character's base dodge score is equal to his or her agility score. For example, a character with an agility score of 12 has a dodge score of 12 as well.

To hit a character, an attacker needs to roll a number equal to or higher than that character's dodge score on 1d20.

Physical Resistance Modifier

A character's Physical Resistance check rolls are modified by his or her Physical Resistance modifier. The character's Physical Resistance modifier is determined by calculating the sum of his or her agility, strength and endurance attribute scores. A character's Physical Resistance modifier may be determined with the following table:

Table 2.1.7: Physical Resistance modifier

Endurance + agility + strength	Physical Resistance modifier	Endurance + agility + strength	Physical Resistance modifier
1-9	-5	31-32	-
10-16	-4	33-35	+1
17-21	-3	36-39	+2
22-25	-2	40-44	+3
26-28	-1	45-51	+4
29-30	-	52-60	+5

For example, a character with an agility score of 9, a strength score of 10, and endurance score of 14, would have a Physical Resistance base of 33 (9 + 10 + 14 = 33). Thus, the character would have a Physical Resistance modifier of +1.

A character's Physical Resistance modifier indicates his or her resistance to extreme physical stress, damage from certain spells, magical creatures or poison. At times a character must make a Physical

Resistance check in order to resist a physical stress. To make a successful Physical Resistance check, a character must roll equal to or more than a target number on 1d20. For example, were a character with a Physical Resistance modifier of -1 to attempt to make a Physical Resistance check with a target number of 10, she would need to roll an 11 or higher (11 – 1 = 10).

The target number for a Physical Resistance check will depend upon the severity of the stress or insult, and will be provided by the Game Master. For example, were a character attempting to resist a blast of steam, the Physical Resistance target number may be a 7. If the character were resisting a blast of flame, the target number might be a 14.

Despite all modifiers and target numbers, a natural Physical Resistance check roll of 1 always fails, and a natural roll of 20 always succeeds. Thus, a character with a Physical Resistance modifier of -1 could succeed on a Physical Resistance check of 22, if he or she rolled a natural 20.

In shorthand, a Physical Resistance check with a target number of n, will often be written as: "a Physical Resistance check of n". For example, a Physical Resistance check with a target number of 17, may be written as: "a Physical Resistance check of 17".

Mental Resistance Modifier

A character's Mental Resistance check rolls are modified by his or her Mental Resistance modifier. The character's Mental Resistance modifier is determined by calculating the sum of his or her intellect, presence and endurance attribute scores. A character's Mental Resistance modifier may be determined with the following table:

Table 2.1.8: Mental Resistance modifier

Endurance + intellect + presence	Mental Resistance modifier	Endurance + intellect + presence	Mental Resistance modifier
1-9	-5	31-32	-
10-16	-4	33-35	+1
17-21	-3	36-39	+2
22-25	-2	40-44	+3
26-28	-1	45-51	+4
29-30	-	52-60	+5

For example, a character with a presence score of 7, an intellect score of 7, and endurance score of 11, would have a Mental Resistance base of 25 (7 + 7 + 11 = 25). Thus, the character would have a Mental Resistance modifier of -2.

A character's Mental Resistance indicates his or her resistance to extreme mental stress, mental attacks from spells, or from magical creatures. At times a character must make a Mental Resistance check in order to resist a mental stress. Like a Physical Resistance check, to make a successful Mental Resistance check, a character must roll equal to or more than a target number on 1d20. For example, were a character with a Mental Resistance modifier of +2 to attempt to make a Mental Resistance check with a target number of 10, he or she would need to roll an 8 or higher (8 + 2 = 10).

The target number for a Mental Resistance check will depend upon the severity of the stress or attack, and will be provided by the Game Master. For example, were a character attempting to resist the charm of a minor faerie, the Mental Resistance target number may be a 9. However, if the character were resisting domination by a powerful mage, the target number might be an 18.

Despite all modifiers and target numbers, a natural Mental Resistance check roll of 1 always fails, and a natural roll of 20 always succeeds. Thus, a character with a Mental Resistance modifier of +3 could fail on a Mental Resistance check of 3, if he or she rolled a natural 1.

Similar to Physical Resistance checks, a Mental Resistance check with a target number of n, will often be written as: "a Mental Resistance check of n". For example, a Mental Resistance check with a target number of 11, may be written as: "a Mental Resistance check of 11".

Initiative Modifier

The speed at which characters may act within a combat situation is determined each round by an initiative roll. During combat, those participants with the highest initiative act first. For this reason, it is often advantageous for a character to have a positive initiative modifier.

An initiative roll may be modified by different circumstances, skills, and magical effects. However, a character's agility score modifies each initiative roll the character makes. A character's initiative modifier due to agility may be determined with the following table:

Table 2.1.9: Initiative modifier

Agility Score	Initiative modifier	Agility Score	Initiative modifier
1	-4	12-13	+1
2-3	-3	14-15	+2
4-5	-2	16-17	+3
6-7	-1	18-19	+4
8-11	-	20	+5

Note: A detailed explanation of combat initiative is provided in the Combat section.

Armor Impedance

Any particular piece of armor has an associated impedance score. This score indicates how bulky or restrictive the article is when worn. The more encumbering the armor, the more negative the armor's impedance score. A character's total armor impedance score is determined by adding the impedance scores of all articles of armor worn. This score may be adjusted by a character's strength score, or by the Armor Use and/or Shield Use disciplines.

Impedance reduces a character's dodge score, initiative rolls, agility proficiency checks, and movement. Furthermore, armor impedance can interfere with the spell-casting of Hermetic or Hedge magic-using characters. The specific effects of impedance upon a character are described below:

Table 2.1.10: Armor impedance

Total impedance score	Dodge score adjustment	Initiative roll modifier	Agility proficiency modifier	Movement/ swimming rate adjustment	Jumping distance adjustment	Hermetic/Hedge casting failure modifier
0	-	-	-	-	-	-
-1	-1	-1	-1	-10′	-1′	-1
-2	-2	-2	-2	-20′	-2′	-2
-3	-3	-3	-3	-30′	-3′	-3
-4	-4	-4	-4	-40′	-4′	-4
-5	-5	-5	-5	-50′	-5′	-5
-6	-6	-6	-6	-60′	-6′	-6
-7	-7	-7	-7	-70′	-7′	-7
-8	-8	-8	-8	-80′	-8′	-8

Note: Positive impedance scores are not possible. For example, if a character with a strength of 14 (impedance score adjustment of +2) were to have a worn armor impedance of -1, he would have a total impedance score of 0, not 1.

Dodge score adjustment: The dodge score adjustment is applied to the wearer's base dodge score.

Initiative modifier: The initiative modifier is applied to the wearer's initiative rolls.

Agility proficiency modifier: The agility proficiency modifier is applied to the wearer's agility related proficiency checks.

Movement rate adjustment: The movement rate adjustment is applied to the character's base maximum movement and swimming rates.

Jumping distance adjustment: The jumping distance adjustment is applied to the wearer's base maximum jumping distances.

Hermetic/Hedge casting in armor: Casting of Hermetic and Hedge magic spells requires great freedom of movement. If casting a spell with a gestured component while wearing armor, a wizard or alchemist must roll 1 or above on 1d20 modified by their impedance score, or the spell fails with no effect. For example, a wizard with an impedance of -4 must roll a 5 or higher on 1d20 to successfully cast a spell.

Note: A description of armor and its associated impedance is provided in the Armor section.

Movement, Swimming & Encumbrance

For the purposes of character creation, movement rates and encumbrance need only a cursory explanation. For an in-depth treatment, please see Movement in the Basic Game Mechanics section.

Movement rate: Characters may run at a base speed of 120′ per 10-second round. Thus, a character's base movement rate is 120′. Characters with the Running proficiency may run faster.

Swimming rate: Characters may swim in calm waters at a base speed of 20′ per 10-second round. Thus, a character's base swimming rate is 20′. Characters with the Swimming proficiency may swim faster.

Encumbrance class: Carrying a large amount of additional weight may decrease a character's rate of movement. At the time of creation, characters are typically unencumbered. Unencumbered characters are of encumbrance class I. For an in-depth treatment of encumbrance, please see Encumbrance in the Basic Game Mechanics section.

Skills & Skill Points

More so than attributes and race, skills are what distinguish one character from another. Skills range from the mundane, like farming, to the extraordinary, such as the power to cast spells.

The currency of skills is skill points. Skill points are spent by characters in order to acquire new skills, or to improve skills they currently have. There are two types of skills, disciplines and proficiencies.

Discipline and Proficiency Points

Skill points are subdivided into two types: discipline points and proficiency points. These two subtypes of skill points differ in the kinds of skills they may be used to purchase.

Discipline points: Discipline points may be spent on both disciplines and proficiencies.

Proficiency points: Proficiency points may only be spent on proficiencies.

Thus, both discipline and proficiency points are considered to be skill points. However, unlike discipline points, proficiency points are limited as they may only be used to acquire or improve a character's proficiencies.

Initial Skill Points

Upon creation, human characters begin with 45 discipline points and 20 proficiency points. Non-human characters begin with 40 discipline points and 20 proficiency points. All initial skill points must be spent upon character creation.

Earning Skill Points

As a character faces and overcomes challenges and obstacles, he or she earns skill points, granted by the Game Master for accomplishments and good gameplay. After a character earns a

certain number of skill points, he or she attains a new skill level. Upon attaining a new skill level, the character may spend these skill points to improve his skills or purchase new ones.

In addition to skill points, health points are granted upon attaining a new skill level. The skill points required per skill level, as well as the discipline points, proficiency points, and health points earned at each skill level are described below:

Table 2.1.11: Skill points

Total skill points earned	Skill level achieved	Discipline points earned	Proficiency points earned	Health points earned
-	1	-	-	-
20	2	12	8	3
40	3	13	7	3
60	4	14	6	3
80	5	15	5	3
100	6	16	4	2
120	7	17	3	2
140	8	18	2	2
160	9	19	1	2
180	10	20	-	1
200	11	20	-	1
220	12	20	-	1
240	13	20	-	1
260*	14	20†	-	0‡

* 20 skill points per skill level thereafter.
† 20 discipline points earned per skill level thereafter.
‡ No automatic health points earned per skill level thereafter.

Skill points earned between skill levels may not be spent until the new skill level has been achieved. Thus, a 3rd level character may have spent 40 skill points (25 discipline and 15 proficiency) since character creation. Although the character may have earned 53 skill points, only when he has earned 60 total skill points and attained the 4th skill level can he spend the 20 skill points earned between the 3rd and 4th levels.

Example: Occum is currently of the 2nd skill level. Through his adventures he has earned 37 skill points. Thus, he is only 3 skill points away from achieving the 3rd skill level. Currently, although Occum has earned 37 skill points, he has only spent 12 discipline and 8 proficiency points since character creation. However, once Occum earns 3 or more skill points, he will be able to spend 20 more skill points (13 discipline points and 7 proficiency points) on new skills or to improve the skills he current has.

Upon attaining a new skill level, newly earned health points are immediately added to the character's health point total. However, characters may only spend skill points at the Game Master's discretion. Thus, if a character wishes to spend newly granted skill points on a discipline or proficiency, the Game Master must decide if the environment permits the character to do so. Unspent skill points may be saved indefinitely until used.

Theoretically, there is no limit to the number of skill levels a character can achieve, however only the most veteran characters ever exceed the 10th skill level.

Disciplines

Disciplines are skills that require a flat sum of skill points to acquire. However, some disciplines have multiple grades and thus may be improved upon. Unlike proficiencies, disciplines do not usually require a success check when they are used. Disciplines are generally more expensive than proficiencies when they are initially acquired.

Beginning disciplines: Upon character creation, a character may not purchase a discipline beyond the first grade. Thus, a 1st level character may begin with Weapon Mastery grade I, but not Weapon Mastery grades II or III. Higher grades of Weapon Mastery may only be purchased with skill points earned at later skill levels. Similarly, characters beginning with spell-casting potential may not purchase 2nd Circle spells upon character creation.

Note: Unlike other disciplines, the Increased Attribute discipline may not be purchased upon character creation.

Purchasing disciplines: A character may only purchase a discipline once or increase a discipline by one grade per each skill level attained. For example, a character may only purchase the Health Point discipline once each level. Similarly, a character that purchase Increased Mental Resistance grade I at the 3rd skill level, must wait until the 4th skill level to purchase Increased Mental Resistance grade II. Disciplines may only be purchased with discipline points.

Important: Disciplines may only be purchased with discipline points. Proficiency points cannot be used to purchase disciplines.

Costs for disciplines are as such:
n skill points: One time purchase with a cost of n skill points.
n skill point(s) per grade: An expenditure of n skill points grants one additional grade in the discipline. For example, the Increased Mental Resistance discipline has a cost of 3 skill points per grade, indicating that spending 6 skill points would give the character Increased Mental Resistance of grade II.
n skill points x grade: Multiple grades of the discipline, each purchased with n multiplied by the grade number. For example, 5 skill points x grade, would cost 5 skill points for grade I, 10 more skill points for grade II, and so on.
n skill points + (m x grade): Multiple grades of the discipline, each purchased with a cost of n skill points per grade plus m multiplied by the grade number. For example, 5 skill points + (2 x grade), would

cost 7 skill points for grade I, 9 more skill points for grade II, and so on.

n skill points + (m x Circle): Same as n skill points + (m x grade).

(score – 5) skill points: This is unique to the Increased Attribute discipline. To increase an attribute, the cost in skill points is equal to the next highest attribute score minus 5. For example, raising a score from 12 to 13 would cost 8 skill points (13 – 5 = 8).

Multiple grades of disciplines must be purchased in succession. For example, Armor Use grade I must be purchased before Armor Use grade II and so on.

Discipline Reference List

Below is a complete list of the disciplines and their prerequisites:

Table 2.1.12 Disciplines reference

Discipline	Skill point cost	Prerequisite	Discipline	Skill point cost	Prerequisite
Advanced Counterattack	16 skill points	Weapon mast. II (melee)	Language	3 skill points	Intellect >3
Ambidexterity	16 skill points	None	Last Stand	6 skill points	None
Armor Use	4 skill points x grade	None	Literacy	3 skill points	Intellect >6
Backstab	8 skill points x grade	None	Magic Potency	3 skill points x grade	Hedge, Herm. or Ritual
Bash	6 skill points	Weapon mast. I (A, B)	Magic Resistance	5 skill points per grade	None
Blindfighting	5 skill points	None	Multiple Attacks	10 skill points + (2 x grade)	Weapon mast.* (any)
Calculated Strike	12 skill points	Multiple att. I (melee)	Parrying	10 skill points	Weapon mast. I (E)
Combat Archery	8 skill points	Weapon mast. I (J, K)	Pause and Study	14 skill points	None
Combat Casting	10 skill points	None	Prayer	6 skill points	Magic: Faith
Counterattack	10 skill points	Weapon mast. I (melee)	Precise Shot	8 skill points	Multiple att. I (J, K, L)
Critical Hit	12 skill points	Weapon mast. I (melee)	Quick Draw	5 skill points	None
Disarm	10 skill points	Weapon mast. I (melee)	Quick Shot	6 skill points	Weapon mast. I (J, K, L)
Extra Spell	3 skill points x Circle	Hedge, Herm. or Faith	Resilience	8 skill points	None
Evasion	10 skill points	Feint	Ritual Magic Potential	25 skill points	None
Extra Spell Point	3 skill points	Ritual	Savant	3 skill points x grade	None
Faith Magic Potential	35 skill points	None	Shield Bash	6 skill points	None
Feint	8 skill points	None	Shield Use	4 skill points	None
Greatstrike	12 skill points	Weapon mast. II (melee)	Silent Casting	4 skill points x grade	Any magic potential
Guard	6 skill points	None	Spell Circle (Hedge)	9 skill points + (3 x Circle)	Hedge
Health Point	2 skill points	None	Spell Circle (Hermetic)	10 skill points + (3 x Circle)	Hermetic
Hedge Magic Potential	25 skill points	Literacy	Spell Circle (Faith)	8 skill points + (3 x Circle)	Faith
Hermetic Magic Potential	35 skill points	Literacy	Spell Circle (Ritual)	9 skill points + (3 x Circle)	Ritual
Improved Dodge	8 skill points x grade	None	Split Attacks	10 skill points	Weapon mast. I (melee)
Improved Initiative	4 skill points x grade	None	Stunning Blow	8 skill points	Weapon mast. I (melee)
Increased Accuracy	5 skill points x grade	None	Unarmed Combat	6 skill points + (3 x grade)	None
Increased Attribute	(score – 5) skill points	None	Vital Strike	4 skill points x grade	Weapon mast. I (melee)
Increased Physical Resist.	3 skill points per grade	None	Weapon Mastery	8 skill points + (2 x grade)	None
Increased Mental Resist.	3 skill points per grade	None	Whirlwind Attack	12 skill points	Multiple att. II (melee)

* The prerequisite for the Multiple Attacks discipline is the same grade in Weapon Mastery in the same weapon class. For example, Weapon Mastery II in weapon class E must be purchased before acquiring Multiple Attacks II in weapon class E.

Discipline Descriptions

Below is a complete description of the disciplines:

Advanced Counterattack: 16 skill points. Weapon class specific: Counterattack in the same weapon class is a prerequisite for Advanced Counterattack. The Advanced Counterattack discipline enables the character to take one on-hand attack against an opponent that had just attacked that character. This counterattack is made at the next initiative following the opponent's attack. For example, if a character was attacked by a ghul at initiative 4, using Advanced Counterattack, that character may take one on-hand attack against that ghul at initiative 3.

No special on-hand combat disciplines such as Greatstrike, Parrying, Stunning Blow, etc. may be employed with an Advanced Counterattack.

Note: This counterattack does not count as part of the character's normal attack sequence. Advanced Counterattack may only be employed once per round.

Ambidexterity: 16 skill points. Ambidexterity indicates a character favors neither his right nor left hand, but may use either hand equally well. Most importantly, in game terms, Ambidexterity enables a character to employ two weapons with little penalty. Regardless of agility score, a character with Ambidexterity suffers no to-hit penalty with his 'on-hand', and only a -1 to-hit penalty with his 'off-hand' while employing two weapons.

Note: Ambidexterity only reduces off-hand attack penalties; it does not enable a character to employ special skills, such as Multiple Attacks, with his 'off-hand' weapon.

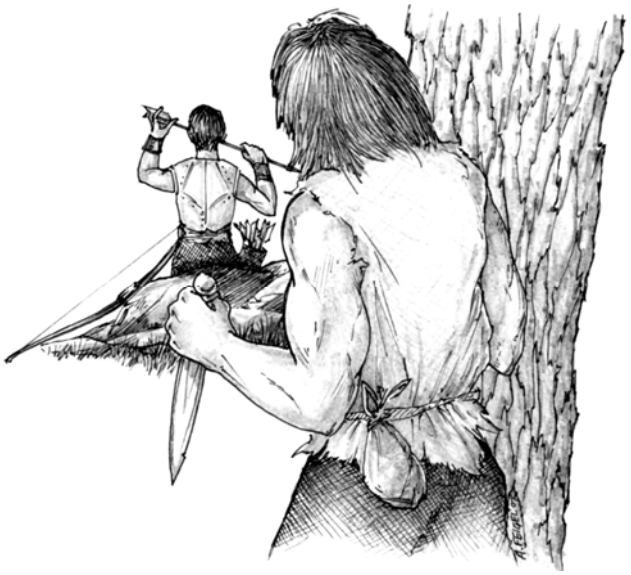
Armor Use: 4 skill points x grade. The Armor Use discipline enables a character to function more freely while in wearing armor or wielding a shield. Each grade of Armor Use adjusts the character's armor impedance score by +1.

Note: Armor Use has no effect when the character is not wearing armor.

Backstab: 8 skill points x grade. The Backstab discipline enables a character to inflict extra damage upon an opponent, when that opponent is surprised from behind. There are three grades of the Backstab discipline. For each grade, the attacking character adds an extra 1d6 of damage to each of his attacks that hit that round. For example, a character with Backstab grade I that successfully backstabs an opponent, attacking twice with a long sword, would inflict 1d8 + 1d6 if one attack hit, or 2d8 + 2d6 if both attacks hit. The same character with Backstab grade II would inflict 1d8 + 2d6 for each hit with the long sword.

The Backstab discipline may only be used when a character successfully surprises an opponent from behind. Simply moving behind an opponent is not sufficient.

Note: If an opponent is unaware and attacked from behind, that opponent's dodge score is halved for the first round of attacks made.



Bash: 6 skill points. Weapon class specific: Weapon Mastery I in weapon classes A or B is a prerequisite for Bash. Bash allows a character to apply a -3 to-hit modifier to apply a +2 damage modifier to one on-hand melee attack with a weapon of class A or B. A player must declare the Bash attempt before a to-hit roll is made. If the attack misses, the player must again announce if further bashes are to be attempted. Bash may only be attempted once per round.

Blindfighting: 5 skill points. The Blindfighting discipline enables a character to fight effectively in circumstances where vision is impaired. Whereas to-hit modifiers and dodge score adjustments due to blindness can range from a light fog: -1, to complete blindness: -5, Blindfighting reduces penalties caused by vision impairment by +2. Thus, a thick smoke resulting in a -3 to-hit modifier and a -3 dodge score adjustment would only modify a Blindfighting character's to-hit rolls by -1, and adjust his dodge score by -1.

It should be mentioned that Blindfighting can benefit characters affected by bright light, as well as those affected by darkness. Thus, an orc could employ Blindfighting in bright daylight as a human would at night.

Missile weapon attack penalties due to vision impairment are 2x those of melee attacks. Thus, a completely blind character makes missile weapon attacks at -10 to-hit. Blindfighting would reduce this to-hit penalty to -8.

Note: The Blindfighting discipline cannot give an overall positive to-hit modifier under any circumstances. If a characters movement rate is reduced to vision impairment, the Blindfighting discipline will offset this penalty by +20'.

Calculated Strike: 12 skill points. Weapon class specific: Multiple Attacks I in the same weapon class is a prerequisite for Calculated Strike. Calculated Strike allows a character to sacrifice multiple attacks to improve on-hand to-hit roll(s) for one round. For every on-hand attack sacrificed, the character gets a +3 to-hit modifier to his remaining on-hand attack rolls for that round. For example, if a character gets 3 on-hand attacks in one round, he may instead get 2 on-hand attacks at +3 to-hit, or one on-hand attack at +6 to-hit.

If a character wishes to employ Calculated Strike in a given round, he must state how many attacks will be sacrificed prior to making any attack rolls.

Example: Kerra is fighting a ghul. She has Multiple Attacks II in weapon class E, and usually gets two attacks with her rapier each round. However, this round Kerra decides to use her Calculated Strike discipline when attacking the ghul. Thus, she takes only one attack with her rapier and applies a +3 modifier to her to-hit roll. Kerra normally has +1 to-hit with her rapier. However, this round her to-hit modifier is +4. As the ghul's dodge score is 17 Kerra must roll 13 or higher on 1d20 to hit.

Combat Archery: 8 skill points. Weapon class specific: Weapon Mastery I in the same weapon class is a prerequisite for Combat Archery. The character may use a bow or crossbow in melee combat (less than 10' range) without a to-hit penalty. Combat Archery may be employed with missile weapons of classes J and K.

Combat Casting: 10 skill points. The Combat Casting discipline improves the character's ability to retain concentration while casting spells in combat. A character with Combat Casting gets a +5 modifier to the first Mental Resistance check made in order to retain spell-casting concentration. For example, if a character with a Mental Resistance modifier of +1 is hit while casting a spell, he would need to roll a 4 or more to retain concentration (4 + 1 + 5 = 10). However, further concentration checks during this same round would not get this modifier.

Counterattack: 10 skill points. Weapon class specific: Weapon Mastery I in the same weapon class is a prerequisite for Counterattack. The Counterattack discipline enables the character to return a full round of melee attacks against a foe in response to a critical fumble, rather than just one on-hand attack. Thus, a character with Counterattack may attack with both on-hand and off-hand weapons, and/or employ multiple attacks if able.

If the counterattacking character gets multiple attacks, the Counterattack continues the character's current attack sequence. For example, if the counterattacking character gets 3 attacks every 2 rounds with his on-hand, and the character attacked once the previous round, he would get 2 on-hand attacks for the Counterattack, and 1 on-hand attack the following round.

Like other critical fumble attacks of opportunity, this Counterattack is made at the next initiative following the opponent's attack. For example, if a character was attacked by a gremlin in initiative 6, using Counterattack, that character may take one full round of attacks against that gremlin at initiative 5. Employing Counterattack is optional.

No special combat disciplines such as Greatstrike, Parrying, Stunning Blow, etc. may be employed with a Counterattack.

Note: The Counterattack discipline assumes the Game Master is using the optional critical hits and fumbles rules. If these rules are not being used in your campaign, disregard the Counterattack discipline.

Critical Hit: 12 skill points. Weapon class specific: Weapon Mastery I in the same weapon class is a prerequisite for Critical Hit. The Critical Hit discipline grants the character critical hit damage on natural to-hit rolls of 19 or 20. Thus, a character with Critical Hit rolls damage twice when he or she rolls a to-hit of 19 or 20.

Note: Unlike a roll of natural 20, which always hits, a character with Critical Hit may still miss his opponent on a to-hit roll of 19. The Critical Hit discipline assumes the Game Master is using the optional critical hits and fumbles rules. If these rules are not being used in your campaign, disregard the Critical Hit discipline.

Disarm: 10 skill points. Weapon class specific: Weapon Mastery I in the same weapon class is a prerequisite for Disarm. The Disarm discipline enables a character to potentially disarm melee opponents by knocking their weapon out of their hands.

To disarm an opponent, the character must first announce that a Disarm attempt will be made. The character must then successfully score a to-hit roll against the defending opponent. This disarming attack must be made with one on-hand attack. If this to-hit roll is successful, no damage is dealt, but the opponent must make a Physical Resistance check of 1 per each strength point of the attacker, or lose his weapon. For example, were a character with a 13 strength to attempt to Disarm, the opponent would need to make a Physical Resistance check of 13 or lose his weapon.

Disarming may only be attempted once per hour. However, if a disarming attack does not hit, it may be attempted again the following round. If a disarming attack hits, another disarming attack may not be made, regardless of success. Once disarmed, an opponent must take one round to recover his lost weapon. The Quick Draw discipline does not apply to weapon recovery.

Disarming may be employed with any melee weapon.

Note: The Disarm discipline may only disarm melee weapons. Furthermore, Disarm may only be attempted upon opponents no greater than three times the weight of the attacker.

Evasion: 10 skill points. Feint is a prerequisite for Evasion. The Evasion discipline enables the character to actively elude melee attacks from all melee opponents. Evasion may only be used in melee combat, and only at the character's initiative.

To employ Evasion, a character must forgo all other actions for the combat round. Instead of attacking or performing another action, the character acts solely in a defensive manner. As a result, the character applies a +3 dodge adjustment against all melee attacks against him or her until the end of the round. For example, if a character with a dodge score of 13 uses Evasion at initiative 8, his dodge score is effectively 16 for all melee opponents whose initiatives are 6 or lower.

Use of the Evasion discipline counts as a character's action for the round. Thus, the character may move up to ¼ of his movement rate, but may not attack, cast a spell, drink a potion, or perform a similar action. A character may employ both Evasion and Feint within the same round, however.

The dodge adjustment due to Evasion does not apply to missile weapon attacks made against the character.

Extra Spell: 3 skill points x Circle. Faith, Hedge, or Hermetic potential is required for the Extra Spell discipline. The Extra Spell discipline enables a caster to add one additional spell to his daily repertoire. The cost of the extra spell is 3 skill points x the Circle of spell to be gained. For example, were an alchemist to add one additional 2nd Circle spell to his daily repertoire, 6 skill points must be spent.

Only one extra spell of each Circle may be purchased with the Extra Spell discipline. Thus, an 8th Circle priest could only have a maximum of 8 extra spells, one in each Circle. Furthermore, a caster may only gain extra spells in Circles he or she may presently cast. Thus, a 3rd Circle wizard could only add extra spells of 1st, 2nd, or 3rd Circles.

Extra Spell Point: 3 skill points. Ritual Magic Potential is required for the Extra Spell Point discipline. The Extra Spell Point discipline enables a caster to add one additional spell point to his daily repertoire.

Note: Like all disciplines, only one spell point may be purchased per skill level.

Faith Magic Potential: 35 skill points. Faith Magic Potential is the ability to cast spells granted by a higher power. Those capable of Faith magic are often referred to as priests, clerics, or curates. In addition to the skill point cost, absolute devotion to a deity is a prerequisite to casting spells of Faith magic. Furthermore, as a priest's spells are granted by a higher power, continued observance of that deity's faith is essential to maintain spell-casting ability.

Faith magic spells are divided into 8 Circles of spell-power, with spells of the 1st Circle being the weakest, and spells of the 8th Circle the most powerful. Acquiring Faith Magic Potential automatically allows a priest to cast spells of the 1st Circle. However, the ability to cast spells of higher Circles requires expenditure of additional skill points.

In addition to their source, the nature of Faith magic is somewhat different from Hermetic magic. Whereas Hermetic spells range across a broad spectrum of possibilities, Faith magic tends to be tuned to the ethos of the deity from which it is granted. For example, a priest who worships a deity of compassion would likely be granted spells primarily of a protective or healing nature.

Another distinction of Faith magic is that it does not require the complex gestured movements associated with Hermetic or Hedge magic. Therefore, wearing armor does not interfere with the casting of a priest's spells.

Finally, unlike alchemists or wizards, whom must memorize their spells from books, priests regain their spell-power through prayer and meditation. Generally, four hours of uninterrupted worship is enough to replenish a priest's repertoire of spells. In addition, new Faith magic spells need not be learned. Once attaining a new Circle of spell-power, a priest may cast all spells of that Circle made available by his or her deity.

Typically, the number of spells a priest may cast of any given Circle per day is equal to 1 plus the number of Circles the priest has achieved since acquiring that Circle of spell-power. For example, without presence score bonuses, a priest whom may cast 5th Circle Faith magic, can cast five 1st Circle, four 2nd Circle, three 3rd Circle, two 4th Circle, and one 5th Circle spells per day. After achieving the 8th Circle of spell-power, the priest may spend the cost of 8th Circle (32 skill points) again at any time to add one more spell to each Circle of his repertoire.

Unlike other spellcasters, priests have the unique ability to consolidate two spells of the same Circle into one spell of the next higher Circle, or to sacrifice one spell for a spell of the next lower Circle.

In addition to the normal acquisition of spells, priests may earn additional spells due to a high presence score (see the presence attribute table).

Note: Unless the Game Master permits, a character with the Ritual Magic Potential discipline may not purchase Faith Magic Potential.

Feint: 8 skill points. The Feint discipline enables the character to better evade attacks from one chosen melee opponent. Feint may only be used in melee combat, and only at the character's initiative.

To employ Feint, a character must roll equal to or greater than his or her opponent's dodge score using 1d20, modified by his or her agility-related skill modifier. A successful roll grants the character a +2 dodge adjustment against all attacks made by that specific melee opponent until the end of the round. For example, if a character uses Feint at initiative 7, he may choose one opponent whose initiative is 6 or lower. Assuming that opponent's dodge score is 10, the character must get a result of 10 or higher to Feint successfully, If the Feint is successful, the character gets +2 dodge against that opponent until the next round.

Use of the Feint discipline does not count as a character's action for the round. However, as Feint requires some concentration, a character may not employ Feint and cast a spell within the same round. Feint may only be used once per round.

Example: Olaf is fighting a kobold. He rolls for initiative and gets a result of 8. The kobold's initiative is 4. Since he acts before the kobold, Olaf decides to use his Feint discipline. The kobold's dodge score is 13. Olaf rolls 1d20 and gets a result of 16. Therefore Olaf's Feint is successful. Although Olaf's dodge score is 11, it is effectively 13 against the kobold for this round. Using Feint does not count as a combat action. Thus, Olaf attacks the kobold this round with his hammer as well.

Greatstrike: 12 skill points. Weapon class specific: Weapon Mastery grade II in the same weapon class is a prerequisite for Greatstrike. Greatstrike allows a character to hit for maximum dice damage with one successful on-hand melee attack.

A player must declare the Greatstrike attempt before a to-hit roll is made. If the attack misses, the Greatstrike is not expended. However, the player must again announce if further Greatstrikes are to be attempted. Greatstrike may only be attempted once per round. A character can employ one successful Greatstrike per hour.

Guard: 6 skill points. Unlike other weapon-based disciplines, the Guard discipline concerns a character's off-hand weapon. When fighting with two weapons, the Guard discipline enables a character to employ his off-hand weapon in a defensive manner rather than attacking with it.

In game terms, a character employing the Guard technique sacrifices his off-hand attack to increase his dodge score by +1 until the end of the round. For example, if a character employs Guard at initiative 5, the character gets a +1 dodge adjustment against all attacks made at initiative 4 or lower within the same round.

Note: The Guard discipline may only be employed with weapons that may be used in a character's off-hand. Guard does not defend against thrown weapons or missile attacks.

Health Point: 2 skill points. Additional health points may be purchased with skill points. Each new health point costs 2 skill points. These health points are added to the character's health point total permanently.

Note: Like all disciplines, only one health point may be purchased per skill level.

Hedge Magic Potential: 25 skill points. Literacy is a prerequisite for Hedge Magic Potential. Hedge Magic Potential is the ability to cast spells of enchantment, or of a phantasmal or beguiling nature. Users of Hedge magic are often referred to as alchemists, illusionists, enchanters, thaumaturgists, or tricksters.

Hedge magic spells are divided into 5 Circles of spell-power, with spells of the 1st Circle being the weakest, and spells of the 5th Circle the most powerful. Acquiring the Hedge Magic Potential discipline automatically allows an alchemist to cast spells of the 1st Circle. However, the ability to cast spells of higher Circles requires expenditure of additional skill points.

Alchemists must learn and memorize their spells from books. The alchemist may then memorize spells from these pages, allowing them to be cast later. Hedge spell formulae are inscribed in a special script, which only an alchemist may comprehend.

The number of spells an alchemist may cast of any given Circle per day is equal to 1 plus the number of Circles the alchemist has achieved since acquiring that Circle of spell-power. For example, in lieu of any bonus spells due to a high intellect score, an alchemist whom may cast 4th Circle Hedge magic, can cast four 1st Circle, three 2nd Circle, two 3rd Circle, and one 4th Circle spells per day. After achieving the 5th Circle of spell-power, the alchemist may spend the cost of 5th Circle (24 skill points) again at any time to add one more spell to each Circle of his or her repertoire.

Unlike other spellcasters, alchemists have the unique ability to increase the number of creatures targeted by some spells by weakening the potency of the spell.

In addition to the normal acquisition of spells, alchemists may earn additional spells due to a high intellect score (see the intellect attribute table).

Casting of Hedge magic spells requires great flexibility of movement. Thus, worn armor can potentially disrupt spell-casting (see the Armor section).

Hermetic Magic Potential: 35 skill points. Literacy is a prerequisite for Hermetic Magic Potential. Hermetic Magic Potential is the ability to learn and cast spells of Hermetic nature. Users of Hermetic magic are often referred to as wizards, sorcerers or mages. Hermetic spells vary greatly in potency and effect, and at high skill levels, wizards are the most powerful of spellcasters. However, the study of Hermetic magic is all-consuming, and those that aspire to be great wizards often have little time for anything else.

Hermetic spells are divided into 8 Circles of spell-power, with spells of the 1st Circle being the weakest, and spells of the 8th Circle the most powerful. Acquiring Hermetic Magic Potential automatically allows a wizard to cast spells of the 1st Circle. However, the ability to cast spells of higher Circles requires expenditure of additional skill points.

Wizards must learn and memorize their spells from books. Typically, each wizard keeps several tomes in which his or her spells are permanently inscribed. The wizard may then memorize spells from these pages, allowing them to be cast later. Hermetic spell formulae are inscribed in a special script, which only a wizard may comprehend.

The number of spells a wizard may cast of any given Circle per day is equal to 1 plus the number of Circles the wizard has achieved since acquiring that Circle of spell-power. For example, in lieu of any intellect bonuses, a wizard whom may cast 6th Circle Hermetic magic, can cast six 1st Circle, five 2nd Circle, four 3rd Circle, three 4th Circle, two 5th Circle, and one 6th Circle spells per day. After achieving the 8th Circle of spell-power, the wizard may spend the cost of 8th Circle (34 skill points) again at any time to add one more spell to each Circle of his or her repertoire.

In addition to the normal acquisition of spells, wizards may earn additional spells due to a high intellect score (see the intellect attribute table).

Casting of Hermetic spells requires great flexibility of movement. Thus, worn armor can potentially disrupt spell-casting (see the Armor section).

Improved Dodge: 8 skill points x grade. The Improved Dodge discipline allows a character to better dodge physical attacks. Each grade of Improved Dodge increases the character's dodge score by 1 point.

Improved Initiative: 4 skill points x grade. The Improved Initiative discipline allows a character to act more quickly during combat. Each grade of Improved Initiative increases the character's initiative modifier by +1.

Increased Accuracy: 5 skill points x grade. The Increased Accuracy discipline improves a character's combat skill. For each grade of Increased Accuracy, a character adds a +1 modifier to all to-hit rolls. Improved accuracy applies to both missile and melee attacks. Increased Accuracy is not weapon class specific.

Increased Attribute: (score – 5) skill points. The Increased Attribute discipline allows a character to increase his or her attribute scores through intense training. The cost of increasing an attribute score is equal to the next higher score to be attained minus 5. For example, a character with an intellect of 15 could increase his intellect score to 16 for 11 skill points. Likewise, a character with an endurance of 8 could increase his endurance score to 9 for 4 skill points.

Attribute scores under 6 may be increased for 1 skill point each.

Just like discipline grades, attribute scores may only be improved sequentially, one point per expenditure. For example, a score of 16 must be purchased before a score of 17 and so on. Attributes may never exceed a score of 20.

Furthermore, like all disciplines, each attribute may only be increased once per each new skill level attained. Different attributes may be increased at the same level with the Increased Attribute skill, however. For example, a character could increase her agility from 11 to 12, and her endurance from 6 to 7 at the same skill level.

Note: The Increased Attribute discipline may not be purchased upon character creation.

Increased Physical Resistance: 3 skill points per grade. The Increased Physical Resistance discipline allows a character to better resist physical damage from certain spells, magical creatures or poison. Each grade of Increased Physical Resistance increases the character's Physical Resistance roll modifier by +1.

Increased Mental Resistance: 3 skill points per grade. The Increased Mental Resistance discipline allows a character to better resist mental attacks and charm. Each grade of Increased Mental Resistance increases the character's Mental Resistance roll modifier by +1.

Language: 3 skill points per language. It is assumed that each character begins with the ability to speak the language of his or her homeland, and possibly some additional initial languages based upon the character's intellect score and possibly his or her personal history. Beyond their initial language(s), characters may learn new languages through skill point expenditure.

Note: The Language discipline refers only to speaking and verbal comprehension. Reading and writing is addressed by the Literacy discipline.

Last Stand: 6 skill points. The Last Stand discipline enables a character reduced to zero or negative health points to continue to remain conscious. However, immediately upon being brought to that point, and at the beginning of each additional round thereafter, the character must make a Physical Resistance check of 10, or fall unconscious.

Regardless of the Last Stand discipline, all characters die if their health points fall below zero one-half their endurance score.

Note: Last Stand may not be used to regain consciousness.

Literacy: 3 skill points. An intellect score of 6 or greater is a prerequisite for Literacy. Literacy is the ability to read and write. For game purposes, a character with Literacy may read and write all languages he or she may speak.

Note: Characters with a intellect score of 10-13 may automatically begin with the Literacy discipline if they start with one language instead of two. Characters with an initial intellect score of 14 or higher automatically begin with the Literacy discipline.

Magic Potency: 3 skill points x grade. Magic Potency may only be purchased by characters with Hedge, Hermetic or Ritual Magic Potential. For each grade of Magic Potency, a character applies a +1

adjustment to the Physical or Mental Resistance target numbers of his or her spells. For example, if a Hermetic magic-user with Magic Potency grade II were to cast the 2nd circle spell Enrage, the targeted creature must make a Mental Resistance check of 14 (instead of 12), to resist the spell.

Magic Resistance: 5 skill points per grade. The Magic Resistance discipline reflects a character's unusual resilience to magical influences. There are five grades of Magic Resistance. For each grade possessed, a character applies a +1 modifier to all Physical or Mental Resistance checks made to resist magical spells, items or abilities. For example, if a character with Magic Resistance grade II were subjected to a Fireball spell, he would apply a +2 modifier to his Physical Resistance check to oppose the spell.

Multiple Attacks: 10 skill points + (2 x grade). Weapon class specific: Weapon Mastery in the same weapon class, of the same grade, is a prerequisite for Multiple Attacks. For example, a character must have Weapon Mastery I before purchasing Multiple Attacks I, and must have Weapon Mastery II before purchasing Multiple Attacks II, etc. Multiple Attacks enables a character to attack more than once per round with the character's on-hand weapon.

There are four grades of Multiple Attacks. Grade I allows the character to attack 3 times every two combat rounds; one attack the first round, and two attacks the following round. Grade II allows the character to attack twice each combat round. Grade III allows the character to attack 5 times every two combat rounds; two attacks the first round, and three attacks the following round. Grade IV allows the character to attack 3 times each combat round.

The Multiple Attacks discipline only pertains to the character's on-hand weapon. Thus, if a character with Multiple Attacks grade II employs two weapons, he would get two attacks with his on-hand weapon and one attack with his off hand weapon each round.

Note: Unless a character has the Split Attacks discipline, multiple attacks within the same round must be made upon one target.

Parrying: 10 skill points. Weapon class specific: Weapon Mastery grade I in the same weapon class is a prerequisite for Parrying. Parrying is the ability to defend oneself with swordplay. Parrying may only be accomplished with weapons of class E.

In game terms, a character employing the Parrying technique sacrifices one or more on-hand attacks to increase his dodge score by +2 for each on-hand attack sacrificed until the end of the round. For example, if a character begins to parry at initiative 6 and sacrifices one on-hand attack, the character gets +2 dodge against all attacks made at initiative 5 or lower within the same round.

Note: Parrying does not defend against thrown weapons or missile attacks.

Pause and Study: 14 skill points. Pause and Study enables a character to further delay his initiative by -5 to gain a +2 to-hit modifier against one specific melee opponent for that attack round. For example, a character with an initiative of 4 whom selects a melee opponent and decides to Pause and Study, would delay his initiative to -1 (4 – 5 = -1), and then benefit from a +2 to-hit modifier when attacking that opponent for that round.

The +2 to-hit modifier gained from Pause and Study lasts for one round of attacks only. Pause and Study may only be used once per round.

Note: Although a character delays his initiative with Pause and Study, he is not required to attack the selected opponent. However, the character will only benefit from the +2 to-hit modifier when attacking the selected opponent.

Example: Kerra is fighting the thief Maurice. She rolls for initiative and gets a result of 4. Maurice's initiative is 3. However, at her initiative of 4, Kerra decides to use her Pause and Study discipline. Therefore, Kerra may not act until initiative -1. Maurice acts before Kerra at initiative 4. He hits Kerra with his dagger, but she is not hurt badly. At initiative -1, Kerra attacks Maurice and applies a +2 to-hit modifier to her attack rolls.

Prayer: 6 skill points. Faith Magic Potential is a prerequisite for the Prayer discipline. The Prayer discipline enables the priest to add a +1 or -1 modifier to any one dice roll once per day. The decision to use the Prayer discipline must be made prior to the roll being made.

Precise Shot: 8 skill points. Weapon class specific: Multiple Attacks grade I in the same weapon class is a prerequisite for Precise Shot. In many respects, Precise Shot is similar to the Calculated Strike discipline. Precise Shot allows a character to sacrifice multiple attacks to improve missile attack to-hit roll(s) for one round. For every attack sacrificed, the character gets a +3 to-hit modifier to his remaining missile attack rolls for that round. For example, a character with Multiple Attacks IV gets 3 attacks in one round with his bow. Employing Precise Shot, he may instead get 2 bow attacks at +3 to-hit, or one bow attack at +6 to-hit. Precise Shot may only be taken for weapon classes J, K, or L.

If a character wishes to employ Precise Shot, he must state how many attacks will be sacrificed prior to making any attack rolls.

Quick Draw: 5 skill points. The Quick Draw discipline enables a character to change weapons very quickly. Thus, a character with Quick Draw can attack one round with a sword, and the next round with his bow for a full round of attacks. In addition, the Quick Draw discipline gives the user a +3 modifier to his first initiative roll in a combat.

Normally, a character drawing a weapon or switching weapons may make only one on-hand attack that round. The Quick Draw discipline enables a character to switch weapons and get a full round of attacks.

Note: The Quick Draw discipline does not apply the recovery of weapons not upon the character's person.

Quick Shot: 6 skill points. Weapon class specific: Weapon Mastery grade I in the same weapon class is a prerequisite for Quick Shot. The Quick Shot discipline enables a character to take one extra missile attack in the first round of a new combat. Thus, a character with Quick Shot and Multiple Attacks grade II would get three attacks with his missile weapon in the first round of a new combat.

Note: Quick Shot may only be used if the character has the weapon readied, or if he or she possesses the Quick Draw discipline.

Resilience: 8 skill points. In general, if a character's health points ever fall below zero more than half of their endurance score, that character dies. However, characters with the Resilience discipline may fall below zero a number of health points equal to their endurance score before dying. For example, a character with Resilience and an endurance score of 13 dies at -14 health points.

Ritual Magic Potential: 25 skill points. Ritual Magic Potential is the ability to cast spells of necromancy, naturism, diabolism and vexation. Users of Ritual magic are often referred to as mystics, shamans, necromancers, obeah, warlocks, or witches. In some respects, Ritual magic is similar to the Faith magic of priests. Like Faith magic spells, spells of Ritual magic are granted by a higher power. However, unlike priests, mystics are granted spell-casting ability, not as a reward for absolute devotion, but in exchange for a transient observance, service, or sacrifice to one or more extra-planar beings.

Ritual magic spells are divided into 5 Circles of spell-power, with spells of the 1st Circle being the weakest, and spells of the 5th Circle the most powerful. Acquiring Ritual Magic Potential automatically allows a mystic to cast spells of the 1st Circle. However, the ability to cast spells of higher Circles requires expenditure of additional skill points.

Due to the conditions of their source, Ritual magic is somewhat different from priest magic. Whereas Faith magic tends to be tuned to the ethos of the deity from which it is granted, the nature of a mystic's spells are not defined by a central dogma. However, like Faith magic, Ritual magic does not require the complex gestured movements associated with Hermetic or Hedge magic. Therefore, wearing armor does not interfere with the casting of a mystic's spells.

Like priests, Ritual spells must not be memorized, and mystics may cast any spell of each Circle as soon as it becomes available to them. However, unlike priests, who may cast a specific number of spells per day, mystics employ spell points that are spent when their spells are cast. The spell points of Ritual magic are divided into four Spheres: Blood, Dream, Gaea and Stitch. Each day, a mystic must determine how to subdivide his daily repertoire of spell points into each of these four Spheres. For example, a mystic with a total of 13 spell points might take 4 Blood, 3 Dream, 4 Gaea and 2 Stitch spell points on one particular day. These spell points may then be spent as part of magic formulae which enables a mystic to cast.

The number of spells a mystic may cast of any given Circle per day is determined by the number of spell points the mystic possesses. In general, the more potent the spell, the more spell points required to cast it. The number of spell points a mystic has each day increases as the mystic achieves higher Circles of spell-power.

Upon purchasing Ritual Magic Potential, each mystic begins with 2 spell points, plus any due to a high presence score. Thereafter, upon purchasing a new spell Circle, the mystic gains the new Circle of spell-power in spell points, plus one. Thus, a mystic gains 3 spell points upon purchasing 2nd Circle spells, 4 spell points when purchasing 3rd Circle spells, 5 spell points upon purchasing 4th Circle spells, and 6 spell points upon purchasing 5th Circle spells. As such, a mystic with no presence spell point bonus will have a total of 20 spell points upon attaining the 5th Circle of spell-power. Mystics may also gain additional spell points via the Extra Spell Point discipline.

Mystics regain their spell-power through meditation. Generally, four hours of uninterrupted meditation is enough to replenish a mystic's repertoire of spell points.

Mystics may earn additional spell points due to a high presence score (see the presence attribute table).

Note: Unless the Game Master permits, a character with the Faith Magic Potential discipline may not purchase Ritual Magic Potential.

Savant: 3 skill points x grade. Proficiency specific. The Savant discipline improves the character's checks in one specific proficiency. Each grade of Savant increases modifies proficiency checks in one specific proficiency by +1. For example, a character with Savant grade II in the Climbing proficiency would add +2 to all Climbing proficiency checks. Each character may only purchase the Savant discipline once, and thus, may only enhance checks related to one proficiency.

Shield Bash: 6 skill points. The Shield Bash discipline enables a character to employ his or her shield as if it were an off-hand weapon. A character with Shield Bash may inflict 1d3 points of damage with his shield. For game purposes, this attack is made as if it were an off-hand weapon attack at the character's initiative.

Shield Use: 4 skill points. Shield Use assumes a character is extremely adept at employing a shield. The Shield Use discipline effectively adjusts the impedance score associated with wielding a shield to 0. Thus, a character with Shield Use will not suffer a dodge score penalty, an agility proficiency modifier, movement rate adjustment, etc., while using a shield.

Silent Casting: 4 skill points x grade. Silent Casting may only be purchased by characters with Hedge, Hermetic, Faith or Ritual Magic Potential. The Silent Casting discipline enables a caster to omit the verbal component from his or her spells. Each grade of Silent Casting corresponds to a Circle of spells that may be silently cast. For example, a character with Silent Casting grade III may cast 1st, 2nd or 3rd Circle spells without a verbal component.

Note: Silent Casting may only be performed with spells that have a remaining gestured or material component. Thus, every spell must have at least one component.

Spell Circle (Hedge): 9 skill points + (3 x Circle). Hedge spell Circles may only be purchased by characters with Hedge Magic Potential. As Hedge Magic Potential includes the 1st Circle spell discipline, the first spell Circle purchased with skill points is 2nd Circle. Spell Circles must be purchased in order. Each time a character buys a new spell Circle, he adds to his repertoire one spell in that Circle, plus one spell in each of his lower Circles. For example, a character buying 3rd Circle Hedge magic would add one 1st, one 2nd, and one 3rd Circle spell to his or her repertoire.

The skill point cost for Circles increases incrementally. For example, 2nd Circle Hedge magic costs 15 skill points, 3rd Circle Hedge magic costs 18 skill points, and so on.

Note: 2nd Circle Hedge magic spells may not be purchased upon character creation.

Spell Circle (Hermetic): 10 skill points + (3 x Circle). Hermetic spell Circles may only be purchased by characters with Hermetic Magic Potential. As Hermetic Magic Potential includes the 1st Circle spell discipline, the first spell Circle purchased with skill points is 2nd Circle.

Spell Circles must be purchased in order. Each time a character buys a new spell Circle, he adds to his repertoire one spell in that Circle, plus one spell in each of his lower Circles. For example, a character buying 2nd Circle Hermetic magic would add one 1st, and one 2nd Circle spell to his or her repertoire.

The skill point cost for Circles increases incrementally. For example, 2nd Circle Hermetic magic costs 16 skill points, 3rd Circle Hermetic magic costs 19 skill points, and so on.

Note: 2nd Circle Hermetic magic spells may not be purchased upon character creation.

Spell Circle (Faith): 8 skill points + (3 x Circle). Faith spell Circles may only be purchased by characters with Faith Magic Potential. As Faith Magic Potential includes the 1st Circle spell discipline, the first spell Circle purchased with skill points is 2nd Circle. Spell Circles must be purchased in order. Each time a character buys a new spell Circle, he adds to his repertoire one spell in that Circle, plus one spell in each of his lower Circles. For example, a character buying 4th Circle Faith magic would add one 1st, one 2nd, one 3rd, and one 4th Circle spell to his or her repertoire.

The skill point cost for Circles increases incrementally. For example, 2nd Circle Faith magic costs 14 skill points, 3rd Circle Faith magic costs 17 skill points, and so on.

Note: 2nd Circle Faith magic spells may not be purchased upon character creation.

Spell Circle (Ritual): 9 skill points + (3 x Circle). Ritual spell Circles may only be purchased by characters with Ritual Magic Potential. As Ritual Magic Potential includes the 1st Circle spell discipline, the first spell Circle purchased with skill points is 2nd Circle. Spell Circles must be purchased in order.

Note: 2nd Circle Ritual magic spells may not be purchased upon character creation.

Unlike other spellcasters, Ritual magic-users employ spell points to cast their spells. Upon purchasing a new spell Circle, the mystic gains the new Circle of spell-power in spell points, plus one. Thus, a mystic gains 3 spell points upon purchasing 2nd Circle spells, 4 spell points when purchasing 3rd Circle spells, 5 spell points when purchasing 4th Circle spells, and 6 spell points upon purchasing 5th Circle spells.

The skill point cost for Circles increases incrementally. For example, 2nd Circle Ritual magic costs 15 skill points, 3rd Circle priest magic costs 18 skill points, and so on.

Split Attacks: 10 skill points. Weapon class specific: Multiple Attacks I in the same weapon class is a prerequisite for Split Attacks. The Split Attacks discipline enables a character to attack multiple melee opponents within the same round with his on-hand weapon. During any round in which a character has two or more attacks with his on-hand weapon, using Split Attacks, he may divide those attacks between melee opponents within his immediate vicinity.

For example, if a character has two on-hand attacks, he may divide those attacks between two melee opponents. Likewise, if the character has three on-hand attacks within one round, he may divide these between two or three melee opponents.

Like all multiple attacks, Split Attacks occur at the same initiative.

Note: If employing an off-hand weapon and using Split Attacks, the character must use the off-hand weapon on the first opponent he attacked that round. Split Attacks may be performed as often as the character wishes.

Stunning Blow: 8 skill points. Weapon class specific: Weapon Mastery grade I in the same weapon class is a prerequisite for Stunning Blow. Stunning Blow allows a character to 'stun' an opponent with one on-hand melee attack.

If the Stunning Blow attack hits, the next combat round, the creature that was hit by the Stunning Blow suffers an initiative penalty equal to negative the damage inflicted with the Stunning Blow. For example, a character wielding a long sword strikes a goblin with a Stunning Blow, and inflicts 5 points of damage. Thus, the next round, the goblin adds a -5 modifier to its initiative roll.

A player must declare the Stunning Blow attempt before a to-hit roll is made. If the attack misses, the Stunning Blow is not expended. However, the player must again announce if further Stunning Blows are to be attempted.

Stunning Blow may only be attempted once per round. A character can employ one successful Stunning Blow per hour.

Note: The initiative penalty incurred by Stunning Blow is calculated by the actual damage suffered by the target, not the damage dealt by the attack. Thus, absorbance of damage by armor or hide can reduce the effect of a Stunning Blow attack.

Unarmed Combat: 6 skill points + (3 x grade). Unarmed Combat is the ability to inflict lethal damage without weapons. Typically, an unarmed character may inflict 1d2 points of damage with each fist. The Unarmed Combat discipline consists of three grades that increase the amount of damage a character may inflict.

Grade I Unarmed Combat enables the character to inflict 1d4 points of damage per attack. At grade II, the character inflicts 1d6 points of damage. Grade III enables 1d8 points of damage.

When unarmed, a character may make one on-hand and one off-hand attack per round. As with all weapons, a character attacking with both hands suffers on-hand and off-hand to-hit penalties. For example, a character with a 12 agility attacking with both hands applies a -1 to-hit with his on-hand and a -6 'to-hit with his off-hand. A character attacking only with the on-hand suffers no to-hit penalties.

Note: Some skills that are used to enhance weapon attacks may be used to augment Unarmed Combat. For this purpose Unarmed Combat is considered to be weapon class U.

Vital Strike: 4 skill points x grade. Weapon class specific: Weapon Mastery grade I in the same weapon class is a prerequisite for Vital Strike. The Vital Strike discipline enables a character to further delay his initiative by -5 to diminish the effect of a target's damage absorbance for one round of attacks.

There are four grades of Vital Strike. For each grade of Vital Strike possessed, the character may ignore 1 point of the target's damage absorbance. For example, a character with Vital Strike grade II and an initiative of 8 whom selects a melee opponent and decides to employ skill, would delay his initiative to 3 (8 – 5 = 3), and then circumvent 2 points of a creatures hide/armor damage absorbance for that round.

The damage absorbance negating effect of Vital Strike lasts for one round of attacks only.

Note: Although a character delays his initiative with Vital Strike, he is not required to attack the selected opponent. However, the character

will only benefit from the Vital Strike when attacking the selected opponent. In addition, Vital Strike will not result in extra damage if the grade of Vital Strike exceeds the target's armor/hide damage absorbance. For example, a character with Vital Strike grade IV will circumvent the 1d2 points of damage absorbance of studded leather armor, but not incur any extra damage upon its wearer.

Example: Olaf is fighting a goblin that wears studded leather armor and has a shield. He rolls for initiative and gets a result of 7. The goblin's initiative is 5. However at initiative 7, Olaf decides to use his Vital Strike discipline. Therefore, Olaf may not act until initiative 2. The goblin acts before Olaf at initiative 5. It misses Olaf. At initiative 2, Olaf attacks the goblin and hits once with his hammer for 5 points of damage. The goblin's armor normally absorbs 1d2 + 1 points of damage. It rolls for armor absorbance and gets a result of 3. Olaf has Vital Strike grade II. Thus, due to Olaf's Vital Strike, the goblin's armor absorbance is reduced by 2 to only 1 point of absorbance. The goblin takes 4 points of damage.

Weapon Mastery: 8 skill points + (2 x grade). Weapon class specific: Weapon Mastery reflects intensive training with one specific class of weapons. For example, Weapon Mastery cannot apply to all swords, but may apply to those swords in weapon class E. This intense study increases the wielder's ability to hit and to do damage with those particular weapons.

There are five grades of Weapon Mastery. Weapon Mastery grade I grants the wielder +1 to-hit and +1 to damage with the chosen weapon class. Grade II imbues +2 to-hit and +1 to damage, grade III +3 to-hit and +2 to damage, grade IV +4 to-hit and +2 to damage, and grade V +5 to-hit and +3 to damage.

Whirlwind Attack: 12 skill points. Weapon class specific: Multiple Attacks II in the same weapon class is a prerequisite for Whirlwind Attacks. Whirlwind Attack discipline enables a character to perform one on-hand attack against each melee opponent (max. 6) instead of his normal attack. These attacks are made with a -2 to-hit modifier. For example, a character surrounded by four goblins chooses to Whirlwind Attack. Thus, at the character's initiative, he will attack each of the four goblins once with his on-hand weapon, modifying each to-hit roll by -2. No other attacks or actions are allowed by the character that round.

Note: No off-hand attacks are possible when employing Whirlwind Attack. No special combat disciplines such as Greatstrike, Parrying, Stunning Blow, etc. may be employed with a Whirlwind Attack.

Proficiencies

Proficiencies represent learned knowledge or non-combat related physical or professional talents. Unlike disciplines, all proficiencies have grades that range from I to IV, with I being the lowest grade and IV the highest.

Beginning proficiencies: Upon character creation, all beginning proficiencies must be grade I. Thus, a 1st level character could begin with Arcane Knowledge grade I, but not Arcane Knowledge grades II, III or IV.

Purchasing proficiencies: A character may only increase a proficiency by one grade at each new skill level attained. For example, a character that purchased Swimming grade I at the 2nd skill level, must wait until the 3rd skill level to purchase Swimming grade II.

Costs for proficiencies are as such:
n skill point(s) per grade: An expenditure of n skill points grants one additional grade in the proficiency. For example, the Climbing proficiency has a cost of 2 skill points per grade, indicating that spending a total expenditure of 4 skill points would give the character a Climbing proficiency of grade II.

Important: Discipline points or proficiency points may be used to purchase proficiencies.

Proficiency Checks

The use of a proficiency requires the character to make a proficiency check. A proficiency check is made by rolling 1d20 for each grade of the character's proficiency. For example, were the character to have the Climbing proficiency grade III, he would roll 3d20 when making a Climbing proficiency check.

However, unlike other rolls, each 1d20 rolled for a proficiency check is not added. Instead, the player keeps the dice with the highest result, and discards the rest. For example, if 3d20 are rolled for a proficiency check and the dice results were 2, 8, and 13, the proficiency check result would be 13. The dice showing 2 and 8 are discarded.

Note: If two or more dice rolled for a proficiency check share the highest same result, (such as: 3, 12, 12) all but one of the similar dice are discarded (a result of 12).

Target numbers: Each time a proficiency check is made, the character attempts to achieve a result equal to or greater than a target number provided by the Game Master. As a general rule, target numbers range from 5 to 20. Easy tasks will have a low target number, whereas more difficult tasks will have a higher target number. For example, to climb an oak tree a character might be required to make a Climbing proficiency check with a target number of 5. However, if the character wished to climb a sheer cliff, the target number might be a 15 or higher.

If a proficiency check roll results in a number equal to or more than the target number, the check is successful. Conversely, if the roll results in a number less than the target number, the check fails. For example, a character with a Lock-picking proficiency attempting to pick a lock with a target number of 8 fails to pick the lock on a result of 7 or less, and succeeds on a result of 8 or more.

Example: Millena has the Lock-picking proficiency with a grade of II. She attempts to pick a lock, which the Game Master indicates has a target number of 9. Millena rolls 2d20 with a result of 5, and 11. She keeps the dice showing 11. As Millena's proficiency check result of 11 is equal to or greater than 9, she succeeds in picking the lock.

Natural 1's and 20's: As a general rule, whenever a proficiency roll results in a natural 1, regardless of any modifiers, the check is considered an automatic failure. Of course, for grades of II, III or IV all

d20's rolled must show 1 otherwise those dice showing a 1 are discarded. Conversely, any proficiency check roll resulting in a 20 is considered an automatic success regardless of any modifiers. For example, a character making an Acrobatics check of 19 with a -4 modifier could succeed if a natural 20 is rolled.

Related attributes and modifiers: Each proficiency is related to one attribute. A character's proficiency checks are modified by that character's related attribute. For example, the Running proficiency is related to the endurance attribute. A character with an endurance score of 14 would add a +1 to the result of all Running proficiency checks.

All proficiency check modifiers, including those due to attributes, are applied after all dice are rolled in making a proficiency check. For example, a character with a 14 endurance and grade II Running makes a Running check. He rolls 2d20 with a result of 11 and 13. The player keeps the 13 and applies a +1 modifier due to his character's high endurance. Thus, the character's Running check result is 14.

As a basic guide, proficiency check target numbers are based upon the difficulty of the task as such:

Table 2.1.13: Proficiency check target numbers

Difficulty of task	Proficiency target number
Average, straight-forward	5-9
Difficult, involved	10-14
Unlikely, complicated	15-19
Incredible, amazing	20+

Note: As shorthand, a proficiency check with a target number of n, will often be written as: "a proficiency check of n". For example, a Climbing proficiency check with a target number of 12, may be written as: "a Climbing check of 12".

Failure: In general, once a specific proficiency check is failed, all further checks made by the same character will fail. However, upon achieving a new skill level, and/or spending more skill points on the proficiency, the character may attempt the check once again. For example a 3rd level character attempting to climb a prison wall has failed. Thus, until that character has attained the 4th skill level, or spent more skill points in his Climbing proficiency, all attempts to climb the same prison wall will automatically fail.

Non-proficient Checks

In many circumstances, characters may wish to attempt an action or draw upon knowledge that would be covered by a proficiency they do not possess. This is reasonable. For instance, though a character may not have the World Knowledge proficiency, it does not imply the character has no knowledge of the world at all. Similarly, a character without the Tracking proficiency might attempt to locate a lost companion despite lacking the skill. In such cases, it is reasonable to assume that although unlikely, such attempts might succeed. Thus, all characters may attempt non-proficient checks in proficiencies they do not possess.

To attempt a non-proficient check, the character may roll 1d10. Thus, barring any modifiers, a non-proficient character may only achieve a maximum proficiency check result of 10.

Like a proficiency check, if a non-proficient check fails, the character may not attempt that specific check again until achieving the next skill level. Finally, non-proficient checks may not be made for proficiencies that have a prerequisite skill, such as the Dweomercraft proficiency or when explicitly stated, as for the Healing proficiency.

Proficiency Reference List

Below is a complete list of the proficiencies and their related attributes:

Table 2.1.14: Proficiencies reference

Proficiency	Skill point cost	Attribute	Proficiency	Skill point cost	Attribute
Acrobatics	3 skill points per grade	agility	Leadership	2 skill points per grade	presence
Agriculture	1 skill point per grade	intellect	Local Knowledge	1 skill point per grade	intellect
Ancient History	2 skill points per grade	intellect	Lock-picking	2 skill points per grade	agility
Animal Handling	2 skill points per grade	intellect	Magic Acuity†	4 skill points per grade	intellect
Arcane Knowledge	4 skill points per grade	intellect	Martial Knowledge	2 skill points per grade	intellect
Artistic Ability	2 skill points per grade	intellect	Perception	3 skill points per grade	intellect
Armor-making†	3 skill points per grade	intellect	Performance	2 skill points per grade	presence
Climbing	2 skill points per grade	agility	Persuasion	2 skill points per grade	presence
Contacts	2 skill points per grade	presence	Regional Knowledge	2 skill points per grade	intellect
Disguise	3 skill points per grade	presence	Religious Knowledge	4 skill points per grade	intellect
Distract	2 skill points per grade	presence	Riding	1 skill point per grade	agility
Dweomercraft (Hedge)†	4 skill points per grade	intellect	Rope Use	2 skill points per grade	agility
Dweomercraft (Hermetic)†	5 skill points per grade	intellect	Running	2 skill points per grade	endurance
Engineering	2 skill points per grade	intellect	Seamanship	1 skill point per grade	intellect
Extra-planar Knowledge	6 skill points per grade	intellect	Sleight-of-hand	2 skill points per grade	agility
Gambling	2 skill points per grade	presence	Stealth	3 skill points per grade	agility
Healing†	4 skill points per grade	intellect	Swimming	2 skill points per grade	endurance
Heraldry	1 skill point per grade	intellect	Tracking	2 skill points per grade	intellect
Herbalism	2 skill points per grade	intellect	Trade Skill	1 skill point per grade	intellect
Inspire†	4 skill points per grade	presence	Weapon-making†	3 skill points per grade	intellect
Intimidate†	4 skill points per grade	presence	Wilderness Lore	2 skill points per grade	intellect
Jumping	2 skill points per grade	agility	World Knowledge	4 skill points per grade	intellect

† Proficiency checks in these proficiencies may not be attempted by non-proficient characters.

Proficiency Descriptions

Below is a complete description of the proficiencies:

Acrobatics: 3 skill points per grade (agility). The Acrobatics proficiency reflects the character's ability to perform feats such as tightrope walking, tumbling, standing upon a running horse, or even to minimize damage from a fall. Typically an acrobatic action requires some combination of balance and athleticism. Swinging from a chandelier would be considered an acrobatic feat.

In addition to gymnastic feats, the acrobatics proficiency enables a character to minimize or prevent damage that would be sustained from a fall, either by landing correctly, or slowing one's descent by grabbing branches, etc. In general, characters suffer 1d8 for every 10' they have fallen, assuming they land on a hard, even surface. However, a successful Acrobatics check indicates a character suffers d4 instead of d8 damage. For example, a character with the Acrobatics proficiency that makes a Acrobatics check suffers 3d4 points of damage from a 30' fall. Were that character to fail the Acrobatics check, the damage dealt would be 3d8.

Note: Like all agility-related proficiencies, worn armor modifies all Acrobatics checks. However, as falling results in a physical impact, armor may absorb falling damage.

Agriculture: 1 skill point per grade (intellect). The Agriculture proficiency indicates knowledge in cultivation of crops and/or management of livestock. Furthermore, the Agriculture proficiency enables a character to identify flora and fauna of a domestic nature.

Ancient History: 2 skill points per grade (intellect). Ancient History assumes the character has spent long hours in the study of ancient lore. Historical knowledge may be political, military, cultural, or biographical.

Animal Handling: 2 skill points per grade (intellect). Animal Handling reflects knowledge regarding the care, behavior, and training of a specific type of animal. The resources and time required to train an animal are determined by the Game Master. In general, training of a feral dog may take several weeks, whereas training of a griffon could take several months. Animal Handling checks may be modified due to resources, time constraints, or the age or disposition of the animal. Failed checks may indicate that further training is necessary, or that the animal is unreliable, and may fail to perform in certain situations.

Animal Handling is specific to one class of animals. Thus, the class 'dogs' might include wolves, fox or domesticated dogs. In addition, as the Animal Handling proficiency is limited to one animal type, multiple Animal Handling proficiencies may be purchased. For example, a character might have Animal Handling: dogs, as well as Animal Handling: birds of prey.

Arcane Knowledge: 4 skill points per grade (intellect). Arcane Knowledge reflects the study of magic history. A character with Arcane Knowledge will have studied the history of relics, mages, magic items, hermetic sects, curses, magic scrolls, and things related. Although Arcane Knowledge will not enable a character to decipher hermetical runes, it is possible the nature of the runes may be known. In certain instances, a character with Arcane Knowledge may possess information regarding beasts of a magical nature.

Artistic Ability: 2 skill points per grade (intellect). The Artistic Ability proficiency indicates a character's skill in a particular art form. Typical artistic abilities include: painting, writing, sculpture, musical instrument, and dance.

Armor-making: 3 skill points per grade (intellect). The Armor-making proficiency enables a character to construct, repair, or resize armor. Resources and time necessary to create a suit of armor are determined by the Game Master. In general, construction of a shield may take several days, whereas construction of a suit of plate armor may take several weeks. Armor-making checks may be modified due to resources, time constraints, or ornamentation. Failed checks may indicate that further resources are needed for completion, or that the armor is flawed, and may absorb less damage and/or restrict movement more than usual.

If the Game Master allows, extremely successful Armor-making checks (such as a result of 20+) may indicate works of superior quality. In such rare cases, the armor's impedance score may be improved, or the armor may absorb damage as though it were a suit of the next higher class.

Note: Armor-making cannot be performed by non-proficient characters.

Climbing: 2 skill points per grade (agility). Climbing assumes the character has the extraordinary ability to ascend difficult obstacles such as cliffs, buildings and city walls.

Failure of a Climbing attempt indicates the character falls, potentially taking damage. To determine at which point during the ascent the character fell, roll 1d4: 1: bottom (no significant fall), 2: 1/3 the distance up, 3: 2/3 the distance up, 4: from the top. For example, a character fails to climb a 60' cliff face. The player rolls 1d4 with a result of 3, indicating the character falls 40'.

Contacts: 2 skill points per grade (presence). Contacts indicates a number of social relationships in a given region or locale. Typically, a character can draw upon these contacts for services, aid, etc. For example, a character in need of a fence for stolen items might employ the Contacts proficiency to find a reliable middleman or buyer. However, although a successful check might indicate a contact can be found, it does not indicate the person(s) in question will always willingly provide the service or assistance. As a rule, reciprocity is

essential to the establishment and maintenance of such relationships, and failure to do so may diminish the success of future attempts.

In general, the Contacts proficiency is specific to one heavily populated area, or several smaller ones within the same geographical region. For example, Contacts might apply to one bustling metropolis, or to a large region populated by a small number of tribes. Thus, it is possible that a character may have more than one regionally distinct Contacts proficiency.

Disguise: 3 skill points per grade (presence). Disguise indicates the character is adept at altering his or her appearance, either through costume, action or combination thereof. A Disguise attempt can be as simple a blending into a crowded market, or as complicated as imitating a specific persona. Furthermore, a character may alter their own appearance through Disguise to appear older, weaker, stronger, etc. In general, a character may alter his height by up to 6" decrease his weight by 30 lbs., or increase it by 100 lbs. Disguise check target numbers may be modified due to resources available, complexity of the alteration, or intelligence of the audience.

Note: Imitation of a specific persona is nearly impossible if the viewer is extremely familiar with the person being imitated.

Distract: 2 skill points per grade (presence). Distract is the ability to direct an audience's attention away from a specific object, person or action. Although Distract might be applied in conjunction with Sleight-of-hand, distraction does not enable a character to perform abnormally complicated actions beyond the actual deterrent. Thus, while employing Distract, a character might be able to casually pass an item to a nearby companion unseen. However, the Distract skill would not enable a character to pilfer an item from another person.

Note: When used in conjunction with Sleight-of-hand, a successful Distract check may improve Sleight-of-hand proficiency checks.

Dweomercraft (Hedge): 4 skill points per grade (intellect). Hedge Dweomercraft may only be purchased by characters with Hedge Magic Potential. Hedge Dweomercraft is the practice of creating new Hedge magic spells, or possibly magic potions and scrolls. In addition to a successful Dweomercraft check, the construction of new spells or magic items requires a great amount of time and resources. Typically, time spent is equal to 2 weeks per Circle of the spell to be created. Characters may only attempt to create spells of Circles that they can cast. The Game Master will determine what additional conditions are to be met for any specific Dweomercraft attempt.

In general, Hedge Dweomercraft checks are made after the expenditure of all necessary resources. A successful check indicates a new Hedge spell has been created. In addition, the creator of the spell is now able to cast it. Failure indicates that no spell has been created.

Note: The Game Master will provide information regarding the use of Dweomercraft in the creation of magic potions or scrolls. Dweomercraft cannot be performed by non-proficient characters.

Dweomercraft (Hermetic): 5 skill points per grade (intellect). Hermetic Dweomercraft may only be purchased by characters with Hermetic Magic Potential. Hermetic Dweomercraft is the practice of creating new Hermetic spells, or possibly magic potions, scrolls, enchanted items and artifacts. In addition to a successful Dweomercraft check, the construction of new spells requires a great amount of time and resources. Typically, time spent is equal to 2 weeks per Circle of the spell to be created. Characters may only attempt to create spells of Circles that they can cast. The Game Master will determine what additional conditions are to be met for any specific Dweomercraft attempt.

In general, Dweomercraft checks are made after the expenditure of all necessary resources. A successful check indicates a new Hermetic spell has been created. In addition, the creator of the spell is now able to cast it. Failure indicates that no spell has been created.

Note: The Game Master will provide information regarding the use of Dweomercraft in the creation of magic items. Dweomercraft cannot be performed by non-proficient characters.

Engineering: 2 skill points per grade (intellect). The Engineering proficiency enables a character to plan, construct, or repair large scale projects of wood, earth, metal and stone. Bridges, towers, mines, watermills, ramparts, and siege machines are all examples of possible engineering projects. Resources and time necessary for construction are determined by the Game Master. In general, it is assumed the character with Engineering will employ and direct a labor force adequate for the task at hand. Engineering target numbers may be modified due to resources, time constraints, or complexity. Failed checks may indicate that further resources are needed for completion, or that the project is flawed, and may have structural or mechanical deficiencies.

Extra-planar Knowledge: 6 skill points per grade (intellect). Extra-planar Knowledge reflects the study of extra-planar places and their denizens. A character with Extra-planar Knowledge will have studied the character of the outer planes, the cultures of their inhabitants, and the nature of extra-planar influence upon the Tellurian plane.

Gambling: 2 skill points per grade (presence). The Gambling proficiency not only implies the character is familiar with various games of chance, but it indicates the character has an advantage over lesser skilled opponents when playing these games. The character with a Gambling proficiency does not need to cheat to practice this skill. However, the character employing the Gambling skill will be more apt to notice cheating, and is well aware of his odds, whether his handicaps are legal or otherwise. Of course, a character with a Gambling proficiency may increase his odds through foul play. In general, these attempts will modify the character's Gambling checks based on the circumstances and skills of his opponents.

If used in conjunction with Gambling, a successful Sleight-of-hand check will improve the Gambling check by +1 for each grade the character possesses in the Sleight-of-hand proficiency. For example, a character with a Sleight-of-hand grade of II attempts to cheat while gambling at cards. After the character makes a successful Sleight-of-hand attempt (perhaps dealing from the bottom of the deck), the character may apply a +2 modifier to his associated Gambling proficiency check.

Healing: 4 skill points per grade (intellect). The Healing proficiency allows a character to restore lost health points to him or herself or another injured person. In general, the amount a recipient is healed is based upon the proficiency check result. In normal circumstances with adequate resources, healing provided is:

1-4: No healing.
5-9: 1 health point restored.
10-14: 1d2 health points restored.
15-19: 1d3 health points restored.
20+: 1d4 health points restored.

Healing attempts take 2 rounds. A Healing attempt may be made once per day on any individual. However, a second Healing attempt is possible the same day if the recipient is subsequently injured after the first Healing attempt was made.

Note: Healing cannot be performed by non-proficient characters.

Heraldry: 1 skill point per grade (intellect). Heraldry reflects knowledge in symbols and their use in representing groups, peoples, or organizations. Heraldry might identify a family name associated with a coat-of-arms, or the religion of a priest by the style of his cassock.

Herbalism: 2 skill points per grade (intellect). Herbalism is the knowledge of useful plants and fungi. A successful Herbalism check may enable a character to identify a plant or fungus, or locate a desired specimen if conditions permit. In environments where flora is plentiful, a successful Herbalism check will may provide food for one or more individuals.

Some plants and fungi have unique intoxicating, healing, or medicinal effects. However, the game affects of herbs are generally mild, and may include unfavorable side-effects in addition to the desired effect. In all cases, the Game Master will determine the scarcity and potency of such herbs.

Inspire: 4 skill points per grade (presence). The Inspire proficiency reflects a character's ability to inspire or rally soldiers or companions. In combat, a successful Inspire check will improve a character's companion's to-hit rolls, Physical Resistance and Mental Resistance checks by +1. To inspire allies, the character must combine the check with one bold action, whether it is leading the attack, resisting an unnatural aura of fear, or exposing oneself to an enemy's wrath. The Game Master will determine whether such an action is sufficient for an Inspire attempt, as well as the target number for the attempt on a case by case basis.

Once inspired, a character's allies will benefit from these bonuses for 2 rounds for every grade of the character's Inspire proficiency. For example, a character with an Inspire proficiency grade III may inspire his companions for 6 rounds. Inspire may only be performed once per hour. Inspire check target numbers may be modified by the severity of the danger, the morale of the troops, or the reputation of the character employing the skill.

Employing the Inspire proficiency does not constitute an action in combat.

Note: The character providing inspiration does not benefit from his skill. Inspire cannot be performed by non-proficient characters.

Intimidate: 4 skill points per grade (presence). The Intimidate proficiency is similar in many respects to the Inspire proficiency. However, in combat, a successful Intimidate check will decrease a character's opponent's to-hit rolls, Physical and Mental Resistance checks by -1. Like Inspire, to intimidate enemies, the character must combine the check with one bold action against the enemy, whether it is leading the attack, resisting a spell or effect, or boldly exposing oneself to the enemy's wrath. The Game Master will determine whether such an action is sufficient for an Intimidate proficiency attempt on a case by case basis.

Once intimidated, a character's enemies will suffer from these penalties for 2 rounds for every grade of the character's Intimidate proficiency score. For example, a character with an Intimidate proficiency grade II may intimidate his foes for 4 rounds. Intimidation may only be performed once on each enemy, or once per day if the same enemy is encountered again. Intimidation check target numbers may be modified by the morale of the enemy, the severity of their situation, or the quality of the intimidating character's allies.

Intimidate does not work on mindless creatures, such as undead, or large creatures of animal intelligence (intellect score of 3 or less). In addition, creatures may make a Mental Resistance check at with a target number equal to intimidator's proficiency check roll to resist the intimidation. For example, if a character with Intimidate grade III who rolled 3d20 with a result of 12 was to intimidate an opponent, the creature could make a Mental Resistance check of 12 to resist.

Employing the Intimidate proficiency does not constitute an action in combat. A character may intimidate any opponents within melee range of his or her person (typically those within 30' distance).

Note: The Inspire and Intimidate proficiencies may be used in combination. However, the initial bold actions combined with each proficiency attempt must be entirely distinct. Intimidate cannot be performed by non-proficient characters.

Jumping: 2 skill points per grade (agility). The Jumping proficiency indicates the character has the ability to jump higher and/or farther than most. In general, characters may standing broad jump 4', high jump 4', or running long jump 8'. However, for each grade of Jumping proficiency, a character's broad and high jumping distances increase by 1', and running long jump distances increase by 2'. For example, a character with a Jumping proficiency grade III has a base standing broad jump of 7', a high jump of 7', and a running long jump of 14'.

Jumping checks may be required if a character attempts to jump beyond these base distances. In general, a target number of 2 is required to jump 1' farther than the character's base distance, and an additional +2 adjustment is made to the target number for each additional 1' to be jumped. For example, if the same character above with Jumping grade III is attempting to broad jump 11', a Jumping check of 8 must be made.

Note: Wearing armor severely limits jumping distances. Beyond agility proficiency modifiers, armor impedance confers a jumping distance adjustment for all jumps. A base jumping distance of 0 or less indicates the character cannot effectively jump while wearing the armor.

Leadership: 2 skill points per grade (presence). Leadership is the ability to effectively lead a host of soldiers or allies in a coordinated action or in combat. When used for military purposes, Leadership proficiency checks may be made to maintain troop morale, to face a daunting foe, or to recruit soldiers for a campaign. Although a successful Leadership check will not guarantee a character victory, successful checks will increase the likelihood of a positive outcome. Alternately, Leadership might be used to run a political campaign, to lead a congregation, or to organize a trade guild.

Note: If Leadership is employed to direct a military host, the Martial Knowledge proficiency may improve a character's Leadership checks.

Local Knowledge: 1 skill point per grade (intellect). Local Knowledge reflects familiarity with one particular town or city, its people, and the local terrain.

Lock-picking: 2 skill points per grade (agility). Lock-picking is the ability to open locks and similar mechanisms. In most cases, Lock-picking requires special tools such as tension wrenches and picks.

Magic Acuity: 4 skill points per grade (intellect). Magic Acuity indicates an unusual sensitivity to magical or extra-planar forces. A Magic Acuity check might reveal that a particular item is enchanted, or that a specific place is guarded by unnatural beings. Characters with extremely developed Magic Acuity may even sense the nature of a particular enchantment, or the impression left by a recently cast spell.

Note: Magic Acuity cannot be performed by non-proficient characters.

Martial Knowledge: 2 skill points per grade (intellect). Martial Knowledge regards the knowledge of armaments, military organizations, strategies, logistics and operations. A character with Martial Knowledge understands how armies are organized and supported, and is familiar with strategies of offensive, defensive and siege warfare. In addition, the character understands the strategic use of armaments, including anything from individual weapons to siege engines. Martial Knowledge may be used to estimate the quality of troops or the effectiveness of a combat strategy. Although a successful Martial Knowledge check will not guarantee a victory, one or more checks may increase the likelihood of a favorable outcome.

Note: In some circumstances, Martial Knowledge may augment use of the Leadership proficiency.

Perception: 3 skill points per grade (intellect). Perception indicates a character possesses extraordinary perceptiveness and awareness. Although many Perception attempts, such as listening at doors or surveying a crowd, are made at the player's impetus, the Game Master may also instruct character's with Perception to make checks regarding unknown events or information.

In addition, character's possessing Perception may detect persons successfully using the Stealth, Sleight-of-hand or Disguise proficiencies. In all cases, the Game Master will indicate the difficulty in detecting such individuals.

Performance: 2 skill points per grade (presence). Performance is the ability to entertain crowds with acting, singing, comedy, or similar means. Although Performance is typically done to amuse or entertain, it is possible a performance may be done to elicit another reaction. For example, a character faced by a hostile tribe of primitives might put on a demonstration of ferocity and strength in order to instill awe and fear.

Persuasion: 2 skill points per grade (presence). Persuasion is the art of influence or negotiation. The Persuasion proficiency reflects a character's ability to influence other's decisions, to advance his or her point-of-view, or to acquire goods or services at a competitive or discounted price. Although Persuasion may include deception, a successful Persuasion check does not necessarily suffice for deceit. At times, intelligent or suspicious creatures may not be swayed, regardless of a character's persuasive skills. The Persuasion proficiency is often used for haggling, but may also be employed in diplomatic bartering or contract negotiations as well. In such cases, a successful Persuasion check will not guarantee the character gets the terms he wishes; however, it will always make the outcome measurably more favorable.

The Persuasion proficiency may be used to augment but not substitute for good roleplaying. Persuasion check target numbers may be modified by the disposition of the second party, as well as factors such as the character's reputation, believability, or risks associated with a negotiation, financial or otherwise.

Regional Knowledge: 2 skill points per grade (intellect). Regional Knowledge reflects familiarity with a particular region, including its government, culture and geography. The proficiency may be used to reveal regional landmarks and cultural institutions, as well as information regarding personalities, trade, conflicts, and cultural events.

Religious Knowledge: 4 skill points per grade (intellect). Religious Knowledge reflects familiarity with religious leaders, movements, cults and doctrine. Religious Knowledge may be both contemporary and historical. Access to reference materials, such as the library of a monastery, may improve the chances of a Religious Knowledge check.

Riding: 1 skill point per grade (agility). Riding reflects the ability to successfully control a steed, and to perform feats, such as attacking from the saddle. Although most characters can successfully ride a horse up to a trot, a character with the Riding proficiency can spur the horse on to swim, jump over obstacles, or run at top speed. In addition, characters without the Riding proficiency make melee attack rolls from the saddle at -2, and missile attacks at -4. Characters with the Riding proficiency suffer no such penalties.

The Riding proficiency typically applies to horse or similar creatures. However, characters with a sufficiently high Riding skill may ride upon other land-based creatures or even flying steeds, such as griffons. Given proper time and resources, a character with the Riding proficiency can train undomesticated animals as steeds.

Rope Use: 2 skill points per grade (agility). Rope Use assumes the character has extensive familiarity with employing rope as a useful tool. A character with Rope Use may tie various types of knots, create rappelling gear, or employ a lasso.

Any character with the Rope Use skill may employ a lasso. To use a lasso effectively upon another creature, a successful Rope Use check of 10, as well as a successful to-hit roll must be made. If both rolls are successful, the target creature has been lassoed. A creature that has been lassoed suffers a -4 dodge adjustment, and a -2 to-hit adjustment until freed. Creatures with an intellect of 5 or greater may free themselves from a lasso in two rounds, or one round, if that creature possesses a knife or similar edged tool. Alternately, for normal rope, a Feat of Strength of 16 will break the creature free.

Note: Not all creatures may be lassoed effectively. The Game Master will determine whether or not a creature is either too large or too powerful to be contained by a lasso.

When employing a grappling hook, characters with Rope Use get a +1 to-hit modifier for each grade of Rope Use they possess.

In addition to other feats, characters with Rope Use have a limited ability to free themselves from rope or cord bindings. The Game Master will determine the target number necessary, based upon the type of restraints and the skill of those tying them.

Running: 2 skill points per grade (endurance). The Running proficiency assumes the character has the ability to run both quickly and for long distances. In general, characters may run at a base speed of 120' per 10-second round for a number of rounds equal to twice their endurance score. After this time, the character must walk for 2 minutes (12 rounds), or rest 1 minute (6 rounds) before running again.

However, for each grade of Running proficiency, a character's base running speed increases by 10' per round. For example, a character with a Running proficiency grade III has a base running speed of 150' per 10-second round. In addition, a character with the Running proficiency may continue to run past the maximum number of rounds by making successful Running checks.

Running checks may also be required if a character runs upon difficult terrain or up and down extreme slopes.

Seamanship: 1 skill point per grade (intellect). Seamanship regards the knowledge of ships, rigging, sailing, and nautical navigation. A character with Seamanship understands how various watercraft are piloted, and how a vessel's crew should be organized and supplied. Seamanship checks may be modified by weather conditions, navigational aids, crew and/or vessel quality, or due to naval combat maneuvering.

Sleight-of-hand: 2 skill points per grade (agility). Sleight-of-hand is the art of manual deception. Sleight-of-hand feats include, but are not limited to, card tricks, picking of pockets, or filching jewelry off of its owner in plain sight.

Stealth: 3 skill points per grade (agility). Stealth is the practice of moving quietly while blending into one's surroundings. A successful Stealth attempt indicates those previously unaware of the character's position do not detect the character's presence or movement.

To employ Stealth, environmental conditions must permit. A candlelit temple is perfect for stealthy movement. A sun-baked desert plain is not. It is impossible for a character that is under direct observation to make a successful Stealth check. However, if line-of-sight is broken for two or more rounds, a Stealth check may be made to avoid further detection.

Note: If a character employing Stealth is within striking range of an unsuspecting victim, the victim's dodge score is halved for the 'stealthed' character's first attack.

Swimming: 2 skill points per grade (endurance). The Swimming proficiency enables the character to swim quickly, for long distances, and to survive in rough waters.

In general, non-proficient characters may swim in calm waters at a base speed of 20' per 10-second round. However, for each grade of the Swimming proficiency, a character's base swimming speed increases by 10' per round. For example, a character with a Swimming proficiency grade II has a base swimming speed of 40' per 10-second round.

Additionally, non-proficient characters may swim in calm waters for a number of rounds equal to twice their endurance score, or tread water for number of rounds equal to four times their endurance score before resting. However, for characters with the Swimming proficiency, these durations are doubled. For example, a character with the Swimming proficiency, with an endurance score of 12, may swim for 48 rounds or tread water for 96 rounds before needing to rest. Furthermore, a character with the Swimming proficiency may continue to swim past the maximum number of rounds by making successful Swimming checks.

If characters attempt to swim in armor, a negative movement modifier typically indicates that the character sinks. However, for characters with the Swimming proficiency, Swimming checks may be made each round to stay afloat, but by simply treading water.

Swimming checks may also be required if a character swims in rough waters, against strong currents, or if attacked by an aquatic foe.

Tracking: 2 skill points per grade (intellect). Tracking allows a character to gather information based upon clues of a creature's previous passing. Although Tracking may be used to follow a deer in the forest, it may also be used to gather rudimentary information upon the nature of an individual or group being followed. For example, under favorable conditions, a successful Tracking check may reveal the passing of two men and a heavy-laden horse, several hours prior.

Furthermore, Tracking is not restricted to the wilderness. For instance, the scent of a familiar perfume, or a glass containing the last drops of a unique tea could provide the tracker with useful information in an urban environment.

Trade Skill: 1 skill point per grade (intellect). The Trade Skill proficiency regards any common trade-related skill of the times. Cobbling, masonry, carpentry, leatherworking, tailoring, blacksmithing, and gem-cutting are all examples of Trade Skills. When a player purchases Trade Skill points, he or she must choose one specific trade to be proficient in.

Weapon-making: 3 skill points per grade (intellect). The Weapon-making proficiency indicates a character may construct or repair an assortment of weapons. Resources and time necessary to create a weapon are determined by the Game Master. Whereas construction of arrow may take only several hours, construction of a long sword may take several weeks. Weapon-making check target numbers may be modified due to resources, time constraints, or ornamentation. Failed checks indicate that further resources are needed for completion, or that the weapon is flawed, and may inflict less damage and/or have a reduced range.

If the Game Master permits, exceptionally successful Weapon-making checks (such as a result of 20+), may indicate works of superior quality. In such rare cases, range of missile weapons may be increased, or the weapon may inflict more damage than usual.

Note: Weapon-making cannot be performed by non-proficient characters.

Wilderness Lore: 2 skill points per grade (intellect). Wilderness Lore indicates knowledge of the natural environment, and the ability to survive for extended periods in wilderness situations. Typically Wilderness Lore checks involves finding food, creating shelter, building fires, and avoiding dangers posed by the natural environment.

In addition to environmental knowledge, the Wilderness Lore proficiency assumes the character has extensive knowledge of hunting, trapping and fishing techniques. Properly equipped, the character may hunt locale fauna, providing enough food for himself and possibly others as well.

Although there are several types of climates in which Wilderness Lore may be applied, (arctic, mountain, jungle, desert etc.) basic tenets remain the same. Thus, although particularly hostile environments might modify a Wilderness Lore check, multiple versions of Wilderness Lore are not necessary to address different climates.

World Knowledge: 4 skill points per grade (intellect). World Knowledge reflects the study of governments, culture and geography of the known world. World Knowledge may be historical at times, but is primarily restricted to events that shaped the present day.

Note: Access to reference materials, such as a library, may improve the chances of a World Knowledge check.

Player Character Development

Although determining the race, attributes, skills and property of a character are essential, they do not complete the character creation process. Indeed, the most important feature of a PC is his or her personality. However, unlike other aspects of a character, personality is not covered by game mechanics. This is, and should be, left wholly up to the player. For instance, two orcish warriors sharing a similar physique and set of skills might look very similar on paper. Yet, one of these orcs might be a cut-throat mercenary willing to do anything for a price, whereas the other could be a humble altruist, sworn to defend the poor and downtrodden. Only in the hands of a player can such qualities of a PC come alive.

Character Personality

It must be mentioned that a character's personality does not need to reflect the player's in any way. A timid player can take the role of a courageous warrior, or a modest individual might play a vainglorious rogue. In fact, the opportunity to play a persona substantially different from that of your own lies at the very heart of the game. Wayfarers provides the occasion to play a role limited only by your imagination. Take this opportunity and run with it, for herein lies what roleplaying games are all about.

In addition to personality, a PC's morality need not reflect the player's principles. Just as actors play villains in movies, sometimes it can be enjoyable to assume the role of a scoundrel in a roleplaying game. After all, it should be remembered that Wayfarers is only fantasy. Every great story has its villains. There is no reason why these roles should be the exclusive province of the Game Master.

The most important consideration when devising a PC's personality is to think of something fun to play. Too often players assume a successful character must excel in all traits. On the contrary, the most compelling characters regularly have multiple shortcomings in addition to their admirable qualities. For example, a devoted cleric that is wise and just might afford appealing, if not somewhat predictable play. On the other hand, a devoted cleric that has a short temper and a soft-spot for the ladies brings another level of dynamism to the game.

Even so, it is not necessary that a PC's personality be completely flushed-out before beginning to play. Generally, only broad strokes are needed to get the ball of character development rolling. Is the PC bold or timid? Is she greedy? Is she honorable? Does she have a checkered past? Typically consideration of such basic traits will be enough to provide for a fruitful start. In fact, only in response to the challenges and opportunities presented by the Game Master will the character truly come to life. Furthermore, as most characters will be adventuring with a party of other PCs, interaction amongst the others facilitates development of his or her unique persona.

Sometimes the Game Master will contribute to a PC's development. Usually this is done in order to ensure the characters fit within the game setting, or to increase cohesiveness amongst all PCs involved. Superior Game Masters will usually make an effort to keep limitations to a minimum. However, there are times that characters must be designed with the game setting in mind. For example, if the campaign is to take place within a post-apocalyptic wasteland, it would make little sense for a PC to be the well-schooled son of an aristocrat. For this reason it is imperative you consult with your Game Master during character creation, and see the character meets his or her approval.

The Player Character Party

Most games of Wayfarers will involve more than one player character. In fact, games involving two or more PCs are usually the most dynamic and hence, the most enjoyable. Nevertheless, any party of two or more characters requires a certain amount of cooperation. For this reason, some care should be taken when crafting a character for play.

If you are creating a character that will adventure alongside other PCs, it is worth considering how well the character will interact with his or her companions. In fact, it is suggested a new group of players discuss the characters they desire to play before any actual creation takes place. For instance, whereas a scheming rogue would do well within a band of villainous marauders, the character might be problematic if cast with a group of righteous clerics.

If you are generating a character to join a pre-existing party, it is best you design your persona to align with those of the present cast. Not only would a group of lawful heroes be unhappy with the trade of an assassin, but it is doubtful they would let such an individual join their ranks in the first place. That being said, a party of PCs need not be completely harmonious. Indeed, some inter-party strife can actually add to the game, as long as it doesn't interfere with the most basic of decisions. For example, a party of law-abiding heroes might accept a sticky-fingered rogue into their ranks, assuming the thief was good-natured and his habit non-violent. In fact, they may even find the thief's lock-picking skills to be valuable when they are jailed by a corrupt official. Like real people, PCs must deal with a world that doesn't easily conform to one philosophical persuasion. Diversity is the spice of life. Some variety in the player character party can be beneficial. However, a party comprised of diametrically opposed PCs is doomed to fail.

Whenever possible, it is suggested players design new characters in the presence of the other players and the Game Master. Open discussion of both the campaign setting and the wishes of the other players during character creation will improve the likelihood of generating a successful band of player characters.

Money & Equipment

For any campaign setting, the monetary system is ultimately left to the Game Master's discretion. However, here we provide an example system so relative values may be discussed when necessary for game rules and descriptions.

Currency: Although most semi-precious or precious metals have monetary value, coinage in the known world is limited to bronze, copper, silver, gold and platinum.

The exchanges of coins are as such:

1 platinum orb = 10 gold crowns = 100 silver royals = 1000 copper leptons = 10000 bronze drabs.

Throughout the text, the abbreviation 'c' will be used for coins, and 'p' 'for platinum, 'g' for gold, etc. Thus, the value '100 silver royals' may alternately be written as 100 sc.

Initial Character Property

All decisions regarding the abundance of a character's property at the time of creation are ultimately up to the Game Master. However, if the campaign setting does not place any specific requirements about the initial wealth of the characters, the following method is suggested:

Each character begins with combined goods and coinage equal to 12 times the character's presence score in silver royals. For example, a character with an initial presence score of 12 would begin with 144 sc to be spent upon starting equipment.

Note: The Game Master may alter the list and/or price of goods available in your particular game setting. For this reason, consult with him or her before equipping your character.

Relative costs: Although the Game Master is encouraged to modify or replace this monetary system if he or she wishes, we present a list of relative costs of items, assuming use of the currency provided.

Table 2.2.1: Equipment

Clothing		Miscellaneous equipment		Armor	
Backpack	1 sc	Astrolab	80 sc	Banded armor	300 sc
Belt	5 cc	Candle	2 bc	Chain mail armor	200 sc
Boots	2 sc	Grappling hook	4 sc	Full plate armor	1200 sc
Breeches	5 cc	Flask, empty	2 cc	Leather armor	40 sc
Cap	2 cc	Horn	1 sc	Scale armor	170 sc
Cape	8 cc	Hourglass	18 sc	Padded armor	32 sc
Cloak, silk	15 sc	Ink, bottle	5 cc	Plate armor	800 sc
Cloak, wool	1 sc	Lamp	2 sc	Ring armor	100 sc
Coat, wool	2 sc	Lantern	4 sc	Shield	10 sc
Coat, fur	7 sc	Lock, padlock	3 sc	Splint armor	160 sc
Gloves	1 sc	Lock, tumbler	6 sc	Studded leather armor	80 sc
Hat	3 cc	Lockpicks, set	8 sc		
Jerkin	2 sc	Mirror, hand	6 sc		
Robe	2 sc	Net, fishing	5 cc		
Sack, large	2 sc	Oil, flask	5 cc		
Sack, small	2 sc	Parchment	2 cc		
Sandals	6 cc	Quiver	1 sc		
Scarf	1 cc	Rope, 20'	5 cc		
Shoes	1 sc	Spyglass	42 sc		
Tunic	5 cc	Torch	1 cc		

Weapons					
Arrow, longbow	1 sc	Dagger	18 sc	Sling	1 cc
Arrow, shortbow	5 cc	Flail	40 sc	Spear	16 sc
Axe, battle	25 sc	Halberd	32 sc	Staff, iron-shod	8 sc
Axe, hand	15 sc	Hammer	4 sc	Staff, wooden	2 sc
Axe, pole	20 sc	Hammer, maul	10 sc	Sword, bastard	70 sc
Bolt, heavy crossbow	1 sc	Javelin	14 sc	Sword, broad	50 sc
Bolt, light crossbow	5 cc	Knife	6 sc	Sword, claymore	94 sc
Bow, long	45 sc	Lance, heavy	80 sc	Sword, falchion	65 sc
Bow, short	34 sc	Lance, light	60 sc	Sword, great	90 sc
Bow, composite long	95 sc	Mace	25 sc	Sword, long	65 sc
Bow, composite short	84 sc	Machete	13 sc	Sword, rapier	60 sc
Cestus	12 sc	Morning star	28 sc	Sword, short	38 sc
Club	2 sc	Pike	20 sc	Trident	24 sc
Crossbow, light	40 sc	Scimitar	60 sc	Whip	2 sc
Crossbow, heavy	54 sc	Shot, sling	5 bc		

Note: The prices for the items listed above represent only an average rate. The actual cost of goods may vary somewhat due to local demand and availability.

Armor & Weapons

Combat is an inevitability in Wayfarers. Monsters and bandits make travel in unsettled areas dangerous, and even many urban centers are hazardous after nightfall. Consequently, a number of characters frequently wear armor, and most will choose to carry a weapon. Some municipalities will have restrictions against arms. However, in most places such equipment is accepted as a necessary part of life. The following section includes some of the armor and weapons that may be found in most campaign settings, as well as their in-game effects.

Armor

Many characters choose to wear armor for protection. Although armor may interfere with the use of some skills, armor is advantageous in physical combat. In the simplest terms, armor is worn to absorb the force of physical blows. Different armors have different advantages and disadvantages. Generally, the more bulky a suit of armor is, the more damage it absorbs. However, the more bulky a suit of armor is, the more it restricts movement. Thus, although heavy armor absorbs damage well, it may interfere with some skills and actually make a character easier to hit.

The most common types of armor encountered are listed below. However, this list is by no means exhaustive. Once familiar with the rules for armor, the Game Master is free to add additional types of armor as he or she sees fit.

Table 2.3.1: Armor

Armor type	Physical damage absorbed	Impedance score	Average cost
Shield†	1	-1	1-15 sc
Leather	1	-1	40 sc
Padded	1	-2	32 sc
Studded leather	1d2	-2	80 sc
Ring	1d2	-3	100 sc
Chain mail	1d3	-4	200 sc
Splint	1d3	-5	160 sc
Scale	1d3	-6	170 sc
Banded	1d4	-6	300 sc
Plate	1d6	-7	800 sc
Full plate	1d8	-8	1200 sc

† The damage absorbance and impedance scores of a shield are cumulative with worn armor. For example, a character wearing chain mail and employing a shield would have a damage absorbance of 1d3 + 1, and an impedance score of -5.

Physical damage absorbed: Armor absorbs damage from any physical blow inflicted upon the wearer. For example, a character wearing banded armor is struck by a long sword for 6 points of damage. In response, the character rolls 1d4 with a result of 2, indicating that 2 points of damage have been absorbed by the armor. Thus, the character losses 4 health points as a result of the sword blow.

Unless otherwise specified, all armor absorbance is cumulative.

Physical damage absorbed also applies to heat or cold-based damage. Whereas non-metal armor absorbs electrical damage, metal armor does not.

Note: If armor absorbs all damage inflicted by an attack, the wearer is not affected by any poison associated with the attack. For example, if a character wearing chain mail is struck by a scorpion's tail, but no damage is inflicted, it is assumed the armor protected the wearer from the scorpion's poison as well.

Impedance score: Due to the weight and bulkiness of armor, each article of armor is associated with an impedance score. This score directly translates to the interference of the armor upon a character's dodge score, initiative rolls, movement, and the spell-casting of Hermetic or Hedge magic-using characters.

A character's impedance score is determined by adding the impedance scores of the character's worn armor. For example, a character wearing chain mail (impedance: -4) and employing a shield (impedance: -1) would have an overall impedance score of -5.

Types of Armor

The following includes descriptions and some game effects of some of the most common types of armor.

Shields: Shields come in many shapes and sizes. For game purposes, it is considered the shield is held by or banded to the wielder's off-hand arm, and covers between 20-50% of the individual's front flank. Shields are most commonly made of wood, reinforced with metal bands. However, some shields made entirely of metal may be found as well.

Note: In many cases, the impedance due to Shield Use may be temporarily avoided by simply slinging the shield over one's back. However, it is important the character's dodge score and armor absorbance be adjusted while doing so.

Leather armor: This armor is comprised of oil-hardened leather plates molded to cover the torso, arms and legs. The joints are typically unguarded, offering great flexibility of movement. Underneath the leather is a thick quilted suit.

Padded armor: Padded armor is simply a quilted suit of cloth, with multiple layers covering vulnerable areas. It is light, but somewhat bulky. Padded armor is often favored in cooler climates, as it is very warm.

Studded leather armor: Studded leather is similar to leather armor. However, as added protection, the tanned plates of leather are covered with close-set metal studs. Additionally, the joints of studded leather armor are usually covered by unhardened leather, forming a full suit.

Ring armor: Ring armor is similar to studded leather but instead of studs, rings of metal are fastened over the entire suit. Unlike chain mail, the rings in ring armor are not interlocking.

Chain mail: Chain mail armor is comprised of a mesh of tightly interlocking metal rings. Although heavy, this mesh is extremely flexible and provides good protection. Chain mail usually consists of a shirt and leggings, and occasionally a coif covering the head.

Splint armor: Splint armor consists of a flexible leather suit, to which long metal strips or splints are fastened. These strips are attached to the torso vertically, and often extend into a metal skirt that covers the upper legs.

Scale armor: Scale armor is similar to ring armor, but instead of rings, small overlapping metal scales are sewn to the underlying leather suit. Scale armor is quite flexible, but is extremely heavy.

Banded armor: Banded armor is composed of a chain mail mesh covered by overlapping bands of metal that run horizontally about the torso.

Plate armor: Plate armor consists of a suit of chain mail to which various metal plates are fastened to cover the torso, arms and legs. The chain mail joints allow for a great degree of movement while minimizing exposure.

Full plate armor: Full plate armor is similar to plate armor. However, even the joints are protected by articulating plates. Full plate is somewhat more restrictive than plate, but affords significantly greater protection. Full plate must be crafted for a particular individual. Thus, modifications are usually necessary if another person wishes to wear the armor.

Weapons

In general, weapons can be divided into two basic groups: melee weapons and missile weapons. Melee weapons are those that are held in-hand when used. Missile weapons refer to those thrown at a target, or those devices that launch projectiles using leverage or mechanical advantage. Note, some melee weapons may be either hand-held or thrown.

Table 2.3.2: Melee weapons

Melee weapon	Damage	Approx. length	Weapon class	Average cost	Melee weapon	Damage	Approx. length	Weapon class	Average cost
Axe, hand‡	1d4 + 1	2′	A	15 sc	Pike*	1d8	10-14′	D	20 sc
Axe, battle*	1d8	3-4′	B	25 sc	Scimitar	1d8	3′	E	60 sc
Axe, pole*	1d8	5-7′	B	20 sc	Spear*	1d6	5-8′	D	16 sc
Cestus‡[@]	+1	-	-	12 sc	Staff, wooden*	1d4	6′	B	2 sc
Club‡	1d4	2-3′	A	2 sc	Staff, iron-shod*	1d4 + 1	6′	B	8 sc
Dagger‡	1d4	1′	C	18 sc	Sword, bastard*[,α]	1d8/2d4[#]	4-5′	E,F	70 sc
Flail‡	1d6	2′	A	40 sc	Sword, broad	1d6 + 1	3′	E	50 sc
Halberd*	1d8	6′	B	32 sc	Sword, claymore*	1d10	6′	F	94 sc
Hammer‡	1d4 + 1	2′	A	4 sc	Sword, falchion	1d6 + 1	3-4′	E	65 sc
Hammer, maul*	1d6 + 1	3-4′	B	10 sc	Sword, long	1d8	3-4′	E	65 sc
Knife‡	1d3	6″	C	6 sc	Sword, rapier	1d6	4′	E	60 sc
Lance, light†	1d8 + 1	10-12′	D	60 sc	Sword, short‡	1d4 + 1	2′	C	38 sc
Lance, heavy†	3d4	12-14′	D	80 sc	Sword, great*	1d8 + 1	6′	F	90 sc
Mace	1d6 + 1	3′	A	25 sc	Trident*	1d8	5-7′	D	24 sc
Machete	1d4	2-3′	A	13 sc	Unarmed[§]	1d2	n/a	U	-
Morning star	1d8	4′	A	28 sc	Whip	1	10-16′	H	2 sc

* These weapons require two hands to use effectively and may not be used by characters employing a shield.
† Lances may only be used effectively from horseback or similar steed.
‡ May be used as an off-hand weapon.
[α] When wielded with two hands, bastard swords are considered weapon class F.
[#] Bastard swords inflict 1d8 damage when wielded in one hand, or 2d4 when wielded with two hands.
[@] Cestus increase the damage inflicted by unarmed attacks by +1.
[§] Characters with the Unarmed Combat discipline may inflict more damage with unarmed attacks.

Table 2.3.3: Missile weapons

Missile weapon	Damage	Approx. length	Short range	Medium range	Long range	Weapon class	Average cost
Arrow, shortbow*†	1d6	2′	10-40′	41-120′	121-320′	J	5 cc
Arrow, longbow*†	1d6 + 1	2-3′	10-60′	61-160′	161-360′	J	1 sc
Axe, hand‡	1d4 + 1	2′	5-20′	21-60′	61-100′	A	15 sc
Bolt, light crossbow*	1d4 + 1	1′	10-40′	41-100′	101-220′	K	5 cc
Bolt, heavy crossbow*	2d4	1′	10-60′	61-120′	121-280′	K	1 sc
Dagger‡	1d4	1′	5-20′	21-60′	61-120′	C	18 sc
Hammer‡	1d4 + 1	2′	5-20′	21-60′	61-120′	A	4 sc
Javelin‡	1d4 + 1	3-4′	5-40′	41-100′	101-200′	D	14 sc
Knife‡	1d3	6″	5-20′	21-60′	61-120′	C	6 sc
Spear‡	1d6	5-8′	5-40′	41-100′	101-180′	D	16 sc
Stone or shot, sling*‡	1d3	2″	10-40′	41-100′	101-220′	L	1 bc

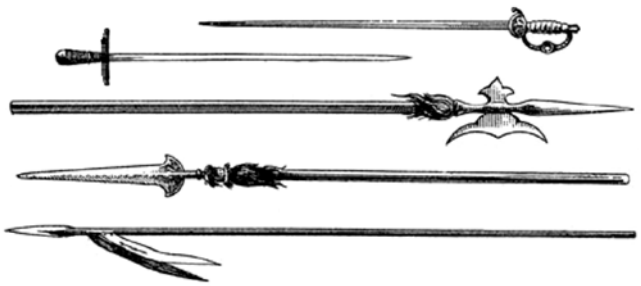
* These weapons require two hands to use effectively and may not be used by characters employing a shield.
† If shot from a composite long or short bow, the missile weapon damage modifier due to strength is applied to the arrow's damage.
‡ The missile weapon damage modifier due to strength is applied to this weapon's damage.

Ranges: Missile weapon distances have been divided into short, medium and long ranges. Targets within short range are +0 to-hit, targets within medium range are -1 to-hit and targets within long range are -2 to-hit.

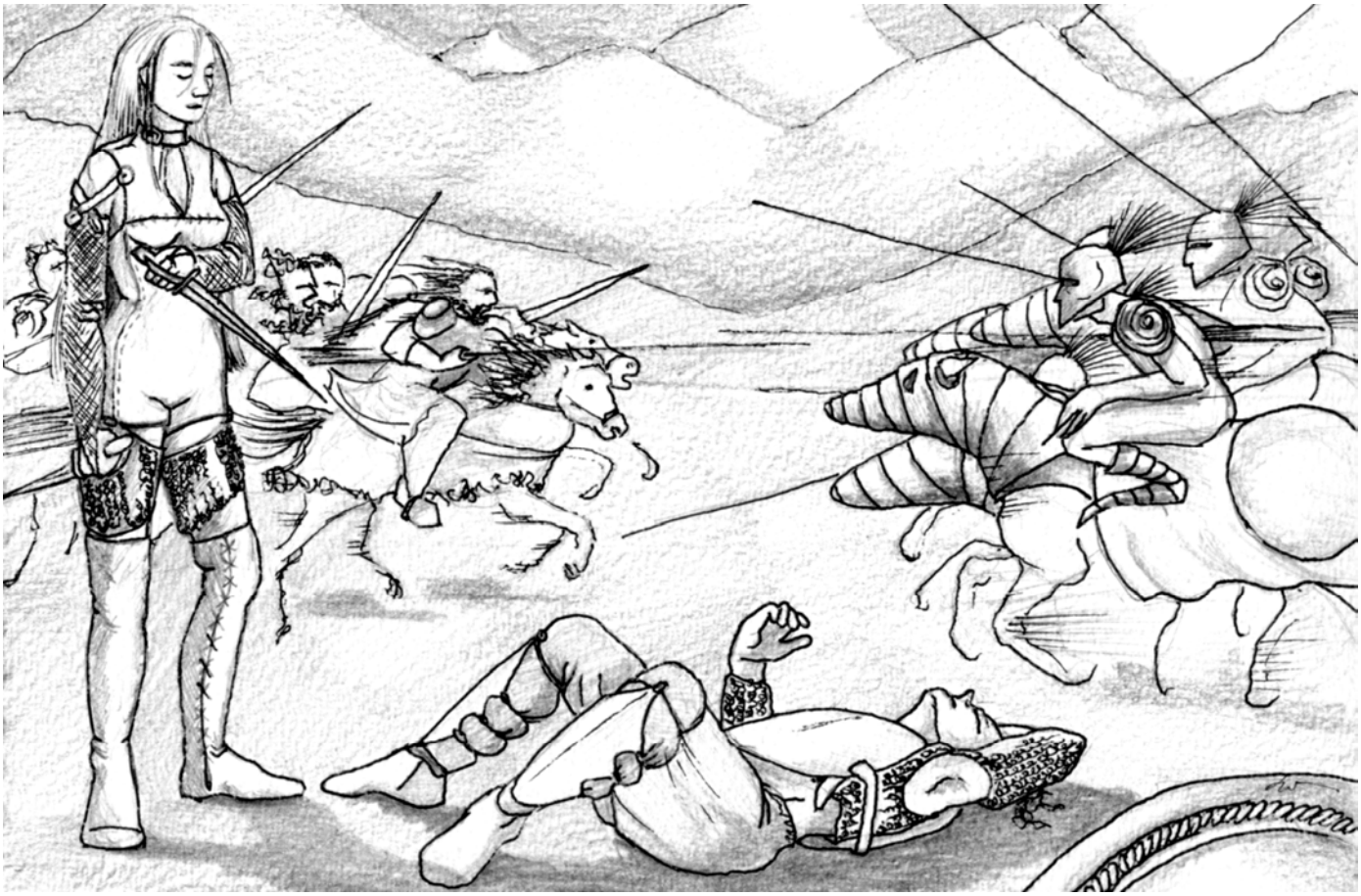
Note: If a missile weapon is used upon a target at a distance less than the short range, a -2 to-hit modifier is applied.

Rates of attack: Unless employed by a character with the Multiple Attacks discipline, all weapons have a base rate of attack of one attack per combat round.

Weapon class: As many weapons are similarly employed, training in one weapon may lead to effective use of another. Thus, weapons are divided into groups, or 'classes' that indicate families of similar weapons. In general, when characters acquire weapon skills, these skills will relate to one specific class of weapons.



Note: The weapons tables above contain the most common weapons encountered in the majority of game settings. However, additional or alternative weapons may be added at the Game Master's discretion.



Basic Game Mechanics

Much of Wayfarers can be played without consideration of Game Mechanics. However, there are times, such as during combat, in which some rigor is necessary in order to make sense of the interactions of multiple individuals. That being said, game mechanics should never take priority over game-enjoyment.

That's not to say the mechanics should always work in the player's favor. Instead, mechanics should be applied so players can plan actions with a reasonable expectation of outcome, and Game Masters can formulate their world in a manner in which the characters can meaningfully interact. For example, a character shooting an arrow should have a similar chance to hit her target each time she shoots under comparable conditions. Likewise, a character running in plain clothing should usually outrun a knight wearing plate armor. Employing a standard system of game mechanics makes such expectations possible. The game mechanics of Wayfarers are a means of standardizing communication between players and the Game Master, and interactions between the characters and the campaign world.

The following section contains a basic treatment of some of the most commonly used game mechanics. As either player or Game Master, it is important to familiarize yourself with these rules before playing. Once every member understands the following information, a gaming group will possess a common ground on which to start playing their game.

Game Master Fiat

Not every possibility of gameplay can be covered by the game mechanics presented in this book. In such cases, it should be left up to the Game Master to decide what follows. This is called Game Master fiat. In some instances, the Game Master may simply decide the likely outcome of events and state them as such. In other circumstances the Game Master might modify existing rules, or even create new rules to deal with the situation. In order to ensure smooth and consistent gameplay, all decisions regarding the rules are ultimately made by the game's referee. This is not to say the players cannot state their position or make their case if they feel otherwise. However, the Game Master is the final arbitrator and his or her decisions should be respected.

It should be mentioned that a good Game Master will use his or her authority fairly and wisely. Of course, not everyone is perfect and mistakes will be made. Still, a superior Game Master will learn from his or her errors and consider the opinions of the players when refereeing the game. Typically after several game sessions a group of players and their Game Master will settle on some house rules, or particular interpretations of the rules provided here. By no means should a group feel compelled to play by rules they don't particularly enjoy! That being said, the Game Master is the creator of the campaign setting and its inhabitants. This is no small endeavor. For this reason, it is important the players respect his or her authority as referee, and try to settle any differences in a civil and productive manner.

A Game Master that abuses his or her authority will soon be left without players. As a consequence, the practice of Game Master fiat is usually self-correcting. Thoughtful Game Masters will keep their players abreast to any changes in the mechanics as outlined in this book, and deal with new circumstances in a reasonable and consistent manner. Such a Game Master will gain the respect and trust of his or her players, and as a result, get a greater enjoyment from the game. In time, a successful gaming group will not only develop a common campaign, but a customized set of rules and language by which they interact.

Game Masters and dice rolls: In most situations, the Game Master will roll dice for non-player characters or creatures, and the players will roll dice for their characters. However, if the Game Master wishes, he or she may make any dice roll personally, even on behalf of a player character. In such instances, the Game Master may choose to roll dice and conceal the results from the players. This is usually done in order to prevent the players from knowing what their characters could not. For example, a Game Master might roll a character's stealth proficiency check for him and do so in secret, as the character will generally be unaware of whether or not he is successfully concealed.

Although it is reserved for the most extraordinary of circumstances, the Game Master may even override a roll of the dice. This will be extremely rare at most, and likely will not occur at all. Nevertheless, it is worth noting the Game Master's authority extends over even the random elements of the game.

Time

Game-time, unlike real-time, is utterly mutable. In some circumstances, weeks to months of game-time may pass by instantly at the Game Master's and/or player's discretion. In other situations, a few minutes of game-time may take several hours to play out. In fact, in some rare in-game situations, time-travel itself may even occur. Thus, as a general rule, the flow of game-time needs not match the flow of real-time.

During the majority of gameplay, it is not necessary to precisely record the passage of time. For example, if a character decides to rent an inn room and sleep until the next day, the Game Master may simply inform the character the price of the room, and begin the narrative the following morning.

However, there are certain instances where careful tracking of time is essential. The most common of these are during combat, or when spells or magic items involving specific durations of effect are employed. In these situations, game-time is broken down into small units, loosely based upon possible freedoms of action. These units are the second, the round, and the minute.

1 second = 0.1 rounds.
1 round = 10 seconds = 0.167 minutes.
1 minute = 6 rounds = 0.0167 hours.

In large part, game-time is segmented into familiar units used to define the passage of real-time. The one obvious exception is the 10-second round. For game purposes, it is useful to define this 10 second unit, as it coincides well with the timing of many common character actions, such as the firing of a bow, the drinking of a potion, etc.

Thus, all effects and situations within the game including a temporal component will be described in seconds, rounds, minutes, hours, days and so on.

Combat

Combat in the game is parsed out into combat rounds. These rounds are 10-seconds in length, and in general, allow for each participant in the combat to take one specific action. Typical actions that can be performed within one round are: attacking with a weapon, drinking a potion, or casting a spell (most spells).

Initiative

For each round, all participants in combat must roll initiative to determine the order in which their actions take place. To do this, each character rolls 1d10, and adds or subtracts his or her personal initiative modifier. The resulting values determine the order of actions for that round. The character with the highest initiative result goes first. The character with the lowest initiative result goes last. Characters with identical initiative results perform their actions simultaneously.

Example: Two bandits Maurice and Fletch have attacked the wizard Randolph. For initiative, Maurice rolls an 8, Fletch a 6, and Randolph a 9. However, Maurice has the Quick Draw discipline, and thus has a +3 modifier to his first initiative roll, giving him an initiative result of 11. Neither Randolph nor Fletch have initiative modifiers. Thus, the order of actions for the first round of combat will be made first by Maurice, second by Randolph, and then finally by Fletch.

Negative initiative results are valid. Thus, a character with initiative 0 acts before a character with initiative -1, whom acts before a character with initiative -2, etc.

All character actions, except for spell-casting, are assumed to be completed at the end of the character's initiative result. Thus, a sword blow at initiative 5 cannot be interrupted or affected by actions made at initiatives 4 or below.

Once combat has begun, rounds pass one after the other in series until the combat has been concluded.

Note: Each new combat round, every participant must re-roll for initiative.

Deferring initiative: Once initiative results are calculated for all participants in a combat, the participant with the highest initiative score, and only that participant, may choose to defer his or her initiative result to 0. This result of 0 may not be further modified.

This deferred initiative option reflects the possibility that acting late in a combat round may at times be of strategic benefit. However, as negative initiative scores are possible, deferring may not always guarantee this participant the last action.

If two or more participants in a combat tie for the highest initiative score, each of these participants may opt to defer to the 0 initiative.

Initiative modifiers: Although there may be exceptions, a character's initiative roll is typically altered by the agility attribute, armor impedance, the Quick Draw discipline, or surprise. All initiative modifiers are cumulative.

Agility: The agility attribute table contains initiative modifiers resulting from a high or low agility score. These modifiers apply to all initiative rolls made by that character (see the agility attribute table).

Armor impedance: Worn armor restricts movement and may modify a character's initiative rolls (see the Armor section for details).

Quick Draw: The Quick Draw skill adds a +3 to the character's initiative roll for the first round of any new combat (see the Skills & Skill Points section for details).

Surprise: Surprise typically imparts a +4 initiative modifier for those characters possessing the element of surprise. For example, in the combat described above, had Maurice and Fletch jumped out of the bushes and surprised Randolph, the initiative results for the first round of combat would be: Maurice: 15, Fletch: 10, and Randolph 9.

Spell-casting in Combat

Spell-casting requires clarity of mind, freedom of movement, and absolute concentration. Thus, casting spells in combat can be a precarious endeavor. To reflect this disadvantage, special rules apply to characters casting spells while engaged in combat.

Spell-casting initiative modifiers: Spell-casting applies a special modifier to a character's initiative roll. This modifier represents a period of time during the casting of a spell in which the caster may be interrupted. In general, the initiative adjustment for spell-casting is -1 for each Circle of power of the spell being cast. For example, a 3rd Circle spell will typically apply a -3 adjustment to the caster's initiative roll.

The spell initiative adjustment indicates the time during which the caster is actually casting the spell. If the caster is hit, restrained, or disrupted, and subsequently caused to lose concentration during this period of time, the spell is lost without effect. For example, a priest with an initiative result of 5 decides to cast Spiritual Armor (casting time: -1). Although the priest begins casting at initiative 5, the spell takes effect at initiative 4. Thus, if the priest's concentration is broken during initiative 5, the Spiritual Armor spell will be lost.

Note: A spell may not be interrupted during its initiative of effect. For example, a 2nd Circle spell that begins at initiative 7 and takes effect at initiative 5 may only be interrupted by actions at initiative 7 and 6, not at initiative 5.

Thus, in the example combat above (not considering surprise), were Randolph to cast a 4th Circle spell, the effect of this spell would occur at initiative 5. In this case, Fletch, who has an initiative of 6, has a chance to interrupt Randolph's spell.

Note: All spells must be announced by their caster before any to-hit rolls are made within the same initiative. For example if both Randolph and Fletch had an initiative of 5, Randolph must state if he was casting, and what spell he was casting, before Fletch rolled to-hit.

Loss of spell-casting concentration: Spell-casting is interrupted anytime the caster loses his or her concentration. This applies to the spells of wizards, alchemists, mystics and priests. If during the casting of a spell, a caster is hit, restrained, or otherwise forcibly interrupted, he or she must make a Mental Resistance check of 10. A successful check indicates the casting continues. A failed Mental Resistance check indicates the spell has been lost without effect.

Note: A spellcaster may not take any further actions within the round in which his or her spell has been disrupted.

Blind spellcasting: If a blinded spellcaster casts a spell requiring a specific target, there is a 30% chance the spell fails without effect.

Attacking with a Weapon

At any time a character attacks with a weapon, a to-hit roll with 1d20 must be made. A result greater than or equal to the target creature's dodge score indicates a successful hit. A 1d20 result of less than the

target creature's dodge score indicates a miss. For example, Maurice attempts to hit Randolph with his broad sword. Randolph has a dodge score of 11. Thus Maurice must roll an 11 or greater on 1d20 to hit Randolph.

Many times to-hit rolls are modified by character skills or magical means. In general, all to-hit modifiers, positive and negative, are cumulative.

Note: Despite all modifiers, a natural attack roll of 20 always hits, and a natural roll of 1 always misses. For example, an attack roll with a -3 to-hit modifier may still successfully hit a target with a dodge score of 18 if a natural 20 is rolled. Likewise, defenders with dodge scores greater than 20 may be hit with all natural rolls of 20, regardless of the attacker's to-hit modifiers.

Fighting with two weapons: At times, characters may wish to fight with two weapons; wielding one held in each hand. Unless the character possesses the Ambidexterity discipline, when employing two weapons, to-hit rolls with the on-hand weapon are modified by -1. Furthermore, to-hit rolls with the off-hand weapon are modified by the character's agility attribute score (see the agility attribute table).

Obviously, weapons that normally require two hands to use effectively may not be used with another weapon. Nor may character's employing a shield use two weapons at one time. In addition, weapons of 3' or greater in length may not be used as an off-hand weapon.

Just as on-hand weapons, characters may apply to-hit and damage modifiers from Weapon Mastery to their off-hand weapon attacks. However, the Multiple Attacks, Parry, and Greatstrike disciplines may not be employed with an off-hand weapon.

In all circumstances, an off-hand weapon provides only one additional attack per combat round. For example, consider a character wielding a long sword in his on-hand, and a dagger in his off-hand. This character possesses Weapon Mastery II and Multiple Attacks II in each weapon. The character may attack twice per round with the longsword, and once per round with the dagger.

For game purposes, both on-hand and off-hand attacks are considered to occur at the same initiative. Thus, if the character above had an initiative result of 3, both longsword attacks and the off-hand dagger attack would occur at initiative 3.

Drawing a weapon: A character drawing a sheathed weapon or switching weapons may make only one on-hand attack that round. No attacks may be made in the same round by a weapon drawn into the off-hand.

Note: The Quick Draw discipline enables a character to switch weapons and get a full round of attacks with all weapons.

Attacking a Sleeping or Unconscious Opponent

Due to their defenseless condition, opponents whom are sleeping, restrained, or unconscious may be somewhat easily dispatched without need for an attack roll.

If the opponent is sleeping, and the attacker is using an edged weapon, the defender is automatically hit, and he or she must make a Physical Resistance check of 10. If the check is unsuccessful, the defender dies. However, if the Physical Resistance check is successful, the defender is reduced to ½ his current health points.

If the opponent is sleeping, and the attacker is using a blunt weapon, the defender is automatically hit and must make a Physical Resistance check of 10. If the check is unsuccessful, the defender is reduced to 0 health points. If the Physical Resistance check is successful, the defender is reduced to ½ his current health points. For example, a character with 16 health points and is attacked with a mace while sleeping. If the character makes his Physical Resistance check of 10, he is reduced to 8 health points. If the character fails his Physical Resistance check, he is reduced to 0 health points.

If a restrained opponent is attacked with either a blunt or edged weapon, no to-hit roll is needed; the defender is automatically reduced to 0 health points.

If an unconscious opponent is attacked with either a blunt or edged weapon, no to-hit roll is needed; the defender automatically dies.

Vision Impairment

In game terms, loss of sight most directly affects a character's to-hit rolls, movement, and dodge score. In general, vision impairment can range from a light fog: -1 penalty, to complete blindness: -5 penalty. Vision impairment results in the following effects:

Table 2.4.1: Effects of vision impairment

Penalty/Effect	To-hit modifier*	Dodge score adjustment	Movement rate adjustment†
Light Fog	-1	-1	-10'
Blizzard	-3	-3	-30'
Blind	-5	-5	-50'

* Missile attack to-hit modifiers due to vision impairment are twice that of melee attacks. Thus a character would apply a -6 to-hit modifier if using a crossbow in blizzard conditions.

† A character may move at full movement rate with impaired vision. However, such movement typically risks falling or injury.

Vision impairment and movement: Movement penalties due to impaired vision are not absolute. Of course, a blinded character may still run at top speed. Instead, movement adjustments due to vision impairment suggest a rate at which the character may move without stumbling or injury. For example, it is suggested a character with a base movement rate of 130' might plod through a smoke-filled corridor at 100' per round without falling or running into a wall.

As environmental factors can affect movement with impaired vision, the Game Master may adjust practical movement rates on a case-by-case basis. At any rate, Perception or Acrobatic proficiency checks may be required of characters trying to move quickly with impaired vision.

Vision impairment due to light-levels: Vision impairment due to particulates such as fog or smoke affects all races equally. However, light levels affect various races differently. These effects are described in the table below.

Table 2.4.2: Light-level vision impairment

Race/Light level	High noon	Dawn/dusk	Moonlight	No light
Dwarf	-	-	-	-5
Elf	-	-	-	-5
Half-elf	-	-	-	-5
Half-orc	-	-	-	-1
Hobgoblin	-1	-	-	-1
Human	-	-1	-3	-5
Orc	-1	-	-	-1

Note: The to-hit modifiers provided are for hand-to-hand combat. Vision impairment to-hit modifiers for attacks with missile weapons are 2x those for hand-to-hand combat.

Characters with the Blindfighting discipline have reduced penalties for light-levels or vision impairment.

Fighting from Horseback

In general, characters without the Riding proficiency make melee attack rolls from the saddle at -2, and missile attacks at -4.

Surprise Attacks

In general, the element of surprise confers a +4 modifier upon the attacker's first initiative roll. Furthermore, the dodge score of the surprised defender is halved until his or her initiative. In these cases, it is considered that the affront is directed at either the front or flank of the defender, where the attacker will be made visible as the attack is made. For example, a lion leaping from the cover of deep grass upon a passing character would have the element of surprise.

If a character is attacked from behind, or is otherwise unaware of the attacker's presence until the blow is landed, the attacker gets one full free attack of opportunity. The defender's dodge score is halved in regards to this free attack. After this attack, normal combat may commence, beginning with a normal 1st round initiative roll.

Example: While engrossed in his studies, a stealthy assassin sneaks up behind Randolph and attempts to stab him with a poisoned dagger. Randolph's dodge score is 11. As Randolph is wholly unaware of the assassin's presence, the assassin gets a full attack of opportunity (his normal attacks for one round) during which Randolph's dodge score is effectively 6. If Randolph survives this devious assault, the assassin's attack will be followed by a normal combat round, beginning with initiative rolls for both Randolph and his murderous opponent.

Damage

In game terms, physical damage is measured by a loss of health points. A character at maximum health points generally indicates a state of perfect health, whereas 0 health points or below indicates unconsciousness or even death.

Although health points represent physical injury, it should not be assumed that the relationship between a character's lost health points and their physical well-being is linearly correlated. For example, a character with 12 maximum health points whom has been reduced to 2 health points via injury, has not similarly been reduced to 1/6 of his or her physical effectiveness. In fact, until a character has reached 0 health points or below, in game terms, that character may effectively function as though he or she were unwounded.

Death from physical damage: If at anytime a character is reduced to a number of heath points below zero, equal to half of his or her endurance score, that character dies. For example, a character with an endurance score of 15 will perish if his health points are ever reduced to -8 or below.

Unconsciousness: If a character is between 0 and negative half his or her endurance score (-1 to -7 in the example above), that character is unconscious. The character will remain so until healed, or until health points are naturally recovered (see 'Recovering lost health points' below).

Although the unconscious character may be removed from combat, it is important to remember that unconscious characters may still be exposed to some sources of injury, such as the effects of spells being cast in their vicinity.

Falling: Damage suffered from falling upon a hard surface is 1d8 per every 10' fallen to a maximum of 10d8. If a character falls upon a soft or sloped surface, -1 or -2 points of damage may be subtracted from each dice.

Note: Characters with the Acrobatics proficiency may reduce damage suffered from a fall.

Recovering Lost Health Points

The natural rate of recovery of lost health points is determined by both the character's endurance score and his or her level of physical activity. The table below indicates the rate of health point recovery based on these two factors:

Table 2.4.3: Health point recovery

Endurance score	Normal activity	Minimal activity	Bed rest
1-2	-	-	1
3-4	-	-	1
5-6	-	1	1
7-8	1	1	2
9-10	1	1	2
11-13	1	2	3
14-15	2	2	3
16-17	2	3	4
18-19	2	3	4
20	3	4	5

Note: Numbers indicate health points recovered per day. Thus, a character with an endurance score of 9 engaging in minimal activity will regain 1 lost health point per day.

Normal activity: The character makes little to no effort to rest or reduce normal physical activity.

Minimal activity: The character performs few or no physical tasks. Riding on horseback, or walking slowly constitutes minimal activity.

Bed rest: The character remains in a constant state of rest. If the character is to be moved, it must be in a cart or litter where the character is able to remain prone.

Magical healing: At times wounded characters may be healed by a magical elixir or spell. In general, the effects of magical healing are immediate, even if the character is brought back to consciousness as a result. However, whenever a character regains consciousness due to magical healing, particularly in a combat situation, the character may not take any actions until the following round.

Holding of breath: In or out of water, a character may hold his or her breath for a number of rounds equal to half of his or her endurance score. After this time, the character must make a successful Physical Resistance check of 10 every round thereafter. If the character fails this Physical Resistance check, he or she must immediately breathe or fall unconscious. For example, a character with an endurance score of 13 may hold his or her breath for 7 rounds. The character then must make a successful Physical Resistance check of 10 for each additional round thereafter.

As a general rule, characters can survive for twice their endurance score in rounds without breathing. Thus, even after a character falls unconscious, he or she may survive for multiple rounds thereafter. For example, the character with an endurance score of 11 could survive 22 rounds without breathing, although he might fall unconscious after just 5 rounds without air.

Note: Cambion characters (listed as a special race in the Game Master's section) may hold their breath for a number of rounds equal to five times their endurance score. However, after this duration has passed, the character must make a Physical Resistance check of 10 each additional round as described above.

Movement

In most cases, character movement during gameplay does not require the reference of rules or tables. However, under some circumstances, such as during the pursuit of a thief, or in flight from a hungry ghul, rates of movement must be known.

For game purposes, it can be assumed that unarmored, unencumbered characters walk at a speed of 60′ per 10-second round, and can run at a maximum of 120′ per 10-second round.

Running: Characters may run at a base speed of 120′ per 10-second round for a number of rounds equal to twice their endurance score. At this point, the character must either walk for 2 minutes (12 rounds), or rest 1 minute (6 rounds) before running again. Characters with the Running proficiency may have increased running rates and distances, however.

Jumping: Typically, characters may standing broad jump 4′, high jump 4′, or running long jump 8′. Wearing armor severely limits jumping (see the armor table). A total jumping distance of 0 or less indicates the character cannot effectively jump while wearing the armor. Characters of encumbrance class II or more cannot effectively jump. Characters with the Jumping proficiency may have increased jumping distances.

Note: Dwarven characters subtract 1′ from their initial jumping distances, and elven characters add 1′ to their initial jumping distances.

Swimming: Unarmored characters may swim in calm waters at a base speed of 20′ per 10-second round for a number of rounds equal to twice their endurance score. After this time, the character must rest 1 full minute (6 rounds) or drown. Alternately, characters may tread (stay afloat) in calm waters for a number of rounds equal to four times their endurance score. At this point, the character must rest 1 minute (6 rounds) or drown. For example, a character with an endurance score of 8 may swim 20′ per round for 16 rounds, or tread water for 32 rounds before requiring rest.

Note: Characters with the Swimming proficiency may swim faster and for longer periods before tiring.

Characters without the Swimming proficiency cannot swim in rough waters or strong currents.

If a character attempts to swim in armor, a negative movement modifier indicates that the character sinks. However, characters with the Swimming proficiency may remain afloat despite a negative movement modifier (see the treatment of Swimming proficiency). Characters of encumbrance class II or more cannot effectively swim, regardless of their Swimming skill.

Encumbrance

Carrying a large amount of weight may decrease a character's rate of movement. As a general rule, a character is considered unencumbered if he carries a load equal to or less than 5x his strength score in pounds. For example, a character with a 12 strength attribute may carry 60 lbs. without suffering a movement rate penalty. Worn armor does not contribute to this weight calculation, however. Movement rate restriction due to worn armor is independent of a character's carried load.

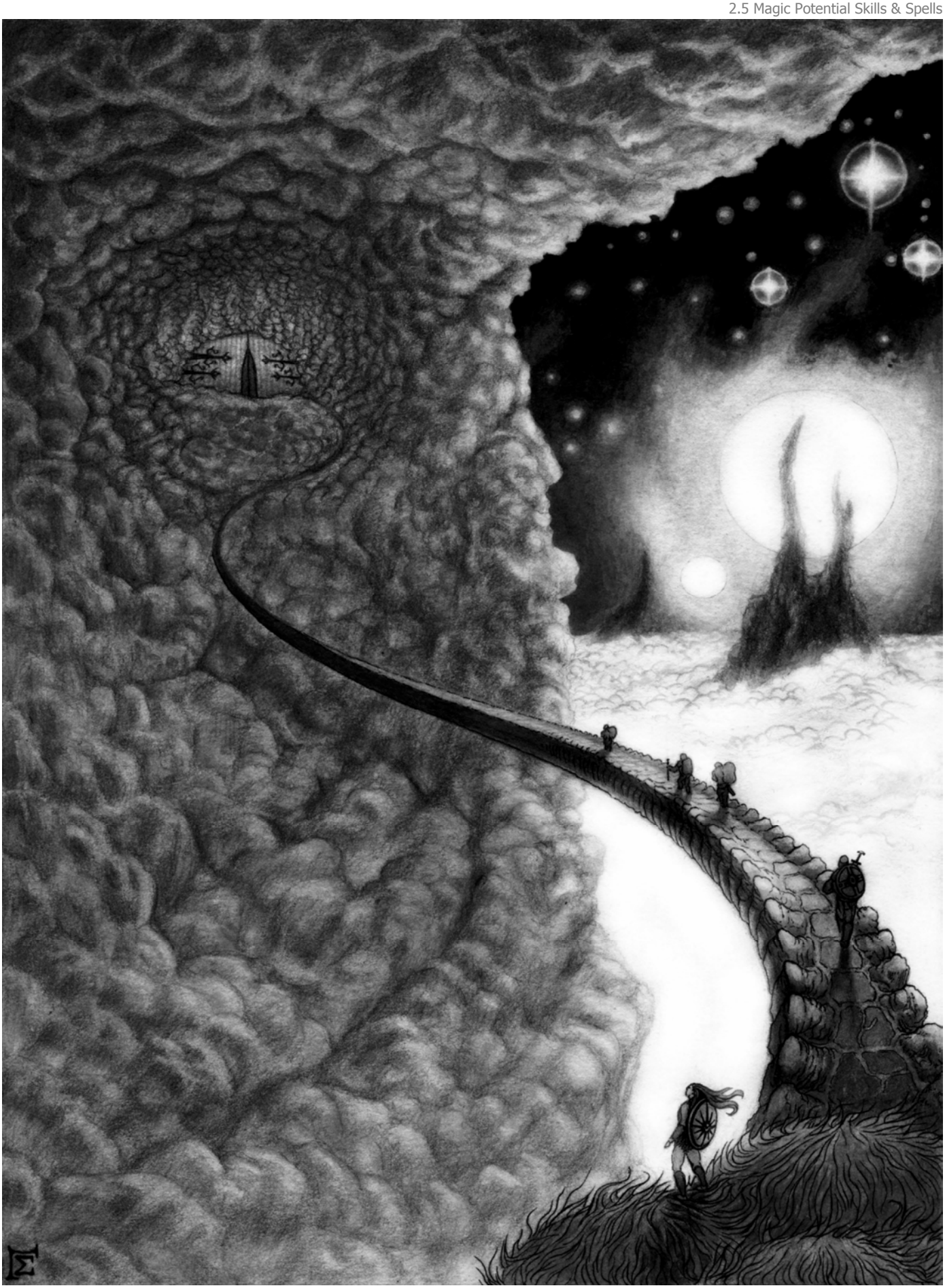
As characters are wont to pick up and discard items frequently, calculating the exact load of a character is tedious and time-consuming. Thus, the effects of encumbrance upon a character are divided into five general classes. These are described below:

Table 2.4.4: Encumbrance

Encumbrance class	Weight over 5x strength limit	Excess load examples	Movement rate adjustment
Class I	0 lbs.	Manageable load	-
Class II	1-40 lbs.	Several large books	-20′
Class III	41-80 lbs.	Suit of plate armor	-40′
Class IV	81-140 lbs.	Large chest	-60′
Class V	141+	An unconscious companion	-80′

Note: Encumbrance class movement rate adjustments are cumulative with armor.

For smooth gameplay, it is important that encumbrance be estimated, and not painstakingly calculated. In most cases, it can be assumed a character will maintain a class I encumbrance rating. However at times, as the character adds to his equipment, the Game Master may indicate the character's load necessitates a higher encumbrance class rating.



Magic Potential Skills & Spells

Magic potential has more impact upon a character's development than any other skill. Not only does magic-use drastically alter the nature of the character, but it entails a large amount of skill points and effort if it is to be pursued in earnest. For these reasons, magic-using skills are often developed at the expense of combat expertise or other physical talents. This is especially true for those who acquire Hermetic Magic Potential. That being said, magic-using characters are often the most powerful of characters at high skill levels, and of these wizards are the most feared. Of course, there are also those characters that choose only to dabble in the magic arts, seeing magic as a means to compliment, rather than substitute their mundane skills.

The following section concerns the four types of magic potential: Hermetic, Hedge, Faith and Ritual. Of these, Hermetic and Faith are often considered as major or primary magics, whereas Hedge and Ritual are seen as minor or secondary magics. Each subsection discusses the nature and game mechanics concerning one of the four types of magic, followed by a complete list of spells that may be cast by its practitioners.

Hermetic Magic

Hermetic magic is derived from the ambient forces that sustain and define the numerous planes of existence. Through mystical formulae and incantations, wizards are able to harness these magical forces and channel them into physical manifestations and alterations of their resident plane according to their will. Users of Hermetic magic are often referred to as wizards, sorcerers or mages.

Note: Casting of Hermetic spells requires great flexibility of movement. Thus, worn armor can potentially disrupt spell-casting (see the Armor section).

Memorizing spells: Wizards learn and memorize their spells from books. Typically, each wizard keeps several tomes in which his spells are permanently inscribed. Once a wizard successfully learns a spell, he may cast that spell at any time in the future. However, if a wizard wishes to replace cast or lost spells, must refer to these texts in order to rememorize the spell once again.

Each time a wizard studies, he commits to memory the spells he has learned within his spell books. These spells remain in the wizard's active memory, or repertoire, until those spells have been used. In general, four hours of uninterrupted study is sufficient to replenish a wizard's repertoire of spells.

A wizard's repertoire contains all learned spells within his available spell library. Thus, a wizard may cast any 1st Circle spell he has previously learned that was contained in the tome(s) available to him the last time he studied.

Example: A wizard is traveling with a spell book that contains the 1st Circle spells: Sense Magic, Illuminate and Minor Enchantment. At present, the wizard has learned Sense Magic and Minor Enchantment. Thus, after studying, the wizard may cast either Sense Magic or Minor Enchantment. If this wizard was able to cast three 1st Circle spells per day, he may cast Sense Magic three times, Sense Magic once and Minor Enchantment twice, or any similar combination thereof.

Acquiring new spells: In general, wizards acquire new spells by copying them from other spell books. As a rule, this requires 1 hour spent per Circle of the spell to be transcribed. However, before a newly acquired spell may be cast, a wizard must learn to use it. This requires 1 day of study per Circle of the new spell, followed by a 1d20 roll modified by +1 per Circle of the spell to be learned. If the result is less than or equal to the wizard's intellect score, the spell has been learned. If the result is greater than the wizard's intellect score, the spell has not been learned and cannot be cast. For example, a wizard with a 15 intellect finds a book containing a new 3rd Circle spell. After spending 3 hours transcribing the spell into his book, he spends 3 days studying it. Finally, the wizard must roll 1d20 with a +3 modifier. A result of 4-15 indicates the spell has been added to the wizard's repertoire and may be cast. Failure (a result of 16-23) indicates the spell has not been learned. A wizard may only attempt to learn a new spell once per skill level.

Note: In addition to copying spells, wizards may acquire new spells by creating them with the Hermetic Dweomercraft proficiency (see the Proficiency section). A wizard typically begins with 2-4 1st Circle spells and possibly one 2nd Circle spell in his or her initial spell book (at the Game Master's option).

Spell repertoire: The number of spells a wizard may cast of any given Circle per day is equal to 1 plus the number of Circles the wizard has achieved since acquiring that Circle of spell-power. For example, in lieu of any intellect bonuses, a wizard whom may cast 5th Circle Hermetic magic can cast five 1st Circle, four 2nd Circle, three 3rd Circle, two 4th Circle, and one 5th Circle spells per day.

After achieving the 8th Circle of spell-power, the wizard may then spend the cost of 8th Circle (34 skill points) again to add one more spell to each Circle of his or her repertoire. For example, (in lieu of any intellect bonuses) a 8th Circle wizard whom has spent 34 additional skill points may cast nine 1st, eight 2nd, seven 3rd, six 4th, five 5th, four 6th, three 7th, and two 8th Circle spells per day.

Note: Acquiring Hermetic Magic Potential automatically enables a wizard to cast spells of the 1st Circle. However, the ability to cast spells of higher Circles requires expenditure of additional skill points.

In addition to the normal acquisition of spells, wizards may earn additional spells due to a high intellect score (see the intellect attribute table).

Hermetic Magic Spells

Hermetic magic spells harness ambient magical forces and channel them into alterations of physical reality. In addition, some Hermetic spells may influence other spells and/or types of magic. As Hermetic magic is actively drawn from the environment and not granted, wizards may employ their spells for any purpose they see fit.

Table 2.5.1: Hermetic magic spells

1st Circle	School	2nd Circle	School	3rd Circle	School	4th Circle	School
Command: Sting	*evoc.*	Abridge	*meta.*	Armor Cutting	*art.*	Beckon	*astro.*
Combust	*evoc.*	Apportation	*astro.*	Compel	*charm*	Command: Halt	*evoc.*
Darkness	*alt.*	Blink	*astro.*	Command: Blind	*evoc.*	Counterspell	*meta.*
Ignore	*charm*	Climb	*alt.*	Crumble	*annih.*	Dancing Weapon	*art.*
Illuminate	*alt.*	Command: Deaf	*evoc.*	Delay Spell	*meta.*	Dispel Magic	*meta.*
Extinguish	*annih.*	Control Descent	*alt.*	Design	*horo.*	Divide Magic	*meta.*
Flare	*evoc.*	Darkvision	*alt.*	Diminish Magic	*meta.*	Enmity	*charm*
Fog	*evoc.*	Enrage	*charm*	Earth Walk	*astro.*	Explosive Ward	*evoc.*
Force Bolt	*evoc.*	Force Weapon	*evoc.*	Function	*art.*	Fess' Vacuum	*annih.*
Friends	*charm*	Leap	*alt.*	Growth	*alt.*	Fly	*alt.*
Magic Bag	*astro.*	Might	*alt.*	Ice Ray	*evoc.*	Fold Space	*astro.*
Magic Vestment	*abjur.*	Minor Timeportation	*horo.*	Levitation	*alt.*	Invisibility	*alt.*
Morgan's Vigilant Sentinel	*summ.*	Percule's Exploding Missile	*art.*	Projection	*astro.*	Lightning Bolt	*evoc.*
Minor Enchantment	*art.*	Mylo's Shocking Aura	*evoc.*	Quick Casting	*meta.*	Panic	*charm*
Nael's Magical Trace	*art.*	Protection from Cold	*abjur.*	Repel Projectiles	*abjur.*	Propel	*astro.*
Penetrating Sight	*divin.*	Protection from Heat	*abjur.*	Scry	*divin.*	Psychometry	*divin.*
Preserve	*horo.*	Reveal Enchantment	*divin.*	Seeker	*summ.*	Reprisal	*abjur.*
Thought Projection	*alt.*	Rust	*annih.*	Silence	*alt.*	Scry Shield	*abjur.*
Quicken	*horo.*	Share Sight	*divin.*	Sleep	*charm*	Shield	*abjur.*
Retrieve	*astro.*	Shatter	*annih.*	Slow	*horo.*	Stone Spray	*evoc.*
Seal Portal	*abjur.*	Summon Lesser Monsters	*summ.*	Steam Cloud	*evoc.*	Summon Monsters	*summ.*
Sense Magic	*divin.*	Thwart Magic	*meta.*	Summon Lesser Elemental	*summ.*	Time Cube	*horo.*
Vermin	*summ.*	Water-breathing	*alt.*	Telekinesis	*astro.*	Wall of Fire	*evoc.*
Water Walk	*alt.*	Wind	*evoc.*				

5th Circle	School	6th Circle	School	7th Circle	School	8th Circle	School
Animate Plants	*alt.*	Alchemy	*art.*	Age	*horo.*	Antithesis	*evoc.*
Banish	*abjur.*	Command: Confuse	*evoc.*	Alter Weather	*alt.*	Artifact	*art.*
Call Object	*astro.*	Control	*charm*	Animate Corpse	*art.*	Change	*alt.*
Command: Mute	*evoc.*	Destroy Matter	*annih.*	Baalphegor's Spell Trigger	*meta.*	Cognizance	*divin.*
Creation	*evoc.*	Enfeeblement	*alt.*	Command: Stun	*evoc.*	Command: Die	*evoc.*
Destroy Water	*annih.*	Ethereal Shift	*alt.*	Confine	*abjur.*	Consolidate Magic	*meta.*
Extension	*meta.*	Explode	*annih.*	Enchantment	*art.*	Disintegration	*annih.*
Fireball	*evoc.*	Extra-planar Protection	*abjur.*	Firestorm	*evoc.*	Domination	*charm*
Inscribe	*art.*	Incinerate	*evoc.*	Golem	*art.*	Essence Conversion	*alt.*
Locate	*divin.*	Isolate	*astro.*	Implode	*annih.*	Gate	*astro.*
Magic Cache	*meta.*	Lesser Golem	*art.*	Improved Psychometry	*divin.*	Goetia	*summ.*
Misdirect	*charm*	Magic Drain	*meta.*	Magic Shield	*abjur.*	Greater Golem	*art.*
Nael's Spell Battery	*art.*	Melt	*annih.*	Mass Dispel	*meta.*	Greater Magic Shield	*abjur.*
Polymorph	*alt.*	Minor Goetia	*summ.*	Mass Hysteria	*charm*	Invulnerability	*abjur.*
Shadow Form	*astro.*	Minor Magic Shield	*abjur.*	Optimize Magic	*meta.*	Muriel's Void	*abjur.*
Shrink	*alt.*	Multiple Targets	*meta.*	Perturbation	*horo.*	Perpetuation	*meta.*
Speed	*horo.*	Read Mind	*divin.*	Petrify	*alt.*	Repel Magic	*meta.*
Summon Elemental	*summ.*	Summon Greater Monsters	*summ.*	Portal	*astro.*	Revisit	*horo.*
Swap	*astro.*	Teleportation	*astro.*	Summon Greater Elemental	*summ.*	Steal Youth	*horo.*
Timeportation	*horo.*	Time Shelter	*horo.*	Goetic Ward	*summ.*		
Throw	*evoc.*	Time Skip	*horo.*				
True Strike	*art.*						

Hermetic Magic Spell Composition

Each Hermetic magic spell is composed of similar properties that may be described by Circle, duration, effect, etc. An explanation of these properties is provided preceding the spell descriptions:

Circle: Hermetic spells are divided into 8 Circles of spell-power. Spells of the 1st Circle are the weakest, and spells of the 8th Circle are the most powerful.

Duration: The spell's duration indicates how long the spell remains in effect.

If a spell's duration is measured in rounds, the spell will last the noted number of rounds in addition to the one in which it was cast. For example, if a spell's duration is 5 rounds, it will remain in effect for 5 rounds in addition to the one in which it was cast.

Effect: The effect of the spell specifies the target and/or area of effect of the spell. If multiple creatures may be targeted, the effect indicates the maximum number of creatures that may be targeted by the spell. A wizard may always choose to target fewer creatures than the maximum, but not more. For example, if the Effect reads: 3 creatures, the wizard may target one, two or three creatures with the spell.

School: The Hermetic school indicates the nature of the spell's magic. Some creatures have varying susceptibilities to magic of particular schools. All characters with Hermetic Magic Potential may cast spells of any school.

The Hermetic schools are: Abjuration, Alteration, Annihilation, Artifice, Astromancy, Charm, Divination, Evocation, Horology, Metamagic, and Summoning.

Components: All spells require one or more components as part of their magical formulae of incantation. Components are either verbal: V, gestured: G, or material: M.

Resist: Some spells that may be cast upon living creatures may be resisted by an unwilling target. Resist indicates whether the spell may be resisted, in whole or in part, and the difficulty of doing so. For example, if a spell's resist reads, 'Mental 14', a creature must make a Mental Resistance check of target number 14, to resist the spell. If the Mental Resistance check is successful, the creature is unaffected.

If a spell may affect multiple targets, a successful resistance by one target protects that target only. Each creature targeted by a spell must resist the spell individually.

In general, Mental Resistance or Physical Resistance checks to resist Hermetic magic spells are adjusted by the Circle of the spell: 1st Circle: target number 11, 2nd Circle: target number 12, 3rd Circle: target number 13, 4th Circle: target number 14, etc.

Casting time: Casting time is explained in detail in the Combat rules section (see the Combat section). Briefly, casting time indicates how long it takes to completely cast the spell during combat. For example, if a spell with casting time -3 is begun at initiative 5, the spell's effect will take place at initiative 2.

Range: Range indicates the distance between the caster and the spell's area of effect and/or target. For example, a spell that affects a target creature with a range of 20' may be cast upon any creature within 20' of the caster.

Damage type: Some creatures have varying susceptibilities to different sources of injury. For example, a creature that lives in fire would likely suffer no damage from fire-based spells, but may suffer twice normal damage from cold-based attacks. For those spells that cause damage, damage type indicates the nature of the injury caused by the spell.

Note: Armor will absorb physical damage from spells. Armor will not protect against energy damage, however.

Important: Damage from a single spell that affects multiple creatures must be determined for each creature individually. Thus, were two creatures affected by the 4th Circle Wall of Fire spell, 3d4 must be rolled for each creature affected. Thus, one creature might suffer 6 points of damage whereas the other might suffer 9 points of damage.

Hermetic Magic Spell Descriptions

The following includes a complete description of each Hermetic magic spell:

Command: Sting

Circle: 1st
Duration: Permanent
Effect: 1 creature
School: Evocation
Components: V

Resist: Mental 20
Casting time: -0
Range: 100'
Damage type: Energy

Like all Command spells, the Sting Command is cast upon the utterance of a single word. Thus, the command spell may not be interrupted. The Sting Command inflicts 1 health point of damage upon one creature.

Combust

Circle: 1st
Duration: Special
Effect: 1 object
School: Evocation
Components: V, G

Resist: None
Casting time: -1
Range: 40'
Damage type: Heat

Combust sets one small non-living object (less than 2 lbs.) on fire. If the object is non-flammable, the fire will only last 1 round. However, if the object is flammable (i.e. wood, cloth, paper), it will continue to burn until extinguished. Any creature in contact with the flames will suffer 1d3 points of damage per round.

In general, objects set afire by the Combust spell may be extinguished in one round. However, if there is abundant fuel for the flames, the fire will continue to grow as if naturally set.

Darkness

Circle: 1st
Duration: 4 hours
Effect: 10' radius
School: Alteration
Components: V, G

Resist: Mental 11
Casting time: -1
Range: 30'
Damage type: n/a

Darkness creates an area of unnatural darkness centered upon a point or object chosen by the caster. This darkness is unaffected by any natural light, and thus renders all in it completely blind. If the Darkness spell is centered upon an unwilling creature, successful resistance indicates the spell fails without effect.

Any blinded creature makes melee attacks at -5 to-hit, and missile weapon attacks at -10 to-hit. In addition, the creature's dodge score is adjusted by -5.

Note: If a spellcaster casts a spell requiring a specific target that he or she cannot see, there is a 30% chance the spell fails without effect.

Extinguish

Circle: 1st
Duration: Permanent
Effect: Up to 3' cube
School: Annihilation
Components: V, G

Resist: None
Casting time: -1
Range: 30'
Damage type: n/a

The Extinguish spell instantly extinguishes any non-magical fire up to 3' cubic volume. This volume may be either one fire, or any combination of smaller fires in range. For example, a wizard could extinguish up to 1000 candles or 50 torches if they were within a 30 radius of the caster.

The Extinguish spell does not affect the fire's fuel source in any way, and the fires may be relit as normal.

Flare

Circle: 1st
Duration: 1 round
Effect: 30' radius
School: Evocation
Components: V, G
Resist: None
Casting time: -1
Range: 100'
Damage type: n/a

Flare creates a brilliant and blinding flash of light centered upon a point chosen by the caster. This intense light remains for one round.

All creatures making attacks into, within, or out of the area affected by Flare do so at a -3 to-hit. For creatures sensitive to daylight conditions, this to-hit modifier is -5.

It is nearly impossible to see from one side of the Flare to the other and missle attacks made across are at -10 to-hit.

Note: If cast in low-light conditions, all creatures seeing the Flare apply a -2 to-hit modifier for 2 rounds after the spell has ended.

Fog

Circle: 1st
Duration: 5 rounds + 1 per Circle
Effect: 30' diameter column
School: Evocation
Components: V, G
Resist: None
Casting time: -1
Range: 100'
Damage type: n/a

The Fog spell creates a dense fog, roughly 30' in diameter and 20' tall, centered upon a point within range of the caster. This fog is water vapor, and may be dispersed by strong winds. Visibility within the fog is limited, and melee attacks made within the fog are at -2 to hit. Missile attacks into or out of the fog are made at -5 to-hit.

Note: As the fog is made of particulates, visibility modifiers are the same for creatures with or without infrared vision.

Force Bolt

Circle: 1st
Duration: Instantaneous
Effect: 1 creature
School: Evocation
Components: V, G
Resist: None
Casting time: -1
Range: 200'
Damage type: Kinetic

The Force Bolt spell delivers a red glowing bolt-shaped object from the caster's extended finger towards one target. This bolt never misses. Upon striking the creature, the Force Bolt inflicts 1d6 + 1 point per Circle of the caster. For example, a wizard able to cast 3rd Circle spells may cast a Force Bolt for 1d6 + 3.

Friends

Circle: 1st
Duration: 1 day
Effect: 1 creature per Circle
School: Charm
Components: G
Resist: Mental 11
Casting time: -1
Range: 30'
Damage type: n/a

When cast successfully, the Friends spell induces one or more semi-intelligent or intelligent creatures to treat the caster in an amiable, friendly manner. Affected creatures will remain so as long as the caster does not grossly offend or act to the creature's obvious detriment, or until the end of the spell's duration.

The initial attitude of targeted creatures towards the wizard modifies their Mental Resistance check to resist the spell as such: positive, affable: -2, neutral, apathetic: 0, negative, hostile: +2.

Note: In general, a creature able to resist the Friends spell will not be aware the spell was cast, but as a result, will have a somewhat more negative opinion of the caster.

Ignore

Circle: 1st
Duration: 6 rounds
Effect: 1 creature per Circle
School: Charm
Components: V, G
Resist: Mental 11
Casting time: -1
Range: 5'
Damage type: n/a

The Ignore spell induces one or more creatures to ignore the presence and/or actions of the caster, so long as they do not directly affect the recipient. For example, a wizard who successfully casts Ignore upon a town guard might break into a jewelry shop in plain view of the soldier affected. However, were the wizard to attempt to remove an item from the guard's person, the effect of the spell would be broken.

A wizard may charm one creature with Ignore for each Circle of Hermetic spell discipline he or she has.

Illuminate

Circle: 1st
Duration: 8 hours
Effect: 20' radius
School: Alteration
Components: V, G
Resist: Mental 11
Casting time: -1
Range: 30'
Damage type: n/a

Illuminate creates an area of soft light centered upon a point or object chosen by the caster. This light is similar in brightness to torchlight, and thus negates any vision penalties due to darkness. If the Illuminate spell is centered upon an unwilling creature, successful resistance indicates the spell fails without effect.

Magic Bag

Circle: 1st
Duration: 1 day
Effect: 1 pouch
School: Astromancy
Components: V, G, M
Resist: None
Casting time: -1
Range: Touch
Damage type: n/a

The Magic Bag spell enchants one normal pouch or sack so that its volume is five times its actual outer dimensions. In addition, items carried within the Magic Bag add only one fifth of their weight to the weight of the bag. For example, a 30 lb. vase placed in a Magic Bag would only add 6 lbs. to the bag's weight.

If Magic Bag is dispelled, or if the contents of the bag are not removed before the duration has passed, the pouch will simply burst, spilling its contents.

Magic Vestment

Circle: 1st | Resist: None
Duration: 1 hour | Casting time: -1
Effect: Caster only | Range: n/a
School: Abjuration | Damage type: n/a
Components: V, G

Magic Vestment creates a pale green aura of magical protection around the caster. While protected by this vestment, the caster's Physical Resistance rolls are modified by +2. Furthermore, like armor, the Magic Vestment absorbs 1d2 points of damage from physical attacks. This armor absorbance is cumulative with other worn armor.

Only one Magical Vestment spell may affect a creature at a time.

Minor Enchantment

Circle: 1st | Resist: None
Duration: 1 hour | Casting time: -1
Effect: 1 object | Range: Touch
School: Artifice | Damage type: n/a
Components: V, G

When touched, Minor Enchantment imbues a non-living object, no larger than 20 pounds in weight with a slight magical quality. Consequently, this item will emit a pale glow and radiate a weak magical dweomer.

For the spell duration, the enchanted item gains a limited protection against physical damage and non-magical elements. For example, enchanted parchment will not burn in non-magical fire, whereas an enchanted bottle might be difficult to break, even when struck with a hammer. Similarly, affected objects will be resistant to changes of state; enchanted water will not freeze, and enchanted ice will not melt. If a weapon is so enchanted, it is considered +1 to-hit when used. The range of enchanted missile weapons is doubled by this spell.

Morgan's Vigilant Sentinel

Circle: 1st | Resist: None
Duration: 12 hours | Casting time: -1
Effect: Special | Range: 10'
School: Summoning | Damage Type: n/a
Components: V, G

Morgan's Vigilant Sentinel appears as a 6" tall obese demon with enormous eyes, small wings, and a gaping mouth. Unwilling to perform any other action, upon the caster's direction, the demon will assume a perch and remain there; ever watchful for any one particular event the caster so chooses. Upon this event taking place, the sentinel will emit a piercing scream, so loud that any creature within half a mile may hear it. For example, a wizard might instruct the sentinel to watch for any creatures passing through a doorway.

After screaming for one full minute, the sentinel will disappear, returning to its resident plane. The sentinel has a dodge score of 10. Once hit, it will disappear.

Note: Morgan's sentinel is only semi-intelligent. Thus, although the sentinel will do its best to serve the wizard, extremely complex instructions may not be fully understood.

Nael's Magical Trace

Circle: 1st | Resist: None
Duration: 1 hour | Casting time: -1
Effect: 1 object | Range: 10'
School: Artifice | Damage Type: n/a
Components: G

Nael's Magical Trace creates a magical aura around one small object (less than 10 lbs.), such as a shoe, glove, or a sword. The effects of this enchantment are not visible to the naked eye. However, apparent to the caster or anyone who may sense magical enchantments, the object enchanted produces a magical liquid that perpetually drips off of the item and stains anything that comes in contact with it. These drops are not a tangible material and the enchanted object does not feel wet to the touch. This magical liquid continues to be produced and its drops remain visible to the caster for the duration of the spell.

Penetrating Sight

Circle: 1st | Resist: None
Duration: 10 minutes | Casting time: -1
Effect: Caster only | Range: 20'
School: Divination | Damage type: n/a
Components: V, G

The Penetrating Sight spell enables the wizard to see through any non-living material up to 1' thick within range of the spell. Thus the caster could see through a door or wall. However, despite the ability to see through objects, the wizard's vision is not altered in any way. As a result, a wizard could not perceive the contents of a closed box, unless there was a light source within.

Preserve

Circle: 1st | Resist: None
Duration: 1 year | Casting time: -1
Effect: 1 object | Range: Touch
School: Horology | Damage Type: n/a
Components: V, G

The Preserve spell may be cast on any non-living object less than 10 lbs. The effect of the Preserve spell is that the object will cease to decay, deteriorate, or be affected by age for one year. Thus, if cast upon food, for the duration of the spell, these items will remain as fresh as the day it was cast.

Note: Preserve only protects items from damage due to age. Thus, a Preserve spell cast upon a candle will preserve the wax, but the candle will burn normally if lit.

Quicken

Circle: 1st | Resist: None
Duration: 30 minutes | Casting time: -1
Effect: 2 creatures | Range: 20'
School: Horology | Damage type: n/a
Components: V, G

The Quicken spell causes up to 2 creatures to become slightly faster than normal. While under the effects of the spell, those creatures get a +1 initiative modifier, and a +1 dodge score adjustment. In addition, those affected apply a +10' per round movement rate adjustment if running, or a +5' per round movement rate adjustment if swimming.

Only one Quicken spell may affect a creature at a time.

Retrieve

Circle: 1st | Resist: None
Duration: Instantaneous | Casting time: -1
Effect: 1 object | Range: 80'

School: Astromancy
Components: V, G
Damage type: n/a

The Retrieve spell enables the wizard to summon any one free object up to 10 lbs. in weight, through the air and into his extended hand. This 'free object' is any item that is not restrained in some manner, or contained within an enclosed vessel. Thus, a wizard might summon a chalice sitting upon a table, or a sword lying upon the ground. However, a wizard could not retrieve a chalice if it were contained in a cupboard, or a sword worn in its scabbard or held in hand.

In order to be retrieved successfully, the targeted object must have a clear, straight path of flight to the wizard. The object will travel through the air at 20' per second, but will enter the wizard's hand gently.

Seal Portal

Circle: 1st
Duration: Permanent
Effect: 1 portal
School: Abjuration
Components: V, G
Resist: None
Casting time: -1
Range: Touch
Damage Type: n/a

When cast, the Seal Portal spell creates a magical lock or seal upon one closed door or similar portal. Seal Portal cannot affect doors larger than 8' x 16' in area. The effect of Seal Portal is that the affected doorway cannot be opened, save with a Dispel Magic spell, or with a successful Feat of Strength of 24.

Seal Portal may only be cast upon closed portals, not upon open passageways.

Sense Magic

Circle: 1st
Duration: 10 minutes
Effect: Caster only
School: Divination
Components: V, G
Resist: None
Casting time: -1
Range: 30' radius
Damage type: n/a

Sense Magic enables the caster to perceive magical enchantments upon items or effects of a magical nature. However, in most cases, Sense Magic will not reveal that a creature is under the effects of a spell.

Thought Projection

Circle: 1st
Duration: 10 rounds
Effect: Caster only
School: Alteration
Components: G
Resist: None
Casting time: -1
Range: 100'
Damage type: n/a

Thought Projection allows the caster to transmit his thoughts, much as if he were speaking, to the minds of those within range of the spell. The caster need not vocalize or see the recipients to communicate. In addition, the caster may send these thoughts selectively, communicating to some within range, but not to others.

Although Thought Projection allows the caster to send his thoughts, those creatures he communicates to cannot respond similarly, nor can the caster read their thoughts.

Vermin

Circle: 1st
Duration: 10 minutes
Resist: None
Casting time: -1
Effect: Special
School: Summoning
Components: V, G
Range: 50'
Damage type: Special

When cast, the wizard summons 1d4 + 1 small disgusting creatures. These vermin will bite and/or sting any creature the caster chooses. The creatures summoned are determined by a 1d4 roll:

1: Rats: Health points: 2, Dodge score: 11, Initiative: +1, Hide/armor: none, To-hit: +0, Attacks: bite: 1 x 1d2, Intellect: 2, Physical Resist: -5, Mental Resist: -5, Movement: 40'.

2: Beetles: Health points: 1, Dodge score: 12, Initiative: +1, Hide/armor: none, To-hit: +0, Attacks: bite: 1 x 1, Intellect: 2, Physical Resist: -4, Mental Resist: -5, Movement: 20', fly 40'.

3: Scorpions: Health points: 1, Dodge score: 11, Initiative: +1, Hide/armor: none, To-hit: +0, Attacks: sting: 1 x 0, Intellect: 2, Physical Resist: -4, Mental Resist: -5, Movement: 20'. If stung, victim must make a Physical Resistance check of 8 or lose 1 agility point for 1 hour (min. 1). If the creature has no agility, it loses one dodge point.

4: Snakes: Health points: 2, Dodge score: 10, Initiative: +1, Hide/armor: none, To-hit: +0, Attacks: bite: 1 x 0, Intellect: 2, Physical Resist: -5, Mental Resist: -5, Movement: 20'. If bit, victim must make a Physical Resistance check of 8 or lose 1 endurance point for 1 hour (min. 1). If the creature has no endurance, it loses one health point.

Note: The vermin may be summoned so as to appear directly upon a creature.

Water Walk

Circle: 1st
Duration: 10 minutes per Circle
Effect: 1 creature
School: Alteration
Components: V, G
Resist: Mental 11
Casting time: -1
Range: 10'
Damage type: n/a

The Water Walk spell enables one recipient to walk upon water or similar liquids as though he or she were walking upon solid ground.

Note: If a creature affected by Water Walk falls upon a body of water, it will suffer damage as though it had fallen upon solid earth.

Abridge

Circle: 2nd
Duration: Special
Effect: 1 spell
School: Metamagic
Components: V, G
Resist: None
Casting time: Special
Range: 20'
Damage type: n/a

The Abridge spell may be cast to affect either the wizard's own spells, or to affect those of another caster.

When cast to do the former, Abridge halves the duration of the next spell the wizard casts. However, unlike other spells, Abridge is not cast separately. In fact, the Abridge spell is woven into the casting of the spell to be abridged. This combination increases the target spell's casting time by -2. For example, were Abridge cast in conjunction with the 3rd Circle Growth spell, the casting time for the abridged Growth spell would be -5. If cast successfully, the Growth spell would have a new duration of 5 minutes.

If Abridge is cast upon another caster's spell, the remaining duration for that spell is halved. For example, if cast upon another wizard's Fly

spell that had been in effect for 1 hour, the wizard would only have 30 minutes left, rather than 1 more hour. However, even if cast successfully, the Abridge spell does not automatically work upon another caster's spell. To determine if a spell is abridged, the caster must roll over the target spell's Circle on 1d20. For example, to abridge a 6th Circle spell, a wizard casting Abridge must roll 7-20 on 1d20. When cast upon another caster's spell, Abridge has a casting time of -2.

Abridge has no effect upon spells of permanent duration.

Note: If the wizard uses Abridge in combination with one of his own spells and loses the spell while casting for any reason, both the Abridge spell and the target spell are lost.

Apportation

Circle: 2nd
Duration: Instantaneous
Effect: 1 object
School: Astromancy
Components: V, G
Resist: None
Casting time: -2
Range: Touch
Damage type: n/a

By means of the Apportation spell, the caster may teleport one non-living object up to 1lb. in weight to any location within a 100' radius. For example, a wizard could teleport a book into a library shelf in an adjacent room. The object targeted by Apportation must be touched by the wizard when cast.

The wizard casting Apportation must be able to see or have previously seen the object's destination.

Note: Apportation cannot send an object into a space occupied by another object or living creature. If a wizard attempts to do so, the spell will simply fail.

Blink

Circle: 2nd
Duration: 10 rounds
Effect: Caster only
School: Astromancy
Components: V, G
Resist: None
Casting time: -2
Range: n/a
Damage type: n/a

When cast, the Blink spell constantly alters the caster's position by up to 1' in any horizontal direction. To those observing the caster, it will appear as if the wizard is blinking back and forth in a somewhat unpredictable manner. The effect of the Blink spell is that the caster gets a +3 to his or her dodge score for the spell's duration. However, any physical attacks, missile or melee, made by the caster are at -3 to-hit. In addition, any agility proficiency checks while under the influence of a Blink spell are made with a -10 modifier.

Note: The Blink spell will not 'blink' the caster into a solid object or another living creature. However, if the caster is very near to a cliff or ledge, the Blink spell may potentially put the caster over the edge.

Climb

Circle: 2nd
Duration: 12 rounds
Effect: 1 creature
School: Alteration
Components: V, G
Resist: None
Casting time: -2
Range: 10'
Damage type: n/a

The Climb spell enables one creature to climb vertical surfaces much like a fly or spider. In general, creatures may climb vertically one half of their normal movement rate. For example, a character with a movement rate of 90' would be able to climb a wall at a rate of 45'. Climb does not allow the spell's recipient to traverse ceilings, however.

Command: Deaf

Circle: 2nd
Duration: 4 rounds
Effect: 1 creature
School: Evocation
Components: V
Resist: Mental 20
Casting time: -0
Range: 100'
Damage type: n/a

Like all command spells, the Deaf command is cast upon the utterance of a single word. Thus, the command spell may not be interrupted. The Deaf command renders one creature completely deaf for 4 rounds.

Note: Any spellcaster rendered deaf must make a Mental Resistance check of 10 each time a spell containing a verbal component is cast, or the spell is lost without effect.

Control Descent

Circle: 2nd
Duration: 10 rounds
Effect: Caster only
School: Alteration
Components: V
Resist: None
Casting time: -0
Range: n/a
Damage type: n/a

When cast, the Control Descent spell enables the caster to alter the rate of his or her descent due to gravity. The caster may move as fast as a freefall, or as slow as 10' per round. Control Descent does not allow a caster to stop his descent.

If the rate of descent is less than 20' per round, the caster may take other actions such as casting. However, melee attacks are at -2 to-hit and missile attacks are at -4 to-hit.

Note: As the Control Descent spell has a casting time of -0, it may not be interrupted.

Darkvision

Circle: 2nd
Duration: 2 hours
Effect: 1 creature
School: Alteration
Components: V, G
Resist: None
Casting time: -2
Range: 30'
Damage type: n/a

The Darkvision spell enables the affected creature to see in complete darkness just as in daylight. Unlike infrared vision, Darkvision allows the recipient to see colors as well as details independent of temperature. In addition, the Darkvision spell does not coincidentally impair the creature's vision in well-lit conditions.

Enrage

Circle: 2nd
Duration: 2-4 rounds
Effect: 1 creature
School: Charm
Components: V, G
Resist: Mental 12
Casting time: -2
Range: 30'
Damage type: n/a

When cast, the Enrage spell forces the spell's recipient into a violent rage. The affected creature will physically attack the nearest creature, be it friend or foe. If this creature possesses a weapon, that weapon will be employed. However, due to the intensity of emotion, no spells may be cast by the enraged creature.

Force Weapon
Circle: 2nd
Duration: 10 rounds
Effect: Special
School: Evocation
Components: V, G
Resist: None
Casting time: -2
Range: 30'
Damage type: Kinetic

The Force Weapon spell invokes a glowing implement of energy, in the form of any standard melee weapon. This weapon weighs and feels like a normal weapon and may be wielded just as a non-magical one.

When employed, the Force Weapon does damage equal to the melee weapon it copies. However, in addition, the force weapon is +1 to-hit and +1 to damage. The Force Weapon may only be wielded by the wizard that cast the spell. If released, it will simply disappear.

Note: The Force Weapon may not be used during the round it was cast.

Leap
Circle: 2nd
Duration: 1 round
Effect: Caster only
School: Alteration
Components: V
Resist: None
Casting time: -2
Range: n/a
Damage type: n/a

Leap enables the wizard to make one jump up to 60' upward, and/or up to 120' forward, and to land safely. The Leap spell does not allow the wizard to decrease his or her elevation safely, however.

Might
Circle: 2nd
Duration: 10 minutes
Effect: 1 creature
School: Alteration
Components: V, G
Resist: Mental 12
Casting time: -2
Range: 10'
Damage type: n/a

When cast, the Might spell imbues a target creature with unnatural strength. Although the recipient doesn't physically change, he or she gains 1d4 + 2 points of strength (max. 20) for the spell's duration. In addition, the recipient's Physical Resistance modifier may be temporarily increased as a result of increased strength. If Might is cast upon a creature without a strength score, that creature gains a +2 damage modifier for the spell's duration.

Note: A character affected by the Might spell may reattempt any Feat of Strength he or she may have failed prior to the spell being cast. Only one Might spell may affect a creature at a time.

Minor Timeportation
Circle: 2nd
Duration: 1-10 rounds
Effect: 1 creature
School: Horology
Components: V, G
Resist: Mental 12
Casting time: -2
Range: 10'
Damage type: n/a

Minor Timeportation sends one creature forward in time 1 to 10 rounds. If the recipient is willing, the caster may choose the time to be ported forward. However, if the recipient is unwilling, 1d10 is rolled to determine the number of rounds to be ported.

Upon the spell being cast, the creature affected by the spell simply disappears, and then appears the determined number of rounds later in the exact same place. If the recipient is willing, the number of rounds to be ported must be predetermined when the spell is cast. During the spell's effect, the passage of time is instantaneous for the spell's recipient. However, for all others, time passes as normal.

The introduction of an object or creature into the space in which the recipient of the Minor Timeportation spell will return may result in injury. Interposing creatures and the recipient will each suffer 2d8 points of damage and be cast apart upon return. Non-living objects will inflict 1d4 (footstool) to 4d8 (stone wall) points of damage upon the recipient, and the recipient will be cast away in the nearest free direction.

Mylo's Shocking Aura
Circle: 2nd
Duration: 5 rounds
Effect: Caster only
School: Evocation
Components: V, G
Resist: None
Casting time: -2
Range: n/a
Damage type: Electrical

When cast, Mylo's Shocking Aura surrounds the caster in a powerful field of electrical activity. Ribbons of current run up and down the wizard's person, and the buzzing and popping of electrical discharges can be heard. Although the wizard is unaffected by this aura, any creature coming into contact with the wizard will experience a powerful electrical shock.

Any creature attacking the wizard unarmed or with a weapon composed of metal suffers 1d4 points of electrical damage per attack. In addition, any creature attacked in a similar manner by the wizard suffers the same 1d4 points of electrical damage per attack in addition to normal weapon damage.

Metallic armor does not absorb damage due to Mylo's Shocking Aura.

Note: If the wizard enters a body of water while affected by Mylo's Shocking Aura, any creature within 20' of the wizard suffers 1d3 points of electrical damage per round. Casting Mylo's Shocking Aura upon a creature more than once has no additional effect.

Percule's Exploding Missile
Circle: 2nd
Duration: 3 hours
Effect: 1 object
School: Artifice
Components: V, G
Resist: None
Casting time: -2
Range: Touch
Damage type: Kinetic

When cast, Percule's Exploding Missile enchants one small non-magical object (less than 3 lbs.) so that when thrown or shot, it explodes upon impact. The effect of the explosion is to inflict 1d8 + 1 more points of damage if the missile strikes a creature. For example, if Percule's Exploding Missile was cast upon a hand axe, the axe would inflict 4-14 points of damage upon impact.

If the affected object misses its intended target, the object will explode, causing 1d3 points of damage to anyone within 5' of it.

If the object has not exploded by the duration's end, the enchantment will simply dissipate without effect.

Note: In addition to exploding upon impact, items affected by Percule's Exploding Missile will explode if dropped or struck. Furthermore, if the object affected is wielded as a melee weapon, upon a successful hit, in addition to the victim taking 1d8 + 1 points of damage, the wielder will suffer 1d4 points of damage as well.

Protection from Cold

Circle: 2nd
Duration: 1 hour
Effect: 1 creature
School: Abjuration
Components: V, G
Resist: None
Casting time: -2
Range: 10'
Damage type: n/a

When cast upon a creature, the Protection from Cold spell renders that creature completely immune to all non-magical sources of cold. If the creature is exposed to a magical cold attack, all damage incurred will be reduced by one-half.

Only one Protection from Cold spell may affect a creature at a time.

Protection from Heat

Circle: 2nd
Duration: 1 hour
Effect: 1 creature
School: Abjuration
Components: V, G
Resist: None
Casting time: -2
Range: 10'
Damage type: n/a

When cast upon a creature, the Protection from Heat spell renders that creature completely immune to all non-magical fires or sources of heat. If the creature is exposed to magical heat or flame, all damage incurred will be reduced by one-half. For example, if a wizard affected by Protection from Heat was exposed to a Fireball spell, he would only suffer one-half damage or one-quarter damage, depending upon whether or not he made a successful Physical Resistance check.

Only one Protection from Heat spell may affect a creature at a time.

Reveal Enchantment

Circle: 2nd
Duration: 1 round
Effect: 1 object
School: Divination
Components: V, G
Resist: None
Casting time: 10 minutes
Range: Touch
Damage type: n/a

The Reveal Enchantment spell enables a wizard to understand the nature and/or function(s) of enchanted items. Although the information will not be complete, the general effects and power of the magic will be revealed. For example, were a wizard to cast Reveal Enchantment upon a Potion of Growth, the wizard would understand that once imbibed, the potion will cause the subject to grow in size. However, information regarding the duration or the extent of the growth would be an estimate at best.

If there are specific actions to take or words to be spoken to activate a magical item, Reveal Enchantment will uncover these triggers 50% of the time + 5% per Circle of the caster. For example, a 4th Circle wizard casting Reveal Enchantment would uncover a command word necessary for activation of a wand 70% of the time. If a magical trigger is not revealed, the caster must wait until the next skill level before Reveal Enchantment might uncover new information on a particular item.

Rust

Circle: 2nd
Duration: Permanent
Effect: 1 ferrous object
School: Annihilation
Components: V, G
Resist: None
Casting time: -2
Range: 80'
Damage type: n/a

The Rust spell causes one non-magical ferrous metal object of up to 200 lbs. in weight to instantly oxidize. As a result, any normal usage of the object will result in a 30% chance of complete failure. For example, if a broad sword were targeted by the Rust spell, each hit struck with the sword would result in a 30% chance of the sword breaking.

In game terms, rusted armor incurs a -2 adjustment to the armor's impedance score. In addition, each blow sustained by the armor results in a 30% chance of the armor breaking. Broken armor absorbs less damage from additional physical blows. Thus, the broken armor absorbs damage as armor of one step lower. For example, broken plate armor will absorb 1d4 points per attack, and broken chain mail 1d2 points per attack.

Share Sight

Circle: 2nd
Duration: 10 minutes
Effect: 1 creature
School: Divination
Components: V, G
Resist: Mental 12
Casting time: -2
Range: 1 mile
Damage type: n/a

The Share Sight spell enables the wizard to alternate between his own visual perspective and that of any one known creature within range of the spell. Upon the casting of the spell, the affected creature will sense a strange transient tingling in their eyes, and feel as if it were being watched. If the creature affected is unwilling or resists this sensation, a successful Mental Resistance check will resist the spell's effect. However, whether or not the creature resists the spell, without some sort of divination, the creature will not know the cause of the sensation.

Note: Share Sight allows a wizard to gain visual knowledge alone. No auditory information is transmitted by means of the spell.

Shatter

Circle: 2nd
Duration: Instantaneous
Effect: 10' cube
School: Annihilation
Components: V, G
Resist: Physical 12
Casting time: -2
Range: 100'
Damage type: Kinetic

By means of the Shatter spell, a wizard may shatter all non-magical glass within a 10' cubic volume. The effect of the spell is violent, and any creature within 3' of a glass object will suffer 1d2 points of damage.

In addition to shattering glass and crystal, any creature within the spell's area of effect hears a intense piercing tone. As a result, all creatures failing a Physical Resistance check will be deafened for 1d4 rounds.

Note: The Shatter spell will also affect ice and crystal objects. However, shattered ice will not inflict damage. Any spellcaster rendered deaf must make a Mental Resistance check of 10 each time a spell containing a verbal component is cast, or the spell is lost without effect.

Summon Lesser Monsters

Circle: 2nd
Duration: 1 hour
Effect: Special
School: Summoning
Components: V, G
Resist: None
Casting time: -2
Range: 20'
Damage type: Special

When cast, Summon Lesser Monsters brings forth a small number of fiendish creatures to serve the wizard. These creatures will perform simple tasks if able, or attack the wizard's foes. The number and type of creatures summoned by the wizard are randomly determined by a 1d6 roll:

1: 1d3 Lesser imps: Health points: 4, Dodge score: 13, Initiative: +2, Hide/armor: none, To-hit: +1, Attacks: claw: 2 x 1d2, Intellect: 4, Physical Resist: -2, Mental Resist: -2, Movement: fly 130'. The imps are small flying 2' tall demons.

2: 1d3 +1 Large spiders: Health points: 3, Dodge score: 13, Initiative: +3, Hide/armor: none, To-hit: +0, Attacks: bite: 1 x 1, Intellect: 2, Physical Resist: -3, Mental Resist: -3, Movement: 80'. The spiders are approximately 1' wide. If bit, a character must make a Physical Resistance check of 10 or suffer an additional 3 health points of damage.

3: 1 War dog: Health points: 9, Dodge score: 12, Initiative: +4, Hide/armor: none, To-hit: +4, Attacks: bite: 1 x 1d6. Intellect: 3, Physical Resist: +2, Mental Resist: +0, Movement: 160'. The dog is a large mangy canine of the domestic variety.

4: 1d3 + 1 Large centipedes. Health points: 3, Dodge score: 12, Initiative: +2, Hide/armor: none, To-hit: +2, Attacks: bite: 1 x 1d2, Intellect: 2, Physical Resist: -2, Mental Resist: -3, Movement: 80'. If bit, a creature must make a Physical Resistance check of 10 or suffer -1 agility for 1 hour (min. 1). If the creature has no agility, it loses 1 dodge point.

5: 1d3 Gremlins: Health points: 3, Dodge score: 14, Initiative: +2, Hide/armor: none, To-hit: +2, Attacks: knife: 1 x 1d2. Intellect: 8, Physical Resist: -3, Mental Resist: +0, Movement: 80'. Gremlins may become invisible for 1d4 rounds, once per hour. The gremlins are 2' tall goblinoid creatures.

6: 1d3 Drepsid: Health points: 5, Dodge score: 12, Initiative: +1, Hide/armor: none, To-hit: +0, Attacks: bite: 1 x 1d2, sting: 1 x 1. Intellect: 2, Physical Resist: +0, Mental Resist: -1, Movement: 70'. If stung by a drepsid's tail, the victim must make a Physical Resistance check of 9 or be paralyzed in 1d4 + 1 rounds. This paralysis lasts for 7-12 hours.

Upon being slain, or at the duration's end, these creatures will disappear.

Note: The list of monsters provided here is not exhaustive, and the Game Master should feel free to add other monsters of similar power that may be summoned.

Thwart Magic

Circle: 2nd | Resist: None
Duration: Permanent | Casting time: -0
Effect: 1 spell | Range: 80'
School: Metamagic | Damage type: n/a
Components: V

When cast, Thwart Magic interrupts another caster's spell, as it is cast, and blocks that spell's effects. For example, if an alchemist were casting the 2nd Circle spell Babble, and while casting, a wizard successfully cast Thwart Magic, the alchemist's Babble spell would be blocked, but not lost. Once blocked by Thwart Magic, a spell will not take effect. However, the spell is not lost from the target caster's repertoire, and may be attempted again the following round or any time thereafter.

To successfully cast Thwart Magic, the wizard must target one caster and cast the Thwart Magic spell during an initiative, beyond the first, in which the target spell was being cast. For example, a wizard attempting to counter a priest's spell with casting time -5, begun at initiative 9, must cast the Thwart Magic at initiatives 8, 7, 6, or 5. The wizard may not thwart the priest's spell at initiative 9, when it began, or at initiative 4, when the spell takes effect.

Even if the spell is cast successfully, Thwart Magic does not automatically work. To determine if a spell is blocked by Thwart Magic, the caster must roll over the target spell's Circle on 1d20. For example, to block a 4th Circle spell, a wizard casting Thwart Magic must roll 5-20 on 1d20.

Note: Thwart Magic may affect Hermetic, Hedge, Faith and Ritual magic spells.

Water-breathing

Circle: 2nd | Resist: None
Duration: 10 rounds per Circle | Casting time: -2
Effect: 1 creature | Range: 10'
School: Alteration | Damage type: n/a
Components: V, G

The Water-breathing spell enables one creature to breathe water as if breathing air. The creature affected may also breathe air during the spell's duration.

Wind

Circle: 2nd | Resist: None
Duration: 10 rounds per Circle | Casting time: -2
Effect: 100' cube | Range: 50'
School: Evocation | Damage type: n/a
Components: V, G

The Wind spell creates a powerful wind within the area of effect. This wind may either be directional, or swirling, as determined by the caster. As a result of the wind, papers will fly, doors will slam, and small fires will be put out.

Wind will dissipate any gases or fog within 1 round, and extinguish all fires of torch size or smaller. If fires greater than torch size are burning, The Wind spell will double the speed at which they spread. In addition, all creatures using missile weapons within the Wind spell do so at -2 to-hit.

Flying creatures of 1 lb. or smaller cannot move effectively in the wind, and will be forced to land, or to move only in the direction the wind is blowing.

Armor Cutting

Circle: 3rd | Resist: None
Duration: 1 hour | Casting time: -3
Effect: 1 weapon | Range: Touch
School: Artifice | Damage type: n/a
Components: V, G, M

When cast, Armor Cutting enchants a weapon so that for the duration of the spell, armor does not absorb physical damage inflicted by the weapon.

The weapon enchanted with Armor Cutting emits a radiant blue glow for the duration of the spell.

Note: Armor Cutting does not nullify the protective effects of magical armor.

Compel

Circle: 3rd
Duration: 1 round
Effect: 1 creature
School: Charm
Components: V, G

Resist: Mental 13
Casting time: -3
Range: 50'
Damage type: n/a

When cast successfully, Compel enables the wizard to force one creature into performing one specific action. This action may be anything that may be accomplished by the creature in one round, save something that would knowingly and directly harm the creature affected. For example, a wizard could compel an opponent to attack an ally, or to drink an unknown liquid. However, a creature could not be compelled to stab itself, or imbibe a liquid the creature knew to be poison.

Examples of Compel commands are: attack a target individual, flee, drop a weapon, surrender an item, or jump off a boat. The Game Master will determine whether any given Compel command is reasonable. If the command cannot be performed, the affected creature simply does nothing for 1 round.

Command: Blind

Circle: 3rd
Duration: 4 rounds
Effect: 1 creature
School: Evocation
Components: V

Resist: Mental 20
Casting time: -0
Range: 100'
Damage type: n/a

Like all command spells, the Blind command is cast upon the utterance of a single word. Thus, the command spell may not be interrupted. The Blind command renders one creature completely blind for 4 rounds.

Any blinded creature makes melee attacks at -5 to-hit, and missile weapon attacks at -10 to-hit. In addition, the creature's dodge score is adjusted by -5.

Note: If a spellcaster casts a spell requiring a specific target that he or she cannot see, there is a 30% chance the spell fails without effect.

Crumble

Circle: 3rd
Duration: Permanent
Effect: 1 object
School: Annihilation
Components: V, G

Resist: None
Casting time: -3
Range: 50'
Damage type: n/a

The Crumble spell reduces one non-magical stone or metal object to dust. The object may not be more than 50 lbs. + 10 lbs. per Circle of the caster. For example a 5th Circle wizard could crumble an object up to 100 lbs. in weight.

Delay Spell

Circle: 3rd
Duration: Up to 10 minutes
Effect: Caster only
School: Metamagic
Components: V, G

Resist: None
Casting time: Special
Range: n/a
Damage type: n/a

When cast, Delay Spell delays the effect of the next spell the wizard casts. However, unlike most spells, Delay Spell is not cast separately. Actually, Delay Spell is woven into the casting of the target spell to be delayed. This addition increases the target spell's casting time by -3. For example, were Delay Spell cast in conjunction with the 4th Circle Invisibility spell, the casting time for the delayed Invisibility spell would -7. If cast successfully, the Invisibility spell would begin at a point of the caster's choosing, up to 10 minutes later.

If the 10-minute duration of Delay Spell is over and the wizard has not yet initiated the target spell's effect, the spell will be lost without effect.

Initiating the effect for a delayed spell does not constitute an action for the wizard. Only one spell may be delayed by the wizard at any given time.

Note: If the wizard loses his delayed spell while casting for any reason, both the Delay Spell and the target spell are lost.

Design

Circle: 3rd
Duration: 3 rounds
Effect: 2 creatures
School: Horology
Components: V, G

Resist: Mental 13
Casting time: -3
Range: 60'
Damage type: n/a

In combat, the Design spell enables the wizard to alter the initiative order of two creatures for the next 3 combat rounds. Thus, for these rounds, the wizard may simply assign an initiative number (between 0-10) for each creature that fails to resist the spell.

Note: Creatures targeted by the Design spell may only attempt to resist once, at the time the spell is cast.

Diminish Magic

Circle: 3rd
Duration: 10 rounds
Effect: 20' cubic area
School: Metamagic
Components: V, G

Resist: None
Casting time: -3
Range: 100'
Damage type: n/a

The Diminish Magic spell causes all spells cast within the affected area (or upon a target within the affected area) to be reduced in efficacy. Each spell is affected differently by Diminish Magic. However, in general Diminish Magic will decrease the duration of a spell by ½,

adjust the Mental or Physical Resistance target number by -4, and/or modify each die rolled by -2 (min. 0).

For example, were a wizard to cast the 4th Circle Lightning Bolt spell into an area affected by Diminish Magic, creatures struck by the bolt would suffer 4d8 - 8 points of damage, or 2d8 - 4 points of damage if a Physical Resistance check of 10 were made.

Similarly, a Heal Minor Wounds spell cast in the area of effect by a 2nd Circle priest would heal 2d4 – 2 points of damage (2d4 - 4 + 2).

Spells cast completely outside of the area affected by Diminish Magic are not altered if the affected creature or object moves into the area of effect. For example, a creature affected by the Invisibility spell remains invisible for the normal duration even if it later enters the Diminish Magic area. Mulitple Diminish Magic spells cast in the same area have no additional effect.

Note: Not all spells will be affected by Diminish Magic. In all cases, it is left to the Game Master to decide how a spell may (or may not) be affected. The area effected by Diminish Magic is immobile.

Earth Walk

Circle: 3rd
Duration: 2 rounds per Circle
Effect: Caster only
School: Astromancy
Components: V, G
Resist: None
Casting time: -3
Range: n/a
Damage type: n/a

By means of the Earth Walk spell, the caster may move through earth, metal or stone at a rate of 60' per round. While in such material, the caster may travel in any direction, up, down, or laterally.

If the caster is within stone, and the Earth Walk spell ends or is dispelled, the caster dies immediately.

Note: While affected by Earth Walk, the caster takes on a statue-like appearance, and takes only half damage from edged weapons.

Function

Circle: 3rd
Duration: 10 minutes
Effect: 1 mechanism
School: Artifice
Components: V, G
Resist: None
Casting time: -3
Range: 50'
Damage type: n/a

The Function spell places the motion of one mechanical device under the direction of the caster. For example, using the Function spell a wizard could cause a cart to roll, a door to open and close, a padlock to unlock and lock, or a windmill to turn. The wizard may direct the motion and speed of the device, and can cause the mechanism to work within a range of speed typical to its normal parameters. For example, the Function spell could cause a windmill to turn as though it were in a strong wind, or a cart to roll as if driven by a swift horse.

If cast upon a triggered mechanism which must be reloaded, Function can cause the mechanism to work once, but will not reload the device. For example, the spell could cause a loaded catapult to roll into position and fire, and even to re-draw itself. However, the spell would not place a new shot into the catapult's arm.

The Function spell will only cause a device to move within its own constraints. For example, the spell could cause a crossbow to fire, but could not raise or aim the crossbow unless it was attached to a mechanical device.

Note: In addition to causing a device to activate, the Function spell may cause a working device to cease functioning.

Growth

Circle: 3rd
Duration: 10 minutes
Effect: 1 creature or object
School: Alteration
Components: V, G
Resist: None
Casting time: -3
Range: 10'
Damage type: n/a

The Growth spell triples the proportions of one creature or object. For example, a 5' tall, elf affected by the Growth spell will become 15' tall. If cast upon a character, that character will gain 1d6 + 1 strength points (max. 20), 1d4 + 1 endurance points (max. 20), and will lose 1d4 + 1 agility points (min. 1). All equipment upon a creature will be affected by the Growth spell as well.

If a character's endurance is increased by Growth, his health point maximum is increased by an equal number of points. For example, if a character with 14 health points gains 3 endurance points due to Growth, his maximum health points would be increased to 17 for the spell's duration. Similarly, if a character's agility score is decreased by Growth, his dodge score is decreased by an equal number of points.

Magical objects enlarged by the Growth spell will triple in size, but not in potency. For example, a potion tripled in volume by the Growth spell will not equal to three such potions if divided. Only drinking the entire new volume of the potion will imbue the imbiber with potion's full effects.

Only one Growth spell may affect a creature or object at a time.

Note: Not including any strength bonuses from the Growth spell, any normal weapons enlarged with the creature will inflict +3 extra points of damage. For example, a mace enlarged by a Growth spell will inflict 1d6 + 4 instead of 1d6 + 1. However, this enlarged mace may only be properly wielded by the affected creature or a creature of similar size.

Ice Ray

Circle: 3rd
Duration: Instantaneous
Effect: Special
School: Evocation
Components: V, G
Resist: None
Casting time: -3
Range: 60'
Damage type: Cold

The Ice Ray spell may be cast upon a creature, object, or area. When cast, the Ice Ray appears as a ray of glowing blue streaking out from the caster's fingertips.

If cast upon a creature, that creature feels an intense chill and suffers 2d8 + 2 points of cold damage. Furthermore, all non-magical liquids upon the character's person will immediately freeze, and will remain so until thawed.

If Ice Ray is cast upon an object, the item targeted (up to 3' cubic volume) will immediately become encased in a 1" think layer of ice. If the target is a door, the door will become frozen shut, requiring a Feat of Strength of 16 to open it. Once encased in ice, the object will thaw as normal.

If cast upon a surface, the Ice Ray spell will cover up to a 10' x 10' area in a ½" thick sheet of ice. If the surface is flat, all creatures attempting to move or attack upon this surface must make an Acrobatics proficiency check of 10 each round, or fall down. If the surface is graded, any creature standing upon it will slide down the grade unless they can grasp some sort of object to prevent this.

Levitation

Circle: 3rd
Duration: 1 hour
Effect: 1 creature
School: Alteration
Components: V, G
Resist: None
Casting time: -3
Range: 10'
Damage type: n/a

Levitation grants one creature the ability to levitate. By simple concentration, the spell's recipient may rise up to 60' per round up, or descend at up to 120' per round. In addition, the levitating creature may hover stably. Levitation does not permit lateral movement. However, if the levitating creature can grasp an object, it is possible to pull oneself along. While hovering, spells may be cast, and missile or melee weapons may be used.

Projection

Circle: 3rd
Duration: Instantaneous
Effect: Caster only
School: Astromancy
Components: V, G
Resist: None
Casting time: -3
Range: 200 yards
Damage type: n/a

The Projection spell instantly sends the wizard to any place that lies within sight of the wizard, and within range of the spell. For example, a wizard may employ Projection to 'project' himself from the deck of a ship to a shoreline 500' away. However, the wizard could not use Projection to enter an unseen room even 10' away.

Quick Casting

Circle: 3rd
Duration: 10 rounds
Effect: Caster only
School: Metamagic
Components: V, G
Resist: None
Casting time: -3
Range: n/a
Damage type: n/a

For the duration of the Quick Casting spell, all spells cast are done so in half of their casting time. For example, if the wizard cast the 5th Circle Throw spell while affected by Quick Casting, the Throw spell would have a casting time of -3.

All spells begun during Quick Casting are cast in half their duration, even if their casting time exceeds the total quick casting duration. For example, a spell with a casting time of 1 hour would take only 30 minutes to cast if the casting began under the effects of the Quick Casting spell.

Multiple Quick Casting spells have no additional effect.

Repel Projectiles

Circle: 3rd
Duration: 10 minutes
Effect: Caster only
School: Abjuration
Components: V, G
Resist: None
Casting time: -3
Range: n/a
Damage type: n/a

Repel Projectiles renders the caster temporarily immune to all sorts of missiles that inflict kinetic damage. For example, while affected by the Repel Projectiles spell, a wizard could not be hit by arrows, bolts or even magically cast physical projectiles that inflict kinetic damage.

All such projectiles aimed at the caster will simply curve around his or her person, and continue on their normal trajectory.

Scry

Circle: 3rd
Duration: 1 round per Circle
Effect: 1 creature or place
School: Divination
Components: V, G
Resist: Mental 13
Casting time: -3
Range: Special
Damage type: n/a

The Scry spell enables the wizard to both see and hear events at another place. Distance is not a factor, however, Scry cannot work between planes of existence. The caster may scry any one place or creature. If the Scry spell is centered upon a place, the place must be familiar to the caster. If centered upon the creature, the caster must be familiar with the creature as well, however, the location of the creature need not be known. If Scry is centered upon a creature, that creature gets a Mental Resistance check to oppose the spell. Furthermore, the creature will have a strange feeling that it is being watched.

The perspective given to a wizard by the Scry spell is somewhat omniscient. The caster may scry an area up to 20' in diameter, and may see all things taking place in this vicinity. If the spell is centered upon a location, the area scried is immobile. However, if the spell is centered upon a creature, this visible area moves with the creature.

Seeker

Circle: 3rd
Duration: 10 minutes per Circle
Effect: Special
School: Summoning
Components: V, G
Resist: None
Casting time: -10
Range: 1 mile
Damage type: n/a

The Seeker spell conjures a small (6") imp-like creature. This creature has wings but no other limbs, an eye but no mouth, can fly, and has rudimentary telepathic communication with the caster. It is nearly invisible (Perception check of 12 to see it), has a dodge score of 16 due to size and agility, and has 1 health point per Circle of the caster. For example a 5th Circle caster will conjure a Seeker with 5 health points. The Seeker flies at 100' per round.

The imp is used as a scout and can share visual sensory information with the caster. In addition, Sense Magic and similar spells can be cast through the seeker it as though the wizard was in the imp's place.

Silence

Circle: 3rd
Duration: 10 rounds + 1 per Circle
Effect: 20' cube
School: Alteration
Components: V, G

Resist: None
Casting time: -3
Range: 100'
Damage type: n/a

Silence creates an area of magical silence, within a 20' cube, centered upon a non-living object chosen by the caster.

No sound may be heard within the Silence spell's area of effect, whether originating from within or without. Furthermore, no spells requiring a verbal component may be cast within this area.

Sleep

Circle: 3rd
Duration: 10 rounds
Effect: 4 creatures
School: Charm
Components: V, G

Resist: Mental 13
Casting time: -3
Range: 100'
Damage type: n/a

Sleep induces up to 4 creatures to fall into a magical slumber. While affected by the spell, the creature cannot be awakened unless physically disturbed. If a sleeping individual is shaken, he or she may make an additional Mental Resistance check of 13 to wake up. If the Mental Resistance check is failed, the creature will not rouse until the spell's duration has passed.

Slow

Circle: 3rd
Duration: 10 rounds
Effect: 1 creature
School: Horology
Components: V, G

Resist: Mental 13
Casting time: -3
Range: 30'
Damage type: n/a

The Slow spell reduces the speed of one creature's actions by one half. Thus, the creature may only attack or cast a spell every other round. Furthermore, an affected creature's initiative rolls and movement rate are halved. In addition, if the creature affected does cast a spell, the casting time for that spell is doubled.

Note: If a slowed creature attacks, it has the same number of attacks as normal. However, the rate of these attacks is reduced so that each round of attacks is followed by one round of inaction. In addition, except for the Slow spell, all magical durations and effects upon the recipient's person will pass at half their normal rate. For example, if the creature affected by Slow drank a potion lasting 4 rounds, it would instead affect the creature for 8 rounds.

Steam Cloud

Circle: 3rd
Duration: 4 rounds
Effect: 10' radius sphere
School: Evocation
Components: V, G

Resist: None
Casting time: -3
Range: 50'
Damage type: Heat

The Steam Cloud spell creates a small cloud of hot vapor centered upon a spot of the caster's choosing. Once created, the cloud cannot be moved by the caster. However, winds will move, but not dissipate the cloud. All those within the cloud will suffer 2d4 points of damage per round. The Steam Cloud is approximately spherical, with a diameter of 20'. Thus, unless restrained or impeded, most creatures may escape a Steam Cloud within one round.

Summon Lesser Elemental

Circle: 3rd
Duration: 1 hour per Circle
Effect: Special
School: Summoning
Components: V, G, M

Resist: None
Casting time: -3
Range: 10'
Damage type: Special

When cast, Summon Lesser Elemental brings forth one minor elemental from the Viridian Realms. The elemental will serve the wizard to the best of its ability, performing simple tasks or attacking his enemies. The wizard may choose the type of elemental to be summoned.

Air: Health points: 12, Dodge score: 15, Initiative: +4, Hide/armor: 1, To-hit: +2, Attacks: 2 x 1d4. Intellect: 3, Physical Resist: +4, Mental Resist: n/a, Movement: fly 300'. An air elemental may dissipate gases or clouds. Furthermore, if interposed, an air elemental may induce a -2 to-hit with all missile weapons. Missile weapons only inflict half normal damage upon an air elemental. The lesser air elemental appears as a dust devil, 3' wide and 7' tall.

Earth: Health points: 18, Dodge score: 11, Initiative: +0, Hide/armor: 1d6, To-hit: +1, Attacks: 1 x 2d6. Intellect: 3, Physical Resist: +5, Mental Resist: n/a, Movement: 60'. The earth elemental may move at a rate of 60' upon any solid surface or through stone at the same rate. Lesser earth elementals may break through non-stone or metal obstacles with a strength score of 16. Edged weapons only inflict half normal damage upon an earth elemental. The lesser earth elemental appears as a somewhat humanoid mass of stone, 6' tall.

Fire: Health points: 16, Dodge score: 14, Initiative: +4, Hide/armor: 1d2, To-hit: +2, Attacks: 1 x 1d4 + 1. Intellect: 3, Physical Resist: +3, Mental Resist: n/a, Movement: 160'. The lesser fire elemental may set combustibles aflame, or as a special attack, once per hour, the elemental may spout a jet of flame 1' diameter and 10' long that inflicts 2d4. The fire elemental may move at a rate of 160' upon any surface but water. Fire elementals are immune to heat, however water or cold attacks inflict twice normal damage. The lesser fire elemental appears as a 2' wide, 6' tall column of fire.

Water: Health points: 16, Dodge score: 13, Initiative: +3, Hide/armor: 1d3, To-hit: +1, Attacks: 1 x 2d4. Intellect: 3, Physical Resist: +3, Mental Resist: n/a, Movement: 80'. The water elemental may move at a rate of 80' upon any solid surface or through water at twice that rate. If in water, the water elemental may submerge a swimmer, Swimming check of 8 per round to resist. The lesser water elemental appears as a 3' wide, 7' tall wave.

The material component for Summon Lesser Elemental is a small amount of the respective element for the elemental to be summoned. Summoned elementals may not be dispelled by Dispel Magic.

Telekinesis

Circle: 3rd
Duration: 5 rounds
Effect: 1 object or creature
School: Astromancy
Components: V, G

Resist: Mental 13
Casting time: -3
Range: 60'
Damage type: n/a

By means of the Telekinesis spell, the wizard may move one object or creature of up to 500 lbs. in weight through the air by concentration alone. The target of the spell may be moved in any direction at a rate of up to 40' per round. While employing Telekinesis, the wizard can take physical actions, but may not cast spells.

If cast upon an unwilling creature, the creature may make a Mental Resistance check to oppose the spell's effects. The wizard may only target one object or creature with the Telekinesis spell.

Note: If at any time the spell is ended, by the wizard or otherwise, the target of the Telekinesis spell will fall.

Beckon

Circle: 4th
Duration: Instantaneous
Effect: Up to 2 creatures
School: Astromancy
Components: V

Resist: Mental 14
Casting time: -4
Range: Sight
Damage type: n/a

The Beckon spell enables the wizard to instantly teleport up to 2 creatures from their current position to within 10' of his or her person. These creatures must be within sight of the wizard when the spell is cast. Willing creatures will always be affected by the spell. However, unwilling creatures may make a Mental Resistance check to oppose its effect.

Command: Halt

Circle: 4th
Duration: 2-4 rounds
Effect: 1 creature
School: Evocation
Components: V

Resist: Mental 20
Casting time: -0
Range: 100'
Damage type: n/a

Like all command spells, the Halt command is cast upon the utterance of a single word. Thus, the command spell may not be interrupted. The Halt command renders one creature unable to move from its place for 2-4 rounds. During the spell's effect, the creature's arms, legs or appendages function normally. However, until the duration of the spell has passed, the creature is unable to move from its present position.

Note: While under the effect of the Halt command, the creatures dodge score is modified by -4.

Counterspell

Circle: 4th
Duration: Permanent
Effect: 1 spell
School: Metamagic
Components: V

Resist: None
Casting time: -0
Range: 50'
Damage type: n/a

When cast, Counterspell interrupts another caster's spell as it is cast, and cancels that spell's effects. For example, if a priest were casting the 2nd Circle spell Blindness, and while casting, a wizard successfully cast Counterspell upon him, the priest's Blindness spell would be lost without effect.

To successfully cast Counterspell, the wizard must target one caster and cast the Counterspell during an initiative, in which the target spell was being cast. For example, a wizard attempting to counter an alchemist's spell with casting time -4, begun at initiative 7, must cast the Counterspell at initiatives 7, 6, 5, or 4. The wizard may not counter the alchemist's spell at initiative 3, when the spell takes effect.

Even if cast at an opportune time, Counterspell does not automatically work. To determine if a spell is cancelled by Counterspell, the caster must roll over the target spell's Circle on 1d20. For example, to counter the 5th Circle spell Fireball, a wizard casting Counterspell must roll 6-20 on 1d20. Spells cancelled by Counterspell are permanently lost.

Note: Counterspell may affect Hermetic, Hedge, Faith and Ritual magic spells.

Dancing Weapon

Circle: 4th
Duration: 10 rounds
Effect: 1 object
School: Artifice
Components: V, G, M

Resist: None
Casting time: -4
Range: 50'
Damage type: Kinetic

The Dancing Weapon spell enchants one melee weapon or similar object less than 20 lbs. to animate and attack the wizard's foes as if wielded by an invisible opponent. The Dancing Weapon attacks one each round at +3 to-hit, and +3 to damage. Base damage inflicted by the Dancing Weapon is by weapon type.

The Dancing Weapon will continue to attack until it is dispelled, the duration has ended, or until it has suffered 10 points of damage. The Dancing Weapon has a dodge score of 17.

Note: The Dancing Weapon may move up to 120' per round, but it must always remain within 50' of the caster.

Dispel Magic

Circle: 4th
Duration: Permanent
Effect: 1 spell
School: Metamagic
Components: V, G

Resist: None
Casting time: -4
Range: 20'
Damage type: n/a

Dispel Magic will cancel the effects of any one spell that is currently in effect. However, Dispel Magic is not always successful. To determine if a spell is cancelled by Dispel Magic, the caster must roll over the spell's Circle on 1d20. For example, to dispel the 3rd Circle spell Levitation, a wizard casting Dispel Magic must roll 4-20 on 1d20. Spells cancelled by Dispel Magic are permanently lost.

Note: Dispel Magic may affect Hermetic, Hedge, Faith and Ritual magic spells. Magical items may not be dispelled by this spell.

Divide Magic

Circle: 4th
Duration: Permanent
Effect: Caster only
School: Metamagic
Components: V, G

Resist: None
Casting time: 10 minutes
Range: n/a
Damage type: n/a

The Divide Magic spell enables a caster to divide one spell within his or her repertoire into two spells of lesser Circles. For example, were a wizard to have one 7th Circle spell in his repertoire, Divide Magic would remove that 7th Circle spell and replace it with one 1st Circle and one 6th Circle spell, or one 2nd Circle and one 5th Circle spell, or one 3rd and one 4th Circle spell. These added spells may be cast as normal.

Enmity

Circle: 4th
Duration: 10 minutes
Effect: 1 creature
School: Charm
Components: V, G

Resist: Mental 14
Casting time: -4
Range: 60'
Damage type: n/a

Enmity causes the spell's recipient to instantly and utterly loathe one chosen individual. Thus, when Enmity is cast, in addition to selecting a

creature to be affected, the wizard must also select a target for the creature's wrath. Both the spell's recipient and this target must be in view of the wizard at the time of casting.

Once cast, the affected creature will do anything within its power to destroy the chosen individual, be it friend or foe.

Note: Characters affected by the Enmity spell will employ spells and/or weapons to destroy the object of their hatred.

Explosive Ward

Circle: 4th
Duration: 1 day per Circle
Effect: Special
School: Evocation
Components: V, G, M
Resist: Physical 14
Casting time: 10 minutes
Range: Touch
Damage type: Heat

When cast, the Explosive Ward spell creates a magical seal that when broken, causes a fiery explosion. Any creature within 6' of the ward suffers 4d6 points of damage, or 2d6 points if a successful Physical Resistance check is made. Creatures between 6' and 12' of the ward suffer 2d6 or 1d6 points of damage, respectively.

The magical seal created by Explosive Ward appears as a circle, inscribed with a magical triangle. This seal may vary from 3" to 1' in diameter, and may be inscribed upon any surface, horizontal or vertical. If drawn upon a floor, the Explosive Ward will be activated by anyone other that crosses over the seal (including the wizard). If inscribed upon a door or similar portal, the Explosive Ward will be activated by anyone opening the portal.

The material component for the Explosive Ward is a pinch of sulfur, and ink mixed with volcanic pumice.

Fess' Vacuum

Circle: 4th
Duration: Instantaneous
Effect: 20' cube
School: Annihilation
Components: V, G
Resist: Special
Casting time: -4
Range: 100'
Damage type: Kinetic

When cast, Fess' Vacuum completely removes all air from a 20' cubic volume. In most circumstances, this is immediately followed by a rush of air back into the vacuum, accompanied by a thunderous clap. In addition, all non-magical flames within the vacuum will be extinguished, and all gases, magical or otherwise will be destroyed.

All creatures within the vacuum suffer 1d6 + 1 points of damage, and must make a Physical Resistance check of 14 or be stunned for 1d2 rounds.

Furthermore, spells being cast within the vacuum's area of effect that contain a verbal component are automatically lost. If the spell does not contain a verbal component, a Mental Resistance check to retain concentration is required as normal.

If cast upon an air elemental, Fess' Vacuum will inflict 5d6 points of damage.

Note: A creature stunned by Fess' Vacuum will not perform any actions such as attack, cast a spell, etc. While stunned, an individual's dodge score and movement rate are both reduced by ½.

Fly

Circle: 4th
Duration: 2 hours
Effect: 1 creature
School: Alteration
Components: V, G
Resist: None
Casting time: -4
Range: 10'
Damage type: n/a

The Fly spell imbues one creature with the ability to fly. By concentration alone, the spell's recipient may move up to 120' per round up or laterally, or may descend at speeds up to 360' per round. In addition, the flying creature may also hover stably. While hovering, spells may be cast, and missile or melee weapons may be used.

Fold Space

Circle: 4th
Duration: 1 round
Effect: Caster only
School: Astromancy
Components: V, G
Resist: None
Casting time: -4
Range: 200'
Damage type: n/a

The Fold Space spell creates a door-like curtain in front of wizard. The wizard may then step through this curtain and appear at any place he chooses within range of the spell. This is similar to the Projection spell. However, the Fold Space spell enables the caster to travel through walls, or to other unseen locations.

The portal created by Fold Space lasts for one round, and may only be entered by the caster. The portal disappears as the caster steps through it.

Invisibility

Circle: 4th
Duration: 1 hour per Circle
Effect: 1 creature
School: Alteration
Components: V, G
Resist: None
Casting time: -4
Range: 10'
Damage type: n/a

Invisibility renders one creature and all its equipment completely invisible. Although the creature may be heard and touched as normal, non-magical vision will not detect the creature. In general, all melee attacks upon an invisible creature will be made at -5 to-hit. Missile attacks upon an invisible creature are -10 to-hit. Furthermore, attacks made by an invisible creature are made at +2 to-hit.

Only objects carried by the spell's recipient at the time of casting become invisible. Any objects picked up by the creature after the spell is cast will appear to float in space.

The Invisibility spell lasts until dispelled, the duration ends, the caster ends the spell, or until the affected creature is slain.

Note: Invisibility adds a +10 modifier to Stealth checks.

Lightning Bolt

Circle: 4th
Duration: Instantaneous
Effect: Special
School: Evocation
Components: V, G
Resist: Physical 14 for ½.
Casting time: -4
Range: 200'
Damage type: Electrical

Lightning Bolt sends a 2' diameter 200' long bolt of lightning out from the caster's extended hand. All creatures in the path of this bolt take 4d8 points of damage. Those making a successful Physical Resistance check suffer 2d8.

Note: Metal armor does not absorb damage from the Lightning Bolt spell.

Panic

Circle: 4th
Duration: 2-5 rounds
Effect: 4 creatures
School: Charm
Components: V, G
Resist: Mental 14
Casting time: -4
Range: 90'
Damage type: n/a

The Panic spell induces up to 4 creatures chosen by the caster into a frenzied state of hysteria. Creatures affected act somewhat randomly, and their actions are determined each round by a 1d4 roll as follows:

1: Runs in fear away from the caster.

2: Collapses in a trembling state of shock.

3: Physically attacks the nearest creature.

4: Hides behind obstacle or ally.

Note: Each creature affected by Panic acts individually, however the duration of effect is the same for all creatures.

Propel

Circle: 4th
Duration: 3 rounds
Effect: 1 object
School: Astromancy
Components: G
Resist: None
Casting time: -4
Range: 100'
Damage type: Kinetic

By means of the Propel spell, each round the wizard may telekinetically hurtle one non-living object of up to 20 lbs. in weight through the air by concentration alone. The target of Propel is projected through the air as if thrown, and may be aimed at a creature or object within 100' of the caster. While employing Propel, the wizard cannot take other actions, but may act defensively.

If the wizard targets an object in another creature's possession, the creature may make a Feat of Strength check of 14 to oppose the spell's effects. The wizard may target one object per round with the Propel spell.

Damage inflicted by Propel is dependent upon the size and weight of the object thrown. Missile or melee weapons will typically inflict their base damage. However, some possible objects and the damage they might inflict are:

Large book: 1d2 points of damage.
Candelabra: 1d3 points of damage.
Chair: 1d4 points of damage.
Shield: 1d6 points of damage.
5 lb. stone: 1d6 points of damage.
10 lb. stone: 1d10 points of damage.
20 lb. stone: 2d8 points of damage.

Objects thrown by the Propel spell require the wizard to make a to-hit roll with a modifier of +5. Objects traveling less than 10' before striking their target inflict reduced damage.

Note: If at any time the wizard begins another action or spell, the Propel spell is ended.

Psychometry

Circle: 4th
Duration: 5 minutes
Effect: Caster only
School: Divination
Components: V, G
Resist: None
Casting time: -4
Range: Touch
Damage type: n/a

When cast upon a non-living non-magical object, Psychometry enables the wizard to view any event that took place within 20' of the object over a recent period of time. This period of time is equal to 1 day per Circle of the wizard casting Psychometry. For example, a 6th Circle wizard casting Psychometry upon a table could view all those events that occurred within 20' of the table over the past 6 days.

Note: Events revealed by Psychometry will only be seen visually within the wizard's mind's eye. No auditory or other sensory information is communicated through the object.

Reprisal

Circle: 4th
Duration: 10 rounds
Effect: Caster only
School: Abjuration
Components: V, G
Resist: None
Casting time: -4
Range: n/a
Damage type: Energy

When under the effect of the Reprisal spell, any creature physically striking the wizard will experience a surging pain as if they too had been struck by the same weapon. As such, the creature and the wizard will both suffer equal amounts of damage. For example, if a character strikes a wizard affected by the Reprisal spell for 6 health points of damage, that character too would suffer 6 health points of damage.

The Reprisal spell lasts for 10 rounds, or until the wizard has been struck in melee two times. Reprisal only inflicts damage upon those creatures hitting the wizard with a melee weapon.

Note: Worn armor does not absorb damage inflicted by the Reprisal spell.

Scry Shield

Circle: 4th
Duration: 1 day
Effect: 1 creature
School: Abjuration
Components: V, G
Resist: Mental 14
Casting time: -4
Range: 10'
Damage type: n/a

Scry Shield renders the affected creature and its carried equipment completely immune to all forms of divination or scrying. If another caster attempts to divine the location, or otherwise affect the creature with divination magic, the spell will automatically fail without effect.

Note: If the creature affected by Scry Shield is passively included within the effects of a divination spell, (i.e. the shielded creature is in the company of another target being scried), the shielded creature will simply not appear to be with the scried target.

Shield

Circle: 4th
Duration: 10 minutes
Effect: Caster only
School: Abjuration
Components: V, G
Resist: None
Casting time: -4
Range: n/a
Damage type: n/a

The Shield spell creates an invisible field of protection directly in front of the wizard. This magical shield is mobile, and remains with the caster throughout the duration of the spell. The effect of the Shield is such that 1d6 points of damage are absorbed from any physical attack made from in front of the caster's person. In addition, the wizard benefits from a +4 modifier to all Physical Resistance rolls relating to such attacks.

Note: Although the Shield spell diminishes attacks made upon the wizard, the caster's own spells or physical attacks are not affected by the shield. Only one Shield spell may be maintained at a time.

Stone Spray

Circle: 4th
Duration: Instantaneous
Effect: Special
School: Evocation
Components: V, G

Resist: None
Casting time: -4
Range: 90'
Damage type: Kinetic

Stone Spray sends numerous fist-size stones out from the caster's pointed finger at great speed. As the stones tend to spread out as they travel, the diameter of Stone Spray is 5' at 30' distance, 10' at 60' distance, and 20' at 90' distance. Targets within 30' of the caster suffer 4d6 points of damage. Those between 30' and 60' suffer 2d6 points of damage. Targets between 60' and 90' suffer 1d6 points of damage.

Summon Monsters

Circle: 4th
Duration: 2 hours
Effect: Special
School: Summoning
Components: V, G

Resist: None
Casting time: -4
Range: 20'
Damage type: Special

When cast, Summon Monsters brings forth a small host of fiendish creatures to serve the wizard. These creatures will perform simple tasks if able, or attack the wizard's foes. The number and type of creatures summoned by the wizard are randomly determined by a 1d6 roll:

1: 1d3 + 1 Greater imps: Health points: 10, Dodge score: 14, Initiative: +2, Hide/armor: none, To-hit: +3, Attacks: claw: 2 x 1d4 + 1. Intellect: 6, Physical Resist: -1, Mental Resist: -1, Movement: fly 140'. The imps are flying 4' tall demons.

2: 1d2 + 1 Huge spiders: Health points: 8, Dodge score: 15, Initiative: +3, Hide/armor: none, To-hit: +2, Attacks: bite: 1 x 1d3. Intellect: 2, Physical Resist: -2, Mental Resist: -1, Movement: 140'. The spiders are approximately 2' wide. If bit, a character must make a Physical Resistance check of 12 or suffer an additional 5 health points of damage.

3: 1d3 + 1 Huge scorpions: Health points: 10, Dodge score: 13, Initiative: +2, Hide/armor: 1, To-hit: +2, Attacks: claws: 2 x 1d3, or sting: 1 x 1d2. Intellect: 2, Physical Resist: -1, Mental Resist: -1, Movement: 130'. If stung, a creature must make a Physical Resistance check of 12 or lose -3 agility for 1 hour (min. 1). If the creature has no agility, it loses 3 dodge points.

4: 1d2 + 2 Wolves: Health points: 10, Dodge score: 13, Initiative: +2, Hide/armor: none, To-hit: +3, Attacks: bite: 1 x 1d4 + 1. Intellect: 3, Physical Resist: -1, Mental Resist: -1, Movement: 160'.

5: 1d2 + 1 Goblins: Health points: 12, Dodge score: 12, Initiative: +1, Hide/armor: none (or by worn armor), To-hit: +1, Attacks: 1 x weapon. Intellect: 9, Physical Resist: +2, Mental Resist: +1, Movement: 120'.

6: 1d2 + 1 Skeletons: Health points: 14, Dodge score: 13, Initiative: +1, Hide/armor: none (or by worn armor), To-hit: +1, Attacks: claws: 2 x 1d4 + 1, or 1 x weapon + 1. Intellect: 5, Physical Resist: +1, Mental Resist: n/a, Movement: 160'. Skeletons are immune to spells of possession, charm, or illusion, take only half damage from cold, and are immune to poison and disease.

Upon being slain, or at the duration's end, these creatures will disappear.

Note: The list of monsters provided here is not exhaustive, and the Game Master should feel free to add other monsters of similar power that may be summoned.

Time Cube

Circle: 4th
Duration: 1 hour
Effect: 10' cube
School: Horology
Components: V, G

Resist: None
Casting time: 1 minute
Range: n/a
Damage type: n/a

When cast, Time Cube creates a softly illuminated, but transparent cube centered about the caster's person. Throughout the Time Cube spell's duration, all those within the cube will experience 8 hours of time to pass. However, for all those outside the cube, only 1 hour of time will pass. Thus, the wizard and any creatures within may rest, mediate, or perform any other tasks that might take up to 8 hours in only one eighth of the time.

To all those outside of the Time Cube, its inhabitants will appear to move at an incredible rate of speed. Conversely, to those within, events in the outer world will appear to pass in slow motion.

Note: If any object passes into or out of the Time Cube, the spell is immediately dispelled.

Wall of Fire

Circle: 4th
Duration: 10 rounds
Effect: 2' x 10' x 10'
School: Evocation
Components: V, G

Resist: None
Casting time: -4
Range: 50'
Damage type: Heat

The Wall of Fire appears as a large rectangular wall of flame. When cast, the Wall of Fire may be positioned upright as a barrier, or laid flat as a flaming dais.

All creatures touching the wall take 3d4 points of damage per round. Those within 3' of the wall suffer 1d4 points of damage. In addition, the Wall of Fire ignites all combustibles within 3' of it.

Animate Plants

Circle: 5th
Duration: 10 rounds
Effect: Special
School: Alteration
Components: V, G
Resist: None
Casting time: -5
Range: 100'
Damage type: Special

By means of the Animate Plants spell, a wizard may control plants as if they were sentient beings, commanding them to perform simple tasks or even to attack. In general, the capabilities of the animated flora will be determined by the size and type of plant animated. Ultimately, the capabilities of any specific plant are to be determined by the Game Master. However, some examples of plants and their abilities are described here:

Cactus: Health points: 20, Dodge score: 10, Initiative: +0, Hide/armor: 1d2, To-hit: +3, Attacks: 1 x 1d8 + 1. Intellect: 2, Physical Resist: -3, Mental Resist: n/a, Movement: 40'.

Grapevine: Health points: 14, Dodge score: 11, Initiative: +3, Hide/armor: 1, To-hit: +2, Attacks: 1 x 0. Intellect: 2, Physical Resist: -3, Mental Resist: n/a, Movement: 30'. If hit by the grapevine, the creature must make a Physical Resistance check of 12 or be entangled. A successful Feat of Strength of 14 will free the creature. However, while entangled, the creature's to-hit rolls and dodge score are modified by -4.

Oak tree: Health points: 65, Dodge score: 8, Initiative: -5, Hide/armor: 1d4, To-hit: +0, Attacks: 2 x 2d8 + 2. Intellect: 2, Physical Resist: +5, Mental Resist: n/a, Movement: 20'.

Kelp: Health points: 12, Dodge score: 11, Initiative: +1, Hide/armor: none, To-hit: +2, Attacks: 1 x 0. Intellect: 2, Physical Resist: -3, Mental Resist: n/a, Movement: 50'. If hit by the kelp, the creature must make a Physical Resistance check of 12 or be entangled. A successful Feat of Strength of 12 will free the creature. However, while entangled, the creature's to-hit rolls and dodge score are modified by -4. Furthermore, an entangled creature may be held underwater until freed.

Banish

Circle: 5th
Duration: Permanent
Effect: Special
School: Abjuration
Components: V
Resist: Special
Casting time: -5
Range: 50'
Damage type: n/a

When cast, Banish will return any creature or creatures magically summoned to their resident plane of existence. Banish will effect any number of creatures summoned by a unique spell or effect. For example, a Banish spell will affect one demon invoked by a gate, or five skeletons summoned by a single spell, but not both simultaneously.

Banish is not always successful. In order for a Banish spell to succeed, the wizard casting must roll greater than the Circle of the summoning spell on 1d20. Thus, to banish an elemental summoned by the 5th Circle Summon Elemental spell, a wizard must roll 6 or more on 1d20.

Creatures summoned by magic devices or innate abilities are banished on a 1d20 roll of 6 or greater.

Call Object

Circle: 5th
Duration: 1 week per Circle
Effect: 1 object
School: Astromancy
Components: V, G
Resist: None
Casting time: -5
Range: Special
Damage type: n/a

By means of the Call Object spell, a wizard may teleport one predetermined object (of less than 20lbs. weight) to himself instantly. When cast, the wizard must touch the object to be called. Thereafter, at any time the wizard speaks a word of incantation, the affected object will instantly be brought into the wizard's person. For example, if a 6th Circle wizard cast Call Object upon a sword, the wizard could summon the sword to himself at any time, over any distance within the following 6 weeks.

A wizard may only affect up to 2 objects with the Call Object spell at any given time. Thus, if 2 objects have been previously targeted, and a third spell is cast, the first Call Object spell cast will be dispelled.

Once an object is summoned by the Call Object spell, the spell is ended.

Note: Call Object may teleport an object over any distance within the same plane. However, it cannot teleport an object between planes.

Command: Mute

Circle: 5th
Duration: 4 rounds
Effect: 1 creature
School: Evocation
Components: V
Resist: Mental 20
Casting time: -0
Range: 100'
Damage type: n/a

Like all command spells, the Mute command is cast upon the utterance of a single word. Thus, the command spell may not be interrupted. The Mute command renders one creature unable to speak for 4 rounds.

Creation

Circle: 5th
Duration: Special
Effect: Caster only
School: Evocation
Components: V, G
Resist: None
Casting time: -5
Range: n/a
Damage type: n/a

By means of the Creation spell, a wizard may instantly create any one non-magical object up to 50 lbs. in weight. This object will appear and function as the genuine article so long as the wizard remains in physical contact with it. However, once contact with the object is broken, the object disappears. For example, the wizard could use Creation to create a ladder which could be climbed, a lantern that could be lit, or even a suit of armor that could be worn.

Note: Melee weapons created by Creation will work as normal if wielded by the caster. Missile weapons will not function as they will disappear once contact with the wizard is broken. However, a wizard could use Creation to create a crossbow and then use it to shoot real bolts.

Destroy Water

Circle: 5th
Duration: Permanent
Effect: Up to 20' cube
School: Annihilation
Components: V, G
Resist: None
Casting time: -5
Range: 100'
Damage type: n/a

The destroy water spell instantly disintegrates any amount of water, up to a 20' cubic volume. When Destroy Water is cast, all water within the same 20' cube of space is destroyed. Destroy Water will not affect water within living creatures, however.

Note: If cast upon a water elemental, Destroy Water will inflict 5d10 points of damage upon the elemental.

Extension

Circle: 5th
Duration: Special
Effect: 1 spell
School: Metamagic
Components: V
Resist: None
Casting time: Special
Range: n/a
Damage type: n/a

When cast, Extension doubles the duration of the next spell the wizard casts. However, unlike other spells, Extension is not cast separately. In fact, the Extension spell is woven into the casting of the spell to be extended. This addition increases the target spell's casting time by -5. For example, were Extension cast in conjunction with the 4th Circle Fly spell, the casting time for the extended Fly spell would be -9. If cast successfully, the Fly spell would have a new duration of 4 hours.

Note: If the wizard loses his extended spell while casting for any reason, both the Extension spell and the target spell are lost.

Fireball

Circle: 5th
Duration: Instantaneous
Effect: 30' diameter sphere
School: Evocation
Components: V, G
Resist: Physical 15 for ½.
Casting time: -5
Range: 200'
Damage type: Heat

The Fireball spell sends a small fiery globe streaking out from the caster's fingertips. When this incendiary reaches a distance determined by the caster, it explodes into an enormous sphere of fire. If the fireball is level to the ground with the caster, the area of effect will be a large dome or hemisphere, 30' in diameter.

All creatures within the blast of a Fireball suffer 6d8 points of damage. Those making a successful Physical Resistance check suffer 3d8 points of damage.

Inscribe

Circle: 5th
Duration: Permanent
Effect: Special
School: Artifice
Components: V, G, M
Resist: None
Casting time: Special
Range: Touch
Damage type: n/a

By means of the Inscribe spell, the wizard can create a magic scroll, imbued with the power of a particular spell. This is a difficult task however, and the creation of such scrolls requires a great deal of time and resources.

In general, magic scrolls are enchanted parchments imbued with magical formulae. When the incantations upon these scrolls are read, the magic within may be directed just as if the reader were casting a spell.

In general, the time needed to create a magic scroll is three days for each Circle of the spell to be inscribed. Furthermore, a wizard may only inscribe spells that he or she may cast.

In addition to time spent, the wizard must often employ precious material components such as rare ichors, inks, or quills that will greatly increase the expense of the manufacturing process. The Game Master will provide specific details regarding the costs and resources necessary to any character seeking to create a magic scroll.

Note: If a wizard may cast Hedge or Ritual magic spells in addition to Hermetic magic spells, these may also be inscribed upon a scroll with the Inscribe spell. Faith magic may not be inscribed upon a scroll, however. In addition to the Inscribe spell, the Hermetic Dweomercraft proficiency is necessary for creation of magic scrolls.

Locate

Circle: 5th
Duration: 1 round
Effect: Caster only
School: Divination
Components: V, G
Resist: Mental 15
Casting time: -5
Range: Any
Damage type: n/a

By means of the Locate spell, a wizard is able to know the specific location of one item or creature, wherever it may be. However, the Locate spell will only work if the wizard has previously seen the item or creature to be located.

For the duration of the spell, the caster will 'see' the object or creature in its current surroundings within his mind's eye. In addition, the wizard will understand the target's whereabouts as if the location had been described to him by someone with the knowledge. For example, a Locate spell might inform a wizard that a creature is in a specific region, in a specific city, in a specific neighborhood, in a tavern of a certain name.

If the target of the Locate spell is a creature, that creature will sense the spell, and may make a Mental Resistance check of 15. If successful, the wizard cannot locate the creature.

Magic Cache

Circle: 5th
Duration: 1 hour per Circle
Effect: 1 spell
School: Metamagic
Components: V, G
Resist: None
Casting time: Special
Range: n/a
Damage type: n/a

Magic cache enables to cast and store one spell so that it might be cast innately at a later point of his or her choosing. For example, using the Magic Cache spell, a wizard could 'cache' the 4th Circle Lightning Bolt spell. After doing so, the wizard could cast the Lightning Bolt innately (casting time: -0) at any point during the Magic Cache spell's duration. Unlike most spells, Magic Cache is not cast separately. In fact, Magic Cache is woven into the casting of the target spell to be stored. This addition increases the target spell's casting time by 5 minutes.

Casting the cached spell constitutes an action for the wizard. However, as the cached spell's casting time is now -0, it may not be interrupted or countered. Furthermore, innate casting requires no verbal, gestured or material components. Only one spell may be affected by the Magic Cache spell at any given time. All components required by the target spell are used upon casting of the Magic Cache spell.

If the duration of the Magic Cache spell is over and the target spell has not been cast, the spell is lost without effect.

Note: If the wizard loses the Magic Cache spell while casting for any reason, both the Magic Cache spell and the target spell are lost.

Misdirect

Circle: 5th
Duration: 10 rounds
Effect: Special
School: Charm
Resist: Mental 15
Casting time: -5
Range: 60'
Damage type: n/a

Components: V, G

When Misdirect is cast, all creatures attempting to physically harm the wizard must make a Mental Resistance check. If the Mental Resistance check is unsuccessful, the following round, the creature must attack another random creature within 60' of the wizard by similar means. This opponent may be friend or foe. If no other creatures are within 60' of the wizard, the affected creature may attack the wizard once again.

Creatures affected by the Misdirect spell will use means similar to those employed to hurt the caster, if able.

Note: After attacking a random creature, the affected creature may attack the wizard once again. However, as long as the Misdirect spell is in effect, a Mental Resistance check of 15 must be made to avoid its effects again.

Nael's Spell Battery

Circle: 5th
Duration: 1 day per Circle
Effect: Special
School: Artifice
Components: V, G, M
Resist: None
Casting time: 10 minutes
Range: Touch
Damage type: n/a

Nael's Spell Battery enables the caster to temporarily store spell-power within a vessel. Thereafter, the wizard or any another Hermetic magic user may draw upon power from the vessel to cast spells as if the spell-power were his own.

Once Nael's Spell Battery is cast, the wizard may imbue the vessel with up to 4 Circles of spell-power. This power may be as four 1st Circle spells, one 1st and one 3rd Circle spell, one 4th Circle spell, or any similar combination that equates to 4 Circles of spell-power. In order to charge the battery, the wizard must sacrifice the spell-power to be imparted. Thus, in order to imbue a battery with two 2nd Circle spells, the wizard must presently have two 2nd Circles spells within his repertoire. These spells will be removed upon charging of the battery.

Nael's Spell Battery remains charged for 1 day for each Circle of the caster. For example, a 6th Circle wizard could create a battery that would retain spell-power for 6 days.

The vessel employed for Nael's Spell Battery must be a high quality gemstone of substantial weight, typically greater than 300 silver royals in value. Typical gems used for the spell battery are opal, ruby, sapphire, and onyx.

Once emptied of its spell-power, the gemstone used for Nael's Spell Battery crumbles to dust.

Note: If Nael's Spell Battery is used by another Hermetic spellcaster, he or she must be able to cast spells of the Circles stored in the battery.

Polymorph

Circle: 5th
Duration: 2 hours
Effect: 1 creature
School: Alteration
Components: V, G
Resist: Mental 15
Casting time: -5
Range: 90'
Damage type: n/a

The Polymorph spell enables the caster to change himself, or any one creature into a creature of a different type. This creature may be as small as a mouse or as large as an elephant. Once polymorphed, the affected creature gains all non-magical abilities of the new form. Thus, a wizard polymorphed into an eagle would both gain the ability to fly, as well as the eagle's keen vision.

Despite changing the target creature's form, the affected creature's mind remains unaltered. However, the health points, dodge score and other physical attributes of a polymorphed creature are temporarily altered to those of the new form.
If a creature is polymorphed into another form while wounded, its injuries translate into the same percentage of lost health points. Thus, were an individual with 12 of 16 health points (75% of max.) to polymorph into a 36 health point crocodile, he would have 27 of 36 health points upon transformation.

Note: If a polymorphed creature dies, it immediately returns to its original form.

Shadow Form

Circle: 5th
Duration: 10 rounds per Circle
Effect: Caster only
School: Astromancy
Components: V, G
Resist: None
Casting time: -5
Range: n/a
Damage type: n/a

By means of the Shadow Form spell, the caster partially shifts himself and all of his equipment into shadow. In doing so, the caster may move through darkened areas at a very high rate of speed and pass through any darkened portal that light might normally pass through.

While under the effect of Shadow Form, a caster may move through any area devoid of light at 500' per round. Thus, the character could travel the distance of one mile in just under 12 rounds. Furthermore, the caster may pass under doors, through keyholes, or even through darkened windows with ease.

Note: While affected by the Shadow Form spell, the caster is unable to hit opponents, be hit by opponents, communicate, or cast spells.

Shrink

Circle: 5th
Duration: 1 day
Effect: 1 creature or object
School: Alteration
Components: V, G
Resist: Mental 15
Casting time: -5
Range: 80'
Damage type: n/a

The Shrink spell reduces one creature or object to one-tenth its normal size. For example, a 6' tall, human affected by the Shrink spell will become 7" tall. If cast upon a character, that character's strength and endurance attribute scores will be reduced to one-tenth of normal (minimum of 1). All equipment upon a creature will be similarly reduced by the Shrink spell as well.

As a character's endurance is decreased by the Shrink spell, his health point maximum is decreased by an equal number of points (to a minimum of 1). For example, if a character with 23 health points and an endurance score of 14 is reduced to 1 endurance points due to Shrink, his maximum health points would be decreased to 10: (23 – (14 – 1)), for the spell's duration. A character's dodge score is unaffected by Shrink.

In general, creatures affected by the Shrink spell are reduced to one-tenth normal health points, and inflict one-tenth normal damage (to a minimum of 1).

Magical objects reduced by the Shrink spell will decrease in size, but not in potency. Thus, a magical flail that inflicted +2 extra points of

damage would still do so. Similarly, a shrunken wand would still evoke its normal effects if activated.

Multiple Shrink spells cast upon the same individual or object have no additional effect.

Note: Not including any strength penalties induced by the Shrink spell, any normal weapons shrunk with the creature will inflict only one-tenth normal damage, to a minimum of 1. In most cases, this means most weapons will inflict 1 point of damage per hit. For example, a mace reduced by the Shrink spell will only inflict 1 point of damage.

Speed

Circle: 5th
Duration: 10 rounds
Effect: 1 creature
School: Horology
Components: V, G
Resist: None
Casting time: -5
Range: 10'
Damage type: n/a

The Speed spell enables one creature to act at twice normal speed. Thus, an affected character could attack fully twice each round, run at twice his normal movement rate, or cast twice the number of spells.

In terms of initiative, a character affected by Speed will act at his initiative roll, and then again last in the round. All spells cast by this character are done in half normal casting time. Thus, a Steam Cloud spell cast by a wizard affected by Speed would have a casting time of -2 instead of -3.

Note: All magical durations and effects upon the recipient's person will pass at twice their normal rate. For example, if the creature affected by Speed drank a potion lasting 10 rounds, it would instead only affect the creature for 5 rounds.

Summon Elemental

Circle: 5th
Duration: 1 hour per Circle
Effect: Special
School: Summoning
Components: V, G, M
Resist: None
Casting time: -5
Range: 10'
Damage type: Special

When cast, Summon Elemental brings forth one elemental from one of the Veridian Realms. The elemental will serve the wizard to the best of its ability, performing simple tasks or attacking his enemies. The wizard may choose the type of elemental to be summoned.

Air: Health points: 18, Dodge score: 17, Initiative: +6, Hide/armor: 1, To-hit: +4, Attacks: 2 x 1d8. Intellect: 3, Physical Resist: +6, Mental Resist: n/a, Movement: fly 300'. An air elemental may dissipate gases or clouds. Furthermore, if interposed, an air elemental may induce a -4 to-hit with all missile weapons. As a special attack, the air elemental may lift any object or creature up to 80 lbs., up to 20' in the air and drop it (Physical Resistance check of 14 to oppose), once per hour. Missile weapons inflict half normal damage upon an air elemental. The air elemental appears as a dust devil, 6' wide and 12' tall.

Earth: Health points: 28, Dodge score: 13, Initiative: +0, Hide/armor: 1d6, To-hit: +3, Attacks: 1 x 3d6. Intellect: 3, Physical Resist: +6, Mental Resist: n/a, Movement: 60'. The earth elemental may move at a rate of 60' upon any solid surface or through stone at the same rate. Earth elementals may break through non-stone or metal obstacles with a strength score of 18. Edged weapons only inflict half normal damage upon an earth elemental. The earth elemental appears as a somewhat humanoid mass of stone, 10' tall.

Fire: Health points: 22, Dodge score: 16, Initiative: +6, Hide/armor: 1d2, To-hit: +4, Attacks: 2 x 1d8 + 1. Intellect: 3, Physical Resist: +6, Mental Resist: n/a, Movement: 160'. The fire elemental may set combustibles aflame, or as a special attack, once per hour, the elemental may spout a jet of flame 2' diameter and 15' long that inflicts 3d4. The fire elemental may move upon any surface but water. Fire elementals are immune to heat, however water or cold attacks inflict twice normal damage. The fire elemental appears as a 3' wide, 10' tall column of fire.

Water: Health points: 24, Dodge score: 15, Initiative: +4, Hide/armor: 1d3, To-hit: +3, Attacks: 1 x 3d4. Intellect: 3, Physical Resist: +6, Mental Resist: n/a, Movement: 80'. As a special attack, a water elemental may collapse upon its opponents, once per hour. All creatures affected by the collapse (a wave, 6' in breadth), must make a Physical Resistance check of 16 be knocked off their feet, suffer 1d4 health points of damage, and be swept 2d8 feet backwards. The water elemental may move at a rate of 80' upon any solid surface or through water at twice that rate. If in water, the water elemental may submerge a swimmer, Swimming check of 10 per round to resist. The water elemental appears as a 4' wide, 10' tall wave.

The material component for Summon Elemental is a small amount of the respective element for the elemental to be summoned. Summoned elementals may not be dispelled by Dispel Magic.

Swap

Circle: 5th
Duration: 1 round
Effect: 2 creatures or 2 objects
School: Astromancy
Components: V, G
Resist: Mental 15
Casting time: -5
Range: 400'
Damage type: n/a

The Swap spell causes either two creatures or two inanimate objects (each up to 1000lbs. in weight) to switch locations with each other. For example, by means of the Swap spell, the wizard could exchange his position for that of a horse within 400' of his person.

If either creature targeted by the Swap spell resists, a successful Mental Resistance check will cancel the spell's effect. If objects are targeted, no Mental Resistance check is needed. However, if an object is held or worn, the owner may make a Mental Resistance check to oppose the effects of the spell.

Note: The Swap spell may target either two creatures or two objects, but not one creature and one object.

Throw

Circle: 5th
Duration: Instantaneous
Effect: Special
School: Evocation
Components: V, G
Resist: None
Casting time: -5
Range: 80'
Damage type: Kinetic

The Throw spell enables the caster to telekinetically toss any number of objects or creatures within 6' of each other, and up to 300 lbs. in weight. This throw may be 40' laterally, 10' up and 30' laterally, 20' up and 20' laterally, or 30' up and 10 laterally.

If creatures tossed laterally hit a solid object such as a wall, 2d8 points of damage will be suffered. Creatures tossed upwards and laterally will suffer 1d8 points if they hit a wall, and 1d8 points for each 10' of height. For example, a creature tossed 20' up and 20' back into a wall will suffer 1d8 from hitting the wall, and 2d8 from the fall.

Timeportation

Circle: 5th
Duration: 1-20 minutes
Effect: 1 creature
School: Horology
Components: V, G
Resist: Mental 15
Casting time: -5
Range: 10'
Damage type: n/a

Timeportation is similar to the 2nd Circle spell Minor Timeportation. However, Timeportation sends one creature forward in time 1 to 10 minutes. If the recipient is willing, the caster may choose the exact time to be ported forward. However, if the recipient is unwilling, 1d10 is rolled to determine the number of minutes to be ported.

True Strike

Circle: 5th
Duration: 1 hour
Effect: 1 weapon
School: Artifice
Components: V, G, M
Resist: None
Casting time: -5
Range: Touch
Damage type: n/a

When the True Strike spell is cast upon a weapon, the weapon will automatically hit its next two targets. No to-hit roll is needed; only damage must be determined.

True Strike may be used upon missile weapons, however if the missile exceeds twice its maximum range, it will miss its mark.

The True Strike spell ends upon the second hit made with the weapon, or at the end of the spell's duration.

Note: Although True Strike ensures that a weapon will hit, it does not guarantee the weapon will inflict damage. For example, a creature immune to non-magical weapons could be struck, but not damaged by a weapon enchanted with the True Strike spell.

Alchemy

Circle: 6th
Duration: Permanent
Effect: Special
School: Artifice
Components: V, G, M
Resist: None
Casting time: Special
Range: Touch
Damage type: n/a

By means of the Alchemy spell, the wizard can create magic potions and elixirs. This is an arduous project however, and the creation of potions requires both time and resources.

In general, a wizard may create a potion that mimics the effects of any spell he could cast upon himself. For example, a wizard could create a Potion of Flying that would confer the effects of the 4th Circle Fly spell, or a Potion of Polymorph that would act as if the imbiber had cast the 5th Circle Polymorph spell upon himself.

To create such a potion, it is necessary the wizard be able to cast both the Alchemy spell, as well as the spell that the potion will mimic. Each of these spells must be cast in succession of one another.

As a general rule, the time necessary to create a potion will be one week plus three days for each Circle of the spell to be mimicked by the potion. For example, a wizard would need to spend 13 days to create a Potion of Might. During this time the wizard must spend at least 8 hours per day working on the potion.

The ingredients necessary for the Alchemy spell will typically cost 1500 silver royals for each Circle of the spell to be mimicked. Furthermore, as some of these ingredients may not be readily available, the wizard may need to personally seek them out rather than purchase them. The Game Master will determine the type and availability of any necessary components.

Note: If a wizard may cast Hedge or Ritual magic spells in addition to Hermetic spells, these may also be imbued into a potion with the Alchemy spell. Faith magic may not be imbued into a potion, however. In addition to the Alchemy spell, the Hermetic Dweomercraft proficiency is necessary for creation of potions.

Control

Circle: 6th
Duration: 2-8 rounds
Effect: 1 creature
School: Charm
Components: V, G
Resist: Mental 16
Casting time: -6
Range: 40'
Damage type: n/a

The Control spell effectively puts one creature under complete control of the wizard for the duration of the spell. During this time, the wizard may act defensively, but he may not physically attack or cast any spells.

A creature under the control of the wizard will do the caster's bidding, even so far as to attack his friends, surrender his weapon, or even to directly injure itself. Although the caster may not instruct a controlled individual to cast specific spells, a demand to destroy a specific individual may prompt the affected creature to cast an offensive spell.

Creatures instructed to directly injure themselves, such as being told to jump off a cliff, may make an additional Mental Resistance check. If the check is failed, the creature will obey the command. However, if the check succeeds, the Control spell is terminated.

Note: While a character is under the influence of a Control spell, his exact responses to the wizard's demands are to be determined by the Game Master, not by the character's player. Due to the nature of their magic, priests under the Control spell may not be forced to cast spells to their direct detriment; their deity will simply refuse to grant the spell.

Command: Confuse

Circle: 6th
Duration: 2-4 rounds
Effect: 1 creature
School: Evocation
Components: V
Resist: Mental 20
Casting time: -0
Range: 100'
Damage type: n/a

Like all command spells, the Confuse command is cast upon the utterance of a single word. Thus, the command spell may not be interrupted. The Confuse command renders one creature befuddled for 1d3 + 1 rounds.

To determine the actions of a confused creature, roll 1d4; 1-2: does nothing, 3: attacks nearest target, 4: flees in fear.

Destroy Matter

Circle: 6th
Duration: Permanent
Effect: Up to 10' cube
School: Annihilation
Components: V, G
Resist: None
Casting time: -6
Range: 100'
Damage type: n/a

The Destroy Matter spell instantly disintegrates any type of non-living, non-magical matter, up to a 10' cubic volume. This destruction can be selective, however all objects destroyed must be within the same 10'

cube of space. For example, using the Destroy Matter spell, a wizard might disintegrate a suit of armor, a table, and a torch as long as these objects were all within 10' of each other.

Note: Destroy Matter may cause ceilings to collapse, boats to sink, or creatures to fall, the effects of which are to be decided by the Game Master.

Enfeeblement

Circle: 6th
Duration: 1 week
Effect: 1 creature
School: Alteration
Components: V, G
Resist: Mental 16
Casting time: -6
Range: 50'
Damage type: n/a

Enfeeblement reduces one creature's endurance by 3d4 and its strength by 5d4, each to a minimum of 1. If a character's endurance is reduced by Enfeeblement, his health point maximum is reduced by an equal number of points. For example, if a character with 23 health points loses 7 endurance points due to Enfeeblement, his maximum health points would be reduced to 16 for the spell's duration. However, this character's health points may only be reduced to 16 by the Enfeeblement spell. If the character had previously been reduced to 16 or less health points, no further loss would occur.

If Enfeeblement is cast upon a creature without an endurance or strength score, the creature's maximum health points are reduced by ½, and it applies a -4 damage modifier to all attacks.

Note: Reducing a creature's maximum health points does not incur damage upon the creature.

Ethereal Shift

Circle: 6th
Duration: 10 minutes
Effect: Caster only
School: Alteration
Components: V, G
Resist: None
Casting time: -6
Range: n/a
Damage type: n/a

When cast, Ethereal Shift transforms the caster and his equipment into a vaporous ethereal form. While affected by Ethereal Shift, the wizard's movement is unaffected, but may pass through solid objects. The caster may verbally converse with others and can see and hear as normal. Additionally, if previous to the transformation the wizard is affected by any spell or item that enhances these senses, he will continue to benefit from these effects.

A wizard affected by Ethereal Shift may not physically interact with his environment. Thus, the he cannot move objects, or physically attack. However, the wizard may cast spells that do not either require a material component, or the wizard to touch the recipient. Conversely, while affected by Ethereal Shift, the wizard may not be physically harmed. Even so, the wizard is susceptible to any mind-affecting spells, as long as they do not require physical contact.

Note: A Dispel Magic spell will immediately transform the wizard into his corporeal self. If the wizard rematerializes into a space occupied by an object this may result in injury. Interposing creatures and the recipient will each suffer 2d8 points of damage and be cast apart upon return. Non-living objects will inflict 1d6 (door) to 4d8 (stone wall) points of damage, and the wizard will be cast away in the nearest free direction.

Explode

Circle: 6th
Duration: Instantaneous
Effect: 1 object
School: Annihilation
Components: V, G
Resist: None
Casting time: -6
Range: 100'
Damage type: Kinetic

By means of the Explode spell, a wizard causes one non-magical, non-living object to shatter in an explosive nature. The targeted object may be composed of glass, wood, metal or stone, and may be up to 100 lbs. in weight. The effect of the Explode spell is particularly violent, causing all creatures within 20' of the object to suffer damage. Exploding objects inflict such damage as follows:

In contact with object:
Glass: 1d3 per 20 lbs.
Wood: 1d4 per 20 lbs.
Metal: 1d8 per 20 lbs.
Stone: 1d6 per 20 lbs.

1-10 feet from object:
Glass: 1d2 per 20 lbs.
Wood: 1d3 per 20 lbs.
Metal: 1d6 per 20 lbs.
Stone: 1d4 per 20 lbs.

11-20 feet from object:
Glass: 1 per 20 lbs.
Wood: 1d2 per 20 lbs.
Metal: 1d4 per 20 lbs.
Stone: 1d3 per 20 lbs.

Note: The Explode spell will also affect ice. However, exploding ice will not inflict damage.

Extra-planar Protection

Circle: 6th
Duration: 2 rounds + 1 per Circle
Effect: 3 creatures
School: Abjuration
Components: V
Resist: None
Casting time: -6
Range: 40'
Damage type: n/a

The Extra-planar Protection spell renders one, two or three creatures completely immune to all physical or magical attacks made by undead or those creatures native to another plane of existence (such as demons, angels, etc.). In addition, to this effect, such creatures will find the spell's recipient to be somewhat repulsive, and will avoid contact with that creature if possible.

Incinerate

Circle: 6th
Duration: Instantaneous
Effect: 3' radius column
School: Evocation
Components: V, G
Resist: Physical 16 for ½.
Casting time: -6
Range: 40'
Damage type: Heat

Incinerate causes a column of intense heat to rise instantly from the ground at a point chosen by the caster. This column is 6' in diameter and 20' in height. Although the spell's effect is nearly instantaneous, the heat is so great that all exposed flammable materials will immediately burst into flame. If a creature is in the area of effect, it will suffer 8d6 points of damage. However, if the victim makes a successful Physical Resistance check, damaged suffered is 4d6.

Isolate

Circle: 6th
Duration: Special
Effect: 1 creature
School: Astromancy
Components: V, G
Resist: Mental 16
Casting time: -6
Range: 60'
Damage type: n/a

If the Isolate spell is successfully cast upon a creature, the following round, both the wizard and the creature will be teleported to a white featureless extra-dimensional plane. This extra-dimensional space appears as an endless expanse of white marble-like ground, covered by a featureless pinkish sky.

The wizard and the creature affected will appear in this place by exactly the same distance apart as they were in the Tellurian plane they left.

For 6 rounds, the wizard and the creature will remain in this extra-dimensional space. After which, both the caster and the creature will return to their original places of origin.

The physical nature of the plane of Isolate is similar to that of a Tellurian plane, and all spells and/or effects may be used as normal. However, time in the isolation plane passes twice as fast as in the Tellurian plane. Thus, although 6 rounds will elapse for the creature and the wizard, only 3 rounds will elapse in the plane of origin before their return.

Lesser Golem

Circle: 6th
Duration: Permanent
Effect: Special
School: Artifice
Components: V, G, M
Resist: None
Casting time: 8 hours
Range: n/a
Damage type: Kinetic

The Lesser Golem spell enables the caster to enchant an automaton created from wood, flesh, or any previously living matter. The golem must be a human-sized figure made entirely of these materials, save for a fist-sized heart of copper (roughly 100 silver royals in value). Construction of the figure must be complete before casting of the Lesser Golem spell. This construction requires 3 to 5 days of work, during which the caster must be more or less uninterrupted.

Once constructed, the Lesser Golem spell is cast in order to animate the automaton. Throughout the extended casting of this spell, the caster must continually chant and perform a ritual that must not be disturbed. If completed successfully, the golem becomes an animated servant, willing to perform simple tasks as instructed by the wizard.

The Lesser Golem has the following statistics: Health points: 30 + 1d10, Dodge score: 15, Initiative: +0, Hide/armor: 1d3, To-hit: +3, Attacks: fists: 2 x 2d4 + 3, or 2 x by weapon + 3. Intellect: 2, Physical Resist: +5, Mental Resist: n/a, Movement: 80'. Golems are not affected by spells of possession, charm or illusion, and are immune to poison and disease.

Once destroyed, a lesser golem's metal heart crumbles to dust.

Note: A wizard may only control one golem at a time. If the wizard creates another golem, the existing one will immediately go berserk, attacking anything in sight until destroyed.

Magic Drain

Circle: 6th
Duration: Special
Effect: 1 caster
School: Metamagic
Components: V, G
Resist: Mental 16
Casting time: -6
Range: 50'
Damage type: n/a

When cast successfully, the Magic Drain spell drains 1d6 + 1 spells or 2d6 + 2 spell points from one caster's repertoire. These spells may be of any Circle, and those spells to be drained are determined randomly. For example, a priest that was to lose three spells by Magic Drain might lose a 1st Circle, a 3rd Circle, and a 4th Circle spell.

If a caster has fewer spells than those to be drained, all spells are lost. Spells lost by Magic Drain may be regained as normal, through study, prayer, or meditation.

Melt

Circle: 6th
Duration: Instantaneous
Effect: 1 object
School: Annihilation
Components: V, G
Resist: None
Casting time: -6
Range: 100'
Damage type: n/a

The Melt spell causes one non-magical metal object (up to 50lbs. in weight) to instantly heat to the point of liquefaction. If this melted object is merely touched, 1d6 points of damage will be inflicted. However, if cast upon a suit of armor, a creature wearing the armor will suffer 2d8 points of damage each round for the next two rounds, and 1d8 in the third round (total of 5d8). Once affected by the Melt spell, non-magical armor will be effectively destroyed.

After a metal object is melted, it will begin to cool at a natural rate.

If the Melt spell is cast upon a magical metal object, the metal will heat to an extreme temperature, but the item will not be destroyed. In addition, magical metals will only remain heated for one round before returning to ambient temperature. Thus, if cast upon magical armor, a creature wearing the armor will suffer 2d8 points of damage.

Note: Combustible objects in contact with melted metal will typically burst into flame.

Minor Goetia

Circle: 6th
Duration: 6 hours
Effect: Special
School: Summoning
Components: V, G, M
Resist: None
Casting time: 6 minutes
Range: 10'
Damage type: n/a

When cast, Minor Goetia summons forth a lesser malevolent demon to serve the wizard. This fiend will perform tasks or attack the wizard's foes. These demons summoned by the wizard are intelligent and extremely malicious. Thus, although they will do the wizard no harm and must obey his commands, they will constantly seek opportunity to harm others, even the wizard's allies if not carefully monitored. The type of demon is to be determined randomly (1d6).

1: Lesser demon: Health points: 44, Dodge score: 16, Initiative: +4, Hide/armor: none (or by worn armor), To-hit: +5, Attacks: morningstar: 2 x 1d8 + 5. Intellect: 12, Physical Resist: +4, Mental Resist: +5, Movement: 140'. This lesser demon appears as a 7' tall, dark satyr. The demon may innately cast the following Hermetic spells once per day: Darkness, Silence, Friends, Shatter, Thought Projection, and Combust.

2: Lesser demon: Health points: 38, Dodge score: 17, Initiative: +5, Hide/armor: none (or by worn armor), To-hit: +4, Attacks: fists: 2 x

1d6 + 4, or tail: 1 x 1d3. Intellect: 12, Physical Resist: +3, Mental Resist: +5, Movement: 130', fly 80'. This lesser demon appears as a 5' tall, stout boar-headed figure, with small leathery wings and a long barbed tail. The demon attacks either with his powerful fists, or his whipping tail. If hit by the demon's tail, the victim must make a Physical Resistance check of 10 or fall unconscious for 3d4 rounds. The lesser demon may innately cast the following Hermetic spells once per day: Darkness, Silence, Enrage, and Combust.

3: Lesser demon: Health points: 32, Dodge score: 17, Initiative: +3, Hide/armor: none (or by worn armor), To-hit: +4, Attacks: battle axe: 2 x 1d8 + 4. Intellect: 12, Physical Resist: +4, Mental Resist: +7, Movement: 150'. This lesser demon appears as a 7' tall, skeleton of charred bones with red glowing eyes. The lesser demon may innately cast the following Hermetic spells once per day: Darkness, Vermin, Summon Lesser Monsters, and Combust.

4: Lesser demon: Health points: 42, Dodge score: 16, Initiative: +4, Hide/armor: none (or by worn armor), To-hit: +5, Attacks: spear: 2 x 1d6 + 5. Intellect: 8, Physical Resist: +4, Mental Resist: +7, Movement: 150'. This lesser demon appears as a 6' tall, jet black man, with one large horn protruding from his forehead. The lesser demon may innately cast the following Hermetic spells once per day: Darkness, Extinguish, Crumble, and Ice Ray.

5: Lesser demon: Health points: 44, Dodge score: 15, Initiative: +6, Hide/armor: none (or by worn armor), To-hit: +6, Attacks: claws: 2 x 1d6 + 4. Intellect: 10, Physical Resist: +4, Mental Resist: +5, Movement: 160'. This lesser demon appears as a 7' tall, dark emaciated figure, with clawed hands and feet. The demon has empty eye sockets and a large gaping mouth. The lesser demon may innately cast the following Hermetic spells once per day: Darkness, Silence, Shatter, and Levitation.

6: Lesser demon: Health points: 36, Dodge score: 17, Initiative: +4, Hide/armor: none (or by worn armor), To-hit: +4, Attacks: trident: 2 x 1d8 + 4, or tail: 1 x 1d4. Intellect: 12, Physical Resist: +2, Mental Resist: +5, Movement: 130'. This lesser demon appears as a 6' tall insectoid, with the head of a mantis, the torso of a human, and the abdomen of an enormous scorpion. If hit by the demon's tail, the victim must make a Physical Resistance check of 11 or suffer another 2d10 points of damage. The lesser demon may innately cast the following Hermetic spells once per day: Darkness, Silence, Crumble and Wind.

Demons are not affected by spells of charm or illusion and are immune to disease. They are also immune to cold or heat.

Upon being slain, or at the duration's end, these fiends will disappear. However, after serving, these demons will forever harbor strong enmity for the wizard.

The material components for the Minor Goetia spell are the blood of a humanoid slain within 6 hours, and a brass brazier in which fine incense (approx. 100 silver royals in value) is to be burned. The blood is used to inscribe a magical circle in which the fiend is to be summoned.

Note: There are numerous demons inhabiting the Blood Realms. Those provided are only representative of those that may be summoned by this spell. Other demons may be targeted by the Minor Goetia spell at the Game Master's discretion.

Minor Magic Shield

Circle: 6th
Duration: 1 hour
Effect: Caster only
Resist: None
Casting time: -6
Range: n/a
School: Abjuration
Damage type: n/a
Components: V, G

The Minor Magic Shield provides the wizard with minor protection against spells of the 4th Circle or lower. As such, whenever the unwilling target of such a spell, there is a 20% chance that the spell will not affect the wizard. However, if the spell is not blocked by the Minor Magic Shield, the spell will be treated as normal, allowing the wizard a Mental or Physical Resistance roll, if applicable.

The Minor Magic Shield may block all types of spells, Hermetic, Hedge, Faith and Ritual.

Note: If a spell targets or affects multiple creatures, the Minor Magic Shield will protect the wizard only. Other creatures will be subject to the spell's effects as normal.

Multiple Targets

Circle: 6th
Duration: Special
Effect: 1 spell
School: Metamagic
Components: V
Resist: None
Casting time: Special
Range: n/a
Damage type: n/a

When cast, Multiple Targets doubles the number of targets affected by the next spell the wizard casts. Thus, the wizard could cast the 6th Circle Enfeeblement spell upon 2 creatures if cast with Multiple Targets.

Unlike other spells, Multiple Targets is not cast separately. In fact, the Multiple Targets spell is woven into the casting of the spell to be altered. This addition increases the target spell's casting time by -6. For example, were Multiple Targets cast in conjunction with the 5th Circle Speed spell, the casting time for the Speed spell would be -11. If cast successfully, the new Speed spell could target two creatures instead of one.

Multiple Targets may only affect spells that target one or more creatures and objects. Area-of-effect spells or spells that target the caster only may not be cast in conjunction with Multiple Targets.

Note: If the wizard loses the affected spell while casting for any reason, both the Multiple Targets spell and the target spell are lost.

Read Mind

Circle: 6th
Duration: 3 rounds
Effect: 1 creature
School: Divination
Components: V, G
Resist: Mental 16
Casting time: -6
Range: 50'
Damage type: n/a

The Read Mind spell enables the wizard to extract information from one person or creature, regardless of whether or not the victim would willingly give the caster that information. For three rounds, the wizard may probe the creature's mind for any information it may contain. In general, the wizard may probe the creature's mind for one specific question each round of the spell's duration. For example, uncovering the whereabouts of an item hidden by the affected creature would take one-third of the spell's duration.

In addition to accessing the creature's memory, the wizard may also use the creature's intellect-related proficiencies as if they were his own.

Note: Read Mind will also provide the wizard with knowledge of which spells are in the affected creature's repertoire.

Summon Greater Monsters

Circle: 6th
Duration: 4 hours
Effect: Special
School: Summoning
Components: V, G
Resist: None
Casting time: -6
Range: 20'
Damage type: Special

When cast, Summon Greater Monsters brings forth a small host of fiendish creatures to serve the wizard. These creatures will perform simple tasks if able, or attack the wizard's foes. The number and type of creatures summoned by the wizard are randomly determined by a 1d6 roll:

1: 2 Trolls: Health points: 32, Dodge score: 15, Initiative: +4, Hide/armor: none, To-hit: +3, Attacks: claws: 2 x 1d6 + 4. Intellect: 10, Physical Resist: +6, Mental Resist: +5, Movement: 170'. Trolls take only half damage from cold and electrical attacks. However, fire does twice normal damage.

2: 1d4 + 3 Huge spiders: Health points: 8, Dodge score: 15, Initiative: +3, Hide/armor: none, To-hit: +2, Attacks: bite: 1 x 1d3. Intellect: 2, Physical Resist: -2, Mental Resist: -1, Movement: 140'. The spiders are approximately 2' wide. If bit, a character must make a Physical Resistance check of 12 or suffer an additional 5 health points of damage.

3: 1 Minotaur: Health points: 50, Dodge score: 14, Initiative: +2, Hide/armor: none (or by worn armor), To-hit: +4, Attacks: 2 x weapon + 5, or ram: 1 x 2d8 + 4. Intellect: 8, Physical Resist: +5, Mental Resist: +7, Movement: 140'. Minotaurs are immune to all sorts of magical confusion and charm.

4: 1d3 + 3 Goblins: Health points: 12, Dodge score: 12, Initiative: +1, Hide/armor: none (or by worn armor), To-hit: +1, Attacks: 1 x weapon. Intellect: 9, Physical Resist: +2, Mental Resist: +1, Movement: 120'.

5: 1 Grizzly Bear: Health points: 46, Dodge score: 13, Initiative: +0, Hide/armor: none, To-hit: +4, Attacks: claw: 2 x 1d4 + 6. If both claws hit, bite: 2d4 + 4. Intellect: 3, Physical Resist: +5, Mental Resist: +6, Movement: 160'.

6: 1d2 + 2 Zombies: Health points: 16, Dodge score: 11, Initiative: -2, Hide/armor: none, To-hit: +2, Attacks: claw: 2 x 1d6 + 4. Intellect: 3, Physical Resist: +5, Mental Resist: n/a, Movement: 80'. Zombies are immune to spells of possession, charm, or illusion, take only half damage from cold, and are immune to poison and disease.

Upon being slain, or at the duration's end, these creatures will disappear.

Note: The list of monsters provided here is not exhaustive, and the Game Master should feel free to add other monsters of similar power that may be summoned.

Teleportation

Circle: 6th
Duration: Instantaneous
Effect: 6 creatures
School: Astromancy
Components: V, G
Resist: Mental 16
Casting time: -6
Range: 10'
Damage type: n/a

The Teleportation spell instantly transports the caster and up to 5 other creatures to a specific locale within the same plane. If a creature is unwilling to be teleported by the caster, a successful Mental Resistance check will defend against the spell, and the caster will teleport without the creature.

Note: If a caster is teleporting to an unfamiliar location, he will arrive 1d20 miles in a random compass direction from that spot. However, if the caster is familiar with the location, the teleportation will be accurate.

Time Shelter

Circle: 6th
Duration: 1 month
Effect: 10' cube
School: Horology
Components: V, G
Resist: None
Casting time: 1 minute
Range: n/a
Damage type: n/a

In appearance, the Time Shelter spell is similar to the 4th Circle spell Time Cube. Thus, when cast, Time Shelter creates a softly illuminated, but transparent cube centered about the caster's person. Throughout the Time Shelter spell's duration, all those within the cube will experience 1 day of time to pass. However, for all those outside the cube, 1 month of time will actually pass. Thus, the wizard and all those within the cube will experience only one thirtieth of the actual passing time.

To all those outside of the Time Shelter, its inhabitants will appear to move at an extremely slow rate of speed. Conversely, to those within, events in the outer world will appear to pass in a frenzied blur.

Note: If any object passes into or out of the Time Shelter, the spell is immediately dispelled.

Time Skip

Circle: 6th
Duration: 10 rounds
Effect: 1 creature
School: Horology
Components: V, G
Resist: Mental 16
Casting time: -6
Range: 10'
Damage type: n/a

Time Skip has no effect the round it is cast. However, beginning the following round, the spell's recipient will disappear, and from that moment, only exist in every other round for the next 10 rounds. For example, the creature will disappear for 10 seconds, reappear for 10 seconds, disappear again for 10 seconds, reappear, and so on. Thus throughout the spell's duration, the recipient will disappear a total of 5 times.

For Time Skip's recipient, time will appear to pass in broken segments. However, during the rounds in which the recipient exists, he or she may act normally.

For those observing, the spell's recipient will appear to blink in and out of existence every 10 seconds. Thus, the recipient may only be interacted with in every other round. As the creature does not exist when not present, nothing may affect the creature during these intervals.

It must be stressed that the affected creature is not simply disappearing and reappearing. In fact, the Time Skip spell is actually sending the recipient forward 10 seconds in time at each interval. Hence, any magical durations associated with the time skipping creature pass at half their rate during the spell's effect. In addition, the state of the creature affected does not change during these skipped time intervals.

Note: Like the Timeportation spell, the introduction of an object or creature into the space in which the recipient will return may result in

injury. Interposing creatures and the recipient will each suffer 2d8 points of damage and be cast apart upon return. Non-living objects will inflict 1d4 (footstool) to 4d8 (stone wall) points of damage upon the recipient, and the recipient will be cast away in the nearest free direction.

Age

Circle: 7th
Duration: Permanent
Effect: 1 creature
School: Horology
Components: V, G
Resist: Physical 17 for ½.
Casting time: -7
Range: 20'
Damage type: n/a

When cast, the Age spell causes one creature to instantly age 4d6 years. A successful Physical Resistance check reduces the amount aged to 2d6 years.

Undead and extra-planar creatures are unaffected by the Age spell.

Note: If the Age spell results in a creature passing its minimum life expectancy, the Game Master will determine if death due to aging occurs. For example, if an orcish character were more than 60 years old after an Age spell, death may occur.

Alter Weather

Circle: 7th
Duration: 24 hours
Effect: 10 mile radius
School: Alteration
Components: V, G
Resist: None
Casting time: 10 minutes
Range: n/a
Damage type: n/a

By means of the Alter Weather spell, the wizard can change the weather over the course of several hours. The extent to which the wizard may change the weather is determined by the initial climate conditions. In any case, the caster may alter the temperature by up to 40 degrees Fahrenheit, and change the wind and/or the precipitation by up to 4 steps in either direction on the following scales:

Winds: 1: Dead calm, 2: light breeze, 3: breezy and cloudy, 4: windy, 5: strong wind 6: gale 7: storm, 8: violent storm, tornado or hurricane force winds.

Precipitation: 1: Dry, 2: fog or mist, 3: drizzle or flurries, 4: light rain, sleet or snow, 5: moderate rain or snow, 6: driving rain, thick snow or light hail, 7: blizzard or hail, 8: large hail (1d2 damage per round).

Once the Alter Weather spell is cast, it takes roughly 30 minutes for each step of change in the weather conditions. After reaching the final conditions, the weather will persist for the duration of the spell.

The weather altered is centered upon the point at which the wizard casts the spell.

Animate Corpse

Circle: 7th
Duration: 1 hour
Effect: 1 corpse
School: Artifice
Components: V, G
Resist: None
Casting time: -7
Range: 60'
Damage type: n/a

The Animate Corpse spell causes one dead creature to animate and follow the commands of the wizard. This corpse will perform simple tasks if able, or attack the wizard's foes. When animated, the corpse will possess a dodge score of 16, a hide/armor of 1d3, an initiative modifier of +4, and the maximum health points of its living form.
The animated corpse will not possess any proficiencies or disciplines, or magical abilities of its living form. However it may attack with natural weapons, such as claws, or employ hand-held weapons with a +6 to-hit modifier and a +6 damage modifier.

Note: A corpse animated by the Animate Corpse spell is mindless, and possesses no knowledge of its living form.

Baalphegor's Spell Trigger

Circle: 7th
Duration: 1 month
Effect: 1 spell
School: Metamagic
Components: V, G
Resist: None
Casting time: Special
Range: n/a
Damage type: n/a

When cast, Baalphegor's Spell Trigger delays the effect of the next spell the wizard casts until the occurrence of one specific event. This event is specified upon casting of the spell. However, unlike most spells, Baalphegor's Spell Trigger is not cast separately. In fact, Baalphegor's Spell Trigger is woven into the casting of the target spell to be delayed. This addition increases the target spell's casting time by 10 minutes.

Typical events that may initiate the spell targeted by Baalphegor's Spell Trigger are: the wizard is wounded, the wizard enters a specific location, the wizard sees a specific creature, or the wizard is targeted by a spell. For example, a wizard might cast Baalphegor's Spell Trigger combined with the 4th Circle Fly spell so that any time the wizard falls more than 5', the Fly spell takes effect. Before casting Baalphegor's Spell Trigger, any proposed triggering event must first be approved by the Game Master.

Once initiated, the effect for a triggered spell does not constitute an action for the wizard. Only one spell may be affected by Baalphegor's Spell Trigger at any given time. All components required by the target spell are used upon casting of the Baalphegor's Spell Trigger spell.

If the 1-month duration of Baalphegor's Spell Trigger is over and the target spell has not been triggered, the spell is lost without effect. However, the wizard may cancel Baalphegor's Spell Trigger, and the spell it targeted, at any time.

Note: If the wizard loses the Baalphegor's Spell Trigger spell while casting for any reason, both the Baalphegor's Spell Trigger spell and the target spell are lost.

Command: Stun

Circle: 7th
Duration: 2-5 rounds
Effect: 1 creature
School: Evocation
Components: V
Resist: Mental of 20
Casting time: -0
Range: 100'
Damage type: n/a

Like all command spells, the Stun command is cast upon the utterance of a single word. Thus, the command spell may not be interrupted. The Stun command renders one creature unable to act for 2d4 rounds.

Note: A stunned creature cannot perform any actions such as attack, cast a spell, use an item, etc. While stunned, an individual's dodge score and movement rate are both halved.

Confine

Circle: 7th
Duration: 1 year
Effect: 1 creature
School: Abjuration
Components: V, G, M
Resist: Mental 17
Casting time: -7
Range: 20'
Damage type: n/a

When successfully cast, the Confine spell magically imprisons one creature inside a small glass bauble. Once inside the bauble, the entrapped creature may not use spells. Nor may the bauble be physically broken from within. The Confine spell lasts until the bauble is physically broken, dispelled, or after one year has passed. Upon termination of the confinement, the creature will immediately return to its normal size.

If the bauble is physical destroyed by some sort of impact, the creature within will suffer 3d8 health points of damage.

The material component for Confine is a hollow glass sphere, between 4 to 6" in diameter.

Note: Creatures imprisoned by the Confine spell do not require material sustenance while within the glass bauble.

Enchantment

Circle: 7th
Duration: Permanent
Effect: Special
School: Artifice
Components: V, G, M
Resist: None
Casting time: Special
Range: Touch
Damage type: n/a

By means of the Enchantment spell, the wizard can create magical weapons, armor or wands. This is a difficult task however, and the creation of such items requires a great deal of time and resources.

Magic weapons created by the Enchantment spell often have magical bonuses that increase the chances to hit with that weapon, and the damage dealt when a hit is made. Enchanted armor offers its wearer increased protection as well as lesser restriction to movement.

Magic wands contain powers similar to those of magic spells. However, unlike spells that may only be used once, magic wands may often be used several times before their magic is depleted.

In general, the time needed to create an enchanted weapon or suit of armor is 2 to 4 months. The creation of magic wands typically takes from several weeks to several months.

In addition to time spent, the wizard must often employ precious material components such as powdered gems or rare ichors that will greatly increase the expense of the manufacturing process. The Game Master will provide specific details regarding the costs and resources necessary to any character seeking to create such magical items.

Note: In addition to the Enchantment spell, the Hermetic Dweomercraft proficiency is necessary for creation of magical items.

Firestorm

Circle: 7th
Duration: 4 rounds
Effect: 100' cube
School: Evocation
Components: V, G
Resist: None
Casting time: -7
Range: 200 yards
Damage type: Heat

The Firestorm spell brings a burning rain down upon everything within a 100' cubic volume. In addition to setting all combustibles afire, the firestorm inflicts 3d6 to all creatures for each round they remain within the storm.

Goetic Ward

Circle: 7th
Duration: 1 month
Effect: Special
School: Summoning
Components: V, G, M

Resist: None
Casting time: 6 hours
Range: Touch
Damage type: n/a

In many respects, Goetic Ward is similar to the 6th Circle Minor Goetia spell. However, instead of personally summoning forth a lesser malevolent demon, when cast, the Goetic Ward creates a magical seal that when broken, causes such a creature to be summoned. Once summoned, this fiend will attempt to slay the creature or creatures that disrupted the magical seal.

The magical seal created by Goetic Ward appears as a circle, inscribed with a magical triangle or star. This seal may vary from 6" to 3' in diameter, and may be inscribed upon any surface, horizontal or vertical. If drawn upon a floor, the Goetic Ward will be activated by anyone other than the wizard that crosses over the seal. If inscribed upon a door or similar portal, the Goetic Ward will be activated if anyone other than the wizard opens the portal.

The type of demon is to be determined randomly (1d6).

1: Lesser demon: Health points: 40, Dodge score: 16, Initiative: +4, Hide/armor: none (or by worn armor), To-hit: +5, Attacks: bastard sword: 2 x 2d4 + 5. Intellect: 11, Physical Resist: +3, Mental Resist: +6, Movement: 140'. This demon appears as a 7' tall, jackal-headed woman. The lesser demon may innately cast the following Hermetic spells once per day: Darkness, Silence, Shatter, Thought Projection, and Combust.

2: Lesser demon: Health points: 46, Dodge score: 17, Initiative: +3, Hide/armor: none (or by worn armor), To-hit: +4, Attacks: great sword: 2 x 1d8 + 5, or tail: 1 x 1d3. Intellect: 12, Physical Resist: +3, Mental Resist: +5, Movement: 140'. This lesser demon appears as an 8' tall, dark red ogre. The demon may innately cast the following Hermetic spells once per day: Darkness, Vermin, Shatter, Summon Lesser Monsters, and Combust.

3: Lesser demon: Health points: 40, Dodge score: 16, Initiative: +4, Hide/armor: none (or by worn armor), To-hit: +4, Attacks: spear: 2 x 1d6 + 4. Intellect: 10, Physical Resist: +4, Mental Resist: +5, Movement: 140'. This lesser demon appears as a 7' tall, mantis-like insectoid. The demon may innately cast the following Hermetic spells once per day: Darkness, Extinguish, Fog, and Ice Ray.

4: Lesser demon: Health points: 38, Dodge score: 16, Initiative: +6, Hide/armor: none (or by worn armor), To-hit: +5, Attacks: maul: 2 x 1d6 + 6, or tail: 1 x 1d3. Intellect: 12, Physical Resist: +1, Mental Resist: +5, Movement: 130'. This lesser demon appears as a 8' tall ghul with a spiked tail. If hit by the demon's tail, the victim must make a Physical Resistance check of 11 or be paralyzed for 1d6 rounds. The lesser demon may innately cast the following Hermetic spells once per day: Darkness, Silence, Crumble, Wind and Ice Ray.

5: Lesser demon: Health points: 38, Dodge score: 18, Initiative: +5, Hide/armor: none (or by worn armor), To-hit: +5, Attacks: staff: 2 x 1d4 + 6, or tail: 1 x 1d3. Intellect: 15, Physical Resist: +3, Mental Resist: +6, Movement: 140'. This demon appears as a 6' tall human, with the horns of a ram and a long snake-like tail. If hit by the demon's tail, the victim must make a Physical Resistance check of 12 or be stunned for 1d2 rounds. The lesser demon may innately cast the following Hermetic spells once per day: Darkness, Fog, Silence, Enrage, and Combust.

6: Lesser demon: Health points: 42, Dodge score: 17, Initiative: +4, Hide/armor: none (or by worn armor), To-hit: +4, Attacks: axes: 4 x 1d4 + 5. Intellect: 10, Physical Resist: +4, Mental Resist: +7, Movement: 150'. This lesser demon appears as a 7' tall, lizard-like humanoid, with four arms. The demon wields a hand-axe in each of its four arms. The lesser demon may innately cast the following Hermetic spells once per day: Darkness, Silence, Shatter, and Levitation.

Demons are not affected by spells of charm or illusion and are immune to disease. They are also immune to cold and heat.

Upon being slain, or at the duration's end, these fiends will disappear. However, after serving, these demons will forever harbor strong enmity for the wizard.

The material components for the Goetic Ward spell are the blood of a humanoid slain within 6 hours, and diamond dust (approximately 500 silver royals in value). The blood is used to inscribe a magical circle in which the fiend is to be summoned.

Note: There are numerous demons inhabiting the Blood Realms. Those provided are only representative of those that may be summoned by this spell. Other demons may be summoned by the Goetic Ward spell at the Game Master's discretion.

Golem

Circle: 7th
Duration: Permanent
Effect: Special
School: Artifice
Components: V, G, M

Resist: None
Casting time: 8 hours
Range: n/a
Damage type: Kinetic

The Golem spell enables the caster to enchant an automaton created from earth or stone. The golem must be a human-sized figure made entirely of these materials, save for a fist-sized heart of opal (roughly 500 silver royals in value). Construction of the figure must be complete before casting of the Golem spell. This construction requires 5 to 7 days of work, during which the caster must be more or less uninterrupted.

Once constructed, the Golem spell is cast in order to animate the automaton. Throughout the extended casting of this spell, the caster must continually chant and perform a ritual that must not be disturbed. If completed successfully, the golem becomes an animated servant, willing to perform simple tasks as instructed by the wizard.

The golem has the following statistics: Health points: 40 + 1d10, Dodge score: 15, Initiative: +0, Hide/armor: 1d6, To-hit: +4, Attacks: fists: 2 x 2d6 + 4, or 2 x by weapon + 4. Intellect: 2, Physical Resist: +6, Mental Resist: n/a, Movement: 80'. Golems are not affected by spells of possession, charm or illusion, and are immune to poison and disease.

Once destroyed, a golem's opal heart crumbles to dust.

Note: A wizard may only control one golem at a time. If the wizard creates another golem, the existing one will immediately go berserk, attacking anything in sight until destroyed.

Implode

Circle: 7th
Duration: Instantaneous
Effect: 1 creature
School: Annihilation
Components: V, G

Resist: Physical 17 for ½
Casting time: -7
Range: 60'
Damage type: Special

The Implode spell creates a small void within the body of one target living creature. The effect of this spell is not immediately obvious to observers. However, the effect of the Implode spell is such that targeted creatures may suffer great damage, dependent upon their mass. This mass-dependent damage inflicted by the Implode spell is such:

Less than 10 lbs.: death (no Resistance), 11-30 lbs.: 9d10 points of damage, 31-60 lbs.: 8d10 points of damage, 61-100 lbs.: 7d10 points of damage, 101-150 lbs.: 6d10 points of damage, 161-210 lbs.: 5d10 points of damage, 211-270 lbs.: 4d10 points of damage, 271-350 lbs.: 3d10 points of damage, 351-400 lbs.: 2d10 points of damage, 400+ lbs.: 1d10 points of damage.

A successful Physical Resistance check halves the damage suffered by the Implode spell.

Note: Implode does not harm air elementals, and inflicts only 1d6 points of damage upon non-living creatures such as undead or golems.

Improved Psychometry

Circle: 7th
Duration: 5 minutes
Effect: Caster only
School: Divination
Components: V, G
Resist: None
Casting time: -7
Range: Touch
Damage type: n/a

In most respects, Improved Psychometry is similar to the 4th Circle Psychometry spell. However, when cast upon a non-living non-magical object, Improved Psychometry enables the wizard to view any event that took place within 20' of the object within the last 100 years. For example, a wizard casting Improved Psychometry upon an ancient sword could view a battle the sword was wielded in 60 years prior.

Note: Events revealed by Improved Psychometry will only be seen visually within the wizard's mind's eye. No auditory or other sensory information is communicated through the object.

Magic Shield

Circle: 7th
Duration: 1 hour
Effect: Caster only
School: Abjuration
Components: V, G
Resist: None
Casting time: -7
Range: n/a
Damage type: n/a

The Magic Shield provides the wizard with minor protection against spells of the 6th Circle or lower. As such, whenever the unwilling target of such a spell, there is a 20% chance that the spell will not affect the wizard. However, if the spell is not blocked by the Magic Shield, the spell will be treated as normal, allowing the wizard a Mental or Physical Resistance roll, if applicable.

The Magic Shield may block all types of spells, Hermetic, Hedge, Faith and Ritual.

Note: If a spell targets or affects multiple creatures, the Magic Shield will protect the wizard only. Other creatures will be subject to the spell's effects as normal.

Mass Dispel

Circle: 7th
Duration: Permanent
Effect: 100' radius
School: Metamagic
Components: V, G
Resist: None
Casting time: -4
Range: n/a
Damage type: n/a

Mass Dispel will cancel the effects of all spells currently in effect within a 100' radius, centered upon the caster. However, Mass Dispel is not always successful. To determine if a spell is cancelled by Mass Dispel, the caster must roll over the spell's Circle on 1d20. For example, to dispel the 4th Circle spell Fly, a wizard casting Mass Dispel must roll 5-20 on 1d20. Spells cancelled by Mass Dispel are permanently lost.

Note: Magical items may not be dispelled by Mass Dispel.

Mass Hysteria

Circle: 7th
Duration: 10 rounds
Effect: 30 creatures
School: Charm
Components: V, G
Resist: Mental 17
Casting time: -7
Range: 200'
Damage type: n/a

The Mass Hysteria spell is similar in effect to the 4th Circle Panic spell. However, Mass Hysteria may affect a much larger number of creatures over a greater range. The actions of creatures affected by Mass Hysteria are determined each round by a 1d4 roll as follows:

1: Runs in fear away from the caster.

2: Collapses in a trembling state of shock.

3: Physically attacks the nearest creature.

4: Hides behind obstacle or ally.

Note: Each creature affected by Mass Hysteria acts individually, however the duration of effect is the same for all creatures.

Optimize Magic

Circle: 7th
Duration: Special
Effect: 1 spell
School: Metamagic
Components: V
Resist: None
Casting time: Special
Range: n/a
Damage type: n/a

When cast, Optimize Magic maximizes the damage and/or duration of the next spell the wizard casts. Thus, if the wizard cast the 5th Circle Fireball spell with Optimize Magic, all creatures within the blast would suffer 48 points of damage, or 24 points if a successful Physical Resistance check were made.

Similarly, were Optimize Magic cast with the 7th Circle spell Command: Stun, the affected creature would be stunned for 5 rounds.

Unlike other spells, Optimize Magic is not cast separately. In fact, the Optimize Magic spell is woven into the casting of the spell to be altered. This addition increases the target spell's casting time by -7. For example, were Optimize Magic cast in conjunction with the 3rd Circle Steam Cloud spell, the casting time for the Steam Cloud spell would be -10. If cast successfully, the new Steam Cloud spell would inflict 8 points of damage per round.

Optimize Magic may only affect spells with variable duration and/or damage. Other spells may not be cast in conjunction with Optimize Magic.

Note: If the wizard loses the affected spell while casting for any reason, both the Optimize Magic spell and the target spell are lost.

Petrify

Circle: 7th
Duration: Permanent
Effect: 1 creature
School: Alteration
Components: V, G
Resist: Mental 17
Casting time: -7
Range: 50'
Damage type: n/a

The Petrify spell turns one creature to stone. Until dispelled, the creature will permanently remain this way. However, once dispelled, the creature will return to its former self, unaffected by time that had elapsed while in statue form.

Note: If a petrified creature's stone form is damaged or destroyed, the creature will similarly suffer. For example, a petrified creature that has lost its arms while in statue form will not regain them if the alteration is subsequently dispelled.

Perturbation

Circle: 7th
Duration: 2 round
Effect: 5 creatures
School: Horology
Components: V, G
Resist: None
Casting time: -7
Range: 200'
Damage type: n/a

The Perturbation spell enables the wizard to select the initiatives of up to five creatures (possibly including the wizard himself) for the following 2 combat rounds.

Portal

Circle: 7th
Duration: 1 round per Circle
Effect: Special
School: Astromancy
Components: V, G
Resist: None
Casting time: -7
Range: 20'
Damage type: n/a

In many respects, the Portal spell is similar to the 6th Circle Teleportation spell. However, instead of sending target creatures to a specific locale within the same plane, the Portal spell opens a temporary gate between two locations. This portal appears as two identical 6' wide, 8' tall doorways suspended in space at each location. Creatures passing through one portal will instantly step out of the other. Each gate remains open for the duration of the spell.

Note: If a caster is opening a portal to an unfamiliar location, the portal will appear 1d10 miles in a random compass direction from that spot. However, if the caster is familiar with the location, the placement of the will be accurate.

Summon Greater Elemental

Circle: 7th
Duration: 1 hour per Circle
Effect: Special
School: Summoning
Components: V, G, M
Resist: None
Casting time: -7
Range: 10'
Damage type: Special

When cast, Summon Elemental brings forth one greater elemental from one of the Veridian Realms. The elemental will serve the wizard to the best of its ability, performing simple tasks or attacking his enemies. The wizard may choose the type of elemental to be summoned.

Air: Health points: 38, Dodge score: 19, Initiative: +7, Hide/armor: 1, To-hit: +6, Attacks: 2 x 2d8. Intellect: 3, Physical Resist: +7, Mental Resist: n/a, Movement: fly 300'. An greater air elemental may dissipate gases or clouds. Furthermore, if interposed, a greater air elemental may induce a -8 to-hit with all missile weapons. As a special attack, the air elemental may lift any object or creature up to 200 lbs. up to 30' in the air and drop it (Physical Resistance check of 16 to oppose), once per hour. Missile weapons only inflict half normal damage upon an air elemental. The greater air elemental appears as a dust devil, 8' wide and 20' tall.

Earth: Health points: 64, Dodge score: 15, Initiative: +2, Hide/armor: 1d6, To-hit: +5, Attacks: 1 x 4d8. Intellect: 3, Physical Resist: +7, Mental Resist: n/a, Movement: 60'. The earth elemental may move at a rate of 60' upon any solid surface or through stone at the same rate. Earth elementals may break through non-stone or metal obstacles with a strength score of 20. Edged weapons only inflict half normal damage upon an earth elemental. The earth elemental appears as a somewhat humanoid mass of stone, 16' tall.

Fire: Health points: 42, Dodge score: 17, Initiative: +7, Hide/armor: 1d2, To-hit: +5, Attacks: 2 x 2d8. Intellect: 3, Physical Resist: +7, Mental Resist: n/a, Movement: 60'. The fire elemental may set combustibles aflame, or as a special attack, once per hour, the elemental may spout a jet of flame 3' diameter and 30' long that inflicts 5d4. The fire elemental may move at a rate of 160' upon any surface but water. Fire elementals are immune to heat, however water or cold attacks inflict twice normal damage. The fire elemental appears as a 6' wide, 20' tall column of fire.

Water: Health points: 48, Dodge score: 17, Initiative: +5, Hide/armor: 1d3, To-hit: +5, Attacks: 1 x 3d8. Intellect: 3, Physical Resist: +7, Mental Resist: n/a, Movement: 80'. The water elemental may move at a rate of 80' upon any solid surface or through water at twice that rate. As a special attack, a greater water elemental may collapse upon its opponents, once per hour. All creatures affected by the collapse (a wave, 10' in breadth), must make a Physical Resistance check of 18 or be knocked off their feet, suffer 2d4 health points of damage, and be swept 3d10 feet backwards. If in water, the water elemental may submerge a swimmer, Swimming check of 12 per round to resist. The water elemental appears as an 8' wide, 18' tall wave.

The material component for Summon Greater Elemental is a small amount of the respective element for the elemental to be summoned. Summoned elementals may not be dispelled by Dispel Magic.

Antithesis

Circle: 8th
Duration: Permanent
Effect: 1 Creature
School: Evocation
Components: V, G
Resist: None
Casting time: -8
Range: 60'
Damage type: Special

When cast upon a creature, the Antithesis spell creates one exact copy of that creature within the spell's range. The singular goal of this newly created anti-creature is the destruction of its original. Thus, were a wizard to cast Antithesis upon a character, an exact copy of that character, equipment and all, would appear and immediately set forth to destroy its natural counterpart.

The Antithesis creature will remain until it or the original creature is destroyed. Upon either event, the Antithesis creature and all of its equipment will simply disappear.

Note: The copy created by the Antithesis spell is in the exact physical and mental state as the original. Thus, were the original creature injured or depleted in spell-power, the Antithesis would also be compromised to the same extent.

Artifact

Circle: 8th
Duration: Permanent
Effect: Special
School: Artifice
Components: V, G, M
Resist: None
Casting time: Special
Range: Touch
Damage type: n/a

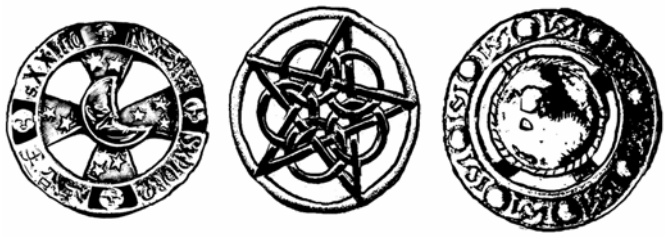
By means of the Artifact spell, the wizard can create a variety of magical items, as well as unique magical weapons and armor. This is a very arduous task however, and the creation of such items requires a great deal of time and resources.

Magic items created by the Artifact spell often have magical properties that mimic spell effects, or give the bearer magical powers and abilities. For example, by means of the Artifact spell, a wizard could create a pair of boots that allowed the wearer to walk on water, or manufacture an hourglass that slows the flow of time within a limited area.

Magic weapons and armor created by the Artifact spell will not only possess bonuses similar to those given by the Enchantment spell, but will also imbue the wearer with special abilities as well.

In most respects, the nature of an artifact to be created is determined by the imagination of the character, and by the amount of resources necessary to manufacture it.

In general, the time needed to create a magic artifact will vary from as little as 4 months to as long as 2 years. Cost and rarity of required material components is also a major factor when planning to create an artifact. In all cases, the Game Master will provide specific details necessary to any character seeking to create such a magical item.



Change

Circle: 8th
Duration: Permanent
Effect: Special
School: Alteration
Components: V, G, M
Resist: None
Casting time: -8
Range: Special
Damage type: Special

The Change spell is the most potent of all magical spells, Hermetic or otherwise. In basic terms, the Change spell enables the wizard to alter reality in some real, permanent way. For example, by casting Change, a wizard could enable a companion to breathe water as well as air, or to shrink a sailing vessel so that it may be carried in a coat pocket. In many ways, the limitations of the spell are a function of the wizard's creativity, and not of the spell itself.

However, the magic of the Change spell is such that the greater the alteration, the more unpredictable, and at times the more undesirable, the manifestation of the change desired. For example, a wizard attempting to slay a creature with a Change spell, may succeed in doing so, however in enacting the creature's demise, the Change spell might evoke a catastrophic event that adversely affects the wizard as well.

For these reasons, the intentions of a wizard casting the Change spell should be stated both clearly and concisely. In all circumstances, it is up to the Game Master to ultimately decide the manifestation and extent of any alteration induced by the Change spell.

Note: It is a common desire for characters to directly augment their skills, attributes, etc. via the Change spell. These attempts rarely succeed without an undesired consequence.

Cognizance

Circle: 8th
Duration: Permanent
Effect: Caster Only
School: Divination
Components: V, G
Resist: None
Casting time: -8
Range: Special
Damage type: n/a

By means of the Cognizance spell, the caster may uncover any discrete fact or article of information that he or she wishes to know. This may be the location of an item or creature, the time of an event, the truth of a narrative, or any similar type of information.

Knowledge revealed by the Cognizance spell will be complete, but concise. Thus, the caster must make only one unique query per spell. For example, the question "Where is the Wand of Ohna?" may be answered in full. However, a query such as "What do I need to do to obtain the Wand of Ohna?" may provide the wizard with only an initial step to be taken, or no answer at all.

Neither time past, nor distance, nor obscurity may prevent the caster from knowing this information. However, if the caster inquires about something that does not exist, no answer will be forthcoming. Similarly, knowledge of the future cannot be gained by a Cognizance spell.

Command: Die

Circle: 8th
Duration: Permanent
Effect: 1 creature
School: Evocation
Components: V
Resist: Mental 20
Casting time: -0
Range: 100'
Damage type: n/a

Like all command spells, the Die command is cast upon the utterance of a single word. Thus, the command spell may not be interrupted. The Die command kills one creature under 40 health points. If the creature has more than 40 health points, it is reduced to 1d4 health points.

Consolidate Magic

Circle: 8th
Duration: Permanent
Effect: Caster only
School: Metamagic
Components: V, G
Resist: None
Casting time: -8
Range: n/a
Damage type: n/a

The effect of the Consolidate Magic spell is similar to the 4th Circle Divide Magic spell. However, Consolidate Magic enables a caster to combine two spells within his or her repertoire into one spell of a greater Circle. For example, a wizard might combine one 5th Circle and one 2nd Circle spell into a 7th Circle spell. Upon doing so, both 5th and 2nd Circle spells would be removed from the wizard's repertoire and one 7th Circle spell would be added. Those spells resulting from Consolidate Magic may be cast as normal.

Disintegration

Circle: 8th
Duration: Permanent
Resist: Physical 18
Casting time: -3

Effect: 1 creature
School: Annihilation
Components: V, G
Range: 60'
Damage type: n/a

The Disintegration spell instantly reduces any creature to a small amount of dust. Any non-magical equipment worn or carried by the creature will be disintegrated as well.

Domination

Circle: 8th
Duration: 1 day
Effect: 1 creature
School: Charm
Components: V, G
Resist: Mental 18
Casting time: -8
Range: 20'
Damage type: n/a

The Domination spell puts one creature under absolute control of the wizard. A creature under the Domination spell will do the caster's bidding, even so far as to attack his friends, surrender his weapon, or even to commit suicide. Furthermore, the Domination spell enables the wizard free reign of affected creature's mind. Thus, the wizard may induce the creature to cast specific spells as he or she wishes. In addition to control of the creature's mind, the wizard has complete access to the creature's knowledge, and may employ the creature's intellect-related proficiencies as though they were his or her own.

Note: While a character is under the influence of a Domination spell, his or her exact responses to the wizard's demands are to be determined by the Game Master, not by the character's player. Due to the nature of their magic, dominated priests may not be forced to cast spells through Domination; their deity will simply refuse to grant the spell.

Essence Conversion

Circle: 8th
Duration: Permanent
Effect: 1 creature
School: Alteration
Components: V, G
Resist: None
Casting time: -8
Range: 10'
Damage type: None

The Essence Conversion spell enables the wizard to permanently alter the physical and mental attributes of one intelligent humanoid. In game terms, the Essence Conversion allows the wizard to sacrifice two attribute points to add one attribute point to the targeted creature. For example, if the wizard cast Essence Conversion upon himself, he could sacrifice 1 endurance point and 1 presence point to gain 1 intellect point. This alteration is permanent.

If cast upon another individual, 1 attribute point sacrificed must come from the wizard, and the other from the creature itself. For example, if a wizard cast Essence Conversion upon a companion, he might personally sacrifice 1 point of agility, whereas the targeted individual might sacrifice 1 point of intellect and gain 1 point of strength.

Gate

Circle: 8th
Duration: Instantaneous
Effect: 6 creatures
School: Astromancy
Components: V, G, M
Resist: Mental 18
Casting time: -8
Range: 10'
Damage type: n/a

The Gate spell transports the caster and up to 5 other creatures to another plane of existence. If a creature is unwilling to be gated with the caster, a successful Mental Resistance check will oppose the spell, and the caster will shift without the creature.

The material component for a Gate spell is a tuning fork, the necessary material and note of which are determined by the plane to be reached.

Note: Unless previously visited, the caster will arrive on the plane in a random location. Once visited, the caster may gate to any familiar location on that plane.

Goetia

Circle: 8th
Duration: 8 hours
Effect: Special
School: Summoning
Components: V, G, M
Resist: None
Casting time: 6 minutes
Range: 10'
Damage type: n/a

When cast, Goetia summons forth a malevolent demon to serve the wizard. This fiend will perform tasks or attack the wizard's foes. These demons summoned by the wizard are intelligent and typically malicious. Thus, although they will do the wizard no harm and must obey his commands, they will often seek opportunity to harm others, even the wizard's allies if not carefully monitored. The type of demon is to be determined randomly (1d6).

1: Demon: Health points: 48, Dodge score: 21, Initiative: +6, Hide/armor: none (or by worn armor), To-hit: +5, Attacks: claws: 2 x 1d10 + 5, or tail: 1 x 1d6. Intellect: 13, Physical Resist: +5, Mental Resist: +8, Movement: 140', fly 120'. This demon appears as a 6' tall, goat-headed figure, with large leathery wings and a long barbed tail. The demon attacks either with his powerful claws, or his whipping tail. If hit by the demon's tail, the victim must make a Physical Resistance check of 14 or die. The demon may innately cast the following Hermetic spells: Darkness, Shatter, Thought Projection, and Combust, and the following Hedge magic spells: Despair, Terror, and Minor Phantasm once per day. The demon may also summon 1d4 + 1 greater imps once per day.

2: Demon: Health points: 58, Dodge score: 19, Initiative: +6, Hide/armor: none (or by worn armor), To-hit: +5, Attacks: claws: 2 x 1d8 + 5. Intellect: 16, Physical Resist: +5, Mental Resist: +9, Movement: 160'. This demon appears as a 10' tall, centaur-like creature with the torso of a man, and the body of a bull. The demon may innately cast the following Hermetic spells: Darkness, Shatter, Thought Projection, Combust and Wall of Fire, and the following Hedge magic spells: Despair, Terror, and Minor Phantasm once per day. The demon may also summon 1d4 + 1 greater imps once per day.

3: Demon: Health points: 62, Dodge score: 20, Initiative: +5, Hide/armor: none (or by worn armor), To-hit: +6, Attacks: maul: 2 x 1d6 + 7. Intellect: 10, Physical Resist: +6, Mental Resist: +8, Movement: 140'. This demon appears as a 5' tall, jet black dwarf-like figure. The demon may innately cast the following Hermetic spells: Darkness, Shatter, Thought Projection, Ice Ray and Invisibility, and the following Hedge magic spells: Terror, Enrage and Compel once per day. The demon may also summon 1d2 + 1 manes once per day.

4: Demon: Health points: 54, Dodge score: 18, Initiative: +4, Hide/armor: none (or by worn armor), To-hit: +6, Attacks: pincers: 4 x 1d4 + 6. Intellect: 14, Physical Resist: +5, Mental Resist: +11, Movement: 160'. This demon appears as a 7' tall insectoid, with four pincered arms, the head and torso of a baboon, and the abdomen of an enormous spider. The demon may innately cast the following Hermetic spells: Darkness, Shatter, Thought Projection, Ice Ray and Invisibility, and the following Hedge magic spells: Terror, Enrage and Compel once per day. The demon may also summon 1d2 + 1 manes once per day.

5: Demon: Health points: 46, Dodge score: 20, Initiative: +5, Hide/armor: none (or by worn armor), To-hit: +5, Attacks: pole axe: 2 x 1d8 + 5, and whip: 1 x 1d2 + 5 or disarm. Intellect: 12, Physical Resist: +3, Mental Resist: +8, Movement: 130'. This demon appears as a 7' tall man with a head covered in tentacles. If hit with the demon's whip, the demon may choose to inflict no damage. Instead, the victim must make a Physical Resistance check of 12 or be disarmed. The demon may innately cast the following Hermetic spells: Darkness, Shatter, Crumble, Ice Ray and Invisibility, and the following Hedge magic spells: Terror and Compel once per day. The demon may also summon 1d2 + 1 manes once per day.

6: Demon: Health points: 66, Dodge score: 19, Initiative: +5, Hide/armor: none (or by worn armor), To-hit: +6, Attacks: great sword: 2 x 1d8 + 7. Intellect: 15, Physical Resist: +5, Mental Resist: +10, Movement: 160', fly 80'. This demon appears as a 9' tall, winged minotaur. The demon may innately cast the following Hermetic spells: Darkness, Silence, Friends, Shatter, Thought Projection, and Combust, and the following Hedge magic spells: Despair, and Minor Phantasm once per day. The demon may also summon 1d4 + 2 greater imps once per day.

Demons are not affected by spells of charm or illusion and are immune to disease. They are also immune to heat and cold.

Upon being slain, or at the duration's end, these fiends will disappear. However, after serving, these demons will forever harbor strong enmity for the wizard.

The material components for the Goetia spell are the blood of a humanoid slain within 6 hours, and a brass brazier in which fine incense (approx. 200 silver royals in value) is to be burned. The blood is used to inscribe a magical circle in which the wizard stands, and a triangle in which the fiend is to be summoned.

Note: There are numerous demons inhabiting the Blood Realms. Those provided are only representative of those that may be summoned by this spell. Other demons may be targeted by the Goetia spell at the Game Master's discretion.

Greater Golem

Circle: 8th
Duration: Permanent
Effect: Special
School: Artifice
Components: V, G, M
Resist: None
Casting time: 8 hours
Range: n/a
Damage type: Kinetic

The Greater Golem spell enables the caster to enchant an automaton created from iron or bronze. The golem must be a human-sized figure made entirely of these materials, save for a fist-sized heart of topaz (roughly 1000 silver royals in value). Construction of the figure must be complete before casting of the Greater Golem spell. This construction requires 12 to 15 days of work, during which the caster must be more or less uninterrupted.

Once constructed, the Greater Golem spell is cast in order to animate the automaton. Throughout the extended casting of this spell, the caster must continually chant and perform a ritual that must not be disturbed. If completed successfully, the golem becomes an animated servant, willing to perform simple tasks as instructed by the wizard.

The Greater Golem has the following statistics: Health points: 50 + 1d10, Dodge score: 15, Initiative: +0, Hide/armor: 1d6, To-hit: +5, Attacks: fists: 2 x 2d8 + 5, or 2 x by weapon + 5. Intellect: 2, Physical Resist: +7, Mental Resist: n/a, Movement: 80'. Golems are not affected by spells of possession, charm or illusion, and are immune to poison and disease.

Once destroyed, a golem's topaz heart crumbles to dust.

Note: A wizard may only control one golem at a time. If the wizard creates another golem, the existing one will immediately go berserk, attacking anything in sight until destroyed.

Greater Magic Shield

Circle: 8th
Duration: 1 hour
Effect: Caster only
School: Abjuration
Components: V, G
Resist: None
Casting time: -8
Range: n/a
Damage type: n/a

The Greater Magic Shield provides the wizard with a magical aegis against spells of all Circles. As such, whenever the unwilling target of a spell, there is a 20% chance that the spell will not affect the wizard. However, if the spell is not blocked by the Greater Magic Shield, the spell will be treated as normal, allowing the wizard a Mental or Physical Resistance roll, if applicable.

The Greater Magic Shield may block all types of spells, Hermetic, Hedge, Faith and Ritual.

Note: If a spell targets or affects multiple creatures, the Greater Magic Shield will protect the wizard only. Other creatures will be subject to the spell's effects as normal. Greater Magic Shield will not protect the wizard against magical items or abilities.

Invulnerability
Circle: 8th
Duration: 3 rounds
Effect: Caster only
School: Abjuration
Components: V, G
Resist: None
Casting time: -8
Range: n/a
Damage type: n/a

The Invulnerability spell creates a personal aura of protection so powerful, that for 30 seconds, the wizard is completely immune to any harm, magical or otherwise. Thus, while affected by Invulnerability, no hostile magic, physical damage, poison, or disease can affect the wizard in any way.

Furthermore, upon casting, the Invulnerability spell removes any adverse magical affects, illnesses, or poisons the wizard may be presently afflicted with. For example, if the wizard were the target of a Frailty spell, the spell would be dispelled by Invulnerability.

Note: The Invulnerability spell does not heal any physical damage the caster has previously suffered.

Muriel's Void
Circle: 8th
Duration: 8 hours
Effect: 20' radius hemisphere
School: Abjuration
Components: V, G
Resist: None
Casting time: -8
Range: 60'
Damage type: n/a

Muriel's Void creates a 20' radius hemisphere that is completely devoid of magic. All spells cast within Muriel's Void automatically fail, as do all spells cast into or targeting something within. Furthermore, all spell effects are cancelled if the affected individual or object enters the void.

Magic items brought into the Muriel's Void are essentially non-magical within, but regain their magical properties upon exiting.

Muriel's Void is transparent, but the border of the void glows a soft green.

Perpetuation
Circle: 8th
Duration: Permanent
Effect: 1 spell
School: Metamagic
Components: V, G
Resist: None
Casting time: Special
Range: n/a
Damage type: n/a

When cast, Perpetuation renders the duration of the next spell the wizard casts permanent. However, Perpetuation may not be cast upon spells with an instantaneous or permanent duration, nor may they be cast upon spells of the metamagic school. Like many metamagic spells, Perpetuation is not cast separately. In fact, Perpetuation is woven into the casting of the target spell to be made permanent. This addition increases the target spell's casting time by -8. For example, were Perpetuation cast in conjunction with the 4th Circle Invisibility spell, the casting time for the permanent Invisibility spell would -11. If cast successfully, the Invisibility spell would last forever, or until dispelled.

Casting Perpetuation is particularly taxing upon a wizard. Once cast, the wizard loses 1 permanent health point, and temporarily loses 1d4 endurance points for 1d4 days.

Note: If the wizard loses his Perpetuation spell while casting for any reason, both the Perpetuation spell and the target spell are lost.

Repel Magic
Circle: 8th
Duration: 5 rounds
Effect: Caster only
School: Metamagic
Components: V, G
Resist: None
Casting time: -1
Range: n/a
Damage type: n/a

While under the effect of Repel Magic, all hostile spells directed specifically at the wizard are instead redirected at the caster of the spell. For example, were a priest to target the wizard with the 3rd Circle Paralyze spell, the priest would instead be affected as if the spell were cast upon him.

Repel Magic will only redirect spells that target the wizard specifically. Thus, spells with a general area of effect such as Fireball will not be repelled.

Note: If via Repel Magic, another caster falls victim to a mind-affecting spell such as a charm, he or she will be affected as if the spell were cast by the wizard whom repelled it. For instance, were an alchemist to be affected by a repelled Control spell, the wizard whom repelled it would have control over the alchemist's actions.

Revisit
Circle: 8th
Duration: Instantaneous
Effect: Caster only
School: Horology
Components: V, G
Resist: None
Casting time: -1
Range: n/a
Damage type: n/a

Once cast, Revisit sends the caster back in time one 10-second round. Once the wizard is sent back in time, all other creature's actions and events will begin to replay just as they had previously occurred. However, the wizard is not bound to repeat his own actions once again. For example, if the wizard were in combat, all other creatures would act at their previous initiatives. In contrast, the wizard could roll his initiative once again.

Once the wizard deviates from his personal history of action, all other creatures may alter their own actions as well.

Note: Although the wizard goes back in time, and may return to a personally different state, the Revisit spell is no longer in his repertoire.

Steal Youth
Circle: 8th
Duration: Instantaneous
Effect: 2 creatures
School: Horology
Components: V, G
Resist: Physical 18, ½ or ¼.
Casting time: -8
Range: 20'
Damage type: n/a

When cast, the Steal Youth spell causes one creature to instantly age 4d6 years, and another to grow the same number of years younger. A successful Physical Resistance check reduces the years stolen to 2d6 years. Furthermore, if the recipient to grow younger resists, the years stolen are reduced by half once again. For example, if both creatures resist successfully, 1d6 years are transferred. If one creature resists, 2d6 years are transferred.

Undead and extra-planar creatures are unaffected by the Steal Youth spell.

Note: If the Steal Youth spell results in a creature passing its minimum natural life expectancy, the Game Master will determine if death due to aging occurs. For example, if a dwarven character were aged to more

than 150 years old after a Steal Youth spell, death may occur. Similarly, if Steal Youth reduces a character to less than 0 years of age, the character dies.

Hedge Magic

Like Hermetic magic, Hedge magic is derived from those forces that sustain and define the numerous planes of existence. Similarly, through mystical formulae and incantations, alchemists may harness these magical forces and channel them to their will. However, whereas Hermetic magic can physically alter the Tellurian plane in powerful ways, Hedge magic tends towards artifice and the enchantment of objects, or alterations of perception and manifestations of the mind. Users of Hedge magic are often referred to as alchemists, illusionists, bards, enchanters, tricksters or thaumaturgists.

Note: Casting of Hedge magic spells requires great flexibility of movement. Thus, worn armor can potentially disrupt spell-casting (see the Armor section).

Memorizing spells: Like wizards, alchemists learn and memorize their spells from books. Similarly, once an alchemist successfully learns a spell, he may cast that spell at any time in the future. However, if an alchemist wishes to replace cast or lost spells, he must refer to these texts in order to rememorize the spell once again.

Each time an alchemist studies, he replenishes his repertoire of spells that may be cast. Like wizards, these spells remain in the alchemist's repertoire until those spells have been used or until he studies again. In general, four hours of uninterrupted study is sufficient to replenish an alchemist's daily repertoire of spells.

Like wizards, each time an alchemist studies, he commits to memory the spells he has learned within his available spell books. These spells remain in the alchemist's active memory, or repertoire, until those spells have been used.

An alchemist's repertoire contains all learned spells within his available spell library. Thus, an alchemist may cast any 1st Circle spell he has previously learned that was contained in the tome(s) available to him the last time he studied.

Example: An alchemist is traveling with a spell book that contains the 1st Circle spells: Illuminate, Courage, and Noise. At present, the alchemist has learned the spells Courage and Noise. Thus, after studying, the alchemist may cast either Courage or Noise. If this alchemist was able to cast three 1st Circle spells per day, he may cast Courage three times, Courage twice and Noise once, or any similar combination thereof.

Acquiring new spells: In general, alchemists acquire new spells by copying them from other spell books. To copy a new spell into his or her book, either from another book or scroll, an alchemist must spend 1 hour per Circle of the spell to be transcribed. However, before a newly acquired spell may be cast, an alchemist must learn to use it. This requires 1 day of study per Circle of the new spell, followed by a 1d20 roll modified by +1 per Circle of the spell to be learned. If the result is less than or equal to the alchemist's intellect score, the spell has been learned. If the result is greater than the alchemist's intellect score, the spell has not been learned and cannot be cast.

For example, an alchemist with a 16 intellect finds a book containing a new 4th Circle spell. After spending 4 hours transcribing the spell into her book, she spends 4 days studying it. Finally, the alchemist must roll 1d20 with a +4 modifier. A result of 5-16 indicates the spell has been added to the alchemist's repertoire and may be cast. Failure (a result of 17-24) indicates the spell has not been learned. An alchemist may only attempt to learn a new spell once per skill level.

Note: In addition to copying spells, alchemists may also acquire new spells by creating them with the Hedge Dweomercraft proficiency (see the Proficiency section). An alchemist typically begins with 2-4 1st Circle spells and possibly one 2nd Circle spell in his or her initial spell book (at the Game Master's option).

Spell repertoire: The number of spells an alchemist may cast of any given Circle per day is equal to 1 plus the number of Circles the alchemist has achieved since acquiring that Circle of spell-power. For example, in lieu of any intellect bonuses, an alchemist whom may cast 4th Circle Hedge magic, can cast four 1st Circle, three 2nd Circle, two 3rd Circle, and one 4th Circle spells per day.

After achieving the 5th Circle of spell-power, an alchemist may spend the cost of 5th Circle (24 skill points) again to add one more spell to each Circle of his or her repertoire. For example, (in lieu of any intellect bonuses) a 5th Circle alchemist whom has spent 24 additional

skill points may cast six 1st, five 2nd, four 3rd, three 4th, and two 5th Circle spells per day.

Note: Acquiring Hedge Magic Potential automatically enables an alchemist to cast spells of the 1st Circle. However, the ability to cast spells of higher Circles requires expenditure of additional skill points.

In addition to the normal acquisition of spells, alchemists may earn additional spells due to a high intellect score (see the intellect attribute table).

Hedge Magic Spells

Hedge magic is often viewed as a subset of Hermetic magic. Like Hermetic magic, Hedge magic spells harness ambient magical forces to create their effects. However, Hedge magic is particularly effective at affecting the mind, and somewhat limited in its ability to alter the physical world. Hedge magic is drawn from the environment and not granted, thus alchemists may employ their spells for any purpose they see fit.

Table 2.5.2: Hedge magic spells

1st Circle	School	2nd Circle	School	3rd Circle	School	4th Circle	School	5th Circle	school
Clamor	*jinx.*	Animate Fire	*alt.*	Amnesia	*charm*	Aptitude	*alt.*	Alchemy	*art.*
Courage	*charm*	Appeal	*alt.*	Break	*jinx.*	Distort Space	*illus.*	Bogeyman	*illus.*
Create Scrivener	*art.*	Babble	*jinx.*	Brittle	*alt.*	Doppelganger	*illus.*	Clone	*art.*
Darkness	*alt.*	Buoyancy	*alt.*	Caldwell's Horseless Carriage	*art.*	Efficacy Shield	*illus.*	Control	*charm*
Despair	*charm*	Captivate	*charm*	Chameleon	*illus.*	Enmity	*charm*	Dream	*illus.*
Double	*illus.*	Charm Animal	*charm*	Compel	*charm*	Facsimile	*illus.*	Fool	*jinx.*
Enchant Armor	*art.*	Climb	*alt.*	Dancing Weapon	*art.*	Fly	*alt.*	Gambit	*alt.*
Fix	*art.*	Darkvision	*alt.*	Doubt	*jinx.*	Improved Enchant Weapon	*art.*	Greater Phantasm	*illus.*
Friends	*charm*	Disguise	*illus.*	Frailty	*jinx.*	Inscribe	*art.*	Jasper's Mud Man	*art.*
Fumble	*jinx.*	Enchant Weapon	*art.*	Growth	*alt.*	Invisibility	*alt.*	Locate	*divin.*
Illuminate	*alt.*	Enrage	*charm*	Heavy	*alt.*	Isaac's Permutable Garment	*art.*	Luck	*alt.*
Klutz	*jinx.*	Function	*art.*	Improved Enchant Armor	*art.*	Mastery	*alt.*	Mimic Magic	*illus.*
Leopold's Compass	*art.*	Hesitate	*jinx.*	Ioun Stone	*art.*	Mirage	*illus.*	Misdirect	*charm*
Magic Candle	*art.*	Hide	*illus.*	Levitation	*alt.*	Outwit	*charm*	Misfortune	*jinx.*
Minor Phantasm	*illus.*	Imbuement	*art.*	Neophyte	*jinx.*	Panic	*charm*	Object	*alt.*
Noise	*illus.*	Jasper's Straw Man	*art.*	Pariah	*jinx.*	Phantasmal Armor	*illus.*	Phantasmagoria	*illus.*
Palm	*illus.*	Leopold's Mark	*jinx.*	Phantasm	*illus.*	Phobia	*charm*	Phrenic Trap	*charm*
Perplex	*jinx.*	Reveal Enchantment	*divin.*	Refraction	*illus.*	Precedence	*alt.*	Polymorph	*alt.*
Phantom Sight	*divin.*	Reveal Invisibility	*alt.*	Scry	*divin.*	Prey	*jinx.*	Shrink	*alt.*
Scintillating Wall	*illus.*	Rob	*illus.*	Silence	*alt.*	Psychometry	*divin.*	Simulation	*illus.*
Sense Charm	*divin.*	Shimmering Armor	*illus.*	Sleep	*charm*	Shout	*alt.*	Split	*illus.*
Sense Deception	*divin.*	Swiftness	*alt.*	Trace	*divin.*	Sloth	*jinx.*	True Strike	*art.*
Sense Magic	*divin.*	Terror	*charm*	Turn Shadow	*illus.*	Witches' Ointment	*art.*		
Water to Wine	*alt.*	Translation	*divin.*						

Hedge Magic Spell Composition

Each Hedge magic spell is composed of similar properties that may be described by Circle, duration, effect, etc. An explanation of these properties is provided preceding the spell descriptions:

Circle: Hedge magic spells are divided into 5 Circles of spell-power. Spells of the 1st Circle are the weakest, and spells of the 5th Circle are the most powerful.

Duration: The spell's duration indicates how long the spell remains in effect.

If a spell's duration is measured in rounds, the spell will last the noted number of rounds in addition to the one in which it was cast. For example, if a spell's duration is 10 rounds, it will remain in effect for 10 rounds in addition to the one in which it was cast.

Effect: The effect of the spell specifies the target and/or area of effect of the spell. If multiple creatures may be targeted, the effect indicates the maximum number of creatures that may be targeted by the spell. However, unlike other magic-users, alchemists may increase the maximum creatures target by some spells. However, by doing so, the alchemist decreases the resistance check associated with the spell (see Resist below).

An alchemist may always choose to target less creatures than the maximum. For example, if the Effect reads: 4 creatures, the alchemist may target one, two, three or four creatures with the spell.

School: The Hedge magic school indicates the nature of the spell's magic. Some creatures have varying susceptibilities to magic of particular schools. All characters with Hedge Magic Potential may cast spells of any school.

The Hedge magic schools are: Alteration, Artifice, Charm, Divination, Illusion, and Jinxes.

Components: All spells require one or more components as part of their magical formulae of incantation. Components are either verbal: V, gestured: G, or material: M.

Resist: Some spells that may be cast upon living creatures may be resisted by an unwilling target. Resist indicates whether the spell may be resisted, in whole or in part, and the difficulty of doing so. For example, if a spell's resist reads, 'Mental 12', a creature must make a Mental Resistance check with a target number of 12 to oppose the spell. If the Mental Resistance check is successful, the creature is unaffected.

If a spell may affect multiple targets, a successful resistance by one target protects that target only. Each creature targeted by a spell must resist the spell individually.

Unlike other magic-users, alchemists may increase the number of targets affected by some spells beyond the maximum while decreasing the spell's resistance target number by 3 for each additional target.

For example, if an alchemist cast the 1st Circle Clamor spell (Effect: 1 creature) upon one creature, the Mental Resistance check to oppose the spell would have a target number of 11. However, were the alchemist to cast the Clamor spell upon two creatures, the Mental Resistance check for each creature to resist the spell would be of target number of 8 (11 - 3). Similarly, if the alchemist casts Clamor upon three creatures, the Mental Resistance check for each creature to oppose the spell would be of target number of 5 (11 - 6).

For all spells with multiple targets that include a resistance check, a (-3+) will follow the base resistance target number. For example, the 1st Circle Friends spell (Effect: 2 creatures), has Resist: Mental 11 (-3+). That is, if the alchemist targets one or two creatures with Friends, a Mental Resistance check of 11 must be made to resist. However, for each additional creature beyond the second targeted by the Friends spell, a -3 adjustment is applied to the Mental Resistance check target number.

Note: For spells targeting multiple creatures, the equation used to determine the resistance target number is: [(base resist target number) - 3n], where n is equal to the number of creatures beyond the maximum targeted by the spell. The Resistance check adjustment due to additional targets may not go below zero. Thus, for a spell with a base Resist of 11 (-3+), no more than 3 additional creatures may be targeted.

In general, base Mental or Physical Resistance check target numbers to resist Hedge magic spells are adjusted by the Circle of the spell: 1st Circle: target number 11, 2nd Circle: target number 12, 3rd Circle: target number 13, 4th Circle: target number 14, and 5th Circle: target number 15.

Casting time: Casting time is explained in detail in the Combat rules section (see the Combat section). Briefly, casting time indicates how long it takes to completely cast the spell during combat. For example, if a spell with casting time -3 is begun at initiative 5, the spell's effect will take place at initiative 2.

Range: Range indicates the distance between the caster and the spell's area of effect and/or target. For example, a spell that affects a target creature with a range of 30' may be cast upon any creature within 30' of the caster.

Damage type: Some creatures have varying susceptibilities to different sources of injury. For example, a creature that lives in fire would likely suffer no damage from fire-based spells, but may suffer twice normal damage from cold-based attacks. For those spells that cause damage, damage type indicates the nature of the injury caused by the spell.

Note: Armor will absorb physical damage from spells. Armor will not protect against energy damage, however.

Hedge Magic Spell Descriptions

The following includes a complete description of each Hedge magic spell:

Clamor

Circle: 1st
Duration: 1 hour
Effect: 1 creature
School: Jinxes
Components: V, G
Resist: Mental 11 (-3+)
Casting time: -1
Range: 80'
Damage type: n/a

When cast successfully, the Clamor spell makes a creature become boisterous and noisy. Despite the creature's best efforts, all movement and speech will be amplified so that all nearby will be made aware of their presence.

If a creature affected by Clamor attempts to use the Sleight-of-hand or Stealth proficiencies, all checks are made with a -8 modifier.

Courage

Circle: 1st
Duration: 10 minutes
Effect: 1 creature
School: Charm
Components: V, G
Resist: None
Casting time: -1
Range: 40'
Damage type: n/a

The Courage spell imbues one creature with a strong feeling of self-confidence and fearlessness. In combat, the Courage spell will improve a creature's initiative, to-hit, Physical Resistance, and Mental Resistance rolls by +1. Furthermore, a +2 modifier is applied to all presence-related proficiency checks made by the affected creature.

Multiple Courage spells cast upon the same individual have no additional effect.

Create Scrivener

Circle: 1st
Duration: 1 hour per Circle
Effect: Special
School: Artifice
Components: V, G, M
Resist: None
Casting time: 10 minutes
Range: Touch
Damage type: n/a

With the Create Scrivener spell, the caster creates a magical scribe that can copy non-magical texts and scrolls. The scrivener works rapidly, transcribing two pages per minute; and can work tirelessly for 1 hour per Circle of the caster, even if the caster is asleep. The scrivener has a dodge score of 3, and is dispelled if damaged.

The components of Create Scrivener are twine, sticks and a quill.

Darkness

Circle: 1st
Duration: 2 hours
Effect: 20' radius
School: Alteration
Resist: Mental 11
Casting time: -1
Range: 30'
Damage type: n/a

Components: V, G

Darkness creates an area of unnatural darkness centered upon a point or object chosen by the caster. This darkness is unaffected by any natural light, and thus renders all in it completely blind. If the Darkness spell is centered upon an unwilling creature (only one creature may be targeted), successful resistance indicates the spell fails without effect.

Any blinded creature makes melee attacks at -5 to-hit, and missile weapon attacks at -10 to-hit. In addition, the creature's dodge score is adjusted by -5.

Note: If a spellcaster casts a spell requiring a specific target that he or she cannot see, there is a 30% chance the spell fails without effect.

Despair

Circle: 1st
Duration: 10 minutes
Effect: 1 creature
School: Charm
Components: V, G

Resist: Mental 11 (-3+)
Casting time: -1
Range: 40'
Damage type: n/a

The Despair spell imbues a creature with a strong feeling of apprehension and doubt. In combat, the Despair spell will decrease a creature's initiative, to-hit, Physical Resistance, and Mental Resistance rolls by -2. Furthermore, a -3 modifier is applied to all presence-related proficiency checks made by the affected creature.

Multiple Despair spells cast upon the same individual have no additional effect.

Double

Circle: 1st
Duration: 5 rounds
Effect: Caster only
School: Illusion
Components: V, G

Resist: None
Casting time: -1
Range: n/a
Damage type: n/a

By means of the Double spell, the alchemist creates an illusory body double that appears 2' away to his side. This double will mimic the alchemist's actions, and will be nearly identical to his actual person. As a result, for each creature attacking the alchemist directly, there is a 40% chance the attack will actually hit the double instead.

Once the double has been struck, it will be obvious to that creature that the double is illusory. Thus, for that particular creature, the chance to hit the double in later rounds will be reduced to 10%.

Note: The double created by this spell does not suffer damage when hit. Only one double spell may be maintained at a time.

Enchant Armor

Circle: 1st
Duration: 1 hour
Effect: 1 object
School: Artifice
Components: V, G, M

Resist: None
Casting time: -1
Range: Touch
Damage type: n/a

When cast upon a non-magical suit of armor (or clothing), the Enchant Armor spell temporarily imbues the armor with a magical dweomer. This causes the armor to radiate a pale green glow. During the spell's duration, the enchanted armor's impedance score is adjusted by +1. In addition, the enchanted armor absorbs 2 extra points of physical damage per impact.

Note: Multiple Enchant Armor spells cannot simultaneously affect the same suit of armor or shield.

Fix

Circle: 1st
Duration: Permanent
Effect: 1 creature or object
School: Artifice
Components: V, G

Resist: None
Casting time: -1
Range: Touch
Damage type: n/a

The Fix spell enables the alchemist to mend or repair one broken, cracked or torn non-magical item of up to 200 lbs. in weight. For example, using the Fix spell the caster could repair a fractured sword, mend a torn cloth or repair a broken vase.

In order for the Fix spell to work, the alchemist must have all components of the damaged item on hand. Fix will not repair damage caused by fire.

Note: If cast upon an injured creature, the Fix spell will restore 1d2 health points.

Friends

Circle: 1st
Duration: 1 day
Effect: 2 creatures
School: Charm
Components: G

Resist: Mental 11 (-3+)
Casting time: -1
Range: 30'
Damage type: n/a

When cast successfully, the Friends spell induces one or more semi-intelligent or intelligent creatures to treat the caster in an amiable, friendly manner. Affected creatures will remain so as long as the caster does not grossly offend or act to the creature's obvious detriment, or until the end of the spell's duration.

The initial attitude of targeted creatures towards the alchemist modifies their Mental Resistance check to oppose the spell as such: positive, affable: -2, neutral, apathetic: 0, negative, hostile: +2.

Note: In general, a creature able to resist the Friends spell will not be aware the spell was cast, but as a result, will have a somewhat more negative opinion of the alchemist.

Fumble

Circle: 1st
Duration: 1 round
Effect: 1 creature
School: Jinxes
Components: V, G

Resist: Mental 11 (-3+)
Casting time: -1
Range: 30'
Damage type: n/a

The Fumble spell forces the affected creature to drop any thing held within its hands or similar appendages. If possible, these objects may be recovered by the creature the following round.

Note: The object(s) must be 'in-hand' to be affected by the Fumble spell. For example, an alchemist may cause an opponent to drop a brandished sword, but not a sword within its scabbard.

Illuminate

Circle: 1st
Duration: 8 hours
Effect: 20' radius
School: Alteration

Resist: Mental 11
Casting time: -1
Range: 30'
Damage type: n/a

Components: V, G

Illuminate creates an area of soft light centered upon a point or object chosen by the caster. This light is similar in brightness to torchlight, and thus negates any vision penalties due to darkness. If the Illuminate spell is centered upon an unwilling creature (only one creature may be targeted), successful resistance indicates the spell fails without effect.

Klutz

Circle: 1st
Duration: 10 rounds
Effect: 2 creatures
School: Jinxes
Components: V, G
Resist: Mental 11 (-3*)
Casting time: -1
Range: 40'
Damage type: n/a

When cast successfully, the Klutz spell causes a creature become temporarily awkward, clumsy, and generally off balance. The effect of the spell is to lower the creature's dodge score by 1d4 + 2 points for the spell's duration. Furthermore, all agility-related proficiency checks made by the affected creature are modified by -6.

If cast upon a Hermetic, Ritual or Hedge magic user, all spells cast by the individual have a 5% chance of failure.

Note: Multiple Klutz spells cast upon the same individual have no additional effect.

Leopold's Compass

Circle: 1st
Duration: 2 hours per Circle
Effect: 1 object
School: Artifice
Components: V, G, M
Resist: None
Casting time: -1
Range: Touch
Damage type: n/a

When cast upon a small stick, arrow, needle or similar object, Leopold's Compass will cause the enchanted rod to point in the direction of one object or creature the caster has previously seen. As long as the object or creature is within a distance of 100 miles, if free to move, the compass will unerringly swing in its direction. If the target is more than 100 miles distant, the compass will not move.

Leopold's Compass spell may not enchant any object greater than 1 lb. in weight.

Note: If cast upon an arrow or crossbow bolt, Leopold's Compass will impart a +3 bonus to-hit when the missile is fired at the targeted creature or object. However, if the enchanted missile is fired at another object or creature, a -6 to-hit modifier is applied.

Magic Candle

Circle: 1st
Duration: 1 day
Effect: One small flame
School: Artifice
Components: V, G, M
Resist: None
Casting time: -1
Range: 5'
Damage type: n/a

The Magic Candle spell enchants a small flame, no larger than a torch in size. The effect of this enchantment is that for the next 24 hours the flame burns, but does not consume any fuel. Furthermore, this flame cannot be extinguished by non-magical means. Therefore, the magic candle will not be extinguished even if placed under water.

After the duration of the Magic Candle spell expires, the flame will resume consumption of the fuel source as normal.

Minor Phantasm

Circle: 1st
Duration: 10 rounds
Effect: Up to 3' cube
School: Illusion
Components: G
Resist: Mental 11
Casting time: -1
Range: 100'
Damage type: Special

The Minor Phantasm spell enables the alchemist to create an illusion of one creature or object no larger in volume than a 3' cube. As long as the caster concentrates upon the illusion, the phantasm will look and function just as if it were the genuine article. However, the illusion created by the Minor Phantasm spell is visual only. The phantasm created will not be accompanied by noise or scent.

Any creature failing a Mental Resistance check will believe the phantasm to be the real thing. For any creature that believes this, the phantasm will be able to inflict real damage upon the creature. For example, were the alchemist to create an illusory fire, creatures affected by the phantasm could be burned. Similarly, were the alchemist to create an illusory scorpion, a creature could be stung, and possible suffer the effects of its illusory poison.

If observers that see the phantasm for what it is attempt to dissuade other creatures that are affected, those creatures may make a Mental Resistance check of 11 each round to disbelieve. The Minor Phantasm has a dodge score appropriate to the creature created. Once the phantasm is successfully hit, it is dispelled.

Note: Inanimate objects cannot be affected in any way by the Minor Phantasm spell.

Noise

Circle: 1st
Duration: 1 minute
Effect: Special
School: Illusion
Components: G
Resist: None
Casting time: -1
Range: 100'
Damage type: n/a

Noise creates an auditory illusion, centered upon a point chosen by the caster. The caster does not need to view this point as long as it is within range. The noise may be any audible sound the caster may imagine, however if the noise is speech, only languages the caster understands will be intelligible. The intensity of the noise can range from as quiet as a whisper, to as loud as a thunderclap.

If a natural sound is mimicked, barring magical detection, the quality of the noise will be indistinguishable from the actual source.

Note: Noise may be centered near to, but not upon a living creature.

Palm

Circle: 1st
Duration: 10 minutes
Effect: 1 object
School: Illusion
Components: G
Resist: Mental 11
Casting time: -1
Range: Touch
Damage type: Special

The Palm spell enables the Alchemist to cause any one hand-held item (up to 20 lbs.) to disappear so long as it remains within his hand. The Palm spell may affect multiple items over the spell's duration. However, only one item at a time may be affected. The Alchemist may cause the held item to disappear or to reappear once each round.

Any creature witnessing an item disappear may make a Mental Resistance check to resist the effects of Palm. If the check is successful, the creature may still see the item.

If Palm is used in conjunction with the Sleight-of-hand proficiency, the alchemist applies a +4 modifier to his Sleight-of-hand checks.

If Palm is used to hide a weapon, and the opponent does not make a successful Mental Resistance check, the alchemist applies a +1 to-hit modifier while using the concealed weapon.

Palm will only work upon items completely held by the caster. Items only touched are not affected. Furthermore, any item released by the caster immediately reappears.

Perplex

Circle: 1st
Duration: 1 hour
Effect: 2 creatures
School: Jinxes
Components: V, G
Resist: Mental 11 (-3+)
Casting time: -1
Range: 50'
Damage type: n/a

The Perplex spell causes an affected creature to feel somewhat distracted and to have difficulty concentrating. As such, any creature affected by Perplex applies a -2 Mental Resistance modifier, and a -4 modifier to all intellect-related proficiency checks he or she makes. Furthermore, any spellcaster affected by the spell must make a Mental Resistance check of 10 each time he or she casts or lose the attempted spell.

Note: Multiple Perplex spells cast upon the same individual have no additional effect.

Phantom Sight

Circle: 1st
Duration: 1 minute
Effect: Caster only
School: Divination
Components: V, G
Resist: None
Casting time: -1
Range: 200'
Damage type: n/a

The Phantom Sight spell enables the alchemist to project his vision along any path within the spell's range. Thus, the caster could bodily remain in one place while his origin of vision continued around a corner, down steps, atop a roof, or even underwater.

While affected by the Phantom Sight spell, the caster may only see from this phantom perspective. Thus, were the caster to extend his origin of vision into a cellar, he could see the contents of that cellar as if he were in it, but could not view the room above in which he actually stood.

The phantom perspective created by the spell may move at the caster's normal movement rate, and may pass through any space larger than 1' in diameter.

Note: If cast while perception-altering spells, such as Sense Magic, are in effect, the caster may employ these spells through his phantom perspective.

Scintillating Wall

Circle: 1st
Duration: 10 rounds
Effect: Up to 15' x 15'
School: Illusion
Components: V, G
Resist: None
Casting time: -1
Range: 40'
Damage type: n/a

Scintillating Wall invokes a two-dimensional wall of bright shimmering lights at a point determined by the alchemist. The wall may be of any rectangular dimensions, up to 15' wide and 15' long. The wall can be either horizontal or vertical, and may float in space. Objects on the far-side of the wall will be only minimally visible, and any missile attacks through the wall are made at -8 to-hit.

If cast in darkness, Scintillating Wall will provide light equal to that of a large bonfire.

Sense Charm

Circle: 1st
Duration: 10 rounds
Effect: Caster only
School: Divination
Components: V, G
Resist: None
Casting time: -1
Range: 20' radius
Damage type: n/a

Sense Charm enables the caster to perceive whether creatures within range are under the effects of a magical charm or spiritual possession.

Sense Deception

Circle: 1st
Duration: 10 minutes
Effect: Caster only
School: Divination
Components: V, G
Resist: None
Casting time: -1
Range: 20' radius
Damage type: n/a

Sense Deception enables the alchemist to perceive verbal falsehoods or physical deception, such as pick-pocketing, stealth, or cheating within the spell's range. For example, a Sense Deception spell will reveal that a barkeep is lying, a card player is cheating, or that a thief is hidden in the shadows.

Note: Although Sense Deception will reveal a fabrication to the caster for what it is, it will not provide the caster with any knowledge of the truth.

Sense Magic

Circle: 1st
Duration: 10 rounds
Effect: Caster only
School: Divination
Components: V, G
Resist: None
Casting time: -1
Range: 10' radius
Damage type: n/a

Sense Magic enables the caster to perceive magical enchantments upon items or effects of a magical nature. However, in most cases, Sense Magic will not reveal that a creature is under the effects of a spell.

Water to Wine

Circle: 1st
Duration: Permanent
Effect: 1 cubic foot of liquid
School: Alteration
Components: V, G
Resist: None
Casting time: -1
Range: Touch
Damage type: n/a

Water to Wine enables the alchemist to transmute 1 cubic foot of any non-magical liquid into any other. Thus, a flask of water could be turned to wine, or wine converted to oil.

The quality of any liquid created by the Water to Wine spell will be average at best.

Note: Any poison created by Water to Wine will inflict 1d8 points of damage if imbibed. A successful Physical Resistance check will reduce this damage to 1d4. Injected poison created by the spell will be half as effective.

Animate Fire

Circle: 2nd
Duration: 4 rounds
Effect: 1 flame
School: Alteration
Components: V, G, M
Resist: None
Casting time: -2
Range: 50'
Damage type: Heat

The Animate Fire spell enables the caster to cause one torch-sized flame (or torch-sized portion of a larger conflagration), to move independently at his will. This animated flame may cross any surface, even water, at a rate of 100' per round.

If the alchemist causes the animated flame to remain in any one place for one round, any combustible fuel it contacts will be ignited, or any creature it touches will suffer 1d4 points of damage. The animated flame may be extinguished as normal if smothered.

While causing the animated flame to move, the alchemist may take physical actions, but may not cast spells. The alchemist may cast spells if the flame remains stationary, however.

Note: If no fires of torch-sized or larger are within the spell's range, Animate Fire may not be cast.

Appeal

Circle: 2nd
Duration: 10 minutes
Effect: 1 creature
School: Alteration
Components: V, G
Resist: None
Casting time: -2
Range: 10'
Damage type: n/a

When cast, the Appeal spell imbues one target creature with unnatural magnetism and charm. Although the recipient does not physically change, he or she gains 1d3 + 2 points of presence (max. 20) for the spell's duration. In addition, the affected creature's presence-related proficiency checks are modified by an additional +3 by the Appeal spell.

Note: A character affected by the Appeal spell may reattempt any presence-related proficiency check he or she may have failed prior to the spell being cast. Only one Appeal spell may affect a creature at a time.

Babble

Circle: 2nd
Duration: 1d4 + 2 rounds
Effect: 1 creature
School: Jinxes
Components: V, G
Resist: Mental 12 (-3+)
Casting time: -2
Range: 50'
Damage type: n/a

The effect of the Babble spell is to render a creature unable to speak coherently. Instead, any utterance made by the affected individual will be exaggerated nonsensical babble. Of course, any spell-casting that requires a verbal component will be impossible while under the effects of a Babble spell.

Buoyancy

Circle: 2nd
Duration: 1 hour
Effect: 1 creature or objects
School: Alteration
Components: V, G
Resist: Mental 12
Casting time: -2
Range: 10'
Damage type: n/a

The Buoyancy spell reduces the weight of an object or creature to 20% of its original weight. For example, an ogre that weighed 300 lbs. would only weigh 60 lbs. if affected by the Buoyancy spell. When cast upon a creature, that creature takes only ¼ of normal damage from falling, and doubles its maximum jumping distances. Furthermore, a +8 modifier is applied to all Swimming checks made by the creature.

Additional Buoyancy spells will not further decrease the weight of a creature or object.

Note: If Buoyancy is cast upon a suit of armor, the impedance score of the armor is effectively adjusted by +2 throughout the spell's duration.

Captivate

Circle: 2nd
Duration: 10 minutes
Effect: 6 creatures
School: Charm
Components: G
Resist: Mental 12 (-3+)
Casting time: -2
Range: 50'
Damage type: n/a

When cast successfully, the Captivate spell induces one or more semi-intelligent or intelligent creatures to view the caster to be a compelling, appealing personality. Affected creatures will remain engaged with the alchemist, eager to hear what he or she has to say, and be willing to aid the caster in any trivial manner. The creatures affected will remain enamored by the caster so as long as he does not grossly offend or act to their obvious detriment, or until the end of the spell's duration.

If the alchemist employs any presence-related proficiencies, all checks that pertain to captivated creatures are made at +4.

The initial attitude of targeted creatures towards the alchemist modifies their Mental Resistance check to oppose the spell as such: positive, affable: -3, neutral, apathetic: no modifier, negative, hostile: +3.

Note: In general, a creature able to resist the Captivate spell will not be aware the spell was cast.

Charm Animal

Circle: 2nd
Duration: 1 hour per Circle
Effect: 1 creature
School: Charm
Components: V, G

Resist: None
Casting time: -2
Range: 100'
Damage type: n/a

The Charm Animal spell places one natural animal (i.e. bird, fish, fox, bear, etc.), completely under the control of the alchemist. Once charmed, this animal will be loyal to the caster only, attacking or defending him to the best of its ability, or performing simple tasks if able.

Charm Animal will not affect creatures with an intellect score of 5 or greater. Furthermore, Charm Animal will not affect unnatural creatures such as centaurs, griffons or wyverns.

Note: The Charm Animal spell may affect primates such as monkeys or apes, but not partially or wholly civilized humanoid races.

Climb

Circle: 2nd
Duration: 12 rounds
Effect: 1 creature
School: Alteration
Components: V, G

Resist: None
Casting time: -2
Range: 10'
Damage type: n/a

The Climb spell enables one creature to climb vertical surfaces much like a fly or spider. In general, creatures may climb vertically one half of their normal movement rate. For example, a character with a movement rate of 90' would be able to climb a wall at a rate of 45'. Climb does not allow the spell's recipient to traverse ceilings, however.

Darkvision

Circle: 2nd
Duration: 4 hours
Effect: Caster only
School: Alteration
Components: V, G

Resist: None
Casting time: -2
Range: n/a
Damage type: n/a

The Darkvision spell enables the alchemist to see in complete darkness just as in daylight. Unlike infrared vision, Darkvision allows the caster to see colors as well as details independent of temperature. In addition, the Darkvision spell does not coincidentally impair the caster's vision in well-lit conditions.

Disguise

Circle: 2nd
Duration: 1 hour per Circle
Effect: Caster only
School: Illusion
Components: V, G

Resist: Special
Casting time: -2
Range: n/a
Damage type: n/a

The Disguise spell enables the alchemist to alter his appearance, seeming up to 2' taller or shorter, and/or 50 lbs. heavier or lighter than he actually is. The alchemist may change this disguise once per melee round, a number of times equal to the Circles he may cast. For example, a 3rd Circle alchemist could alter his appearance 3 times whilst under the effects of the Disguise spell.

Any creature without reason to suspect the alchemist's persona may not resist the spell's illusion. However, if the caster attempts to imitate a specific individual, or if the viewer has reason to suspect the disguise, the observer gets a Mental Resistance check of 12 to disbelieve the illusion.

Note: The Disguise spell only alters the caster's appearance. Thus, the voice and mannerisms of the alchemist are not affected by the spell. However, if the caster possesses the Disguise proficiency, for every grade of Disguise, creatures attempting to disbelieve apply a -2 modifier to their Mental Resistance check. For example, if an alchemist with Disguise grade III were affected by the Disguise spell, all Mental Resistance checks to disbelieve the illusion would be made with a -6 modifier.

Enchant Weapon

Circle: 2nd
Duration: 10 rounds
Effect: 1 object
School: Artifice
Components: V, G, M

Resist: None
Casting time: -2
Range: Touch
Damage type: n/a

When cast upon a non-magical weapon, the Enchant Weapon spell temporarily imbues the weapon with a magical dweomer. This causes the weapon to radiate a pale bluish glow. When wielded, the enchanted weapon has a +2 modifier to to-hit and damage rolls.

Multiple Enchant Weapon spells cannot simultaneously affect the same weapon.

Note: The Enchant Weapon spell may be cast either upon a missile weapon (such as a bow) or upon an individual projectile (such as an arrow). If cast upon a missile weapon, all projectiles shot with the weapon are +2 to-hit, but inflict normal damage.

Enrage

Circle: 2nd
Duration: 1d3 + 2 rounds
Effect: 1 creature
School: Charm
Components: V, G

Resist: Mental 12 (-3+)
Casting time: -2
Range: 30'
Damage type: n/a

When cast, the Enrage spell forces the spell's recipient into a violent rage. The affected individual will physically attack the nearest creature, be it friend or foe. If this creature possesses a weapon, that weapon will be employed. However, due to the intensity of emotion, no spells may be cast by the enraged individual.

Function

Circle: 2nd
Duration: 10 minutes
Effect: 1 mechanism
School: Artifice
Components: V, G

Resist: None
Casting time: -2
Range: 50'
Damage type: n/a

The Function spell places the motion of one mechanical device under the direction of the caster. For example, using the Function spell an

alchemist could cause a cart to roll, a drawbridge to raise and lower, a padlock to unlock and lock, or a windmill to turn. The alchemist may direct the motion and speed of the device, and can cause the mechanism to work within a range of speed typical to its normal parameters. For example, the Function spell could cause a windmill to turn as though it were in a strong wind, or a cart to roll as if driven by a swift horse.

If cast upon a triggered mechanism which must be reloaded, Function can cause the mechanism to work once, but will not reload the device. For example, the spell could cause a loaded catapult to roll into position and fire, and even to re-draw itself. However, the spell would not place a new shot into the catapult's arm.

The Function spell will only cause a device to move within its own constraints. For example, the spell could cause a crossbow to fire, but could not raise or aim the crossbow unless it was attached to a mechanical device.

Note: By in addition to causing a device to activate, the Function spell may cause a working device to cease functioning.

Hesitate

Circle: 2nd
Duration: 10 rounds
Effect: 4 creatures
School: Jinxes
Components: V, G

Resist: Mental 12 (-3+)
Casting time: -2
Range: 100'
Damage type: n/a

The Hesitate spell imparts a -6 modifier to the initiative rolls of all creatures affected.

Hide

Circle: 2nd
Duration: 10 minutes
Effect: 1 object
School: Illusion
Components: V, G

Resist: Special
Casting time: -2
Range: 20'
Damage type: n/a

The Hide spell renders one non-living object (up to 1000 lbs. in weight), temporarily undetectable by non-magical means. To non-suspicious observers, the object will simply not exist. If the observer has no reason to expect the object's presence, he or she may not resist the spell's effects.

If Hide is cast upon an object under direct observation, observers will see the object disappear. However, observers witnessing this disappearance may make a Mental Resistance check of 12. If this Mental Resistance check is successful, the object will not be hidden from that observer. In addition, just as observers that witness an object disappear, observers that anticipate the object's presence may also make a Mental Resistance check to oppose the Hide spell's effect. One Mental Resistance check is also possible for observers whom are informed of the illusion.

Note: If the object affected by hide is touched by anyone but the caster, the spell is dispelled.

Imbuement

Circle: 2nd
Duration: 4 hours per Circle
Effect: Special
School: Artifice
Components: V, G, M

Resist: None
Casting time: 1 minute
Range: Touch
Damage type: n/a

The Imbuement spell imbues any small trinket with the ability to contain a 1st Circle spell, cast by the same alchemist immediately after Imbuement is cast. The trinket keeps this spell, and the spell can be activated by a command word chosen by the caster.

The imbued spell may be used at any time by either the caster or another user up to 4 hour afterwards per Circle of the alchemist. For example a 3rd Circle alchemist could imbue an object for up to 12 hours. If this duration has passed without the spell being cast, the trinket loses its power.

Jasper's Straw Man

Circle: 2nd
Duration: 2 hours per Circle
Effect: Special
School: Artifice
Components: V, G, M

Resist: None
Casting time: 10 minutes
Range: Touch
Damage type: n/a

Jasper's Straw Man animates a scarecrow or similar figure constructed of cloth and grasses. This straw man may obey simple commands such as guarding, attacking, or carrying up to 50 lbs. in weight.

If unarmed, the straw man may attack twice per round at +1 to-hit for 1 point of damage. However, if armed with a melee weapon, the straw man may attack once per round at +1 to-hit for damage according to its weapon type. The straw man cannot effectively employ missile weapons.

Jasper's Straw Man's stats are: Health points: 8, Dodge score: 12, Initiative: +2, Hide/armor: 1, To-hit: +1, Attacks: fists: 2 x 1, or 1 x weapon. Intellect: 3, Physical Resist: -2, Mental Resist: n/a, Movement: 140'. The straw man is unaffected by spells of possession, charm, or illusion, as well as poison and disease. Jasper's Straw Man takes double normal damage from fire.

Note: The materials required to construct Jasper's Straw Man are clothes and enough plant fiber to create a human-sized figure.

Leopold's Mark

Circle: 2nd
Duration: 10 rounds
Effect: 1 creature
School: Jinxes
Components: V, G

Resist: Mental 12
Casting time: -2
Range: 200'
Damage type: n/a

Leopold's Mark causes one creature to attract non-magical missile weapons and projectiles. As a result, all missile weapon attacks made against the creature apply a +4 to-hit modifier.

Furthermore, if any other creature with 10' of the affected individual is targeted by a missile weapon, a -4 to-hit modifier is applied. If the projectile misses its intended target, a second non-modified roll to hit the creature affected with Leopold's Mark is made.

Note: Leopold's Mark does not affect magical missile weapons or spells. Multiple Leopold's Mark spells cast upon the same individual have no additional effect.

Reveal Enchantment

Circle: 2nd
Duration: 1 round
Effect: 1 object
School: Divination
Components: V, G

Resist: None
Casting time: 10 minutes
Range: Touch
Damage type: n/a

The Reveal Enchantment spell enables an alchemist to understand the nature and/or function(s) of enchanted items. Although the information will not be complete, the general effects and power of the magic will be revealed. For example, were an alchemist to cast Reveal Enchantment upon a Potion of Growth, the alchemist would understand that once imbibed, the potion will cause the subject to grow in size. However, information regarding the duration or the extent of the growth would be an estimate at best.

If there are specific actions to take or words to be spoken to activate a magical item, Reveal Enchantment will uncover these triggers 50% of the time +5% per Circle of the caster. For example, a 4th Circle alchemist casting Reveal Enchantment would uncover a command word necessary for activation of a wand 70% of the time. If a magical trigger is not revealed, the caster must wait until the next skill level before the Reveal Enchantment spell might uncover new information on a particular item.

Reveal Invisibility

Circle: 2nd
Duration: Permanent
Effect: 60′ radius area
School: Alteration
Components: V, G
Resist: None
Casting time: -2
Range: n/a
Damage type: n/a

Reveal Invisibility causes all invisible creatures and objects within 60′ of the caster to be instantly rendered visible. These objects or creatures will remain so until made invisible once again. If the source of the invisibility is a continuous magic, the invisibility will resume after 10 minutes has passed.

Note: If the Reveal Invisibility spell is cast in an area containing a creature using the Stealth proficiency, the creature must make a Stealth check of 15 or be detected.

Rob

Circle: 2nd
Duration: 10 minutes
Effect: 1 object
School: Illusion
Components: G
Resist: Mental 12
Casting time: -2
Range: Touch
Damage type: n/a

The Rob spell is an illusion that enables the caster to pilfer an item within plain sight. When cast, the alchemist must touch one non-magical object of up to 20 lbs. in weight. Upon doing so, the object becomes invisible. However, at the same time, an illusion of the object appears in its place. As a result, the alchemist may pick up the invisible object while apparently leaving it undisturbed.

Any creature viewing the targeted item as Rob is cast may make a Mental Resistance check to resist the effects of the illusion. If the check is successful, the creature is aware of the phantasmal nature of the decoy. A successful Mental Resistance check does not enable the creature to see the actual invisible object, however.

If the alchemist casting Rob has the Sleight-of-hand proficiency, a +1 adjustment to the Mental Resistance check is applied for each grade of Sleight-of-hand the caster possesses. For example, an alchemist with Sleight-of-hand grade II would cast the Rob spell with a Mental Resistance check of 14.

Once cast, the object targeted remains invisible and the illusion visible for 10 minutes. However, if anyone touches the illusory version of the object, the Rob spell is immediately dispelled.

Shimmering Armor

Circle: 2nd
Duration: 10 minutes
Effect: Caster only
School: Illusion
Components: V, G
Resist: None
Casting time: -2
Range: n/a
Damage type: n/a

The Shimmering Armor spell creates shifting planes of light that constantly move about the caster's person. The effect of this aura is that it is difficult to gauge the alchemist's actual position, or to anticipate his movement. While Shimmering Armor is in effect, the caster's dodge score is modified by +3.

Note: Shimmering Armor works as an optical illusion, thus it will not affect blind attackers. Only one Shimmering armor spell may be maintained at a time.

Swiftness

Circle: 2nd
Duration: 10 minutes
Effect: Up to 3 creatures
School: Alteration
Components: V, G
Resist: None
Casting time: -2
Range: 20′
Damage type: n/a

The Swiftness spell causes up to 3 creatures to become more nimble and fleet of foot. While under the effects of the spell, those creatures get a +2 initiative modifier, a +1 dodge score adjustment and a +40′ per round movement rate adjustment if running, or a +20′ per round movement rate adjustment if swimming.

Casting multiple Swiftness spells upon the same creature provides no additional effect.

Terror

Circle: 2nd
Duration: 3-6 rounds
Effect: 1 creature
School: Charm
Components: V, G
Resist: Mental 12 (-3+)
Casting time: -2
Range: 50′
Damage type: n/a

The Terror spell imparts upon a creature an overwhelming fear of the caster. If able, creatures affected by the Terror spell will flee from the caster as quickly as possible. If the affected creature is not able to escape the caster's presence, it will generally cower in fright, or beg for mercy.

Translation

Circle: 2nd
Duration: 1 hour
Effect: Caster only
School: Divination
Components: V, G
Resist: None
Casting time: -2
Range: n/a
Damage type: n/a

While under the effects of the Translation spell, the alchemist can comprehend all spoken languages, and may read all non-magical texts written in unfamiliar script. The Translation spell will not enable the caster to speak or write these languages, however.

Note: Although an alchemist affected by the Translation spell will understand the nature of formulae written in Hermetic script, it will not enable him to learn or cast Hermetic spells.

Amnesia

Circle: 3rd
Duration: Permanent
Effect: 1 creature
School: Charm
Components: V, G
Resist: Mental 13
Casting time: -3
Range: 10'
Damage type: n/a

When successfully cast upon a creature, the Amnesia spell enables the alchemist to remove the memory of one event, or the familiarity with one particular individual from the affected creature's memory.

If the target memory removed is an event, the alchemist must have knowledge of the event to be removed. Similarly, if familiarity with another individual is targeted by the Amnesia spell the alchemist must know of the individual.

Break

Circle: 3rd
Duration: Instantaneous
Effect: 1 object
School: Jinxes
Components: V, G
Resist: None
Casting time: -3
Range: 200'
Damage type: n/a

The Break spell causes one non-magical device constructed of metal or wood to instantly fail. For example, the target of the Break spell could be the buckle on a belt, the wheel on a carriage, or the lever of a siege weapon.

In general, the effect of the Break spell will result in a catastrophic failure such that the device either losses effectiveness, or does not work at all.

Note: If Break is cast upon non-magical armor, the armor will absorb damage as a suit of armor two steps lower, and have an impedance score adjustment of -2. For example, broken plate armor will absorb 1d3 points of damage per attack, and have an impedance score of -9.

Brittle

Circle: 3rd
Duration: 10 rounds
Effect: 1 object
School: Alteration
Components: V, G
Resist: None
Casting time: -3
Range: 50'
Damage type: n/a

Brittle causes one non-living non-magical object to temporarily become as fragile as pottery. As a result, any significant impact will cause the item to shatter into numerous pieces. The Brittle spell may affect any object up to 200 lbs. in weight. If the spell is cast upon armor, the armor will absorb only 1 point of damage when struck, and then be destroyed. If cast on a weapon, upon the next hit weapon will inflict ¼ normal damage and then be destroyed.

If Brittle is cast upon a malleable article, such as cloth or parchment, the object will temporarily harden for the duration of the spell.

Caldwell's Horseless Carriage

Circle: 3rd
Duration: 8 hours
Effect: 1 object
School: Artifice
Components: V, G, M
Resist: None
Casting time: -3
Range: Touch
Damage type: n/a

Caldwell's Horseless Carriage enchants one wagon, chariot, or similar animal-drawn cart to behave as if it were lead by an appropriate number of high quality beasts in its harness. While moving, the horseless carriage must be driven by the alchemist, who alone may control the speed and direction of the cart.

Caldwell's Horseless Carriage moves up to 180' per round, and may ascend or descend any slope of 40° or less.

Chameleon

Circle: 3rd
Duration: 10 minutes
Effect: Caster only
School: Illusion
Components: G
Resist: None
Casting time: -3
Range: n/a
Damage type: n/a

The Chameleon spell causes the color of the caster and his equipment to rapidly change, so as to match his background, based upon the perspective of any observer that looks upon him. As a result of this effect, any creature attempting to strike the alchemist suffers a -2 to-hit penalty in melee, or a -3 to-hit penalty for every 20' of distance, if a missile weapon is used.

While affected by the Chameleon spell, the alchemist applies a +6 modifier to all Stealth proficiency checks. In addition, the alchemist may make Stealth proficiency checks (unmodified by the Chameleon spell) in well-lit conditions.

Compel

Circle: 3rd
Duration: 1 round
Effect: 1 creature
School: Charm
Components: V, G
Resist: Mental 13
Casting time: -3
Range: 100'
Damage type: n/a

When cast successfully, Compel enables the alchemist to force one creature into performing one specific action. This action may be anything that may be accomplished by the creature in one round, save something that would knowingly and directly harm the creature affected. For example, an alchemist could compel an opponent to attack an ally, or to drink an unknown liquid. However, a creature could not be compelled to stab itself, or imbibe a liquid the creature knew to be poison.

Examples of Compel commands are: attack a target individual, flee, drop a weapon, surrender an item, or jump off a boat. The Game Master will determine whether any given Compel command is reasonable. If the command cannot be performed, the affected creature simply does nothing for 1 round.

Dancing Weapon

Circle: 3rd
Duration: 10 rounds
Effect: 1 object
School: Artifice
Components: V, G, M
Resist: None
Casting time: -3
Range: 50'
Damage type: Kinetic

The Dancing Weapon spell enchants one melee weapon or similar object less than 20 lbs. to animate and attack the alchemist's foes as if wielded by an invisible opponent. The Dancing Weapon attacks one each round at +3 to-hit, and +3 to damage. Base damage inflicted by the Dancing Weapon is by weapon type.

The Dancing Weapon will continue to attack until it is dispelled, the duration has ended, or until it has suffered 10 points of damage. The Dancing Weapon has a dodge score of 17.

Note: The Dancing Weapon may move up to 120′ per round, but it must always remain within 50′ of the caster.

Doubt

Circle: 3rd
Duration: 10 rounds
Effect: 1 creature
School: Jinxes
Components: V, G
Resist: Mental 13 (-3+)
Casting time: -3
Range: 100′
Damage type: n/a

The Doubt spell causes an individual to become unduly cautious and diffident when attacking. As a result, the affected individual must make a Mental Resistance check of 13 for each melee attack it makes. A failed Mental Resistance check indicates the affected creature has only struck out feebly, and the damage dealt is reduced by ½.

For example, a goblin affected by Doubt strikes out at the alchemist with a longsword and hits. However, the goblin attempts to make a Mental Resistance check of 13 and fails. The goblin rolls, indicating 7 points of damage are to be dealt. However, due to the failed Mental Resistance check, only 4 points of damage are inflicted by the attack.

Note: Doubt only affects a creature's melee attack damage. Missile attacks and spells are unaffected. All proficiency checks made while affected by Doubt apply a -5 modifier.

Frailty

Circle: 3rd
Duration: 10 minutes
Effect: 3 creatures
School: Jinxes
Components: V, G
Resist: Mental 13 (-3+)
Casting time: -3
Range: 100′
Damage type: n/a

The Frailty spell imparts a -8 modifier upon the Mental and Physical Resistance of those creatures affected.

Growth

Circle: 3rd
Duration: 10 minutes
Effect: 1 creature or object
School: Alteration
Components: V, G
Resist: None
Casting time: -3
Range: 10′
Damage type: n/a

The Growth spell triples the proportions of one creature or object. For example, a 4′ tall, dwarf affected by the Growth spell will become 12′ tall. If cast upon a character, that character will gain 1d6 + 1 strength points (max. 20), 1d4 + 1 endurance points (max. 20), and will lose 1d4 + 1 agility points (min. 1). All equipment upon a creature will be affected by the Growth spell as well.

If a character's endurance is increased by Growth, his health point maximum is increased by an equal number of points. For example, if a character with 14 health points gains 3 endurance points due to Growth, his maximum health points would be increased to 17 for the spell's duration. Similarly, if a character's agility score is decreased by Growth, his dodge score is decreased by an equal number of points.

Magical objects enlarged by the Growth spell will triple in size, but not in potency. For example, a potion tripled in volume by the Growth spell will not equal to three such potions if divided. Only drinking the entire new volume of the potion will imbue the imbiber with potion's full effects.

Casting Growth more than once upon a creature or object has no additional effect.

Note: Not including any strength bonuses from the Growth spell, any normal weapons enlarged with the creature will inflict +3 extra points of damage. For example, a mace enlarged by a Growth spell will inflict 1d6 + 4 instead of 1d6 + 1. However, this enlarged mace may only be properly wielded by the affected creature or a creature of similar size.

Heavy

Circle: 3rd
Duration: 1 hour
Effect: 1 object
School: Alteration
Components: V, G
Resist: None
Casting time: -3
Range: 50′
Damage type: n/a

The Heavy spell temporarily causes one non-living, non-magical object originally up to 200 lbs. in weight to become unnaturally heavy. When cast, the alchemist may choose the amount of weight added to the object, from 1-100 lbs.

If cast upon a melee weapon, the Heavy spell will induce a -1 to-hit modifier for every 5 lbs. added. Adding weight to missile weapons will quickly make them useless.

If the Heavy spell is cast upon worn armor, for every 20 lbs. added, the impedance score of the armor is effectively adjusted by -1 throughout the spell's duration.

Improved Enchant Armor

Circle: 3rd
Duration: 1 hour
Effect: 1 object
School: Artifice
Components: V, G, M
Resist: None
Casting time: -3
Range: Touch
Damage type: n/a

When cast upon a non-magical suit of armor (or clothing), the Improved Enchant Armor spell temporarily imbues the armor with a magical dweomer. This causes the armor to radiate a pale green glow. During the spell's duration, the enchanted armor's impedance score is adjusted by +2. In addition, the enchanted armor absorbs 3 extra point of kinetic damage per impact.

Note: Multiple Improved Enchant armor spells cannot simultaneously affect the same suit of armor or shield.

Ioun Stone

Circle: 3rd
Duration: 1 hour per Circle
Effect: Special
School: Artifice
Components: V, G, M
Resist: None
Casting time: 10 minutes
Range: Touch
Damage type: n/a

The Ioun Stone spell enchants a rare gemstone (worth at least 100 silver royals) for 1 hour per Circle of the caster. This enchanted stone becomes a floating magical device that spins around the user's head, providing a temporary +1 modifier to any one attribute chosen at time of casting. For example, an Ioun Stone of agility would give a character an additional point of agility while the Ioun Stone was employed.

Although more than one Ioun Stone may be employed, no two stones affecting the same attribute may be used by the same character; one stone will simply not work.

Note: The gemstone used for the Ioun Stone spell crumbles to dust at the end of the spell's duration.

Levitation

Circle: 3rd
Duration: 1 hour
Effect: 1 creature
School: Alteration
Components: V, G
Resist: None
Casting time: -3
Range: 10'
Damage type: n/a

Levitation grants one creature the ability to levitate. By simple concentration, the spell's recipient may rise up to 60' per round up, or descend at up to 120' per round. In addition, the levitating creature may hover stably. Levitation does not permit lateral movement. However, if the levitating creature can grasp an object, it is possible to pull oneself along. While hovering, spells may be cast, and missile or melee weapons may be used.

Neophyte

Circle: 3rd
Duration: 1 day
Effect: 1 creature
School: Jinxes
Components: V, G
Resist: Mental 13 (-3+)
Casting time: -3
Range: 60'
Damage type: n/a

When cast successfully, the Neophyte spell temporarily removes three random disciplines from a creature. If the individual does not possess any disciplines, its intellect score will be reduced by 1d4 + 1 (min. 1).

If a discipline affected by the Neophyte spell has multiple grades, the spell will temporarily remove one grade of discipline each time it is targeted. For example, if a creature had Armor Use II, the creature's Armor Use would be reduced to grade I if it were targeted once, and completely removed if targeted again.

Note: If the affected creature is a spellcaster, magic potential disciplines such as 'Hermetic potential' may not be affected by the Neophyte spell, however individual spell Circles like '3rd Circle Hermetic spells' may be temporarily removed.

Pariah

Circle: 3rd
Duration: 1 month
Effect: 1 creature
School: Jinxes
Components: V, G
Resist: Mental 13
Casting time: -3
Range: 50'
Damage type: n/a

The Pariah spell makes one creature intolerable, despised, and generally avoided by all. Even companions or friends will feel nothing more than pity for the affected creature.

While under the effects of the Pariah spell, the affected creature has an effective presence score of 2. Although this will affect creature's presence-related proficiencies, this score will not affect a Ritual or Faith magic user's ability to cast or replenish spells.

Phantasm

Circle: 3rd
Duration: 10 minutes
Effect: Up to 10' cubic volume
School: Illusion
Components: G
Resist: Mental 13
Casting time: -3
Range: 100'
Damage type: Special

The Phantasm spell enables the alchemist to create an illusion of one creature or object no larger in volume than a 10' cube. As long as the caster concentrates upon the illusion, the phantasm will look and function just as if it were the genuine article. The illusion created by Phantasm includes visual, auditory and olfactory sensations.

Any creature failing a Mental Resistance check will believe the phantasm to be the real thing. For any creature that believes this, the phantasm will be able to inflict real damage upon the creature. For example, were the alchemist to create an illusory cloud of poison gas, creatures affected by the phantasm could be suffocated by its vapors. Similarly, were the alchemist to create an illusory medusa, the gaze of the medusa could turn an affected creature to stone, but only if the creature was aware the gaze of the gorgon had that effect. Furthermore, the affected creature could make a Resistance check of 14 to resist petrification, just as if the medusa were genuine.

If observers that see the phantasm for what it is attempt to dissuade other creatures that are affected, those creatures may make a Mental Resistance check of 13 each round to disbelieve. The phantasm has a dodge score appropriate to the creature created. Once the phantasm is successfully hit, it is dispelled.

Note: Inanimate objects cannot be affected in any way by the Phantasm spell.

Refraction

Circle: 3rd
Duration: 10 minutes
Effect: 1 creature
School: Illusion
Components: V, G
Resist: None
Casting time: -3
Range: 10'
Damage type: n/a

When cast upon a creature, the Refraction spell bends light as it reflects off of the recipient's person. The effect of the spell is that the creature does not appear to be in the place it actually is. Furthermore, the distance between the creature's actual and apparent position increases with the distance of the observer.

Thus, for all attacks made upon the creature, the following to-hit modifiers apply: melee attack: -3 to-hit, missile attack under 20': -4 to-hit, missile attack 20-60': -6 to-hit, missile attack 61-100': -8 to-hit, missile attack over 100': -10 to-hit.

Note: Refraction works as an optical illusion, thus it will not affect blind attackers.

Scry

Circle: 3rd
Duration: 1 round per Circle
Effect: 1 creature or place
School: Divination
Components: V, G
Resist: Mental 13
Casting time: -3
Range: Special
Damage type: n/a

The Scry spell enables the alchemist to both see and hear events at another place. Distance is not a factor, however, Scry cannot work between planes of existence. The caster may scry any one place or creature. If the Scry spell is centered upon a place, the place must be familiar to the caster. If centered upon the creature, the caster must be familiar with the creature as well, however, the location of the creature need not be known. If Scry is centered upon a creature, that creature

gets a Mental Resistance check to oppose the spell. Furthermore, the creature will have a strange feeling that it is being watched.

The perspective given to an alchemist by the Scry spell is somewhat omniscient. The caster may scry an area up to 20′ in diameter, and may see all things taking place in this vicinity. If the spell is centered upon a location, the area scried is immobile. However, if the spell is centered upon a creature, this visible area moves with the creature.

Silence

Circle: 3rd
Duration: 10 rounds
Effect: 1 object
School: Alteration
Components: V, G
Resist: None
Casting time: -3
Range: 80′
Damage type: n/a

Silence creates an area of magical silence, within a 20′ cube, centered upon a non-living object chosen by the caster.

No sound may be heard within the Silence spell's area of effect, whether originating from within or without. Furthermore, no spells requiring a verbal component may be cast within this area.

Sleep

Circle: 3rd
Duration: 10 rounds
Effect: 3 creatures
School: Charm
Components: V, G
Resist: Mental 13 (-3+)
Casting time: -3
Range: 100′
Damage type: n/a

Sleep induces a number of creatures to fall into a magical slumber. While affected by the spell, the creature cannot be awakened unless physically disturbed. If a sleeping individual is shaken, he or she may make an additional Mental Resistance check to wake up. If the Mental Resistance check is failed, the creature will not rouse until the duration has passed.

Trace

Circle: 3rd
Duration: 1 hour per Circle
Effect: Special
School: Divination
Components: V, G
Resist: None
Casting time: -3
Range: Special
Damage type: n/a

By means of the Trace spell, the alchemist may reveal the path of one creature within the last 24 hours. Visible to the caster, but unseen by all others, the footprints or similar markings made by the creature in question will appear as faint glowing imprints outlining the creature's recent travels. For example, if an alchemist were to track a specific horse by means of the Trace spell, he would see glowing hoof prints along the horse's recent course, even if it were along the bed of a running stream.

In addition to seeing these magical footprints, the caster may estimate the relative age of the prints as more recent markings glow more brightly.

Turn Shadow

Circle: 3rd
Duration: Permanent
Effect: 1 creature
School: Illusion
Components: V, G
Resist: Mental 13
Casting time: -3
Range: 100′
Damage type: Kinetic

When cast upon a creature, the Turn Shadow spell will apparently animate the creature's shadow, which then turns upon its material self. Upon animation, the shadow ceases to mimic the creature's movement, assumes a 3-dimensional form and attacks.

The animated shadow will have the same dodge score, and half as many health points the targeted creature has at that moment. For example, a character with a dodge score of 13 and 15 health points would be attacked by a shadow with a dodge score of 13 and 8 health points. Regardless of the character's physical abilities, the shadow attacks twice each round at +2 to-hit for 1d4 + 2 points of damage.

Once animated, the shadow will attack its material self until destroyed.

Note: A successful Mental Resistance check of 13 made by the spell's target at the time of casting will dispel the illusion. However, if this Mental Resistance check is unsuccessful, the shadow will remain animated until destroyed.

Aptitude

Circle: 4th
Duration: 1 hour
Effect: Caster only
School: Alteration
Components: V, G
Resist: None
Casting time: -4
Range: n/a
Damage type: n/a

The Aptitude spell either improves one of the alchemist's proficiencies, or imbues the alchemist with one new proficiency of his or her choosing. The proficiency selected will be of grade III. If an alchemist selects to improve one of his or her own proficiencies of grade III, the proficiency becomes grade IV for the spell's duration.

Note: Proficiencies such as Weapon-making or Dweomercraft may be improved by Aptitude. However, due to the extended time needed to employ these skills, the spell has little or no practical effect.

Distort Space

Circle: 4th
Duration: 10 rounds
Effect: 100′ cubic volume
School: Illusion
Components: V, G
Resist: Mental 14
Casting time: -4
Range: 100′
Damage type: n/a

When cast, the Distort Space spell causes a volume of space to appear warped or non-Euclidean, making it difficult to gauge spatial relationships within. All creatures failing a Mental Resistance check make melee attacks within the area of effect at -2. Missile attacks in or out of the area apply a -6 modifier. In addition, movement within by affected creatures is at ½ normal and agility proficiency checks are made at -4.

Doppelganger

Circle: 4th
Duration: 30 minutes
Effect: Special
School: Illusion
Components: V, G
Resist: None
Casting time: -4
Range: 10′
Damage type: n/a

When cast, the Doppelganger spell instantly creates a double of one creature (up to 1000 lbs.) within range of the alchemist. However, unlike the original, this duplicate is completely under the control of caster, serving or attacking as he wishes.

To all observers, this double will be indistinguishable from the original, including the equipment it carries. However, no magical properties of the original creature's equipment will be copied. Thus, if the original creature wielded a magical broad sword, its doppelganger would wield a non-magical copy of the same sword. Furthermore, excepting a dodge score of 14 and 10 health points, this doppelganger possesses all the non-magical physical abilities of the creature duplicated. Thus, a doppelganger of a character with the Weapon Mastery discipline would possess Weapon Mastery as well. However, a doppelganger of a medusa could not petrify opponents with its gaze.

If the alchemist so chooses, the doppelganger may act, speak, and attack as the original. However, during this time, the alchemist must provide limited concentration, able to perform physical tasks, such as attacking, but may not cast spells.

Note: If at any time the alchemist does cast a spell, the doppelganger will crumble to dust. Likewise if the doppelganger is reduced to 0 health points or the spell duration ends, the doppelganger dissolves.

Efficacy Shield

Circle: 4th
Duration: 10 rounds
Effect: Caster only
School: Jinxes
Components: V, G

Resist: None
Casting time: -4
Range: n/a
Damage type: n/a

The Efficacy Shield surrounds the alchemist with a magical aura that affects all who attempt to physically harm him. As a result, any missile or melee attack made upon the alchemist requires two to-hit rolls, and the lower result of the two dice is used.

Note: Only one Efficacy Shield spell may affect the caster at one time.

Enmity

Circle: 4th
Duration: 10 minutes
Effect: 1 creature
School: Charm
Components: V, G

Resist: Mental 14
Casting time: -4
Range: 60'
Damage type: n/a

Enmity causes the spell's recipient to instantly and utterly loathe one chosen individual. Thus, when Enmity is cast, in addition to selecting a creature to be affected, the alchemist must also select a target for the creature's wrath. Both the spell's recipient and this target must be in view of the alchemist at the time of casting.

Once cast, the affected creature will do anything within its power to destroy the chosen individual, be it friend or foe.

Note: Characters affected by the Enmity spell will employ spells and or weapons to destroy the object of their hatred.

Facsimile

Circle: 4th
Duration: 10 rounds
Effect: Caster only
School: Illusion
Components: V, G

Resist: Mental 14
Casting time: -4
Range: Special
Damage type: n/a

The Facsimile spell has two primary effects. First, the alchemist is rendered invisible upon casting of the spell. Second, the alchemist is apparently replaced by an illusionary likeness of himself. Via this illusory likeness, the alchemist may act as normal, and affect all creatures fooled by the illusion as if the facsimile was the alchemist himself. Thus, the illusionary alchemist may attack and cast spells as normal.

During the Facsimile spell, the alchemist must maintain uninterrupted concentration, or the spell is ended. Thus, the alchemist must remain immobile and take no additional action during the Facsimile spell. Furthermore, if at any time the facsimile suffers damage greater than the alchemist's intellect score, the spell is terminated and the alchemist becomes visible. For example, if an alchemist with an intellect of 14 casts Facsimile, at any time the facsimile suffered 15 or more points of damage, the spell would be cancelled.

Note: Any creature making a successful Mental Resistance check to oppose the spell will recognize the facsimile as an illusion, and cannot be physically injured by it. However, any spells cast via the facsimile are genuine and affect all creatures normally. Furthermore, the actual alchemist will remain invisible regardless of a creature's Mental Resistance check.

Fly

Circle: 4th
Duration: 2 hours
Effect: 1 creature
School: Alteration
Components: V, G

Resist: None
Casting time: -4
Range: 10'
Damage type: n/a

The Fly spell imbues one creature with the ability to fly. By concentration alone, the spell's recipient may move up to 120' per round up or laterally, or may descend at speeds up to 360' per round. In addition, the flying creature may also hover stably. While hovering, spells may be cast, and missile or melee weapons may be used.

Improved Enchant Weapon

Circle: 4th
Duration: 10 minutes
Effect: 1 object
School: Artifice
Components: V, G, M

Resist: None
Casting time: -4
Range: Touch
Damage type: n/a

When cast upon a non-magical weapon, the Improved Enchant Weapon spell temporarily imbues the weapon with a magical dweomer. This causes the weapon to radiate a strong blue glow. When wielded, the enchanted weapon has a +4 modifier to to-hit and damage rolls.

Multiple Improved Enchant Weapon spells cannot simultaneously affect the same weapon.

Note: The Improved Enchant Weapon spell may be cast either upon a missile weapon (such as a bow) or upon an individual projectile (such as an arrow). If cast upon a missile weapon, all projectiles shot with the weapon are +4 to-hit, but inflict normal damage.

Inscribe

Circle: 4th
Duration: Permanent
Effect: Special
School: Artifice
Components: V, G, M
Resist: None
Casting time: Special
Range: Touch
Damage type: n/a

By means of the Inscribe spell, the alchemist can create a magic scroll, imbued with the power of a particular spell. This is a difficult task however, and the creation of such scrolls requires a great deal of time and resources.

In general, magic scrolls are enchanted parchments imbued with magical formulae. When the incantations upon these scrolls are read, the magic within may be directed just as if the reader were casting a spell.

In general, the time needed to create a magic scroll is three days for each Circle of the spell to be inscribed. Furthermore, an alchemist may only inscribe spells that he or she may cast.

In addition to time spent, the alchemist must often employ precious material components such as rare ichors, inks, or quills that will greatly increase the expense of the manufacturing process. The Game Master will provide specific details regarding the costs and resources necessary to any character seeking to create a scroll.

Note: If an alchemist may cast spells Hermetic or Ritual magic spells in addition to Hedge magic spells, these may also be inscribed upon a scroll with the Inscribe spell. Faith magic may not be inscribed upon a scroll, however. In addition to the Inscribe spell, the Hedge Dweomercraft proficiency is necessary for creation of magic scrolls.

Invisibility

Circle: 4th
Duration: 1 hour per Circle
Effect: 1 creature
School: Alteration
Components: V, G
Resist: None
Casting time: -4
Range: 10'
Damage type: n/a

Invisibility renders one creature and all its equipment completely invisible. Although the creature may be heard and touched as normal, non-magical vision will not detect the creature. In general, all melee attacks upon an invisible creature will be made at -5 to-hit. Missile attacks upon an invisible creature are -10 to-hit. Furthermore, attacks made by an invisible creature are made at +2 to-hit.

Only objects carried by the spell's recipient at the time of casting become invisible. Any objects picked up by the creature after the spell is cast will appear to float in space.

The Invisibility spell lasts until dispelled, the duration ends, the caster terminates the spell, or until the affected creature is slain.

Note: Invisibility adds a +10 modifier to Stealth checks.

Isaac's Permutable Garment

Circle: 4th
Duration: 1 hour
Effect: 1 garment
School: Artifice
Components: V, G, M
Resist: None
Casting time: -4
Range: Touch
Damage type: n/a

Isaac's Permutable Garment temporarily enchants one set of worn clothing, be it a suit of armor, a tunic and a pair of breeches, or a priest's cassock. While enchanted, the wearer (and the wearer only) may will the outfit to transform into any type of non-magical apparel. Thus, a beggar's clothes could become a suit of plate armor, or visa versa.

Regardless of the outfit chosen, Isaac's Permutable Garment will appear and perform as the genuine article. Thus, a robe transformed into a suit of chain mail would afford the same protection, and incur the same impedance adjustment as the actual suit of armor.

Isaac's Permutable Garment may transform up to three times throughout the spell's duration. At the end of the spell, or at any time the outfit is removed, the garment will instantly return to its natural state.

Mastery

Circle: 4th
Duration: 1 hour
Effect: Caster only
School: Alteration
Components: V, G
Resist: None
Casting time: -4
Range: n/a
Damage type: n/a

The Mastery spell either improves one of the alchemist's existing disciplines by two grades, or imbues him with one new discipline of his choosing. The discipline selected may not be a magical potential or Spell Circle discipline, however. In addition, discipline grades may not be gained out of order, nor may the character acquire a discipline if he or she lacks the prerequisite. For example, an alchemist without Multiple Attacks II could not acquire the Whirlwind Attack discipline with the Mastery spell.

Mirage

Circle: 4th
Duration: 4 hours
Effect: Special
School: Illusion
Components: V, G
Resist: Mental 14
Casting time: -4
Range: 1 mile
Damage type: n/a

The result of the Mirage spell is an illusion that spans a large area, and may affect a great number of creatures. When Mirage is cast, the alchemist creates a visual illusion of up to ¼ mile in diameter, and up to 100' tall. Thus, the alchemist could create a rolling hill, a small island, a large castle, or even a mass of troops to appear.

To any creature between ¼ and 10 miles of the mirage, a Mental Resistance check must be made. If unsuccessful, the illusion will appear to be the genuine article. However, to any creature that approaches within ¼ of a mile of the mirage, the illusion will seem to disappear.

If observers that see the mirage for what it is attempt to dissuade other creatures that are affected, those creatures may make a Mental Resistance check each round to disbelieve.

Outwit

Circle: 4th
Duration: 10 minutes
Resist: Mental 14
Casting time: -4

Effect: Special
School: Charm
Components: V, G
Range: Special
Damage type: n/a

Throughout the duration of the Outwit spell, all creatures attempting to adversely affect or harm the alchemist must make a Mental Resistance check of 14. If a creature fails this Mental Resistance check, for the remainder of the spell, it suffers a -2 to all to-hit rolls made against the alchemist. Furthermore, affected creatures add a -2 modifier to all Mental or Physical Resistance checks when attempting to resist the alchemist's spells.

Conversely, when attacking such a creature, the alchemist gains a +3 to-hit the creature. Additionally, the alchemist benefits from a +3 modifier to all Mental and Physical Resistance checks when resisting the outwitted creature's spells or magical abilities.

Note: The alchemist may only maintain the effects of one Outwit spell at a time.

Panic

Circle: 4th
Duration: 2-5 rounds
Effect: 4 creatures
School: Charm
Components: V, G
Resist: Mental 14 (-3+)
Casting time: -4
Range: 60'
Damage type: n/a

The Panic spell induces those creatures chosen by the caster into a frenzied state of hysteria. Creatures affected act somewhat randomly, and their actions are determined each round by a 1d4 roll as follows:

1: Runs in fear away from the caster.

2: Collapses in a trembling state of shock.

3: Physically attacks the nearest creature.

4: Hides behind obstacle or ally.

Note: Each creature affected by Panic acts individually, however the duration of effect is the same for all creatures.

Phantasmal Armor

Circle: 4th
Duration: 10 rounds
Effect: Caster only
School: Illusion
Components: V, G
Resist: Mental 14
Casting time: -4
Range: n/a
Damage type: n/a

The Phantasmal Armor spell alters the alchemist's appearance so as to seem strangely hyper-real and unaffected by his environment; the alchemist does not cast a shadow, get wet by rain, etc. One effect of this transformation is that it nearly impossible for observers to know whether the alchemist has suffered physical damage. In fact, the Phantasmal Armor does provide real protection from those creatures affected by the illusion. Thus, while affected by the Phantasmal Armor spell, any attacking creature failing a Mental Resistance check of 14 must subtract 1d8 points of damage from every attack, physical or otherwise, made against the alchemist.

Phobia

Circle: 4th
Duration: 1 day
Effect: 1 creature
School: Charm
Components: V, G
Resist: Mental 14 (-3+)
Casting time: -4
Range: 50'
Damage type: n/a

Phobia imparts upon the recipient an overwhelming fear of one type of creature or object, such as spiders, gnomes, bells, water etc. As such if the creature is confronted by the chosen entity, it will distance itself from the article as quickly as possible. If the affected creature is not able to escape the presence of this horror, it will instead be driven into a state of irrational anxiety, acting as if affected by the 4th Circle Panic spell.

Precedence

Circle: 4th
Duration: 10 minutes
Effect: Caster only
School: Alteration
Components: V, G
Resist: None
Casting time: -4
Range: n/a
Damage type: n/a

Throughout the duration of the Precedence spell, the alchemist adds a +10 modifier to his or her initiative rolls.

Prey

Circle: 4th
Duration: 10 rounds
Effect: 1 creature
School: Jinxes
Components: V, G
Resist: Mental 14
Casting time: -4
Range: 100'
Damage type: n/a

When cast successfully, the Prey spell renders one creature the target of all hostile creatures of intellect score 5 or less. For example, were a group of travelers attacked by a pack of wolves, a member affected by the Prey spell would become the single target of the pack's aggression.

If a hostile creature has an intellect score greater than 5, a successful Mental Resistance check of 14 will allow that creature to attack other opponents. However, if the Mental Resistance check is unsuccessful, that creature will choose to attack the opponent affected by the Prey spell instead.

Note: The Prey spell will not artificially create hostility towards the affected creature. However, any attacks made upon his peers will be preferentially drawn towards him.

Psychometry

Circle: 4th
Duration: 5 minutes
Effect: Caster only
School: Divination
Components: V, G
Resist: None
Casting time: -4
Range: Touch
Damage type: n/a

When cast upon a non-living non-magical object, Psychometry enables the alchemist to view any event that took place within 20' of the object over a recent period of time. This period of time is equal to 1 day per Circle of the alchemist casting Psychometry. For example, a 5th Circle alchemist casting Psychometry upon a fountain could view all those events that occurred within 20' of the fountain over the past 5 days.

Note: Events revealed by Psychometry will only be seen visually within the alchemist's mind's eye. No auditory or other sensory information is communicated through the object.

Shout

Circle: 4th
Duration: 10 rounds
Effect: 60' radius hemisphere
School: Illusion
Components: G

Resist: Mental 14
Casting time: -3
Range: 60'
Damage type: n/a

The Shout spell causes all creatures within 60' and in front of the alchemist to suffer an earsplitting roar. Any creature failing a Mental Resistance check will be deafened for 10 rounds as a result. Furthermore, any creature rolling a natural 1 while resisting the shout will be stunned for 1d4 rounds.

Note: Any spellcaster rendered deaf must make a Mental Resistance check of 10 each time a spell containing a verbal component is cast, or the spell is lost without effect. A stunned individual's dodge score and movement rate are both halved. Furthermore, a stunned creature may not attack, use items, or cast spells.

Sloth

Circle: 4th
Duration: 10 rounds
Effect: 3 creatures
School: Jinxes
Components: V, G

Resist: Mental 14 (-3+)
Casting time: -4
Range: 100'
Damage type: n/a

Similar to the 3rd Circle Hermetic spell 'Slow', the Sloth spell reduces the speed of a creature's actions by one half. Thus, the affected creatures may only attack or cast a spell every other round. Furthermore, an affected creature's initiative rolls and movement rate are halved. In addition, if the creature affected by Sloth does cast a spell, the casting time for that spell is doubled.

Casting Sloth more than once upon a creature has no additional effect.

Note: If a creature affected by the Sloth spell attacks, it has the same number of attacks as normal. However, the rate of these attacks is reduced so that each round of attacks is followed by one round of inaction. Unlike the Hermetic spell 'Slow', the Sloth spell does not affect the passage of time. Therefore, magical durations are not affected by the spell.

Witches' Ointment

Circle: 4th
Duration: 5 hours
Effect: Special
School: Artifice
Components: V, G, M

Resist: None
Casting time: -4
Range: Touch
Damage type: n/a

Witches Ointment enchants an inert riding device, such as a broomstick, carpet, or wooden horse (up to 500 lbs.), with the ability of flight. Depending on size limitations of the enchanted object, up to one person per Circle of the caster may ride. For example, a 4th Circle alchemist's device could fly with three other passengers.

The flying device may travel at 240' per round.

Alchemy

Circle: 5th
Duration: Permanent
Effect: Special
School: Artifice
Components: V, G, M

Resist: None
Casting time: Special
Range: Touch
Damage type: n/a

By means of the Alchemy spell, the alchemist can create magic potions and elixirs. This is an arduous project however, and the creation of potions requires both time and resources.

In general, an alchemist may create a potion that mimics the effects of any spell he could cast upon himself. For example, an alchemist could create a Potion of Appeal that would confer the effects of the 2nd Circle Appeal spell, or a Potion of Levitation that would act as if the imbiber had cast the 3rd Circle Levitation spell upon himself.

To create such a potion, it is necessary the alchemist be able to cast both the Alchemy spell, as well as the spell that the potion will mimic, as each of these spells must be cast in succession of one another.

As a general rule, the time necessary to create a potion will be one week plus three days for each Circle of the spell to be mimicked by the potion. For example, an alchemist would need to spend 16 days to create a Potion of Levitation. During this time the alchemist must spend at least 8 hours per day working on the potion.

In addition, the ingredients necessary for the Alchemy spell will typically cost 1500 silver royals for each Circle of the spell to be mimicked. Furthermore, as some of these ingredients may not be readily available, the alchemist may need to personally seek them out rather than purchase them. The Game Master will determine the type and availability of any necessary components.

Note: If an alchemist may cast Hermetic or Ritual magic spells in addition to Hedge magic spells, these may also be imbued into a potion with the Alchemy spell. Faith magic may not be imbued into a potion, however. In addition to the Alchemy spell, the Hedge Dweomercraft proficiency is necessary for creation of potions.

Bogeyman

Circle: 5th
Duration: 10 rounds
Effect: Special
School: Illusion
Components: V, G

Resist: Mental 15
Casting time: -5
Range: 50'
Damage type: Special

The Bogeyman spell causes one creature to see a hideous shadowy figure appear as if summoned by the alchemist. Being only a figment of the creature's imagination, this figure cannot be seen by anyone else.

Upon appearing, the Bogeyman will immediately attack the affected creature, and will inflict real damage. Conversely, only the affected creature can injure the Bogeyman. The Bogeyman's statistics are as follows:

Health points: 25, Dodge score: 15, Initiative: +3, Hide/armor: none, To-hit: +4, Attacks: claws: 2 x 1d6 + 2. Intellect: 8, Physical Resist: +4, Mental Resist: n/a, Movement: 180'. The Bogeyman is not affected by spells of possession, charm and illusion, and is immune to poison and disease. Furthermore, the Bogeyman may innately cast the following Hedge magic spells once per day: Double, Enrage and Terror. The Bogeyman may pass through walls.

The Bogeyman disappears if slain or at the end of the spell's duration.

Note: The Bogeyman may be harmed by the affected creature's spells and weapons. However, to onlookers, the affected creature will appear to be attacking nothing, or miscasting spells.

Clone

Circle: 5th
Duration: 1 day
Effect: Special
School: Artifice
Components: V, G, M
Resist: None
Casting time: 1 minute
Range: Special
Damage type: n/a

The Clone spell creates an exact clone of the caster. Upon casting, the caster must enter a state of deep meditation. During this state, the caster may act through the clone, performing any actions that he or she is normally capable of, even casting spells, using disciplines etc. The only difference between the caster and the clone is that the clone has one third as many maximum health points as the caster. For example, an alchemist with 32 health points could create an 11 health point clone. Furthermore, if the clone is reduced to 0 health points, it immediately crumbles to dust. Likewise, the clone dissolves at the end of the spell's duration, or at any time the caster's meditation is broken (Mental Resistance check).

The Clone spell does not replicate the caster's equipment. Thus, any equipment the clone carries must be supplied by the caster. This equipment does not dissolve upon the clone's death.

The material requirement of a Clone spell is an amount of clay, equal in weight to the caster to be cloned.

Note: The nature of the clone is not revealed by Sense Magic, nor may it be dispelled.

Control

Circle: 5th
Duration: 2-8 rounds
Effect: 1 creature
School: Charm
Components: V, G
Resist: Mental 15
Casting time: -5
Range: 40'
Damage type: n/a

The Control spell puts one creature under complete control of the alchemist for the duration of the spell. During this time, the alchemist may act defensively, but he may not physically attack or cast any spells.

A creature under the control of the alchemist will do the caster's bidding, even so far as to attack his friends, surrender his weapon, or even to directly injure itself. Although the caster may not instruct a controlled individual to cast specific spells, a demand to destroy a specific individual may prompt the affected creature to cast an offensive spell.

Creatures instructed to directly injure themselves, such as being told to jump off a cliff, may make an additional Mental Resistance check. If the check is failed, the creature will obey the command. However, if the check succeeds, the Control spell is terminated.

Note: While a character is under the influence of a Control spell, his or her exact responses to the alchemist's demands are to be determined by the Game Master, not by the character's player. Due to the nature of their magic, priests under the Control spell may not be forced to cast spells to their direct detriment; their deity will simply refuse to grant the spell.

Dream

Circle: 5th
Duration: Special
Effect: Special
School: Illusion
Components: V, G
Resist: None
Casting time: -5
Range: n/a
Damage type: n/a

Dream is a very unusual, and at times, very powerful spell. Nonetheless, some scholars assert that the Dream spell doesn't exist at all. When cast, there is apparently no effect, and the round in which Dream was cast passes as usual. However, the following round (10 seconds) may be altered dramatically in respect to the alchemist. Initially, this following round passes with all creatures, including the alchemist, able to act as normal. However, at the end of this second round, the alchemist decides whether or not the round was an actual occurrence, or if it was only a dream.

If the alchemist decides that the round was real, the Dream spell has no effect whatsoever. However, if the alchemist deems the round to be a 'dream', the round, and all effects that occurred within it are undone. In effect, the round is begun once again (replayed) from its very beginning (including a new initiative roll). As such, in respect to the alchemist, fallen comrades might live once again, burned documents be recovered, or any similar irreversible acts might be undone. Yet, to the universe excluding the alchemist, the 'dream round' never occurred.

Note: It is important to stress that the Dream spell affects no other creature but the alchemist. In essence, the Dream spell creates two alternate realities, branched only by the alchemist.

Fool

Circle: 5th
Duration: 1 week
Effect: 1 creature
School: Jinxes
Components: V, G
Resist: Mental 15 (-3+)
Casting time: -5
Range: 60'
Damage type: n/a

When cast successfully, the Fool spell immediately reduces one creature's intellect score to 2. In effect, the affected creature is reduced to an infantile or animalistic intelligence. Thus, the affected creature cannot read or write, and may communicate only through simple grunts and gestures.

If attacked, the creature will defend itself to the best of its ability. However, in general, the creature affected by the Fool spell will seek to avoid conflict whenever possible.

While under the effects of the Fool spell, a creature's decision making is wholly limited to its immediate comfort and needs. Thus, any purpose or intention of greater complexity that was previously held by the affected creature will be subsequently disregarded.

Note: Spellcasters affected by the Fool spell cannot cast.

Gambit

Circle: 5th
Duration: 10 rounds
Effect: 1 creature
School: Alteration
Components: V, G
Resist: None
Casting time: -5
Range: n/a
Damage type: n/a

When cast upon a creature, the Gambit spell gives the creature a +2 to-hit modifier to all attacks made against the alchemist, and a +2 modifier to all Physical and Mental Resistance checks made to resist the alchemist's spells or abilities. However, in turn, the alchemist gains a +5 to-hit modifier applied to all attacks made against the affected creature, and a +5 modifier to all Physical and Mental Resistance checks made to resist the creature's spells or abilities.

Note: The Gambit spell cannot be voluntarily terminated by the alchemist.

Greater Phantasm

Circle: 5th
Duration: 1 hour
Effect: Up to 30' cubic volume
School: Illusion
Components: G
Resist: Mental 15
Casting time: -5
Range: 100'
Damage type: Special

The Greater Phantasm spell enables the alchemist to create an illusion of one creature or object no larger in volume than a 30' cube. As long as the caster concentrates upon the illusion, the phantasm will look and function just as if it were the genuine article. The illusion created by the phantasm includes visual, auditory and olfactory sensations.

Any creature failing a Mental Resistance check will believe the phantasm to be the real thing. For any creature that believes this, the phantasm will be able to inflict real damage upon the creature. For example, were the alchemist to create an illusory Wall of Fire, creatures affected by the phantasm could be burned by its flames. Similarly, were the alchemist to create an illusory medusa, its gaze could turn an affected creature to stone. However, this is only if the creature was aware the gaze of the gorgon had this effect.

If observers that see the phantasm for what it is attempt to dissuade other creatures that are affected, those creatures may make a Mental Resistance check of 15 each round to disbelieve. The greater phantasm has a dodge score appropriate to the creature created. Once the greater phantasm has suffered 10 points of damage, it is dispelled.

Note: Inanimate objects cannot be affected in any way by the Greater Phantasm spell.

Jasper's Mud Man

Circle: 5th
Duration: 10 days
Effect: Special
School: Artifice
Components: V, G, M
Resist: None
Casting time: 4 hours
Range: n/a
Damage type: Kinetic

Jasper's Mud Man spell enables the caster to enchant an automaton created from clay, dirt or loam. The mud man must be a human-sized figure made entirely of these materials, save for a fist-sized brain of jade (approx. 200 silver royals in value). Construction of the figure must be complete before casting of the Mud Man spell. Unaided, this construction typically requires 6 hours of work.

Once constructed, the Mud Man spell is cast in order to animate this automaton. Throughout the extended 4 hour casting of this spell, the alchemist must perform an incantation that must not be disturbed. If completed successfully, the mud man becomes an animated servant, willing to perform simple tasks as instructed by the alchemist.

Health points: 30, Dodge score: 13, Initiative: +2, Hide/armor: 1d6, To-hit: +4, Attacks: fists: 2 x 1d6 + 4. Intellect: 2, Physical Resist: +5, Mental Resist: n/a, Movement: 80'. The mud man is not affected by spells of possession, charm and illusion, and is immune to poison and disease.

Once destroyed, or after ten days has passed, the mud man's jade brain crumbles to dust.

Locate

Circle: 5th
Duration: 1 round
Effect: Caster only
School: Divination
Components: V, G
Resist: Mental 15
Casting time: -5
Range: Any
Damage type: n/a

By means of the Locate spell, an alchemist is able to know the specific location of one item or creature, wherever it may be. However, the Locate spell will only work if the alchemist has previously seen the item or creature to be located.

For the duration of the spell, the caster will 'see' the object or creature in its current surroundings within his mind's eye. In addition, the alchemist will understand the target's whereabouts as if the location had been described to him by someone with the knowledge. For example, a location spell might inform an alchemist that a particular tome is in a specific region, in a specific city, in a specific neighborhood, in a library of a certain name.

Note: If the target of the Locate spell is a creature, that creature will sense the spell, and may make a Mental Resistance check of 15. If successful, the alchemist cannot locate the creature.

Luck

Circle: 5th
Duration: 5 rounds
Effect: Caster only
School: Alteration
Components: V, G
Resist: None
Casting time: -5
Range: n/a
Damage type: n/a

While affected by the Luck spell, all dice rolls made on behalf of the alchemist may be voluntarily discarded and re-rolled once. For example, if an alchemist affected by Luck fails a Mental Resistance check with his first d20 roll, a second d20 roll can be made, and its result be used instead. This can similarly be done for all to-hit rolls, damage rolls, etc. made by the alchemist for the duration of the spell.

The Luck spell also enables the re-roll of individual dice which were rolled together. Therefore, if the alchemist had struck his enemy with a bastard sword and 2d4 were rolled together for damage, the result of one d4 could be kept, where the second d4 could be rolled again to determine the final damage result.

Note: Once an initial roll has been discarded, the result of the second roll must be used, regardless of whether its outcome was more or less desirable than the first.

Mimic Magic

Circle: 5th
Duration: Special
Effect: Special
School: Illusion
Components: V, G
Resist: Mental 15
Casting time: -5
Range: Special
Damage type: Special

The Mimic Magic spell enables the alchemist to cast an illusory version of any spell cast in his presence within the last hour. For example, had the alchemist just witnessed a wizard cast a Fireball spell, the alchemist could then cast an illusory version of the spell that mimicked the effects of the actual evocation.

Once cast, all conscious creatures potentially affected by the spell, adversely or beneficially, must make a Mental Resistance check of 15. All creatures failing this check are subjected to the actual effects of the spell that was mimicked.

Note: If the spell mimicked may be resisted in whole or in part, the creatures targeted may make an additional Mental Resistance check of 15 to reduce or negate its effects. For example, a successful Mental Resistance check of 15 would enable a creature to suffer 2d8 rather than 4d8 from a mimicked Fireball. Unconscious or mindless creatures may not be affected by the Mimic Magic spell.

Misdirect
Circle: 5th
Duration: 10 rounds
Effect: Special
School: Charm
Components: V, G
Resist: Mental 15
Casting time: -5
Range: 60'
Damage type: n/a

When Misdirect is cast, all creatures attempting to physically harm the alchemist must make a Mental Resistance check. If the Mental Resistance check is unsuccessful, the following round, the creature must attack another random creature within range of the alchemist by similar means. This opponent may be friend or foe. If no other creatures are within range of the alchemist, the affected creature may attack the alchemist once again.

Creatures affected by the Misdirect spell will use means similar to those employed to hurt the caster, if able.

Note: After attacking a random creature, the affected creature may attack the alchemist once again. However as long as the Misdirect spell is in effect, a Mental Resistance check of 15 must be made to avoid its effects again.

Misfortune
Circle: 5th
Duration: 1 day
Effect: 3 creatures
School: Jinxes
Components: V, G
Resist: Mental 15 (-3+)
Casting time: -5
Range: 50'
Damage type: n/a

While under the effects of the Misfortune spell, all dice rolls made on behalf of the affected creature must be rolled twice, and the less desirable result is used. For example, if character affected by the Misfortune spell makes a melee attack, two d20 rolls are made, and the lower result is applied. This is similarly done for all proficiency checks, damage rolls, etc.

Object
Circle: 5th
Duration: 4 hours
Effect: Caster only
School: Alteration
Components: V, G
Resist: None
Casting time: -5
Range: n/a
Damage type: n/a

The Object spell enables the caster to transform himself and all his equipment into an inanimate object between 1-100 lbs. in weight. Thus, the alchemist could become a stone, a table, or even a sword. Once transformed, the caster's new form is indistinguishable from the genuine article. However, while in this form, the alchemist may still see and hear as normal.

While affected by the Object spell, the alchemist may only be damaged or targeted by spells as the object might, and not as a living being. Thus, poison would not affect an alchemist in the form of a chair, but a sword blow would. Similarly, the alchemist could not be charmed, but would be affected by a Fireball spell. Physical damage to the alchemist may be modified while in inanimate form, however. For example, a sword blow striking an alchemist in the form of a rock might do as little as 1 health point of damage. On the other hand, were the alchemist in the form of a vase, a sword blow could inflict 10-20 points of damage.

An alchemist may transform only once per Object spell.

Note: If an alchemist in object form falls below zero health points, the spell is cancelled. The alchemist may terminate the spell as desired.

Phantasmagoria
Circle: 5th
Duration: Special
Effect: 80' cubic volume
School: Illusion
Components: V, G
Resist: Mental 15
Casting time: -5
Range: 100'
Damage type: n/a

Phantasmagoria induces intense disorienting visual and auditory hallucinations in all creatures within its area of effect. However, the specific consequence of these hallucinations is determined by the degree of success or failure of the Mental Resistance check made by each individual affected. Thus, although the Phantasmagoria spell affects an area for only an instant, the duration and extent of its effect varies from creature to creature. The consequences of a creature's Mental Resistance check (of 15) are given below:

Missed Mental Resistance check by:
1 to 2 points: Creature suffers intense nausea, unable to act for 1d4 rounds.
3 to 5 points: Creature is confused, able to act in a defensive manner only for 2d4 rounds.
6 to 9 points: Creature is thrown into wild convulsions, unable to stand or act for 2d4 rounds.
10 points or more: Creature is driven permanently insane. Treat as if affected by the 5th Circle Faith magic spell Madness.

Made Mental Resistance check by:
0 to 2 points: Creature is affected by the 1st Circle Perplex spell for 1d4 rounds.
3 to 5 points: Creature is affected by the 1st Circle Perplex spell for 1d2 rounds.
6 points or more: No adverse effect.

For example, were a character to roll a Mental Resistance check with a result of 12 (missed by 3, as 12 + 3 = 15), the character would be confused, able to act in a defensive manner only for 2d4 rounds.

Phrenic Trap
Circle: 5th
Duration: Special
Effect: 2 creatures
School: Charm
Components: V, G
Resist: Mental 15 (-3+)
Casting time: -5
Range: 60'
Damage type: n/a

The Phrenic Trap spell causes creatures to descend into a state of mental confoundment, rendering the victims comatose until the cerebral conundrum is resolved. The time a creature is affected by the Phrenic Trap is largely dependent upon the power of the creature's intellect score. As such, any creature falling victim to the Phrenic Trap may make an additional Mental Resistance check every number of rounds equal to 20 minus its intellect score. Thus, a character with an intellect score of 11 would be afforded an additional Mental Resistance check (of 15) every 9 rounds past the first. Until this Mental Resistance check is successful, the creature remains affected by the Phrenic Trap spell.

Polymorph
Circle: 5th
Duration: 4 hours
Effect: 1 creature
School: Alteration
Components: V, G
Resist: Mental 15
Casting time: -5
Range: 90'
Damage type: n/a

The Polymorph spell enables the caster to change himself, or any one creature into a creature of a different type. This creature may be as small as a mouse, or as large as an elephant. Once polymorphed, the affected creature gains all non-magical abilities of the new form. Thus, an alchemist polymorphed into a fish would be able to swim and to breathe water.

Despite changing the target creature's form, the affected creature's mind remains unaltered. However, the health points, dodge score and other attributes of a polymorphed creature are temporarily altered to those of the new form.

If a creature is polymorphed into another form while wounded, its injuries translate into the same percentage of lost health points. Thus, were an individual with 12 of 20 health points (60% of max.) to polymorph into a 70 health point elephant, he would have 56 of 70 health points upon transformation.

Note: If a polymorphed creature dies, it immediately returns to its original form.

Shrink

Circle: 5th
Duration: 1 day
Effect: 1 creature or object
School: Alteration
Components: V, G
Resist: Mental 15
Casting time: -5
Range: 40'
Damage type: n/a

The Shrink spell reduces one creature or object to one-tenth its normal size. For example, a 5' tall, elf affected by the Shrink spell will become 6" tall. If cast upon a character, that character's strength and endurance attribute scores will be reduced to one-tenth of normal (minimum of 1). All equipment upon a creature will be similarly reduced by the Shrink spell as well.

As a character's endurance is decreased by the Shrink spell, his health point maximum is decreased by an equal number of points (min.1). For example, if a character with 18 health points and an endurance score of 15 is reduced to 2 endurance points due to Shrink, his maximum health points would be decreased to 5 (18 – (15 – 2)), for the spell's duration. A character's dodge score is unaffected by Shrink.

In general, creatures affected by the Shrink spell are reduced to one-tenth normal health points, and inflict one-tenth normal damage (to a minimum of 1).

Magical objects reduced by the Shrink spell will decrease in size, but not in potency. Thus, a magical dagger that inflicted +1 extra points of damage would still do so. Similarly, a shrunken potion would still imbue its normal effects if imbibed.

Casting Shrink more than once upon a creature or object has no additional effect.

Note: Not including any strength penalties induced by the Shrink spell, any normal weapons shrunk with the creature will inflict only one-tenth normal damage, to a minimum of 1. In most cases, this means most weapons will inflict 1 point of damage per hit. For example, a staff reduced by the Shrink spell will only inflict 1 point of damage.

Simulation

Circle: 5th
Duration: 5 rounds
Effect: 1 creature
School: Illusion
Components: V, G
Resist: Mental 15
Casting time: -5
Range: 100'
Damage type: n/a

The Simulation spell causes one creature to become temporarily illusory. During this period the affected individual will appear somewhat unreal. As a result, all actions of the individual made against another will enable those affected to mentally resist the consequences. For example, were an individual affected by Simulation to attack another creature with a sword, that creature could make a Mental Resistance check to avoid any damage from the sword that round, even if the sword blow hit. However, if the Mental Resistance check was unsuccessful, the sword would inflict damage as normal.

Each round, any creature affected by the illusory individual must resist its actions anew. Thus, even a creature that successfully resisted the illusory individual's attack once must do so again the next round.

The Simulation spell affects all physical and magical attacks made by the afflicted individual. For example, if affected by Simulation, even a wizard's Fireball spell may be resisted by a successful Mental Resistance check.

Note: A Mental Resistance check of 15 is necessary to resist the actions of an individual affected by the Simulation spell.

Split

Circle: 5th
Duration: 3 rounds
Effect: Caster only
School: Illusion
Components: V, G
Resist: None
Casting time: -5
Range: 100'
Damage type: n/a

The Split spell causes the alchemist to split into two mirror images of himself, each with the same health points, abilities and equipment. Although the split is illusionary, only be means of a Dispel Magic can the effects of the Split spell be resisted or undone. Once split, each version of the alchemist may act as an independent person, each possessing the same abilities of the original alchemist.

Each copy of the alchemist may cast spells, employ items, or attack as a separate entity. However, any spells used by either image are drawn from the same repertoire. Thus, were one image of the alchemist to cast a 2nd Circle spell, the spell would be removed from a repertoire shared by the two images. As a consequence, neither copy of the alchemist may cast the same spell at the same time, unless multiples of that particular spell Circle were in his repertoire. Similarly, if either image were to employ an item with limited uses, such as a wand, both copies of the wand would lose a charge. Limited use disciplines, such as Greatstrike, are treated in a similar manner.

One-half of any damage suffered by either copy of the alchemist during the split is added when the spell is ended. Thus, were one image to suffer 7 health points, and the other 12 health points of damage during the spell, the alchemist would rejoin with 10 (4 + 6) health points of damage suffered. Furthermore, if either copy of the alchemist is slain, the alchemist will immediately take ½ the damage suffered by the slain version during the spell.

During the Split spell, each copy of the alchemist must remain within 100' of the other. If separated by a greater distance, one copy of the caster disappears, and the spell is ended. However, whenever the split is terminated, the alchemist may select which image disappears, and which is genuine.

Note: Due to the nature of the Split spell, occasional apparent paradoxes may arise. In these cases, it is left to the Game Master to referee any consequences. However, it should be remembered that the

Split spell is fundamentally illusory. As such, irresolvable paradoxes will simply result in the spell being terminated.

True Strike

Circle: 5th
Duration: 2 hours
Effect: 1 weapon
School: Artifice
Components: V, G, M
Resist: None
Casting time: -5
Range: Touch
Damage type: n/a

When the True Strike spell is cast upon a weapon, the next two attacks with that weapon will automatically hit its target. No to-hit roll is needed; only damage must be determined.

True Strike may be cast upon missile weapons, however if the missile exceeds twice its maximum range, it will miss its mark.

The True Strike spell ends upon the second hit made with the weapon, or at the end of the spell's duration.

Note: Although True Strike ensures that a weapon will hit, it does not guarantee the weapon will inflict damage. For example, a creature immune to non-magical weapons could be struck, but not damaged by a weapon enchanted with the True Strike spell.

Faith Magic

Faith magic is granted as a result of a character's devotion and servitude to a specific deity. Therefore, absolute commitment to this higher power is essential to maintaining spell-casting ability. Those capable of Faith magic are often referred to as priests, clerics, or curates.

Note: Faith magic does not require the complex gestured movements associated with Hermetic or Hedge magic. Therefore, wearing armor does not interfere with the casting of a priest's spells.

Memorizing and acquiring new spells: Unlike other magic, Faith magic tends to be tuned to the ethos of the deity from which it is granted. For example, a priest who worships a deity of compassion would be granted spells primarily of a protective or healing nature.

Unlike wizards or alchemists whose spells must be learned, priests may cast any spell within their repertoire as soon as it becomes available to them. For example, upon gaining 2nd Circle, a priest may cast all spells of 2nd Circle that are permitted by his or her deity.

In addition, unlike wizards or alchemists who must memorize their spells from books, priests regain their spell-power through simple prayer and meditation. Generally, four hours of uninterrupted worship is enough to replenish a priest's repertoire of spells.

Spell repertoire: Like other spellcasters, the base number of spells a priest may cast of any given Circle per day is equal to 1 plus the number of Circles the priest has achieved since acquiring that Circle of spell-power. For example, without considering any presence score bonuses, a 4th Circle priest may cast four 1st Circle, three 2nd Circle, two 3rd Circle, and one 4th Circle spells per day.

After achieving the 8th Circle of spell-power, the priest may then spend the cost of 8th Circle (32 skill points) again to add one more spell to each Circle of his or her repertoire. For example, (without presence bonuses) a 8th Circle priest whom has spent 32 additional skill points may cast nine 1st, eight 2nd, seven 3rd, six 4th, five 5th, four 6th, three 7th, and two 8th Circle spells per day.

Note: Acquiring Faith Magic Potential automatically enables a priest to cast spells of the 1st Circle. However, the ability to cast spells of higher Circles requires expenditure of additional skill points.

Priests may earn additional spells due to a high presence score (see presence attribute table).

Spell Domains: Every priest spell belongs to a Domain that reflects the spiritual nature of the spell. As spells of Faith magic are drawn from the otherworldly power of the priest's deity, a priest's spells are in aligned to his or her particular ethos. Thus, the faith of a priest will determine which spells may be part of his or her repertoire, as each deity will grant spells of certain Domains, and forbid the spells of others.

The four Faith magic Domains are: Benefaction, Damnation, Revelation, and Tellurgy.

In general, a priest has one primary, one secondary, and one tertiary Domain. A priest may cast spells of 1st through 8th Circle from his primary Domain, spells of 1st through 6th Circle from his secondary Domain, and spells of 1st through 3rd Circle from his tertiary Domain. For example, a priest that worships a god of war might have a primary Domain of Damnation, a secondary Domain of Tellurgy, and a tertiary Domain of Benefaction. Thus, the priest could cast 1st through 3rd Circles spells from the Benefaction Domain, spells of 1st through 6th Circle from the Tellurgy Domain, and spells of 1st through 8th Circle from the Damnation Domain. This priest could not cast spells of Revelation.

Alternately, some deities may grant their priests spells of all Circles from two of the Faith magic Domains, and forbid spells from the other two Domains. In other words, some priest may have two primary Domains and no secondary or tertiary Domains. For example, a goddess of nature might grant her priests spells of 1st through 8th Circles from the Domains of Revelation and Tellurgy.

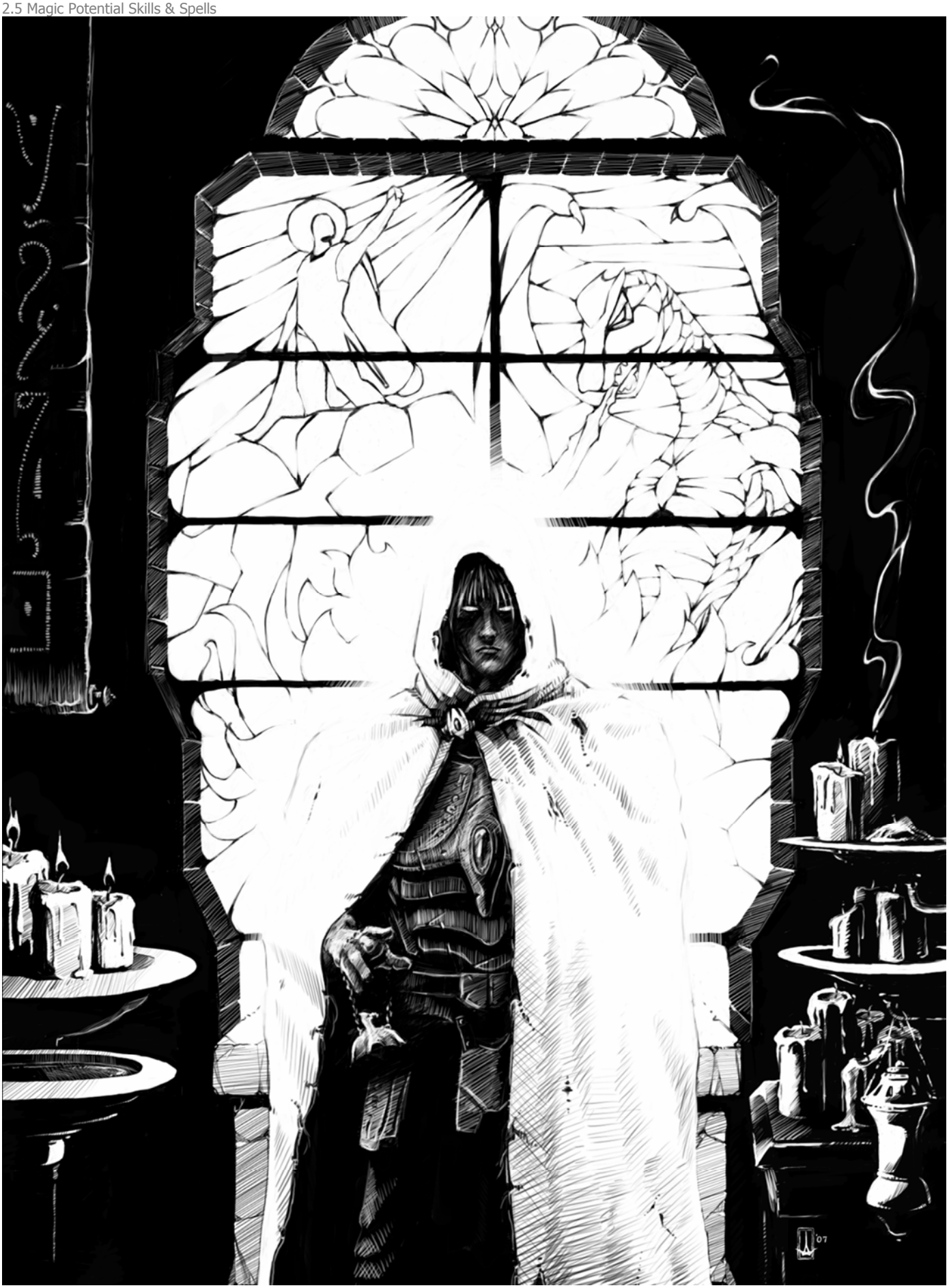
Note: As the Game Master will determine the ethos for any particular campaign, the deities that may be worshipped as well as the Domains associated with those deities will be decided at his or her discretion.

Spell consolidation and substitution: Unlike other spellcasters, priests have the unique ability to consolidate two spells within their daily repertoire into one spell of the next higher Circle. For example, a priest might sacrifice two 4th Circle spells in order to gain one 5th Circle spell. Upon doing so, both 4th Circle spells would be removed from the priest's repertoire and one 5th Circle spell would be added. This may be done by the priest at any time, and the spell resulting from this consolidation may be cast as normal.

A priest may only consolidate spells if the he or she possesses the Spell Circle discipline of the spell to be added. For example, a 2nd Circle priest could consolidate two 1st Circle spells to create one 2nd Circle spell; however, the priest could not consolidate two 2nd Circle spells, as he lacks the 3rd Circle Spell discipline.

In addition to consolidation, at any time priest may substitute a spell within his repertoire for a spell of the next lower circle. For example, a priest might sacrifice one 7th Circle spell in order to gain one 6th Circle spell. Upon doing so, the 7th Circle spell would be removed from the priest's repertoire and one 6th Circle spell would be added. This may be done by the priest at any time, and the spell resulting from the substitution may be cast as normal.

A priest may only substitute a spell if the spell gained does not exceed his maximum number of spells for that Circle.



Faith Magic Spells

Faith magic spells are granted by and wholly dependent upon the priest's deity. For this reason, a priest's spells will generally reflect the nature of the deity's ethos. Normally, a priest may use a spell to any effect. However, if the objective of the spell is in direct opposition to the deity's will, the spell may not be granted.

Table 2.5.3: Faith magic spells

1st Circle	Domain	2nd Circle	Domain	3rd Circle	Domain	4th Circle	Domain
Allay	*benef.*	Aphasia	*damn.*	Clairvoyance	*rev.*	Agony	*damn.*
Blindness	*damn.*	Call Lesser Fauna	*tellur.*	Confuse	*damn.*	Anticipate	*rev.*
Calm Animal	*benef.*	Charm Animal	*tellur.*	Curse	*damn.*	Atony	*damn.*
Clairaudience	*rev.*	Cripple	*damn.*	Disease	*damn.*	Benediction	*benef.*
Courage	*benef.*	Cure Blindness	*benef.*	Divine Favor	*benef.*	Call Fauna	*tellur.*
Darkness	*tellur.*	Enthrall	*tellur.*	Enlighten	*rev.*	Choke	*damn.*
Dishearten	*damn.*	Farsight	*rev.*	Exorcism	*benef.*	Conflagration	*tellur.*
Empathy	*rev.*	Fear	*damn.*	Heal Wounds	*benef.*	Cure Disease	*benef.*
Fright	*damn.*	Insight	*rev.*	Hindsight	*rev.*	Death's Door	*benef.*
Guide	*rev.*	Inspirit	*benef.*	Message	*rev.*	Delivery	*benef.*
Heal Minor Wounds	*benef.*	Mend	*benef.*	Paralyze	*damn.*	Dominion	*rev.*
Hurt	*damn.*	Plant Growth	*tellur.*	Plant Form	*tellur.*	Pestilence	*damn.*
Illuminate	*tellur.*	Protection from Charm	*benef.*	Protection from Undead	*benef.*	Familiarity	*rev.*
Invisibility to Undead	*benef.*	Protection from Cold	*benef.*	Rain	*tellur.*	Maim	*damn.*
Persuade	*tellur.*	Protection from Heat	*benef.*	Remove Poison	*benef.*	Move Water	*tellur.*
Resilience	*benef.*	Sense Life	*rev.*	Reveal Enchantment	*rev.*	Animate Plants	*tellur.*
Seal Portal	*tellur.*	Scourge	*damn.*	Sense Illusion	*rev.*	Predict Magic	*rev.*
Sense Charm	*rev.*	Sight	*rev.*	Silence	*tellur.*	Psychometry	*rev.*
Sense Deception	*rev.*	Sustenance	*tellur.*	Shatter	*tellur.*	Read	*rev.*
Sense Magic	*rev.*	Telepathy	*rev.*	Strike	*damn.*	Repel Undead	*benef.*
Spiritual Armor	*benef.*	Tongues	*rev.*	Summon Lesser Fauna	*tellur.*	Scry Shield	*benef.*
Stun	*damn.*	Wane	*damn.*	Talisman	*benef.*	Summon Lesser Avatar	*tellur.*
Water Walk	*tellur.*	Wind	*tellur.*	Torment	*damn.*	Swarm	*tellur.*
Weakness	*damn.*	Wrench	*damn.*				

5th Circle	Domain	6th Circle	Domain	7th Circle	Domain	8th Circle	Domain
Animal Form	*tellur.*	Aura of Protection	*benef.*	Animate Earth	*tellur.*	Damnation	*damn.*
Banish	*benef.*	Alter Weather	*tellur.*	Annul	*benef.*	Death	*damn.*
Channel	*rev.*	Anamnesis	*rev.*	Awareness	*rev.*	Earthquake	*tellur.*
Clarity	*rev.*	Call Greater Fauna	*tellur.*	Commune	*rev.*	Everday/Evernight	*tellur.*
Crumble	*tellur.*	Control	*damn.*	Consecrate	*benef.*	Imbue	*rev.*
Failure	*damn.*	Enfeeblement	*damn.*	Cure	*benef.*	Link	*rev.*
Haunt	*damn.*	Eye of God	*rev.*	Destroy Undead	*benef.*	Magic Resistance	*benef.*
Heal Severe Wounds	*benef.*	Freeze	*tellur.*	Drain Life	*damn.*	Plague	*tellur.*
Lightning Strike	*tellur.*	Glyph of Ruin	*damn.*	Ego Incarnation	*rev.*	Recall	*rev.*
Locate	*rev.*	Immolate	*damn.*	Elemental Form	*tellur.*	Relic, Holy	*benef.*
Madness	*damn.*	Immunity	*benef.*	Elemental Wall	*tellur.*	Relic, Unholy	*damn.*
Pain Touch	*damn.*	Impart Skill	*rev.*	Harm	*damn.*	Relic, Telluric	*tellur.*
Project	*rev.*	Improved Psychometry	*rev.*	Holy Might	*benef.*	Relic, Vatic	*rev.*
Replenish	*rev.*	Mitigate	*benef.*	Implore	*damn.*	Restore	*benef.*
Sanctuary	*benef.*	Pacify	*benef.*	Mass Hysteria	*damn.*	Resurrect	*benef.*
Sandstorm	*tellur.*	Read Mind	*rev.*	Mindblank	*damn.*	Steal Skill	*rev.*
Smite	*damn.*	Soul Snare	*damn.*	Reincarnate	*tellur.*	Summon Greater Avatar	*tellur.*
Summon Fauna	*tellur.*	Spirit Form	*benef.*	Savant	*rev.*	Winterkill	*damn.*
Regenerate	*benef.*	Storm	*tellur.*	Summon Greater Fauna	*tellur.*	Wrath	*damn.*
Repel	*benef.*	Summon Avatar	*tellur.*	Theurgic Replication	*rev.*		
Wall of Pain	*damn.*	Vision	*rev.*				
Wind Walk	*tellur.*						

Faith Magic Spell Composition

Each Faith magic spell is composed of similar properties that may be described by Circle, duration, effect, etc. An explanation of these properties is provided preceding the spell descriptions:

Circle: Faith magic spells are divided into 8 Circles of spell-power. Spells of the 1st Circle are the weakest, and spells of the 8th Circle are the most powerful.

Duration: The spell's duration indicates how long the spell remains in effect.

If a spell's duration is measured in rounds, the spell will last the noted number of rounds in addition to the one in which it was cast. For example, if a spell's duration is 2 rounds, it will remain in effect for 2 rounds in addition to the one in which it was cast.

Effect: The effect of the spell specifies the target and/or area of effect of the spell. If multiple creatures may be targeted, the effect indicates the maximum number of creatures that may be targeted by the spell. A priest may always choose to target fewer creatures than the maximum, but not more. For example, if the Effect reads: 3 creatures, the priest may target one, two or three creatures with the spell.

Domain: Each priest spell belongs to a Domain that reflects the spiritual nature of the spell. The four Faith magic Domains are: Benefaction, Damnation, Revelation, and Tellurgy.

Components: All spells require one or more components as part of their magical formulae of incantation. Components are either verbal: V, gestured: G, or material: M.

Resist: Some spells that may be cast upon living creatures may be resisted by an unwilling target. Resist indicates whether the spell may be resisted, in whole or in part, and the difficulty of doing so. However, unlike the spells of other casters, the difficulty in resisting a priest's spell is determined not by the spell itself, but by the power of the priest casting it. Thus, for each Circle of the priest casting the spell, a +1 adjustment is added to its resistance target number.

Here, the abbreviation 'PC' is used for 'priest's Circle'. For example, if a 3rd Circle priest casts the 2nd Circle spell Aphasia, which reads, 'Mental 10 + PC', a creature must make a Mental Resistance check of 13 to resist the spell. If this same spell was cast by a 5th Circle priest, the Mental Resistance check target number would be 15. If the Mental Resistance check is successful, the creature is unaffected.

Note: By default, 8th Circle Faith magic spells always have a resistance target number of 18.

If a spell may affect multiple targets, a successful resistance by one target protects that target only. Each creature targeted by a spell must resist the spell individually.

Casting time: Casting time is explained in detail in the Combat rules section (see the Combat section). Briefly, casting time indicates how long it takes to completely cast the spell during combat. For example, if a spell with casting time -3 is begun at initiative 7, the spell's effect will take place at initiative 4.

Range: Range indicates the distance between the caster and the spell's area of effect and/or target. For example, a spell that affects a target creature with a range of 10' may be cast upon any creature within 10' of the caster.

Damage type: Some creatures have varying susceptibilities to different sources of injury. For example, a creature that lives in fire would likely suffer no damage from fire-based spells, but may suffer twice normal damage from cold-based attacks. For those spells that cause damage, damage type indicates the nature of the injury caused by the spell.

Note: Armor will absorb physical damage from spells. Armor will not protect against energy damage, however.

Faith Magic Spell Descriptions

The following includes a complete description of each Faith magic spell:

Allay

Circle: 1st
Duration: 1 hour
Effect: 1 creature
Domain: Benefaction
Components: V, G
Resist: None
Casting time: -1
Range: 10'
Damage type: n/a

When cast, the Allay spell restores 1 health point to the creature targeted. In addition, all physical damage inflicted upon the spell's recipient during the spell's duration is reduced by 1 point.

Note: Additional Allay spells cast upon the same creature will heal one point of damage, but will not reduce additional damage suffered.

Blindness

Circle: 1st
Duration: 2-8 rounds
Effect: 1 creature
Domain: Damnation
Components: V, G
Resist: Mental 10 + PC
Casting time: -1
Range: 10'
Damage type: n/a

When cast the Blindness spell strikes one creature completely blind. The creature's eyes are not physically harmed by the spell. However, until the duration has passed, the creature will be unable to see.

Any blinded creature makes melee attacks at -5 to-hit, and missile weapon attacks at -10 to-hit. In addition, the creature's dodge score is adjusted by -5.

Note: If a spellcaster casts a spell requiring a specific target that he or she cannot see, there is a 30% chance the spell fails without effect.

Calm Animal

Circle: 1st
Duration: 10 minutes
Effect: 1 creature
Domain: Tellurgy
Components: V, G
Resist: Mental 10 + PC
Casting time: -1
Range: 100'
Damage type: n/a

Calm Animal causes one natural animal (i.e. bear, insect, fox, wolf, etc.), to become pacified and generally non-aggressive. Thus, the priest could pacify an attacking dog, or swim past an affected crocodile. Once affected, the animal becomes pacified in respect to all other creatures. If threatened, the creature will generally flee. However, if the animal is attacked, the Calm Animal spell is broken.

Calm Animal will not affect creatures with an intellect score 6 or greater. Furthermore, Calm Animal will not affect unnatural creatures such as centaurs, griffons or wyverns.

Note: The Calm Animal spell will affect primates such as monkeys or apes, but not partially or wholly civilized humanoid races.

Clairaudience

Circle: 1st
Duration: 10 minutes
Effect: Caster only
Domain: Revelation
Components: G
Resist: None
Casting time: -1
Range: ¼ mile
Damage type: n/a

Clairaudience enables the priest to listen to any locale within the spell's range as if he or she were actually there. Thus, the priest could eavesdrop on a conversation in the next room, or listen to the orders of a general from across a battlefield.

Note: The Clairaudience spell does not aid the priest in recognition of voices or sounds in any way.

Courage

Circle: 1st
Duration: 10 minutes
Effect: 2 creatures
Domain: Benefaction
Components: V, G
Resist: None
Casting time: -1
Range: 20'
Damage type: n/a

The Courage spell imbues one or two creatures with a strong feeling of self-confidence and fearlessness. In combat, Courage will improve a creature's initiative rolls and to-hit rolls by +1, and its Physical Resistance rolls and Mental Resistance rolls by +2.

Casting Courage more than once upon a creature has no additional effect.

Darkness

Circle: 1st
Duration: 2 hours
Effect: 10' radius
Domain: Tellurgy
Components: V, G
Resist: Mental 10 + PC
Casting time: -1
Range: 30'
Damage type: n/a

Darkness creates an area of unnatural darkness centered upon a point or object chosen by the caster. This darkness is unaffected by any natural light, and thus renders all in it completely blind. If the Darkness spell is centered upon an unwilling creature, successful resistance indicates the spell fails without effect.

Any blinded creature makes melee attacks at -5 to-hit, and missile weapon attacks at -10 to-hit. In addition, the creature's dodge score is adjusted by -5.

Note: If a spellcaster casts a spell requiring a specific target that he or she cannot see, there is a 30% chance the spell fails without effect.

Dishearten

Circle: 1st
Duration: 1 hour
Effect: 4 creatures
Domain: Damnation
Components: V, G
Resist: Mental 10 + PC
Casting time: -1
Range: 50'
Damage type: n/a

When cast the Dishearten spell fills one to four creatures with an overwhelming feeling of uncertainty and morose. As a consequence, the creature's to-hit rolls are modified by -1, and Mental or Physical Resistance rolls by -2. Furthermore, if cast upon a character, the victim must add a -4 to all presence-related proficiency checks, and a -2 modifier to all other proficiency checks.

Casting Dishearten more than once upon a creature has no additional effect.

Empathy

Circle: 1st
Duration: 10 minutes
Effect: Caster only
Domain: Revelation
Components: G
Resist: None
Casting time: -1
Range: 30'
Damage type: n/a

While under the effects of the Empathy spell, the priest may sense the emotions of all sentient creatures within range of the spell. The Empathy spell will provide the priest with a creature's general state of mind, such as distrustful, scared, nervous, or calm. However, the Empathy spell will not provide the reason for the creature's emotions, or reveal the subject of the creature's thoughts.

Fright

Circle: 1st
Duration: 2-5 rounds
Effect: 1 creature
Domain: Damnation
Components: V, G
Resist: Mental 10 + PC
Casting time: -1
Range: 20'
Damage type: n/a

The Fright spell causes one creature to become overwhelmingly afraid of the priest. If able, the creature affected will flee from the priest as quickly as possible. If the creature is not able to escape, it will simply cower or beg for mercy.

Guide

Circle: 1st
Duration: 1 hour
Effect: Caster only
Domain: Revelation
Components: V, G
Resist: None
Casting time: -1
Range: n/a
Damage type: n/a

The Guide spell will provide the caster with an accurate sense of direction towards one unique object or creature the caster has previously seen.

Guide will not work if either the object or the creature is on different plane of existence than the priest. Furthermore, the Guide spell will fail if the object or creature is protected from scrying magic.

Heal Minor Wounds

Circle: 1st
Duration: Permanent
Effect: 1 creature
Domain: Benefaction
Components: V, G
Resist: None
Casting time: 10 rounds
Range: 10'
Damage type: n/a

Heal Minor Wounds replaces health points equal to 2d4 + 1 per Circle of caster to the spell's recipient. For example, a priest able to cast 4th Circle spells may heal 2d4 + 4 health points with this spell.

Heal Minor Wounds will only restore health points up to the creature's maximum health point total and not beyond.

Note: Heal Minor Wounds requires a small ceremony which takes 10 rounds to complete.

Hurt

Circle: 1st
Duration: Permanent
Effect: 1 creature
Domain: Damnation
Components: V, G
Resist: None
Casting time: -1
Range: 10'
Damage type: Energy

The Hurt spell inflicts damage upon a creature equal to 1d4 + 1 per Circle of caster. For example, a priest able to cast 2nd Circle spells may inflict 1d4 + 2 points of damage with this spell.

Illuminate

Circle: 1st
Duration: 3 hours
Effect: 20' radius
Domain: Tellurgy
Components: V
Resist: Mental 10 + PC
Casting time: -1
Range: 10'
Damage type: n/a

Illuminate creates an area of soft light centered upon an object targeted by the caster. This light is similar in brightness to torchlight, and thus negates any vision penalties due to darkness. If the object targeted is an unwilling creature, successful Mental Resistance check indicates the spell fails without effect.

Invisibility to Undead

Circle: 1st
Duration: 10 minutes per Circle
Effect: Caster only
Domain: Benefaction
Components: V, G

Resist: Special
Casting time: -1
Range: n/a
Damage type: n/a

The Invisibility to Undead spell makes the priest temporarily undetectable by undead creatures (i.e. skeletons, zombies, ghosts, etc.). However, while Invisibility to Undead renders the priest undetectable by mindless undead, undead with an intellect score greater than 3, such as vampires, may make a Mental Resistance check of 10 + PC to detect the priest.

Persuade

Circle: 1st
Duration: 10 minutes per Circle
Effect: 2 creatures
Domain: Tellurgy
Components: V, G

Resist: Mental 10 + PC
Casting time: -1
Range: 40'
Damage type: n/a

When cast successfully, the Persuade spell enables the priest to temporarily convince one or two creatures of a particular idea, whether it is true or not. However, the Persuade spell may work only if the notion the caster suggests has at least a remote possibility of being true as far as the targeted creatures are concerned. Thus, a member of the town guard might be persuaded to think the priest is an ambassador whom is visiting the mayor. However, the guard will not likely believe the priest to be the mayor himself, unless he was unfamiliar with the mayor's likeness.

In any case, the Persuade spell cannot convince a creature to act to its obvious detriment.

Note: In most cases, affected creatures will cease to believe bogus information when the spell's duration ends. A creature able to resist the Persuade spell will not be aware the spell was cast, but as a result, will have a somewhat more negative opinion of the priest.

Resilience

Circle: 1st
Duration: 1 hour
Effect: 1 creature
Domain: Benefaction
Components: V, G

Resist: None
Casting time: -1
Range: 10'
Damage type: n/a

The Resilience spell imbues one creature with a deep feeling of confidence and resolve. In combat, Resilience will improve a creature's Physical Resistance rolls and Mental Resistance rolls by +1. In addition, characters affected by Resilience may continue to remain conscious at zero health points or below as if they had the Last Stand discipline. If the affected character already possesses the discipline, the Resilience spell applies a +3 modifier to Physical Resistance checks associated with Last Stand.

Just as with the discipline, a successful Last Stand check must be made immediately upon being brought to zero or less health points, and at the beginning of every additional round for the character to remain conscious. Similarly, regardless of the Resilience spell, all characters die if their health points fall below zero more than one-half their endurance score.

Note: If cast upon a non-character creature, Resilience enables the creature to employ the Last Stand discipline until it is reduced to less than -10 health points.

Seal Portal

Circle: 1st
Duration: Permanent
Effect: 1 portal
Domain: Tellurgy
Components: V, G

Resist: None
Casting time: -1
Range: Touch
Damage Type: n/a

The Seal Portal spell magically seals one closed door or similar portal. Seal Portal cannot affect doors larger than 8' x 16' in area. The effect of Seal Portal is that the affected doorway cannot be opened, save with a Dispel Magic spell, or with a successful Feat of Strength of 24.

Seal Portal may only be cast upon closed portals, not upon open passageways.

Sense Charm

Circle: 1st
Duration: 10 rounds
Effect: Caster only
Domain: Revelation
Components: V, G

Resist: None
Casting time: -1
Range: 20' radius
Damage type: n/a

Sense Charm enables the priest to perceive whether creatures within range are under the effects of a magical charm or spiritual possession.

Sense Deception

Circle: 1st
Duration: 10 minutes
Effect: Caster only
Domain: Revelation
Components: G

Resist: None
Casting time: -1
Range: 20' radius
Damage type: n/a

Sense Deception enables the priest to perceive verbal falsehoods or physical deception, such as pick-pocketing, stealth, or cheating within the spell's range. For example, a Sense Deception spell will reveal that a merchant is lying, or that an assassin is hidden in the shadows.

Note: Although Sense Deception will reveal a fabrication to the caster for what it is, it will not provide the caster with any knowledge of the truth.

Sense Magic

Circle: 1st
Duration: 10 rounds
Effect: Caster only
Domain: Revelation
Components: V

Resist: None
Casting time: -1
Range: 10' radius
Damage type: n/a

Sense Magic enables the caster to perceive magical enchantments upon items or effects of a magical nature. However, in most cases, Sense Magic will not reveal that a creature is under the effects of a spell.

Spiritual Armor

Circle: 1st
Duration: 30 minutes
Effect: 1 creature
Domain: Benefaction
Components: V

Resist: None
Casting time: -1
Range: 10'
Damage Type: n/a

The Spiritual Armor spell imbues one creature with a minor spiritual aura of protection. This aura will appear as a pale white wisp that surrounds the affected creature. While protected by this aura, the

creature's Mental and Physical Resistance rolls are modified by +1. Furthermore, the Spiritual Armor absorbs 1d2 points of damage from physical attacks. This damage absorbance is cumulative with worn armor.

Note: Only one Spiritual Armor spell may affect a creature at a time. Additional castings of the spell upon the same creature will have no effect.

Stun

Circle: 1st
Duration: 1-2 rounds
Effect: 1 creature
Domain: Damnation
Components: V, G
Resist: Physical 10 + PC
Casting time: -1
Range: 20'
Damage type: n/a

The Stun spell renders one creature unable to act for 1d3 rounds.

Note: A stunned individual's dodge score and movement rate are both reduced by ½. Furthermore, a stunned creature may not attack, use items, or cast spells.

Water Walk

Circle: 1st
Duration: 10 minutes per Circle
Effect: Caster only
Domain: Tellurgy
Components: V, G
Resist: Mental 10 + PC
Casting time: -1
Range: n/a
Damage type: n/a

The Water Walk spell enables the caster to walk upon water or similar liquids as though he were walking upon solid ground.

Note: If the priest, while affected by Water Walk falls upon a body of water, he will suffer damage as though he had fallen upon solid earth.

Weakness

Circle: 1st
Duration: 10 minutes
Effect: 1 creature
Domain: Damnation
Components: V, G
Resist: Mental 10 + PC
Casting time: -1
Range: 50'
Damage type: n/a

The Weakness spell reduces the strength of a character by 1d4 + 4 points (min. 1). If cast upon a non-character creature, Weakness applies a -2 modifier to creature's Mental and Physical Resistance rolls, and its attack damage is modified by -2.

Aphasia

Circle: 2nd
Duration: 4 hours
Effect: 1 creature
Domain: Damnation
Components: V, G
Resist: Mental 10 + PC
Casting time: -2
Range: 30'
Damage type: n/a

When cast successfully, the Aphasia spell renders one creature completely mute. The creature is not physically harmed by the spell. However, until the duration has passed, or until magically cured, the creature will be unable to speak or vocalize.

Call Lesser Fauna

Circle: 2nd
Duration: 1 hour
Effect: Special
Domain: Tellurgy
Components: V, G
Resist: None
Casting time: -2
Range: Special
Damage type: Special

When cast, Call Lesser Fauna recruits a small number of natural creatures to serve the priest. The creatures will be indigenous to the area, and are actually called forth by the spell. As they must physically travel to the priest's location, the creatures will arrive within 1d6 rounds after the spell is cast. These creatures will perform simple tasks if able, or attack the priest's foes. The number and type of creatures beckoned by the priest are determined by the local environment and the Game Master. However some typical creatures that might respond to the spell are described below:

Desert: 1d3 Rattlesnakes: Health points: 2, Dodge score: 15, Initiative: +3, Hide/armor: none, To-hit: +2, Attacks: bite: 1 x 0. Intellect: 2, Physical Resist: -3, Mental Resist: -3, Movement: 40'. If bit, victim must make a Physical Resistance check of 12 or lose 1d4 + 1 endurance points (min. 1) for 1 week. If the creature has no endurance, it loses 1d4 + 1 health points (min. 0).

Forest: 1d3 Wolverines: Health points: 5, Dodge score: 13, Initiative: +2, Hide/armor: none, To-hit: +2, Attacks: bite: 1 x 1d3. Intellect: 3, Physical Resist: -1, Mental Resist: -1, Movement: 80'.

Mountains: 1d3 Mountain goats: Health points: 6, Dodge score: 13, Initiative: +0, Hide/armor: none, To-hit: +0, Attacks: ram: 1 x 1d3. Intellect: 3, Physical Resist: -1, Mental Resist: -3, Movement: 80'.

Ocean: 1d3 Eels: Health points: 3, Dodge score: 14, Initiative: +1, Hide/armor: none, To-hit: +2, Attacks: bite: 1 x 1. Intellect: 2, Physical Resist: -3, Mental Resist: -3, Movement: swim 40'. If bit, victim must make a Physical Resistance check of 12, or lose 1d4 agility points (min. 1) and 1d4 endurance points (min. 1) for 2 days. If the creature has no agility and endurance, it loses 1d4 dodge and 1d4 + 1 health points (min. 0).

Underground: 2d4 Large bats: Health points: 3, Dodge score: 17, Initiative: +3, Hide/armor: none, To-hit: +1, Attacks: bite: 1 x 1. Intellect: 2, Physical Resist: -3, Mental Resist: -3, Movement: fly 240'.

Typically, the Call Lesser Fauna spell will call at least one creature. However, if the local area is devoid of life, the spell will fail. At the duration's end, these creatures will retreat into the surrounding terrain.

Note: The list of creatures provided here is not exhaustive, and the Game Master should feel free to add other fauna of similar power that may be beckoned.

Charm Animal

Circle: 2nd
Duration: 1 hour per Circle
Effect: 1 creature
Domain: Tellurgy
Components: V, G
Resist: Mental 10 + PC
Casting time: -2
Range: 100'
Damage type: n/a

The Charm Animal spell places one natural animal (i.e. bird, fish, fox, bear, etc.), completely under the control of the priest. Once charmed, this animal will be loyal to the priest only, attacking or defending him to the best of its ability, or performing simple tasks if able.

Charm Animal will not affect creatures with an intellect score 5 or greater. Furthermore, Charm Animal will not affect unnatural creatures such as centaurs, griffons or wyverns.

Note: The Charm Animal spell will affect primates such as monkeys or apes, but not partially or wholly civilized humanoid races.

Cripple

Circle: 2nd
Duration: 1 hour per Circle
Effect: 1 creature
Domain: Damnation
Components: V, G

Resist: Mental 10 + PC
Casting time: -2
Range: 10'
Damage type: n/a

Cripple causes one appendage (arm, leg, tail, etc.) of the targeted creature (of up to 1000 lbs. in weight) to become twisted and cadaverous, so as to be nearly unusable. If cast upon a leg, the creature's movement is reduced by the fraction of total legs the appendage represents. Thus, a bipedal would move at ½ its normal rate; a quadruped would move at ¼ its normal rate, etc.

If Cripple is cast upon the arm of a humanoid, the victim can no longer use the arm effectively. Thus, all two-handed items cannot be used. Furthermore, if the arm of a spellcaster is crippled, all spells employing a gestured component have only a 30% chance of being cast successfully.

Cure Blindness

Circle: 2nd
Duration: Permanent
Effect: 1 creature
Domain: Benefaction
Components: V, G

Resist: None
Casting time: -2
Range: 10'
Damage type: n/a

The Cure Blindness spell instantly cures all forms of non-magical blindness. However, if the cause of blindness is magical, the afflicted creature must make a successful Physical Resistance check of target number 12 at the time Cure Blindness is cast, adjusted by -2 per Circle of the priest. For example, if a 4th Circle priest attempts to cure a magical blindness, the afflicted creature must make a Physical Resistance check of 4. An unsuccessful Physical Resistance check indicates the magical blindness has not been cured.

Enthrall

Circle: 2nd
Duration: 1 hour
Effect: 6 creatures
Domain: Tellurgy
Components: V

Resist: Mental 10 + PC
Casting time: -2
Range: 80'
Damage type: n/a

The Enthrall spell induces one or more semi-intelligent or intelligent creatures to view the priest as a persuasive, amiable personality. Affected creatures will remain engaged with the priest, eager to hear what he has to say, and will be agreeable to aid him in any trivial manner. The creatures affected will remain enamored so as long the priest does not grossly offend or act to their obvious detriment, or until the end of the spell's duration.

If the priest uses any presence-related proficiencies, all checks that pertain to creatures affected by the Enthrall spell are made with a +4 modifier.

The initial attitude of targeted creatures towards the priest modifies their Mental Resistance check to resist the spell as such: positive, affable: -3, neutral, apathetic: 0, negative, hostile: +3.

Note: In general, a creature able to resist the Enthrall spell will not be aware the spell was cast.

Farsight

Circle: 2nd
Duration: 10 minutes
Effect: Caster only
Domain: Revelation
Components: V, G

Resist: None
Casting time: -2
Range: n/a
Damage type: n/a

The Farsight spell enables the priest to see all things within three miles in clear detail as long as line-of-sight exists. For example, a priest affected by the Farsight spell could determine the identity and dress of a sailor standing upon the deck of a ship two miles out to sea.

Fear

Circle: 2nd
Duration: 5 rounds
Effect: 3 creatures
Domain: Damnation
Components: V, G

Resist: Mental 10 + PC
Casting time: -2
Range: 40'
Damage type: n/a

The Fear spell causes up to three creatures to be overwhelmingly frightened of the caster. If able, those creatures affected by the Fear spell will flee from the priest as quickly as possible. However, if the affected creatures are not able to escape, they will cower in fright, or beg for mercy.

Insight

Circle: 2nd
Duration: 10 minutes
Effect: Caster only
Domain: Revelation
Components: V, G

Resist: None
Casting time: -2
Range: n/a
Damage type: n/a

When affected by the Insight spell, the priest applies a +1 modifier to all intellect-related proficiency checks for each Circle of Faith magic he or she may cast. For example a 5th Circle priest would add a +5 modifier to his Ancient History proficiency checks when affected by the spell.

Note: A priest may be affected by only one Insight spell at a time.

Inspirit

Circle: 2nd
Duration: 10 minutes
Effect: 5 creatures
Domain: Benefaction
Components: V, G

Resist: None
Casting time: -2
Range: 20'
Damage type: n/a

The Inspirit spell imbues up to five creatures with a strong feeling of courage and assuredness. In combat, Inspirit will improve a creature's initiative and to-hit rolls by +1, and its Physical and Mental Resistance rolls by +2. Furthermore, all creatures affected by Inspirit apply a +2 modifier to their proficiency checks.

Mend

Circle: 2nd
Duration: Permanent
Effect: 1 creature
Domain: Benefaction
Components: V, G

Resist: None
Casting time: -2
Range: 10'
Damage type: n/a

The Mend spell quickly replaces health points equal to 2d4 + 1 per Circle of caster to the spell's recipient. For example, a priest able to cast 4th Circle spells may heal 2d4 + 4 health points with this spell.

Mend will only restore health points up to the creature's maximum health point total and not beyond.

Plant Growth
Circle: 2nd
Duration: Permanent
Effect: 20' cubic volume
Domain: Tellurgy
Components: V
Resist: None
Casting time: -2
Range: 80'
Damage type: n/a

The Plant Growth spell instantly accelerates the growth of all plants within a 20' cubic volume. In effect, the spell will cause the equivalent of ten years of natural development. For example, if a 5' maple sapling were affected, it would grow to a 15-20' tall tree.

If the Plant Growth spell is cast upon an area with abundant foliage, the affected area will become a natural barrier, composed of entangled bushes, brambles, vines, etc. Any creature greater than 40 lbs. in weight attempting to move through this barrier will take two rounds to cross from one side to the other. A successful Feat of Strength of 14 will half this time to one round.

Protection from Charm
Circle: 2nd
Duration: 1 hour
Effect: 1 creature
Domain: Benefaction
Components: V, G
Resist: None
Casting time: -2
Range: 10'
Damage type: n/a

When cast upon a creature, the Protection from Charm spell renders that creature completely immune to all magical forms of charm or possession. However, the Protection from Charm spell will not remove charms or possessions of which the creature is currently under the influence.

Protection from Cold
Circle: 2nd
Duration: 1 hour
Effect: 1 creature
Domain: Benefaction
Components: V, G
Resist: None
Casting time: -2
Range: 10'
Damage type: n/a

When cast upon a creature, the Protection from Cold spell renders that creature completely immune to all non-magical sources of cold. If the creature is exposed to a magical cold attack, all damage incurred will be reduced by one-half.

Protection from Heat
Circle: 2nd
Duration: 1 hour
Effect: 1 creature
Domain: Benefaction
Components: V, G
Resist: None
Casting time: -2
Range: 10'
Damage type: n/a

When cast upon a creature, the Protection from Heat spell renders that creature completely immune to all non-magical fires or sources of heat. If the creature is exposed to magical heat or flame, all damage incurred will be reduced by one-half.

Scourge
Circle: 2nd
Duration: 10 rounds
Effect: 1 weapon
Domain: Damnation
Components: V, G
Resist: Mental 10 + PC
Casting time: -2
Range: Touch
Damage type: Energy

The Scourge spell enables the priest to channel the wrath of his deity through his weapon. When cast, any successful hit with the affected weapon requires the victim to make a Mental Resistance check or suffer 1d4 points of additional damage from the attack.

For example, were a priest to cast Scourge on a longsword, a creature struck by the longsword must make a Mental Resistance check or suffer 1d8 + 1d4 points of damage. If the Resistance check was successful, only 1d8 points of damage would be dealt.

Scourge does only works if the affected weapon is wielded by the priest. Armor absorbance does not reduce the 1d4 points of damage inflicted by the Scourge spell.

Note: Multiple Scourge spells cast upon a weapon have no additional effect.

Sense Life
Circle: 2nd
Duration: 10 minutes
Effect: Caster only
Domain: Revelation
Components: V, G
Resist: None
Casting time: -2
Range: 300'
Damage type: n/a

Sense Life enables the priest to determine the location and number of all living creatures larger than a mouse within 300' of his person. Thus, Sense Life will reveal the presence of creatures out of sight of the priest, hidden, or even magically invisible. The spell will not detect dead or undead creatures, however.

Note: The Sense Life spell gives the priest an impression of the living creature's whereabouts, but does not actually enable the priest to 'see' these creatures. Thus, attacks made by the priest against invisible creatures are made at -2 to-hit while affected by the Sense Life spell.

Sight
Circle: 2nd
Duration: 10 minutes per Circle
Effect: Caster only
Domain: Revelation
Components: V, G
Resist: None
Casting time: -2
Range: n/a
Damage type: n/a

The Sight spell enables the priest to see in complete darkness just as in daylight. Furthermore, the Sight spell enables the caster to see normally in conditions where vision might otherwise be diminished, yet not completely obscured, such as in a fog or sandstorm. Unlike infrared vision, the Sight spell allows the caster to see colors as well as details independent of temperature.

Sustenance
Circle: 2nd
Duration: 2 days
Effect: 1 creature
Domain: Tellurgy
Components: V, G
Resist: None
Casting time: -2
Range: 10'
Damage type: n/a

The Sustenance spell enables one creature to survive for two days without hunger or thirst. The nourishing effects of Sustenance are genuine. Thus, a creature could survive indefinitely without food, if Sustenance were cast upon it every other day.

Telepathy

Circle: 2nd
Duration: 10 rounds
Effect: Caster only
Domain: Revelation
Components: G
Resist: None
Casting time: -2
Range: 80'
Damage type: n/a

Telepathy allows the caster to communicate, much as if he were speaking, directly to the minds of those within range of the spell. The priest need not vocalize or see the recipients to communicate. Furthermore, the caster may send these thoughts selectively, communicating to some within range, but not to others.

Telepathy does not allow the priest to read the minds of creatures, only to understand thoughts they willingly send to the priest.

Note: If the priest cannot comprehend the targeted creatures, the Telepathy spell functions much like the 1st Circle Empathy spell.

Tongues

Circle: 2nd
Duration: 1 hour
Effect: Caster only
Domain: Revelation
Components: V, G
Resist: None
Casting time: -2
Range: n/a
Damage type: n/a

While under the effects of the Tongues spell, the priest can comprehend all spoken languages, and may be understood by all intelligent creatures, despite the language the priest speaks. The Tongues spell will not enable the caster to read or write unfamiliar languages, however.

Wane

Circle: 2nd
Duration: Permanent
Effect: 1 creature
Domain: Damnation
Components: V, G
Resist: Physical 10 + PC
Casting time: -2
Range: 10'
Damage type: Energy

When successfully cast, the Wane spell will cause a creature to lose 1 health point per round until reduced to zero health points, or until the spell is disrupted by Dispel Magic, Cure Disease, or magical healing. Once reduced to zero health points, the creature will heal again as normal.

Note: Unless the creature has reached zero health points, or the spell has been disrupted, any non-magical healing will not restore lost health points. Casting multiple Wane spells upon a creature provides no additional effect.

Wind

Circle: 2nd
Duration: 10 rounds per Circle
Effect: 100' cube
Domain: Tellurgy
Components: V, G
Resist: None
Casting time: -2
Range: 100'
Damage type: n/a

The Wind spell creates a powerful wind within the area of effect. This wind may either be directional, or swirling, as determined by the priest. As a result of the wind, papers will fly, doors will slam, and small fires will be put out.

The wind will dissipate any gases or fog within 1 round, and extinguish all fires of torch size or smaller. If fires greater than torch size are burning, the Wind spell will double the speed at which they spread. In addition, all creatures using missile weapons within the Wind spell do so at -2 to-hit.

Flying creatures of 1 lb. or smaller cannot move effectively in the wind, and will be forced to land, or to move only in the direction the wind is blowing.

Wrench

Circle: 2nd
Duration: 2 rounds
Effect: 1 creature
Domain: Damnation
Components: V, G
Resist: None
Casting time: -2
Range: 40'
Damage type: Energy

The Wrench spell inflicts a creature with a sharp stabbing pain. As a result, the affected creature suffers 1d4 points of damage, and applies a -1 penalty to initiative rolls, to-hit rolls, and proficiency checks for the next two rounds.

Clairvoyance

Circle: 3rd
Duration: 1 round per Circle
Effect: Caster only
Domain: Revelation
Components: V
Resist: None
Casting time: -3
Range: Special
Damage type: n/a

The Clairvoyance spell enables the priest to see events at another place. Distance is not a factor. However, Clairvoyance cannot work between planes of existence. When Clairvoyance is cast, the priest may choose any one place to view. The place viewed must be familiar to the caster, but does not need to be previously visited.

The perspective given to a priest by the Clairvoyance spell is somewhat omniscient. The caster may view an area up to 20' in diameter, and may see all things taking place in this vicinity.

Confuse

Circle: 3rd
Duration: 2-8 rounds
Effect: 1 creature
Domain: Damnation
Components: V, G
Resist: Mental 10 + PC
Casting time: -3
Range: 30'
Damage type: n/a

Confuse causes one creature chosen by the caster to become perplexed and panic-stricken. Creatures affected act somewhat randomly, their actions determined each round by a 1d4 roll as follows:

1: Runs in fear away from the caster.

2: Collapses in fits.

3: Physically attacks the nearest creature.

4: Does nothing.

Curse

Circle: 3rd
Duration: 1 week
Effect: 1 creature
Domain: Damnation
Components: V, G
Resist: Mental 10 + PC
Casting time: -3
Range: 10'
Damage type: n/a

Curse causes one creature chosen by the caster to become temporarily vexed. The nature of the curse varies, determined by a 1d4 roll as follows:

1: Wretch: All dice rolls made on behalf of the affected creature must be rolled twice, and the less desirable result is used. For example, if character affected by the curse makes a Mental Resistance check, two d20 rolls are made, and the lower result is applied. This is similarly done for all to-hit rolls, damage rolls, etc.

2: Idiot: The creature's intellect score is reduced to 2, an infantile or animalistic intelligence. The affected creature cannot read or write, and may communicate only through simple grunts and gestures. If attacked, the creature will defend itself to the best of its ability. However, the creature will seek to avoid conflict if able.

3: Infirm: The creature's maximum health points are reduced to only one half of normal. In addition, a -4 modifier is applied to the creature's Mental and Physical Resistance rolls. Due to abscesses covering their skin, characters suffer a -6 presence score adjustment (min. 1).

4: Maladroit: When successfully cast upon a creature, three random proficiency scores are reduced to grade 0 (non-proficient). If the creature does not possess any proficiencies, its intellect score will be reduced by 1d4 + 1 (min. 1).

Disease

Circle: 3rd
Duration: 1 month
Effect: 1 creature
Domain: Damnation
Components: V, G
Resist: Physical 10 + PC
Casting time: -3
Range: 10'
Damage type: n/a

The Disease spell causes one creature to immediately suffer from a debilitating affliction. While diseased, the creature's maximum health points are reduced to ¾ of normal. For example, a character with 14 maximum health points would have a health point maximum of 11 while affected by Disease. Furthermore, a -4 modifier is applied to the creature's Mental and Physical Resistance rolls. Due to open sores and abscesses covering the skin, characters affected by the Disease spell suffer a -6 presence score adjustment (min. 1).

Note: The presence score penalty induced by the Disease spell does not affect the spell casting ability or bonuses of Faith or Ritual magic users.

Divine Favor

Circle: 3rd
Duration: 1 hour
Effect: 1 creature
Domain: Benefaction
Components: V, G
Resist: None
Casting time: 6 rounds
Range: 10'
Damage type: n/a

Divine Favor enables the affected creature to apply a +10 modifier to one Mental or Physical Resistance check made within the spell's duration. The creature may choose which check to apply the modifier to. However, the decision must made before the Resistance check is rolled. Once used, the Divine Favor spell is ended.

Enlighten

Circle: 3rd
Duration: 10 minutes
Effect: 1 creature
Domain: Revelation
Components: V, G
Resist: None
Casting time: -2
Range: 10'
Damage type: n/a

When affected by the Enlighten spell, the creature affected applies a +1 modifier to all intellect-related proficiency checks for each Circle of priest. For example an individual targeted by a 7th Circle priest would add a +7 modifier to his Arcane Knowledge proficiency checks when affected by the spell.

Note: An individual may be affected by only one Enlighten spell at a time.

Exorcism

Circle: 3rd
Duration: Permanent
Effect: 1 creature
Domain: Benefaction
Components: V, G
Resist: None
Casting time: -3
Range: 10'
Damage type: n/a

When cast successfully, Exorcism instantly absolves a creature from all forms of magical charm, possession, or mental affliction. However, the afflicted creature must make a successful Mental Resistance check of target number 12 at the time Exorcism is cast, adjusted by -2 per Circle of the priest. For example, if a 3rd Circle priest casts the Exorcism, the afflicted creature must make a Mental Resistance check of 6. An unsuccessful Mental Resistance check indicates the charm or possession has not been removed.

Heal Wounds

Circle: 3rd
Duration: Permanent
Effect: 1 creature
Domain: Benefaction
Components: V, G
Resist: None
Casting time: 10 rounds
Range: 10'
Damage type: n/a

Heal Wounds is similar to the 1st Circle Heal Minor Wounds spell. However, Heal Wounds replaces health points equal to 4d4 + 1 per Circle of caster to the spell's recipient. For example, a priest able to cast 5th Circle spells may heal 4d4 + 5 health points with this spell.

Heal Wounds will only restore health points up to the creature's maximum health point total and not beyond.

Hindsight

Circle: 3rd
Duration: 5 minutes
Effect: Caster only
Domain: Revelation
Components: V, G
Resist: None
Casting time: -3
Range: Special
Damage type: n/a

The Hindsight spell enables the priest to view any event that took place within 50' of his person over a recent period of time. This period of time is equal to 1 day per Circle of the priest casting Hindsight. For example, a 5th Circle priest casting Hindsight upon a table could view all those events that occurred within 50' of his location over the past 5 days.

Note: Events revealed by Hindsight will only be seen visually within the priest's mind's eye. No auditory or other sensory information is communicated by the spell.

Message

Circle: 3rd
Duration: 1 round
Effect: 1 creature
Domain: Revelation
Components: V

Resist: None
Casting time: -3
Range: Special
Damage type: n/a

Message allows to the priest to send a short, verbal message to any familiar creature within the same plane of existence. This message will be communicated telepathically, and thus, cannot be heard by others.

The content of the Message spell cannot exceed 2-3 sentences of average length.

Paralyze

Circle: 3rd
Duration: 1 round per Circle
Effect: 1 creature
Domain: Damnation
Components: V, G

Resist: Physical 10 + PC
Casting time: -3
Range: 60'
Damage type: n/a

The Paralyze spell temporarily renders one creature's limbs rigid and numb. The likely result is that the creature will collapse, and remain prone until the end of the spell's duration. A paralyzed individual's dodge score is reduced to ¼ (min. 1), and movement is ¼ of normal.

Note: The Paralyze spell only affects a creature's limbs. Thus, the creature may speak normally, and even cast spells with a verbal component only.

Plant Form

Circle: 3rd
Duration: 1 hour per Circle
Effect: Caster only
Domain: Tellurgy
Components: V, G

Resist: None
Casting time: -3
Range: n/a
Damage type: n/a

Plant Form enables the caster to temporarily transform himself and his equipment into an equal mass of living vegetation, such as a cactus or small tree. While in this form, the caster is completely immobile. However, the priest is able to see in 360 degrees, and to hear normally.

Plant Form does not affect the priest's health point total, attribute, Mental Resistance, or Physical Resistance scores. However, depending upon the form of vegetation, the priest may benefit from protective bark, which might absorb physical damage if struck. While in plant form, the priest's dodge score is effectively 1.

Without magical means of detection, a priest in plant form is completely indistinguishable from natural flora.

A priest may remain in plant form until he so chooses, or until the end of the spell's duration. The priest may alter his form only once per Plant Form spell.

Protection from Undead

Circle: 3rd
Duration: 2 rounds + 1 per Circle
Effect: 2 creatures
Domain: Benefaction
Components: V

Resist: Special
Casting time: -3
Range: 10'
Damage type: n/a

The Protection from Undead spell renders one or two creatures completely immune to all physical or magical attacks made by lesser undead, or those undead with an intellect score of 3 or less. However, greater undead, such as vampires, may make a Mental Resistance check of 10 + PC to affect the recipient. Otherwise, any physical blow, ability or magic employed by an undead creature will have no effect upon the spell's target. In addition, undead will find the affected creature to be somewhat repulsive, and will avoid contact with that creature if possible.

Rain

Circle: 3rd
Duration: 10 minutes per Circle
Effect: ¼ mile radius
Domain: Tellurgy
Components: V, G

Resist: None
Casting time: -3
Range: n/a
Damage type: n/a

Rain causes immediate precipitation to fall upon a large area, centered upon the priest's location. The rate of this rainfall is always moderate, and the priest may not alter its intensity. The Rain spell does not work indoors or underground.

If Rain is cast in freezing conditions, the spell will cause snowfall.

Note: If cast first, the Rain spell may affect the initial conditions for the 6th Circle Alter Weather spell.

Remove Poison

Circle: 3rd
Duration: Permanent
Effect: 1 creature
Domain: Benefaction
Components: V, G

Resist: None
Casting time: -3
Range: 10'
Damage type: n/a

The Remove Poison spell instantly neutralizes all forms of non-magical poison. However, if the poison is magical, the afflicted creature must make a successful Physical Resistance check of target number 12 at the time Remove Poison spell is cast, adjusted by -2 per Circle of the priest. For example, if a 3rd Circle priest attempts to remove a magical poison, the afflicted creature must make a Physical Resistance check of 6. An unsuccessful Physical Resistance check indicates the magical poison continues to have effect.

Note: The Remove Poison spell will only allay the effects of slow-working poisons, and will not reverse damage already suffered. Thus, poisons that incur immediate damage or death cannot be effectively treated with this spell.

Reveal Enchantment

Circle: 3rd
Duration: 1 round
Effect: 1 object
Domain: Revelation
Components: G

Resist: None
Casting time: 10 minutes
Range: Touch
Damage type: n/a

The Reveal Enchantment spell enables a priest to understand the nature and/or function(s) of enchanted items. Although the information will not be complete, the general effects and power of the magic will be revealed. For example, were a priest to cast Reveal Enchantment upon a Potion of Flying, the priest would understand that once imbibed, the potion will enable the subject to fly. However, information regarding the duration of effect would be an estimate at best.

If there are specific actions to take or words to be spoken to activate a magical item, Reveal Enchantment will uncover these triggers 50% of the time + 5% per Circle of the caster. For example, a 6th Circle priest casting Reveal Enchantment would uncover a command word necessary for activation of a wand 80% of the time. If a magical trigger is not revealed, the caster must wait until the next skill level before the Reveal Enchantment spell might uncover new information on a particular item.

Sense Illusion

Circle: 3rd
Duration: 10 minutes
Effect: Caster only
Domain: Revelation
Components: V, G
Resist: None
Casting time: -3
Range: n/a
Damage type: n/a

Sense Illusion renders the priest immune to all illusions, visual or otherwise. In addition, the Sense Illusion spell enables the priest to perceive creatures or objects made magically invisible.

Shatter

Circle: 3rd
Duration: Instantaneous
Effect: 10′ cube
Domain: Tellurgy
Components: V
Resist: None
Casting time: -3
Range: 100′
Damage type: Kinetic

By means of the Shatter spell, a priest may shatter all non-magical glass within a 10′ cubic volume. The effect of the spell is violent, and any creature within 3′ of a glass object will suffer 1d2 points of damage.

In addition to shattering glass and crystal, any creature within the spell's area of effect hears a intense piercing tone. As a result, all creatures failing a Physical Resistance check will be deafened for 1d4 rounds.

Note: The Shatter spell will also affect ice and crystal objects. However, shattered ice will not inflict damage. Any spellcaster rendered deaf must make a Mental Resistance check of 10 each time a spell containing a verbal component is cast, or the spell is lost without effect.

Silence

Circle: 3rd
Duration: 1 hour
Effect: 20′ cube
Domain: Tellurgy
Components: V, G
Resist: None
Casting time: -3
Range: 80′
Damage type: n/a

Silence creates an area of magical silence, centered upon a point chosen by the caster. The Silence spell may be centered next to, but not upon, a living creature.

No sound may be heard within the Silence spell's area of effect, whether originating from within or without. Furthermore, no spells requiring a verbal component may be cast within this area.

Strike

Circle: 3rd
Duration: 2 rounds
Effect: 1 creature
Domain: Damnation
Components: V, G
Resist: Mental 10 + PC for ½.
Casting time: -3
Range: 80′
Damage type: Energy

By means of the Strike spell, a priest may partially invoke the wrath of their patron deity upon one living creature. If the creature targeted fails its Mental Resistance check, the Strike spell inflicts 2d6 points of damage and renders that creature unable to act for 2 rounds. If the Mental Resistance check is successful, the creature is not stunned, but suffers 1d6 points of damage.

Note: A stunned creature's dodge score and movement rate are both reduced by ½. Furthermore, a stunned creature may not attack, use items, or cast spells. The Strike spell will not affect undead or mindless automatons.

Summon Lesser Fauna

Circle: 3rd
Duration: 1 hour
Effect: Special
Domain: Tellurgy
Components: V, G
Resist: None
Casting time: -3
Range: 30′
Damage type: Special

When cast, Summon Lesser Fauna conjures a small number of natural creatures to serve the priest. Unlike the spell Call Lesser Fauna, the creatures are summoned and need not necessarily be indigenous to the area. These creatures will perform simple tasks if able, or attack the priest's foes. The number and type of creatures summoned by the priest are randomly determined by a 1d6 roll:

1: 2d4 + 2 Large bats: Health points: 3, Dodge score: 17, Initiative: +3, Hide/armor: none, To-hit: +1, Attacks: bite: 1 x 1. Intellect: 2, Physical Resist: -3, Mental Resist: -3, Movement: fly 240′.

2: 1d3 + 2 Large centipedes: Health points: 3, Dodge score: 12, Initiative: +2, Hide/armor: none, To-hit: +2, Attacks: bite: 1 x 1d2, Intellect: 2, Physical Resist: -2, Mental Resist: -3, Movement: 80′. If bit, a creature must make a Physical Resistance check of 10 or suffer -1 agility for 1 hour (min. 1). If the creature has no agility, it loses 1 dodge point.

3: 1d2 + 1 Mountain goats: Health points: 6, Dodge score: 13, Initiative: +0, Hide/armor: none, To-hit: +0, Attacks: ram: 1 x 1d3. Intellect: 3, Physical Resist: -1, Mental Resist: -3, Movement: 80′.

4: 1d2 + 2 Rattlesnakes: Health points: 2, Dodge score: 10, Initiative: +3, Hide/armor: none, To-hit: +2, Attacks: bite: 1 x 0. Intellect: 2, Physical Resist: -3, Mental Resist: -3, Movement: 40′. If bit, victim must make a Physical Resistance check of 12 or lose 1d4 + 1 endurance points (min. 1) for 1 week. If the creature has no endurance, it loses 1d4 + 1 health points (min. 0).

5: 1d3 + 1 Vultures: Health points: 4, Dodge score: 13, Initiative: +2, Hide/armor: none, To-hit: +3, Attacks: bite: 1 x 1d2 + 1. Intellect: 3, Physical Resist: -3, Mental Resist: -4, Movement: fly 200′.

6: 1d2 + 2 Wolverines: Health points: 5, Dodge score: 13, Initiative: +2, Hide/armor: none, To-hit: +2, Attacks: bite: 1 x 1d3. Intellect: 3, Physical Resist: -1, Mental Resist: -1, Movement: 80′.

Upon being slain, or at the duration's end, these creatures will disappear.

Note: The list of creatures provided here is not exhaustive, and the Game Master should feel free to add other fauna of similar power that may be summoned.

Talisman

Circle: 3rd
Resist: None

Duration: 12 hours
Effect: 1 object
Domain: Benefaction
Components: V, G, M

Casting time: 5 minutes
Range: Touch
Damage type: n/a

The Talisman spell enables the priest to temporarily bless one holy symbol or trinket. As a result, any creature possessing or wearing the talisman is affect by a minor aura of protection. This magical aegis confers a +1 dodge adjustment, and a +2 modifier to the creature's Mental and Physical Resistance checks. Furthermore, the talisman may once heal its possessor for 1 health point per Circle of the priest whom blessed it. For example, if the talisman was blessed by a 4th Circle priest, it could heal its wearer once for 4 health points.

A priest may only create one talisman at a time. Any attempt to create a second talisman before the end of the first spell's duration will fail.

Note: The item imbued with the Talisman spell must be of greater than 10 silver royals in value.

Torment

Circle: 3rd
Duration: 1 day per Circle
Effect: 1 creature
Domain: Damnation
Components: V, G

Resist: Mental 10 + PC
Casting time: -3
Range: 40'
Damage type: n/a

The Torment spell causes one targeted creature to suffer from an ever-growing, intense, mental anguish. As a result, the creature affected by the spell applies a -2 modifier to all to-hit rolls, Mental Resistance, Physical Resistance and proficiency checks. Furthermore, for each day affected beyond the first, the creature applies an additional -2 modifier. Thus, if affected by the Torment spell for 3 days, a creature would apply a -6 modifier to all to-hit rolls, Mental Resistance, Physical Resistance, and proficiency checks.

If magic-using character afflicted by Torment attempts to cast, a Mental Resistance check is required to maintain concentration, just as if the creature had been struck during casting.

Animate Plants

Circle: 4th
Duration: 10 rounds
Effect: Special
Domain: Tellurgy
Components: V, G

Resist: None
Casting time: -4
Range: 100'
Damage type: Special

By means of the Animate Plants spell, a priest may control plants as if they were sentient beings, commanding them to perform simple tasks or even to attack. In general, the capabilities of the animated flora will be determined by the size and type of plant animated. Ultimately, the capabilities of any specific plant are to be determined by the Game Master. However, some examples of plants and their abilities are described here:

Shrub: Health points: 20, Dodge score: 10, Initiative: -2, Hide/armor: 1, To-hit: +3, Attacks: 1 x 1d6 + 2. Intellect: 2, Physical Resist: -3, Mental Resist: n/a, Movement: 40'.

Ivy: Health points: 10, Dodge score: 11, Initiative: +2, Hide/armor: none, To-hit: +3, Attacks: 1 x 0. Intellect: 2, Physical Resist: -3, Mental Resist: n/a, Movement: 20'. If struck by the ivy, the creature must make a Physical Resistance check of 12 or be entangled. A successful Feat of Strength of 12 will free the creature. However, while entangled, the creature's to-hit rolls and dodge score are modified by -4.

Oak tree: Health points: 65, Dodge score: 8, Initiative: -5, Hide/armor: 1d4, To-hit: +0, Attacks: 2 x 2d8 + 2. Intellect: 2, Physical Resist: +5, Mental Resist: n/a, Movement: 20'.

Kelp: Health points: 12, Dodge score: 11, Initiative: +1, Hide/armor: none, To-hit: +2, Attacks: 1 x 0. Intellect: 2, Physical Resist: -3, Mental Resist: n/a, Movement: 50'. If hit by the kelp, the creature must make a Physical Resistance check of 12 or be entangled. A successful Feat of Strength of 12 will free the creature. However, while entangled, the creature's to-hit rolls and dodge score are modified by -4. Furthermore, an entangled creature may be held underwater until freed.

Anticipate

Circle: 4th
Duration: 10 minutes
Effect: Caster only
Domain: Revelation
Components: V, G

Resist: None
Casting time: -4
Range: n/a
Damage type: n/a

By means of the Anticipate spell, the priest is able to predict occurrences about him a fraction of a second before they take place. This limited foresight does not allow the priest to formulate a reaction to future events. However, while under the effect of Anticipate, the priest cannot be attacked by surprise. Furthermore, the priest gains a +3 dodge adjustment, a +2 modifier to initiative and to-hit rolls, and a +1 modifier to Mental and Physical Resistance rolls.

Agony

Circle: 4th
Duration: 2 rounds per Circle
Effect: 1 creature
Domain: Damnation
Components: V, G

Resist: Physical 10 + PC
Casting time: -4
Range: 40'
Damage type: n/a

The Agony spell causes one targeted creature to be wracked with an intense crippling pain. As a result, the creature's attack rolls are made at -4 to-hit, and its Mental Resistance, Physical Resistance, or proficiency checks are modified by -4. Furthermore, if the afflicted character attempts to cast, a Mental Resistance check of 10 is required to maintain concentration, just as if the creature had been struck during casting.

Atony

Circle: 4th
Duration: 2 rounds per Circle
Effect: 3 creatures
Domain: Damnation
Components: V, G

Resist: Physical 10 + PC
Casting time: -4
Range: 60'
Damage type: n/a

The Atony spell reduces the strength scores of up to 3 creatures by 3d4 points (to a minimum of 1). If Atony is cast upon a creature without a strength score, the creature's damage rolls are modified by -4 for the spell's duration.

Benediction

Circle: 4th
Duration: 10 minutes
Effect: 3 creatures
Domain: Benefaction
Components: V, G
Resist: None
Casting time: -4
Range: 20'
Damage type: n/a

The Benediction spell imbues up to three creatures with a strong feeling of spirit and conviction. In combat, Benediction will improve a creature's initiative, to-hit, Physical Resistance, and Mental Resistance rolls, or proficiency checks by +2, and confers a +2 dodge adjustment. Furthermore, the benediction creates a magical aegis about the creature which absorbs 1d2 point of damage from physical attacks.

Only one Benediction spell may affect a creature at a time.

In addition to these benefits, creatures affected by Benediction may once automatically succeed at one Mental Resistance, Physical Resistance, or proficiency check while under the effects of the spell.

Call Fauna

Circle: 4th
Duration: 1 hour
Effect: Special
Domain: Tellurgy
Components: V, G
Resist: None
Casting time: -4
Range: Special
Damage type: Special

In most respects, Call Fauna is similar to the 2nd Circle Call Lesser Fauna spell. When cast, Call Fauna recruits a small number of natural creatures to serve the priest. The creatures will be indigenous to the area, and are actually called forth by the spell. As they must physically travel to the priest's location, the creatures will arrive within 1d6 rounds after the spell is cast. These creatures will perform simple tasks if able, or attack the priest's foes. The number and type of creatures beckoned by the priest are determined by the local environment and the Game Master. However some typical creatures that might respond to the spell are described below:

Desert: 1d3 + 1 Huge scorpions: Health points: 10, Dodge score: 13, Initiative: +2, Hide/armor: 1, To-hit: +2, Attacks: claws: 2 x 1d3, and sting: 1 x 1d2. Intellect: 2, Physical Resist: -1, Mental Resist: -1, Movement: 130'. If stung, a creature must make a Physical Resistance check of 12 or lose -3 agility for 1 hour (min. 1). If the creature has no agility, it loses 3 dodge points.

Forest: 1d3 + 1 Wolves: Health points: 10, Dodge score: 13, Initiative: +2, Hide/armor: none, To-hit: +3, Attacks: bite: 1 x 1d4 + 1. Intellect: 3, Physical Resist: -1, Mental Resist: -1, Movement: 160'.

Mountains: 1d2 Mountain lions: Health points: 18, Dodge score: 16, Initiative: +4, Hide/armor: none, To-hit: +4, Attacks: claws: 2 x 1d4 + 2, and bite: 1 x 1d6 + 2. Intellect: 3, Physical Resist: +2, Mental Resist: +3, Movement: 180'.

Ocean: 1d3 Bull sharks: Health points: 16, Dodge score: 17, Initiative: +3, Hide/armor: none, To-hit: +2, Attacks: bite: 1 x 1d10. Intellect: 3, Physical Resist: +0, Mental Resist: +0, Movement: 200'.

Underground: 1d2 + 1 Huge spiders: Health points: 8, Dodge score: 15, Initiative: +3, Hide/armor: none, To-hit: +2, Attacks: bite: 1 x 1d3. Intellect: 2, Physical Resist: -2, Mental Resist: -1, Movement: 140'. The spiders are approximately 2' wide. If bit, a character must make a Physical Resistance check of 12 or suffer an additional 5 health points of damage.

Typically, the Call Fauna spell will call at least one creature. However, if the local area is devoid of life, the spell will fail. At the duration's end, these creatures will retreat into the surrounding terrain.

Note: The list of creatures provided here is not exhaustive, and the Game Master should feel free to add other fauna of similar power that may be beckoned.

Choke

Circle: 4th
Duration: 10 rounds
Effect: 1 creature
Domain: Damnation
Components: G
Resist: Mental 10 + PC
Casting time: -4
Range: 40'
Damage type: n/a

Choke renders one creature unable to breathe. In general, a character may hold his or her breath for a number of rounds equal to half of his or her endurance score. After this time, the character must make a successful Physical Resistance check of 10 every round thereafter. If the character fails this Physical Resistance check, he or she immediately falls unconscious. For example, a character with an endurance score of 13 may hold his breath for 6 rounds. The character then must make a successful Physical Resistance check of 10 for each additional round thereafter.

Characters affected by the Choke spell cannot vocalize or cast spells requiring a verbal component.

Creatures without an endurance score may survive for 8 rounds before requiring a Physical Resistance check of 10 each round to remain conscious. Of course, creatures that do not breathe such as undead, are unaffected by the Choke spell.

Note: In general, characters can survive for twice their endurance score in rounds without breathing. Thus, even after a character falls unconscious, he or she may survive for multiple rounds thereafter. For example, the character with an endurance score of 13 could survive 26 rounds without breathing, although he might fall unconscious after just 6 rounds without air.

Conflagration

Circle: 4th
Duration: Permanent
Effect: 20' square area
Domain: Tellurgy
Components: G
Resist: None
Casting time: -4
Range: 80'
Damage type: Heat

Conflagration instantly creates a large ground fire, approximately 20' x 20' in area. If the terrain is non-flammable, or lacks any combustible fuel, the fire will only last 1 round. However, if the area contains fuel, such as vegetation, cloth, wood, etc., the fire will continue to burn until extinguished. Any creature in contact with the flames will suffer 1d6 points of damage per round.

Cure Disease

Circle: 4th
Duration: Permanent
Effect: 1 creature
Domain: Benefaction
Resist: None
Casting time: -4
Range: 10'
Damage type: n/a

Components: V, G

The Cure Disease spell instantly cures all forms of non-magical disease, mental or physical. However, if the cause of the disease is magical, the afflicted creature must make a successful Physical Resistance check of target number 12 at the time Cure Disease is cast, adjusted by -2 per Circle of the priest. For example, if a 5th Circle priest attempts to remove a magical disease, the afflicted creature must make a Physical Resistance check of 2. An unsuccessful Physical Resistance check indicates the magical disease has not been removed.

Death's Door

Circle: 4th
Duration: Permanent
Effect: 1 creature
Domain: Benefaction
Components: V, G
Resist: None
Casting time: -4
Range: Touch
Damage type: n/a

By means of the Death's Door spell, the priest may restore life to any one creature that has perished within in the same or previous round. Regardless of the cause of death, the creature affected by the Death's Door spell will be at 0 health points when revived. However, health points may be regained via magic or normal healing as usual.

The Death's Door spell is very taxing for both the caster and the spell's recipient. Thus, when the Death's Door spell is cast, there is a 5% chance the priest casting the spell will permanently lose an endurance attribute point. In addition, there is a 10% chance the creature targeted will permanently lose an endurance point. If the creature targeted does not have an endurance score, 1 permanent health point may be lost instead.

Delivery

Circle: 4th
Duration: 10 minutes per Circle
Effect: 1 creature
Domain: Benefaction
Components: V
Resist: None
Casting time: -4
Range: 10'
Damage type: n/a

While affected by the Delivery spell, the recipient may roll any Mental or Physical Resistance check twice, and use the most desirable result.

Dominion

Circle: 4th
Duration: Special
Effect: 200' radius
Domain: Revelation
Components: V, G
Resist: Mental 10 + PC
Casting time: -4
Range: n/a
Damage type: n/a

The Dominion spell enables the priest to effectively block minor Faith or Ritual magic cast within an area centered about his or her person. As a result, while affected by Dominion, all 1st-3rd Circle Ritual and Faith magic spells (of a different faith) within 200' of the priest fail unless the caster makes a successful Mental Resistance check.

In order to maintain the Dominion spell, the priest must concentrate and may not attack, cast spells or take a similar action. The priest may act defensively, however. Once concentration is broken, the Dominion spell still persists for 1 additional round per Circle of the priest. For example if a 5th Circle priest cast Dominion, maintained concentration for 3 rounds and then cast another spell, the Dominion spell would have a duration of 8 rounds.

Familiarity

Circle: 4th
Duration: 10 minutes per Circle
Effect: Caster only
Domain: Revelation
Components: G
Resist: None
Casting time: -4
Range: 100'
Damage type: n/a

The Familiarity spell provides the priest with basic knowledge of all sentient creatures within range. As such, the priest will know the name, profession and general background of each individual he encounters. As a consequence, a priest employing the Familiarity spell will be aware if any individual encountered is attempting to deceive the priest about such information.

Note: The Familiarity spell will only provide a priest with information about an individual any casual acquaintance might have. It will not reveal any secrets the individual might harbor, where they had recently been, or their current thoughts or intentions.

Infuse

Circle: 4th
Duration: Permanent
Effect: 1 caster
Domain: Revelation
Components: V, G
Resist: None
Casting time: -4
Range: 10'
Damage type: n/a

By means of the Infuse spell, the priest may transfer up to 4 Circles of spell power or up to 5 ritual spell points to another spell caster. For example, using Infuse, the priest could partially refresh a wizard's daily spell power, enabling him to replace a 4th Circle spell that had been cast. Alternately, the wizard could replace one 1st and one 3rd Circle spell, or any combination of spells which equaled to 4 circles of spell power.

Infuse will only refresh spell power that has been spent. It will not enable the recipient to go above his maximum spell power, or grant spell power in Circles he cannot cast.

Infuse may refresh Hermetic, Hedge or Ritual magic. It may only be used to refresh the magic of priests if they are of the same faith as the caster.

Maim

Circle: 4th
Duration: Permanent
Effect: 1 creature
Domain: Damnation
Components: V, G
Resist: None
Casting time: -4
Range: 10'
Damage type: Energy

Maim is similar to the 1st Circle Hurt spell. However, Maim inflicts damage upon a creature equal to 3d4 + 1 per Circle of caster. For example, a priest able to cast 6th Circle spells may inflict 3d4 + 6 points of damage with this spell.

Move Water

Circle: 4th
Duration: 10 rounds
Effect: 5' cubic volume
Domain: Tellurgy
Components: V, G
Resist: None
Casting time: -4
Range: 100'
Damage type: n/a

By means of the Move Water spell, a priest may shape and move a 5' x 5' x 5' volume of water in any manner he or she wishes. Thus, the priest could cause the water in a pool to rise into a column

approximately 2′ wide and 60′ tall, or into a wall approximately 10′ x 10′ x 2′. The water will move at a rate of up to 60′ per round, and must remain in contact with the ground or another body of water at all times.

Although the Move Water cannot inflict damage upon normal creatures, water may be used to impede their movement. Fire elementals will suffer 2d6 points of damage if struck by the entire volume of water.

Note: At the end of the spell's duration, water shaped by the Move Water spell will return to its natural state.

Pestilence

Circle: 4th
Duration: 1 month per Circle
Effect: 100′ square area
Domain: Damnation
Components: V, G

Resist: Physical 10 + PC
Casting time: 10 minutes
Range: n/a
Damage type: n/a

The Pestilence spell imbues one area with a continued curse that affects all creatures within it. Primarily, this area will attract vermin such as rats and insects, such that after several days, numerous such creatures will inhabit the area if possible. Furthermore, any creatures spending an hour or more in the area must make a Physical Resistance check or be afflicted as if affected by the 3rd Circle Disease spell. One such check is required every day a character spends within the affected area.

The priest may affect up to three such areas with the Pestilence spell at any one time. Any further attempts to cast the spell will fail.

Multiple Pestilence spells within the same area do not produce additional or added effects, even if cast by multiple priests.

Predict Magic

Circle: 4th
Duration: 10 minutes
Effect: Caster only
Domain: Revelation
Components: V, G

Resist: None
Casting time: -4
Range: 100′
Damage type: n/a

By means of the Predict Magic spell, the priest becomes aware of all spells cast within range, and of the nature of these spells as they are being cast. Thus, while in combat, were a wizard to begin casting the Fireball spell at initiative 7, the priest would know a Fireball was being cast, and that it would take effect at initiative 2.

Predict Magic will reveal that spells are being cast, even if they lack an obvious component or are undetectable, as with some charms.

Psychometry

Circle: 4th
Duration: 5 minutes
Effect: 1 object
Domain: Revelation
Components: V, G

Resist: None
Casting time: -4
Range: Touch
Damage type: n/a

When cast upon a non-living non-magical object, Psychometry enables the priest to view any event that took place within 20′ of the object over a recent period of time. This period of time is equal to 2 days per Circle of the priest casting Psychometry. For example, a 7th Circle priest casting Psychometry upon a table could view all those events that occurred within 20′ of the table over the past 14 days.

When cast, the Psychometry allows the priest to briefly scan the entirety of viewable past events for happenings of particular interest, and then to experience up to five minutes of one particular event in full detail.

Note: Events revealed by Psychometry will only be seen visually within the priest's mind's eye. No auditory or other sensory information is communicated through the object.

Read

Circle: 4th
Duration: Instantaneous
Effect: 1 text
Domain: Revelation
Components: V

Resist: None
Casting time: -4
Range: Touch
Damage type: n/a

When cast, the priest may instantly absorb and understand any written tome or script he touches. The text 'read' may be as short as an epitaph, or as long as an entire book. Furthermore, the priest may grasp the message of any meaningful text, regardless of the language it is written in.

Although the Read spell enables a priest to understand the words of a particular text, it will not provide the priest with any understanding external to the source, or aid him in the solving of puzzles or riddles.

Note: The Read spell will not permit a priest to utilize texts of Hermetic or Hedge magic formulae. However, Read will enable a priest to determine the contents of a spell book, and will provide a general knowledge of the purpose of the spells within.

Repel Undead

Circle: 4th
Duration: 5 rounds + 1 per Circle
Effect: Caster only
Domain: Benefaction
Components: V

Resist: Special
Casting time: -4
Range: n/a
Damage type: n/a

In many respects, Repel Undead is similar to the 3rd Circle Protection from Undead spell. As such, Repel Undead renders the priest completely immune to all physical or magical attacks made by undead with an intellect score of 3 or less, whereas greater undead may make a Mental Resistance check of 10 + PC to affect the priest. In addition, affected undead will not only find the caster to be somewhat repulsive, but will do everything in their power to distance themselves, always remaining no less than 60′ away from the priest if possible.

Scry Shield

Circle: 4th
Duration: 1 day
Effect: 1 creature
Domain: Benefaction
Components: V, G

Resist: None
Casting time: -4
Range: 10′
Damage type: n/a

Scry Shield renders the affected creature and its carried equipment completely immune to all forms of divination or scrying. If another caster attempts to divine the location, or otherwise affect the creature with divination magic, the spell will automatically fail without effect.

Note: If the creature affected by Scry Shield is passively included within the effects of a divination spell, (i.e. the shielded creature is in the company of another target being scried), the shielded creature will simply be invisible to the observer.

Summon Lesser Avatar

Circle: 4th
Duration: 1 hour
Effect: Special
Domain: Tellurgy
Components: V, G, M

Resist: None
Casting time: -4
Range: 10′
Damage type: n/a

When cast, Summon Lesser Avatar brings forth a minor spirit or patron to aid the priest. This advocate will provide aid, defend the priest and his allies, or attack the priest's foes. The avatar will not perform mundane tasks however, and requests to do so will greatly displease the priest's deity. The type of avatar summoned by the spell is largely dependent upon the nature of the priest's faith, and is ultimately to be determined by the Game Master. However, some examples of creatures that may be called by the spell are provided below:

Angel (Lesser): Health points: 16, Dodge score: 17, Initiative: +2, Hide/armor: none (or by worn armor), To-hit: +3, Attacks: broad sword: 1 x 1d6 + 3. Intellect: 15, Physical Resist: +1, Mental Resist: +5, Movement: 120′, fly 200″. Lesser angels may speak and understand any language. They may innately cast the following Faith spells once per day: Illuminate, Invisibility to Undead, and Courage.

Erinyes: Health points: 17, Dodge score: 16, Initiative: +2, Hide/armor: none (or by worn armor), To-hit: +3, Attacks: club: 1 x 1d6 + 1. Intellect: 6, Physical Resist: +3, Mental Resist: -1, Movement: 110′, fly 210′.

Lesser djinn: Health points: 20, Dodge score: 16, Initiative: +2, Hide/armor: none (or by worn armor), To-hit: +4, Attacks: fists: 2 x 1d6 + 3, or scimitar: 1 x 1d8 + 3. Intellect: 12, Physical Resist: +4, Mental Resist: +6, Movement: fly 200″. The lesser djinn may innately cast the following Hermetic spells once per day: Extinguish, Combust, Wind and Invisibility.

Manes: Health points: 14, Dodge score: 14, Initiative: +2, Hide/armor: none, To-hit: +1, Attacks: claws: 2 x 1d2 + 3, and bite: 1 x 1d4 + 1. Intellect: 5, Physical Resist: +0, Mental Resist: -1, Movement: 120′. The manes may innately cast the Hermetic spell Darkness once per day.

Mountain lion: Health points: 18, Dodge score: 16, Initiative: +4, Hide/armor: none, To-hit: +4, Attacks: claws: 2 x 1d4 + 2, and bite: 1 x 1d6 + 2. Intellect: 3, Physical Resist: +2, Mental Resist: +3, Movement: 180′.

Selkie: Health points: 17, Dodge score: 14, Initiative: +0, Hide/armor: none, To-hit: +3, Attacks: spear: 1 x 1d6 + 3. Intellect: 10, Physical Resist: +3, Mental Resist: +2, Movement: 120′, swim 140′. The selkie may innately cast the following Hermetic spells once per day: Friends and Water-breathing.

Upon being slain, or at the duration's end, the avatar will disappear. The material components for the Summon Lesser Avatar spell is the priest's holy symbol.

Note: There are numerous avatars of each faith. Those provided are only representative of those that might be summoned by this spell. Other avatars may be summoned at the Game Master's discretion.

Swarm

Circle: 4th
Duration: 1 round per Circle
Effect: 10′ diameter sphere
Domain: Tellurgy
Components: V, G

Resist: None
Casting time: -4
Range: 80′
Damage type: Kinetic

The Swarm spell invokes a swarm of flying insects, centered upon any point chosen by the caster. These insects will bite and sting any living creatures within the area of effect, causing any creature within the swarm will suffer 1d4 points of damage each round.

The priest whom cast Swarm may cause these insects to move at a rate of 60′ per round with limited concentration. However, the swarm will always remain a concentrated spherical cloud, and will not disperse.

The swarm may not be destroyed with normal weapons. However a normal torch flame will destroy the swarm in three rounds, and a strong wind may dissipate the insects in one round. Furthermore, the Swarm spell may be dispelled by normal means.

Animal Form

Circle: 5th
Duration: 10 minutes per Circle
Effect: Caster only
Domain: Tellurgy
Components: V, G

Resist: None
Casting time: -5
Range: n/a
Damage type: n/a

Animal Form enables the priest to physically transform into any natural animal, from as small as a sparrow, to as large as a grizzly bear (approx. 1200 lbs.). When in this form, the priest assumes all physical characteristics of the animal, as well as its Physical Resistance modifier and health points. However, all mental characteristics, including the priest's intellect and Mental Resistance modifier remain unchanged.

A priest in animal form may use any natural ability of the animal. Thus, a priest transformed into a fish could breathe water, or a priest in the form of a bird could fly. Similarly, a priest is physically limited by his new form, unable to speak or cast spells.

If a priest transforms into an animal or back again while wounded, his injuries translate into the same percentage of lost health points. Thus, were a priest with 15 of 20 health points (75% of max.) to transform into a 50 health point grizzly bear, he would have 38 of 50 health points upon transformation.

A priest may only transform one time per Animal Form spell.

Note: If killed while in animal form, a priest will instantly return to his natural self.

Banish

Circle: 5th
Duration: Permanent
Effect: Special
Domain: Benefaction
Components: V

Resist: Special
Casting time: -5
Range: 40'
Damage type: n/a

When cast, the Banish spell will return any creature or creatures magically summoned to their resident plane of existence. Banish will effect any number of creatures summoned by a unique spell or effect. For example, a Banish spell will affect one demon invoked by a gate, or two elementals summoned by a single spell, but not both simultaneously.

Banish is not always successful. In order for a Banish spell to succeed, the priest casting must roll greater than the Circle of the summoning spell on 1d20. Thus, to banish an elemental summoned by the 5th Circle Summon Elemental spell, a priest must roll 6 or more on 1d20.

Note: Creatures summoned by magic devices or innate abilities are banished on a 1d20 roll of 6 or greater.

Channel

Circle: 5th
Duration: 10 minutes
Effect: 1 corpse
Domain: Revelation
Components: V, G

Resist: None
Casting time: 10 minutes
Range: Touch
Damage type: n/a

By means of the Channel spell, the priest may communicate with the spirit of a creature whom has died somewhat recently. To do so, the priest must possess some portion of the creature's remains, be it the corpse, ashes or bones.

Once cast successfully, the priest may communicate with the spirit as if the creature were still alive. Thus, the creature's spirit will possess the same disposition, and speak in the same language as its living self. As such, the creature may or may not be understood by the priest, and if understood, the creature may or may not be willing to aid the priest.

The Channel spell may be employed upon a creature that has been dead for 2 months for every Circle of the priest casting the spell. For example, a 6th Circle priest could use channel to communicate with the spirit of any creature that has perished within the last year.

Note: A spirit contacted by the Channel spell will have knowledge only of events that occurred while it was living, and no knowledge of events occurring thereafter.

Clarity

Circle: 5th
Duration: 10 minutes
Effect: Caster only
Domain: Revelation
Components: V, G

Resist: None
Casting time: -5
Range: 10'
Damage type: n/a

Clarity renders the priest immune to magical charm, possession or illusion. In addition, the priest may sense falsehoods and deception as if affected by the 3rd Circle Sense Deception spell. Clarity also confers a +3 modifier to all Mental Resistance checks.

Crumble

Circle: 5th
Duration: Permanent
Effect: 1 object
Domain: Tellurgy
Components: V, G

Resist: None
Casting time: -5
Range: 60'
Damage type: n/a

The Crumble spell reduces one non-magical stone or metal object to dust. The object may not weigh more than 30 lbs. per Circle of the caster. For example a 6th Circle priest could Crumble an object up to 180 lbs. in weight.

Failure

Circle: 5th
Duration: 10 minutes per Circle
Effect: 1 creature
Domain: Damnation
Components: G

Resist: Mental 10 + PC
Casting time: -5
Range: 100'
Damage type: n/a

When cast successfully, the Failure spell enables the priest to cause one creature to fail at any three unique actions during the spell's duration. Specifically, at any time a dice roll is needed to determine the success of a creature's action, the priest who cast the Failure spell can opt for the creature to be unsuccessful. Thus, the priest could cause a creature to miss with an attack roll, or for a wizard to fail a concentration check and to lose a spell. The priest may only exercise this power if the creature is within 100' of the priest, however.

Note: The creature targeted by the Failure spell may only attempt to resist the spell when it is initially cast. Once the spell is cast successfully, the creature may no longer resist its effects.

Haunt

Circle: 5th
Duration: 6 months
Effect: 60' square area
Domain: Damnation
Components: V, G, M

Resist: None
Casting time: 2 hours
Range: n/a
Damage type: n/a

The Haunt spell imbues one area with a continued hex that affects all creatures within it. Primarily, when in this area, all creatures excepting the priest will be filled with feelings of unease and dread. In combat, Haunt will modify these creatures' initiative rolls and to-hit rolls by -1, and their Physical Resistance, Mental Resistance or proficiency checks by -1.

In addition to these effects, the Haunted area will attract vermin such as rats and insects, so that after several days, numerous such creatures

will inhabit the area if possible. Furthermore, undead creatures within 10 miles of the area will sense the haunted area, and one or more of these creatures will soon after inhabit the area if able. Any undead attracted to the haunted area will be hostile to all creatures but the priest who cast the spell.

In order to haunt an area, the priest must conduct a ceremony which includes the consumption of incense or similar offerings of at least 100 silver royals in value, as well as the bones or blood of a slain humanoid.

The priest may haunt up to three such areas at one time. Thus, the priest may not haunt additional areas until the duration of the first spell has passed. The Haunt spell cannot be cancelled by the priest.

Multiple Haunt spells within the same area do not produce additional or added effects, even if cast by multiple priests.

Heal Severe Wounds

Circle: 5th
Duration: Permanent
Effect: 1 creature
Domain: Benefaction
Components: V, G
Resist: None
Casting time: 10 rounds
Range: 10'
Damage type: n/a

Heal Severe Wounds is similar to the 1st Circle Heal Minor Wounds spell. However, Heal Severe Wounds replaces health points equal to 5d4 + 2 per Circle of caster to the spell's recipient. For example, a priest able to cast 5th Circle spells may heal 5d4 + 10 health points with this spell.

Heal Severe Wounds will only restore health points up to the creature's maximum health point total and not beyond.

Lightning Strike

Circle: 5th
Duration: Instantaneous
Effect: 6' radius
Domain: Tellurgy
Components: V, G
Resist: Physical 10 + PC
Casting time: -5
Range: 100'
Damage type: n/a

The Lighting Strike spell invokes a stroke of lightning from the sky, targeted upon one specific point or creature. Creatures struck directly by the lightning suffer 4d8 points of damage, or 2d8 points if a successful Physical Resistance check is made. Creatures not hit directly, but within 12' of the Lightning Strike take 2d4 or 1d4 points, respectively.

Note: Lightning Strike may not be cast indoors or underground. Metal armor does not absorb Lightning Strike damage.

Locate

Circle: 5th
Duration: 1 round
Effect: Caster only
Domain: Revelation
Components: V
Resist: Mental 10 + PC
Casting time: -5
Range: Any
Damage type: n/a

By means of the Locate spell, a priest is able to know the specific location of one item or creature, wherever it may be. However, the Locate spell will only work if the priest has previously seen the item or creature to be located.

For the duration of the spell, the caster will 'see' the object or creature in its current surroundings within his mind's eye. In addition, the priest will understand the target's whereabouts as if the location had been described to him by someone with the knowledge. For example, a location spell might inform a priest that a creature is in a specific region, in a specific city, in a specific neighborhood, in a tavern of a certain name.

If the target of the Locate spell is a creature, that creature will sense the spell, and may make a Mental Resistance check. If successful, the priest cannot locate the creature.

Madness

Circle: 5th
Duration: Permanent
Effect: 1 creature
Domain: Damnation
Components: V, G
Resist: Mental 10 + PC
Casting time: -5
Range: 100'
Damage type: n/a

The Madness spell causes one creature chosen by the caster to go insane. The nature of the mental illness is determined by a 1d6 roll as follows:

1: Psychopathic: The creature will appear as normal. However, at any time the victim is presented with an opportunity to commit murder, either unseen or without immediate retribution, there is a 10% chance the creature will attempt to do so.

2: Catatonic: The affected creature becomes severely withdrawn and apathetic. As such, the victim will cease to initiate any activity, and will not speak or use disciplines or proficiencies.

3: Delusional: The creature will constantly assign great importance to trivial matters, or fail to see any value in matters of importance. As a result, the delusional creature may obsess with small items or events, and carelessly disregard weighty matters or even dangerous situations.

4: Pathological Liar: The affected creature will substitute falsehoods (80% of the time), whenever the audience is not likely to suspect the information as bogus.

5: Paranoid: The creature will become obsessed with a constant feeling of danger and victimization. Close acquaintances will be the most suspect, and the victim will seek the first opportunity to distance itself from such relations. If unable to remove itself from such company, the creature will act as if psychopathic (result 1).

6: Homicidal: The affected creature will be obsessed with the urge to kill, and will attempt to slay any friend or foe if a reasonable chance of success presents itself.

Pain Touch

Circle: 5th
Duration: 4 rounds
Effect: Caster only
Domain: Damnation
Components: V, G
Resist: Physical 10 + PC
Casting time: -5
Range: n/a
Damage type: Energy

When affected by Pain Touch, any creature touched by the priest's bare hand suffers 2d8 points of damage, or 1d8 if a Physical Resistance check is made. To deliver the Pain Touch, the priest must make successful a to-hit roll to touch the intended victim.

As the priest must lay his open hand upon the recipient, no additional damage may be inflicted by the Pain Touch attack. Furthermore, only one Pain Touch may be delivered each round.

A priest may perform other actions while affected by Pain Touch. However, only an intentional delivery of the Pain Touch will cause a targeted creature to suffer damage.

Note: As Pain Touch lasts for 4 rounds, it may be employed 5 times (The round it is cast, plus the four next rounds).

Project

Circle: 5th
Duration: 30 minutes
Effect: Caster only
Domain: Revelation
Components: V, G

Resist: None
Casting time: -5
Range: 100 miles per Circle
Damage type: n/a

The Project spell enables the priest to bodily remain in one place, while instantly sending a spiritual form to any other within the spell's range. To observers, this ghostly form will appear as a translucent, ethereal likeness of the priest. This spiritual form may move up to 80' per round in any direction, and is able to pass through solid objects.

Through the projected self, the priest may verbally converse with others, and to see and hear as normal. Furthermore, if the priest is affected by any spell or item that enhances his senses, the projected form may benefit from its effects. However, the priest may not cast spells or otherwise affect his environment when projected.

During the Project spell, the priest's corporeal body must remain in an inactive state of meditation. Furthermore, the priest is unaware of events about his body while projected.

Note: The projected form of the priest may not be physically harmed. However, a Dispel Magic or Banish spell will immediately return the priest to his body.

Regenerate

Circle: 5th
Duration: 1 hour
Effect: 1 creature
Domain: Benefaction
Components: V, G

Resist: None
Casting time: -5
Range: 10'
Damage type: n/a

Regenerate causes one creature to heal at an unnatural rate of speed. Thus, while affected by the spell, the affected creature heals from all wounds at the rate of 1 health point per round, or 6 health points per minute. The Regenerate spell will not cure anything but physical damage, however.

Note: The Regenerate spell will not increase a creature's health points above its natural maximum. Casting multiple Regenerate spells upon a creature has no additional effect.

Repel

Circle: 5th
Duration: 10 rounds
Effect: Caster only
Domain: Benefaction
Components: V

Resist: Special
Casting time: -5
Range: 10' radius
Damage type: n/a

The Repel spell creates an invisible barrier of protection about the priest that drives off any creatures he or she so chooses. The area of effect of Repel is a 10' radius hemisphere, centered upon the caster's person.

All creatures affected by this spell feel an intense pain whenever within 10' of the priest. As such, these creatures suffer 2 health points of damage per round while within this barrier. Furthermore, any creature affected must make a Mental Resistance check of 10 + PC each round, or be forced to flee the area of effect.

Creatures affected by the Repel spell must make this Mental Resistance check prior to taking any actions each round. If the Mental Resistance check is unsuccessful, the creature must flee for its action.

Note: Any creature unable to escape the area of effect due to confinement or restraint cannot take actions during rounds in which their Mental Resistance check was unsuccessful.

Replenish

Circle: 5th
Duration: Permanent
Effect: Caster only
Domain: Revelation
Components: V

Resist: None
Casting time: 1 hour
Range: n/a
Damage type: n/a

By means of the Replenish spell, a priest may restore his or her daily repertoire of spells within one hour's time. Thus, after casting Replenish, the priest will have his or her normal spell power, except for one 5th Circle spell, which was spent upon casting Replenish.

Note: If at any time during the casting of Replenish the priest is interrupted, the spell and its effects are lost.

Sanctuary

Circle: 5th
Duration: 1 hour per Circle
Effect: 10' cubic area
Domain: Benefaction
Components: V, G

Resist: None
Casting time: -5
Range: 20'
Damage type: n/a

Sanctuary creates an unmovable cube of protection centered upon a point chosen by the caster. This area, defined by a slight glow, remains softly lit, warm and dry, despite the environmental conditions outside. Thus, even in the midst of a violent storm, no wind or rain would disturb those inside.

Although any creatures may enter of leave this protected area, all missile attacks into the sanctuary are modified by a -6 to-hit modifier. Furthermore, all creatures within the sanctuary benefit from a +6 modifier to resist the effects of any spells originating from outside the protected area.

Note: The protection of the sanctuary does not extend to spells or attacks made within the protected area.

Sandstorm

Circle: 5th
Duration: 2 rounds per Circle
Effect: 200' cube
Domain: Tellurgy
Components: V, G

Resist: None
Casting time: -5
Range: 300'
Damage type: n/a

The Sandstorm spell creates a powerful, sand-laden cyclone within the spell's area of effect. As a result of the sandstorm, papers and leaves

will fly, doors will slam, and small fires will be put out. In addition, the sandstorm will dissipate any gases or fog within 1 round.

Due to the density of airborne particulates, visibility of any kind is reduced to 4'. Thus, all melee attacks made by creatures within the sandstorm are at -3 to-hit. Furthermore, all missile attacks into or within the sandstorm suffer a -8 to-hit modifier.

Flying creatures of 1 lb. or smaller cannot move effectively in the sandstorm, and will be forced to land.

Smite

Circle: 5th
Duration: 2 rounds
Effect: 1 creature
Domain: Damnation
Components: V, G
Resist: Physical 10 + PC
Casting time: -5
Range: 80'
Damage type: Energy

Similar to the Strike spell, the Smite spell enables a priest to partially invoke the wrath of his patron deity upon one living creature. If the creature targeted fails its Mental Resistance check, the Smite spell inflicts 4d6 points of damage, and renders that creature unable to act for 2 rounds. However, if the Mental Resistance check is successful, the creature is not stunned, but suffers 2d6 points of damage.

Note: A stunned creature's dodge score and movement rate are both reduced by ½. Furthermore, a stunned creature may not attack, use items, or cast spells. The Smite spell will not affect undead or mindless automatons.

Summon Fauna

Circle: 5th
Duration: 1 hour
Effect: Special
Domain: Tellurgy
Components: V, G
Resist: None
Casting time: -5
Range: 30'
Damage type: Special

In most respects, Summon Fauna is similar to the 3rd Circle Summon Lesser Fauna spell. When cast, Summon Fauna conjures a small number of natural creatures to serve the priest. These creatures will perform simple tasks if able, or attack the priest's foes. The number and type of creatures summoned by the priest are randomly determined by a 1d6 roll:

1: 1d2 Crocodiles: Health points: 38, Dodge score: 14, Initiative: +0, Hide/armor: none, To-hit: +4, Attacks: bite: 1 x 1d8 + 4. Intellect: 3, Physical Resist: +3, Mental Resist: +0, Movement: 60'.

2: 1 Grizzly bear: Health points: 46, Dodge score: 13, Initiative: +0, Hide/armor: none, To-hit: +4, Attacks: claw: 2 x 1d4 + 6. If both claws hit, bite: 2d4 + 4. Intellect: 3, Physical Resist: +5, Mental Resist: +6, Movement: 160'. Unless reduced to less than -10 health points, a grizzly may continue to fight as if it possessed the Last Stand discipline.

3: 1d2 + 1 Mountain lions: Health points: 18, Dodge score: 16, Initiative: +4, Hide/armor: none, To-hit: +4, Attacks: claws: 2 x 1d4 + 2, and bite: 1 x 1d8 + 3. Intellect: 3, Physical Resist: +2, Mental Resist: +3, Movement: 180'.

4: 1d2 + 2 Large rattlesnakes: Health points: 8, Dodge score: 12, Initiative: +3, Hide/armor: none, To-hit: +2, Attacks: bite: 1 x 1d2. Intellect: 3, Physical Resist: -2, Mental Resist: -3, Movement: 50'. If bit, victim must make a Physical Resistance check of 13 or fall unconscious for 1d4 hours, and lose 2d4 endurance points (min. 1) for 1 week. If the creature has no endurance, it loses 2d4 health points (min. 0).

5: 1d4 + 2 Huge spiders: Health points: 8, Dodge score: 15, Initiative: +3, Hide/armor: none, To-hit: +2, Attacks: bite: 1 x 1d3. Intellect: 2, Physical Resist: -2, Mental Resist: -1, Movement: 140'. The spiders are approximately 2' wide. If bit, a character must make a Physical Resistance check of 12 or suffer an additional 5 health points of damage.

6: 1d3 + 2 Wolves: Health points: 10, Dodge score: 13, Initiative: +2, Hide/armor: none, To-hit: +3, Attacks: bite: 1 x 1d4 + 1. Intellect: 3, Physical Resist: -1, Mental Resist: -1, Movement: 160'.

Upon being slain, or at the duration's end, these creatures will disappear.

Note: The list of creatures provided here is not exhaustive, and the Game Master should feel free to add other fauna of similar power that may be summoned.

Wall of Pain

Circle: 5th
Duration: 10 rounds
Effect: 3' x 20' x 20'
Domain: Damnation
Components: V, G
Resist: Physical 10 + PC
Casting time: -5
Range: 60'
Damage type: Energy

The Wall of Pain appears as a large rectangular barrier of swirling mist. When cast, the wall must be positioned upright, and not laid flat. The maximum dimensions of the wall are 3' wide x 20' tall x 20' long. However, the height and length may be reduced to as little as 6'.

All creatures touching or passing through the wall suffer 2d8 points of damage per round, or 1d8 points if a successful Physical Resistance check is made.

Wind Walk

Circle: 5th
Duration: 3 rounds per Circle
Effect: Caster only
Domain: Tellurgy
Components: V
Resist: None
Casting time: -5
Range: n/a
Damage type: n/a

By means of the Wind Walk spell, the caster shifts himself and all of his equipment into vapor-like form. In doing so, the priest may move through air at a very high rate of speed.

While under the effect of Wind Walk, a caster may move through air in any direction at rate of 1000' per round. Thus, the character could travel the distance of one mile in just under 6 rounds, or one minute. In addition, the priest may pass under doors or through keyholes with ease.

While affected by the Wind Walk spell, the priest is unable to hit opponents, be hit by opponents, communicate, or cast spells. A Dispel Magic will return the priest to his material form, however.

Alter Weather

Circle: 6th
Duration: 24 hours
Effect: 10 mile radius
Domain: Tellurgy
Components: V, G
Resist: None
Casting time: 1 hour
Range: n/a
Damage type: n/a

By means of the Alter Weather spell, the priest may change the local weather over the course of several hours. The extent of this change is

determined by the initial climate conditions. In any case, the priest may alter the temperature by up to 40 degrees Fahrenheit, and change the wind and/or the precipitation by up to 4 steps in either direction on the following scales:

Winds: 1: Dead calm, 2: light breeze, 3: breezy and cloudy, 4: windy, 5: strong wind 6: gale 7: storm, 8: violent storm, tornado or hurricane force winds.

Precipitation: 1: Dry, 2: fog or mist, 3: drizzle or flurries, 4: light rain, sleet or snow, 5: moderate rain or snow, 6: driving rain, thick snow or light hail, 7: blizzard or hail, 8: large hail (1d2 damage per round).

Once the Alter Weather spell is cast, it takes roughly 30 minutes for each step of change in the weather conditions. After reaching the final conditions, the weather will persist for the duration of the spell.

The weather altered is centered upon the point at which the priest cast the spell.

Anamnesis

Circle: 6th
Duration: 5 minutes
Effect: Caster only
Domain: Revelation
Components: V, G
Resist: None
Casting time: -6
Range: Touch
Damage type: n/a

In many ways, Anamnesis is similar to the 4th Circle Psychometry spell. However, rather than 'read' a non-living object, the Anamnesis spell enables the priest to observe past events experienced at a specific locale as if he or she were an actual bystander at the time. Thus, if cast upon a battlefield, the priest could witness both the sights and sounds of a previous conflict as the battle would appear to take place about the priest's person. This period of history available to the anamnesis spell is equal to 1 week per Circle of the priest casting. For example, a 6th Circle priest casting Anamnesis could view all those events that occurred within a locale over the past 6 weeks.

When cast, the Anamnesis spell allows the priest to briefly scan the entirety of viewable past events for happenings of particular interest, and then to experience up to five minutes of one particular event in full detail. The priest may not interact with these replayed events in any manner.

Note: Events revealed by Anamnesis only appear to occur about the priest. No other creatures may experience the anamnesis.

Aura of Protection

Circle: 6th
Duration: 10 minutes
Effect: 20' diameter sphere
Domain: Benefaction
Components: V, G
Resist: Special
Casting time: -6
Range: n/a
Damage type: n/a

The Aura of Protection spell creates a spiritual aegis of 20' diameter, centered upon the priest. All allies of the priest within this aura are imbued with a strong feeling of courage and conviction. In combat, the Aura of Protection will improve an affected creature's initiative rolls and to-hit rolls by +2, its Physical Resistance, Mental Resistance or proficiency checks by +2, and confers a +2 dodge adjustment.

In addition to these benefits, greater undead, or creatures that are not native to the priest's plane may not enter the Aura of Protection without making a successful Mental Resistance check of 10 + PC.

Note: Lesser undead, those with an intellect score of 3 or less, may not enter the Aura of Protection.

Call Greater Fauna

Circle: 6th
Duration: 1 hour
Effect: Special
Domain: Tellurgy
Components: V, G
Resist: None
Casting time: -6
Range: Special
Damage type: Special

In most respects, Call Greater Fauna is similar to the 2nd Circle Call Lesser Fauna spell. When cast, Call Greater Fauna recruits a small number of natural creatures to serve the priest. The creatures will be indigenous to the area, and are actually called forth by the spell. As they must physically travel to the priest's location, the creatures will arrive within 1d6 rounds after the spell is cast. These creatures will perform simple tasks if able, or attack the priest's foes. The number and type of creatures beckoned by the priest are determined by the local environment and the Game Master. However some typical creatures that might respond to the spell are described below:

Desert: 1d3 + 1 Giant scorpions: Health points: 20, Dodge score: 15, Initiative: +0, Hide/armor: 1, To-hit: +4, Attacks: claw: 2 x 1d6, and sting: 1 x 1d4. Intellect: 3, Physical Resist: +3, Mental Resist: +2, Movement: 110'. If stung, victim must make a Physical Resistance check of 14 or fall unconscious. The poisoned creature will die in 1d8 hours.

Forest: 1d2 Grizzly bears: Health points: 46, Dodge score: 13, Initiative: +0, Hide/armor: none, To-hit: +4, Attacks: claw: 2 x 1d4 + 6. If both claws hit, bite: 2d4 + 4. Intellect: 3, Physical Resist: +5, Mental Resist: +6, Movement: 160'. Unless reduced to less than -10 health points, a grizzly may continue to fight as if it possessed the Last Stand discipline.

Mountains: 1 Cave bear: Health points: 66, Dodge score: 14, Initiative: +2, Hide/armor: none, To-hit: +6, Attacks: claw: 2 x 1d6 + 7. If both claws hit, bite: 2d8 + 7. Intellect: 3, Physical Resist: +6, Mental Resist: +10, Movement: 160'. Unless reduced to less than -10 health points, a cave bear may continue to fight as if it possessed the Last Stand discipline.

Ocean: 1 Killer whale: Health points: 70, Dodge score: 14, Initiative: +2, Hide/armor: none, To-hit: +5, Attacks: bite: 1d12 + 5. Intellect: 5, Physical Resist: +5, Mental Resist: +3, Movement: swim 200'.

Underground: 1d3 + 2 Giant centipedes: Health points: 18, Dodge score: 14, Initiative: +3, Hide/armor: none, To-hit: +4, Attacks: bite: 1d8. Intellect: 2, Physical Resist: +1, Mental Resist: +0, Movement: 180'. The centipedes are approximately 6' long. If bit, a character must make a Physical Resistance check of 14 or suffer an additional 8 health points of damage.

Typically, the Call Greater Fauna spell will call at least one creature. However, if the local area is devoid of life, the spell will fail. At the duration's end, these creatures will retreat into the surrounding terrain.

Note: The list of creatures provided here is not exhaustive, and the Game Master should feel free to add other fauna of similar power that may be beckoned.

Control

Circle: 6th
Duration: 2-5 rounds
Effect: 1 creature
Resist: Mental 10 + PC
Casting time: -6
Range: 60'

Domain: Damnation
Components: V

Damage type: n/a

The Control spell effectively puts one creature under complete control of the priest for the duration of the spell. During this time, priest may act defensively, but may not physically attack or cast any spells.

A creature under the control of the priest will do the caster's bidding, even so far as to attack his friends, surrender his weapon, or even to directly injure itself. Although the caster may not instruct a controlled individual to cast specific spells, a demand to destroy a specific individual may prompt the affected creature to cast an offensive spell.

Creatures instructed to directly injure themselves, such as being told to jump off a cliff, may make an additional Mental Resistance check to resist. If the check is failed, the creature will obey the command. However, if the check succeeds, the Control spell is terminated.

Note: While a character is under the influence of a Control spell, his or her exact responses to the priest's demands are to be determined by the Game Master, not by the character's player. Due to the nature of their magic, priests under the Control spell may not be forced to cast spells to their direct detriment; their deity will simply refuse to grant the spell.

Enfeeblement

Circle: 6th
Duration: 2 weeks
Effect: 1 creature
Domain: Damnation
Components: V, G

Resist: Mental 10 + PC
Casting time: -6
Range: 40'
Damage type: n/a

Enfeeblement reduces one creature's endurance by 4d4 and its strength by 4d4, each to a minimum of 1. If a character's endurance is reduced by Enfeeblement, his or her health point maximum is reduced by an equal number of points. For example, if a character with 18 health points loses 6 endurance points due to Enfeeblement, his maximum health points would be reduced to 12 for the spell's duration. However, this character's health points may only be reduced to 12 by the Enfeeblement spell, and not beyond. Thus, if the character had previously been reduced to 12 or less health points by physical damage, no further loss would occur.

Note: Only one Enfeeblement spell may affect a creature at a time.

Eye of God

Circle: 6th
Duration: Special
Effect: 200' radius
Domain: Benefaction
Components: V, G

Resist: Special
Casting time: -6
Range: n/a
Damage type: n/a

When Eye of God is cast the priest invokes a powerful blessing upon all those that fight for his cause. As a result, all followers of the priest within a 100 yard radius apply a +3 modifier to all to-hit rolls, initiative rolls, Resistance checks, and proficiency checks.

To maintain the Eye of God spell, the priest must concentrate and may not attack, cast spells or take a similar action. The preist may act defensively, however. Once concentration is broken, the Eye of God spell still persists for 1 additional round per Circle of the priest. For example if a 7th Circle priest cast Eye of God, maintained concentration for 4 rounds and then attacked an opponent, the Eye of God spell would have a duration of 11 rounds.

Freeze

Circle: 6th
Duration: Instantaneous
Effect: 40' cube
Domain: Tellurgy
Components: V, G

Resist: None
Casting time: -6
Range: 100'
Damage type: Cold

The Freeze spell creates an intense chill within a 40' cubic volume, centered upon a point chosen by the caster. Any creature within the affected area instantly suffers 3d8 + 3 points of cold damage. Furthermore, all non-magical liquids of less than 10 gallons volume will immediately freeze solid, and will remain so until thawed. Non-magical liquids of greater volume will be covered by a 1' thick layer of ice.

Glyph of Ruin

Circle: 6th
Duration: 1 week
Effect: Special
Domain: Damnation
Components: V, G, M

Resist: Special
Casting time: 10 minutes
Range: Touch
Damage type: n/a

The Glyph of Ruin spell creates a magical seal upon a portal that when opened, causes the creature opening the portal to become cursed, injured, or diseased. This glyph appears as a circle, inscribed with a symbol of the priest's deity. The seal may vary from 2" to 1' in diameter, and may be inscribed upon any surface, horizontal or vertical. The portal bearing the glyph may be a door, a chest, or even the cover of a book.

When triggered, the glyph will produce one of the following four effects, to be chosen by the caster:

1: Glyph of Calamity: The creature is affected as if targeted by the 3rd Circle Curse spell.

2: Glyph of Frailty: The creature is affected as if target by the 6th Circle Enfeeblement spell.

3: Glyph of Insanity: The creature is affected as if targeted by the 5th Circle Madness spell.

4: Glyph of Wrath: The creature is affected as if targeted by the 6th Circle Immolation spell.

If the Glyph of Ruin is not triggered within one week of casting, it will simply disappear.

Note: The creature affected by the Glyph of Ruin is allowed a Mental or Physical Resistance check, appropriate to the spell triggered by the glyph.

Immolate

Circle: 6th
Duration: 1 round
Effect: 1 creature
Domain: Damnation
Components: V, G
Resist: Physical 10 + PC
Casting time: -6
Range: 80'
Damage type: Heat

Immolate causes a creature to instantly burst into flames. Although these magical flames only last one round, all exposed flammable materials will immediately catch fire as well. The affected creature will suffer 4d8 + 4 points of damage. However, if the victim makes a successful Physical Resistance check, damaged suffered is 2d8 + 2.

Immunity

Circle: 6th
Duration: 10 rounds
Effect: Caster only
Domain: Benefaction
Components: V, G
Resist: None
Casting time: -6
Range: n/a
Damage type: n/a

The Immunity spell creates a personal aura of protection about the priest that renders him or her completely immune to any poison, disease, or mental charm. Furthermore, the priest's Mental and Physical Resistance checks are modified by +6 for the spell's duration.

In addition, upon casting, the Immunity spell removes any illnesses, or poisons the priest may be presently afflicted with. For example, if the priest were the target of a Disease spell, the spell would be dispelled by Immunity. The spell does not restore lost health points, however.

Note: For many mental illnesses, the priest may not be aware or believe he is afflicted. Thus, a priest so affected would not likely treat himself with the Immunity spell.

Impart Skill

Circle: 6th
Duration: 1 hour
Effect: 1 creature
Domain: Revelation
Components: V, G
Resist: None
Casting time: -6
Range: 10'
Damage type: n/a

By means of the Impart Skill spell, the priest may imbue one creature with an intellect of 4 or greater with any one discipline or proficiency the priest possesses.

A discipline or proficiency may be of any grade, and does not require the creature to possess the necessary prerequisite. For example, by means of the Impart Skill spell, a priest who possessed the Greatstrike discipline could enable a creature to Greatstrike, even if that creature did not possess Weapon Mastery II. Similarly, the priest could impart Armor Use III upon a creature, even if that creature did not have the Armor Use discipline.

Note: The Impart Skill spell cannot imbue magic potential disciplines or Spell Circles.

Improved Psychometry

Circle: 6th
Duration: 5 minutes
Effect: Caster only
Domain: Revelation
Components: V, G
Resist: None
Casting time: -6
Range: Touch
Damage type: n/a

In most respects, Improved Psychometry is similar to the 4th Circle Psychometry spell. However, when cast upon a non-living non-magical object, Improved Psychometry enables the priest to view any event that took place within 20' of the object within the last 200 years. For example, a priest casting Psychometry upon an ancient sarcophagus could view a burial that occurred 120 years prior.

Note: Events revealed by Improved Psychometry will only be seen visually within the priest's mind's eye. No auditory or other sensory information is communicated through the object.

Pacify

Circle: 6th
Duration: 1 round per Circle
Effect: 3 creatures
Domain: Benefaction
Components: V
Resist: Mental 10 + PC
Casting time: -6
Range: 80'
Damage type: n/a

The Pacify spell induces as many as three creatures to lose all feelings of hostility, and to thereafter avoid conflict. Affected creatures will remain calm, and if confronted, will flee combat. If conflict cannot be avoided, the pacified creature will act in a defensive manner only.

Mitigate

Circle: 6th
Duration: 1 round per Circle
Effect: Caster only
Domain: Benefaction
Components: V, G
Resist: Mental 10 + PC
Casting time: -6
Range: n/a
Damage type: n/a

Mitigate creates a powerful aura of protection about the priest that disperses the force of physical blows. As a result, any kinetic damage (such as by a sword, arrow, stone, etc.) inflicted upon the priest is lessened by ½. For example, if a blow from a mace were to inflict 7 points of damage, the priest affected by the Mitigate spell would suffer only 4 points.

Note: Mitigate only protects from kinetic or force-based attacks. Thus, damage due to fire or electricity would not be lessened by the spell. Casting additional Mitigate spells has no additional effect.

Read Mind

Circle: 6th
Duration: 3 rounds
Effect: 1 creature
Domain: Revelation
Components: V, G
Resist: Mental 10 + PC
Casting time: -6
Range: 100'
Damage type: n/a

The Read Mind spell enables the priest to extract information from one person or creature, regardless of whether or not the victim would willingly give the caster the information. For three rounds, the priest may probe the creature's mind for any information it may contain. In general, the caster may probe the creature's mind for one specific question each round of the spell's duration. For example, uncovering the whereabouts of an item hidden by the affected creature would take one-third of the spell's duration.

In addition to accessing the creature's memory, the priest may also use the creature's intellect-related proficiencies as if they were his own.

Note: Read Mind will also provide the priest with knowledge of which spells are in the affected creature's repertoire.

Soul Snare

Circle: 6th
Duration: Permanent
Effect: 1 creature
Domain: Damnation
Components: V, G, M
Resist: Mental 10 + PC
Casting time: -6
Range: 10'
Damage type: n/a

When cast successfully, the Soul Snare spell encapsulates the soul of one creature into a totem or charm carried by the priest. From that moment on, until the totem is destroyed, the victim of the Soul Snare cannot employ any discipline or proficiencies, including spell casting. Furthermore, the victim does not earn any skill points while Soul Snare is in effect.

The only means to dispel the Soul Snare is to physically destroy the vessel containing the soul. If this is done within one mile of the victim, the soul will return within 1d10 rounds. However, if the vessel is destroyed at a greater distance, the delay in the soul's return is as follows: 1-20 miles: 1d100 rounds, 21-100 miles: 1d10 hours, 101-500 miles: 1d100 hours, 500+ miles, but within same plane of existence: 2d10 days, another plane of existence: 1d100 days.

The totem or charm employed by the priest must be made of wood, mineral or stone, and requires an eight-hour ceremony to properly prepare the vessel for the Soul Snare spell.

Spirit Form

Circle: 6th
Duration: 1 round per Circle
Effect: Caster only
Domain: Benefaction
Components: G
Resist: None
Casting time: -6
Range: n/a
Damage type: n/a

Spirit Form enables the priest to transform into a ghost-like, incorporeal figure. To observers, this form will appear as a translucent, ethereal likeness of the priest. When in spiritual form, the priest may move up to 120' per round in any direction, and is able to pass through solid objects. While affected, the priest may verbally converse with others and can see and hear as normal. Additionally, if previous to the transformation, the priest is affected by any spell or item that enhances these senses, he will continue to benefit from its effects.

A priest in spirit form may not physically interact with his environment. Thus, the priest can not move objects, or physically attack. However, the priest may cast spells that do not either require a material component, or the priest to touch the recipient. Conversely, while in spiritual form, the priest may not be physically harmed. Even so, the priest does remain susceptible to any mind-affecting spells, as long as they do not require the caster to touch the priest.

Note: A Dispel Magic or Banish spell will immediately transform the priest into his corporeal self.

Storm

Circle: 6th
Duration: 1 hour
Effect: 2 mile radius
Domain: Tellurgy
Components: V, G
Resist: None
Casting time: 2 rounds
Range: n/a
Damage type: n/a

By means of the Storm spell, the priest may instantly conjure extreme weather. However, the type of storm created is determined by the local climate conditions. For example, a priest may invoke hurricane-like conditions in the tropics, a blizzard in the arctic, or a thunderstorm or tornado in temperate regions. The general effects of various storms are described below:

Blizzard: Strong winds, all visibility reduced to 10'. Movement greater than ¼ normal has a 50% chance of misdirection.

Hurricane: Extreme winds, heavy rain, likely damage to light structures (10% chance of injury due to debris per round). Watercraft may also capsize; small sailboat: 80% chance, medium galley: 50% chance, large ship: 30% chance (The experience of the captain and/or crew may modify the chance of capsizing).

Thunderstorm: Strong winds, 10% chance of tornado (likely damage to light and medium strength structures and a 30% chance of injury due to debris per round), and/or a 2% chance for any creature to be struck by lightning (see the 5th Circle Lightning Strike spell).

The weather altered is centered upon the point at which the priest casts the spell.

Note: The Storm spell will only have effect out-of-doors.

Summon Avatar

Circle: 6th
Duration: 1 hour
Effect: Special
Domain: Tellurgy
Components: V, G, M
Resist: None
Casting time: -6
Range: 10'
Damage type: n/a

In most respects, Summon Avatar is similar to the 4th Circle Summon Lesser Avatar spell. The spell summons a divine advocate that will provide aid, defend the priest and his allies, or attack the priest's foes. The avatar will not perform mundane tasks however, and requests to do so will greatly displease the priest's deity. The type of avatar summoned by the spell is largely dependent upon the nature of the priest's faith, and is ultimately to be determined by the Game Master. However, some examples of creatures that may be called by the spell are provided below:

Angel (Powers): Health points: 43, Dodge score: 17, Initiative: +2, Hide/armor: none (or by worn armor), To-hit: +3, Attacks: great sword: 2 x 1d8 + 5. Intellect: 16, Physical Resist: +4, Mental Resist: +8, Movement: 140', fly 220'. Angels may speak and understand any language. The angel may innately cast the following Faith spells once per day: Illuminate, Invisibility to Undead, Courage, Enthrall, Animal Form and Read Mind.

Lesser demon: Health points: 44, Dodge score: 16, Initiative: +4, Hide/armor: none (or by worn armor), To-hit: +3, Attacks: great sword: 2 x 1d8 + 4. Intellect: 13, Physical Resist: +3, Mental Resist: +6, Movement: 140'. The lesser demon may innately cast the following Hermetic spells once per day: Darkness, Silence, Thought Projection, and Combust.

Satyr: Health points: 36, Dodge score: 14, Initiative: +2, Hide/armor: none, To-hit: +4, Attacks: staff: 1d4 + 5, or ram: 1 x 2d4 + 4. Intellect: 15, Physical Resist: +3, Mental Resist: +5, Movement: 180'. The satyr may innately cast the following Hedge magic spells once per day: Friends, Noise, Charm Animal and Captivate, and the following Faith magic spells once per day: Illuminate, Sense Deception, Plant Growth, Confuse and Summon Lesser Fauna.

Djinn: Health points: 40, Dodge score: 18, Initiative: +4, Hide/armor: none (or by worn armor), To-hit: +5, Attacks: fists: 2 x 1d6 + 6, or spear: 2 x 1d6 + 6. Intellect: 12, Physical Resist: +6, Mental Resist: +8, Movement: fly 220'. The djinn may innately cast the following Hermetic spells once per day: Extinguish, Combust, Wind, Shatter, Steam Cloud and Invisibility.

Gorilla: Health points: 46, Dodge score: 15, Initiative: +2, Hide/armor: none, To-hit: +4, Attacks: fists: 2 x 1d4 + 6. Intellect: 5, Physical Resist: +5, Mental Resist: +7, Movement: 160'.

Salamander: Health points: 26, Dodge score: 17, Initiative: +3, Hide/armor: none, To-hit: +6, Attacks: spear: 2 x 1d6 + 4. Intellect: 13, Physical Resist: +4, Mental Resist: +3, Movement: 160'. The Salamander may innately cast the Hermetic spell Combust twice per day.

Upon being slain, or at the duration's end, the avatar will disappear. The material components for the Summon Avatar spell is the priest's holy symbol.

Note: There are numerous avatars of each faith. Those provided are only representative of those that might be summoned by this spell. Other avatars may be summoned at the Game Master's discretion.

Vision

Circle: 6th
Duration: 1 round per Circle
Effect: Caster only
Resist: None
Casting time: -6
Range: 1 mile
Domain: Revelation
Damage type: n/a
Components: G

The Vision spell enables the priest to see all current events within a one mile radius. The perspective given to a priest by the Vision spell is somewhat omniscient. The caster may choose to focus on any area within the spells range. However, the priest may also search the entire area for one particular creature or item in just 10 seconds time.

Animate Earth

Circle: 7th
Duration: 1 hour
Effect: Special
Domain: Tellurgy
Components: V, G
Resist: None
Casting time: -7
Range: 60'
Damage type: Kinetic

The Animate Earth spell gives life to a large mass of earth or stone, which appears in most respects as a large earth elemental. This automaton will serve the priest, performing simple tasks or attacking his enemies.

The animated earth appears as a somewhat humanoid mass of stone or earth, approximately 20' tall. The animated earth has the following statistics: Health points: 70, Dodge score: 15, Initiative: +0, Hide/armor: 1d6, To-hit: +6, Attacks: fists: 2 x 4d6. Intellect: 2, Physical Resist: +6, Mental Resist: n/a, Movement: 60'. Edged weapons only inflict half normal damage upon the animated earth.

Annul

Circle: 7th
Duration: Instantaneous
Effect: Caster only
Domain: Benefaction
Components: None
Resist: None
Casting time: Special
Range: n/a
Damage type: n/a

The Annul spell enables the priest to completely resist any one attack or insult, be it magical or otherwise. To do so, the priest must simply apply his will, and by divine intervention, the effect of the attack is negated. Thus, by casting the Annul spell, a priest might resist the poison of a spider's bite, the blow of a warrior's sword, or the petrifaction of a medusa's gaze.

Unlike other spells, Annul may be cast at any time during a round as long as the priest has not yet acted. In fact, Annul must be cast at the time of the attack to be resisted. Thus, the priest may cast the Annul spell before or during his initiative, but not after. On the other hand, if a priest has previously acted or cast a spell during a round, he may not cast Annul until the following round. Furthermore, once the priest has employed the Annul spell, his initiative is forfeited, and he may not act until the following round.

Although Annul may be cast at any point in a round at of before the priest's initiative, the effective casting time of the Annul spell is -0. As such, the Annul spell cannot be countered.

Note: The Annul spell will protect the priest, but not other creatures. Thus, the priest may employ Annul to protect himself from a Fireball spell, however any other creature's within the fireball would be affected as normal.

Awareness

Circle: 7th
Duration: 20 minutes
Effect: Caster only
Domain: Benefaction
Components: V
Resist: None
Casting time: -7
Range: 200'
Damage type: n/a

The Awareness spell imbues the priest with total awareness of all present events and circumstances within a 200' radius of his or her person. As such, the priest may observe all happenings, and will hear and understand all voices, even if spoken in unfamiliar tongues. The priest may also comprehend all written language as if affected by the 4th Circle Read spell, and will understand the nature of enchantments as if affected by the 3rd Circle Reveal Enchantment spell. Furthermore, the priest cannot be surprised while affected by Awareness, and will be aware of all traps, secret doors, or hidden objects.

In addition to these benefits, a priest will be aware of the emotions of all sentient creatures within range as if affected by the 1st Circle Empathy spell. The priest will also be aware of these creature's intentions, and all spells they cast, even before the spells take effect.

Beyond the motives of creatures or the presence of hidden objects, the Awareness spell will provide the priest with information such as the correct path to take within a maze, the general contents of a book, or even the ingredients of a particular tonic.

Commune

Circle: 7th
Duration: 1 round
Effect: Caster only
Domain: Revelation
Components: V, G
Resist: None
Casting time: -7
Range: n/a
Damage type: n/a

The Commune spell enables the priest to directly query his or her deity for information regarding a matter of great importance, or to determine a best course of action. The advice or information provided to the priest will always be accurate, and will always be of a beneficial and useful nature. For example, by means of the Commune spell, the priest may become aware of a traitorous act that was committed against him, or may be given the location of an ally in need. The exact nature of the information provided by the Commune spell can vary greatly, and is ultimately left to the discretion of the Game Master.

Note: As the Commune spell requires direct intervention, superfluous use of the spell will likely displease the priest's deity.

Consecrate

Circle: 7th
Duration: 1 year
Effect: 100' square area
Domain: Benefaction
Components: V, G, M
Resist: None
Casting time: 8 hours
Range: n/a
Damage type: n/a

The Consecrate spell imbues one area with a continued blessing that affects all allies of the priest within it. When in this area, all creatures aligned with the priest's cause will be filled with feelings of peace and solace. In combat, Consecrate will improve these creatures' initiative rolls and to-hit rolls by +2, and their Physical Resistance, Mental Resistance or proficiency checks by +2. Furthermore, the consecration creates a magical aegis about these creatures which absorbs 1d2 point of damage from physical attacks.

In order to consecrate an area, the priest must conduct a lengthy ceremony which includes the consumption of incense or similar offerings of at least 400 silver royals in value.

The priest may consecrate up to two areas at one time. Thus, the priest may not consecrate additional areas until the duration of the first spell has passed. In addition, the Consecrate spell cannot be cancelled by the priest.

Multiple Consecrate spells within the same area do not produce an additive benefit, even if the spells were cast by multiple priests.

Note: If at any time a creature benefiting from the Consecrate spell betrays the priest, the spell ceases to affect that creature.

Cure

Circle: 7th
Duration: Permanent
Effect: 1 creature
Domain: Benefaction
Components: V, G
Resist: None
Casting time: -7
Range: 10'
Damage type: n/a

The Cure spell instantly restores one creature to its maximum number of health points. Furthermore, all disease, blindness, paralysis, charms, or similar afflictions, magical or otherwise, are removed by the spell.

Destroy Undead

Circle: 7th
Duration: Instantaneous
Effect: 10 undead creatures
Domain: Benefaction
Components: V
Resist: Special
Casting time: -7
Range: 80'
Damage type: n/a

Destroy Undead completely reduces to dust up to 10 undead with an intellect score of 3 or less. However, if greater undead are targeted,

they may make a Physical Resistance check of 10 + PC to resist destruction.

Drain Life

Circle: 7th
Duration: Permanent
Effect: 1 creature
Domain: Damnation
Components: V, G
Resist: Physical 10 + PC
Casting time: -7
Range: 10'
Damage type: Energy

The Drain Life spell instantly removes 4d8 health points from one creature, and at the same time, heals the priest for the same amount of health points. For example, a priest that drained 17 health points from a creature would be healed for 17 points. If the creature targeted makes a successful Physical Resistance check, 2d8 health points are drained.

Note: A priest cannot be healed beyond his maximum health point total by Drain Life. However this does not limit the damage sustained by the targeted creature.

Elemental Form

Circle: 7th
Duration: 1 hour
Effect: Caster only
Domain: Tellurgy
Components: V, G
Resist: None
Casting time: -7
Range: n/a
Damage type: Special

Elemental Form enables the priest to transform himself and all his equipment into a large elemental figure, composed of air, earth, water or fire. While affected, the priest may verbally converse with others, and can see and hear as normal. The priest may not cast spells while in elemental form, however.

Upon casting, the priest may choose any one of the following four elemental forms:

Air: The priest becomes a translucent humanoid figure 16' tall, composed of tightly bound eddies of wind. In this form, the priest has a dodge score of 19, a +6 initiative modifier, a hide/armor of 1, and may attack twice each round at +6 to-hit for 2d8. The priest may move at a rate of 200' through the air in any direction. In addition, the priest is immune to poisonous gases or clouds, and suffers only half normal damage from missile weapons.

Earth: The priest becomes a humanoid figure 12' tall, composed of earth and stone. In this form, the priest has a dodge score of 15, a +0 initiative modifier, a hide/armor of 1d6, and may attack once each round at +6 to-hit for 4d8. The priest may move at a rate of 40' upon any solid surface or through stone at twice that rate. In addition, the priest may break through non-stone obstacles with a strength score of 20, and suffers only half normal damage from edged weapons.

Fire: The priest becomes a humanoid figure 12' tall, composed of smoke and fire. In this form, the priest has a dodge score of 17, a +5 initiative modifier, a hide/armor of 1d2, and may attack twice each round at +6 to-hit for 2d8 (heat damage). The priest may move at a rate of 160' upon any solid surface but water. In addition, any combustible materials in contact with the priest are set aflame. The priest is immune to heat, however water or cold attacks inflict twice normal damage.

Water: The priest becomes a humanoid figure 14' tall, composed entirely of water. In this form, the priest has a dodge score of 17, a +2 initiative modifier, a hide/armor of 1d3, and may attack twice each round at +4 to-hit for 3d8. The priest may move at a rate of 80' upon any solid surface or through water at twice that rate. If in water, the priest may submerge a swimmer Swimming check of 10 per round to resist.

The Elemental Form spell does not alter a priest's health point total. However, the priest may not be healed while affected by the spell.

Note: A Dispel Magic spell will immediately transform the priest into his natural self.

Elemental Wall

Circle: 7th
Duration: 10 rounds
Effect: 2' x 12' x 12'
Domain: Tellurgy
Components: V, G
Resist: None
Casting time: -7
Range: 60'
Damage type: Special

The Elemental Wall spell enables the priest to invoke a wall composed of earth, fire, water or wind. When cast, the wall may be positioned upright as a barrier, or laid flat as a dais. The wall must be affixed to the ground or equivalent base. The type of wall created is determined by the priest.

Earth: The wall of earth appears as a large barrier of stone. This wall is as strong as a castle wall, and cannot be broken without tools except by the largest of creatures. Creatures with a combined Feat of Strength check of 50 may topple the wall of stone. If the wall of stone is forced over, any creature below it suffers 4d6 points of damage.

Fire: The wall of fire appears as a rectangular wall of flame. All creatures touching the flaming wall take 3d4 points of damage per round. Those within 3' of the wall suffer 1d4 points of damage. In addition, the Wall of Fire ignites all combustibles within 3' of it.

Water: The wall of water appears as a large standing barrier of pure water. The water does not cause damage, but creatures moving through it must reduce their movement by ½. Missile weapons cannot pass through the wall of water effectively.

Wind: The wall of wind appears as a rectangular barrier of swirling eddies of air. Any creature weighing less than 300 lbs. attempting to pass through the wall of wind must make an Acrobatics proficiency check of 10 or be swept off of their feet as they cross. Missile weapon attacks made through the wall of wind apply a -10 modifier. The wall of wind will dissipate any gas or extinguish any flame within 3' of it.

Ego Incarnation

Circle: 7th
Duration: 1 day
Effect: Caster only
Domain: Revelation
Components: V, G
Resist: None
Casting time: -7
Range: Special
Damage type: n/a

The Ego Incarnation spell enables the priest to remain in one place, while sending a quasi-material self out of his own body. To observers, this second form will appear as an exact likeness of the priest, including all equipment carried. In fact, for all intensive purposes, the new form is the priest, possessing all the physical and mental characteristics of his actual person.

During the spell, the priest may act through the incarnation, performing any actions that he is normally capable of, such as casting spells, using disciplines, etc. The only difference between the priest and this second self is the incarnation is destroyed if it suffers damage equal to the

priest's presence score. For example, a priest with a presence of 14 would produce a 14 health point incarnation. If the incarnation is reduced to 0 health points, it immediately disappears. Likewise, the incarnation disappears at the end of the spell's duration, or at any time the caster's meditation is broken (Mental Resistance check).

The Ego Incarnation spell replicates the priest's carried equipment. However, any magical equipment the incarnation carries is essentially a non-magical copy. Equipment associated with the Ego Incarnation will disappear one minute after leaving the incarnation's person.

During the Ego Incarnation spell, the priest's actual body must remain in an inactive state of meditation. Furthermore, the priest is unaware of events about his body while affected by Ego Incarnation.

Note: The quasi-physical form of the priest created by Ego Incarnation may not be healed if damaged.

Harm

Circle: 7th
Duration: Permanent
Effect: 1 creature
Domain: Damnation
Components: V, G
Resist: Physical 10 + PC
Casting time: -7
Range: 10'
Damage type: Energy

The Harm spell instantly reduces one creature to zero health points.

Holy Might

Circle: 7th
Duration: 10 minutes
Effect: 1 creature
Domain: Benefaction
Components: V, G
Resist: None
Casting time: -7
Range: 10'
Damage type: n/a

The Holy Might spell imbues one creature with incredible strength and fortitude. As such, the strength and endurance attribute scores of the spell's recipient are raised to 20. Furthermore, Holy Might improves a creature's initiative rolls and to-hit rolls by +3, and creates a magical aegis about the creature which absorbs 1d4 point of damage from physical attacks.

In addition to these benefits, while affected by Holy Might, a creature is immune to all forms of poison or disease, whether of magical or natural origin.

Theurgic Replication

Circle: 7th
Duration: Special
Effect: Special
Domain: Revelation
Components: V, G
Resist: None
Casting time: -7
Range: Special
Damage type: Special

Theurgic Replication enables the priest to cast any Ritual, Hedge or Hermetic magic spell cast in his presence within the last 10 rounds. For example, if the priest just witnessed a wizard cast a Lightning Bolt spell, the he could then recast an equally powered Lightning Bolt via Theurgic Replication.

Note: Theurgic Replication may only be used to duplicate one spell's effect. Any Mental or Physical Resistance target numbers associated with a replicated spell are equivalent to the original spell.

Implore

Circle: 7th
Duration: Special
Effect: Special
Domain: Damnation
Components: V, G, M
Resist: None
Casting time: 6 hours
Range: n/a
Damage type: n/a

When cast, Implore summons forth a daeva, demon or ifrit to serve the priest. This fiend will perform tasks or attack the priest's foes. These extra-planar creatures summoned by the priest are intelligent and extremely malicious. Thus, although they will do the priest no harm and must obey his commands, they will constantly seek opportunity to harm others, even the priest's allies if not carefully monitored. A priest may choose whether to summon a daeva, demon or ifrit, however the particular individual is to be determined randomly:

1: Demon: Health points: 66, Dodge score: 19, Initiative: +5, Hide/armor: none (or by worn armor), To-hit: +6, Attacks: great sword: 2 x 1d8 + 7. Intellect: 15, Physical Resist: +5, Mental Resist: +9, Movement: 160', fly 80'. This demon appears as a 9' tall, winged minotaur. The demon may innately cast the following Hermetic spells: Darkness, Silence, Friends, Shatter, Thought Projection, and Combust, and the following Hedge magic spells: Despair, and Minor Phantasm once per day. The demon may also summon 1d4 + 2 greater imps once per day.

2: Demon: Health points: 48, Dodge score: 21, Initiative: +6, Hide/armor: none (or by worn armor), To-hit: +5, Attacks: claws: 2 x 1d10 + 5, or tail: 1 x 1d6. Intellect: 13, Physical Resist: +5, Mental Resist: +10, Movement: 140', fly 120'. This demon appears as a 6' tall, goat-headed figure, with large leathery wings and a long barbed tail. The demon attacks either with his powerful claws, or his whipping tail. If hit by the demon's tail, the victim must make a Physical Resistance check of 14 or die within 1d4 rounds. The demon may innately cast the following Hermetic spells: Darkness, Shatter, Thought Projection, and Combust, and the following Hedge magic spells: Despair, Terror, and Minor Phantasm once per day. The demon may also summon 1d4 + 1 greater imps once per day.

3: Demon: Health points: 58, Dodge score: 19, Initiative: +6, Hide/armor: none (or by worn armor), To-hit: +5, Attacks: trident: 2 x 1d8 + 5. Intellect: 16, Physical Resist: +6, Mental Resist: +8, Movement: 160'. This demon appears as a 10' tall, centaur-like creature with the torso of a man, and the body of a bull. The demon may innately cast the following Hermetic spells: Darkness, Shatter, Thought Projection, Combust and Wall of Fire, and the following Hedge magic spells: Despair, Terror, and Minor Phantasm once per day. The demon may also summon 1d4 + 1 greater imps once per day.

4: Demon: Health points: 46, Dodge score: 20, Initiative: +5, Hide/armor: none (or by worn armor), To-hit: +5, Attacks: morningstar: 1 x 1d8 + 5, and barbed whip: 1d2 + 5 or disarm. Intellect: 12, Physical Resist: +5, Mental Resist: +9, Movement: 130'. This demon appears as a 6' tall insectoid, with the head of a mantis, the torso of a human, and the abdomen of an enormous centipede. If hit with the demon's whip, the demon may choose to inflict no damage. Instead, the victim must make a Physical Resistance check of 12 or be disarmed. The demon may innately cast the following Hermetic spells: Darkness, Shatter, Crumble, Ice Ray and Invisibility, and the following Hedge magic spells: Terror and Compel once per day. The demon may also summon 1d2 + 1 manes once per day.

1: Daeva: Health points: 42, Dodge score: 22, Initiative: +7, Hide/armor: none (or by worn armor), To-hit: +6, Attacks: scimitar: 3 x 1d8 + 5. Intellect: 12, Physical Resist: +5, Mental Resist: +10, Movement: 180', fly 230'. This daeva appears as a 9' tall, dog-faced

woman with large bat-like wings. The daeva may innately cast the following Faith magic spells once per day: Darkness, Weakness, Fear, Sense Life, Paralyze, Strike, Atony, and Swarm.

2: Daeva: Health points: 43, Dodge score: 22, Initiative: +6, Hide/armor: none (or by worn armor), To-hit: +6, Attacks: pike: 2 x 1d8 + 5. Intellect: 14, Physical Resist: +5, Mental Resist: +8, Movement: 170', fly 210'. This daeva appears as a 9' tall ashen man with large leathery wings. The daeva may innately cast the following Faith magic spells once per day: Darkness, Stun, Fear, Enthrall, Strike, Torment, Atony, and Agony.

1: Ifrit: Health points: 64, Dodge score: 21, Initiative: +6, Hide/armor: none, To-hit: +7, Attacks: longsword: 3 x 1d8 + 4. Intellect: 19, Physical Resist: +5, Mental Resist: +12, Movement: 240'. This ifrit appears as a 9' tall, flaming woman with horns of an ibex. The ifrit may innately cast the following Hermetic spells: Combust, Shatter, Crumble, Dancing Weapon, and Wall of Fire, and the following Hedge magic spells: Terror, Animate Fire and Compel once per day.

2: Ifrit: Health points: 58, Dodge score: 20, Initiative: +6, Hide/armor: none, To-hit: +7, Attacks: club: 2 x 1d6 + 6. Intellect: 20, Physical Resist: +4, Mental Resist: +11, Movement: 260'. This ifrit appears as an 8' tall smoldering dwarf with flaming hair. The ifrit may innately cast the following Hermetic spells: Darkness, Combust, Rust, Invisibility, and Wall of Fire, and the following Hedge magic spells: Enrage, Hesitate and Compel once per day.

Daevas, demons and ifrit are not affected by spells of charm or illusion and are immune to disease. Ifrit are immune to heat, whereas demons are immune to heat and cold.

Upon being slain, or at the duration's end, these fiends will disappear. However, after serving, these creatures will forever harbor strong enmity for the priest.

Note: There are numerous daevas, demons and ifrit inhabiting the Blood Realms and Realms of Perdition. Those provided are only representative of those that may be summoned by this spell. Other fiends may be targeted by the Implore spell at the Game Master's discretion.

Mass Hysteria

Circle: 7th
Duration: 10 rounds
Effect: 20 creatures
Domain: Damnation
Components: V, G
Resist: Mental 10 + PC
Casting time: -7
Range: 100'
Damage type: n/a

The Mass Hysteria spell induces up to 20 creatures chosen by the caster into a frenzied state of panic. Creatures affected act somewhat randomly, and their actions are determined each round by a 1d4 roll as follows:

1: Runs in fear away from the caster.

2: Collapses in a trembling state of shock.

3: Physically attacks the nearest creature.

4: Hides behind obstacle or ally.

Note: Each creature affected by Mass Hysteria acts individually, however the duration of effect is the same for all creatures.

Mindblank

Circle: 7th
Duration: 1 day
Effect: 1 creature
Domain: Damnation
Components: V, G
Resist: Mental 10 + PC
Casting time: -7
Range: 60'
Damage type: n/a

The Mindblank spell temporarily removes up to four random disciplines and up to four random proficiencies from one target creature. If the creature does not possess any disciplines or proficiencies, its intellect score will be reduced by 1d4 + 4 (min. 1).

If a discipline or proficiency affected by the Mindblank has multiple grades, the spell will completely remove all grades of that skill. For example, if a creature had Armor Use II, the creature's entire Armor Use discipline would completely removed, not reduced to Armor Use I. In addition, if the affected creature is a spellcaster, magic potential disciplines such as 'Hermetic potential' may be removed by Mindblank. Similarly, individual Spell Circles such as '4th Circle Hedge magic spells' may be temporarily removed as well.

If a creature successfully resists the Mindblank spell, two random disciplines and two random proficiencies will be removed. If the resisting creature does not possess any disciplines or proficiencies, its intellect score will be reduced by 1d2 + 2 (min. 1).

Note: If a caster loses a magic potential to the Mindblank spell, he may not cast any spells of that type, even if individual spell Circles were unaffected.

Reincarnate

Circle: 7th
Duration: Permanent
Effect: 1 humanoid
Domain: Tellurgy
Components: V, G
Resist: None
Casting time: 1 hour
Range: Touch
Damage type: n/a

By means of the Reincarnate spell, the priest can bring one dead humanoid back to life. However, the Reincarnate spell does not revive the target's own body, but instead, transfers its spirit into another living form, determined by the priest's deity. Once reincarnated, the affected creature gains all physical abilities of the new form. Thus, a creature reincarnated as an ogre would both gain the strength of an ogre, as well as the ogre's keen olfactory sense.

Despite changing form, the reincarnated creature's mind remains unaltered. Thus, the creature's intellect and presence scores remain unchanged, and all proficiencies and disciplines are retained. The endurance, agility, and strength attributes of a reincarnated creature are altered to those of the new form, however.

A creature's base health points are not altered by the Reincarnate spell. However, an endurance score adjustment may modify this base. For example, if a 4th level human character with 18 health points and an endurance score of 12 is reincarnated as a dwarf with a 15 endurance, the character would have 21 health points in its new form.

The priest may reincarnate any creature that has been dead less than one day. However, if the creature has been dead for longer, there is a chance the reincarnation may fail. The chance of reincarnating a creature is such: dead 1-2 days: 90%, dead 3-7 days: 70%, dead 1-2 weeks: 50%, dead 2-4 weeks: 30%, dead 1 month or more: 10%. If the Reincarnate spell fails, all further attempts to reincarnate the creature will fail.

The new form of the reincarnated creature is ultimately decided by the Game Master. However, typical forms of reincarnated creatures are: dwarf, human, goblin, minotaur, ogre, and orc.

Savant

Circle: 7th
Duration: 1 hour
Effect: 1 creature
Domain: Revelation
Components: V, G
Resist: None
Casting time: -7
Range: 10'
Damage type: n/a

By means of the Savant spell, the priest may temporarily raise the scores of all proficiencies skills the creature possesses to their maximum grade.

Summon Greater Fauna

Circle: 7th
Duration: 1 hour
Effect: Special
Domain: Tellurgy
Components: V, G
Resist: None
Casting time: -7
Range: 30'
Damage type: Special

In most respects, Summon Greater Fauna is similar to the 3rd Circle Summon Lesser Fauna spell. When cast, Summon Greater Fauna conjures a small number of natural creatures to serve the priest. These creatures will perform simple tasks if able, or attack the priest's foes. The number and type of creatures summoned by the priest are randomly determined by a 1d6 roll:

1: 1d2 + 1 Crocodiles: Health points: 38, Dodge score: 14, Initiative: +0, Hide/armor: none, To-hit: +4, Attacks: bite: 1 x 1d8 + 4. Intellect: 3, Physical Resist: +3, Mental Resist: +0, Movement: 60'.

2: 1 Cave bear: Health points: 66, Dodge score: 14, Initiative: +2, Hide/armor: none, To-hit: +6, Attacks: claw: 2 x 1d6 + 7. If both claws hit, bite: 2d8 + 7. Intellect: 3, Physical Resist: +6, Mental Resist: +10, Movement: 160'. Unless reduced to less than -10 health points, a cave bear may continue to fight as if it possessed the Last Stand discipline.

3: 1d2 + 1 Lions: Health points: 28, Dodge score: 15, Initiative: +3, Hide/armor: none, To-hit: +5, Attacks: claws: 2 x 1d4 + 4, and bite: 1 x 1d8 + 4. Intellect: 3, Physical Resist: +4, Mental Resist: +2, Movement: 180'.

4: 1d2 Rhinoceros: Health points: 68, Dodge score: 13, Initiative: +0, Hide/armor: 1d3, To-hit: +4, Attacks: trample: 1 x 1d10 + 3, or horn: 1 x 2d4 + 6. Intellect: 3, Physical Resist: +9, Mental Resist: +3, Movement: 160'.

5: 1d2 + 1 Gorillas: Health points: 46, Dodge score: 15, Initiative: +2, Hide/armor: none, To-hit: +4, Attacks: fists: 2 x 1d4 + 6. Intellect: 5, Physical Resist: +5, Mental Resist: +7, Movement: 160'.

6: 1d3 + 2 Giant scorpions: Health points: 20, Dodge score: 15, Initiative: +0, Hide/armor: 1, To-hit: +4, Attacks: claw: 2 x 1d6, and sting: 1 x 1d4. Intellect: 3, Physical Resist: +3, Mental Resist: +2, Movement: 110'. If stung, victim must make a Physical Resistance check of 14 or fall unconscious. The poisoned creature will die in 1d8 hours.

Upon being slain, or at the duration's end, these creatures will disappear.

Note: The list of creatures provided here is not exhaustive, and the Game Master should feel free to add other fauna of similar power that may be summoned.

Everday/Evernight

Circle: 8th
Duration: 1 week
Effect: 10 mile radius
Domain: Tellurgy
Components: V, G
Resist: None
Casting time: 10 minutes
Range: n/a
Damage type: n/a

By means of the Everday (or Evernight) spell, the priest may cause one area 20 miles in diameter to remain in daylight (or night) conditions for one week. Thus, when Everday is cast, the affected area will remain lit as if basked in the light of a noonday sun, both day and night. Conversely, if cast as Evernight, the affected area will descend into (or remain in) darkness equivalent to a moonless night for one week.

The light created by Everday is equivalent to sunlight, and has similar positive or negative effects upon creatures.

Damnation

Circle: 8th
Duration: Permanent
Effect: 1 creature
Domain: Damnation
Components: V, G
Resist: Mental 18
Casting time: -8
Range: 30'
Damage type: n/a

The Damnation spell instantly transfers the soul of one creature into the possession of a greater demon. From that moment, until the soul is recovered, the victim of Damnation cannot employ any disciplines or proficiencies, including spell casting. Furthermore, the victim does not earn any skill points while its soul is lost.

The only means to dispel Damnation is to physically destroy the demon possessing the soul, or to convince the demon to release it. Of course, this requires locating the particular demon, and likely travel to its plane of residence.

The Damnation spell is employed at some risk to the priest casting it, however. Each time Damnation is cast, there is a 5% chance the particular demon contacted will develop a powerful enmity with the priest, and will thereafter seek the priest's ruin, most likely through its minions, or otherworldly influence.

Death

Circle: 8th
Duration: Permanent
Effect: 1 creature
Domain: Damnation
Components: V, G
Resist: Physical 18
Casting time: -8
Range: 40'
Damage type: n/a

The Death spell instantly kills one creature targeted by the priest. If the creature successfully resists the Death spell, the creature's endurance score is reduced by 1d4 (min. 1) for one day. If the creature does not have an endurance score, it loses 2d4 health points.

Earthquake

Circle: 8th
Duration: 4-10 rounds
Effect: 400' radius area
Domain: Tellurgy
Components: V, G
Resist: Special
Casting time: -8
Range: 500'
Damage type: Kinetic

The Earthquake spell causes a violent tremor within the earth over an area of 400' in diameter. This tremor may cause structures to fall, caves to collapse, waters to recede or be diverted, or cracks to open in the ground. The specific effects of the earthquake are largely dependent upon the type of terrain affected. However, some guidelines are provided:

Mountain slope: 5% chance of an avalanche per round of the quake. Creatures within an avalanche suffer 6d8 points of damage, or 3d8 if a successful Physical Resistance check of 10 is made. If the slope is snow covered, the chance of avalanche is 10% per round, and the damage suffered by creatures 4d8, or 2d8 points of damage, respectively.

Populated area: Wooden structures have a 3% chance per round of partial collapse and a 1% chance per round of total collapse. Stone structures have a 5% chance per round of partial collapse and a 3% chance per round of total collapse. Creatures within wooden structures suffer 2d8 points of damage, or 1d8 if a successful Physical Resistance check of 10 is made in a partial collapse; or 6d8 points of damage or 3d8 if a successful Physical Resistance check of 10 is made in a total collapse. Creatures within stone structures suffer 6d8 points of damage, or 3d8 if a successful Physical Resistance check of 10 is made in a partial collapse. All creatures within the total collapse of a stone structure will perish.

Cavern: 6% chance per round of partial collapse and a 3% chance per round of total collapse. Creatures within the cavern suffer 8d8 points of damage, or 4d8 if a successful Physical Resistance check of 10 is made in the case of partial collapse. All creatures within a total collapse will perish.

Forest: 5% of old growth trees will fall for every round of the earthquake.

Open ground: 10% chance per round of a fissure 5-20' wide and 50-500' long opening in the area. Any creature within the area of effect has a base chance of (area of fissure/200)% of falling in the fissure. For example, creatures would have a 15% chance of falling into a 10' x 300' fissure (3000/200 =15). In general, fissures are 10-100' deep.

Any creature standing upon ground affected by the earthquake must make an Acrobatics proficiency check of 10 each round or fall down.

Imbue

Circle: 8th
Duration: 1 day
Effect: 1 creature
Domain: Revelation
Components: V, G
Resist: None
Casting time: -8
Range: 10'
Damage type: n/a

By means of the Imbue spell, the priest may imbue one creature with an intellect of 4 or greater with the ability to cast 4 Circles of Faith magic as if they were cast by the priest himself. Thus, a creature affected might be imbued with four 1st Circle spells, one 1st and one 3rd Circle spell, two 2nd Circle spells, or one 4th Circle spell. For example, a creature imbued with one 1st and one 3rd Circle spell could cast the Sense Charm and Clairvoyance spells as if the priest had cast them himself.

The spells cast by the creature must be spells of Domains aligned with the priest's ethos.

To cast Imbue, in addition to the spell itself, the priest must possess and use the spell Circles to be transferred to the recipient creature.

Note: At the end of the Imbue spell's duration, all uncast spells that were transferred are lost.

Link

Circle: 8th
Duration: 10 minutes
Effect: 2 creatures
Domain: Revelation
Components: V, G
Resist: Special
Casting time: -8
Range: 30'
Damage type: n/a

The Link spell enables two creatures to use each others disciplines and proficiencies for a short duration. Thus, if one creature possessed Armor Use III, both creatures would benefit from its effects. Similarly, if either creature is a spellcaster, each may cast spells from that creature's repertoire. It should be stressed, however, that the number of spells available to either creature does not change. Thus, if one of the linked creatures had three 2nd Circle Hermetic spells, only three 2nd Circle spells could be cast between the two linked creatures. In addition, armor restrictions and/or material components may limit casting of shared spells.

The Link spell will only succeed if both recipients are willing to be linked. Furthermore, if either creature desires, the Link spell may be terminated prematurely.

Magic Resistance

Circle: 8th
Duration: 10 minutes
Effect: Caster only
Domain: Benefaction
Components: V, G
Resist: None
Casting time: -8
Range: n/a
Damage type: n/a

Magic Resistance provides the priest with an aura of protection against all magic spells. Consequently, whenever the unwilling target of a spell, the spell will have a chance of affecting the priest equal to 10%, multiplied by the spell's Circle. For example, a 2nd Circle spell would have a 20% chance to affect the priest, whereas a 5th Circle spell would affect the priest 50% of the time.

If a spell is not blocked by Magic Resistance, the spell will be treated as normal, allowing the priest a Mental or Physical Resistance check if applicable. The Magic Resistance spell may block all types of spells, Hermetic, Hedge, Faith and Ritual.

Note: If a spell targets or affects multiple creatures, the Magic Resistance spell will protect the priest only. Other creatures will be subject to the spell's effects as normal. Magic Resistance will not protect the priest against magical items or abilities.

Plague

Circle: 8th
Duration: 1 year
Effect: 500' square area
Domain: Damnation
Components: V, G
Resist: Physical 18
Casting time: -8
Range: 500'
Damage type: n/a

The Plague spell imbues one area with a continued curse that affects all creatures within it. Immediately upon being cast, all living creatures within the area of effect must make a Physical Resistance check of 18 or become diseased, as if affected by the 3rd Circle Disease spell. In addition, this area will thereafter attract vermin such as rats and insects, such that after several days, numerous such creatures will inhabit the area if possible. Furthermore, any creatures spending an hour or more in the area must make a Physical Resistance check or be

afflicted as if affected by the 3rd Circle Disease spell. One additional check is required every day a creature spends within the affected area.

The Plague spell will also putrefy all water sources, springs, wells, ponds within the area of effect, such that any creature drinking this water must make a Physical Resistance check or become diseased.

The priest may affect up to three such areas with the plague spell at any one time. Any further attempts to cast the spell will fail.

Multiple Plague spells within the same area do not produce additional or added effects, even if cast by multiple priests.

Recall

Circle: 8th
Duration: Permanent
Effect: Caster only
Domain: Revelation
Components: V
Resist: None
Casting time: -8
Range: n/a
Damage type: n/a

The Recall spell enables the caster to replenish up to 7 Circles of spell-power in his daily repertoire. These regained Circles may be of any combination. Thus, a priest may regain seven 1st Circle spells, one 1st and two 3rd Circle spells, one 2nd and one 5th Circle spell, or any similar variation.

Note: A priest may not recall a number of spells beyond the maximum number of his daily repertoire. For example, if the priest had cast four out of a maximum of nine 1st Circle spells in one day, he could replenish only four 1st Circle spells with Recall.

Relic, Holy

Circle: 8th
Duration: Permanent
Effect: Special
Domain: Benefaction
Components: V, G, M
Resist: None
Casting time: Special
Range: Touch
Damage type: n/a

By means of the Holy Relic spell, the priest can create a variety of magical items, including unique magic armor, and possibly weapons. This is a very arduous task however, and the creation of such items requires a great deal of time, resources, and significant devotion to the priest's deity.

Magic items created by the Holy Relic spell will always be unique, often possessing magical properties that mimic spell effects, or give the bearer magical powers and abilities. For example, by means of the Holy Relic spell, a priest could create a scepter that repulsed undead, or visor that protected its wearer from possession and charm.

Magic armor may also be created by the Holy Relic spell. However, magic weapons are rare, and are typically created to serve a specific purpose (such as an axe that imbues the wearer with special abilities when fighting demons).

In most respects, the nature of the holy relic to be created is determined by the imagination of the character, the amount of resources necessary to manufacture it, and ultimately by the priest's deity who will personally intervene in its creation.

In general, the time needed to create a holy relic will vary from as little as 6 months to as long as 2 years. Cost and rarity of required material components is a major factor when planning to create a relic. In addition, special quests or service on behalf of the priest's deity is also a component of the holy relic's creation. In all cases, the Game Master will provide specific details necessary to any character seeking to create such an item.

Relic, Unholy

Circle: 8th
Duration: Permanent
Effect: Special
Domain: Damnation
Components: V, G, M
Resist: None
Casting time: Special
Range: Touch
Damage type: n/a

By means of the Unholy Relic spell, the priest can create a variety of magical items, including unique magic armor and weapons. This is a very arduous task however, and the creation of such items requires a great deal of time, resources, and significant devotion to the priest's deity.

Magic items created by the Unholy Relic spell will always be unique, often possessing magical properties that mimic spell effects, or give the bearer magical powers and abilities. For example, by means of the Unholy Relic spell, a priest could create a sickle that inflicted infectious wounds, or crown that enabled the command of lesser undead.

Magic armor and weapons may also be created by the Unholy Relic spell. Unholy relics are often created in the form of magic weapons, frequently created to facilitate the demise of a specific foe (such as a spear that is imbued with special bonuses when fighting archons). Armor may also be created as an unholy relic. However, this is less common, and in such cases the armor's protective function is a secondary attribute of the relic.

In most respects, the nature of the unholy relic to be created is determined by the imagination of the character, the amount of resources necessary to manufacture it, and ultimately by the priest's deity who will personally intervene in its creation.

In general, the time needed to create an unholy relic will vary from as little as 6 months to as long as 2 years. Cost and rarity of required material components is a major factor when planning to create a relic. In addition, special quests or service on behalf of the priest's deity is also a component of the unholy relic's creation. In all cases, the Game Master will provide specific details necessary to any character seeking to create such an item.

Relic, Telluric

Circle: 8th
Duration: Permanent
Effect: Special
Domain: Tellurgy
Components: V, G, M
Resist: None
Casting time: Special
Range: Touch
Damage type: n/a

By means of the Telluric Relic spell, the priest can create a variety of magical items, including unique magic armor and weapons. This is a very arduous task however, and the creation of such items requires a great deal of time, resources, and significant devotion to the priest's deity.

Magic items created by the Telluric Relic spell will always be unique, often possessing magical properties that mimic spell effects, or give the bearer magical powers and abilities. For example, by means of the Telluric Relic spell, a priest could create a staff that enabled the parting of bodies of water, or a seed bag that caused its contained kernels to mature a day after being planted.

Magic armor and weapons may also be created by the Telluric Relic spell. However, these weapons and armor are often created of once

living materials such as wood, or leather. In any case, telluric weapons typically imbue the wielder with abilities to affect the elements or living beings (such as a hammer that may shatter stone once per day).

In most respects, the nature of the telluric relic to be created is determined by the imagination of the character, the amount of resources necessary to manufacture it, and ultimately by the priest's deity who will personally intervene in its creation.

In general, the time needed to create a telluric relic will vary from as little as 6 months to as long as 2 years. Cost and rarity of required material components is a major factor when planning to create a relic. In addition, special quests or service on behalf of the priest's deity is also a component of the telluric relic's creation. In all cases, the Game Master will provide specific details necessary to any character seeking to create such an item.

Relic, Vatic

Circle: 8th
Duration: Permanent
Effect: Special
Domain: Revelation
Components: V, G, M
Resist: None
Casting time: Special
Range: Touch
Damage type: n/a

By means of the Vatic Relic spell, the priest can create a variety of magical items. However, unlike other relics, these vatic items rarely include magic armor and weapons. The creation of such items is a very arduous task and their creation requires a great deal of time, resources, and significant devotion to the priest's deity.

Magic items created by the Vatic Relic spell will always be unique, often possessing magical properties that mimic spell effects, or give the bearer magical powers and abilities. For example, by means of the Vatic Relic spell, a priest could create a lens that enabled the viewing of past events, or a fountain that refreshed spell-power of all who drink (directly) from it.

Magic armor and weapons may rarely be created by the Vatic Relic spell. However, if created, these weapons and armor often imbue the wielder with abilities secondary to their physical functions (such as a sword that enables the wielder to perceive invisible creatures).

In most respects, the nature of the vatic relic to be created is determined by the imagination of the character, the amount of resources necessary to manufacture it, and ultimately by the priest's deity who will personally intervene in its creation.

In general, the time needed to create a vatic relic will vary from as little as 6 months to as long as 2 years. Cost and rarity of required material components is a major factor when planning to create a relic. In addition, special quests or service on behalf of the priest's deity is also a component of the vatic relic's creation. In all cases, the Game Master will provide specific details necessary to any character seeking to create such an item.

Restore

Circle: 8th
Duration: Permanent
Effect: 1 creature
Domain: Benefaction
Components: V, G
Resist: None
Casting time: -8
Range: 10'
Damage type: n/a

Like the 7th Circle Cure spell, the restore spell instantly restores one creature to its maximum number of health points. Likewise, all disease, blindness, paralysis, petrification, charms, or similar afflictions, magical or otherwise, are removed by the spell. However, in addition to these affects, the Restore spell also replenishes 7 Circles of spell-power (or 8 ritual spell points) if the spell's recipient is a spellcaster.

If Restore is cast upon a creature that has either lost its soul, or if its soul is held captive by an extra-planar being, there is a 30% chance the soul may be immediately returned to its owner's body.

Note: If the Restore spell is used to wrest possession of a soul from an extra-planar being, it is likely the being will develop an intense enmity for the priest casting the spell.

Resurrect

Circle: 8th
Duration: Permanent
Effect: 1 creature
Domain: Benefaction
Components: V, G
Resist: None
Casting time: 1 hour
Range: Touch
Damage type: n/a

By means of the Resurrect spell, the priest can bring one dead creature back to life. Once revived, this creature will be at one half its normal maximum health points. However, the remaining health points may be regained via magic or normal healing.

The priest may resurrect any creature that has been dead less than one year. However, if the creature has been dead for longer, there is a chance the resurrection may fail. The chance of resurrecting such a creature is such: dead 1-5 years: 90%, dead 5-10 years: 70%, dead 10-20 years: 50%, dead 20-40 years: 30%, dead 40-80 years: 10%, dead 100+ years: 5%.

As the act of resurrection is very taxing for the caster, each time a resurrection is performed, there is a 5% chance the priest casting the spell will permanently lose an endurance attribute point.

Steal Skill

Circle: 8th
Duration: 3 months
Effect: 1 creature
Domain: Revelation
Components: V, G
Resist: None
Casting time: -8
Range: 30'
Damage type: n/a

By means of the Steal Skill spell, the priest may remove any one discipline or proficiency a creature possesses. The removed discipline or proficiency may be of any grade. In addition, the Steal Skill spell imparts the stolen discipline or proficiency upon the priest, even if he does not possess the necessary prerequisites. For example, by means of the Steal Skill spell, a priest could steal the Disarm discipline, even if the priest did not possess Weapon Mastery I.

Note: The Steal Skill spell cannot remove magic potential disciplines or Spell Circles.

Summon Greater Avatar

Circle: 8th
Duration: 1 hour
Effect: Special
Domain: Tellurgy
Components: V, G, M
Resist: None
Casting time: -8
Range: 10'
Damage type: n/a

In most respects, Summon Greater Avatar is similar to the 4th Circle Summon Lesser Avatar spell. The spell summons a divine advocate that will provide aid, defend the priest and his allies, or attack the priest's foes. The avatar will not perform mundane tasks however, and requests

to do so will greatly displease the priest's deity. The type of avatar summoned by the spell is largely dependent upon the nature of the priest's faith, and is ultimately to be determined by the Game Master. However, some examples of creatures that may be called by the spell are provided below:

Angel (Throne): Health points: 52, Dodge score: 19, Initiative: +3, Hide/armor: none (or by worn armor), To-hit: +6, Attacks: great sword: 2 x 1d8 + 7. Intellect: 17, Physical Resist: +7, Mental Resist: +12, Movement: 140', fly 240'. The throne may innately cast the following Faith spells once per day: Illuminate, Invisibility to Undead, Courage, Enthrall, Inspirit, Mend, Sense Life, Protection from Undead, and Benediction.

Demon: Health points: 57, Dodge score: 19, Initiative: +5, Hide/armor: none (or by worn armor), To-hit: +5, Attacks: battle axe: 2 x 1d8 + 5. Intellect: 16, Physical Resist: +6, Mental Resist: +10, Movement: 160'. The demon may innately cast the following Hermetic spells: Darkness, Shatter, Thought Projection, Combust and Wall of Fire, as well as the following Hedge spells: Despair, Terror, and Minor Phantasm once per day. The demon may also summon 1d4 + 1 greater imps once per day.

Faun: Health points: 41, Dodge score: 16, Initiative: +2, Hide/armor: none, To-hit: +5, Attacks: staff: 2 x 1d4 + 6, or ram: 1 x 2d4 + 5. Intellect: 18, Physical Resist: +4, Mental Resist: +8, Movement: 180'. The faun may innately cast the following Hedge magic spells once per day: Friends, Noise, Charm Animal, Captivate, and Compel, and the following Faith magic spells once per day: Illuminate, Sense Deception, Plant Growth, Confuse, Animate Plants, Swarm, and Summon Fauna.

Ifrit: Health points: 62, Dodge score: 21, Initiative: +6, Hide/armor: none, To-hit: +7, Attacks: great sword: 2 x 1d8 + 6. Intellect: 19, Physical Resist: +6, Mental Resist: +12, Movement: 240'. The ifrit may innately cast the following Hermetic spells: Combust, Shatter, Crumble, and Wall of Fire, and the following Hedge magic spells: Terror, Animate Fire and Compel once per day.

Elephant: Health points: 76, Dodge score: 14, Initiative: +0, Hide/armor: 1, To-hit: +4, Attacks: trample: 1 x 1d10 + 10. Intellect: 4, Physical Resist: +6, Mental Resist: +7, Movement: 170'.

Gorgon: Health points: 40, Dodge score: 17, Initiative: +3, Hide/armor: none (or by worn armor), To-hit: +5, Attacks: short sword: 3 x 1d6 + 4. Intellect: 16, Physical Resist: +4, Mental Resist: +7, Movement: 160'. The gorgon may innately cast the Hermetic spell Petrify three times per day.

Upon being slain, or at the duration's end, the avatar will disappear.

The material components for the Summon Greater Avatar spell is the priest's holy symbol.

Note: There are numerous avatars of each faith. Those provided are only representative of those that might be summoned by this spell. Other avatars may be summoned at the Game Master's discretion.

Winterkill

Circle: 8th
Duration: Special
Effect: 100' radius
Domain: Damnation
Components: V, G
Resist: Physical 18
Casting time: -8
Range: n/a
Damage type: Cold

The Winterkill spell causes an intense chilling sensation in all living creatures within 100' of the caster. As a result, all plant-life will be instantly destroyed. Living creatures within the area of effect suffer 6d6 points of damage, or 3d6 if a successful Physical Resistance check is made. After the Winterkill is cast, the affected area will be coated in a thin frost.

Wrath

Circle: 8th
Duration: Special
Effect: 1 creature
Domain: Damnation
Components: V, G
Resist: Mental 18
Casting time: -8
Range: 100'
Damage type: Energy

Wrath invokes the unholy fury of the priest's deity upon one individual creature. The specific consequence of this assault is determined by the degree of success or failure of the Mental Resistance check made by the individual affected. Thus, although the Wrath spell is invoked for only an instant, the duration and extent of its effect varies upon the creature's ability to resist. The consequences of the target's Mental Resistance check (of 18) are given below:

Missed Mental Resistance check by:
1 to 3 points: Creature suffers 4d8 points of damage and is blinded for 2d4 rounds.
4 to 5 points: Creature suffers 6d8 points of damage, paralyzed and blinded for 2d8 rounds.
6 to 9 points: Creature is slain.
10 points or more: Creature is turned to dust.

Made Mental Resistance check by:
0 to 2 points: Creature suffers 2d8 points of damage and is blinded for 1d2 rounds.
3 to 5 points: Creature suffers 2d8 points of damage.
6 points or more: No adverse effect.

For example, were a character with a Mental Resistance result of 15 (missed by 3, as 15 + 3 = 18), the character would suffer 4d8 points of damage and be blinded for 2d4 rounds.

Ritual Magic

Ritual magic is granted as a result of a character's transient servitude, observance, or sacrifice to extra-planar beings. Those who employ of Ritual magic are often referred to as mystics, shamans, obeah, druids, warlocks, or witches.

Note: Ritual magic does not require the complex gestured movements associated with Hermetic or Hedge magic. Therefore, wearing armor does not interfere with the casting of Ritual magic spells.

Memorizing and acquiring new spells: Like priests, Ritual spells must not be memorized, and mystics may cast any spell within the Ritual magic spell list as soon as a new spell Circle becomes available to them. However, unlike priests, who may cast a specific number of spells of each spell Circle per day, mystics employ spell points that are spent when their spells are cast.

Mystics regain their spell-power through meditation and otherworldly communion. Generally, four hours of uninterrupted meditation is enough to replenish a mystic's repertoire of spell points.

Spell points: The spell points of Ritual magic are divided into four Spheres: Blood, Dream, Gaea and Stitch. Each day, a mystic must determine how to divide his daily repertoire of spell points into these four Spheres. For example, a mystic with a total of 10 spell points might take 3 Blood, 3 Dream, 2 Gaea and 2 Stitch spell points for one

particular day. These spell points may then be spent as part of magic formulae which enables a mystic to cast spells.

Mystics may use spell points to cast spells of any Circle they have acquired. For example, a 3rd Circle mystic could use his spell points to cast 1st, 2nd or 3rd Circle spells.

Spell repertoire: The number of spells a mystic may cast of any given Circle per day is determined by the number of spell points the mystic possesses. In general, the more potent the spell, the more spell points that are required to cast it. Thus, a mystic might cast several weaker spells, or instead, a few powerful spells on any given day.

As a general rule, Ritual spells cost the following amount of spell points: 1st Circle: 2 spell points, 2nd Circle: 3 spell points, 3rd Circle: 4 spell points, 4th Circle: 5 spell points, and 5th Circle: 6 spell points.

For example, a 3rd Circle mystic with 9 spell points could cast three 1st and one 2nd Circle spells on one day (2 + 2 + 2 + 3), and cast one 1st, one 2nd and one 3rd Circle spells the next (2 + 3 + 4).

Upon purchasing Ritual Magic Potential, a mystic begins with 2 spell points, plus any bonuses due to a high presence score. Upon purchasing a new spell Circle, the mystic gains the new Circle of spell-power in spell points, plus one. Thus, a mystic gains 3 spell points upon purchasing 2nd Circle spells, 4 spell points when purchasing 3rd Circle spells, and so on. For example, (in lieu of additional spell points due to extra spell point purchase and/or presence bonuses), a 3rd Circle mystic would have 9 spell points in his or her daily repertoire, and a 4th Circle mystic would have 14 skill points.

Note: Acquiring Ritual Magic Potential automatically enables a mystic to cast spells of the 1st Circle. However, the ability to cast spells of higher Circles requires expenditure of additional skill points.

Mystics may earn additional spell points due to a high presence score (see the presence attribute table) or they may be purchased with the Extra Spell Point discipline (see the Skills & Skill Points section).

Ritual Magic Spells

Ritual magic spells are in some ways a hybridization of Hermetic and Faith magic. Like wizards, mystics employ mystical formulations in order to harness their spell power. However, the spells of Ritual magic are granted by deities or other powerful beings in return for the specific ritual performed. Thus, unlike priests, mystics have no obligation to a specific being, and may employ their spells for their own purposes. Yet, due to the source of their magic, Ritual spells are typically granted by neutral or amoral beings.

Table 2.5.4: Ritual magic spells

1st Circle	Formula	2nd Circle	Formula	3rd Circle	Formula	4th Circle	Formula	5th Circle	Formula
Beguile	DS	Alter Temperature	GGG	Blood Pact	BBBD	Animal Form	BBGGG	Afflict	BBBSSS
Blindness	BS	Aphasia	BSS	Brute	BBDS	Atony	BBDSS	Animate Plants	DDGGGS
Blaze	GS	Blood Armor	BBG	Clairvoyance	BDDG	Batter	BBSSS	Blood Shield	BBBBGS
Blood Swap	BB	Blood Doll	BGS	Corrupt Earth	GGGS	Blood Strike	BBBSS	Channel	BDDDGS
Catechize	BS	Blood Rage	BBG	Curse	BDSS	Corrupt Animal	DGGSS	Control Undead	DDDGSS
Deafness	BS	Charm Animal	DDG	Dead Zone	GGSS	Futility	BDDSS	Create Undead	DDGGSS
Drift	DG	Chill	GGS	Disease	BBSS	Green Man	DDGGG	Death's Door	BBBBBD
Familiar	DG	Corrupt Insect	DGS	Draw Blood	BBDS	Hallow Ground	DDGGG	Fiend	BBDGGS
Fog	GG	Drink Deep	BDS	Exorcism	BDDS	Pestilence	DGGSS	Fly	BDDGGG
Hunger	BS	Essence Drain	BBS	Hex	BDSS	Plant Walk	BDGGG	Haunt	DDDGSS
Infect	GS	Fear	DSS	Mesmerize	DDDS	Possess	BDDDS	Madness	BDDSSS
Invisibility to Undead	DG	Heat	GGS	Paralyze	BDSS	Quicksand	GGGSS	Polymorph	BBBGGG
Pest	GS	Misery	BDS	Rain	GGGG	Reprisal	BBDSS	Regenerate	BBBBDG
Pillage Spirit	BS	Protection from Undead	DGS	Repel Undead	DGSS	Reveal Enchantment	DDDDG	Spirit Form	BBBDDD
Resilience	BS	Refute	BDS	Roots	BGSS	Simulacrum	BBDGS	Steal Life	BBBSSS
Sense Charm	BD	Remedy	BBB	Serpent Staff	DGGS	Sleep	BDDDS	Split Earth	GGGGSS
Sense Undead	DS	Sense Life	DGG	Steal Magic	BDDS	Spirit Link	BBDSS	Storm	DGGGGS
Steal Tongue	BS	Splinter	GGS	Stone Skin	BBGG	Steal Vigor	BBBSS	Summon Fauna	DDGGGG
Thin Skin	BS	Steal Strength	BBS	Summon Lesser Fauna	DGGG	Summon Monsters	DGGSS	Summon Undead	DGGSSS
Tangle	GS	Summon Lesser Monsters	DGS	Summon Lesser Undead	DGSS	Swarm	DGGSS	Swan Song	BBDSSS
Thorn Growth	GS	Torpor	BBD	Talisman	BBDG	Totem	DGGGS	Syncopsis	BBBDDG
Transfuse	BB	Tremor	BDS	Torment	DDSS	Voodoo Doll	BBDSS	Wrack	BBBSSS
Weakness	BS	Wane	BSS	Wake Dead	BDGS	Vexation	DDSSS		
Wind	GG	Wither	GGS						

Ritual Magic Spell Composition

Each Ritual magic spell is composed of similar properties that may be described by Circle, duration, effect, etc. An explanation of these properties is provided preceding the spell descriptions:

Circle: Ritual magic spells are divided into 5 Circles of spell-power. Spells of the 1st Circle are the weakest, and spells of the 5th Circle are the most powerful.

Duration: The spell's duration indicates how long the spell remains in effect.

If a spell's duration is measured in rounds, the spell will last the noted number of rounds in addition to the one in which it was cast. For example, if a spell's duration is 5 rounds, it will remain in effect for 5 rounds in addition to the one in which it was cast.

Effect: The effect of the spell specifies the target and/or area of effect of the spell. If multiple creatures may be targeted, the effect indicates the maximum number of creatures that may be targeted by the spell. A mystic may always choose to target fewer creatures than the maximum, but not more. For example, if the Effect reads: 4 creatures, the mystic may target one, two, three or four creatures with the spell.

Formula: Every Ritual magic spell is invoked by magic derived from one or more of four Spheres of influence. These Ritual magic Spheres are: Blood, Dreams, Gaea and Stitch.

The formula of a spell indicates the combination of spell points that must be spent by the mystic to cast the spell. For example, the formula for the 3rd Circle Talisman spell is: BBDG. This indicates a mystic must spend 2 Blood, 1 Dream, and 1 Gaea spell points to cast Talisman. If the mystic does not have the necessary spell points in his repertoire, the spell may not be cast.

Note: If a spell is lost while casting, the spell points employed to cast the spell are lost as well.

Components: All spells require one or more components as part of their magical formulae of incantation. Components are either verbal: V, gestured: G, or material: M.

Resist: Some spells that may be cast upon living creatures may be resisted by an unwilling target. Resist indicates whether the spell may be resisted, in whole or in part, and the difficulty of doing so. For example, if a spell's resist reads, 'Mental 13', a creature must make a Mental Resistance check of target number 13 to resist the spell. If the Mental Resistance check is successful, the creature is unaffected.

If a spell may affect multiple targets, a successful resistance by one target protects that target only. Each creature targeted by a spell must resist the spell individually.

In general, Mental or Physical Resistance checks to resist Ritual magic spells are adjusted by the Circle of the spell; 1st Circle: target number 11, 2nd Circle: target number 12, 3rd Circle: target number 13, 4th Circle: target number 14, and 5th Circle: target number 15.

Casting time: Casting time is explained in detail in the Combat rules section (see the Combat section). Briefly, casting time indicates how long it takes to completely cast the spell during combat. For example, if a spell with casting time -4 is begun at initiative 8, the spell's effect will take place at initiative 4.

Range: Range indicates the distance between the caster and the spell's area of effect and/or target. For example, a spell that affects a target creature with a range of 50' may be cast upon any creature within 50' of the caster.

Damage type: Some creatures have varying susceptibilities to different sources of injury. For example, a creature that lives in fire would likely suffer no damage from heat-based spells, but may suffer twice normal damage from cold-based attacks. For those spells that cause damage, damage type indicates the nature of the injury caused by the spell.

Note: Armor will absorb physical damage from spells. Armor will not protect against energy damage, however.

Ritual Magic Spell Descriptions

The following includes a complete description of each Ritual magic spell:

Beguile

Circle: 1st
Duration: 1 day
Effect: 1 creature
Formula: DS
Components: G
Resist: Mental 11
Casting time: -1
Range: 20'
Damage type: n/a

Beguile induces one semi-intelligent or intelligent creature to treat the caster with deference and admiration. The affected creature will remain so as long as the caster does not grossly offend or act to the creature's obvious detriment, or until the end of the spell's duration.

The initial attitude of the targeted creature towards the mystic modifies its Mental Resistance check to resist the spell as such: positive, affable: -3, neutral, apathetic: 0, negative, hostile: +3.

Note: In general, a creature able to resist the Beguile spell will not be aware the spell was cast, but as a result, will have a somewhat negative opinion of the caster.

Blindness

Circle: 1st
Duration: 10 rounds
Effect: 1 creature
Formula: BS
Components: V, G
Resist: Mental 11
Casting time: -1
Range: 40'
Damage type: n/a

The Blindness spell strikes one creature completely blind. The creature's eyes are not physically harmed by the spell. However, until the duration has passed, the creature will be unable to see.

Any blinded creature makes melee attacks at -5 to-hit, and missile weapon attacks at -10 to-hit. In addition, the creature's dodge score is adjusted by -5.

Note: If a spellcaster casts a spell requiring a specific target that he or she cannot see, there is a 30% chance the spell fails without effect.

Blaze

Circle: 1st
Duration: Permanent
Effect: 1 flame
Formula: GS
Components: V, G
Resist: None
Casting time: -1
Range: 40'
Damage type: Heat

The Blaze spell causes one torch-sized flame (or torch-sized portion of a larger conflagration), to flare violently, consuming its fuel, and scattering burning embers over a 10' radius. All creatures standing within 10' of the fire will suffer 1d3 points of damage as a result.

Note: If no fires of torch-sized or larger are within the spell's range, the Blaze spell may not be cast.

Blood Swap

Circle: 1st
Duration: 1 day
Effect: Caster only
Formula: BB
Components: V, G
Resist: None
Casting time: -1
Range: n/a
Damage type: n/a

The Blood Swap spell allows the caster to exchange one attribute point of endurance (min. 1) for two points in any other attribute (max. 20). This change lasts for one day. For example, by casting Blood Swap, a mystic could reduce his endurance score of 12 to 11, and increase his agility score of 9 to 11.

The mystic may exchange only one endurance point in this manner with the Blood Swap spell. Furthermore, the mystic may only alter each attribute with Blood Swap once per day.

Note: As a mystic's endurance is reduced by 1, one health point is temporarily lost when a Blood Swap spell is cast.

Catechize

Circle: 1st
Duration: 1 hour per Circle
Effect: 3 creatures
Formula: BD
Components: V, G
Resist: Mental 11
Casting time: -1
Range: n/a
Damage type: n/a

The Chatechize spell does not have an obvious effect; however, any creature affected by the Chatechize spell applies a -4 modifier to all Mental or Physical Resistance checks made when resisting the spells of the mystic whom cast Catechize. After Catechize is cast, the mystic is aware of whether or not a creature has been affected.

Although Catechize makes a creature more susceptible to the mystic's spells, an individual may opt not to resist the Catechize spell, as it augments the effects of the mystic's beneficial spells (such as Transfuse).

Note: Only one Catechize spell may affect any creature at one time. The mystic may not target himself with Catechize.

Deafness

Circle: 1st
Duration: 1 day
Effect: 1 creature
Formula: BS
Components: V, G
Resist: Mental 11
Casting time: -1
Range: 20'
Damage type: n/a

When cast successfully, the Deafness spell renders one creature unable to hear. The creature's auditory organs are not physically harmed by the spell. However, until the duration has passed, or until magically cured, the creature will remain deaf.

Note: Any spellcaster rendered deaf must make a Mental Resistance check of 10 each time a spell containing a verbal component is cast, or the spell is lost without effect.

Drift

Circle: 1st
Duration: 10 minutes per Circle
Effect: Caster only
Formula: DG
Components: V, G
Resist: None
Casting time: -1
Range: n/a
Damage type: Special

The Drift spell enables the caster to float up to 1' above the ground and to move horizontally at a movement rate of 120'. As a result, a mystic may travel without making sound or tracks, and even may float across water.

Drift will not enable the mystic to maintain an altitude greater than 1'. However, if the caster falls while affected by the Drift spell, he or she may apply a -3 modifier to the damage suffered from the fall.

Note: While affected by Drift, the mystic applies a +3 modifier to all Stealth checks.

Familiar

Circle: 1st
Duration: Permanent
Effect: Special
Formula: DG
Components: V, G, M
Resist: None
Casting time: 3 hours
Range: Special
Damage type: Special

The Familiar spell summons forth a small creature to indefinitely serve the mystic. This familiar will be a loyal companion, completely obsequious to its master. In general, the creature summoned by the Familiar spell will be a small animal or humanoid. This familiar will do everything within its power to please the mystic: perform small tasks, watch for danger, or simply keep the mystic company.

In addition to a unique kinship, the mystic and the familiar share an innate form of empathy, similar to the 1st Circle priest spell, but with an effective range of 50'.

Typically, the familiar summoned by the spell is somewhat random. In general, familiars that may be summoned are:

1: Owl	8-9: Cat	15: Hare
2: Toad	10-11: Monkey	16: Bat
3-4: Snake	12: Weasel	17: Spider (large)
5: Imp (lesser)	13: Manes	18-19: Wolf
6-7: Crow	14: Gremlin	20: Lizard

The mystic may only have one familiar at a time. As such, any attempts to summon an additional familiar will fail.

Note: If a mystic intentionally kills his familiar for any reason, the Familiar spell cannot be cast successfully for one full year.

Fog

Circle: 1st
Duration: 5 rounds + 1 per Circle
Effect: 30' diameter column
Formula: GG
Components: V, G
Resist: None
Casting time: -1
Range: 80'
Damage type: n/a

The Fog spell creates a dense fog, roughly 30' in diameter and 20' tall, centered upon a point within range of the mystic. This fog is water vapor, and may be dispersed by strong winds. Visibility within the fog is limited, and melee attacks made within the fog are at -2 'to hit". Missile attacks into or out of the fog are made at -5 to-hit.

Note: As the fog is made of particulates, visibility modifiers are the same for creatures with or without infrared vision.

Hunger

Circle: 1st
Duration: 1 month
Effect: 1 creature
Formula: BS
Components: V, G
Resist: Mental 11
Casting time: -1
Range: 20'
Damage type: n/a

Hunger causes one creature to become overwhelmed with an insatiable desire to eat. While affected, the creature must consume at least 5 times its normal daily allotment of food or lose 1d2 endurance points per day.

Infect

Circle: 1st
Duration: Permanent
Effect: 1 wounded creature
Formula: GS
Components: V, G
Resist: Physical 11
Casting time: -1
Range: 40'
Damage type: Energy

The Infect spell causes one wounded creature to develop a malignant infection, immediately losing additional 1 health point. Thereafter, unless healed by magical means, the creature will not recover as normal. As such, once infected, the afflicted creature must make a Physical Resistance check of 11 beginning each day following the infection. If this Physical Resistance check is unsuccessful, the victim will lose an additional health point, and will not regain any health points for that day. However, once the afflicted creature makes a successful Physical Resistance check, the Infect spell is broken, and the creature will begin to heal as normal.

Invisibility to Undead

Circle: 1st
Duration: 10 minutes per Circle
Effect: 1 creature
Formula: DG
Components: V, G
Resist: Special
Casting time: -1
Range: 10'
Damage type: n/a

The Invisibility to Undead spell makes one creature temporarily undetectable by undead creatures (i.e. skeletons, zombies, ghosts, etc.). However, while Invisibility to Undead renders the recipient undetectable by mindless undead, undead with an intellect score greater than 3, such as vampires, may make a Mental Resistance check of 11 to detect the affected creature.

Pest

Circle: 1st
Duration: 1 hour
Effect: Special
Formula: GS
Components: V, G, M
Resist: None
Casting time: -1
Range: 20'
Damage type: Special

The Pest spell brings forth an over-sized insect or pest to serve the mystic. This creature will perform simple tasks if able, or attack the mystic's foes. The type of creature summoned is determined by the mystic. A list of possible pests to be summoned is provided below:

Large spider: Health points: 4, Dodge score: 13, Initiative: +3, Hide/armor: none, To-hit: +0, Attacks: bite: 1 x 1d2. Intellect: 2, Physical Resist: -3, Mental Resist: -3, Movement: 80'. The spider is approximately 2' wide. If bit, a character must make a Physical Resistance check of 10 or suffer an additional 3 health points of damage.

Large centipede: Health points: 3, Dodge score: 12, Initiative: +2, Hide/armor: none, To-hit: +2, Attacks: bite: 1 x 1d2. Intellect: 2, Physical Resist: -2, Mental Resist: -3, Movement: 80'. The centipede is approximately 2.5' long. If bit, a creature must make a Physical Resistance check of 10 or suffer -1 agility for 1 hour (min. 1). If the creature has no agility, it loses one dodge point.

Large beetle: Health points: 4, Dodge score: 13, Initiative: +1, Hide/armor: none, To-hit: +0, Attacks: bite: 1 x 1d3. Intellect: 2, Physical Resist: -4, Mental Resist: -5, Movement: 20', fly 40'. The beetle is approximately 2' long.

Large scorpion: Health points: 4, Dodge score: 12, Initiative: +1, Hide/armor: none, To-hit: +0, Attacks: sting: 1 x 1d2. Intellect: 2, Physical Resist: -1, Mental Resist: -2, Movement: 20'. If stung, victim must make a Physical Resistance check of 10 or lose 1 endurance point for 1 hour (min. 1). The scorpion is approximately 2.5' long. If the creature has no endurance, it loses one health point.

Upon being slain, or at the duration's end, the pest will disappear.

The material component of Pest is the carcass of a common-sized version of the pest to be summoned.

Note: The list of pests provided here is not exhaustive, and the Game Master should feel free to add other pests of similar power that may be summoned.

Pillage Spirit

Circle: 1st
Duration: 2 rounds per Circle
Effect: Caster only
Resist: None
Casting time: -1
Range: Special

Formula: BS
Components: V, G
Damage type: n/a

This diabolical spell enables the mystic to gain 3 Blood or Stitch spell points at any time he or she physically slays a creature with an intellect of 4 or greater during the spell's duration. In order to gain these spell points, the mystic must personally strike the death blow upon the creature. Damage done exclusively by magical means will not provide the caster with any spell points.

Any spell points gained must immediately be allocated to either the Blood or Stitch Ritual magic Spheres. Spell points gained by the Pillage Spirit spell may not exceed the mystic's daily maximum.

Note: Spell points may not be gained by the Pillage Spirit spell when slaying undead or soulless creatures such as automatons.

Resilience

Circle: 1st
Duration: 1 hour
Effect: 1 creature
Formula: BD
Components: V, G
Resist: None
Casting time: -1
Range: 10'
Damage type: n/a

The Resilience spell imbues one creature with a deep feeling of confidence and resolve. In combat, Resilience will improve a creature's Physical and Mental Resistance rolls by +1. In addition, characters affected by Resilience may continue to remain conscious at zero health points or below as if they had the Last Stand discipline. If the affected character already possesses the discipline, the Resilience spell temporarily applies a +3 modifier to Physical Resistance checks associated with Last Stand.

Just as with the discipline, a successful Last Stand check must be made immediately upon being brought to zero or less health points, and at the beginning of every additional round for the character to remain conscious. Similarly, regardless of the Resilience spell, all characters die if their health points fall below zero more than one-half their endurance score.

Note: If cast upon a non-character creature, Resilience enables the creature to employ the Last Stand discipline until it is reduced to less than -10 health points. If the individual targeted by Resilience is under the effects of the 1st Circle Catechize spell, Resilience improves the creature's Physical Resistance rolls and Mental Resistance rolls by +2. All other effects of Resilience are unchanged.

Sense Charm

Circle: 1st
Duration: 5 rounds
Effect: Caster only
Formula: BD
Components: V, G
Resist: None
Casting time: -1
Range: 10'
Damage type: n/a

Sense Charm enables the mystic to perceive whether creatures are under the effects of a magical charm or spiritual possession.

Sense Undead

Circle: 1st
Duration: 10 minutes
Effect: Caster only
Formula: DS
Components: V, G
Resist: None
Casting time: -1
Range: 500'
Damage type: n/a

Sense Undead enables the mystic to determine the location and number of all undead creatures within 500' of his person. Thus, Sense Undead will reveal the presence of creatures out of sight of the mystic, hidden, or even magically made invisible.

Note: The Sense Undead spell gives the mystic an impression of the undead creature's whereabouts, but does not actually enable the mystic to 'see' the undead. Thus, attacks made by the mystic against invisible undead are made at -2 to-hit while affected by the spell.

Steal Tongue

Circle: 1st
Duration: 1 hour
Effect: 1 creature
Formula: BS
Components: V, G
Resist: Mental 11
Casting time: -1
Range: 50'
Damage type: n/a

The Steal Tongue spell enables the mystic to temporarily remove 3 presence and 1 intellect attribute points from a creature, and add these points to his own presence and intellect attributes (max. 20), respectively.

If Steal Tongue is cast upon a creature without a presence score, only the intellect point is transferred.

Note: A creature's attributes may be reduced to a minimum score of 1 and no lower by the Steal Tongue spell.

Tangle

Circle: 1st
Duration: 5 rounds
Effect: 1 creature
Formula: GS
Components: V, G
Resist: Physical 11
Casting time: -1
Range: 80'
Damage type: None

When cast in an area containing trees, vines, bushes, or similar vegetation, Tangle causes the flora near one creature to animate and quickly entwine it. Any creature failing a Physical Resistance check will be rendered completely immobile. If the initial Physical Resistance check is failed, a successful Feat of Strength of 16 will enable a creature to break free.

If the entangling plants are cut with an edged weapon, they may be hit automatically. However, 6 points of damage must be inflicted before the creature may be freed.

Tangle may only be cast successfully where sufficient vegetation exists.

Note: As all with Feats of Strength, only one attempt may be made to break free when affected by Tangle.

Thin Skin

Circle: 1st
Duration: 1 hour
Effect: 3 creatures
Formula: BB
Components: V, G
Resist: Physical 11
Casting time: -1
Range: 50'
Damage type: n/a

Thin Skin causes one to three creatures to become increasingly susceptible to physical damage. As such, whenever those creatures affected are injured by a unique source of injury, 1 additional point of damage is inflicted. For example, were a creature affected by Thin Skin struck by a short sword, the creature would suffer 3-6 points of damage, instead of 2-5.

Note: Additional damage caused by the Thin Skin spell may be prevented by hide or armor.

Thorn Growth

Circle: 1st
Duration: 1 hour
Effect: 30' square area
Formula: GS
Components: V, G
Resist: None
Casting time: -1
Range: 60'
Damage type: Kinetic

When cast upon any area of substantial flora, Thorn Growth will cause a 30' x 30' square of the vegetation to become a thick thorn-covered bramble. As such, any creature moving through the area must do so at a movement rate of 5' or less, or suffer 1d2 points of damage per round. Even so, any creature moving through the area affected by Thorn Growth may do so at a maximum of one-half its movement rate.

Transfuse

Circle: 1st
Duration: Permanent
Effect: 1 creature
Formula: BB
Components: V, G
Resist: None
Casting time: -1
Range: 10'
Damage type: Energy

When Transfuse is cast, the mystic transfers up to 4 of his own health points into one creature. Thus, were a mystic to transfuse 3 health points, he would lose 3 health points whereas the creature targeted would gain 3.

The mystic determines the number of health points to transfuse when the spell is cast. Health points gained by Transfuse cannot go above the recipient's maximum health point total. Health points lost by the mystic may be regained as normal.

Note: If the individual targeted by Transfuse is under the effects of the 1st Circle Catechize spell, Transfuse restores +1 extra health point to that creature. For example, were a mystic to transfuse 3 health points to a creature affected by Catechize, he would lose 3 health points whereas the creature targeted would gain 4.

Weakness

Circle: 1st
Duration: 10 minutes
Effect: 1 creature
Formula: BS
Components: V, G
Resist: Mental 11
Casting time: -1
Range: 50'
Damage type: n/a

The Weakness spell reduces the strength of a character by 1d4 + 4 points (min. 1). If cast upon a non-character creature, Weakness applies a -2 modifier to his its Physical Resistance checks, and its attack damage is modified by -2.

Wind

Circle: 1st
Duration: 10 rounds per Circle
Effect: 100' cube
Formula: GG
Components: V, G
Resist: None
Casting time: -1
Range: 100'
Damage type: n/a

The Wind spell creates a powerful wind within the area of effect. This wind may either be directional or swirling, as determined by the mystic. As a result of the wind, papers will fly, doors will slam and small fires will be put out.

The wind will dissipate any gases or fog within 1 round, and extinguish all fires of torch size or smaller. If fires greater than torch size are burning, the Wind spell will double the speed at which they spread. In addition, all creatures using missile weapons within the Wind spell do so at -2 to-hit.

Flying creatures of 1 lb. or smaller cannot move effectively in the wind, and will be forced to land, or to move only in the direction the wind is blowing.

Alter Temperature

Circle: 2nd
Duration: 1 hour per Circle
Effect: 20' cubic volume
Formula: GGG
Components: V, G
Resist: None
Casting time: -2
Range: 20'
Damage type: n/a

By means of the Alter Temperature spell, the mystic may raise or lower the temperature within a 20' cubic volume of space up to 60° Fahrenheit from ambient. For example, a mystic could cause a small cottage with an inner temperature of 70° Fahrenheit to increase to 120° or to fall to 10°. Throughout the duration of the spell, the mystic may alter the temperature as he or she wishes, and may change it at a rate of 12° per minute (2° per round).

Note: The mystic may affect the temperature of gases, liquids, or non-living solids with this spell.

Aphasia

Circle: 2nd
Duration: 1 hour per Circle
Effect: 1 creature
Formula: BSS
Resist: Mental 12
Casting time: -2
Range: 20'
Damage type: n/a

Components: V, G

When cast successfully, the Aphasia spell renders one creature mute. The creature's is not physically harmed by the spell. However, until the duration has passed, or until magically cured, the creature will be unable to speak or vocalize.

Blood Armor

Circle: 2nd
Duration: 1 day
Effect: Caster only
Formula: BBG
Components: V, G
Resist: None
Casting time: -2
Range: n/a
Damage type: n/a

By casting Blood Armor, the mystic temporarily sacrifices two points of endurance to be surrounded by an aura of protection for one day. This aura absorbs 2 points of damage from all physical attacks against the mystic. Armor absorbance due to Blood Armor is cumulative with other worn armor.

Note: Blood Armor may only be cast successfully once per day. Any further attempts to cast the spell will have no effect. As a mystic's endurance is reduced by 2, two health points are temporarily lost when the spell is cast.

Blood Doll

Circle: 2nd
Duration: 12 rounds
Effect: Special
Formula: BGS
Components: V, G
Resist: None
Casting time: -2
Range: Special
Damage type: Kinetic

After casting Blood Doll, the next successful attack on the caster leads to the creation of 1d2 + 1 'blood dolls'. Each blood doll is a 3' tall horrible crimson simulacrum of the caster. A blood doll has the following statistics: Health points: 5, Dodge score: 11, Initiative: +0, Hide/armor: none, To-hit: +1, Attacks: bite: 1 x 1d4. Intellect: 4, Physical Resist: -1, Mental Resist: n/a, Movement: 120'. The blood dolls will mob the opponent who led to their creation until killed, or until the spell's duration has passed.

Note: The duration of Blood Doll begins upon casting the spell, not upon creation of the blood dolls.

Blood Rage

Circle: 2nd
Duration: 10 rounds
Effect: Caster only
Formula: BBG
Components: V, G
Resist: None
Casting time: -2
Range: n/a
Damage type: n/a

By casting the Blood Rage spell, the mystic temporarily sacrifices two points of endurance to increase his strength score by +4 (max. 20) for the spell's duration.

Note: As a mystic's endurance is reduced by 2, two health points are temporarily lost when the Blood Rage spell is cast.

Charm Animal

Circle: 2nd
Duration: 1 hour per Circle
Effect: 1 creature
Formula: DDG
Resist: Mental 12
Casting time: -2
Range: 100'
Damage type: n/a

Components: V, G

The Charm Animal spell places one natural animal (i.e. bird, fish, fox, bear, etc.), completely under the control of the mystic. Once charmed, this animal will be loyal to the caster only, attacking or defending him to the best of its ability, or performing simple tasks if able.

Charm Animal will not affect creatures with an intellect of 5 or greater. Furthermore, Charm Animal will not affect unnatural creatures such as centaurs, griffons or wyverns.

Note: The Charm Animal spell may affect primates such as monkeys or apes, but not partially or wholly civilized humanoid races.

Chill

Circle: 2nd
Duration: Instantaneous
Effect: Special
Formula: GGS
Components: V, G
Resist: None
Casting time: -2
Range: 50'
Damage type: Cold

The Chill spell may be cast upon a creature or object. If cast upon a creature, that creature feels an intense chill and suffers 1d6 + 2 points of cold damage. Furthermore, all non-magical liquids upon the character's person will immediately freeze, and will remain so until thawed.

If cast upon an object, the item targeted (up to 3' cubic volume) will immediately become encased in a 1" think layer of ice. If the target is a door, the door will become frozen shut, requiring a Feat of Strength of 16 to open it. Once encased in ice, the object will thaw as normal.

Corrupt Insect

Circle: 2nd
Duration: 10 minutes
Effect: 4 creatures
Formula: DGS
Components: V, G, M
Resist: None
Casting time: -2
Range: 50'
Damage type: Special

Corrupt Insect transforms one to four normal, living insects, arachnids, or similar creatures into large aggressive creatures to serve the mystic. These creatures will perform simple tasks if able, or attack the mystic's foes. Typical creatures affected result in the following:

Large centipedes: Health points: 3, Dodge score: 12, Initiative: +2, Hide/armor: none, To-hit: +2, Attacks: bite: 1 x 1d2. Intellect: 2, Physical Resist: -2, Mental Resist: -3, Movement: 80'. The centipede is approximately 2.5' long. If bit, a creature must make a Physical Resistance check of 10 or suffer -1 agility for 1 hour (min. 1). If the creature has no agility, it loses one dodge point.

Large spiders: Health points: 4, Dodge score: 13, Initiative: +3, Hide/armor: none, To-hit: +0, Attacks: bite: 1 x 1d2. Intellect: 2, Physical Resist: -3, Mental Resist: -3, Movement: 80'. The spider is approximately 2' wide. If bit, a character must make a Physical Resistance check of 10 or suffer an additional 3 health points of damage.

Large beetles: Health points: 4, Dodge score: 13, Initiative: +1, Hide/armor: none, To-hit: +0, Attacks: bite: 1 x 1d3. Intellect: 2, Physical Resist: -4, Mental Resist: -5, Movement: 20', fly 40'. The beetle is approximately 2' long.

Large scorpions: Health points: 4, Dodge score: 12, Initiative: +1, Hide/armor: none, To-hit: +0, Attacks: sting: 1 x 1d2. Intellect: 2,

Physical Resist: -1, Mental Resist: -2, Movement: 20'. If stung, victim must make a Physical Resistance check of 10 or lose 1 endurance point for 1 hour (min. 1). The scorpion is approximately 2.5' long. If the creature has no endurance, it loses one health point.

Upon being slain, or at the duration's end, these creatures will revert to their normal form.

Drink Deep

Circle: 2nd
Duration: 10 minutes
Effect: Special
Formula: BDS
Components: V, G, M
Resist: None
Casting time: 10 minutes
Range: Special
Damage type: n/a

This diabolical spell enables the mystic to replace lost spell points via the ritual sacrifice of a living humanoid creature. As a result, the mystic will regain a number of spell points equal to the intellect score of the creature sacrificed. For example, if a mystic were to sacrifice a goblin with an intellect score of 7, the mystic would add 7 spell points to his repertoire.

Once spell points are replenished, the mystic must allocate them into the four Spheres of Ritual magic. A mystic may not exceed his maximum number of spell points with the Drink Deep spell.

In addition to a creature to be sacrificed, the Drink Deep spell requires a knife or dagger, as well as incense of at least 100 silver royals in value.

Note: Throughout the casting of the Drink Deep spell, the creature to be sacrificed must be unconscious, immobile, or otherwise restrained.

Essence Drain

Circle: 2nd
Duration: Permanent
Effect: 1 creature
Formula: BBS
Components: V, G
Resist: Mental 12
Casting time: -2
Range: 10'
Damage type: Energy

When Essence Drain is cast successfully, the victim suffers 1d6 points of damage, and the caster gains that same amount of health points.

Note: Health points gained by Essence Drain cannot go above the caster's maximum health point total.

Fear

Circle: 2nd
Duration: 5 rounds
Effect: 3 creatures
Formula: DSS
Components: V, G
Resist: Mental 12
Casting time: -2
Range: 40'
Damage type: n/a

The Fear spell causes up to three creatures to be overwhelmingly frightened of the caster. If able, those creatures affected by the Fear spell will flee from the mystic as quickly as possible. However, if the affected creatures are not able to escape, they will cower in fright or beg for mercy.

Heat

Circle: 2nd
Duration: 3 rounds
Effect: 1 object
Formula: GGS
Components: V, G
Resist: None
Casting time: -2
Range: 50'
Damage type: Heat

The Heat spell causes one non-magical, non-living object (up to 40 lbs.) to quickly heat to a searing temperature. Heat last for 3 rounds, and the effects of the spell are determined by the material heated. No effect is observed in the round in which the spell was cast. However, for the next three rounds, the result of Heat are:

First round after casting:
Metal or mineral: Object becomes hot to the touch.
Cloth or paper: Object begins smouldering.
Wood or leather: Object becomes hot to the touch.

Second round after casting:
Metal or mineral: Object becomes glowing hot. Causes 1 point of damage if touched, 1d4 + 2 points of damage if contact persists.
Cloth or paper: Object bursts into flames. Causes 1 point of damage if touched , 1d3 + 1 points of damage if contact persists.
Wood or leather: Object bursts into flames. Causes 1 point of damage if touched, 1d4 + 1 points of damage if contact persists.

Third round after casting:
Metal or mineral: Object is searing hot. Causes 1 point of damage if touched briefly, 1d3 + 1 points of damage if contact persists.
Cloth or paper: Consumed. No effect.
Wood or leather: Object burns. Causes 1 point of damage if touched, 1d2 points of damage if contact persists.

Unless armor separates an individual from the object, armor absorbance has no effect upon damage inflicted by Heat. Of course, if Heat is cast upon a worn suit of armor, the armor does not reduce damage from the spell.

Note: Heat will destroy wood, cloth, paper and leather objects. Effects upon minerals or metal are generally transient.

Misery

Circle: 2nd
Duration: 1 day
Effect: 2 creatures
Formula: DSS
Components: V, G
Resist: Mental 12
Casting time: -2
Range: 30'
Damage type: n/a

The Misery spell instills up to two creatures with a potent feeling of hopelessness and gloom. As a result, misery will penalize a creature's initiative rolls and to-hit rolls by -2, and its Physical Resistance rolls and Mental Resistance rolls by -3. Furthermore, all creatures affected by Misery apply a -3 modifier to their proficiency checks.

Note: Casting additional Misery spells upon a creature has no additional effect.

Protection from Undead

Circle: 2nd
Duration: 2 rounds + 1 per Circle
Effect: 1 creature
Formula: DGS
Components: V, G
Resist: Special
Casting time: -2
Range: 10'
Damage type: n/a

The Protection from Undead spell renders one creature completely immune to all physical or magical attacks made by lesser undead, or those undead with an intellect score of 3 or less. However, greater undead, such as vampires, may make a Mental Resistance check of 12 to affect the recipient. Otherwise, any physical blow, ability or magic

employed by an undead creature will have no effect upon the spell's target. In addition, undead will find the affected creature to be somewhat repulsive, and will avoid contact with that creature if possible.

Refute

Circle: 2nd
Duration: 10 minutes
Effect: Caster only
Formula: BDS
Components: V, G, M
Resist: None
Casting time: -2
Range: n/a
Damage type: n/a

The Refute spell enables the mystic to temporarily sacrifice endurance points at a 1 for 1 basis in order to modify any Mental or Physical Resistance check made during the spell's duration. For example, if stung by a scorpion while affected by Refute, a mystic could temporarily sacrifice 3 endurance points to apply a +3 modifier to his Physical Resistance check to resist the scorpion's poison.

Any endurance points sacrificed to the Refute spell are lost, regardless of the outcome of the mystic's Mental or Physical Resistance check. The number of endurance points to be sacrificed must be determined prior to making the check. However, those endurance points sacrificed to the Refute spell are done so after the related Mental or Physical Resistance check is made. Endurance points lost to the Refute spell are restored after 24 hours.

Note: As a mystic's endurance may be reduced by the Refute spell, health points are temporarily lost when Refute is employed.

Remedy

Circle: 2nd
Duration: 1 day
Effect: 1 creature
Formula: BBB
Components: V, G
Resist: None
Casting time: -2
Range: 10'
Damage type: n/a

The Remedy spell accelerates the natural healing rate of one creature to three times normal for the next 24 hours. For example, a character with an endurance score of 11 performing minimal activity, would regain 6 health points within 24 hours (as opposed to 2) if affected by the Remedy spell.

Note: Remedy will only restore health points up to the creature's maximum health point total and not beyond. Multiple Remedy spells cast upon the same creature provide no additional effect.

Sense Life

Circle: 2nd
Duration: 10 minutes
Effect: Caster only
Formula: DGG
Components: V, G
Resist: None
Casting time: -2
Range: 200'
Damage type: n/a

Sense Life enables the mystic to determine the location and number of all living creatures larger than a mouse within 200' of his person. Thus, Sense Life will reveal the presence of creatures out of sight of the mystic, hidden, or even magically invisible. The spell will not detect dead or undead creatures, however.

Note: The Sense Life spell gives the mystic an impression of the living creature's whereabouts, but does not actually enable the mystic to 'see' these creatures. Thus, attacks made by the mystic against invisible creatures are made at -2 to-hit while affected by the Sense Life spell.

Splinter

Circle: 2nd
Duration: Permanent
Effect: 1 wooden item
Formula: GGS
Components: V, G
Resist: None
Casting time: -2
Range: 80'
Damage type: Kinetic

By means of the Splinter spell, a mystic may shatter one non-magical wooden item of no more than 200 lbs. in weight. The effect of the spell is somewhat violent, and any creature within 3' of the object will suffer 1d2 points of damage.

Steal Strength

Circle: 2nd
Duration: 10 minutes
Effect: 1 creature
Formula: BBS
Components: V, G
Resist: Mental 12
Casting time: -2
Range: 30'
Damage type: n/a

The Steal Strength spell enables the mystic to temporarily remove 4 points of strength from a creature (to a minimum of 1), and add these points to his own strength attribute (to a maximum of 20).

If Steal Strength is cast upon a creature without a strength score, the mystic still receives the strength points, and the targeted creature applies a -2 modifier to its damage rolls, and a -1 modifier to its Physical Resistance rolls.

Summon Lesser Monsters

Circle: 2nd
Duration: 1 hour
Effect: Special
Formula: DGS
Components: V, G, M
Resist: None
Casting time: -2
Range: 20'
Damage type: Special

When cast, Summon Lesser Monsters brings forth a small number of fiendish creatures to serve the mystic. These creatures will perform simple tasks if able, or attack the mystic's foes. The number and type of creatures summoned by the mystic are randomly determined by a 1d6 roll:

1: 1d3 Lesser imps: Health points: 4, Dodge score: 13, Initiative: +2, Hide/armor: none, To-hit: +1, Attacks: bite: 1 x 1d2. Intellect: 4, Physical Resist: -2, Mental Resist: -2, Movement: fly 130'. The imps are small flying 2' tall demons.

2: Huge centipede: Health points: 8, Dodge score: 15, Initiative: +3, Hide/armor: none, To-hit: +3, Attacks: bite: 1 x 1d4, Intellect: 2, Physical Resist: +0, Mental Resist: -1, Movement: 120'. If bit, a creature must make a Physical Resistance check of 12 or suffer an additional 4 health points of damage.

3: 1d2 Piasa. Health points: 6, Dodge score: 14, Initiative: +2, Hide/armor: none, To-hit: +2, Attacks: fists: 2 x 1d2 + 1. If in bird form, claws: 2 x 1, and bite: 1 x 1d2. Intellect: 8, Physical Resist: -3, Mental Resist: -1, Movement: 80', fly 180'. The piasa may shape change into an eagle-like bird at will.

4: 1d3 Gremlins: Health points: 3, Dodge score: 14, Initiative: +2, Hide/armor: none, To-hit: +2, Attacks: knife: 1 x 1d2. Intellect: 8, Physical Resist: -3, Mental Resist: +0, Movement: 80'. Gremlins may become invisible for 1d4 rounds, once per hour. The gremlins are 2' tall goblinoid creatures.

5: Wolf: Health points: 10, Dodge score: 13, Initiative: +2, Hide/armor: none, To-hit: +3, Attacks: bite: 1 x 1d4 + 1. Intellect: 3, Physical Resist: -1, Mental Resist: -1, Movement: 160'.

6: 1d2 Drepsid: Health points: 5, Dodge score: 12, Initiative: +1, Hide/armor: none, To-hit: +0, Attacks: bite: 1 x 1d2, sting: 1 x 1. Intellect: 2, Physical Resist: +0, Mental Resist: -1, Movement: 70'. If stung by a drepsid's tail, the victim must make a Physical Resistance check of 9 or be paralyzed in 1d4 + 1 rounds. This paralysis lasts for 7-12 hours.

Upon being slain, or at the duration's end, these creatures will disappear.

Note: The list of monsters provided here is not exhaustive, and the Game Master should feel free to add other monsters of similar power that may be summoned.

Torpor

Circle: 2nd
Duration: Up to 1 day
Effect: 1 creature
Formula: BBD
Components: V, G
Resist: Mental 12
Casting time: -2
Range: 10'
Damage type: n/a

Torpor induces a target creature to fall into death-like slumber. The creature's breathing will stop, and its heart will cease to beat. To all non-magical observations, the affected creature will appear to be dead. However, after the duration of the spell passes, the creature will reawake unharmed.

Upon being cast, the mystic must predetermine the duration of the torpor. Whether cast upon himself or another creature, nothing save a Dispel Magic spell will reawaken the creature prematurely. If the creature affected by Torpor is attacked, treat it as though it were unconscious.

Tremor

Circle: 2nd
Duration: 1 day
Effect: 1 creature
Formula: BDS
Components: V, G
Resist: Mental 12
Casting time: -2
Range: 60'
Damage type: n/a

The Tremor spell imbues one creature with uncontrollable fits and spasms. The effect of the spell is to lower the creature's dodge score by 1d4 + 2 points for the spell's duration, and a -2 modifier is applied to the afflicted creature's to-hit rolls. Furthermore, all agility or presence-related proficiency checks made by the affected creature are modified by -6.

If Tremor is cast upon a Hermetic, Ritual or Hedge magic user, all spells cast by the creature have a 10% chance of failure.

Wane

Circle: 2nd
Duration: Permanent
Effect: 1 creature
Formula: BSS
Components: V, G
Resist: Physical 12
Casting time: -2
Range: 10'
Damage type: Energy

When successfully cast, the Wane spell will cause a creature to lose 1 health point per round until reduced to zero health points, or until the spell is disrupted by Dispel Magic, Cure Disease, or magical healing. Once reduced to zero health points, the creature will heal again as normal.

Note: Unless the creature has reached zero health points, or the spell has been disrupted, any non-magical healing will not restore lost health points. Casting additional Wane spells upon a creature has no additional effect.

Wither

Circle: 2nd
Duration: Permanent
Effect: 30' square area
Formula: GGS
Components: V, G
Resist: None
Casting time: -2
Range: 40'
Damage type: Energy

The Wither spell causes all flora within a 30' x 30' area to immediately wilt and dry. If cast upon a plant-based creatures, the Wither spell will inflict 2d10 points of damage upon each such creature within the area of effect.

Blood Pact

Circle: 3rd
Duration: 1 hour
Effect: Caster only
Formula: BBBD
Components: V, G
Resist: None
Casting time: -3
Range: n/a
Damage type: n/a

Similar to the 1st Circle Blood Swap spell, Blood Pact allows the caster to temporarily exchange one to three attribute points of endurance (min. 1) for the same number of points in any other attribute or attributes (max. 20). For example, by casting Blood Pact, a mystic could reduce his endurance score of 13 to 10 and thus, increase his agility score of 8 to 9, and his strength score from 13 to 15.

Note: As a mystic's endurance is reduced by Blood Pact, at least one health point is temporarily lost when the spell is cast.

Brute

Circle: 3rd
Duration: 10 minutes
Effect: 1 creature
Formula: BBDS
Components: V, G
Resist: Mental 13
Casting time: -3
Range: 10'
Damage type: n/a

The Brute spell temporarily transforms one creature, reducing its intellect, but imbuing it with unnatural strength. When affected by the spell, the recipient gains 1d3 + 3 points of strength (max. 20) and loses 1d3 + 3 points of intellect (min. 1) for the spell's duration. If Brute is cast upon a creature without a strength score, that creature gains a +2 damage modifier for the spell's duration.

A character affected by the Brute spell may reattempt any Feat of Strength he or she may have failed prior to the spell being cast. If a Hermetic or Hedge magic-user's intellect falls below 7 as a result of the Brute spell, he or she may not cast until the spell has ended.

Note: If the individual targeted by Brute is under the effects of the 1st Circle Catechize spell, the creature gains 1d4 + 4 points of strength (max. 20) from the Brute spell instead. If the creature affected by Catechize does not have a strength score, that creature gains a +4 damage modifier from the Brute spell.

Clairvoyance

Circle: 3rd
Duration: 1 round per Circle
Effect: Caster only
Formula: BDDG
Components: V, G
Resist: None
Casting time: -3
Range: Special
Damage type: n/a

The Clairvoyance spell enables the mystic to see events at another place. Distance is not a factor. However, Clairvoyance cannot work between planes of existence. When Clairvoyance is cast, the mystic may choose any one place to view. The place viewed must be familiar to the caster, but does not need to be previously visited.

The perspective given to a priest by the Clairvoyance spell is somewhat omniscient. The mystic may view an area up to 20' in diameter, and may see all things taking place in this vicinity.

Corrupt Earth

Circle: 3rd
Duration: 10 minutes
Effect: 60' square area
Formula: GGGS
Components: V, G
Resist: None
Casting time: -3
Range: 80'
Damage type: n/a

The Corrupt Earth spell causes an area of up to 60' x 60' of natural soil, sand or stone to extend numerous knife-like broken and jagged extrusions of rock. The effect is to make travel across this ground extremely difficult and hazardous for any creature 40 lbs. in weight or greater. Any such creature crossing the corrupted earth at a rate of more than 10' per round suffers 1d2 points of damage for each 10' traversed. Thus, a creature moving at a greater speed across 60' of the corrupted earth would suffer a total of 6-12 points of damage.

Note: Any creature falling upon an area of corrupted earth suffers 1d6 points of damage in addition to any falling damage.

Curse

Circle: 3rd
Duration: 1 week
Effect: 1 creature
Formula: BDSS
Components: V, G
Resist: Mental 13
Casting time: -3
Range: 10'
Damage type: n/a

Curse causes one creature chosen by the mystic to become temporarily vexed. The nature of the curse varies, determined by a 1d4 roll as follows:

1: Wretch: All dice rolls made on behalf of the affected creature must be rolled twice, and the less desirable result is used. For example, if character affected by the curse makes a Mental Resistance check, two d20 rolls are made, and the lower result is applied. This is similarly done for all to-hit rolls, damage rolls, etc.

2: Idiot: The creature's intellect score is reduced to 3, an infantile or animalistic intelligence. The affected creature cannot read or write, and may communicate only through simple grunts and gestures. If attacked, the creature will defend itself to the best of its ability. However, the creature will seek to avoid conflict if able.

3: Infirm: The creature's maximum health points are reduced to only one half of normal. In addition, the creature's Mental and Physical Resistance checks apply a -4 modifier. Due to abscesses covering their skin, characters suffer a -6 presence score adjustment (min. 1).

4: Maladroit: When successfully cast upon a creature, three random proficiency scores are reduced to grade 0 (non-proficient). If the creature does not possess any proficiencies, its intellect score will be reduced by 1d4 + 1 (min. 1).

Dead Zone

Circle: 3rd
Duration: 10 minutes
Effect: 20' cubic volume
Formula: GGSS
Components: V, G
Resist: None
Casting time: -3
Range: 80'
Damage type: n/a

The Dead Zone spell causes all air within a 20' x 20' x 20' volume to become non-breathable. As a result, all non-magical fires within the area will be extinguished, and all creatures will begin to suffocate.

In general, a character may hold his or her breath for a number of rounds equal to half of his or her endurance score. After this time, the character must make a successful Physical Resistance check of 10 every round thereafter. If the character fails this Physical Resistance check, he or she immediately falls unconscious. For example, a character with an endurance score of 11 may hold his breath for 6 rounds. The character then must make a successful Physical Resistance check of 10 for each additional round thereafter.

Creatures without an endurance score may survive for 8 rounds before requiring a Physical Resistance check of 10 each round to remain conscious. Of course, creatures that do not breathe such as undead, are unaffected by the Dead Zone spell.

Although they may not breathe, characters within the area affected by the Dead Zone spell can vocalize and cast spells requiring a verbal component.

The area affected by Dead Zone cannot be changed by the mystic. Simply leaving the Dead Zone will enable a creature to breathe once again.

Note: In general, characters can survive for twice their endurance score in rounds without breathing. Thus, even after a character falls unconscious, he or she may survive for multiple rounds thereafter. For example, the character with an endurance score of 11 could survive 22 rounds without breathing, although he might fall unconscious after just 6 rounds without air.

Disease

Circle: 3rd
Duration: 1 month
Effect: 1 creature
Formula: BBSS
Components: V, G
Resist: Physical 13
Casting time: -3
Range: 10'
Damage type: n/a

The Disease spell causes one creature to immediately suffer from a debilitating affliction. While diseased, the creature's maximum health points are reduced to ¾ of normal. For example, a character with 23 maximum health points would have a health point maximum of 17 while affected by Disease. Furthermore, the creature's Mental and Physical Resistance checks apply a -4 modifier. Due to open sores and abscesses covering the skin, characters affected by the Disease spell suffer a -6 presence score adjustment (min. 1).

Note: The presence score penalty induced by the Disease spell does not affect the spell casting ability or bonuses of Faith or Ritual magic users.

Draw Blood
Circle: 3rd
Duration: 1 hour
Effect: Caster only
Formula: BBBD
Components: V, G
Resist: None
Casting time: -3
Range: n/a
Damage type: n/a

Draw Blood allows the caster to temporarily exchange six attribute points of endurance (min. 1) for an equal number of spell points (for a net gain of 2 spell points). For example, by casting Draw Blood, a mystic could reduce his endurance score of 11 to 5 and thus, gain 6 spell points. Once these spell points are replenished, the mystic must allocate them into the four Spheres of Ritual magic.

A mystic may not exceed his maximum number of spell points with the Draw Blood spell. Endurance points sacrificed to the Draw Blood spell return after 1 day.

Note: As a mystic's endurance is reduced by 6 points, six health points are temporarily lost when Draw Blood is cast.

Exorcism
Circle: 3rd
Duration: Permanent
Effect: 1 creature
Formula: BDDS
Components: V, G
Resist: None
Casting time: -3
Range: 10'
Damage type: n/a

When cast successfully, Exorcism instantly absolves a creature from all forms of magical charm, possession, or mental affliction. However, the afflicted creature must make a successful Mental Resistance check of target number 10 at the time Exorcism is cast, adjusted by -1 per Circle of the mystic. For example, if a 4th Circle mystic casts the Exorcism, the afflicted creature must make a Mental Resistance check of 6. An unsuccessful Mental Resistance check indicates the charm or possession has not been removed.

Hex
Circle: 3rd
Duration: 2 days per Circle
Effect: 1 creature
Formula: BDSS
Components: V, G
Resist: Mental 13
Casting time: -3
Range: 30'
Damage type: n/a

The Hex spell causes the targeted creature to suffer a -4 penalty to all to-hit and initiative rolls. Furthermore, any proficiency or Mental Resistance checks made by the affected creature are modified by -4.

Mesmerize
Circle: 3rd
Duration: 1 hour
Effect: 4 creatures
Formula: DDDS
Components: G
Resist: Mental 13
Casting time: -3
Range: 50'
Damage type: n/a

When cast successfully, the Mesmerize spell induces one or more semi-intelligent or intelligent creatures to view the mystic to be a compelling, appealing character. Affected creatures will remain engaged with the mystic, eager to hear what he or she has to say, and be willing to aid in any trivial manner. The creatures affected will remain charmed by the mystic so as long as he does not grossly offend or act to their obvious detriment, or until the end of the spell's duration.

If the mystic employs any presence-related proficiencies, all checks that pertain to mesmerized creatures are made at +5.

The initial attitude of targeted creatures towards the mystic modifies their Mental Resistance check to resist the spell as such: positive: -3, neutral, apathetic: no modifier, hostile: +3.

Note: In general, a creature able to resist the Mesmerize spell will not be aware the spell was cast. However the creature will have a somewhat more negative opinion of the mystic.

Paralyze
Circle: 3rd
Duration: 1 round per Circle
Effect: 1 creature
Formula: BDSS
Components: V, G
Resist: Physical 13
Casting time: -3
Range: 60'
Damage type: n/a

Paralyze temporarily renders one creature's limbs rigid and numb. The likely result is that the creature will collapse, and remain prone until the end of the spell's duration. A paralyzed individual's dodge score is reduced to ¼ (min. 1), and movement is ¼ of normal.

Note: The Paralyze spell only affects a creature's limbs. Thus, the creature may speak normally, and even cast spells with a verbal component only.

Rain
Circle: 3rd
Duration: 10 minutes per Circle
Effect: ¼ mile radius
Formula: GGGG
Components: V, G
Resist: None
Casting time: -3
Range: n/a
Damage type: n/a

Rain causes immediate precipitation to fall upon a large area, centered upon the mystic's location. The rate of this rainfall is always moderate, and the mystic may not alter its intensity. The Rain spell does not work indoors or underground.

If Rain is cast in freezing conditions, the spell will cause snowfall.

Repel Undead
Circle: 3rd
Duration: 5 rounds + 1 per Circle
Effect: Caster only
Formula: DGSS
Components: V, G
Resist: Special
Casting time: -3
Range: n/a
Damage type: n/a

In many respects, Repel Undead is similar to the 2nd Circle Protection from Undead spell. As such, Repel Undead renders the caster completely immune to all physical or magical attacks made by undead with an intellect score of 3 or less, whereas greater undead may make a Mental Resistance check of 13 to affect the mystic. However, in addition, affected undead will not only find the caster to be somewhat repulsive, but will do everything in their power to distance themselves, always remaining no less than 60' away from the mystic if possible.

Roots
Circle: 3rd
Duration: 10 rounds
Effect: 4 creatures
Formula: BGSS
Components: V, G
Resist: Physical 13
Casting time: -3
Range: 100'
Damage type: n/a

The Roots spell causes magical vines to spring forth from the earth and to entangle the legs (or similar appendages) of up to four creatures within range of the mystic. Any creature failing a Physical Resistance check will thereafter be rendered immobile by these vines. If the initial Physical Resistance check is failed, a successful Feat of Strength of 18 will enable a creature to break free.

If the Roots are cut with an edged weapon, they may be hit automatically. However, 8 points of damage must be inflicted upon the roots before the entangled creature may be freed.

Roots may only be cast successfully upon sand, soil, or some similar type of earth. It may not be cast upon solid stone.

Note: As all with Feats of Strength, only one attempt may be made to break free from the roots.

Serpent Staff

Circle: 3rd
Duration: 10 rounds
Effect: 1 wooden staff
Formula: DGGS
Components: V, G, M

Resist: None
Casting time: -3
Range: Touch
Damage type: Special

By casting Serpent Staff, the mystic temporarily transforms one wooden stick, pole or staff of 6' to 8' in length into a large snake. This snake will obey the commands of the mystic, defending him or attacking his foes. The mystic may choose one of two types of snakes to be created:

Large venomous snake: Health points: 10, Dodge score: 13, Initiative: +3, Hide/armor: none, To-hit: +2, Attacks: bite: 1 x 1d2. Intellect: 3, Physical Resist: -2, Mental Resist: -3, Movement: 50'. If bit, victim must make a Physical Resistance check of 13 or suffer 5 additional points of damage, and lose 1d4 endurance points (min. 1) for 1 week. If the creature has no endurance, it loses 1d4 health points (min. 0).

Large constrictor: Health points: 12, Dodge score: 12, Initiative: +1, Hide/armor: none, To-hit: +2, Attacks: bite: 1 x 1d3. Intellect: 3, Physical Resist: -2, Mental Resist: -3, Movement: 40'. If bit on a natural to-hit roll of 17-20, the victim must make a Physical Resistance check of 13 or be constricted, automatically losing 1d2 health points each round thereafter until the snake is slain. The snake may continue to bite the victim at +4 to-hit while constricting.

Upon being slain or at the duration's end, the snake will revert to its wooden form.

Steal Magic

Circle: 3rd
Duration: Permanent
Effect: 1 creature
Formula: BDDS
Components: V, G

Resist: Mental 13
Casting time: -3
Range: 50'
Damage type: n/a

The Steal Magic spell enables the mystic to remove up to 4 Circles of spell-power from one magic-using creature. If successful, the targeted creature will lose 4 Circles of spell-power, in any combination of the targeted creature's choosing (such as one 1st and one 3rd Circle spell, or two 2nd Circle spells, etc). At the same time, the mystic will gain 4 spell points of his or her choosing.

If the creature targeted does not have 4 Circles of spell-power in its repertoire, all remaining Circles are transferred to the mystic on a one Circle per spell point basis. However, if the targeted creature has no spell-power in its repertoire, or if it only has spells of 5th Circle or greater remaining in its repertoire, no spell Circles are transferred and the Steal Magic spell fails.

If another mystic is targeted by Steal Magic, spell points, not Circles of spell-power are stolen.

Note: Spells lost by Steal Magic may be regained as normal, through study, prayer, or meditation.

Stone Skin

Circle: 3rd
Duration: 10 minutes
Effect: Caster only
Formula: BBGG
Components: V, G

Resist: None
Casting time: -3
Range: n/a
Damage type: n/a

Stone Skin causes the mystic's skin to become somewhat hardened, and to take on the appearance of stone. While affected by the spell, 1d4 points of damage are absorbed from any physical attack made against the mystic. This absorbance is added to any absorbance due to armor the mystic is wearing. In addition, the mystic applies a +2 modifier to all Physical Resistance rolls while affected by the spell.

Note: Casting additional Stone Skin spells upon a creature has no additional effect.

Summon Lesser Fauna

Circle: 3rd
Duration: 1 hour
Effect: Special
Formula: DGGG
Components: V, G

Resist: None
Casting time: -3
Range: 30'
Damage type: Special

When cast, Summon Lesser Fauna conjures a small number of natural creatures to serve the mystic. These creatures will perform simple tasks if able, or attack the mystic's foes. The number and type of creatures summoned are randomly determined by a 1d6 roll:

1: 2d4 + 2 Large bats: Health points: 3, Dodge score: 17, Initiative: +3, Hide/armor: none, To-hit: +1, Attacks: bite: 1 x 1. Intellect: 2, Physical Resist: -3, Mental Resist: -3, Movement: fly 240'.

2: 1d3 + 2 Large centipedes: Health points: 3, Dodge score: 12, Initiative: +2, Hide/armor: none, To-hit: +2, Attacks: bite: 1 x 1d2, Intellect: 2, Physical Resist: -2, Mental Resist: -3, Movement: 80'. If bit, a creature must make a Physical Resistance check of 10 or suffer -1 agility for 1 hour (min 1). If the creature has no agility, it loses 1 dodge point.

3: 1d2 Wolves: Health points: 10, Dodge score: 13, Initiative: +2, Hide/armor: none, To-hit: +3, Attacks: bite: 1 x 1d4 + 1. Intellect: 3, Physical Resist: -1, Mental Resist: -1, Movement: 160'.

4: 1d2 + 2 Rattlesnakes: Health points: 2, Dodge score: 10, Initiative: +3, Hide/armor: none, To-hit: +2, Attacks: bite: 1 x 0. Intellect: 2, Physical Resist: -3, Mental Resist: -3, Movement: 40'. If bit, victim must make a Physical Resistance check of 12 or lose 1d4 + 1 endurance points (min. 1) for 1 week. If the creature has no endurance, it loses 1d4 + 1 health points (min. 0).

5: 1d3 + 1 Vultures: Health points: 4, Dodge score: 13, Initiative: +2, Hide/armor: none, To-hit: +3, Attacks: bite: 1 x 1d2 + 1. Intellect: 3, Physical Resist: -3, Mental Resist: -4, Movement: fly 200'.

6: 1d2 + 2 Wolverines: Health points: 5, Dodge score: 13, Initiative: +2, Hide/armor: none, To-hit: +2, Attacks: bite: 1 x 1d3. Intellect: 3, Physical Resist: -1, Mental Resist: -1, Movement: 80'.

Upon being slain, or at the duration's end, these creatures will disappear.

Note: The list of creatures provided here is not exhaustive, and the Game Master should feel free to add other fauna of similar power that may be summoned.

Summon Lesser Undead

Circle: 3rd
Duration: 10 minutes
Effect: Special
Formula: DGSS
Components: V, G
Resist: None
Casting time: -3
Range: 20'
Damage type: Special

When cast, Summon Lesser Undead brings forth one or two minor undead to serve the mystic. These creatures will perform simple tasks if able, or attack the wizard's foes. The number and type of undead summoned are randomly determined by a 1d2 roll:

1: 1d2 Skeletons: Health points: 14, Dodge score: 13, Initiative: +1, Hide/armor: none, To-hit: +1, Attacks: claws: 2 x 1d4 + 1, or 1 x weapon + 1. Intellect: 5, Physical Resist: +1, Mental Resist: n/a, Movement: 160'. Skeletons are immune to spells of possession, charm, or illusion, take only half damage from cold, and are immune to poison and disease.

2: 1 Zombie: Health points: 16, Dodge score: 11, Initiative: -2, Hide/armor: none, To-hit: +2, Attacks: claw: 2 x 1d6 + 4. Intellect: 3, Physical Resist: +5, Mental Resist: n/a, Movement: 80'. Zombies are immune to spells of possession, charm, or illusion, take only half damage from cold, and are immune to poison and disease.

Upon being slain, or at the duration's end, the undead will disappear.

Talisman

Circle: 3rd
Duration: 12 hours
Effect: 1 object
Formula: BBDG
Components: V, G, M
Resist: None
Casting time: 5 minutes
Range: Touch
Damage type: n/a

The Talisman spell enables the mystic to temporarily sanctify one charm or trinket. As a result, any creature possessing or wearing the talisman is affect by a minor aura of protection. This magical aegis confers a +1 dodge adjustment, +1 initiative modifier, and a +2 modifier to the creature's Mental and Physical Resistance checks.

A mystic may only create one talisman at a time. Any attempt to create a second talisman before the end of the first spell's duration will fail.

Note: The item imbued with the Talisman spell must be of previously living tissue, such as ivory, wood or bone. The charm must also be crafted or carved so as to be worth a minimum of 10 silver royals in value.

Torment

Circle: 3rd
Duration: 1 day per Circle
Effect: 1 creature
Formula: DDSS
Components: V, G
Resist: Mental 13
Casting time: -3
Range: 40'
Damage type: n/a

The Torment spell causes one targeted creature to suffer from an ever-growing, intense, mental anguish. As a result, the creature affected by the spell applies a -2 modifier to all to-hit rolls, and a -2 modifier to its Mental Resistance, Physical Resistance and proficiency checks. Furthermore, for each day affected beyond the first, the creature applies an additional -2 modifier. Thus, if affected by the Torment spell for 3 days, a creature would apply a -6 modifier to all to-hit rolls, and a -6 modifier to Mental Resistance, Physical Resistance and proficiency checks.

If magic-using character afflicted by Torment attempts to cast, a Mental Resistance check of 10 is required to maintain concentration, just as if the creature had been struck during casting.

Wake Dead

Circle: 3rd
Duration: 1 hour
Effect: 1 corpse
Formula: BDGS
Components: V, G
Resist: None
Casting time: -3
Range: 20'
Damage type: n/a

When cast, the Wake Dead spell causes one corpse to animate and follow the commands of the mystic. The corpse will perform simple tasks if able, or attack the mystic's foes. When animated, the corpse will possess a dodge score of 11 and ½ of the maximum health points of its living form. For example, if a mystic were to cast Wake Dead upon the corpse of a goblin that had 13 health points in life, its animated form would have 7 health points.

The animated corpse will not possess any proficiencies or disciplines, or magical abilities of its living form. However it may attack with natural weapons, such as claws, or employ hand-held weapons if able.

Note: A corpse animated by the Wake Dead spell is mindless, and possesses no knowledge of its living form.

Animal Form

Circle: 4th
Duration: 1 hour
Effect: Caster only
Resist: None
Casting time: -4
Range: n/a

Formula: BBDGGG Damage type: n/a
Components: V, G, M

Animal Form enables the mystic to physically transform into any natural animal or insect, from as small as a grasshopper, to as large as a grizzly bear (approx. 1200 lbs.). When in this form, the mystic assumes all physical characteristics of the animal, as well as its Physical Resistance modifier and health points. However, all mental characteristics, including the mystic's intellect and Mental Resistance modifier remain unchanged.

A mystic in animal form may use any natural ability of the animal. Thus, a mystic transformed into a lobster could breathe water, or a mystic in the form of an owl could fly. Similarly, a mystic is physically limited by his new form, unable to speak or cast spells.

If a mystic transforms into an animal or back again while wounded, his injuries translate into the same percentage of lost health points. Thus, were a mystic with 12 of 20 health points (60% of max.) to transform into a 10 health point wolf, he would have 6 of 10 health points upon transformation.

A mystic may only transform one time per Animal Form spell. The material component for Animal Form is a small part of the animal to be transformed into.

Note: If killed while in animal form, the mystic will instantly return to his natural form.

Atony
Circle: 4th Resist: Physical 14
Duration: 10 rounds Casting time: -4
Effect: 3 creatures Range: 60'
Formula: BBDSS Damage type: n/a
Components: V, G

The Atony spell reduces the strength scores of up to 3 creatures by 3d4 points (min. 1). If Atony is cast upon a creature without a strength score, the creature's damage rolls are modified by -4 for the spell's duration.

Batter
Circle: 4th Resist: None
Duration: 10 minutes Casting time: -4
Effect: Caster only Range: n/a
Formula: BBSSS Damage type: Energy
Components: V, G

When affected by Batter, the first successful melee attack made by the mystic upon an individual creature applies a +1 damage modifier. However, if the same creature is struck again, an additional +1 damage modifier is applied, and so forth for each successive hit made. For example, a mystic affected by Batter inflicts +2 damage on the second hit, and a +3 damage modifier upon the third hit.

The cumulative damage effect caused by Batter is creature specific. Thus, if after striking a creature twice the mystic attacks another adversary, the mystic begins with a +1 modifier if the new opponent is struck. However, if the mystic then switched back to his previous opponent, a successful hit would apply a +3 damage modifier.

Note: Batter only affects melee attack damage.

Blood Strike
Circle: 4th Resist: None
Duration: 10 minutes Casting time: -4
Effect: Caster only Range: n/a
Formula: BBBSS Damage type: Special
Components: V, G

The Blood Strike spell enables the mystic to temporarily sacrifice endurance attribute points (min. 1) to increase the damage of one or more melee attacks. For each endurance point sacrificed, a +2 modifier is applied to the damage of a particular attack. For example, while affected by Blood Strike, a mystic hits an opponent with his longsword. Before rolling for damage, the mystic could sacrifice 1 to 4 endurance points to apply a +2 to +8 modifier to the damage. The mystic may employ Blood Strike until a total of 4 endurance points have been spent in this manner, or until the end of the spell's duration.

Endurance points sacrificed to the Blood Strike spell return after 1 day.

Note: As a mystic's endurance may be reduced by Blood Strike, health points may also be temporarily lost.

Corrupt Animal
Circle: 4th Resist: None
Duration: 10 minutes Casting time: -4
Effect: 2 creatures Range: 50'
Formula: DGGSS Damage type: Special
Components: V, G, M

Corrupt Animal transforms one or two non-magical, living animals (bear, rabbit, wolf, etc) into twisted aggressive creatures eager to serve the mystic. These creatures will perform simple tasks if able, or attack the mystic's foes. Although the particular effect upon each animal varies, in general, the animal will grow between 50-200% in size, and acquire a +4 to-hit modifier, a +4 damage modifier, and a +2 modifier to Physical and Mental Resistance checks. In addition, the creature will have an additional 1 point of hide/armor damage absorption throughout the spell's duration.

Futility
Circle: 4th Resist: Mental 14
Duration: 10 rounds Casting time: -4
Effect: 2 creatures Range: 60'
Formula: BDDSS Damage type: n/a
Components: V, G

Futility hinders the ability of one or two creatures to physically injure the mystic. As such, any creature affected by the Futility spell suffers a -5 damage modifier when physically attacking the mystic in melee.

Note: The Futility spell does not affect missile weapons attacks, or damage from magical abilities or spells.

Green Man
Circle: 4th Resist: None
Duration: 2 hours Casting time: -4
Effect: Special Range: n/a
Formula: DDGGG Damage type: Kinetic
Components: V, G, M

When cast in an area of abundant flora (such as a swamp, forest, jungle, etc) the Green Man spell calls forth a humanoid creature wholly composed of vegetation. The green man will perform simple tasks if able, or attack the mystic's foes.

The green man has the following stats: Health points: 20, Dodge score: 16, Initiative: +4, Hide/armor: 1d4, To-hit: +3, Attacks: fists: 2 x 1d4 + 4. Intellect: 8, Physical Resist: +5, Mental Resist: n/a, Movement: 180'. The green man is not affected by spells of possession, charm and illusion, and is immune to poison and disease.

Once destroyed, or after the spell's duration, the green man reverts to inanimate flora.

Hallow Ground

Circle: 4th
Duration: 1 month
Effect: 50' square area
Formula: DDGGG
Components: V, G, M

Resist: None
Casting time: 4 hours
Range: n/a
Damage type: n/a

The Hallow Ground spell imbues one area with a continued aura that benefits the mystic whenever he or she is within it. In combat, the mystic's initiative rolls and to-hit rolls are modified by +1, and his or her Physical Resistance, Mental Resistance or proficiency checks by +1.

In order to cast Hallow Ground, the mystic must conduct a lengthy ceremony which includes the consumption of incense of at least 100 silver royals in value and the sacrifice of a goat, rabbit or fox.

The mystic may consecrate only one area at a time. As such, the mystic may not affect additional areas until the duration of the first spell has passed. However, the Hallow Ground spell may be cancelled by the mystic.

Pestilence

Circle: 4th
Duration: 2 months
Effect: 100' square area
Formula: DGGSS
Components: V, G

Resist: Physical 14
Casting time: 10 minutes
Range: n/a
Damage type: n/a

The Pestilence spell imbues one area with a continued curse that affects all creatures within it. Primarily, this area will attract vermin such as rats and insects, such that after several days, numerous such creatures will inhabit the area if possible. Furthermore, any creatures spending an hour or more in the area must make a Physical Resistance check of 14 or be afflicted as if affected by the 3rd Circle Disease spell. One such check is required every day a character spends within the affected area.

The mystic may affect up to three such areas with the Pestilence spell at any one time. Any further attempts to cast the spell will fail.

Multiple Pestilence spells within the same area do not produce additional or added effects, even if cast by multiple mystics.

Plant Walk

Circle: 4th
Duration: 1 hour
Effect: Caster only
Formula: BDGGG
Components: V, G

Resist: None
Casting time: -4
Range: n/a
Damage type: n/a

Plant Walk enables the caster to move through any form of living vegetation as though it were immaterial. As a result, the mystic can step into or out of a tree trunk, or may pass through thick undergrowth unimpeded. In addition, plant-based creatures cannot harm the mystic while affected by the spell.

Note: If a mystic is within a plant when the Plant Walk spell is ended or dispelled, he or she is thrown in the nearest free direction, and suffers 2d6 points of damage.

Possess

Circle: 4th
Duration: 2-8 rounds
Effect: 1 creature
Formula: BDDDS
Components: V, G

Resist: Mental 14
Casting time: -5
Range: 30'
Damage type: n/a

Possess puts one creature under control of the mystic for the duration of the spell. During this time, the mystic may act defensively, but he may not physically attack or cast any spells.

A creature under the control of the mystic will do the caster's bidding, even so far as to attack his friends, or surrender his weapon. However, the mystic may not induce the creature to directly inflict harm upon itself. Spellcasters will not cast while under the effects of the Possess spell.

Note: While a character is under the influence of the Possess spell, his or her exact responses to the mystic's demands are determined by the Game Master, not by the character's player.

Quicksand

Circle: 4th
Duration: 10 minutes
Effect: 30' square area
Formula: GGGSS
Components: V, G

Resist: None
Casting time: -4
Range: 60'
Damage type: n/a

When cast upon any area of soil or sand, the Quicksand spell will cause a 30' x 30' square of earth to become water-logged silt or quicksand. As such, any creature weighing 10 lbs. or more will immediately begin to sink into this substance. After two rounds, creatures within the quicksand must make a Swimming check each round of 8 or be completely submerged and unable to breathe. If the Swimming check is successful, the creature may move at 3' per round through the quicksand. Creatures failing the Swimming check may move at 1' per round through the quicksand. The quicksand is 10' deep unless a subterranean feature prevents it from being so.

Note: Most natural non-character creatures can be considered to have a base Swimming proficiency rating of II.

Reprisal

Circle: 4th
Duration: 10 rounds
Effect: Caster only
Formula: BBDSS

Resist: None
Casting time: -4
Range: n/a
Damage type: Energy

Components: V, G

When under the effect of the Reprisal spell, any creature physically striking the mystic will experience a surging pain as if they too had been struck by the same weapon. As such, the creature and the mystic will both suffer equal amounts of damage. For example, if a character strikes a mystic affected by the Reprisal spell for 4 health points of damage, that character would suffer 4 health points of damage as well.

The Reprisal spell lasts for 10 rounds, or until the mystic has been struck in melee two times. Reprisal only inflicts damage upon those creatures hitting the mystic with a melee weapon.

Note: Worn armor does not absorb damage inflicted by the Reprisal spell.

Reveal Enchantment

Circle: 4th
Duration: 1 round
Effect: 1 object
Formula: DDDDG
Components: V, G, M
Resist: None
Casting time: 10 minutes
Range: Touch
Damage type: n/a

The Reveal Enchantment spell enables a mystic to understand the nature and/or function(s) of enchanted items. Although the information will not be complete, the general effects and power of the magic will be revealed. For example, were a mystic to cast Reveal Enchantment upon a Potion of Might, the mystic would understand that once imbibed, the potion will increase the subject's strength. However, information regarding the duration of effect would be an estimate at best.

If there are specific actions to take or words to be spoken to activate a magical item, Reveal Enchantment will uncover these triggers 50% of the time + 5% per Circle of the caster. For example, a 4th Circle priest casting Reveal Enchantment would uncover a command word necessary for activation of a wand 70% of the time. If a magical trigger is not revealed, the caster must wait until the next skill level before the Reveal Enchantment spell might uncover new information on a particular item.

The material component for Reveal Enchantment is pearl dust of at least 200 silver royals in value. This dust is consumed during the casting of the spell.

Simulacrum

Circle: 4th
Duration: 1 day
Effect: Special
Formula: BBDGS
Components: V, G, M
Resist: None
Casting time: 20 minutes
Range: Special
Damage type: n/a

The Simulacrum spell enables the mystic to enchant an automated likeness created from clay. As such, the clay figure to be enchanted must be of a size similar to that of the mystic. Construction of the figure must be complete before casting of the Simulacrum spell. Unaided, this construction typically requires 6 hours of work. Once constructed, the Simulacrum spell is cast in order to animate this automaton. Throughout the casting of this spell, the mystic must perform an incantation that must not be disturbed. If completed successfully, the simulacrum becomes an artificial version of the mystic, able to perform tasks as instructed.

Although made of clay, when enchanted, the simulacrum becomes a realistic, yet somewhat twisted likeness of the caster. As a result, any intelligent creature familiar with the mystic will recognize the simulacrum as an imposter. However, to the casual observer, the simulacrum will appear as a flesh and blood individual.

The simulacrum is ultimately mindless, and may not speak, communicate its intentions or cast spells. However, the simulacrum possesses all physical disciplines and proficiencies of the mystic. Thus, if the mystic were to possess Weapon Mastery II, the simulacrum would as well. The Simulacrum spell does not replicate the caster's equipment, however. Thus, any equipment the automaton carries must be supplied by the mystic.

In addition to all physical disciplines and proficiencies, the simulacrum has the same health point total, as well as the same strength, endurance agility scores as the caster. The simulacrum is mindless however, and as such may not employ intellect or presence-based skills. Additionally, the simulacrum is immune to spells of possession, charm, illusion or any spell which allows a Mental Resistance check to resist.

Once destroyed, or after 24 hours have passed, the simulacrum reverts to lifeless clay.

Note: The mystic may only create a personal likeness with the Simulacrum spell. No other creature may be replicated.

Sleep

Circle: 4th
Duration: 1 round per Circle
Effect: 3 creatures
Formula: BDDDS
Components: V, G
Resist: Mental 14
Casting time: -4
Range: 60'
Damage type: n/a

Sleep induces up to 3 creatures to fall into a magical slumber. While affected by the spell, the creature cannot be awakened unless physically disturbed. If a sleeping individual is shaken, he or she may make an additional Mental Resistance check of 14 to wake up. If the Mental Resistance check is failed, the creature will not rouse until the duration has passed.

Spirit Link

Circle: 4th
Duration: 1 hour
Effect: 2 creatures
Formula: BBDSS
Components: V, G
Resist: Mental 14
Casting time: -4
Range: 90'
Damage type: Energy

The Spirit Link spell entwines the life essence of two target creatures such that, when one creature suffers damage, the other suffers half as much. For example, if one of a pair of spirit linked creatures suffered a sword blow for 5 points of damage, the other would suffer 3 points of damage at the same moment. This occurs regardless of the distance between the two affected creatures.

Similarly, when one spirit linked creature is magically healed, the other linked creature regains half as many health points.

As both creatures must be affected for the Spirit Link spell to work, a successful Mental Resistance check by either creature at the time of casting renders the spell ineffective.

Note: If the two creatures affected by Spirit Link travel to different planes of existence, the spell is ended.

Steal Vigor

Circle: 4th
Duration: Special
Effect: 1 creature
Formula: BBBSS
Components: V, G

Resist: None
Casting time: -4
Range: 20'
Damage type: Energy

The Steal Vigor spell causes one creature targeted by the mystic to suffer 2d4 points of damage. In turn, the caster gains half the amount of health points inflicted in endurance points (max. 20). For example, were a mystic to inflict 5 points of damage with the Steal Vigor spell, he would add 3 points to his endurance attribute score.

Additional endurance points gained by the Steal Vigor spell remain for 1 day.

Note: As the Steal Vigor spell increases the mystic's endurance score, health points will be temporarily gained by the spell.

Summon Monsters

Circle: 4th
Duration: 1 hour
Effect: Special
Formula: DGGSS
Components: V, G

Resist: None
Casting time: -4
Range: 20'
Damage type: Special

When cast, Summon Monsters brings forth a small host of fiendish creatures to serve the mystic. These creatures will perform simple tasks if able, or attack the mystic's foes. The number and type of creatures summoned by the mystic are randomly determined by a 1d6 roll:

1: 1d3 + 1 Greater imps: Health points: 10, Dodge score: 14, Initiative: +2, Hide/armor: none, To-hit: +3, Attacks: claw: 2 x 1d4 + 1. Intellect: 6, Physical Resist: -1, Mental Resist: -1, Movement: fly 140'. The imps are flying 4' tall demons.

2: 1d2 + 1 Huge spiders: Health points: 8, Dodge score: 15, Initiative: +3, Hide/armor: none, To-hit: +2, Attacks: bite: 1 x 1d3. Intellect: 2, Physical Resist: -2, Mental Resist: -1, Movement: 140'. The spiders are approximately 2' wide. If bit, a character must make a Physical Resistance check of 12 or suffer an additional 5 health points of damage.

3: 1d3 + 1 Huge scorpions: Health points: 10, Dodge score: 13, Initiative: +2, Hide/armor: 1, To-hit: +2, Attacks: claws: 2 x 1d3, or sting: 1 x 1d2. Intellect: 2, Physical Resist: -1, Mental Resist: -1, Movement: 130'. If stung, a creature must make a Physical Resistance check of 12 or lose -3 agility for 1 hour (min. 1). If the creature has no agility, it loses 3 dodge points.

4: 1d2 + 2 Wolves: Health points: 10, Dodge score: 13, Initiative: +2, Hide/armor: none, To-hit: +3, Attacks: bite: 1 x 1d4 + 1. Intellect: 3, Physical Resist: -1, Mental Resist: -1, Movement: 160'.

5: 1d2 + 1 Goblins: Health points: 12, Dodge score: 12, Initiative: +1, Hide/armor: none (or by worn armor), To-hit: +1, Attacks: 1 x weapon. Intellect: 9, Physical Resist: +2, Mental Resist: +1, Movement: 120'.

6: 1d2 + 1 Manes: Health points: 14, Dodge score: 14, Initiative: +1, Hide/armor: none, To-hit: +1, Attacks: claws: 2 x 1d2 + 1, and bite: 1 x 1d4 + 1. Intellect: 5, Physical Resist: +0, Mental Resist: -1, Movement: 120'. Manes are not affected by spells of charm or illusion and are immune to disease and cold. Manes may innately cast the Hermetic spell Darkness once per day.

Upon being slain, or at the duration's end, these creatures will disappear.

Note: The list of monsters provided here is not exhaustive, and the Game Master should feel free to add other monsters of similar power that may be summoned.

Swarm

Circle: 4th
Duration: 1 round per Circle
Effect: 10' diameter sphere
Formula: DGGSS
Components: V, G

Resist: None
Casting time: -4
Range: 80'
Damage type: Kinetic

The Swarm spell invokes a swarm of flying insects, centered upon any point chosen by the mystic. These insects will bite and sting any living creatures within the area of effect, causing any creature within the swarm will suffer 1d4 points of damage each round.

The mystic casting Swarm may cause these insects to move at a rate of 60' per round with limited concentration. However, the swarm will always remain a concentrated spherical cloud, and will not disperse.

The swarm may not be destroyed with normal weapons. However a normal torch flame will destroy the swarm in three rounds, and a strong wind may dissipate the insects in one round. Furthermore, the Swarm spell may be dispelled by normal means.

Totem

Circle: 4th
Duration: 2 days
Effect: 1 figure
Formula: DGGGS
Components: V, G, M

Resist: None
Casting time: 20 minutes
Range: Touch
Damage type: n/a

The Totem spell enables the mystic to temporarily enchant one figurine of a natural non-humanoid animal. Thereafter, upon a command word, the statuette may be transformed into a genuine animal of the appropriate type. This creature will perform simple tasks if able, or attack the mystic's foes.

The figurine created for the Totem spell must be created from the bone, ivory or tooth of the animal the figurine will transform into. For example, a wolf totem could be created from a wolf's bone. Furthermore, only one totem may be constructed from any individual animal. Additional totems using the same individual's bones will not work. Assuming the mystic has a the proper tools, the figurine may be sculpted within 1 hour.

If the totem is not activated within 2 days time, the figurine will lose its magical properties and cannot be enchanted again. Once transformed, the animal created by the spell will remain flesh and blood for one week. After one week has passed, or if slain, the totem animal crumbles to dust.

Note: A mystic may only create one totem at a time. Any attempt to create a second totem before the end of the first spell's duration will fail.

Vexation

Circle: 4th
Duration: 2 weeks
Effect: 1 creature
Formula: DDSSS

Resist: Mental 14
Casting time: -4
Range: 20'
Damage type: n/a

Components: V, G

The Vexation spell causes the afflicted creature great difficulty in achieving most tasks. While under the effects of the vexation, all Mental Resistance, Physical Resistance or proficiency dice rolls made on behalf of the affected creature must be rolled twice, and the less desirable result is used. For example, if character affected by the Vexation spell makes a proficiency check, two checks are made, and the lower result is applied.

Note: Only one Vexation spell can affect a creature at a time.

Voodoo Doll

Circle: 4th
Duration: Special
Effect: 1 creature
Formula: BBDSS
Components: V, G, M
Resist: Mental 14
Casting time: 30 minutes
Range: Special
Damage type: n/a

The Voodoo Doll spell enables the mystic to temporarily enchant one doll or puppet so as to confer upon it a magical link with one humanoid creature. Once created, the mystic may torment this linked creature by stabbing, twisting, or burning the doll. As such, once per day, the mystic may perform one of these three actions which afflicted the linked individual in the following ways:

Stab: The linked creature suffers intense crippling pain. As a result, the creature's attack rolls are made at -4 to-hit, and its Mental Resistance, Physical Resistance, or proficiency checks are modified by -4. In addition, the creature loses 1 health point for each round affected. If a spellcaster affected by the Voodoo Doll spell attempts to cast, a Mental Resistance check is required to maintain concentration, or the spell is lost. Stabbing affects the linked creature for 5 rounds.

Twist: One selected appendage (arm or leg) of the linked creature becomes twisted and cadaverous, so as to be nearly unusable. If a leg is twisted, the creature's movement rate is reduced by ½. If an arm is twisted, the victim can no longer use the arm effectively. Thus, all two-handed items cannot be used. Furthermore, if the arm of a spellcaster is twisted, all spells employing a gestured component have only a 30% chance of being cast successfully. Twisting affects the linked creature for 10 rounds.

Burn: The linked creature experiences an intense burning pain, and suffers 3d4 points of damage. The voodoo doll may only be burned once. It is then destroyed.

Any creature targeted by the Voodoo Doll may make an initial Mental Resistance check of 14 to resist the spell. However, if the Mental Resistance check is unsuccessful, the creature is affected by the spell for 1 week. After that week, and at the beginning of each week thereafter, the creature may make an additional Mental Resistance check to break its link with the doll.

The material component for Voodoo Doll is a small doll made of cloth or rope, and some part (hair, blood, tooth, etc.) of the creature to be affected. The voodoo doll has no range limit. However, the link will be broken if either the doll or the creature affected are on different planes of existence.

Afflict

Circle: 5th
Duration: 1 day
Effect: 5 creatures
Formula: BBBSSS
Resist: Mental 15
Casting time: -5
Range: 60'
Damage type: n/a
Components: V, G

Afflict strikes up to five creatures completely blind and deaf. The creature's eyes or auditory organs are not physically harmed by the spell. However, until the duration has passed, or until magically cured, the creature will be unable to hear or see.

Note: Any spellcaster rendered deaf by Afflict must make a Mental Resistance check of 10 each time a spell containing a verbal component is cast, or the spell is lost without effect. Furthermore, if the spell cast requires a specific target, an additional 30% chance of spell failure is determined after this Mental Resistance check.

Animate Plants

Circle: 5th
Duration: 10 rounds
Effect: Special
Formula: DDGGGS
Components: V, G
Resist: None
Casting time: -5
Range: 100'
Damage type: Special

By means of the Animate Plants spell, a mystic may control plants as if they were sentient beings, commanding them to perform simple tasks or even to attack. In general, the capabilities of the animated flora will be determined by the size and type of plant animated. Ultimately, the capabilities of any specific plant are to be determined by the Game Master. However, some examples of plants and their abilities are described here:

Pine tree: Health points: 55, Dodge score: 9, Initiative: -4, Hide/armor: 1d3, To-hit: +0, Attacks: 2 x 2d6 + 2. Intellect: 2, Physical Resist: +3, Mental Resist: n/a, Movement: 20'.

Topiary: Health points: 20, Dodge score: 13, Initiative: +0, Hide/armor: 1, To-hit: +2, Attacks: 1 x 1d6 + 2. Intellect: 2, Physical Resist: -2, Mental Resist: n/a, Movement: 60'.

Ivy: Health points: 10, Dodge score: 11, Initiative: +2, Hide/armor: none, To-hit: +3, Attacks: 1 x 0. Intellect: 2, Physical Resist: -3, Mental Resist: n/a, Movement: 20'. If struck by the ivy, the creature must make a Physical Resistance check of 12 or be entangled. A successful Feat of Strength of 12 will free the creature. However, while entangled, the creature's to-hit rolls and dodge score are modified by -4.

Kelp: Health points: 12, Dodge score: 11, Initiative: +1, Hide/armor: none, To-hit: +2, Attacks: 1 x 0. Intellect: 2, Physical Resist: -3, Mental Resist: n/a, Movement: 50'. If hit by the kelp, the creature must make a Physical Resistance check of 12 or be entangled. A successful Feat of Strength of 12 will free the creature. However, while entangled, the creature's to-hit rolls and dodge score are modified by -4. Furthermore, an entangled creature may be held underwater until freed.

Blood Shield

Circle: 5th
Duration: 5 rounds
Effect: Caster only
Formula: BBBBGS
Components: V, G
Resist: None
Casting time: -5
Range: n/a
Damage type: n/a

The Blood Shield spell enables the mystic to temporarily sacrifice endurance attribute points (min. 1) to prevent the damage of one or more physical attacks. As such, for each endurance point sacrificed, the damage of one particular attack is reduced to 0. For example, while affected by Blood Shield, a mystic is struck by an ogre's club. The mystic could then sacrifice 1 endurance point to reduce all damage inflicted by the club to 0. (The mystic loses one health point due to a

lost endurance point, however.) The mystic may employ Blood Shield until a total of 5 endurance points have been spent in this manner, or until the end of the spell's duration.

Although the Blood Shield will protect the mystic against physical damage, it does not prevent damage inflicted by poison or disease. Thus, was the mystic stung by a scorpion, the Blood Shield spell could prevent physical damage caused by the scorpion's stinger. However, any damage due to the creature's poison would not be reduced.

The Blood Shield spell will protect the mystic, but not other creatures. Thus, the mystic may employ the Blood Shield to protect himself from a Fireball spell, however any other creature's within the fireball would be affected as normal. Endurance points sacrificed to the Blood Strike spell return after 1 day.

Note: As a mystic's endurance may be reduced by Blood Shield, health points may also be temporarily lost.

Channel

Circle: 5th
Duration: 10 minutes
Effect: 1 corpse
Formula: BDDDGS
Components: V, G

Resist: None
Casting time: 10 minutes
Range: Touch
Damage type: n/a

By means of the Channel spell, the mystic may communicate with the spirit of a creature whom has died within a year's time. To do so, the mystic must possess some portion of the creature's remains, be it the corpse, ashes or bones.

Once cast successfully, the mystic may communicate with the spirit as if the creature were still alive. Thus, the creature's spirit will possess the same disposition, and speak in the same language as its living self. As such, the creature may or may not be understood by the mystic, and if understood, the creature may or may not be willing to aid the caster.

Note: A spirit contacted by the Channel spell will have knowledge only of events that occurred while it was living, and no knowledge of events occurring thereafter.

Control Undead

Circle: 5th
Duration: 1 hour per Circle
Effect: 5 undead creatures
Formula: DDDGSS
Components: V, G

Resist: Special
Casting time: -5
Range: 100'
Damage type: n/a

The Control Undead spell places one to five undead creatures completely under the control of the mystic. Once dominated, the undead will be motivated by the caster only, attacking or defending him to the best of their ability, or performing simple tasks if able. Control Undead automatically affects undead with an intellect score of 3 or less. However greater undead (such as vampires etc.), may make a Mental Resistance check of 15 to resist the spell.

Create Undead

Circle: 5th
Duration: Permanent
Effect: Special
Formula: DDGGSS
Components: V, G, M

Resist: None
Casting time: 12 hours
Range: Touch
Damage type: Special

When cast upon a humanoid corpse, the Create Undead spell enables the mystic to create an undead servant. This undead creature will perform simple tasks if able, or attack the mystic's foes. The undead servant has no motivation independent of its master, and will serve the mystic until it is destroyed.

In addition to a humanoid corpse, when creating the undead, the mystic must employ a vial of blood of the same type of corpse to be animated. For example, were the corpse a human, a vial of human blood must be used to create the undead creature. In addition, the ritual requires the consumption of incense of at least 200 silver royals in value.

The type of undead created is dependent upon two factors: the age of the corpse, and the presence of the mystic casting the spell. As such, 1d10 is rolled to determine the type of undead created, modified by +1 for each point of the mystic's presence, and +1 for each year of age of the targeted corpse. For example, if a mystic with a presence of 12 were to cast upon a 4 year-old corpse, a +16 modifier would be added to the d10 roll. The result of this roll is as follows:

2 to 25: Zombie: Health points: 12 + 2d4, Dodge score: 11, Initiative: -2, Hide/armor: none, To-hit: +2, Attacks: claw: 2 x 1d6 + 4. Intellect: 3, Physical Resist: +5, Mental Resist: n/a, Movement: 80'. Zombies are immune to spells of possession, charm, or illusion, take only half damage from cold, and are immune to poison and disease.

26 to 30: Mummy: Health points: 20 + 1d8, Dodge score: 13, Initiative: +0, Hide/armor: none, To-hit: +0, Attacks: fists: 2 x 1d8 + 2. Intellect: 3, Physical Resist: +6, Mental Resist: n/a, Movement: 90'. Mummies are immune to spells of possession, charm, or illusion, take only half damage from cold, and are immune to poison and disease. Any creature struck by a mummy must make a Physical Resistance check or be infected as if by the 1st Circle Ritual magic spell Infect.

31 or more: Skeleton: Health points: 10 + 1d8, Dodge score: 13, Initiative: +1, Hide/armor: none (or by worn armor), To-hit: +1, Attacks: claws: 2 x 1d4 + 1, or 1 x weapon + 1. Intellect: 5, Physical Resist: +1, Mental Resist: n/a, Movement: 160'. Skeletons are immune to spells of possession, charm, or illusion, take only half damage from cold, and are immune to poison and disease.

A mystic may create and control a maximum number of undead equal to half his or her presence score. For example, a mystic with a presence of 13 could create and control up to 7 undead creatures. If any more undead creatures are created, they will instantly go mad, attacking any creature in sight until destroyed.

Death's Door

Circle: 5th
Duration: Permanent
Effect: 1 creature
Formula: BBBBDS
Components: V, G

Resist: None
Casting time: -5
Range: Touch
Damage type: n/a

By means of the Death's Door spell, the mystic may restore life to any one creature that has perished within in the same or previous round. Regardless of the cause of death, the creature affected by the Death's Door spell will be at 0 health points when revived. However, health points may be regained via magic or normal healing as usual.

The Death's Door spell is very taxing for both the caster and the spell's recipient. Thus, when the Death's Door spell is cast, there is a 5% chance the mystic casting the spell will permanently lose an endurance attribute point. In addition, there is a 15% chance the creature targeted will permanently lose an endurance point. If the creature targeted does

not have an endurance score, 1 permanent health point may be lost instead.

Note: If the creature was slain while under the effects of the mystic's 1st Circle Catechize spell, no endurance points are risked by casting Death's Door.

Fiend

Circle: 5th
Duration: 6 hours
Effect: Special
Formula: BBDGGS
Components: V, G, M
Resist: None
Casting time: 6 minutes
Range: 10'
Damage type: n/a

When cast, the Fiend spell summons forth a lesser daeva or malevolent demon to serve the mystic. This fiend will perform tasks or attack the mystic's foes. These daevas or demons summoned by the mystic are intelligent and extremely malicious. Thus, although they will do the mystic no harm and must obey his commands, they will constantly seek opportunity to harm others, even the mystic's allies if not carefully monitored. A mystic may choose whether to summon a lesser daeva or demon, however the particular fiend is to be determined randomly (1d6 or 1d3):

1: Lesser demon: Health points: 37, Dodge score: 17, Initiative: +3, Hide/armor: none (or by worn armor), To-hit: +4, Attacks: maul: 2 x 1d6 + 5. Intellect: 12, Physical Resist: +3, Mental Resist: +6, Movement: 120'. This lesser demon appears as a 6' tall, boar-headed man. The lesser demon may innately cast the following Hermetic spells once per day: Darkness, Silence, Might, Enrage, and Combust.

2: Lesser demon: Health points: 43, Dodge score: 16, Initiative: +3, Hide/armor: none (or by worn armor), To-hit: +4, Attacks: fists: 2 x 1d4 + 5. Intellect: 14, Physical Resist: +2, Mental Resist: +7, Movement: 140'. This lesser demon appears as an 8' tall, dark red ogre. The lesser demon may innately cast the following Hermetic spells once per day: Darkness, Vermin, Shatter, Summon Lesser Monsters, and Combust.

3: Lesser demon: Health points: 42, Dodge score: 17, Initiative: +5, Hide/armor: none (or by worn armor), To-hit: +5, Attacks: pike: 2 x 1d8 + 5. Intellect: 11, Physical Resist: +3, Mental Resist: +5, Movement: 140'. This lesser demon appears as a 6' tall, jet black woman, with horns of an ibex. The lesser demon may innately cast the following Hermetic spells once per day: Darkness, Extinguish, Crumble, Levitation, and Ice Ray.

4: Lesser demon: Health points: 39, Dodge score: 15, Initiative: +4, Hide/armor: none (or by worn armor), To-hit: +5, Attacks: knives: 3 x 1d3 + 5. Intellect: 13, Physical Resist: +4, Mental Resist: +6, Movement: 150'. This lesser demon appears as a 6' tall hair-covered man with the head of a fly. The lesser demon may innately cast the following Hermetic spells once per day: Darkness, Silence, and Levitation.

5: Lesser demon: Health points: 40, Dodge score: 17, Initiative: +4, Hide/armor: none (or by worn armor), To-hit: +5, Attacks: cleaver: 2 x 1d6 + 5. Intellect: 13, Physical Resist: +3, Mental Resist: +5, Movement: 140'. This lesser demon appears as a 5' tall, leprous woman. The lesser demon may innately cast the following Hermetic spells once per day: Darkness, Silence, Enrage, Shatter, Thought Projection, and Combust.

6: Lesser demon: Health points: 40, Dodge score: 17, Initiative: +4, Hide/armor: none (or by worn armor), To-hit: +4, Attacks: spear: 2 x 1d6 + 5, or bite: 1 x 1d6 + 1. Intellect: 12, Physical Resist: +4, Mental Resist: +5, Movement: 130'. This lesser demon appears as a 20' long serpent with the head of a lion and the torso of a woman. If bit by the demon, the victim must make a Physical Resistance check of 12 or be paralyzed for 2d10 rounds. The lesser demon may innately cast the following Hermetic spells once per day: Darkness, Silence, and Crumble.

1: Lesser daeva: Health points: 32, Dodge score: 18, Initiative: +5, Hide/armor: none (or by worn armor), To-hit: +6, Attacks: scimitar: 2 x 1d8 + 4. Intellect: 10, Physical Resist: +3, Mental Resist: +6, Movement: 180', fly 220'. This lesser daeva appears as a 6' tall, dog-faced woman with large bat-like wings. The lesser daeva may innately cast the following Faith magic spells once per day: Darkness, Weakness, Fear, Sense Life, and Paralyze.

2: Lesser daeva: Health points: 29, Dodge score: 19, Initiative: +6, Hide/armor: none (or by worn armor), To-hit: +6, Attacks: dagger: 2 x 1d4 + 4. Intellect: 11, Physical Resist: +2, Mental Resist: +7, Movement: 170', fly 220'. This lesser daeva appears as a 6' tall handsome man with large membranous wings. The lesser daeva may innately cast the following Faith magic spells once per day: Darkness, Stun, Fear, Enthrall, and Paralyze.

3: Lesser daeva: Health points: 33, Dodge score: 19, Initiative: +6, Hide/armor: none (or by worn armor), To-hit: +6, Attacks: mace: 2 x 1d6 + 5. Intellect: 9, Physical Resist: +3, Mental Resist: +7, Movement: 150', fly' 210'. This lesser daeva appears as a 7' elf with leathery wings. The lesser daeva may innately cast the following Faith magic spells once per day: Darkness, Stun, Fear, Wane, and Strike.

Daevas and demons are not affected by spells of charm or illusion and are immune to disease. Demons are immune to heat and cold. Upon being slain, or at the duration's end, these fiends will disappear. However, after serving, these fiends will forever harbor strong enmity for the mystic.

The material components for the Fiend spell are the blood of a humanoid slain within 6 hours, and a brass brazier in which fine incense (approx. 100 silver royals in value) is to be burned. The blood is used to inscribe a magical circle in which the fiend is to be summoned.

Note: There are numerous daevas and demons inhabiting the Blood Realms and Realms of Perdition. Those provided are only representative of those that may be summoned by this spell. Other daevas and demons may be targeted by the Fiend spell at the Game Master's discretion.

Fly

Circle: 5th
Duration: 1 hour
Effect: Caster only
Formula: BDDGGG
Components: V, G
Resist: None
Casting time: -4
Range: 10'
Damage type: n/a

The Fly spell imbues the mystic with the ability to fly. By concentration alone, the mystic may move up to 80' per round up or laterally, or may descend at speeds up to 360' per round. In addition, the mystic may also hover stably. While hovering, spells may be cast, and missile or melee weapons may be used.

Haunt

Circle: 5th
Duration: 1 month per Circle
Effect: 100' square area
Resist: None
Casting time: 1 hour
Range: n/a

Formula: DDDGSS Damage type: n/a
Components: V, G, M

The Haunt spell imbues one area with a continued hex that affects all creatures within it. Primarily, when in this area, all creatures excepting the mystic will be filled with feelings of unease and dread. In combat, Haunt will modify these creatures' initiative rolls and to-hit rolls by -1, and their Physical Resistance, Mental Resistance or proficiency checks by -1.

In addition to these effects, the haunted area will attract vermin such as rats and insects, such that after several days, numerous such creatures will inhabit the area if possible. Furthermore, undead creatures within 10 miles of the area will sense the haunted area, and one or more of these creatures will soon after inhabit the area if able. Any undead attracted to the haunted area will be hostile to all creatures but the mystic who cast the spell.

In order to haunt an area, the mystic must conduct a ceremony which includes the consumption of incense or similar offerings of at least 100 silver royals in value, as well as the bones or blood of a slain humanoid.

The mystic may haunt two such areas at one time. Thus, the mystic may not haunt additional areas until the duration of the first spell has passed. The Haunt spell cannot be cancelled by the mystic.

Note: Multiple Haunt spells within the same area do not produce additional or added effects.

Madness
Circle: 5th Resist: Mental 15
Duration: Permanent Casting time: -5
Effect: 1 creature Range: 60'
Formula: BDDSSS Damage type: n/a
Components: V, G

The Madness spell causes one creature chosen by the mystic to go insane. The nature of the mental illness is determined by a 1d6 roll as follows:

1: Psychopathic: The creature will appear as normal. However, at any time the victim is presented with an opportunity to commit murder, either unseen or without immediate retribution, there is a 10% chance the creature will attempt to do so.

2: Catatonic: The affected creature becomes severely withdrawn and apathetic. As such, the victim will cease to initiate any activity, and will not speak or use disciplines or proficiencies.

3: Delusional: The creature will constantly assign great importance to trivial matters, or fail to see any value in matters of importance. As a result, the delusional creature may obsess with small items or events, and carelessly disregard weighty matters or even dangerous situations.

4: Pathological Liar: The affected creature will substitute falsehoods (80% of the time), whenever the audience is not likely to suspect the information as bogus.

5: Paranoid: The creature will become obsessed with a constant feeling of danger and victimization. Close acquaintances will be the most suspect, and the victim will seek the first opportunity to distance itself from such relations. If unable to remove itself from such company, the creature will act as if psychopathic (result 1).

6: Homicidal: The affected creature will be obsessed with the urge to kill, and will attempt to slay any friend or foe if a reasonable chance of success presents itself.

Polymorph
Circle: 5th Resist: Mental 15
Duration: 1 day Casting time: -5
Effect: 1 creature Range: 50'
Formula: BBBGGG Damage type: n/a
Components: V, G

The Polymorph spell enables the mystic to change any one creature into a creature of a different type. This creature may be as small as a mouse, or as large as an elephant. Once polymorphed, the affected creature gains all non-magical abilities of the new form. Thus, a creature polymorphed into a fish would be able to swim and to breathe water.

Despite changing the target creature's form, the affected creature's mind remains unaltered. However, the health points, dodge score and other attributes of a polymorphed creature are temporarily altered to those of the new form.

Note: If a polymorphed creature dies, it immediately returns to its original form.

Regenerate
Circle: 5th Resist: None
Duration: 10 minutes Casting time: -5
Effect: 1 creature Range: 10'
Formula: BBBBDG Damage type: n/a
Components: V, G

Regenerate causes one creature to heal at an unnatural rate of speed. Thus, while affected by the spell, the creature heals from all wounds at the rate of 1 health point per round, or 6 health points per minute. The Regenerate spell will not cure anything but physical damage, however.

Note: The Regenerate spell will not increase a creature's health points above its natural maximum. If the individual targeted by Regenerate is under the effects of the 1st Circle Catechize spell, the affected creature heals from all wounds at the rate of 2 health points per round, or 12 health points per minute, instead. Casting multiple Regenerate spells upon a creature has no additional effect.

Split Earth
Circle: 5th Resist: Special
Duration: Instantaneous Casting time: -5
Effect: 20' x 10' surface Range: 100'
Formula: GGGGSS Damage type: n/a
Components: V, G

The Split Earth spell causes a large fissure to appear upon any surface of stone, earth or ice. As a result, the mystic can cause buildings and walls to collapse, or entrap creatures within a quickly forming crevasse.

When cast upon the ground, Split Earth causes a fissure to appear roughly 20' in length, 10' wide, and 20' deep. Once cast, any creature within the area of effect must make an Acrobatics proficiency check of 10 or fall into the crevasse.

If a creature falls into the chasm caused by Split Earth, it falls 20' and suffers 2d8 points of damage (A successful Acrobatics check of 4 will reduce this damage to 2d4). Non-character creatures may roll 1d10 to make this check (non-proficient) to reduce this damage.

If cast upon a wall, ceiling or similar surface, Split Earth will create a 20' x 10' fissure to appear in the structure, often leading to collapse. If a collapse occurs, creatures within stone structures suffer 6d8 points of damage, or 3d8 if a successful Physical Resistance check of 10 is made in a partial collapse. All creatures within the total collapse of a stone structure will perish. Creatures in a collapsing cavern suffer 8d8 points of damage, or 4d8 if a successful Physical Resistance check of 10 is made in the case of partial collapse. All creatures within a total cavern collapse will perish.

Note: If Split Earth is cast upon the walls or ceiling of a stone structure or cavern, the mystic risks setting off a collapse that extends well beyond the initial area of effect (even in the case of a partial collapse). This will likely endanger the caster as well.

Spirit Form

Circle: 5th
Duration: 5 rounds
Effect: Caster only
Formula: BBBDDD
Components: V, G

Resist: None
Casting time: -5
Range: n/a
Damage type: n/a

Spirit Form enables the mystic to transform into a ghost-like, incorporeal figure. To observers, this form will appear as a translucent, ethereal likeness of the caster. When in spiritual form, the mystic may move up to 120' per round in any direction, and is able to pass through solid objects. While affected, the mystic may verbally converse with others and can see and hear as normal. Additionally, if previous to the transformation, the mystic is affected by any spell or item that enhances these senses, he will continue to benefit from its effects.

A mystic in spirit form may not physically interact with his environment. Thus, the caster can not move objects, or physically attack. However, the mystic may cast spells that do not either require a material component, or the mystic to touch the recipient. Conversely, while in spiritual form, the mystic may not be physically harmed. Even so, mystic does remain susceptible to any mind-affecting spells, as long as they do not require the caster to touch his person.

Note: A Dispel Magic or Banish spell will immediately revert the mystic to his corporeal self.

Steal Life

Circle: 5th
Duration: Permanent
Effect: 1 creature
Formula: BBBSSS
Components: V, G , M

Resist: None
Casting time: 1 hour
Range: Touch
Damage type: n/a

The Steal Life spell enables the mystic to restore life to any one creature that has perished within the last 24 hours via the ritual sacrifice of another living humanoid creature. Regardless of the cause of death, the creature restored by the Steal Life spell will be at 0 health points when revived. Health points may be regained via magic or healing as normal, however.

The Steal Life spell is very taxing for the spell's recipient. When the Steal Life spell is cast, there is a 50% base chance the revived creature will permanently lose an endurance attribute point. This chance is reduced however by 1% for each point of intellect of the creature sacrificed to the spell. For example, if a mystic were to sacrifice a goblin with an intellect score of 8 for the Steal Life spell, the chance the revived creature would lose an endurance point would be 42%.

In addition to a creature to be sacrificed, the Steal Life spell requires a knife or dagger, and incense of at least 200 silver royals in value.

Note: Throughout the casting of the Steal Life spell, the creature to be sacrificed must be unconscious, immobile, or otherwise restrained.

Storm

Circle: 5th
Duration: 10 minutes per Circle
Effect: 2 mile radius
Formula: DGGGGS
Components: V, G

Resist: None
Casting time: 10 minutes
Range: n/a
Damage type: n/a

By means of the Storm spell, the mystic may conjure extreme weather. However, the type of storm created is determined by the local climate conditions. For example, the mystic may invoke hurricane-like conditions in the tropics, a blizzard in the arctic, or a thunderstorm or tornado in temperate regions. The general effects of various storms are described below:

Blizzard: Strong winds, all visibility reduced to 10'. Movement greater than ¼ normal has a 50% chance of misdirection.

Hurricane: Extreme winds, heavy rain, likely damage to light structures (10% chance of injury due to debris per round). Watercraft may also capsize; small sailboat: 80% chance, medium galley: 50% chance, large ship: 30% chance (The experience of the captain and/or crew may modify the chance of capsizing).

Thunderstorm: Strong winds, 10% chance of tornado (likely damage to light and medium strength structures and a 30% chance of injury due to debris per round), and/or a 2% chance for any creature to be struck by lightning (4d8 points of damage, or 2d8 points if a successful Physical Resistance check of 15 is made).

The weather altered is centered upon the point at which the mystic casts the spell.

Note: The Storm spell will only have effect out-of-doors.

Summon Fauna

Circle: 5th
Duration: 1 hour
Effect: Special
Formula: DDGGGG
Components: V, G

Resist: None
Casting time: -5
Range: 30'
Damage type: Special

In most respects, Summon Fauna is similar to the 3rd Circle Summon Lesser Fauna spell. When cast, Summon Fauna conjures a small number of natural creatures to serve the mystic. These creatures will perform simple tasks if able, or attack the mystic's foes. The number

and type of creatures summoned by the priest are randomly determined by a 1d6 roll:

1: 1d2 Crocodiles: Health points: 38, Dodge score: 14, Initiative: +0, Hide/armor: none, To-hit: +4, Attacks: bite: 1 x 1d8 + 4. Intellect: 3, Physical Resist: +3, Mental Resist: +0, Movement: 60'.

2: 1 Grizzly bear: Health points: 46, Dodge score: 13, Initiative: +0, Hide/armor: none, To-hit: +4, Attacks: claw: 2 x 1d4 + 6. If both claws hit, bite: 2d4 + 4. Intellect: 3, Physical Resist: +5, Mental Resist: +6, Movement: 160'. Unless reduced to less than -10 health points, a grizzly may continue to fight as if it possessed the Last Stand discipline.

3: 1d2 + 1 Mountain lions: Health points: 18, Dodge score: 16, Initiative: +4, Hide/armor: none, To-hit: +4, Attacks: claws: 2 x 1d4 + 2, and bite: 1 x 1d6 + 2. Intellect: 3, Physical Resist: +2, Mental Resist: +3, Movement: 180'.

4: 1d3 + 2 Baboons: Health points: 8, Dodge score: 16, Initiative: +3, Hide/armor: none, To-hit: +2, Attacks: bite: 1 x 1d4 + 1. Intellect: 5, Physical Resist: +1, Mental Resist: +3, Movement: 160'.

5: 1d4 + 2 Huge spiders: Health points: 8, Dodge score: 15, Initiative: +3, Hide/armor: none, To-hit: +2, Attacks: bite: 1 x 1d3. Intellect: 2, Physical Resist: -2, Mental Resist: -1, Movement: 140'. The spiders are approximately 2' wide. If bit, a character must make a Physical Resistance check of 12 or suffer an additional 5 health points of damage.

6: 1d2 + 3 Wolves: Health points: 10, Dodge score: 13, Initiative: +2, Hide/armor: none, To-hit: +3, Attacks: bite: 1 x 1d4 + 1. Intellect: 3, Physical Resist: -1, Mental Resist: -1, Movement: 160'.

Upon being slain, or at the duration's end, these creatures will disappear.

Note: The list of creatures provided here is not exhaustive, and the Game Master should feel free to add other fauna of similar power that may be summoned.

Summon Undead

Circle: 5th
Duration: 1 hour
Effect: Special
Formula: DDGSSS
Components: V, G

Resist: None
Casting time: -5
Range: 30'
Damage type: Special

When cast, Summon Undead conjures forth a small number of lesser undead to serve the mystic. These creatures will perform simple tasks if able, or attack the mystic's foes. The number and type of creatures summoned by the priest are randomly determined by a 1d3 roll:

1: 1d3 + 2 Skeletons: Health points: 13, Dodge score: 16, Initiative: +1, Hide/armor: none, To-hit: +1, Attacks: claws: 2 x 1d4 + 1, or 1 x weapon + 1. Intellect: 5, Physical Resist: +1, Mental Resist: n/a, Movement: 160'. Skeletons are immune to spells of possession, charm, or illusion, take only half damage from cold, and are immune to poison and disease.

2: 1d2 + 2 Zombies: Health points: 16, Dodge score: 11, Initiative: -2, Hide/armor: none, To-hit: +2, Attacks: claw: 2 x 1d6 + 4. Intellect: 3, Physical Resist: +5, Mental Resist: n/a, Movement: 80'. Zombies are immune to spells of possession, charm, or illusion, take only half damage from cold, and are immune to poison and disease.

3: 1d2 + 1 Mummies: Health points: 24, Dodge score: 13, Initiative: +0, Hide/armor: none, To-hit: +0, Attacks: fists: 2 x 1d8 + 2. Intellect: 3, Physical Resist: +6, Mental Resist: n/a, Movement: 90'. Mummies are immune to spells of possession, charm, or illusion, take only half damage from cold, and are immune to poison and disease. Any creature struck by a mummy must make a Physical Resistance check or be infected as if by the 1st Circle Ritual magic spell Infect.

Upon being slain, or at the duration's end, the undead will disappear.

Swan Song

Circle: 5th
Duration: 5 hours
Effect: 1 creature
Formula: BBDSSS
Components: V, G, M

Resist: Physical 15
Casting time: -5
Range: 10'
Damage type: Energy

After Swan Song is cast, the first time the caster is reduced in combat to 0 or fewer health points, even if he or she is killed, the opponent that inflicted the damage must make a successful Physical Resistance check or also be reduced to the same number of health points as the caster. This may or may not lead to the death of the opponent. If the victim's Physical Resistance check is successful, Swan Song inflicts 3d8 damage.

Note: The Swan Song spell is ended immediately after affecting a creature.

Syncopsis

Circle: 5th
Duration: 1 day
Effect: Caster only
Formula: BBBDDG
Components: V, G, M

Resist: Mental 15
Casting time: 10 minutes
Range: n/a
Damage type: n/a

While affected by the Syncopsis spell, if the mystic falls to a negative number of health points which would normally cause death, he or she will instead enter a state of torpor. While in this state, the mystic will not breathe, and by all observations will appear to be dead. However, each round the mystic will regain 1 health point until his health point total once again equals to 1.

While affected by Syncopsis, the mystic may only be slain by being decapitated or burned. However, if the Syncopsis is dispelled and the mystic's health point total indicates death, he will perish.

The material component for Syncopsis is the powdered bones of an undead creature, mixed with blood of a human or faerie, slain within the previous week. This must be consumed upon casting the spell.

Wrack

Circle: 5th
Duration: 20 rounds
Effect: 1 creature
Formula: BBBSSS
Components: V, G

Resist: Physical 15
Casting time: -5
Range: 60'
Damage type: Energy

The Wrack spell causes one targeted creature to suffer an intense crippling pain. As a result, the creature's attack rolls are made at -5 to-hit, and its Mental Resistance, Physical Resistance, or proficiency checks are modified by -5. In addition, the creature loses 1 health point for each round affected by the Wrack spell. If spellcaster affected by wrack attempts to cast, a Mental Resistance check of 10 is required to maintain concentration, or the spell is lost without effect.

Name: Gunther Vondell **Race:** Orc **Age:** 23 **Sex:** Male

Height: 5'9" **Weight:** 180 lbs. **Hair Color:** Black **Eye Color:** Red **Handedness:** Right

Skill Level: 4 Total Skill Points Earned: 62 Unspent Discipline Points: 0 Unspent Proficiency Points: 2

Attributes	base	adjusted
Agility	14	
Endurance	10	
Intellect	8	
Presence	8	
Strength	14	

	base	adjusted
Health Points	20	
Dodge	14	
Physical Resistance Modifier		+2
Mental Resistance Modifier		+0
Feat of Strength Modifier		+4
Initiative Roll Modifier		+2

	base	adjusted
Armor Impedance	-3	0
Movement Rate	140'	
Swimming Rate	40'	
Encumbrance Class		I

Disciplines	grade
Language: Taran	
Literacy	
Weapon Mastery, Class: E	II
Feint	
Quick Draw	
Increased Mental Resist.	I
Multiple Attacks	II
Health Points (1)	
Armor Use	I
Last Stand	

Proficiencies	grade	modifier
Animal Handling	I	
Perception	IV	
Regional Know. (Tarach)	I	
Riding	II	+1
Running	II	
Stealth	III	+1
Swimming	II	
Trade: Leatherworking	I	
Trade: Stable Hand	I	
Wilderness Lore	I	

Worn Armor	damage absorbance	impedance score
Studded leather armor	1d2	-2
Shield	1	-1
Total Absorbance/Impedance	1d2 + 1	-3

Weapons	class	damage	to-hit modifier	damage modifier	attacks per round
Broadsword	E	1d6 + 1	+2	+2	2
Lt. crossbow (bolt)	K	1d4 + 1	+0	+0	1

Equipment, Spells, and Notes:

Clothes, boots, broadsword, light crossbow, 20 bolts, quiver, studded leather armor, wineskin, 25' rope, gold ring, boot knife, satchel (contains: healing unguent (+1 hp restored per night, 3 doses), lantern, 2 flasks of oil, flint and tinderbox, small stone sphere with runes, parchment (temporary contract w/ Guild of Surveyors to eradicate gnoles in Tharose)), coin purse (contains: 1 pc, 2 gc, 22 sc, 55 cc)

Gunther Vondell is a local of Rothaine. Currently, he is employed providing security for lumbering operations within the Pherrel Woods. Gunther is a pragmatist, most often only concerned with the bottom line. That isn't to say he's a heartless mercenary. However, Gunther has little interest in existential matters, and isn't one for small talk. Although Gunther has few friends, his swordsmanship, his reliability and his uncanny attention to detail make him a very valuable companion.

Wayfarers™ Character Record Sheet

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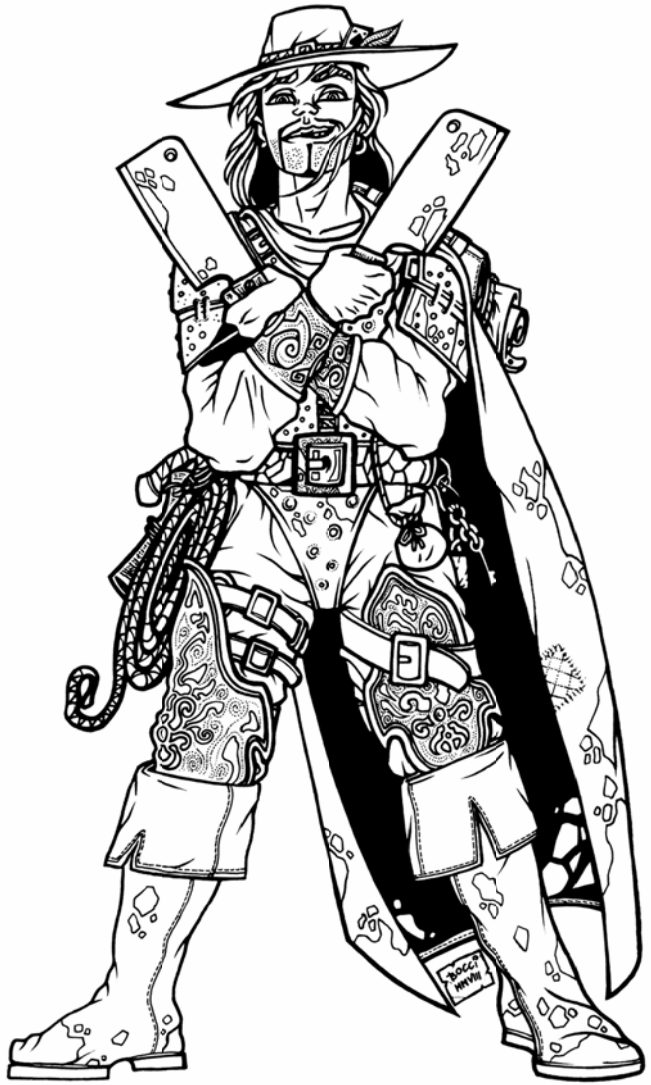

Name: James T. Swill III (Jimmy Swill) **Race:** Human **Age:** 28 **Sex:** Male

Height: 5'10" **Weight:** 168 lbs. **Hair Color:** Brown **Eye Color:** Brown **Handedness:** Right

Skill Level: 5 Total Skill Points Earned: 84 Unspent Discipline Points: 0 Unspent Proficiency Points: 0

Attributes	base	adjusted
Agility	14	
Endurance	11	
Intellect	9	
Presence	12	
Strength	11	

	base	adjusted
Health Points	23	
Dodge	15	
Physical Resistance Modifier		+2
Mental Resistance Modifier		+3
Feat of Strength Modifier		+0
Initiative Roll Modifier		+2

	base	adjusted
Armor Impedance	-1	0
Movement Rate	120'	
Swimming Rate	30'	
Encumbrance Class		I

Disciplines	grade
Language: Taran	
Literacy	
Weapon Mastery, Class: A	III
Ambidexterity	
Feint	
Increased Mental Resist.	III
Increased Accuracy	I
Improved Dodge	I
Armor Use	I
Increased Endurance (11)	
Vital Strike, Class A	I

Proficiencies	grade	modifier
Gambling	I	
Healing	I	
Heraldry	I	
Inspire	II	
Local Knowledge (Turth)	I	
Lock-picking	I	+1
Perception	III	
Sleight-of-hand	II	+1
Stealth	III	+1
Swimming	I	
World Knowledge	I	

Worn Armor	damage absorbance	impedance score
Leather armor	1	-1
Total Absorbance/Impedance	1	-1

Weapons	class	damage	to-hit modifier	damage modifier	attacks per round
Butcher knife (on-hd.)	A	1d4 + 1	+4	+2	1
Butcher knife (off-hd.)	A	1d4 + 1	+3	+2	1
Whip	H	1	+1	+0	1

Equipment, Spells, and Notes:

Clothes, boots, 2 large butcher knives, leather armor, whip, copper bracelet, backpack (contains: cloak, average lock-pick set, wine flask, wooden talisman (Duuran?), padlock and key, scroll case, 3 blank parchment pages, jade figurine of a 3-headed dog, Potion of Darkvision (2 draughts), vial of perfume, spyglass, Bevi deck, pair of loaded dice), belt pouch (contains: 12 gc, 22 sc, 48 cc)

Jimmy Swill is an ever-optimistic opportunist that's always working an angle. He takes very little seriously, which is evident from his unusual choice of weapons. Jimmy's jaunty attitude frequently attracts trouble and often frustrates his companions. However on the whole, his unwavering spirit and uncanny luck endears him to those he travels with.

Wayfarers™ Character Record Sheet

Name: Glen Huxley **Race:** Human **Age:** 33 **Sex:** Male

Height: 5'9" **Weight:** 144 lbs. **Hair Color:** Brown **Eye Color:** Hazel **Handedness:** Left

Skill Level: 5 **Total Skill Points Earned:** 81 **Unspent Discipline Points:** 0 **Unspent Proficiency Points:** 0

Attributes	base	adjusted
Agility	5	
Endurance	12	
Intellect	16	
Presence	12	
Strength	8	

	base	adjusted
Health Points	28	
Dodge	5	
Physical Resistance Modifier		+0
Mental Resistance Modifier		+4
Feat of Strength Modifier		-6
Initiative Roll Modifier		+0

	base	adjusted
Armor Impedance	-1	0
Movement Rate	60'	
Swimming Rate	10'	
Encumbrance Class		I

Disciplines	grade
Language: Zhellan	
Language: Verlainen	
Language: Ceyneian	
Literacy	
Hedge Magic, 3rd Circle	III
Magic Potency	I
Silent Casting	II
Combat Casting	
Shield Use	
Inc. Endurance (12)	
Increased Mental Resist.	I
Increased Physical Resist.	II
Health Point (1)	
Hedge Magic Potential and	
Circles are discounted due	
to former Guild affiliation	

Proficiencies	grade	modifier
Ancient History	II	+2
Arcane Knowledge	III	+2
Dweomercraft (Hedge)	II	+2
Healing	I	+2
Herbalism	I	+3
Magic Acuity	II	+2
World Knowledge	II	+2
Additional +1 to Herbalism		
from former Guild training		

Worn Armor	damage absorbance	impedance score
Shield	1	-1
Total Absorbance/Impedance	1	-1

Weapons	class	damage	to-hit modifier	damage modifier	attacks per round
Dagger	C	1d4	+0	-1	1
Light crossbow (bolt)	K	1d4 + 1	+0	+0	1

Equipment, Spells, and Notes:

Nice clothes, cane, dagger, light crossbow, quiver (14 bolts), forged documents from Alchemists and Surveyors Guilds (same as Meeks), large pouch (contains: 2 Potions of Healing, 1 Potion of Mana, 1 Potion of Invisibility, 1 Potion of Shadows), small pouch (contains: 2 pc, 1 gc, 12 sc, 20 cc) backpack (contains: traveling clothes, rations, small alchemical kit, journal), Spellbook: 1st Circle: Darkness, Double, Enchant Armor, Friends, Illuminate, Klutz, Leopold's Compass, Minor Phantasm, Sense Magic; 2nd Circle: Appeal, Disguise, Imbuement, Terror, Translation; 3rd Circle: Amnesia, Frailty (unlearned), Levitation, Phantasm, Sleep

Spells per day: 5 First Circle, 3 Second Circle, 2 Third Circle

Huxley is Meeks' associate. While Meeks is the brains of their operation, Huxley knows more about facts, dates, and places. Also in contrast to Meeks' abrasive and curt demeanor, Huxley is out-going and generally tries to be a nice guy. However, he is just as amoral as Meeks, although he might feel bad later for some of his actions. Both Meeks and Huxley, along with their friend Brenna, explored Zolace and were time-ported elsewhere in Twylos. Meeks and Huxley reunited, only to set the trap off again, this time losing Brenna. They search for her somewhat desperately, as both of them care deeply for her.

Wavfarers™ Character Record Sheet

Name: Vaidehi Alasco **Race:** Human **Age:** 31 **Sex:** Female

Height: 5'7" **Weight:** 125 lbs. **Hair Color:** Black **Eye Color:** Brown **Handedness:** Right

Skill Level: 6 **Total Skill Points Earned:** 100 **Unspent Discipline Points:** 0 **Unspent Proficiency Points:** 0

Attributes	base	adjusted
Agility	11	
Endurance	9	
Intellect	14	
Presence	14	
Strength	8	

	base	adjusted
Health Points	26	
Dodge	11	13
Physical Resistance Modifier		+0
Mental Resistance Modifier		+3
Feat of Strength Modifier		-2
Initiative Roll Modifier		+1

	base	adjusted
Armor Impedance	-1	0
Movement Rate	140'	
Swimming Rate	30'	
Encumbrance Class		I

Disciplines	grade
Language: Queyan	
Language: Zhellan	
Language: Ceyneian	
Language: Irendi	
Literacy	
Ritual Magic, 3rd Circle	III
Extra Spell Point (2)	
Weapon Mastery, Class: K	I
Quick Shot	
Armor Use	I
Savant: Performance	I
Inc. Agility (11)	
Inc. Endurance (9)	
Increased Mental Resist.	I
Increased Physical Resist.	I
Health Points (3)	

Proficiencies	grade	modifier
Artistic Ability- Theatre	IV	+1
Distract	II	+1
Healing	I	+1
Heraldry	I	+1
Inspire	II	+1
Perception	I	+1
Performance	IV	+2
Persuasion	II	+1
Swimming	I	
World Knowledge	II	+1

Worn Armor	damage absorbance	impedance score
Leather armor	1	-1
Total Absorbance/Impedance	1	-1

Weapons	class	damage	to-hit modifier	damage modifier	attacks per round
Dagger	C	1d4	+2	+2	1
Lt. crossbow (bolt)	K	1d4 + 2	+1	+1	1

Equipment, Spells, and Notes:

Simple clothes, boots, dagger, light crossbow, 20 bolts, quiver, leather armor, waterskin, belt pouch (contains: 1 gc, 17 sc), belt pouch (contains: 1 dose of brown healing salve, 1 Potion of Mana (10 spellpoints), 1 Potion of Brilliance), satchel (contains: rations, extra clothes, "Etudes" (book of poems by Lady Marcosette), journal and pen), well-crafted oud (+1 to Artistic Ability and Performance checks), Ring of Quickness (+2 dodge, +1 initiative, + 20' movement), gold Clockwork Bird.

Vai is a playwright and musician. She was born in Gyre to Zhellan immigrants, and was schooled at Aea Convent just before it was appropriated by the researchers of the Rhauxen Pact. She and several other girls escaped, their memories fragmented, and Vai escaped to the West. She was recaptured in Tzalvas, mistaken for one of the Aprill clones, and turned over to Ixian slavers when Aea didn't want her back. After serving time in Gorgos and Morningstide, Vai bought her freedom, and now travels throughout Vasqueray. She is working on a play about the life and madness of Lady Muriel, inspired by a performance of DuLaine's "Gardens of Zil" she saw when she was younger. Vaidehi is given to introspecti introspection and melancholy, but has an excellent singing voice, once winning a performance competition thrown by the Sun King himself (for which she won her Bird).

Wayfarers™ Character Record Sheet

Name: Parsifal Meeks **Race:** Human **Age:** 42 **Sex:** Male

Height: 4'2" **Weight:** 105 lbs. **Hair Color:** Brown **Eye Color:** Brown **Handedness:** Right

Skill Level: 7 **Total Skill Points Earned:** 128 **Unspent Discipline Points:** 0 **Unspent Proficiency Points:** 0

Attributes	base	adjusted
Agility	11	
Endurance	12	
Intellect	14	
Presence	12	
Strength	8	

	base	adjusted
Health Points	34	
Dodge	11	13
Physical Resistance Modifier		+1
Mental Resistance Modifier		+3
Feat of Strength Modifier		-2
Initiative Roll Modifier		+0

	base	adjusted
Armor Impedance	0	0
Movement Rate	120'	
Swimming Rate	20'	
Encumbrance Class		I

Disciplines	grade
Language: Zhellan	
Language: Ceyneian	
Literacy	
Hermetic Magic, 3rd Circle	III
Faith Magic, 1st Circle	I
Conversational Casting	I
Last Stand	
Resilience	
Increased Strength (7,8)	
Increased Mental Resist.	I
Increased Physical Resist.	I

Proficiencies	grade	modifier
Arcane Knowledge	I	+1
Distract	III	
Healing	I	+1
Magic Acuity	I	+1
Perception	II	+1
Persuasion	II	
Region. Know. (Vehrlands)	III	+1
Religious Knowledge	I	+1
Sleight-of-Hand	III	
Stealth	III	

Worn Armor	damage absorbance	impedance score
Total Absorbance/Impedance	0	0

Weapons	class	damage	to-hit modifier	damage modifier	attacks per round
Dagger	C	1d4	+0	+0	1

Equipment, Spells, and Notes:

Cloak of Teauvilliane (+2 to Dodge, Fold Space once/week), Glabrous Antinomy (+6 to proficiency checks for Conversational Casting), gold-plated dagger (worth 50 sc), Ixian holy symbol (golden triangle on golden chain, worth 200 sc), large pouch (contains: 4 pc, 13 gc, 7 sc, and three opals each worth 30 sc), forged documents from Alchemists and Surveyors Guilds, granting permission to explore Vehrlands and draw on local Guild resources), Spellbook (disguised as Ixian prayer book): 1st Circle: Darkness, Friends, Ignore, Illuminate, Magic Vestment, Quicken, Seal Portal, Sense Magic, Thought Projection, Vermin; 2nd Circle: Climb, Darkvision, Minor Timeportation (unlearned), Reveal Enchantment, Summon Lesser Monsters; 3rd Circle: Compel, Function, Growth, Ice Ray, Levitation, Repel Projectiles, Scry

Spells per day: 4 First Circle, 3 Second Circle, 1 Third Circle (Hermetic); 2 First Circle (Faith)

Meeks is a survivor. He is not a dwarf, but is a human with dwarfism. He is monomaniacal and tenacious, and extremely clever. Along with his collaborator Glenn Huxley (it is a stretch to call them 'friends'), Meeks set off a bizarre horological trap in Zolace, transporting him to another time or perhaps another version of Twylos. However, Meeks believes that he is dead. This gives him great leverage to act amorally, believing he is in the Grey Lands, and must 'solve' the mysteries of Zolace to escape.

Wayfarers™ Character Record Sheet

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Name: Artemis Gould **Race:** Half-orc **Age:** 41 **Sex:** Male

Height: 6'2" **Weight:** 188 lbs. **Hair Color:** Black **Eye Color:** Pink **Handedness:** Left

Skill Level: 8 Total Skill Points Earned: 153 Unspent Discipline Points: 1 Unspent Proficiency Points: 0

Attributes	base	adjusted
Agility	13	
Endurance	14	
Intellect	9	
Presence	12	
Strength	10	

	base	adjusted
Health Points	46	
Dodge	13	14
Physical Resistance Modifier		+4
Mental Resistance Modifier		+4
Feat of Strength Modifier		+0
Initiative Roll Modifier		+1

	base	adjusted
Armor Impedance	-1	0
Movement Rate	130'	
Swimming Rate	20'	
Encumbrance Class		I

Disciplines	grade
Language: Zhellan	
Literacy	
Ritual Magic, 4th Circle	
Extra Spell Point (2)	
Increased Physical Resist.	II
Increased Mental Resist.	III
Armor Use	I
Increased Accuracy	I
Increased Agility (12,13)	
Improved Dodge	I
Weapon Mastery, Class: B	I

Proficiencies	grade	modifier
Healing	IV	
Local Know. (Couverton)	III	
Magic Acuity	II	
Perception	III	
Region. Know. (Vehrlands)	I	
Religious Knowledge	II	
Running	I	+1
Tracking	II	
Wilderness Lore	II	+1
Add. +1 to Wilderness Lore from Guild training		

Worn Armor	damage absorbance	impedance score
Leather Armor	1	-1
Ring of Protection	1d2	0
Total Absorbance/Impedance	1d2 + 1	-1

Weapons	class	damage	to-hit modifier	damage modifier	attacks per round
Maul (Magical: +2, +2)	B	1d6 + 1	+4	+3	1
Shortbow (arrow)	J	1d6	+4	+0	1
Knife	C	1d3	+1	+0	1

Equipment, Spells, and Notes:

Clothes, fur cloak, leather armor, Maul of Thunder (Magical: +2, +2; 2x day: strike ground to create a deafening blast. All but wielder in 50' Mental Resist of 12 or deafened for 10 rounds. Resist roll of 1, stunned for 1d4 rounds.), short bow, quiver (20 arrows), large pouch (contains: Potion of Water-breathing (3 draughts), Thainist prayer book, large pearl (Magical: emits a soft glow of light, as torch), Chronicles of Mad Jack (Magical book: Similar to Manual of Parlous Edification, but acts as a 7th Circle Faith Magic spell, Commune with Mad Jack (Xeres)), 3 days water rations), onyx ring (Magical: Ring of Protection: 1d2), small pouch (contains: certificate: Apprentice of the Surveyor's Guild, magnifying glass, 22 gc, 32 sc, 34 cc), copper knife, potted apple tree sapling.

Ritual Magic Spell Points per day: 17, Current Spheres: 4 Blood, 6 Gaea, 4 Dream, 3 Stitch

Until recently, Artemis Gould worked for the Surveyor's guild in the Vehrlands. Originally a recluse and local eccentric, Artemis became a member of the Surveyors after assisting them in several exploits concerning troublesome goblins north of Couverton. Unfortunately, Artemis recently acquired the 'Chronicles of Mad Jack' off of an ogre corpse that lay rotting in Khiriss. Excessive use of the book has poisoned his mind. Artemis now travels to Umslamyr, where he plots to graft a cutting with his apple tree, Colonel Prophecy.

Wayfarers™ Character Record Sheet

Name: Sister Hope (Illana Krysech) **Race:** Half-demon **Age:** 37 **Sex:** Female

Height: 5'9" **Weight:** 148 lbs. **Hair Color:** Silver-Black **Eye Color:** Dark Red **Handedness:** Right

Skill Level: 9 Total Skill Points Earned: 160 Unspent Discipline Points: 0 Unspent Proficiency Points: 0

Attributes	base	adjusted
Agility	10	
Endurance	12	
Intellect	10	
Presence	14	
Strength	14	

	base	adjusted
Health Points	40	
Dodge	10	
Physical Resistance Modifier		+4
Mental Resistance Modifier		+5
Feat of Strength Modifier		+4
Initiative Roll Modifier		+0

	base	adjusted
Armor Impedance	-3	0
Movement Rate	140'	
Swimming Rate	40'	
Encumbrance Class		I

Disciplines	grade
Language: Zhellan	
Language: Verlainen	
Literacy	
Faith Magic, 2nd Circle	II
Weapon Mastery, Class: F	II
Multiple Attacks	II
Armor Use	I
Iron Skin	
Inc. Endurance (11,12)	
Inc. Strength (13,14)	
Increased Mental Resist.	III
Increased Physical Resist.	II
Health Points (1)	

Proficiencies	grade	modifier
Healing	I	
Intimidate	IV	+1
Leadership	IV	+1
Martial Knowledge	IV	
Religious Knowledge	I	
Riding	IV	
Running	II	
Swimming	II	
Wilderness Lore	II	

Worn Armor	damage absorbance	impedance score
Shroud of St. Hannah	1d3 + 1	-3
Iron Skin	1	-
Total Absorbance/Impedance	1d3 + 2	-3

Weapons	class	damage	to-hit modifier	damage modifier	attacks per round
Balron Deathblade	F	1d10	+3	+4	2
Heavy Crossbow	K	2d4	+0	+0	1

Equipment, Spells, and Notes:

Shroud of St. Hannah (Magical chainmail: +1 to absorbance and impedance), black Handmaiden's robe, Balron Deathblade (Sword of the Antiarch: enchanted claymore, +1 to-hit and damage, each attack inflicts Strike as 3rd Circle Faith spell; damage done can only be healed naturally or with magic of 5th Circle or greater power; each round Hope takes 1 health point in damage; creatures slain by the Deathblade are resurrected later as followers of Aguierre), heavy crossbow, quiver (20 bolts), large pouch (contains: 3 Potions of Healing and 3 Potions of Magic Resistance), small pouch (contains: 15 gc, 13 sc), satchel (contains: travel gear, rations, canteen, and a Scroll of Summon Lesser Undead)

Spells per day: 3 First Circle, 2 Second Circle

Hope is one of Murdyne's generals, and one of the most fearsome of the Handmaidens. Her mother was attacked by a demon, an Oubroch. She took the name of one of the original Handmaiden martyrs on her 18th birthday. She is 37, old for an active Handmaiden, but still young due to her demonic nature. Her hair is metallic and wiry, and black blood can be seen clearly in her veins. She has metallic skin. Hope is becoming increasingly hotheaded, violent, and bloodthirsty, and privately worries if her demon side is driving her out of control.

Wayfarers™ Character Record Sheet

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An Example of Gameplay

Every game of Wayfarers will be unique. One game session might involve a group of mercenaries as they lay siege to a rebellious town. Another could follow a crew of buccaneers as they cruise the coast in search of treasure-laden vessels. Still, another gaming session might entail a band of explorers searching an ancient tomb for a fabled relic. The nature and tone of the game is completely dependent upon the Game Master and the players. This is what roleplaying games are all about.

Here, an example of gameplay is provided to demonstrate how the game is typically run. Of course, your games will differ somewhat in substance and flavor. Nevertheless, most sessions will have an overall similarity regarding the flow of events, the sequence of combat, and the manner of Game Master and player interactions.

The characters: The following events concern a party of four adventurers. These player characters are:

Gregory Vrill: Gregory is a 3rd level alchemist with 2nd Circle Hedge magic. He comes from one of a few wealthy families within his small town and is well-educated. Gregory is a quick, decisive thinker. He is very confident, if not a little arrogant. He doesn't hesitate to help his companions, but is by no means an altruist. Gregory's only real passion is magic, and has little interest in martial or social pursuits.

Fiona Gray: Fiona is 2nd level and is somewhat of a rogue. Nevertheless, she is ambidextrous and is quite able in combat, wielding both a short sword and a dagger. Fiona enjoys the finer things in life, including strong drink. She is occasionally reckless, but never foolhardy. Fiona had a rough youth, yet has a natural charm that usually offsets her rather unpolished behavior. Fiona's most prized possession is a magical silver dagger she acquired from a wealthy merchant. Fiona is half-elven, but has no relationships with full-blooded elves.

Gilbert Graves: Gilbert is a 3rd level strongman. He is a childhood friend of Fiona and due to his slow wits, has taken to following her lead. Gilbert is a pragmatist. He dislikes complicated matters and has little use for nuance. Gilbert is most content when he is adventuring with Fiona, and he likes to think of himself as her guardian. Gilbert is honest to a fault, as he feels falsehoods require too much effort.

Umbrage Valasco: Umbrage is 4th level and is a Ritual magic-user. Umbrage is an odd fellow. He speaks little, but has earned Gregory Vrill's friendship and respect. Umbrage has little interest in material goods and doesn't normally carry a weapon. Occasionally he will carry a staff or a club, but he regularly fights unarmed and is quite good at it. Umbrage is usually absorbed in his own world and the few comments he makes are typically off-topic or bizarre.

Note: Often players will address each other by their real names in addition to those of their character. For example, when discussing 'out-of-game' topics players will usually use their actual names. Of course, if Bob who plays Olaf the dwarf wants Frank, who plays Zandir the wizard, to pass him a soda, he'll just address him as Frank. In the example provided, all out-of-game discussion has been removed. For this reason, the names of the PCs are used exclusively.

Background: We pick up the adventure as the four companions travel from their hometown of Untorsbrae to the city of Cevrance. The party has agreed to provide security to a small caravan traveling east from their homeland in Armech into the country of Drohksmere. Their journey will take them through the Ered Wastes, an expanse of arid plains and through a mountain pass before reaching the coast. The caravan is lead by Gustaff Akers and his son Nicolli. Aside from the four companions, one other hired guard named Stephos accompanies them.

Three weeks previous, Gregory Vrill met Akers at an inn and secured the party's employment. Fiona and Umbrage had some recent trouble in a card-game with a local aristocrat, and the companions thought it best to leave town.

Gustaff was in need of security for his shipment to the river city of Cevrance. When questioned about the cargo, Gustaff informed Gregory that they would be guarding a quantity of metal alloy. He has agreed to pay each member of the party 60 silver royals once the trip has been made. Gustaff offered to provide the characters food and water as well.

Two carts comprise the caravan. Each is lead by two horses. The lead cart is a cloth-covered wagon, and is driven by Gustaff and his son. The second cart is a large closed wooden box-like structure, and is driven by Stephos. The player characters walk alongside these carts. At the point we join the story the caravan has been traveling for two weeks. The first week the group traveled eastward along a trade route through the rolling plains of the Valstedt. Except for passing the occasional traveler, this week was uneventful. The party then turned southeast onto a lesser-travelled trail. Soon the plains gave way to dry scrubland, and then to arid desert. The terrain is flat and travel has been easy. However, the party has not seen another soul for more than one week.

The adventure: We begin after the party's second week of travel. As the trip has been uneventful, only several minutes of real-time have been spent describing the journey up to this point. The alchemist Gregory Vrill has just asked the Game Master for a description of the current terrain, and whether any useful plants or herbs might be found along the trail.

Game Master (GM): Well, the landscape here is fairly barren. In fact, you aren't so much following a trail as crossing an open expanse of desert. The ground is composed of cracked clay and aside from a few dry riverbeds, is somewhat unremarkable. The small Ered-Issere mountain range can be seen far off on the eastern horizon, however. There are a few grasses growing here and there, and occasionally tumbleweeds will roll by. If you like Gregory, make an Herbalism check of 15 to see if you can find any useful flora as you make your way east. -Due to the dry conditions and the need to keep walking, conditions are far from optimal.

Umbrage Valasco: This seems familiar.

Gregory Vrill: We've never been here before Umbrage. Aright, I'll try an Herbalism check. (Gregory has Herbalism grade II, and rolls 2d20. His result is 4, 8.) I got an 8. -That doesn't cut it.

GM: No, sorry Gregory, you don't find any useful plants. However, you can make another attempt when the conditions change.

Fiona Gray: Wait, if there are so few plants around, what are we feeding the horses?

GM: Good question. Actually, since you left the Valstedt, you've been feeding the horses oats that are stored in the rear cart. Your water, and the horses' water, is in there as well.

Gegory Vrill: So where is the cargo we are carrying?

GM: You're not entirely sure. There are a few shallow crates in the rear cart that haven't been opened, and you haven't looked in Gustaff's cart. Would you like to ask him?

Gregory Vrill: No, that's fine. I don't want him to think we aren't trustworthy.

GM: Fine. Well, unless someone wants to do something in particular, the time passes somewhat uneventfully. You make small talk with Gustaff, Nicolli and Stephos at night as you make camp. Each night you sleep next to the wagons and keep the same rotating watch you've previously determined.

Three more days pass like this. However, about noon on the fourth day, eighteen days into your trip, a dry wind begins to pick up from the west. Does anyone have the Wilderness Lore proficiency?

Gilbert Graves: I do! I've got grade II.

Fiona Gray: Can I make a non-proficient check?

GM: Sorry Fiona, it's no use. The target number is 12. Your non-proficient 1d10 roll just can't make it. Alright Gilbert, make a Wilderness Lore check of 12.

Gilbert Graves: (Gilbert rolls 2d20 and gets a result of 7, 13.) A 13, I made it! What was that for?

GM: Well, everyone can now see some dark clouds on the eastern horizon. However, you don't think they look like rain clouds, Gilbert. In fact, to you they don't they are clouds at all. You've got a feeling a sandstorm is coming.

Gilbert Graves: A sandstorm!? That's bad. Alright, I shout to Gustaff: Gustaff, I think a sandstorm is coming from the east!

GM: (As Gustaff Akers) "A sandstorm?!" Gustaff halts the lead cart and stands up, looking out to the east. "Hmm. Yes, I think you might be right. Let's push on quickly and see if we can't find some sort of shelter." At that, Gustaff signals to Stephos to follow as he starts off at a faster pace. You four walking alongside the carts are forced to jog now.

Fiona Gray: I'm on the left side of the carts. Can I see anything that looks like it might serve as a shelter, maybe a large boulder or something?

GM: Not yet, Fiona. Actually this entire landscape is pretty bare. I'll let you know if you spot anything. After a few minutes, the rest of you can discern what Gilbert did. A large brown wall of cloud seems to be growing to the east. -It looks pretty ominous.

Gregory Vrill: How long until it reaches us?

GM: It's difficult to say for certain. This barren landscape doesn't give you a good frame-of-reference. However, you'd guess the storm will reach you in about 10 to 20 minutes.

Gregory Vrill: Ugh. Alright, we'd better find some shelter fast. I start scanning for some kind of protection as well, even a low spot in the land.

GM: Ok, anyone that has Perception can make a check. Tell me what number you roll.

Umbrage, has Perception grade I and Gilbert and Fiona each have Perception grade II. Umbrage rolls 1d20 and Gilbert and Fiona roll 2d20.

Fiona Gray: I got a 9.

Gilbert Graves: I got a 9, too.

Umbrage Valasco: I've gotten a 11. Do I see something?

GM: Sorry. No one sees any significant changes in the terrain. Gustaff shouts back to you: "We're going to have to just ride this out! Let's get these horses secured!" At that he halts the lead cart. He jumps off and begins to pull some equipment from his wagon. Nicolli and Stephos begin securing the horses. They want to tie the horse's reigns to some stakes driven into the ground. They ask for your help.

Gilbert Graves: I'll give them a hand.

Fiona Gray: Yeah, me too.

Gregory Vrill: Gustaff, what are we going to do during this storm? We can't stay outside.

GM: (As Gustaff Akers) "No, you're right. We can't. You and your crew can hold up in the rear cart. If you pull out the water barrels and some provisions, there should be enough room. Stephos, Nicolli and I will stay in the front wagon. -We'll just have to wait until this passes."

Gregory Vrill: Alright Gustaff.

GM: So do you begin to clear out the rear cart? The wall of sand has grown much larger. -It's approaching quickly.

Gregory Vrill: Yes. I'll get Umbrage to help me pull out enough provisions so the four of us can fit inside. I want leave these barrels and crates directly behind the cart, so we don't need to go far to reach them. How does this cart open and close?

GM: There is a wooden door that seals pretty well. It's hinged on the side. The cart is basically just a large wooden crate on wheels. You and Umbrage clear out three large barrels and some crates. There are also some bags of grain you can move out pretty easily. The two of you can stack these directly behind your cart. In the meantime, Fiona and Gilbert are helping the other three secure the horses and carts. Gustaff ties the wheels so the wagons can't roll.

By the time this is all accomplished, the storm is almost upon you. The wind has begun to pick up, and you can already feel the air growing dusty. A massive brown cloud that extends from the ground to the sky covers the entire eastern plain. The wind is beginning to howl.

Gregory Vrill: Alright, I make sure the four of us can fit in the second cart. I ask Gustaff how long he expects the storm to last.

GM: (As Gustaff Akers) "I'm not sure, Mr. Vrill. I suppose it could last a day or two. Just stay inside your cart and keep the door closed until the wind dies down. Hopefully we'll be back on our way shortly. -Best of luck to you."

With that Gustaff finishes securing the front wagon and climbs inside. Stephos and Nicolli are inside the wagon as well. The horses are starting to whinny.

You've only got a minute or two before the encroaching cloud is upon you. Do you get inside the cart?

Fiona Gray: Yes, I'll get in. What are the cart's dimensions?

GM: It's about 5 feet wide and 8 feet long. The ceiling is about 5' high, but with the few supplies that are in there, you've about 3 to 4 feet of headroom. You can all fit, but it won't be comfortable.

Gilbert Graves: That's fine. I'll climb in.

Umbrage Valasco: I'll go in too.

Gregory Vrill: Me too. I'll close the door behind me.

GM: Fine, Gregory climbs into the cart and pulls the door shut. It goes dark. There are a few cracks that let some light filter through, but it's difficult to see anything in detail. You can hear the wind picking up outside and the cart begins to rattle a little.

Gregory Vrill: I forgot it would be so dark. Alright, using my flint and tinder, I'll light one of my candles. I'll then cast my 1st Circle spell Magic Candle upon it. That should give us light for the next 24 hours.

GM: Alright Gregory, good thinking. You can light a candle and cast Magic Candle upon it.

Fiona Gray: Wait Greg, won't that candle consume our air in here?

Gregory Vrill: Actually it won't Fiona. After I cast Magic Candle upon it, it ceases to consume any fuel. That should include air, I'd guess. Am I right GM? (To Fiona) And don't call me 'Greg'.

GM: That's correct Gregory.

Fiona Gray: Wow. That's great. Good thinking, Gregory. We've got some light. It's windy outside. What happens?

GM: Well, after a few minutes, the wind really picks up. You can hear the horses whinnying and stomping in place. Before long, you are sure the sandstorm is upon you. The air becomes a bit dusty as some filters in through cracks in the cart. The whole cart is shaking quite a bit.

Gilbert Graves: Is it hard to breathe?!

GM: No, you're fine Gilbert. The air tastes a bit gritty, but you haven't any trouble breathing.

Gregory Vrill: Huh. Ok, I guess we'll just pass the time and wait to see if the storm passes. I don't really want to open the door in this. Can I start memorizing my spell? I am only down one 1st Circle spell, but I haven't anything better to do.

Fiona Gray: I'll pull out my dice. Maybe Gilbert and Umbrage and I can pass the time playing some dice games.

Gilbert Graves: Fine, but I'm not betting any money with you.

GM: That all sounds fine. Gregory, you can refresh your repertoire of spells after 4 hours. -I'll let you know when that time passes. Is there anything else anyone would like to do?

The players shake their heads.

GM: Alright then, the storm continues for what seems to be several hours. Gregory, you get your 1st Circle spell back. Judging by the light from cracks in the cart, you think dusk is probably approaching. However, it's difficult to say. You all feel a bit tired though.

Gregory Vrill: Hmm. If anyone is tired they can fall asleep. However, I think at least one of us should remain awake at all times.

Fiona Gray: I agree. I'll take the first watch.

Umbrage Valasco: I think this storm is unnatural.

Gregory Vrill: Why do you say that Umbrage?

Umbrage Valasco: I'm not sure. -I'll go to sleep.

Gregory Vrill: Ok. Fiona can take the first watch. I'll get some sleep too.

Fiona Gray: No problem. Ok GM, I'll stay awake for a few hours while my companions sleep.

GM: That sounds good. Fiona, give me a Perception check and tell me what you get. (The Game Master doesn't have anything planned yet, but he asks Fiona just to build suspense.)

Fiona Gray: I got a 16. Do I see or hear anything?

GM: No, nothing unusual. The cart is still rattling in the wind, and you think you hear the horses from time to time.

Fiona Gray: Huh. I guess I don't want to open the door. Alright, I'll wake up Gilbert next and get some sleep.

GM: Sure. Gilbert, Fiona wakes you for your watch. Let me know if you want to do anything in particular, otherwise give me a Perception check. (This time the Game Master does have something in mind. A band of Khulek raiders has approached the caravan, and they are investigating it outside. He decides a Perception check of 14 will alert Gilbert to their presence.)

Gilbert Graves: (Gilbert rolls 2d20) Well, I got a 13. Do I hear anything?

GM: No Gilbert. You hear a few noises, but it sounds like the horses are just moving about. Besides that, you don't hear much else but the wind.

Gilbert Graves: Hmm. I don't like this. Still, I don't want to open the door in the middle of a sandstorm at night. I'll just keep my watch and then wake up Umbrage after a couple of hours.

GM: Ok, Gilbert. You sit and listen to the wind for the better part of an hour after Fiona falls asleep. However, at that point you distinctly hear a thud from behind your cart. A few moments later, you hear another.

Gilbert Graves: What?! Wait! Hold on a second! I wake up my companions!

GM: Do you shout?

Gilbert Graves: No, no. I'll shake them awake. I start with Fiona, then Vrill, then Umbrage. I whisper to them that I just heard a thud from behind the cart. I'll grab my mace too.

GM: Ok, ok. The rest of you are shaken awake by Gilbert. He tells you he just heard a thudding noise outside behind the cart. However, before you can figure out what's going on, you hear a scream from in front of your cart. You think it's human.

Gilbert Graves: That might be Gustaff! I kick the door open!

Gregory Vrill: No! Gilbert, wait!

GM: Sorry, Gregory. Gilbert kicks the cart door open. Immediately, the cart is filled with blowing sand and it's very difficult to see. It's a good thing you cast Magic Candle on your candle Gregory. Otherwise, it would have blown out. Gilbert, you are near the door since you kicked

it open. Is there anyone else near the opening? There's room for one more person.

Fiona Gray: I will be. I'm going to draw my weapons. Do we see anything outside?

GM: Ok Fiona. Well, the sand is stinging your eyes. However, with the candlelight filtering out from behind you, you can just make out a tall humanoid figure standing behind your cart. You can also see that one of the barrels of water behind the cart has been broken open. Fiona, with your keen vision you can see this figure is wrapped in cloth and wields a large axe. That's all you see before this figure lunges at you. -Roll for initiative, everyone.

Fiona Gray: What is it?! Alright, I get a 6 for initiative. Remember, I drew my weapons.

GM: That's fine Fiona, your weapons are out. How about the initiatives for the rest of you?

Gilbert Graves: I've got a 4 for initiative.

Gregory Vrill: I've got an 8.

Umbrage Valasco: I knew something was wrong. -I've gotten a 7.

GM: (The Game Master rolls an initiative of 7 for the khulek. However, since the khulek has the element of surprise, he adds a +4 modifier for a result of 11.) Sorry everyone, this thing has the jump on you. Gilbert, it swings at you with its axe! (The GM rolls 1d20 + 1 twice with results of 11 and 5. He applied a -2 to-hit modifier as the khulek's vision is obstructed due to the blowing sand.) Gilbert, your dodge score is a 10? -That's one hit upon you. (The Game Master now rolls 1d8 + 1 for the khulek's axe damage. The result is 6.) Ouch Gilbert, the axe cleaves into you for 6 points. Your armor absorbs 2-3, however. Roll 1d2 + 1.

Gilbert Graves: (Gilbert rolls 1d2 + 1 for his studded leather and shield armor absorbance. He gets a result of 2.) My armor absorbed 2 points of damage. I guess I take 4.

GM: That's right, Gilbert. You are now at 12 health points. Alright, the rest of you may act, starting with Gregory at initiative 8. You hear another scream from the where the front cart should be.

Gregory Vrill: Alright, can I cast a spell on this thing?

GM: Well Gregory, you can hardly see it as Gilbert and Fiona are in the way. Also, these cramped quarters are restricting your movement. What do you want to cast?

Gregory Vrill: I'd like to cast Despair upon it. The spell's range is 40'.

GM: Ok, Gregory. You can cast it.

Gregory Vrill: I do then. The creature gets a Mental Resistance check of 11 to resist.

GM: (The Game Master rolls 1d20 + 6 for the khulek's Mental Resistance check and gets a result of 13.) You cast Despair, Gregory. However, nothing obvious seems to happen as a result. Umbrage, you are next at initiative 7. What do you do?

Umbrage Valasco: Can I get out of this cart?

GM: Not until Gilbert or Fiona move, unless you want to shove past them.

Umbrage Valasco: No, I don't suppose I do. I will cast the 2nd Circle spell Blood Rage upon myself.

GM: Sure thing, Umbrage. That drops your endurance score from 9 to 7, but raises your strength from 14 to 18. You now have 13 health points, but have a +3 melee damage modifier. This lasts for 10 rounds after this one, keep track of that. Mark off 2 Blood and 1 Gaea spell points as well. -Fiona, you can act now at initiative 6.

Fiona Gray: I am going to attack this thing. Can I step outside too?

GM: Yes Fiona. Since the figure is standing right outside the cart, you can hop out and attack it. However, due to the blowing sand, apply a -2 modifier to your to-hit roll.

Fiona Gray: Ok, I'll step out and attack. (Fiona rolls 1d20 for her short sword and 1d20 for her dagger. The -2 modifier due to the sand cancels out her normal +2 to-hit bonus with those weapons.) I get an 8 with my short sword and a 17 with my dagger. Do I hit?

GM: Your dagger hits Fiona, roll for damage.

Fiona Gray: Great! (Fiona rolls 1d4 + 2 for her dagger damage and gets a result of 5.) That's 5 points! Not bad.

GM: You get him fairly good. (The khulek isn't wearing any armor, so the Game Master subtracts 5 from the khulek's 15 health points. It is now at 10.) The figure gasps as you stick him in the side. Gilbert, you are last to go at 4. Go ahead. You must apply a -2 to your to-hit rolls as well.

Gilbert Graves: I'm going to jump out and help Fiona. (Gilbert rolls 1d20 + 1 for his mace and gets a result of 7.) Ugh, I get a 7. I'm sure it's a miss.

GM: Yes, it is Gilbert. Alright, that's the end of the first round of combat. Everyone roll for initiative once again. You all hear more sounds of combat coming from the front wagon. A horse whinnies loudly.

The players roll initiative with Gregory, Fiona, Umbrage and Gilbert getting 10, 5, 4 and 6 respectively. The Game Master rolls for two khulek this round. The one fighting Gilbert and Fiona gets a 7, another coming into combat gets a 4.

GM: Gregory, you may act first at initiative 10.

Gregory Vrill: Hmm. I'll try to cast Despair upon this thing once again.

GM: (The Game Master rolls 1d20 + 6 for the khulek's Mental Resistance check and gets a result of 18.) Sorry, Gregory. This humanoid seems particularly resistant to your spells. The next to act is the humanoid fighting Gilbert and Fiona. Gilbert, this time the humanoid doesn't attack you. In fact, it just stares at you intensely with wild eyes. -Make a Mental Resistance check of 12 (The khulek is innately casting the 2nd Circle Hedge magic spell Terror upon Gilbert).

Gilbert Graves: (Gilbert rolls 1d20 – 1 for his Mental Resistance check.) Oh no! I got an 8. I missed it. What happens?!

GM: Gilbert, you are suddenly overcome with a terrible fear. Something about this creature is just horrible. Immediately, you dash away into the sandstorm. You just want to get away from this thing. (The Terror spell lasts for 3-6 rounds. Thus, the Game Master rolls 1d4 + 2. Gilbert is affected by the spell for 3 more rounds.) I'll tell you when you've come to your senses again Gilbert.

Gilbert Graves: Ugh. That's awful! Can I decide where I run to?

GM: Sorry Gilbert, you aren't thinking clearly at the moment. You just feel as if you've got to get away. In fact, you spend your round running off into the storm. Fiona, you can act at initiative 5. Don't forget the -2 to-hit modifier due to visibility.

Fiona Gray: Gilbert's run off?! I attack this thing again! (Fiona rolls.) I got a 15 with my short sword and a 4 with my dagger.

GM: The short sword hits. Roll for damage.

Fiona Gray: 5 more points! Does it fall?!

GM: No, it doesn't. However, you've really injured it Fiona. It screams in pain. Umbrage, you may act at initiative 4.

Umbrage Valasco: I will jump out of the cart and pummel this thing. (Umbrage rolls to attack.) I got a 15, I hit it!

GM: Did you apply a -2 modifier due to the limited visibility?

Umbrage Valasco: Oh. No, I didn't. I guess I got a 13.

GM: Sorry that's a miss, Umbrage. And, to make matters worse, just as you attack the figure, you see another one step from behind the cart and attack Fiona. (The Game Master rolls.) Fiona, your dodge score is 13? It hits you once with a large sword for 5 points of damage. You leather armor absorbs one point, however, so you are reduced from 12 to 8 health points. -It's initiative everyone.

Gilbert Graves: Should I roll?

GM: Sure, you can roll Gilbert. However, you are most likely to spend this round running.

The players roll initiative with Gregory, Fiona, Umbrage and Gilbert getting 4, 9, 9 and 3 respectively. The Game Master rolls for two khulek this round. The wounded one gets an 8, the other gets a 5.

GM: Fiona and Umbrage, you may both act at 9.

Fiona Gray: Ok, first off, I want to use my Feint discipline against this new attacker.

GM: Good idea, Fiona. Roll 1d20 and see if it works.

Fiona Gray: (Rolls) I got a 17 which is greater than this thing's dodge score, isn't it?.

GM: Yes, it is Fiona, nice roll. Your Feint worked.

Fiona Gray: That means I've got a +2 dodge against this thing for the rest of the round!

GM: That's right, Fiona. Ok, you can attack.

Fiona Gray: I attack the one that just hit me! (Fiona rolls.) I got a 19 with my sword and, oh no! …I got a 1 with my dagger. -That's a critical fumble!

GM: Ok, Fiona you stumble badly, giving your opponent one extra attack. However, the 19 with your sword is a hit. Roll that damage first.

Fiona Gray: 4 points.

GM: You wound him Fiona. (The Game Master reduces the khulek's health points from 15 to 11.) He'll get his critical fumble attack at initiative 8. Umbrage, you still need to act.

Umbrage Valasco: You should have attacked the badly wounded one, Fiona. Well, I will attack him. I get two attacks this round. (Umbrage rolls.) I got a 6 and a 17. That's one hit for …7 points of damage!

GM: Great job, Umbrage. You're Blood Rage spell really helped. You clobber the tall figure and send him to the ground.

The players cheer.

GM: It's initiative 8, and Fiona's opponent gets its critical fumble attack. (The Game Master rolls one on-hand attack for the khulek, getting a 14.) Fiona, it just missed you. That Feint of yours worked.

Fiona Gray: Hah! That's great.

Gilbert Graves: Am I still running away, even though the one that scared me died?

GM: Yes Gilbert, you are still overcome with fear. Also, you don't know what's going on with your companions. You can't see much of anything right now, it's dark and sand is blowing everywhere. -I'll tell you when you stop running. We are now at initiative 5. Fiona, your opponent attacks you with his sword. (Game Master rolls.) Well, despite your Feint, it hit you once. Ouch. You take 7 points, which is reduced to 6 by your armor. You have 2 health points, Fiona. You're looking bad. Gregory, you can act at 3.

Fiona Gray: Help us, Greg! Er, Gregory. Do something!

Gregory Vrill: Well, my spells haven't been too effective on them. I'll cast Shimmering Armor on myself.

GM: That's fine, Gregory. You are enveloped in shimmering planes of light. Your spell adds to the candlelight and brightens the area within and behind your cart a bit. Due to your spell, your dodge score is now effectively 16. Gilbert, you continue running for your action. Umbrage, Gregory and Fiona, you hear another scream from near the front wagon. -It's initiative everyone.

The players roll initiative with Gregory, Fiona, Umbrage and Gilbert getting 11, 7, 4 and 4 respectively. The Game Master rolls for two khulek this round. The wounded one gets a 6 and another one coming around from the front wagon gets a 5.

GM: Gregory, you have it with an 11.

Gregory Vrill: I hope Gustaff and the other two are alright. I'll hop out and join the fray. I attack the remaining opponent on Fiona with my broadsword. Ugh, I get a 5.

GM: This just isn't your day, Gregory. Fiona, you may go at initiative 7.

Fiona Gray: I am going to Feint against this guy again (Fiona rolls.). Argh, I got a 6. That's definitely lower than its dodge score, which means my Feint doesn't work this round. Oh well, I'm attacking him anyway. I've got an 8 with my short sword and a 20 with my dagger! Ha, critical hit! (Fiona rolls 1d4 + 2 twice for damage.) 7 points, not bad.

GM: You've stuck him good, Fiona. (The khulek is now at 4 health points.) However, now it's his turn. He's trying to return the favor and… he hits you twice!

The players gasp.

GM: Fiona, you take 7 more points of damage, even after your armor absorbs one point from each blow. You've been reduced to -5 health points! Fiona, your endurance score is 10, right? You are lucky. If you were reduced to -6 health points, you would have died. Still, you are unconscious and look awful. You'd better hope your companions can win. Unfortunately, just after you fall, another one of these humanoids rushes into the light. Gregory, he attacks you with a curved sword! …Lucky for you, he misses. Umbrage, you may go now at initiative 4. Gilbert, sorry but you are still running away in fright.

Gilbert Graves: This is awful.

Umbrage Valasco: I am going to attack the wounded one that knocked Fiona out. I got a 15. That's a hit right?

GM: Just barely, Umbrage. Nice one. Roll your damage.

Umbrage Valasco: Hah, 8 points! That's maximum damage!

GM: You've done it again Umbrage. You knock another one to the ground! Alright, it's initiative.

The conscious players roll initiative with Gregory, Umbrage and Gilbert getting 10, 2, and 6 respectively. The Game Master rolls for the remaining khulek and gets a 9.

GM: Gregory, you have it with a 10 initiative.

Gregory Vrill: I swing on the new opponent with my broadsword. Great, I got an 18! It takes 4 points of damage! Heh heh.

GM: Nice, Gregory. You stick him good. Looking scared, the remaining attacker runs off at initiative 9. Umbrage you have yet to act, do you want to take one on-hand attack in response to the retreat?

Umbrage Valasco: Of course! However, I got a 6. That's a miss. I guess it gets away.

Gilbert Graves: What about me?! What am I doing?

GM: Well Gilbert, you are still running about the darkness, but you're starting to think more clearly.

Gregory Vrill: Is it initiative again?

GM: No. Not at the moment anyway. After the last figure ran into the darkness, you don't see anything but yourselves. Also, you don't hear anything but the howling of the wind.

Gregory Vrill: Hmm. Umbrage, I think we should see if Gustaff and the others need help while our spells are still functioning. Let's hurry to the front wagon!

Umbrage Valasco: Wait, Gregory. Who are you, really? First let's get Fiona safely inside this cart. That thing could come back. Also, we should take that enchanted candle with us.

GM: What do you two do?

Gregory Vrill: Umbrage is right. Ok, we will first lift Fiona back into the cart. I then take the candle and close the cart door. We will then slowly move up towards the front wagon.

GM: Fine. Putting Fiona into the cart takes you about two combat rounds of time. Umbrage you've just 3 rounds, or 30 seconds of your Blood Rage spell left. You slowly move up to the front wagon…

Gilbert Graves: Wait, I want to join them. Can I come back?

GM: Gilbert, unfortunately due to the sandstorm it's very hard to see anything. Try to make a Perception check of 14.

Gilbert Graves: Ok. No good. I got a 12.

GM: Sorry Gilbert, at the moment you can't see a thing. You're not even sure which direction the caravan is at the moment. Is there something else you want to do?

Gilbert Graves: Hmm. I could shout to them, maybe they will hear me. However, I might attract more of those things. No, I am just going to sit down and stay quiet. I think I might have to wait this out.

GM: Ok, Gilbert. Gregory and Umbrage back to you: The two of you slowly begin to move to the front wagon. To your horror, as you approach the front you find both horses attached to your cart have been killed. Lying next to the horses is one of those attackers and what looks to be the body of Stephos.

Gregory Vrill: Is he alive?! I check Stephos. But I'm keeping my eye out for those things too.

GM: Unfortunately, Stephos is dead. As for 'keeping an eye out', even with your enchanted candle's light, it's difficult to see more than several feet in front of you.

Gregory Vrill: Is there anything else around? We'll look inside the wagon, and then walk around the front.

GM: Looking inside the wagon, you just see some supplies. There are some crates, as well as some bags. There is also a bloodied knife in there.

Gregory Vrill: Ok, we'll go around to the front. We are being very careful.

GM: Alright, you and Umbrage slowly walk around to the front of the wagon. There you find that both lead horses have been killed as well. Also, you find Nicolli on the ground. He's dead too. Umbrage, you're Blood Rage spell has now ended.

Gregory Vrill: Oh no, this is bad. We don't see Gustaff anywhere? There aren't any more of those humanoids?

GM: No, it seems you and Umbrage are alone. It's very eerie, actually. It's dark, very dusty, and the wind is all you hear. What would you two like to do now?

- - -

Here we end our example of gameplay with the party in a precarious situation. Multiple pressing questions and decisions now face the characters: Will the raiders come back? How long will the sandstorm last? Can Gilbert successfully rejoin the party? Will they continue on their current course or return home? Will they conduct a search for Gustaff?

Obviously, even a short session can provide many challenges and opportunities for the players. This is what makes roleplaying games unique. A good game will soon take on a life of its own, becoming a collaborative story that develops as a consequence of the Game Master's and players' interactions.

Game Master's Section

Skill Points & Character Skills

Skill points are the currency of character experience. In general, PCs are granted skill points by the Game Master as a reward for their efforts and accomplishments during gameplay. Concurrently, as characters spend skill points to acquire new disciplines and proficiencies, the acquisition of skill points translates into a character's growth due to practice and experience. As a general rule, skill points should be awarded to characters at the end of each game session, or occasionally at the end of an adventure if a game session ends in the middle of an ongoing exploit.

Awarding of Skill Points

The rate at which characters are awarded skill points is ultimately left to the Game Master. However, as a general rule, a successful game session should award a character between 3 to 8 skill points. As an example, a character hired to find and capture an assassin might earn 3 skill points if the assassin is easily found and captured. However, if the assassin must be tracked across the country and extracted from his guarded lair, 7 skill points may be awarded.

Characters should not only be awarded skill points for achievements, but also for the quality of the player's gameplay. Good gameplay on behalf of a player means remaining engaged, actively working to keep the game enjoyable, and developing and maintaining a consistent and compelling character personality. Thus, based upon a player's performance, the Game Master might adjust the number of skill points awarded to his or her character. Using the previous example, the character easily locating and capturing the assassin might earn 4 or 5 skill points if he stayed true to his persona and helped to make the game fun and exciting. Conversely, although the character might have traveled far and battled hard to capture the assassin, he could earn just 4 or 5 skill points if the player's performance was lack-luster, counter-productive, or if the character was played with little or inconsistent personality.

As mentioned, it is up to the Game Master to decide how many skill points a character may earn after an adventure. However, some examples of rewards are provided based upon successful gameplay:

1 skill point: The character successfully negotiates to obtain the character party passage upon a ship without alerting the local militia of their escape.

1 skill point: The character wins a bar-fight.

1-3 skill points: The character survives gladiatorial combat.

2-3 skill points: The character survives a bandit attack, and succeeds in protecting the caravan's valuable cargo.

2-3 skill points: The character sneaks into the mayor's house and steals a valuable painting.

2-4 skill points: The character frees his companion from jail.

3-4 skill points: The character locates a witch that has been capturing local children, and slays her in combat.

4-5 skill points: The character finds a band of gnoles plaguing a trade route, and returns with their chieftain's head for a reward.

5-6 skill points: The character discovers the location of an ancient library, and sells some uncovered tomes to a Hermetic guild.

5-7 skill points: The character raises a locale militia, and leads a successful revolt against a tyrannical feudal lord.

6-8 skill points: The character uncovers a local demon worshipping cult, fights the members and a demon, and discovers a powerful artifact.

Note: It should be stressed that these are only suggestions of skill point rewards. The Game Master may alter skill point rewards based upon his or her own designs for character advancement.

Awarding skill points to the character party: When awarding skill points to multiple characters, many Game Masters choose to simply give an equal number of skill points to each character. For example, after the character party fended off a pirate attack, the Game Master might give each 3 skill points to each PC involved. Awarding skill points equally has the advantage of being simple, and it usually diminishes the chances of a player feeling hurt due to uneven rewards.

On the other hand, equally awarding skill points to the character party can overlook one player's extraordinary behavior, or unfairly reward the unexceptional gameplay of another. For this reason some Game

Masters grant skill points on a character-to-character basis. However, if you choose to use this method, it is suggested you first award a base number of skill points to the entire party. Following this, then add 1 or 2 more skill points to the most outstanding of characters, making sure to note why they deserve such recognition. Overtly rewarding positive gameplay is usually much more successful than explicitly penalizing substandard play.

As the Game Master, it is up to you to decide how skill points will be awarded during your campaign. However, more important than the choice you make, is that you remain consistent with this method once you have decided.

Character skill levels: Each time a character gains more 20 skill points, he or she advances to a new skill level. Characters begin at the 1st skill level with 0 earned skill points. As provided in the Player's Section, the following table indicates how characters increase in skill level, and the types of skill points they earn at each new level.

Table 3.1.1: Skill levels and skill points

Total skill points earned	Skill level achieved	Discipline points earned	Proficiency points earned
-	1	-	-
20	2	12	8
40	3	13	7
60	4	14	6
80	5	15	5
100	6	16	4
120	7	17	3
140	8	18	2
160	9	19	1
180	10	20	-
200	11	20	-
220	12	20	-
240	13	20	-
260	14	20	-
280†	15	20‡	-

† 20 skill points per level thereafter.
‡ 20 discipline points earned per level thereafter.

Skill point expenditures: Skill points earned between levels may only be spent upon achieving the next level.

Characters may only spend skill points at the Game Master's discretion. That is, if a character wishes to spend newly granted skill points on a new discipline or proficiency, the Game Master must decide if the environment permits the character to do so. Unspent skill points may be saved indefinitely until used. For example, if a character earned enough skill points to achieve a new skill level at a mountain fortress, it is unlikely he could spend them upon his Swimming proficiency.

As Game Master, it is up to you to decide if conditions permit the acquisition of new knowledge and skills. However, remember that characters work hard to gain their skill points. It is therefore suggested that characters be able to train themselves in most skills with limited difficulty.

Training time: Acquiring new skills should not be automatic. Generally it is assumed the character has put some work towards a new skill before spending skill points. However, it is also suggested characters need to spend some time in practice or training when acquiring or improving a skill. As a general rule, a character should spend one day in training for each skill point spent upon a new discipline or proficiency. For example, if the character wished to learn the Disarm discipline (10 skill points), he would need to spend 10 days training in order to perfect his new skill.

Available disciplines and proficiencies: As the Game Master, you may decide that some skills are unavailable within your particular campaign setting. For example, in a world abandoned by the gods, you may wish to prohibit all Faith magic and Ritual magic skills entirely. Conversely, you may wish to create new skills that are not provided here (see Optional Disciplines and Proficiencies section). However, if you choose to modify the available skill list, it is suggested you do so before beginning the campaign. Furthermore, every player should be aware of which skills are or are not available prior to character creation.

Mechanics of Character Proficiencies

As explained in the Player's section, the use of a proficiency typically requires the character to make a proficiency check. A proficiency check is made by rolling 1d20 for each grade of the character's proficiency, discarding all but the highest rolled dice (see Skills & Skill Points section for details). For example, were the character to have the Tracking proficiency grade IV, he would roll 4d20 when making a Tracking proficiency check. If making a check, the dice showed 2, 12, 13, and 17, the result would be 17. After applying any modifiers, if the check results in a number equal to or greater than a target number provided by the Game Master, the check is successful. If the check results in a number less than the target number, the check fails.

Example: A character with Religious Knowledge grade III wishes to identify the holy symbol of an ancient religious sect. As the cult has been extinct for some time, the Game Master determines that a target number of 13 is necessary for revealing the provenance of the symbol. The character rolls 3d20 with a result of: 1, 7, and 14. The 1 and 7 are discarded. Thus, the final result of the character's Religious Knowledge check is 14; the character succeeds in correctly identifying the holy symbol.

Natural 1's and 20's: As mentioned in the Player's Section, whenever a proficiency roll results in a natural 1, regardless of any modifiers, the check is considered an automatic failure. Conversely, any proficiency check roll resulting in a 20 is considered an automatic success.

Refereeing Proficiency Checks

Proficiency checks are one of the most commonly used mechanics during gameplay. However, unlike many game mechanics, each use of a proficiency by a player character requires a judgment call by the Game Master. In the following section, we provide information regarding the refereeing of proficiencies, as well as an in-depth treatment of each character proficiency.

Proficiency check target numbers: As previously stated, the Game Master assigns higher target numbers to proficiency checks to reflect difficulty, whereas lower target numbers are assigned to reflect simplicity of a task. As an example, the character leisurely climbing an oak tree might be given a target number of 5 for his Climbing proficiency check, whereas the character ascending a castle wall in a blizzard might be given a target number of 16.

As the Game Master, it is up to you to assign target numbers for all proficiency checks. However, it should be stressed that target numbers should be fair, and most importantly, target numbers should be consistent. In fact, it might be worth making note of target numbers as they are assigned, so that future target numbers are in-line with those previously used. A rogue that has recently climbed a castle wall of

target number 10 would be unhappy to find a simple fence within had a target number of 12!

It is also worth mentioning that although there are no upper limits for target numbers, target numbers of greater than 20 are rarely necessary. Only in extreme cases, (as when a character is attempting the extraordinary), should a target number of 21+ be given. In fact, in such situations, it is often appropriate for the Game Master to simply tell the character the attempt cannot succeed and to move on. That being said, a target number of 23 or 24 might be used when only the most skilled character should have any chance at all of succeeding. Even so, it should be remembered that a natural 20 will give any proficient character a chance of success in these circumstances.

Here a table is provided to aid a Game Master in assigning proficiency check target numbers:

Table 3.1.2: Proficiency check target numbers

Difficulty of task	Proficiency target number
Average, straight-forward	5-9
Difficult, involved	10-14
Unlikely, complicated	15-19
Incredible, amazing	20+

Note: In addition to environmental factors, a proficiency check target number might also be adjusted by other influences, such as worn armor, magical items, spells, resources or lack thereof, time constraints, etc.

Remember, as the Game Master it is up to you to determine when proficiencies can and cannot be applied. Proficiency checks should only be used when they aid the roleplaying experience. When the result of a proficiency check has little to do with the story, or when a success or failure would be extremely detrimental, simply state the circumstances and move along.

Proficiency checks without target numbers: In cases where success or failure is not absolute, proficiency checks may be made without target numbers. Here, the result of the check indicates not absolute success or failure, but how well the character performs the task. For example, a character attempting to hide in the shadows of a darkened street might easily go unseen by a drunken peasant. However, it might be much more difficult to avoid the attention of a patrolling city guard. Rather than the character make a Stealth check for each individual that might pass by, the result of his Stealth denotes how easily or difficult it is for passersby to detect him.

In cases where a character makes a proficiency check without a target number, the Game Master may apply modifiers to the character's check to indicate the difficulty of the task. For example, were a character to use Stealth to hide in a well-lit laboratory, the Game Master might apply a -3 modifier to the character's check to reflect the undesirable light conditions.

Related attributes: Each proficiency is related to one attribute. For example, the Acrobatics proficiency is related to the agility attribute. Thus, a high agility may benefit a character's Acrobatics proficiency checks. Conversely, a low agility score would penalize a character's Acrobatics proficiency checks. For these proficiencies, a character's attribute score may apply a modifier to the final die result of a proficiency check. The modifier of a related attribute score upon a proficiency check is such:

Table 3.1.3: Proficiency check attribute modifiers

Attribute Score	Proficiency modifier	Attribute Score	Proficiency modifier
1	-4	12-13	-
2-3	-3	14-15	+1
4-5	-2	16-17	+2
6-7	-1	18-19	+3
8-11	-	20	+4

For example, in the case of the Climbing proficiency, the related attribute is agility. Thus, a character with an agility score of 14 would have a +1 modifier to all Climbing proficiency checks.

Example: A character with a 14 agility attribute score and a Climbing proficiency of grade II, attempts to climb a wall with a target number of 9. He rolls 2d20 with a result of: 1, 8. The 1 is dropped. Thus, the final roll result is 8. However, as the character has a +1 agility-related proficiency modifier due to his 14 agility score, the final Climbing proficiency check result is 9. Therefore the character succeeds in climbing the wall.

Proficiency check failures: As a general rule, once a specific proficiency check is failed, all further checks made by the same character to attempt the same task will fail. If this were not the case, a character failing to pick a lock might simply roll until a success was indicated. Thus, it should be understood that a failed proficiency check does not necessarily represent one failed attempt at the task. In fact, a failed proficiency check is more accurately seen as a character's inability to perform the task at hand.

That being said, there are some circumstances where a character might be allowed to reattempt a task even after failing a prior proficiency check. For example, if a character that failed to pick a lock with only a toothpick was subsequently provided the appropriate lock-picking tools, it is reasonable that an additional Lock-picking check could be made. However, reattempts of a previously failed proficiency check *must* reflect a substantial change in circumstances. As such, a player stating: "I would like to try that again. However, this time I take my time." does not constitute a compelling argument for an additional proficiency check.

Note: Upon achieving a new skill level, and/or spending more skill points on the proficiency, a character may attempt a failed proficiency check once again. Even so, it should be noted that spending additional skill points on a proficiency implies at least a minimum of training, which will likely take several days time.

Non-proficient checks: At times, characters may wish to attempt an action or draw upon knowledge that is covered by a proficiency they do not possess. This is reasonable. For instance, although a character may not have the Local Knowledge proficiency, it does not imply the character has no knowledge of his hometown at all. Thus, proficiency scores do not simply reflect possession of a skill or expertise. More accurately, a proficiency score reflects an uncommon degree of skill or expertise in that particular talent or subject.

For this reason, all characters may attempt 'non-proficient checks' in most proficiencies they do not possess. Nonetheless, these attempts are very limited, as they may only roll 1d10. This non-proficiency may be considered as proficiency grade 0. In the case of non-proficient checks, a natural roll of 10 is *not* considered an automatic success. However, a natural 1 rolled on a non-proficient check is considered an automatic failure.

Often, non-proficient checks may not be made for tasks requiring a high target number. For example, a character without the Climbing proficiency cannot successfully climb a wall that requires a target number of 13. This should be obvious, as any 1d10 result will be 1 to 10. However, it is possible a bonus may be applied by a related-attribute score, or possibly via a magical effect. In these instances, a target number of 13 or 14 might be achievable by a non-proficient character.

Similar to proficiency checks, if a non-proficient check fails, the character may not successfully attempt that specific task again until achieving the next skill level. As previously stated, non-proficient checks may not be made for proficiencies that have a prerequisite skill, such as the Dweomercraft proficiencies, or when it is stated explicitly, as for the Healing proficiency.

Use of multiple proficiencies: Occasionally multiple proficiencies may be used for the same effort made by a character. For example, if a character wanted to know the name of a mayor of a small town, the World Knowledge, Regional Knowledge and/or Local Knowledge proficiencies might apply. In these instances, it is suggested characters be able to use all proficiencies available to them that might result in a successful check.

Still, it should be stressed the Game Master alone must determine which proficiencies are applicable to any given situation. Furthermore, each proficiency must be given a unique target number. In the example above, in order to recollect the name of a small town mayor, a World Knowledge check of 16, a Regional Knowledge check of 12, or a Local Knowledge check of 8 might indicate success.

Sometimes a task might allow for use of multiple proficiencies, but with each success resulting in a different outcome. For example, if the players were walking upon a wilderness path, the Game Master might ask the characters to make a Tracking check of 10, a Perception check of 11 or even a Wilderness Lore check of 13. In each case, success indicates the character recognizes a trail of faint footprints. However, whereas Perception only identifies the presence of the footprints, and Wilderness Lore is able to identify the creature as bipedal, only the Tracking proficiency could reveal the tracks were left by a large limping ogre, traveling south two days previous.

In all circumstances, it is ultimately up to you, the Game Master, to determine when each proficiency may be used and what a successful proficiency check indicates.

Note: Non-proficient checks may never be used in addition to proficiency checks.

A Treatment of the Proficiencies

A general description is provided for each proficiency in the Player's section. Here we provide a treatment of each skill from the perspective of the Game Master. Included are examples of how the skill might be used by players, and how possible outcomes might be refereed.

Acrobatics: The Acrobatics proficiency is somewhat self-explanatory. Any character with the proficiency possesses remarkable balance and athleticism. Typically Acrobatics checks should be required whenever

an average person might be challenged by unstable footing, vertigo-inducing circumstances, or when he or she attempts to swing, tumble or leap in a manner that requires precision. Remember, walking a 2 ft. wide beam upon the ground is quite different than walking the same beam across a 100' deep chasm.

In addition to gymnastic feats, the Acrobatics proficiency enables a character to minimize or prevent damage that would be sustained from a fall, either by landing correctly, or slowing one's descent by the use of friction and handholds. In general, creatures suffer 1d8 for every 10' they have fallen, assuming they land on a hard, even surface.

In the event of a successful Acrobatics check, a character suffers only 1d4 points of damage for every 10' fallen instead of 1d8. For example, if a character with the Acrobatics proficiency falls 40', he or she will suffer 4d4 points of damage if a successful check is made or 4d8 points of damage if the check is failed. As a general rule, a target number assigned to a Acrobatics check will be 2 for every 10' fallen (rounded to 10') up to 100', to a maximum base target number of 20. For example, if a character fell 38', he would need to make a Acrobatics check of 8. A fall of 51' would require a Acrobatics check of 10. Target numbers assigned to Acrobatics checks may also reflect the surface below, the slope of the descent, or the opportunity for the character to slow his or herself.

Worn armor modifies all Acrobatics checks. However, armor may absorb falling damage. In addition to effects of armor, the Game Master may consider the equipment carried by the character when calculating Acrobatics proficiency check target numbers.

Typical Acrobatics target numbers are: rope ladder: 6, standing in a canoe: 8, walking atop of the city wall: 10, swinging across a chasm: 13, walking a tightrope: 16, carrying a fallen companion while walking atop a city wall: 18.

Agriculture: The Agriculture proficiency regards the cultivation of crops and/or management of livestock. As these are typically long-term endeavors, proficiency checks limited to immediate tasks will likely be akin to valuation of beasts of burden, addressing issues of irrigation, and identifying the appropriate crop for a specific climate. In addition, the Agriculture proficiency enables a character to correctly identify and maintain domestic flora and fauna. In general, a character should be required to make an Agriculture proficiency check at the outset of any long-term endeavor, as the consequences of success or failure will likely bear out over the course of a growing season or similar time period.

Typical Agriculture target numbers are: cultivating a vegetable garden: 5, evaluating livestock: 6, cultivating a large-scale crop: 9, establishing and cultivating a new crop: 12, providing adequate crop irrigation in drought conditions: 16.

Ancient History: The Ancient History proficiency indicates the character has atypical knowledge of ancient personalities and events. Although historical knowledge may be political, military, cultural, and/or biographical in nature, the Ancient History proficiency does not necessitate a distinction between these subfields. Typically, a character with the Ancient History proficiency will employ the skill in order to garner new or supplementary information regarding some historical topic. Target numbers will generally reflect the rarity of such knowledge, as well as the resources, both past and present, available to the character. However, it should be stressed that a successful Ancient History check does not indicate complete knowledge of the topic by any means. Instead, a successful check will only guarantee the character accurate and useful information. Ancient History is both ancient and history. Thus, information rendered imperfect or incomplete over the course of time cannot be wholly restored regardless of the skill of the investigating scholar.

Typical Ancient History target numbers are: infamous emperor: 5, important battle: 7, ancient military commander: 11, little known sorcerer society: 14, purpose of an ancient ritual: 18.

Animal Handling: The Animal Handling proficiency regards the care, behavior, and training of a specific type of animal. Proficiency checks concerning immediate tasks will likely include: calming a disturbed or aggressive animal, evaluating the domestication or health of an animal, or inducing a trained animal to attempt an unusual or dangerous task. Actual training of an animal from a wild to useful and dependable temperament will require some resources, and generally an extended period of time. Ultimately, it is up to you, the Game Master, to determine the minimum requirements of a successful training regimen. As stated in the Player's section, training of a wild dog may take several weeks, whereas training an exotic animal such as a griffon might take several months of time. Animal Handling target numbers should be adjusted due to resources, time constraints, and/or the age, quality, and disposition of the animal. It is suggested that when training a new animal, the Animal Handling check be made at the outset of the training. After training for the predetermined time, the character should then be given some non-catastrophic indication of the animal's utility. In the case of failure, further training may be an option if circumstances permit. Typically, additional attempts to train an animal are more difficult than previous attempts, especially when conducted by the same trainer.

Unlike most proficiencies, the Animal Handling proficiency is subdivided into specific classes of animals. Thus, the class 'dogs' might include wolves, fox and domesticated dogs. As the Animal Handling proficiency is limited to one animal class, multiple Animal Handling proficiencies may be purchased. However, possessing Animal Handling for any animal is better than no Animal Handling at all. For example, a character with 'Animal Handling: dogs', would be more capable of calming a nervous horse than a character with no Animal Handling skill whatsoever.

Typical Animal Handling target numbers are: evaluating an animal's training/quality: 5, calming a nervous animal: 7, inducing an animal to run through/jump over flames: 14, training a similar species (i.e. dog vs. cat): 15, training a dissimilar species (i.e. horse vs. bird of prey): 18.

Arcane Knowledge: In many respects, the Arcane Knowledge proficiency may be treated similar to the Ancient History proficiency. Indeed, Arcane Knowledge might be named 'ancient magical history'. As such, Arcane Knowledge indicates extraordinary knowledge of the history of relics, mages, magical items, hermetic sects, curses, magic artifacts, and similar topics. Like Ancient History, the Arcane Knowledge proficiency does not require distinction between these subfields. Character with the Arcane Knowledge proficiency will most often employ the skill in order to gather new or ancillary information regarding some magical topic, symbol or device. Target numbers will generally reflect the rarity of the knowledge, as well as the resources made available to the character. However, like all knowledge proficiencies, a successful Arcane Knowledge check will only result in accurate and useful information; rarely will it provide comprehensive understanding.

The Arcane Knowledge proficiency will not enable a character to decipher Hermetic or Hedge magic runes. However, it is possible the magical nature of the runes may be known. For example, a successful Arcane Knowledge check might reveal that a magical seal is inscribed with symbols of abjuration magic. Similarly, Arcane Knowledge will not enable the utility of magical devices, but may provide insight into the nature of such devices. For example, a character finding a magical staff might employ the Arcane Knowledge proficiency to ascertain the

reputed magical properties of similar staffs. This knowledge will be greatly enhanced if the creator of the staff is known to the character.

Typical Arcane Knowledge target numbers are: recognizing the type of magical runes (Hermetic vs. Hedge): 5, infamous archmage: 8, typical use of a spell component: 10, symbol of a small fraternity of illusionists: 13, creator of an artifact: 19.

Artistic Ability: The Artistic Ability proficiency reflects a character's skill in a particular art form. Like the Animal Handling proficiency, the Artistic Ability proficiency requires the character to select a subcategory such as: painting, writing, sculpture, a musical instrument, or dance. For example, 'Artistic Ability: flute' and 'Artistic Ability: poetry' are both appropriate subcategories of the skill. As a purveyor of a discipline, the character with Artistic Ability also becomes both a scholar and critic. Thus, in addition to using the proficiency to create a work of art, it may also be used to determine the quality of a work, to identify the artist's influences, and as a resource of historical knowledge related to the specific art form.

If a character does employ the proficiency to create a work of art, it is suggested the Artistic Ability check be made after both time and resources have been spent. At this time, the character should then be given a general indication of the work's quality. However, it must be stressed that even a work of extraordinary quality will not necessarily be recognized as such by all who observe it. In fact, it should be remembered that many famous artists struggled to gain recognition and commercial viability for extended periods despite subsequent acknowledgment of their work's intrinsic value.

Artistic Ability checks do not typically require specific target numbers, but the results rather indicate the quality of the work. The Game Master might apply modifiers to the character's check to reflect resources and/or time, however.

Typical Artistic Ability results might indicate: street-art quality: 5, commercial craft: 8, apprentice quality: 10, fine art: 14, major achievement: 17, masterwork: 19, magnum opus: 20+.

Armor-making: The Armor-making proficiency reflects a character's skill in construction, repair, or resizing of armor. Provided with adequate funds, equipment and time, a character can fashion useable armor from raw materials. Armor-making proficiency target numbers should be adjusted due to resources, time constraints, and/or ornamentation. General guidelines for time, cost, and target numbers associated with standard types of armor are provided below:

Table 3.1.4: Armor-making

Armor type	Construction time	Material cost	Target number
Shield, metal	1 week	5 sc	5
Leather	2-3 weeks	10 sc	7
Padded	2-3 weeks	8 sc	5
Studded leather	3-4 weeks	30 sc	9
Ring	4-5 weeks	40 sc	9
Chain mail	5-8 weeks	65 sc	12
Splint	5-8 weeks	66 sc	10
Banded	6-8 weeks	80 sc	14
Plate	8-10 weeks	140 sc	16
Full plate	10-14 weeks	260 sc	17

Note: Although fashioning leather and metal armor is quite different, for game purposes, it is not generally necessary to make this distinction.

Shortages of resources or time, or additional ornamentation will likely increase the target number associated with the Armor-making check. In addition, unusual materials or alloys may affect the difficulty of the task. Conversely, extra time and/or quality materials may reduce the target number applied to an Armor-making check. It is suggested that the character make the proficiency check after both time and resources have been spent. A failed Armor-making check might indicate that further resources are needed for completion (perhaps due to unintended waste), or that the armor is flawed. In most cases, flawed armor may absorb less damage and/or have a more negative impedance score than usually associated with the armor type. For example, a flawed suit of plate armor might only absorb 1d4 points of damage, or have an impedance score of -7. On the contrary, extremely successful Armor-making checks (generally a result of 20+) may indicate a work of unusual quality. In these rare cases, the armor's impedance score might be improved, or the armor may actually absorb more damage than usual. It should be noted however, that finding such suits of armor should be extremely rare, and they will never be found in a public market environment.

Note: In addition to constructing and repairing armor, the Armor-making proficiency may be employed by the character to appraise armor as well.

Climbing: The Climbing proficiency indicates the character is adept at ascending difficult obstacles such as: trees, cliffs, buildings and walls. As Game Master, assigning target numbers to Climbing checks is generally straight-forward. In most circumstances, failure of a Climbing attempt indicates the character falls. 1d4 may be rolled to determine at which point during the ascent the character fell: 1: near the bottom (no significant fall), 2: 1/3 the distance up, 3: 2/3 the distance up, 4: near the top. For example, if a character were to fail climbing an 80' cliff and rolled 1d4 with a result of 2, the character would plummet 27'.

In general, damage suffered from falling upon a hard surface is 1d8 per every 10' fallen to a maximum of 10d8. If a character falls upon a soft or sloped surface, -1 or -2 points of damage may be subtracted from each dice. Conversely, jagged or uneven surfaces might add +1 or +2 to each die rolled.

Typical Climbing target numbers are: tree: 6, rough cliff face: 8, rough city wall: 9, rough city wall with a lame arm: 13, smooth brick wall: 16, wall of ice: 18.

Contacts: The Contacts proficiency indicates the character has a number of useful social relationships within a specific region or locale. As such, the Contacts proficiency might be specific to either one large city, or several hamlets within a culturally unified area. Therefore, it is possible a character may have more than one Contacts proficiency, with each proficiency score relating to a distinct region. Typically, a character can draw upon contacts within these areas for services, aid and/or information. As a Game Master, it is important to require that a character spending skill points in the Contacts proficiency to spend a fitting amount of time in the area in which the contacts are to be established. Furthermore, even after contacts have been made, reciprocity is essential to maintain these relationships. Failure to do so should result in increased difficulty of future proficiency checks, or decrease the quality of the aid provided. Remember, the Contacts proficiency can work both ways. Thus, a well-connected character will likely be approached for services and/or aid just as he might approach others within his network.

Typical Contacts target numbers are: passage upon a sailing vessel: 5, safe house: 8, fence for contraband: 11, informant within a house of government: 14, hired assassin: 17.

Disguise: The Disguise proficiency reflects the character's ability to alter his or her appearance, either through costume, acting or a combination thereof. Using Disguise, a character might attempt something as mundane as blending into a crowd, or as complicated as imitating a well-known persona. Typically, the difficulty of any Disguise attempt is a combination of the complexity of the disguise, and the acuity of the audience to be fooled. Instead of attempting a target number, a character should roll a Disguise check, with the outcome indicating the quality of the disguise.

To perceive individuals using Disguise, a character may use the Perception proficiency (or a non-proficient Perception check). To identify a disguised individual, a Perception check is made with a target number equal to the individual's Disguise check result. For example, to perceive a disguised individual who rolled a Disguise check result of 16, a Perception check of 16 or more must be made.

Using the Disguise proficiency a character may alter his or her own appearance to appear older, weaker, stronger, etc. As a general rule, a character may alter his height by up to 6" decrease his weight by 30 lbs., or increase it by 100 lbs. Disguise checks target numbers may be adjusted due to resources available, complexity of the alteration, or intelligence of the audience.

Typical Disguise check modifiers are: blending into a crowded market: +4, appearing wounded: +2, imitating a non-familiar persona: +2, imitating the opposite sex: -4, imitating a famous persona: -6.

Note: Imitation of a specific persona is nearly impossible if the viewer is extremely familiar with the person being imitated.

Distract: The Distract proficiency indicates a character has the trained ability to direct an audience's attention away from a specific object, person or action, using multiple attention-drawing schemes. However, although the Distract proficiency may be used in conjunction with Sleight-of-hand, the Distract proficiency alone does not enable a character to perform exceptionally dexterous actions as part of the deterrent. For example, employing Distract, a character might draw away a crowd's attention, enabling the switch of a false gemstone for the genuine article on display. However, the Distract proficiency will not enable the character to make such a switch in plain view, as the Sleight-of-hand proficiency might.

Instead of attempting a target number, when using the Distract proficiency a character should roll a Distract check, with the outcome indicating the effectiveness of the distraction.

To resist a distraction attempt, any character or creature present may make a Mental Resistance check with a target number equal to the Distract check result. If the Mental Resistance check is successful, the creature is not distracted. For example, if a character with Distract grade II who rolled 2d20 with a result of 7 was to distract a shopkeeper, the shopkeeper could make a Mental Resistance check of 7 to resist.

As a general rule, if used in conjunction with Sleight-of-hand, a successful Distract check will improve the Sleight-of-hand check by +1 for each grade of the Distract proficiency the character possesses. For example, consider a character with Distract grade II successfully distracts a merchant and then uses Sleight-of-hand to pilfer his coin purse. The character may add a +2 modifier to his Sleight-of-hand roll.

Note: A failed Distract check combined with Sleight-of-hand will generally make the mark suspicious, adding a -4 modifier to the Sleight-of-hand roll.

Dweomercraft (Hedge): As the primary use of the Dweomercraft proficiency is to create new spells, its consequences can be significant and far-reaching. For these reasons, Dweomercraft may be one of the most difficult character skills to referee. It must be stressed that all attempts by a character to create a new spell must first have the explicit approval of the Game Master. As such, the Game Master must be allowed adequate time to review each spell before a character sets out to create it.

Hedge Dweomercraft may only be purchased by characters with Hedge Magic Potential. All spells created with the Hedge Dweomercraft proficiency should therefore fit within one of the Hedge magic schools: alteration, artifice, charm, divination, illusion, or jinxes. Only spells that conserve the spirit of the basic Hedge magic spell list may be made by the Hedge Dweomercraft proficiency. Thus, a Hedge magic spell causing a bolt of acid to shoot from the alchemist's finger should be summarily rejected. On the other hand, a spell causing an object to appear some distance from its actual position might be reasonably considered. As a general rule, newly created spells should be somewhat less potent than those provided in the basic spell list.

Note: It is the Game Master alone who must determine if a spell is appropriate for the campaign setting, and whether not a proposed spell is over-powered or unreasonable. If, as Game Master, you have misgivings about the creation of new spells, or doubt your ability to properly referee the creation of new spells, it is suggested that the Dweomercraft proficiency be removed from the campaign altogether.

The construction of new spells requires a substantial amount of time and resources. If after review it is determined that a character may attempt to make a new spell, the Game Master should provide the character with information regarding the resources and time required for making the spell. As a general rule, time spent making a Hedge magic spell is equal to 2 weeks per Circle of the spell to be created. In addition, it is encouraged that resources be required. These resources may be in the form of rare tomes, access to a library, or actual materials, such as rare ichors, powders or inks that must be consumed in experimentation. Thus, not every location will permit the character to conduct dweomercraft successfully. Although a flat monetary expenditure should not be adequate, a typical cost for creation of a new spell should be (spell Circle)^2 x 100 silver royals to be created. For example, a 3rd Circle spell will cost 900 silver royals, and a 5th Circle spell would cost 2500 silver royals.

Of course, characters may only attempt to create spells of Circles that they can cast. Hedge Dweomercraft checks should be made after the expenditure of all necessary resources. A successful check indicates the new Hedge spell has been created. In addition, the creator of the spell is now able to cast it. Failure indicates that no spell has been created.

Under most circumstances, Hedge Dweomercraft check target numbers are adjusted by the Circle of the spell that is to be created. As a general rule, this target number is 12 plus the Circle of the spell. For example, an alchemist attempting to create a new 4th Circle spell must make a Dweomercraft check of 16. However, an alchemist may increase his or her chances of dweomercraft success by spending more time. It is suggested that for each additional week spent making the spell (to a maximum of 4), the Game Master apply a -1 adjustment the Dweomercraft target number. For example, a character spending 4 weeks to create a 1st Circle spell would need to make a Dweomercraft check of 11. Nevertheless, if resources are not ideal, penalty modifiers may be applied.

If an alchemist character fails to make a spell, the character's next Dweomercraft check to make that spell is modified by +2.

The nature of a particular campaign setting may greatly affect the difficulty of making spells. For example, in a world where magic has been lost for eons, dweomercraft will always be a difficult and intensive undertaking. For this reason, it is strongly suggested that the Game Master feel free to modify the rules concerning dweomercraft as he of she sees fit. However, in such cases, it is advised the Game Master be as consistent as possible, and base his or her decisions upon the nature of the world, rather than simply the desires of those characters wishing to make spells.

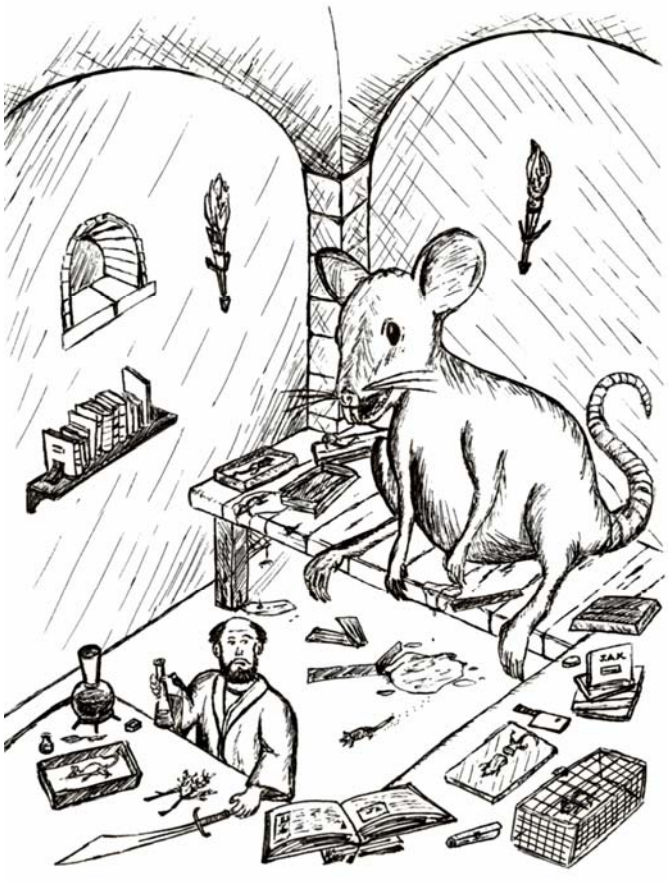
Note: In addition to the creation of spells, Hedge Dweomercraft proficiency checks may be used in the construction of magic potions or scrolls. An explanation of this use of Hedge Dweomercraft may be found in the Creation of Magic Items section.

Dweomercraft (Hermetic): Hermetic Dweomercraft may only be purchased by characters with Hermetic Magic Potential. In most respects, the Hermetic Dweomercraft proficiency resembles the Hedge Dweomercraft proficiency. Furthermore, resources necessary for the creation of Hermetic magic spells are similar to those needed for Hedge magic Dweomercraft. However, the typical cost for creation of a new Hermetic spell should be (spell Circle)^2 x 150 silver royals to be created. For example, a 3rd Circle spell will cost 1350 silver royals, and a 5th Circle spell would cost 3750 silver royals. In general, time spent making a Hermetic magic spell is equal to 2 weeks per Circle of the spell to be created.

Spells created by the Hermetic Dweomercraft proficiency must fit within one of the Hermetic magic schools: abjuration, alteration, annihilation, artifice, astromancy, charm, divination, evocation, horology, metamagic, or summoning. As these schools represent vast spell-making possibilities, the Hermetic Dweomercraft proficiency is especially difficult to referee. Thus, as stated in the Hedge Dweomercraft treatment: If, as Game Master, you doubt your ability to properly referee the creation of new spells, it is suggested the Dweomercraft proficiency be removed from the campaign altogether.

Characters using Hermetic Dweomercraft may only attempt to create spells of Circles they can cast. Dweomercraft checks should be made after the expenditure of all necessary resources. A successful check indicates the new Hermetic spell has been created, and that the creator of the spell is able to cast it. Failure indicates that no spell has been created. Typically, Hermetic Dweomercraft check target numbers are 12 plus the Circle of the spell that is to be created. For example, a wizard attempting to create a new 6th Circle spell must make a Dweomercraft check of 18. Even so, a wizard may increase his or her chances of dweomercraft success by spending more time. It is suggested that for each additional week spent making the spell (to a maximum of 4), the Game Master apply a -1 adjustment to the Dweomercraft check target number. For example, a character spending 6 weeks to create a 2nd Circle spell need to make a Dweomercraft check of 12. If a wizard character fails to make a spell, the character's next Dweomercraft check to make that spell is modified by +2.

As mentioned in the Hedge Dweomercraft treatment, the nature of a campaign setting will significantly affect the Dweomercraft proficiency. For example, in a world where magic is abundant, and several magic guilds exist, dweomercraft may be a somewhat straight-forward undertaking. For this reason, it is suggested the Game Master modify the rules concerning Dweomercraft as he of she sees fit. Nevertheless, it is advised the Game Master be as consistent as possible, and base his or her decisions upon the nature of the world, rather than upon the desires of those characters wishing to make spells.



Note: In addition to the creation of spells the Hermetic Dweomercraft proficiency may be used in the construction of magic potions, scrolls, armor, weapons, wands and artifacts. An explanation of this use of Hermetic Dweomercraft may be found in the Creation of Magic Items section.

Engineering: The Engineering proficiency reflects a character's ability to plan, construct, or repair large scale projects of wood, earth, metal and stone. Bridges, towers, watermills, ramparts, and siege machines are all examples of possible engineering projects. Of course, a character with the Engineering proficiency will not be able to construct such works single-handedly. However, using the Engineering skill, the character may effectively employ and direct a labor force to accomplish the task at hand.

A character should be required to make an Engineering proficiency check at the outset of any project, as the consequences of success or failure might arise during resource appropriation, construction, or even initial use. In the event of complications, additional checks may be necessary in order to troubleshoot these setbacks. As the range of projects a character might undertake with the Engineering proficiency is great, it is left to the Game Master to determine the resources and time required for any particular project. However, as a general rule, most engineering projects are both costly and time consuming by definition. Of course, Engineering check target numbers may be adjusted due to resources, time constraints, or complexity. Failed checks may indicate that further resources are needed for completion, or that the project is flawed, and may have structural or mechanical deficiencies.

Typical Engineering target numbers are: rampart: 5, small cottage: 7, stone bridge: 10, wooden fort: 12, siege machine: 15, stone tower: 16.

Extra-planar Knowledge: The Extra-planar Knowledge proficiency reflects a character's study of extra-planar places and their denizens. In general, characters with the Extra-planar Knowledge proficiency may employ the skill to gain new or supplementary information regarding a personality, event, organization, place, or creature native to one of the outer Realms. For example, the Extra-planar Knowledge proficiency might be used to understand the culture of a clan of daevas, or to identify the location of a labyrinth within the Realms of Perdition. Target numbers assigned to Extra-planar Knowledge proficiency checks should reflect the rarity of the information desired, as well as the resources available to the character conducting the research. Like all knowledge skills, a successful Extra-planar Knowledge check should not impart comprehensive information or understanding. Instead, a successful Extra-planar Knowledge check will only provide accurate and useful, yet incomplete information.

Typical Extra-planar Knowledge target numbers are: natural environment of a plane: 5, city within another plane: 9, name of demon lord: 16, location of an ifriti castle: 19.

Gambling: The Gambling proficiency reflects a character's familiarity and skill with various games of chance and betting upon them. In addition, the Gambling skill indicates the character has an advantage over lesser skilled opponents when playing these games. As such, using the Gambling proficiency, the character may improve his or her odds of winning, or at the very least, hedge his or her losses. A character with the Gambling proficiency does not need to cheat to practice this skill. However, the character employing the Gambling proficiency will be more likely to notice cheating and should be aware of the odds, whether his or her handicaps are legal or otherwise. Nonetheless, a character with a Gambling proficiency may increase his odds through foul play. If a character wishes to do so, related Gambling check target numbers should be adjusted based upon the specific circumstances and the skill of his or her opponents. As the Gambling proficiency comes with the promise of easy spoils, it is a proficiency apt to be abused. Thus, when refereeing Gambling proficiency checks, it is important to balance the risks and gains associated with the attempt. For example, impromptu games of chance at an inn will likely result in easy wins, but meager gains. Conversely, a high stakes game amongst members of a criminal organization will guarantee great risks and rewards.

If a gambling character opts to cheat, the Sleight-of-hand proficiency may be used in combination with the Gambling proficiency. If used in conjunction with Gambling, a successful Sleight-of-hand check will improve the Gambling check by +1 for each grade the character possesses in the Sleight-of-hand proficiency. For example, consider that a character with a Sleight-of-hand grade of III attempts to cheat while gambling at cards. After the character makes a successful Sleight-of-hand attempt in front of his opponents (perhaps sleeving a card), the character may apply a +3 modifier to his associated Gambling proficiency check.

Most often, gambling opponents may simply go head-to-head and roll their proficiency check dice, with individual with the highest result taking the most spoils.

Gambling target numbers may be used when playing against the house, or modifiers may be applied to reflect conditions such as: a drunken opponent: +2, crooked house: -4, ill-stacked deck or weighted dice: -6.

Note: A failed Sleight-of-hand check combined with Gambling will at the very least make the mark suspicious, adding a -4 modifier to the Gambling roll. However, in front of a veteran gambler, such a botched attempt will certainly be regarded as cheating.

Healing: The Healing proficiency allows a character to restore lost health points to him or herself, or another injured person. In general, it is not necessary to adjust Healing proficiency checks or assign target numbers. As explained previously, a Healing check roll result typically indicates the following:

1-4: No healing.
5-9: 1 health point restored.
10-14: 1d2 health points restored.
15-19: 1d3 health points restored.
20+: 1d4 health points restored.

For example, a character rolling a Healing proficiency check of 10 would heal the recipient 1d2 health points. Every Healing attempt should take a minimum of 2 rounds (20 seconds). For particularly grievous injuries, this time may be extended. It is also possible that a modifier might be applied to the character's Healing proficiency check if extra time is allotted for the treatment.

A Healing attempt may be made only once per day on any individual. However, a second Healing check is possible the same day if the recipient is subsequently injured after the first Healing check was made. As Game Master, you may require that bandages, salves, splints, and other first aid equipment be required for Healing proficiency checks. Healing cannot be performed by non-proficient characters.

Heraldry: The Heraldry proficiency reflects a character's knowledge in symbols and their use in representing groups, peoples, organizations, or at times, to convey other information. As such, a character might employ Heraldry to identify a family name associated with a coat-of-arms, the religion of a priest by the style of his cassock, or the symbol associated with a secret hermetic sect. In addition, the Heraldry proficiency may be used to determine less specific meaning associated with symbols that are employed by multiple groups. For example, the character might reveal that the recurrent theme of an eye is typically associated with matters of learning or revelation.

Typical Heraldry target numbers are: symbol of a major religion: 5, coat of arms of an illustrious family: 7, merchant emblem: 8, icon of a large crime organization: 11, dress of a secretive ritualistic sect: 17.

Herbalism: The Herbalism proficiency reflects a character's knowledge of useful plants and fungi. In general, a successful Herbalism check will enable a character to correctly identify flora or fungus, or to locate a desired specimen if conditions permit. Furthermore, in environments where vegetation is abundant, a successful Herbalism proficiency check might provide food for 1d3 individuals for one day.

In addition to sustenance, some plants and fungi have intoxicating, healing, or medicinal effects. In general, these herbs should be scarce, mild, and will likely include unfavorable side-effects. For example, consider that a character locates a rare mushroom that acts as a stimulant when eaten. In game terms, characters consuming this mushroom might get a +1 to their agility score for 2d10 rounds. However, unless the character consuming the fungus makes a successful Physical Resistance check, he or she might also suffer a -2 to their intellect score for a similar duration. As a general rule, the effects of such herbs should never be as powerful as magic potion, or as a 1st Circle spell. Furthermore, these herbs should be difficult to find, and very expensive if purchased.

Typical Herbalism target numbers are: jungle: 6, temperate forest: 8, finding a medicinal herb in average conditions: 10, desert: 14, rare exotic fungus: 18.

Inspire: The Inspire proficiency reflects a character's exceptional ability to motivate allied soldiers or companions. Typically, the Inspire proficiency may only be used in combat. If successful, an Inspire check will improve a character's ally's to-hit rolls, Physical Resistance, and Mental Resistance checks by +1. To inspire his companions, a character *must* combine the check with one bold or inspirational action. Such an action may be: leading an attack, resisting an onslaught of spells, or boldly exposing oneself to the enemy's wrath. In all cases, the Game Master determines whether an action is sufficient for an Inspire proficiency check. Inspire is prone to character abuse, it is important the Game Master reserve attempts to extraordinary (or at least uncommon) circumstances. As a general rule, the Inspire proficiency should only be allowed a maximum of one time per combat. Furthermore, Inspire should never be allowed when the character and his companions obviously have the upper-hand in a battle.

Once inspired, a character's allies will benefit from these bonuses for 2 rounds for every grade of the character's Inspire proficiency. For example, a character with an Inspire proficiency grade II may inspire his companions for 4 rounds. Even in extraordinary circumstances, Inspire may only be performed once per hour. The Game Master may adjust Inspire check target numbers based upon the severity of the situation, the present morale of the troops, or the reputation of the character using the skill. Employing the Inspire proficiency does not constitute an action in combat. Inspire cannot be performed by non-proficient characters.

Typical Inspire target numbers are: the recent appearance of additional support: 6, the character survives an extraordinary attack: 8, the odds of each side are even: 12, the character suffered a recent defeat: 15, a leading companion has recently fallen: 17, the objective appears suicidal: 20.

Note: The character making the Inspire check does not benefit from the skill. The Inspire and Intimidate proficiencies may be used in combination. However, the initial bold actions combined with each proficiency attempt must be entirely distinct. In rare instances the Inspire proficiency may be used outside of battle. For example, a sea captain might employ the skill to hearten his sailors before an oncoming storm.

Intimidate: The Intimidate proficiency reflects a character's exceptional ability to frighten or demoralize opposing forces. In many respects, Intimidate is similar to the Inspire proficiency. Similarly, Intimidate may generally only be used in a combat situation. However, when employed in combat, a successful Intimidate check will decrease a character's opponent's to-hit rolls, Physical and Mental Resistance rolls by -1. Like the Inspire proficiency, a character wishing to make an Intimidate check must combine the check with one bold action against the enemy. This action may include (but is not limited to): charging into a dangerous fray, surviving a powerful attack, grievously wounding an opponent. In all cases, the Game Master will determine whether an action is sufficient for an Intimidate proficiency check.

Once successfully intimidated, a character's enemies will suffer from these penalties for 2 rounds for every grade of the character's Intimidate proficiency score. For example, a character with an Intimidate proficiency grade III may intimidate his foes for 6 rounds. Intimidation may only be performed once per combat or once per day if the same enemy is reencountered. However, like the Inspire proficiency, Intimidate is prone to character abuse. Thus, it is imperative the Game Master reserve Intimidate proficiency checks to unusual (or at least uncommon) situations.

Unlike the Inspire proficiency, when using Intimidate, the character rolls a check, and all opponents within melee range of the character (typically 30′ or less) must make a Mental Resistance check of the Intimidate result or be affected. For example, if a character with Intimidate grade IV who rolled 4d20 with a result of 18 was to intimidate an opponent, the creature could make a Mental Resistance check of 18 to resist.

Of course, mindless creatures, such as undead, cannot be intimidated. Likewise, large creatures of animal intelligence (intellect score of 3 or less) will not be affected.

Intimidate checks usually do not require target numbers. However, a Game Master may modify Intimidate checks based upon specific circumstances, such as: the recent appearance of additional support: +2, the character survives an extraordinary attack: +3, the character suffered a recent known defeat: -3, a leading companion has recently fallen: -4, the tide of battle obviously favors the opponent: -6.

Note: The Intimidate and Inspire proficiencies may be used in combination. However, the initial bold actions combined with each proficiency attempt must be entirely distinct. Intimidate cannot be performed by non-proficient characters.

Jumping: The Jumping proficiency indicates the character has the ability to jump higher and farther than most. Typically, characters may standing broad jump 4′, high jump 4′, or running long jump 8′. However, for every grade of Jumping proficiency, a character's broad and high jumping distances increase by 1′, and running long jump distances increase by 2′. For example, a character with a Jumping proficiency grade II has a base standing broad jump of 6′, a high jump of 6′, and a running long jump of 12′.

The Game Master should apply modifiers to Jumping checks if a character attempts to jump beyond these base distances. As a general rule, a target number of 2 is required to jump 1′ farther than the character's base distance, and an additional +2 adjustment is made to the target number for each additional 1′ to be jumped. For example, if the same character above is attempting to running jump over a 14 crevasse′, a Jumping check of 4 must be made.

Wearing armor severely limits jumping distances. In addition to agility proficiency modifiers, worn armor impedance imparts a jumping distance adjustment for all jumps. After adjustments are made, any total jumping distance of 0′ or less indicates the character cannot effectively jump while wearing the armor.

Note: Dwarven characters subtract 1′ from their base jumping distances. Elven characters add 1′ to their base jumping distances.

Leadership: In general, the Leadership proficiency reflects a character's ability to effectively lead a host of soldiers or allies in a coordinated action or combat. However, Leadership might also be used to run a political campaign, to lead a congregation, or to

organize a trade guild. In addition, Leadership checks may be employed to recruit soldiers or allies for a cause. As an example, in neutral political conditions and with sufficient resources, a character might gather 4-40 recruits per day to join him in a cause or project. Leadership checks might also be made to maintain troop morale, to persuade a host into a prolonged march, or to face a daunting foe. Although a successful Leadership check will not guarantee that a character will achieve victory, multiple successful checks will increase the likelihood of a positive outcome.

If Leadership is employed to direct a military host, the Leadership and Martial Knowledge proficiencies may be used in conjunction with one another. In cases of military command, a character's Leadership proficiency checks may be modified by +1 for every grade of the Martial Knowledge proficiency he possesses. For example, if a character with Leadership grade II and Martial Knowledge grade III, is leading a cavalry charge through unfavorable terrain, he might employ a Leadership check with a +3 modifier due to his Martial Knowledge proficiency. A successful check might indicate the charge remains united, and thus bears down upon the enemy with maximum effect.

Typical Leadership target numbers are: veteran troops: 6, support of a local hero: 8, draft into a neutral cause: 11, poorly equipped force: 14, retreating across difficult terrain: 16, raising a peasant rebellion: 18.

Local Knowledge: Local Knowledge reflects a character's familiarity with a town, city or village, and the local terrain. Local Knowledge may incorporate either present day or historical information. In general, characters with the Local Knowledge proficiency may employ the skill to gain novel or additional information regarding a personality, event, organization or site within the locale. For example, the Local Knowledge proficiency might be used to understand the composition of an influential family, as well as identify the location of their estate. Target numbers assigned to Local Knowledge checks should reflect the rarity of the desired information, as well as the resources available to the character. Like other knowledge skills, a successful Local Knowledge check does not impart complete information or understanding. A successful Local Knowledge check will only grant the character accurate and helpful, yet incomplete information.

Typical Local Knowledge target numbers are: mayor's name: 5, local tavern: 6, location of an abandoned mineshaft: 9, founding history of a town: 7, local legends: 8, location of thieves' guild: 14, identify local strain of schizothylerium: 20.

Lock-picking: The Lock-picking proficiency indicates a character's ability to open locks and similar security mechanisms. Typically, refereeing of Lock-picking is straight-forward. Target numbers for Lock-picking attempts reflect either the quality of the lock, or the resources available to the character. In most cases, Lock-picking requires special tools such as tension wrenches and picks. However, Lock-picking attempts may be made with simple or impromptu tools, usually with increased difficulty.

Typical Lock-picking target numbers are: inn room door: 6, warded lock: 9, pin tumbler: 12, disk tumbler: 14, rusted padlock 15.

Note: Successfully opening a lock does not circumvent any traps associated with the lock. Detection of such traps is the province of the Perception proficiency.

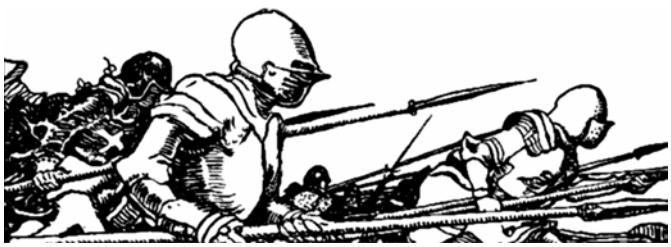
Magic Acuity: Magic Acuity indicates a character's extraordinary sensitivity to magical or extra-planar forces. Employing the Magic Acuity proficiency, a character might reveal that a particular item or place is enchanted, or sense the presence of unnatural or extra-planar beings. With difficulty, a character with Magic Acuity may even sense the nature of a particular enchantment, or the impression left by a recent spell. As the Magic Acuity skill can have significant consequences, it is at times prone to character abuse. As such, it is important the Game Master limit all information provided by Magic Acuity to vague impressions, or general sensations. Thus, the Magic Acuity proficiency might reveal that an item carries an evil dweomer. However, Magic Acuity will never reveal the function or provenance of a magical article. In addition, although the Game Master may encourage the character to make an occasional Magic Acuity check, the player should never assume that the character will be prompted to roll whenever an appropriate circumstance arises. Magic Acuity cannot be performed by non-proficient characters.

Typical Magic Acuity target numbers are: haunted tomb: 6, enchanted sword: 9, cursed item: 11, magical disguise: 16, spell cast in area within last hour: 20.

Martial Knowledge: The Martial Knowledge proficiency reflects a character's extensive knowledge of all things related to combat and war. Using the Martial Knowledge proficiency, a character can contribute to the organization and support of an armed force, access the quality of a force, or plan and/or facilitate strategies of attack, defense, or siege warfare. Occasionally, Martial Knowledge may aid a character in accessing the strength of an individual opponent.

The Martial Knowledge proficiency does not indicate an ability to lead military forces, nor does it improve a character's ability to fight. More accurately, Martial Knowledge is an intellectual study of warfare and combat. Thus, although the Martial Knowledge proficiency may greatly benefit a military commander, leadership skills may be equally important when it comes to inducing soldiers to execute strategies. Thus, a successful Martial Knowledge check will not guarantee a character victory. However, one or more checks may provide the character with information that could be used to increase the chance of a favorable outcome.

Typical Martial Knowledge target numbers are: determining advantages of local terrain: 5, assessing a swordsman's skill from observing him train: 8, supporting troops amongst a sympathetic local population: 10, planning an attack in a classical scenario: 11, identifying an opposing force's weakness: 12, maintaining troops with moderate resource shortages: 15.



Note: When directing armed forces, Leadership proficiency checks may be improved by the Martial Knowledge proficiency (see the Leadership proficiency).

Perception: The Perception proficiency indicates a character's extraordinary perceptiveness and awareness. Often Perception attempts, such as listening at doors or surveying a crowd, are made at the player's request. However it is also common practice for the Game Master to instruct characters to make Perception checks regarding unknown events or information. For example, a character walking into a new village would not likely ask whether the townsfolk had any unique markings upon them. However, as Game Master, you might allow a Perception check of 13 to be made by all characters. Those making the check successfully would recognize that each town member bears a small tattoo over their left wrist.

In addition, characters possessing Perception may detect persons using the Stealth, Sleight-of-Hand or Disguise proficiencies. To identify a stealthed or disguised individual, or a Sleight-of-Hand attempt, a Perception check is made with a target number equal to the individual's Stealth, Disguise or Sleight-of-Hand check result. For example, to perceive a stealthed individual who rolled a Stealth check result of 13, a Perception check of 13 or more must be made.

Typical Perception target numbers are: conversation behind a closed door: 7, forged signature: 12, approaching lion: 13, change in a person's handedness 16, false-floor trap 19.

Performance: In general, the Performance proficiency reflects the character's ability to entertain crowds with acting, singing, comedy, or similar means. Although Performance is an artistic ability, a distinction is made between Performance and the Artistic Ability proficiencies based upon its strong reliance on a character's innate charisma.

It is possible that a character could employ the Performance proficiency play a role, such as for purposes of deception or espionage. For example, a character might use Performance to act as a member of a town guard, in order to gain access to a restricted area. However, when doing so, the Performance proficiency is treated as Disguise, but observers only need to roll a Perception check equal to ½ of the character's Performance result. For example, to perceive an individual who rolled a Performance check result of 13, in an attempt to disguise himself, a Perception check of 7 or more must be made.

Performance checks do not typically require specific target numbers, but the results rather indicate the quality of the work. The Game Master might apply modifiers to the character's check to reflect resources and/or time, however.

Typical Performance results might indicate: street act: 6, tavern entertainment: 9, fine theatre: 12, major achievement: 16, masterwork: 18, magnum opus: 20+.

Persuasion: The Persuasion proficiency reflects a character's unusual skills of influence or negotiation. In some cases, the Persuasion skill may be used to haggle, or to extract concessions while negotiating. However, Persuasion may also be employed in diplomatic bartering, politicking, fast-talking, manipulation, or contract negotiations as well.

As Persuasion can be used to benefit the character in a variety of circumstances, it is a proficiency prone to abuse. Thus, the Game Master must never allow a Persuasion check to substitute for good roleplaying. Instead, the Persuasion proficiency should be viewed as a means of augmenting role-play. As such, a successful Persuasion check may improve the outcome of a negotiation; however, it will not guarantee the character gets the terms he or she wishes. Similarly, a character using Persuasion to deceive another individual will not succeed upon a dice roll alone. In such cases the player should do the bulk of the roleplaying, and only use the Persuasion skill to coax the situation into his or her favor.

At any rate, whenever persuasion might have substantial consequences, the Game Master should require the player to role-play the exchange. Subsequently, the character may be allowed a Persuasion check to improve his or her chances of getting a favorable outcome. Persuasion proficiency check target numbers reflect the disposition of the second party, the reputation of the character, the believability of a story, or by external factors such as risks or consequences associated with the argument or transaction.

In general, when a player attempts to use Persuasion, assign a target number, and alter the direction of the negotiation depending upon the degree of success or failure of the character's check. For example, assume a character is trying to convince a wary town guard to allow him entry through the city gates in the middle of the night. After some discussion takes place, the guard seems unmoved. However, the Game Master then allows a Persuasion check. Assuming the Game Master assigns a target number of 13, and the character's Persuasion result is a 15, the guard would be willing to reconsider. However, had the character rolled a 2, the guard would likely hear no more of it.

Typical Persuasion target modifiers are: character is held in high regard and the assertion mundane: +4, past negotiations have benefited both parties: +3, lack of trust: -2, character has previously deceived the second party: -6.

Regional Knowledge: The Regional Knowledge proficiency reflects character's familiarity with the culture and geography of a particular region. Although Regional Knowledge may incorporate historical information, it must primarily concern present day circumstances and events. As such, characters with the Regional Knowledge proficiency may use the skill to gain new or supplementary information regarding a contemporary personalities, events, or places within a particular region. For example, the Regional Knowledge proficiency might be employed to reveal the location of a popular trade route, the name of a wealthy merchant, or an oasis in an expanse of desert. Target numbers assigned to Regional Knowledge checks should reflect the rarity of the information, as well as the resources available to the character making the inquiry. However, like other knowledge skills, a successful Regional Knowledge check will not result in complete information or understanding. Instead, a successful Regional Knowledge check will provide the character with partial, but accurate and helpful information.

Typical Regional Knowledge target numbers are: governmental organization: 6, powerful political figure: 7, local festival: 8, geographical landmark: 12, location of an abandoned mineshaft: 16.

Religious Knowledge: The Religious Knowledge proficiency reflects character's knowledge of religious leaders, movements, cults and doctrine. As such, Religious Knowledge may be contemporary or historical in nature. For example, the Religious Knowledge proficiency might be used to reveal the organizational structure of a particular church, or the creation legend associated with a particular faith. Target numbers should be applied to Religious Knowledge checks to reflect the rarity of the information, or the quality of the resources available to the character. Like all knowledge skills, a successful Religious Knowledge check will provide the character with partial, but accurate and helpful information.

Typical Religious Knowledge target numbers are: leader of an influential church: 5, holy symbol of modestly large sect: 6, religious holidays: 8, obscure cult: 15, rumored location of lost relic: 19.

Riding: The Riding proficiency reflects a character's ability to handle a steed, and to successfully perform actions such as attacking, while mounted. As a general rule, most characters can successfully ride a horse up to a trot. However, only a character with the Riding proficiency may spur a horse on to swim, jump over obstacles, charge into battle, or to run at top speed. Riding checks should be required when the rider attempts a difficult task while mounted, or if the steed is coaxed to perform a dangerous or difficult action. In general, characters without the Riding proficiency make melee attack rolls from the saddle at -2, and missile attacks at -4. However, characters with the Riding proficiency suffer no such penalties.

The Riding proficiency typically applies to horse or similar creatures. However, characters with a Riding grade of II or greater will feel comfortable upon most land-based creatures given a few hours of practice. A Riding proficiency grade of IV indicates the character can successfully pilot most flying steeds, such as griffons. In addition to riding, given proper time and resources, a character with the Riding proficiency may train undomesticated animals as steeds. In such cases, treat the character's Riding proficiency score as it were an Animal Handling proficiency score (see the Animal Handling proficiency).

Typical Riding proficiency target numbers are: charge on a trained war horse: 5, charge on riding horse, but other trained steeds present: 8, solo charge on a poorly trained steed: 14, jumping a 6' chasm in the saddle: 16.

Note: Even if a character possesses the Riding proficiency, untamed or unwilling animals are nearly impossible to ride. Only severely high Riding checks (20 or more) will indicate an untamed horse can be effectively handled. Most wild steeds cannot be ridden.

Rope Use: The Rope Use proficiency indicates the character has exceptional skill with employing rope as a useful tool. As a result, a character with Rope Use may tie an assortment of knots, create climbing or rappelling gear, or effectively employ a lasso. In general, using the Rope Use proficiency to tie knots, fashion harnesses, or to create climbing equipment should not require a proficiency check. Use of a lasso does require a Rope Use check, however.

To use a lasso in order to entangle another creature, a successful Rope Use check of 10, as well as a successful to-hit roll must be made. If both rolls are successful, the target creature has been lassoed. Any creature that has been lassoed suffers a -4 dodge adjustment, and a -2 to-hit adjustment until freed. In addition, spellcasters may not employ spells with a gestured component while lassoed. Creatures with an intellect of 5 or greater may free themselves from a lasso in two rounds, or one round, if that creature possesses a knife or similar edged tool. Alternately, for normal rope, a Feat of Strength of 16 will break the creature free. Of course, not all creatures may be lassoed effectively. As a general rule, any creature more than 8' tall, or greater than 800 lbs. in weight, will be either too large or too powerful to be effectively contained by a lasso.

The Rope Use proficiency also benefits a character when employing a grappling hook. In general, attempts to use a grappling hook require a to-hit roll, modifier by the distance thrown and the target to be grappled. Characters with Rope Use get a +1 to-hit modifier for each grade of Rope Use they possess. For example, a character with a Rope Use proficiency score of grade III would get a +3 to-hit modifier when using a grappling hook.

In addition to these feats, characters with the Rope Use proficiency also have a limited ability to free themselves if bound with rope or cord. In general, a character with Rope Use must make a successful check of 10 to escape his or her bindings. However, this may be modified due to the quality of the bindings or the skill of the captor tying them. Conversely, when binding creatures, any creature attempting to escape must modify its own Rope Use check by -2 for every grade of Rope Use the binder possesses.

Running: The Running proficiency indicates the character may run unusually fast and for long distances. As a general rule, unencumbered characters may run at a base speed of 120' per round for a number of rounds equal to twice their endurance score. After this time, the character must walk for 2 minutes (12 rounds), or rest completely for 1 minute (6 rounds) before running again. For example, a character with an endurance score of 13 could run for 26 rounds at top speed before needing a rest. However, running 25 rounds and resting for a round will not enable this character to run for 26 more rounds! At best, the character will be able to run for two more rounds before needing to rest. In most cases, movement rates need not and should not be calculated. However, in cases of flight or pursuit, distances and relative rates of movement may be critical.

For each grade of Running proficiency, a character's base running speed increases by 10' per round. For example, a character with a Running proficiency grade II has a base running speed of 140' per 10-second round. Thus, with a maximum Running grade of IV, the maximum movement rate of a character is 160' per round (just under a 6-minute mile). In addition, to an increased movement rate, a character with the Running proficiency may continue to run past the maximum number of rounds by six additional rounds (1 minute) for each successful Running check of 10 made. For example, if the character with the 13 endurance were to have a Running proficiency grade II, he could run for 26 rounds at 140' per round. After these 26 rounds, the character must make a Running check of 10. If the check is successful, the character could run 6 more rounds at 140' per round, until another check is required to continue. If at anytime a Running check is failed, the character must rest. Adjustments may be applied to Running check target numbers in instances of difficult terrain or extreme slopes.

Note: As Game Master, you may wish to allow characters to run at half-speed for twice as long, or to run 50% faster for half as long. In such cases, the Running proficiency can be similarly applied. However, the standard movement rules provided are adequate for most game-play.

Seamanship: Seamanship reflects a character's extensive knowledge of ships, rigging, sailing, and nautical navigation. A character may use the Seamanship proficiency to pilot various watercraft, to organize and conduct a crew, or to successfully navigate, whether it be up a river or across uncharted seas. As a general rule, a character must have one grade of Seamanship for every 20' of vessel length in order to operate it in normal conditions without needing to make a proficiency check. For example, a character with a Seamanship grade of II could operate a properly manned ship of up to 40' in length in normal conditions without requiring a Seamanship check. It is suggested that a Seamanship check of +1 for every 10' beyond this length be associated with larger vessels. Thus, were this character to captain a vessel of 180' in length, a Seamanship check of 14 would be required for all but the most basic maneuvers. Seamanship check target numbers may be modified by weather conditions, navigational aids, crew and/or vessel quality, or during naval combat maneuvering.

Sleight-of-hand: The Sleight-of-hand proficiency indicates a character's skill in the art of manual deception. Sleight-of-hand feats include, but are not limited to, card tricks, picking of pockets, or the filching off items in plain sight. As these activities can bring often bring reward with little effort, the Sleight-of-hand proficiency is prone to abuse by over-zealous rogues. As such, it is imperative the Game Master balance the rewards of Sleight-of-hand with the risks of getting caught. A few royals pilfered on the open market will likely risk little more than

a brawl with an angry merchant. However, lifting a broach off of the mayor's wife will result in the swift removal of a hand or worse.

To perceive individuals using Sleight-of-hand, a character may use the Perception proficiency (or a non-proficient Perception check). To identify a Sleight-of-hand attempt, a Perception check is made with a target number equal to the individual's Sleight-of-hand check result. For example, to perceive an individual lifting a coin purse who rolled a Sleight-of-hand check result of 11, a Perception check of 11 or more must be made.

Typical modifiers to Sleight-of-hand checks are: drunken mark: +4, crowded market: +2, suspicious mark: -6.

Stealth: The Stealth skill could reasonably encompass a variety of covert activities. However, in general, the Stealth proficiency regards any attempt to remain unseen, especially while moving or performing a particular action. As an example, a character stealing an artifact from a monk-filled abbey would likely use the Stealth proficiency while sneaking about the premises. In simplest terms, a successful Stealth proficiency check indicates that creatures previously unaware of the character's position do not detect the character's presence or movement. Conversely, a failed Stealth check indicates that creatures with an unobstructed view of the character are aware of his or her presence. To successfully employ Stealth, environmental conditions must permit. As such, a candlelit temple is ideal for stealthy movement. A sun-baked desert plain is not.

Stealth is a proficiency prone to character abuse. As such, it is important that Stealth attempts only be allowed when circumstances are appropriate. Furthermore, in most situations, characters will likely be unaware of their own Stealth success or failure. Thus, two solutions are proposed: 1) The Game Master roll all Stealth checks made by characters, and the results be concealed. Using this method, the character is made aware of his success or failure via the response of creatures around him. 2) The Game Master allows players to roll their character's Stealth checks. However, the modifier to the check due to environmental conditions is known by the Game Master only. Employing this method, the character will have a general 'feeling' about the success of any Stealth check. However, only the Game Master will know with certainty what the final Stealth check result was. Either of these solutions may be employed successfully. However, as consistency is essential to good refereeing, it is suggested that only one be used.

A character that is under direct observation may not make a successful Stealth check. However, in most circumstances, if line-of-sight is broken for two or more rounds, a Stealth check may be made to avoid further detection. Although moving unnoticed through a crowd in plain sight is arguably a stealthy activity, such actions are the province of the Disguise proficiency.

To perceive individuals using Stealth, a character may use the Perception proficiency (or a non-proficient Perception check). To identify a stealthed individual, a Perception check is made with a target number equal to the individual's Stealth check result. For example, to perceive a stealthed individual who rolled a Stealth check result of 15, a Perception check of 15 or more must be made.

Typical Stealth check modifiers are: sunlit garden: -10, aware the stealthed individual is nearby: -4, candlelit study: +2, dark cemetery: +4.

If conditions permit, characters may move up to ¼ their movement rate while employing stealth. It is suggested that characters moving faster than this rate apply a -4 modifier to checks for moving at ½ normal movement, -8 for moving at ¾ normal, and -12 if moving at their normal movement rate.

Note: If a character successfully employing the Stealth proficiency is within striking range of an unsuspecting victim, the victim's dodge score is halved for the concealed character's first attack round.

Swimming: The Swimming proficiency reflects the character's extraordinary ability to swim quickly, for long distances, and to survive in rough waters. As a general rule, unarmored, unencumbered characters may swim in calm waters at a base speed of 20' per round for a number of rounds equal to twice their endurance score, or tread water for four times their endurance score before resting. For example, a character with an endurance score of 9 could swim for 18 rounds at top speed, or tread water for 36 rounds before needing a rest. After this time, the character must rest 1 full minute (6 rounds) or drown. However, swimming for 17 rounds and resting for one round will not enable this character to swim for 17 more rounds! At best, the character will be able to swim for two additional rounds before needing to rest. In most cases, swimming movement rates need not and should not be calculated. However, in cases of flight or pursuit, distances and relative rates of swimming may be critical.

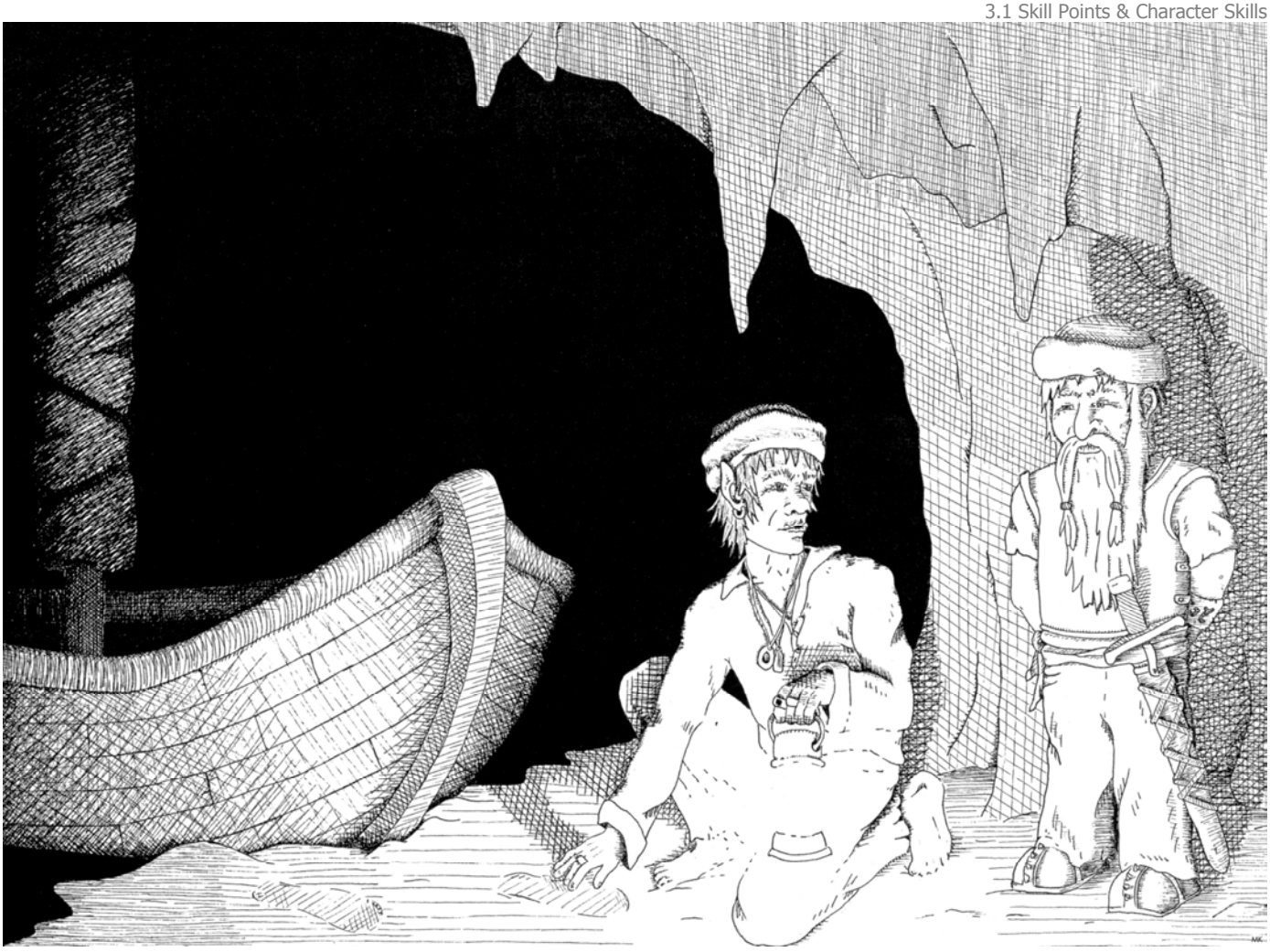
For every grade of the Swimming proficiency a character possesses, a character's base swimming speed increases by 10' per round. For example, a character with a Swimming proficiency grade III has a base swimming speed of 50' per round. In addition, the maximum durations for swimming or treading water are doubled for characters with the Swimming proficiency. For example, a character with the Swimming proficiency with an endurance score of 11, may swim for 44 rounds or tread water for 88 rounds before needing to rest. Furthermore, a character with the Swimming proficiency may continue to swim past the maximum number of rounds by six additional rounds for each successful Swimming check of 10 made. For example, if the character with the 11 endurance were to have a Swimming proficiency of grade II, he could swim for 44 rounds at 50' per round. After these 44 rounds, the character must make a Swimming check of 10. If the check is successful, the character could swim 6 more rounds at 50' per round, until another check of 10 is required to continue. If at anytime a Swimming check is failed, the character must rest or drown.

If characters attempt to swim in armor, a negative movement modifier indicates the character sinks. However, for characters with the Swimming proficiency, a Swimming check may be made each round to stay afloat, but by simply treading water. These Swimming checks are target number 10, adjusted by +1 for every 10' of armor movement rate modification below zero. For example, a character with the Swimming proficiency of grade II has a base swimming speed of 40' per round. If this character is falls into the water while wearing plate armor (-10' total per round swimming movement rate), he must make a Swimming check at 11 each round to keep afloat.

Swimming checks may also be required if a character swims in rough waters, against strong currents, or if attacked by an aquatic foe. Typical adjustments to Swimming check modifiers are: flotsam to hold: -6, calm waters: +0, moderate rapids: +4, churning surf: +6.

Characters without the Swimming proficiency cannot swim in rough waters or strong currents.

Note: Regardless of their Swimming skill, characters of encumbrance class II or more cannot effectively swim. As Game Master, you may wish to allow characters to swim at half-speed for twice as long, or to swim 50% faster for half as long. In such cases, the Swimming proficiency can be similarly applied. However, the standard swimming movement rules provided are adequate for most game-play.



Tracking: The Tracking proficiency indicates a character is adept at gathering information based upon the clues of a creature's previous passing. The Tracking skill may be used in a traditional sense, such as following a rider through the desert, or in other less conventional ways, such as locating an individual based upon his habits and contacts. When employed in the traditional sense, Tracking may also be used to gather information on the nature of a party or individual that has recently passed. For example, a successful Tracking check might reveal that three men, one using a cane, passed through a gully several hours prior. In general, Tracking proficiency check target numbers should reflect the nature of the creature(s) leaving the trace, the time since passed, and the environmental conditions allowing for signs of passage.

Typical adjustments to Tracking target numbers are: large group or large creatures: -4, sandy terrain: -3, rarely traveled ground: -1, forest: +0, light rain: +2, extended time has elapsed: +3, heavy rain or snow: +5.

Trade Skill: The Trade Skill proficiency reflects expertise in any common trade-related skill of the campaign setting. Cobbling, masonry, carpentry, leatherworking, tailoring, blacksmithing, and gem-cutting are all examples of Trade Skills. It is left to the Game Master to decide how to referee such skills. However, it is unlikely that use of any of the Trade Skills will have critical impact upon gameplay. The treatments of the Agriculture and Seamanship proficiencies may provide some general guidelines for many professional skills. In addition, the Game Master may use the weapon or Armor-making skills as templates for artisan skills such as blacksmithing and gem-cutting. Trade Skill proficiency check target numbers should be modified due to availability of resources, time constraints, and/or project complexity.

Note: When a player purchases Trade Skill points, he or she must allocate the points to one specific trade.

Weapon-making: The Weapon-making proficiency indicates a character's skill in the construction or repair of various weapons. Provided with adequate funds, equipment and time, a character can fashion standard weapons from raw materials. As Game Master, you may wish to require characters to subdivide Weapon-making into specific classes of weapons, such as 'Weapon-making: swords'. However, neglecting such distinctions is typically inconsequential. Like the Armor-making proficiency, Weapon-making check target numbers should be adjusted due to resources, time constraints, and/or ornamentation. Likewise, general guidelines for time, cost, and target numbers associated with standard types of weapons are provided:

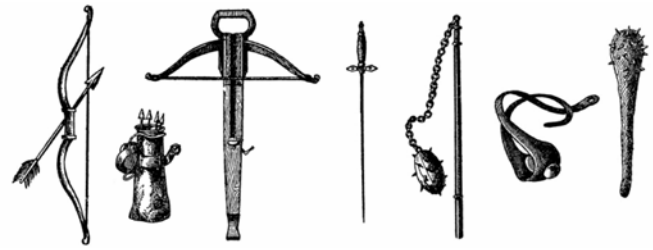


Table 3.1.5: Weapon-making

Weapon	Construction time	Material cost	Target number	Weapon	Construction time	Material cost	Target number
Arrow	1 day	2 cc	5	Lance, heavy	1-2 weeks	18 sc	12
Axe, hand	4-5 days	5 sc	6	Mace	5-7 days	14 sc	7
Axe, battle	1 week	10 sc	8	Morning star	1 week	15 sc	11
Axe, pole	4-5 days	8 sc	8	Pike	3-5 days	8 sc	8
Bolt, crossbow	1 day	2 cc	5	Scimitar	2-3 weeks	20 sc	13
Bow, short	3-4 days	7 sc	11	Spear	1-3 days	4 sc	8
Bow, long	4-5 days	12 sc	12	Staff, wooden	1 day	2 cc	4
Club	1-2 days	5 cc	4	Staff, iron-shod	1-2 days	5 cc	5
Crossbow, light	1 week	12 sc	13	Sword, bastard	1-2 weeks	24 sc	13
Crossbow, heavy	1-2 weeks	20 sc	14	Sword, broad	1-2 weeks	20 sc	13
Dagger	2-4 days	6 sc	8	Sword, claymore	1-2 weeks	36 sc	14
Flail	1 week	16 sc	8	Sword, falchion	1-2 weeks	18 sc	16
Halberd	1-2 weeks	16 sc	7	Sword, long	1-2 days	22 sc	13
Hammer	5-7 days	2 sc	9	Sword, rapier	2-3 weeks	20 sc	14
Hammer, maul	1-weeks	5 sc	8	Sword, short	1-2 weeks	14 sc	12
Javelin	1-2 days	3 sc	8	Sword, great	1-2 weeks	34 sc	14
Knife	1-2 days	2 sc	7	Trident	1 week	8 sc	10
Lance, light	1 week	14 sc	11	Whip	1-2 days	1 sc	5

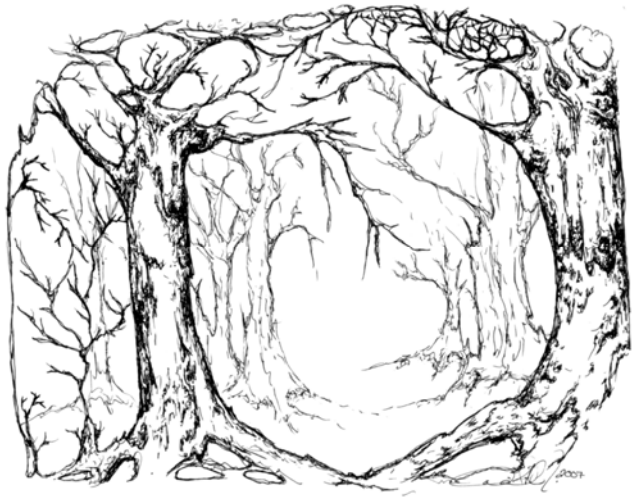
Limited resources or time, unusual materials, or additional ornamentation will increase the target number assigned to the Weapon-making check. Conversely, extra time and/or quality materials should reduce the target number assigned to a Weapon-making check. It is strongly suggested the character roll the proficiency check after both time and resources have been spent. Generally, a failed Weapon-making check indicates that further resources are needed for completion (perhaps due to unintended waste), or that the weapon is flawed. In most cases, flawed weapons may inflict less damage and/or have a reduced range. For example, a flawed longsword might only inflict 1d6 points of damage, or a flawed short bow -20' to its range maximums. On the contrary, unusually successful Weapon-making checks (generally a result of 20+) may indicate a work of extraordinary quality. In these very rare cases, range of missile weapons may be increased, or the weapon may inflict more damage than usual. It should be noted however, these exceptional weapons will be extremely rare. Furthermore, such weapons will not be found in a public market.

Note: In addition to constructing and repairing weapons, the Weapon-making proficiency may be used to appraise weapons as well.

Wilderness Lore: The Wilderness Lore proficiency reflects a characters ability to make predictions about the natural environment, and to survive for extended periods of time in unsettled wilderness. Typically, employing Wilderness Lore involves finding food, fishing, hunting, creating shelter, building fires, and/or avoiding dangers posed by the natural environment. There are several climates in which Wilderness Lore may be applied (such as arctic, mountain, jungle, desert etc.). However, as the basic tenets of survival remain the same, multiple versions of Wilderness Lore are not necessary. In addition to survival situations, the Wilderness Lore proficiency may be used to identify flora or fauna, or to access the dangers or opportunities provided by the natural environment.

In survival situations, a successful Wilderness Lore check of 8 should indicate the character is fed and sheltered adequately for 1 day. However, for each additional person dependent upon the character, add one to this target number. For example, a character attempting to support 6 individuals with Wilderness Lore would need to make a check of 14 each day. Failure of a Wilderness Lore check indicates the character is lacking some critical element of survival, the consequences of which should be determined according to the circumstances.

Wilderness Lore check target numbers may be adjusted due to climate and/or environmental conditions. Typical adjustments are: lush flora and/or fauna: -4, mild season: -2, dry season or winter: +2, inclement weather: +3, severely undersupplied: +5.



World Knowledge: World Knowledge reflects remarkable knowledge of governments, culture, leaders, and geography of the known world. Although World Knowledge may incorporate a historical context, it must concern present day political, military, cultural, and/or biographical events. As such, characters with the World Knowledge proficiency may employ the skill in order to gain novel or additional information regarding a contemporary personality, a current event, or recent history. For example, the World Knowledge proficiency might be used to elucidate the governmental structure of a cluster of city states. Target numbers for World Knowledge checks should reflect the rarity of the desired information, as well as the resources available to the character. However, like other knowledge skills, a successful World Knowledge check does not indicate complete knowledge or understanding. Instead, a successful check will only grant the character accurate and useful information, incomplete as it may be.

Typical World Knowledge target numbers are: structure of a large organization: 6, prominent religious leader: 8, economic trade information: 10, geographical landmarks: 10, regional conflicts: 12, regional festivals: 14, contemporary playwright: 16, city mayor: 17.

General Mechanics & Rules

The following section provides in-depth information regarding the use of Game Mechanics from the perspective of the Game Master. Advice is given for the implementation of rules, and some example systems concerning in-game matters ranging from the acquisition of spells to the effects of poison are provided. As with all aspects of the Wayfarers game, it is expected the Game Master will modify or amend these rules as he or she sees fit.

Feats of Strength

The Feat of Strength is somewhat a unique game mechanic, and is therefore addressed here in its own subsection. In general, whenever characters wish to attempt feats of brute strength, such as bending prison bars, breaking open a door, or moving a large object, a Feat of Strength is required. To accomplish a Feat of Strength, the character must roll equal to or greater than a specific target number on 1d20.

Target numbers are determined by the Game Master, and reflect the difficulty of the task. For example, breaking an inn door might require a Feat of Strength of 14, whereas breaking down an iron gate might require a Feat of Strength of 19 or more.

Table 3.2.1: Feat of Strength target numbers

Strength Task	Feat of Strength target number
Break a broom handle	1-4
Break a chair	5-7
Break open a wooden crate	8-10
Break open a simple door	11-14
Lift a cask of wine	15-18
Break open an oaken door	19-22
Bend prison bars	23-26
Lift a portcullis	27-30

In some cases, the Game Master may allow characters working together to make combined Feats of Strength. For example, two characters attempting to move a boulder together might both roll 1d20 and add their modified results. However, it is important the Game Master consider whether each character has adequate space or leverage to contribute to such a task.

As indicated in the Player's Section, a high or low strength attribute modifies a character's Feat of Strength checks as follows.

Table 3.2.2: Feat of Strength modifiers

Strength Score	Feat of Strength modifier	Strength Score	Feat of Strength modifier
1	-10	11	-
2-3	-8	12-13	+2
4-5	-6	14-15	+4
6-7	-4	16-17	+6
8-9	-2	18-19	+8
10	-	20	+10

Note: Feats of strength are unique to the strength attribute. Feats requiring tests of agility, endurance, intellect, or presence are limited to proficiency checks, whereas tests of mental or physical resilience are determined by Mental or Physical Resistance rolls.

Spell Books & Spell Acquisition

Hermetic and Hedge magic-using characters learn and memorize their spells from books. Consequently, each wizard or alchemist possesses one or more spell books in which his or her spells are permanently inscribed. As the availability of spell books and spells can have a major impact upon a campaign, rules and advice for the management of spell acquisition are provided here.

Spell Books

Spell books contain spell formulae, but are essentially non-magical. They are written in either Hermetic or Hedge magic text, and typically can only be read by a character with the appropriate magic potential. Each spell within a spell book consists of approximately one page per Circle. Thus, a 4th Circle spell would require four pages of intricate text and/or diagrams. Occasionally spells will be found written upon loose parchments or upon non-magical scrolls, however most are bound. Some spell books contain only a few pages, whereas others may be hundreds of pages thick. These tomes may be made of any type of parchment and inscribed in any kind of ink.

Due to the intricacies of the text, only a character with Hermetic or Hedge Magic Potential may properly transcribe a spell from one source to another. Typically, a spell requires 1 hour per Circle to be transcribed. Thus, it would take 5 hours to copy a 5th Circle spell from its original source. A character does not need to learn a spell to be able to copy it. For example, a 2nd Circle alchemist could copy a 4th Circle spell into his book.

Initial spell books: Often a character will possess Hermetic or Hedge Magic Potential upon character creation. If this is the case, it is suggested the Game Master allow the character to begin play with a small spell book. Usually this initial spell book will contain between two to four 1st Circle spells, and rarely one 2nd Circle spell. In addition to these spells, the book should include 4-40 blank pages.

As a character with Hermetic or Hedge potential must have had previous schooling, it is usually assumed his or her spell book was acquired in the course of this education. If the Game Master decides the character does not possess an initial spell book (perhaps the character begins as a slave), he or she should make one available within the first or second session of gameplay. Remember, acquiring Hermetic or Hedge Magic Potential requires a large number of skill points. Thus, a player will soon become discouraged if his character cannot practice this skill.

Spell Acquisition

Hermetic and Hedge magic-using characters may increase their catalog of spells by finding new spells, trading with other spell-casters, or creating a new spell. In each case, the Game Master plays a significant role. For this reason, these methods of spell acquisition are discussed in detail here.

Finding new spells: The most common way a wizard or alchemist character will increase his spell catalog is by finding new spells. Usually these spells are located in spell books or upon non-magical scrolls. These spells may be discovered, such as in the ruins of an

ancient library, or they may be confiscated from another spell-caster. Once a character has acquired new spells, he may study those contained within which he has not already learned. However, a character may only learn spells of a Circle he may already cast.

As mentioned in the Player's section, learning a new spell is not automatic. To learn a new spell, a character must first study 1 day per Circle of the spell. Following this study, the character must roll 1d20 modified by +1 per Circle of the new spell. If the result of this roll is less than or equal to the caster's intellect score, the spell has been learned. However, if the result is greater than the caster's intellect score, the spell has not been learned.

Example: Magnus is a 3rd Circle wizard with a 14 intellect score. He finds a new book containing the 3rd Circle spell Levitation which he does not currently know. After studying the Levitation spell for 3 days, Magnus rolls 1d20 with a +3 modifier. He rolls a 9 which gives a result of 12 (9 + 3 = 12). As this is less than or equal to his 14 intellect score, Magnus has learned the Levitation spell. Thereafter, as long as Magnus has the Levitation spell available, whenever he studies, the Levitate spell will become part of his daily repertoire.

Note: If Magnus had rolled 1d20 + 3 with a result of 15-23, he would have failed to learn the Levitation spell. Still, this spell would remain in his book, and he could then reattempt to learn it after achieving the next skill level.

Wizards and alchemists need their spell books to refresh their daily repertoire. As a result, spell books are easily their most prized possession. For this reason, PCs as well as NPCs will guard their books very carefully. In fact, it is rare a wizard or alchemist will even reveal they carry a spell book, most often carrying it concealed upon their person.

Trading for new spells: Wizards and alchemists will occasionally trade spells with others. Usually this entails both spell-casters agreeing upon material to be exchanged, and then both individuals spending time copying the traded spells. When conducting spell-trading between a PC and a NPC, it should be considered that wizards and alchemists value their spell catalog highly and are often reluctant to part with secrets of their craft.

In all instances of spell-trading, it is assumed an equal number and Circle of spells will be swapped, along with an additional payment provided by the individual proposing the trade. For example, if a PC approaches an NPC in order to trade for a 2nd Circle spell, the NPC might trade the spell for one 2nd Circle, or two 1st Circle spells from the PC's catalog. In addition, the NPC might require a sum of money, an item, or possibly another 1st Circle spell before trading.

Spell trades typically concern only the copying of spell formula. Whether or not a caster may learn the copied spell is not considered during trading.

Note: Wizards and alchemists will rarely allow another to copy their spells for monetary payment alone. Usually spells are considered to be of a value that money cannot buy. Some magic-users will trade spells for magic items, however.

Creating new spells: Hermetic and Hedge magic-using characters may also create new spells with the Dweomercraft proficiency. This is explained in detail in the Skill Points & Character Skills section. As mentioned, the Game Master must determine if a proposed spell is appropriate for the campaign setting, and whether not it is too powerful or unfair. As a general rule, a character-created spell should be slightly less potent than those of the same Circle provided in this book. If you have uncertainties about the creation of new spells, or doubt your ability to properly judge the balance of new spells, it is suggested you remove the Dweomercraft proficiency from the campaign altogether.

Before allowing creation of new spells, carefully read the Dweomercraft treatment provided in the Skill Points & Character Skills section. After considering these rules, feel free to modify them as you see fit. However, be as consistent as possible and base your decisions upon the nature of your campaign, rather than the desires of those characters wishing to create new spells.

Refereeing Combat

Combat is one of the most exciting aspects of the game. However, it is also potentially one of the most difficult to referee. This is because combat is not only chaotic and fast-paced, but it typically requires a more rigorous application of the rules than the rest of gameplay.

If you are new to Game Mastering, it is suggested that you and your players run a few practice combat scenarios in order to get comfortable with the combat system. In time, application of the combat rules will come naturally, and combat will become swift and fluid.

As with all aspects of the game, the Game Master is encouraged to run combat as it makes sense to him or her. No system can anticipate every possibility that can arise in a combat situation. In circumstances that are not covered by the rules provided, the Game Master should devise a simple and reasonable method of resolving the problem. When doing so, it is suggested the Game Master try to extend the existing rules to handle the issue, or to create new mechanics that best match the system as a whole.

The Combat Round

In order to simplify the chaos of combat, all conflicts between two or more adversaries are parsed out in sequential combat rounds. Generally, once any creature or individual makes an offensive move against another, a combat round has begun. Thereafter, combat rounds will occur and resolve in order, and continue to do so until the combat has ended.

Each combat round is assumed to last ten seconds. Typically, in this amount of time, each participant may attack with a weapon, cast a spell, drink a potion, or move his or her maximum movement rate. If any participant wishes to do something else during combat, it will take one combat round for every 10 seconds needed to complete the activity.

Example: After getting inadvertently separated while searching a catacomb, Radcliff and Millena reunite in a hallway, but are divided by a locked grate. Immediately after, Radcliff spots a pair of zombies as they emerge from the darkness behind Millena. Drawing her sword, Millena attempts to hold the zombies off while Radcliff tries to unlock the grate. The Game Master decides the lock-picking attempt will take Radcliff 20 seconds (whether he is successful or not). Thus, two rounds of combat will pass between Millena and the zombies while Radcliff works at the lock.

Initiative

Each combat round begins with each participant determining how quickly he or she may act. To do so, each individual within the combat rolls 1d10, and adds or subtracts his or her personal initiative modifier. The result of this roll is the individual's initiative score for that combat round. The character with the highest initiative result goes first. The character with the lowest initiative result goes last. Characters with identical initiative results perform their actions simultaneously.

Example: Magnus and Occum have been discovered while looting a minotaur's lair. Neither side is surprised. However, the minotaur attacks the two thieves immediately. For initiative, Magnus rolls a 3 and Occum rolls an 8. For the minotaur, the Game Master rolls a 7. Magnus has the Quick Draw discipline, and thus has adds a +3 modifier to his first initiative roll, giving him an initiative result of 6. Occum on the other hand has a 13 agility score, and thus adds +1 to his initiative rolls, giving him a result of 9. Finally, the minotaur has an initiative modifier of +2, giving it an initiative result of 9 as well. Thus, the order of actions for the first round of combat will be made first by Occum and the Minotaur simultaneously, and then by Magnus.

It is important to note that most combat actions, except for spell-casting, are assumed to be completed at the end of the character's initiative result. Thus, a sword blow at initiative 7 cannot be interrupted or affected by actions made at initiatives 6 or below. Nonetheless, some non-combat actions, such as opening a lock or climbing a tree, might take multiple combat rounds to accomplish.

If a character decides to perform a non-combat action during combat that requires multiple rounds of activity, the character must still roll initiative each new round. Thus, if during any point this character chooses to abandon the non-combat activity and enter combat, he or she will use this last initiative roll.

Note: Although non-combat activities within combat may take multiple rounds to complete, initiation of such an activity occurs at an individual's initiative score.

Deferring initiative: Once initiative results are calculated for all participants in a combat, the participant with the highest initiative result, and only that participant, may choose to defer his or her initiative result to 0. This result of 0 may not be further modified. Deferred initiative reflects the possibility that acting late in a combat round may at times be of strategic benefit. However, as negative initiative scores are possible, deferring may not always guarantee this participant the last action within a combat round.

As Game Master, it is encouraged that you use the deferred initiative option for intelligent adversaries whenever possible. For example, a demon fighting a wizard may choose to defer its initiative in the attempt to interrupt any spell the magic-user might try to cast.

Note: If two or more participants in a combat tie for the highest initiative score, each of these participants may opt to defer to the 0 initiative.

Group initiative: Although it is not suggested for characters, at times, a Game Master may wish to use one initiative roll for a large group of adversaries. For example, if a party of characters were attacked by 6 goblins and 3 trained dire wolves, the Game Master might choose to roll one initiative result for the goblins, and another for the dire wolves. Thus, all six goblins would act at one initiative result, and the 3 wolves would act at another.

Grouping initiative is typically done to save time and to speed play. However, it is not suggested that the initiatives of multiple different creatures be grouped. For example, were the characters attacked by 2 goblins, 3 dire wolves, and a controlled zombie, it would not make sense to group any of these creatures together. In fact, the goblins have an initiative modifier of +1, the wolves +2, and the zombie a modifier of -2.

Nonetheless, if you do choose to group the initiatives of multiple creature types for any reason, it is suggested that all creatures grouped apply the lowest initiative modifier amongst those creatures. For example, were the goblins, wolves and zombie from above grouped in one initiative result, a -2 modifier should be applied to all rolls.

Initiative modifiers: A combatant's initiative roll is typically altered by the agility attribute, armor impedance, disciplines, or surprise. In addition, each creature has a specific initiative modifier. All initiative modifiers are cumulative.

Agility: Characters' initiative rolls may benefit from a high agility attribute score, or be penalized by a low attribute score. The agility attribute table contains initiative modifiers resulting from a high or low agility. These modifiers apply to all initiative rolls made by that character (see the agility attribute table).

Armor impedance: Worn armor restricts movement and may modify a character's initiative rolls (see the Armor section for details). Modifiers due to armor impedance always lower an initiative roll.

Quick Draw: The Quick Draw skill adds a +3 to the character's initiative roll for the first round of any new combat (see the Skills & Skill Points section for details).

Improved Initiative: The Improved Initiative skill adds a +1 modifier to a character's initiative rolls for each grade purchased. This modifier applies to every initiative roll made by the character.

Pause and Study: The Pause and Study skill enables a character to further delay his initiative by -5 to gain a +2 to-hit modifier against one specific melee opponent for that attack round (see the Skills & Skill Points section for details).

Vital Strike: The Vital Strike skill enables a character to further delay his initiative by -5 to diminish the effect of a target's damage absorbance for one round of attacks (see the Skills & Skill Points section for details).

Surprise: Surprise imparts a +4 initiative modifier for those characters possessing the element of surprise. For example, an undetected thief waylaying a merchant in an alley would likely get the benefit of surprise. That is, the thief would most likely act before the merchant.

Multiple attacks per round: At times, characters may get multiple weapon attacks per combat round, either by wielding two weapons, or by increased skill in one weapon. Likewise, creatures often get multiple attacks within the same combat round.

For purposes of smooth gameplay, both on-hand and off-hand attacks are considered to occur at the same initiative. Thus, if a character wielding two daggers had an initiative result of 5, both his on-hand and off-hand dagger attacks would occur at initiative 5. Similarly, if a troll attacked at initiative 7, both its claws would strike at initiative 7.

Combat Spell-casting

Some characters and creatures may cast magical spells in combat situations. However, most spell-casting requires clarity of mind, freedom of movement, and uninterrupted concentration. Thus, spell-casting in combat is difficult and risky.

Spell-casting initiative modifiers: As mentioned in the Player's Section, spell-casting applies a special modifier to an individual's initiative roll. This modifier represents a period of time during the casting of a spell in which the spell's caster may be interrupted. In general, the initiative adjustment for spell-casting is -1 for each Circle of power of the spell being cast. For example, a 4th Circle spell will normally apply a -4 adjustment to the caster's initiative roll.

If during this time the caster is hit, restrained, or otherwise disrupted, it is possible the spell may be lost without effect. For example, a mystic with an initiative result of 4 casts the 3rd Circle Ritual magic spell Roots (casting time: -3). The mystic begins casting at initiative 4. However, the Roots spell takes effect at initiative 1. Thus, if the mystic's concentration is broken during initiatives 4, 3 or 2, the Roots spell will be lost.

Note: A spell may not be interrupted during its initiative of effect. For example, a 4th Circle spell that begins at initiative 6 and takes effect at initiative 2 may only be interrupted by actions at initiative 6, 5, 4 and 3, but not at initiative 2.

All spells must be announced by their caster before any to-hit rolls are made within the initiative in which casting begins. For example, if a wizard attempts to cast the 5th Circle Fireball spell at initiative 3, he must announce this before any attack or damage rolls are made by any other individual acting at initiative 3. Although the Game Master is not required to announce the specific spell a creature or non-player character is casting, in general, he or she should announce the creature or individual in question has begun an incantation at its initiative.

Note: Innate magical abilities of creatures do not have casting times. Thus, innate magical abilities take effect at the creature's initiative, and may not be interrupted.

Loss of spell-casting concentration: If a spell-caster loses his or her concentration at any time during casting, the spell is lost without effect. This applies to the spells of wizards, alchemists, mystics and priests. If during the casting of a spell, a caster is hit, restrained, or otherwise forcibly interrupted, he or she must make a Mental Resistance check of 10. A successful check indicates the casting continues. A failed Mental Resistance check indicates the spell has been lost without effect. A spellcaster may not take any further actions within the round in which his or her spell has been disrupted.

Example: Randolph the mage has been assaulted by two thugs. Desperate, he tries to subdue the rogues with the 3rd Circle Sleep spell. Randolph's initiative result was a 6; therefore his spell will take effect at initiative 3. One thief wounded Randolph at initiative 7. Although this hurt Randolph, it cannot disrupt his spell as it had not yet begun. However, at initiative 4, the other thief hits Randolph again. As Randolph is casting the Sleep spell during initiative 4, he must make a Mental Resistance check of 10 or lose concentration. Randolph's Mental Resistance result is a 5. Unfortunately, his Sleep spell is lost, and he may not act again until the next combat round.

Critical Hits and Fumbles

As an optional rule, you may include critical hits and critical fumbles for all attack rolls. Critical hits and fumbles represent spectacularly successful or unsuccessful attacks. When employing critical hit and fumble rules, all natural attack rolls of 1 or 20 are deemed critical fumbles and critical hits, respectively. If adopted, all attack rolls must be subjected to critical hits and fumbles, characters and creatures alike.

Critical fumbles: A critical fumble (a natural attack roll of 1) indicates the attacker has over-reached, stumbled, or made some similar blunder. In response, the defender is allowed one free on-hand attack of opportunity. Only one counter-attack may be made in response to this critical fumble, and only with a weapon that is currently in-hand. This attack does not count as the defender's action for the round. No other actions may be made on the part of the defender in response to a critical fumble. If a creature is responding to a critical fumble, it may employ one primary attack in response. For instance, were a character to critical fumble against a scorpion, the scorpion could either attack the character with one claw, or sting the character with its tail.

The counter-attack in response to a critical fumble is made at the next initiative following the opponent's attack. For example, if a character attacked and critical fumbled against a troll at initiative 4, that troll may take one attack against the character at initiative 3.

If a critical fumble is made with a missile weapon, any creature within 10' of the intended target may be hit instead. A creature other than the intended target is randomly determined to be the new target. The character making the critical fumble then rolls to hit this new target. If the new target is hit, damage is determined as normal.

Note: Critical fumbles do not allow a counter-attack when made upon a completely unsuspecting opponent. For example, if a stealthed character rolled a critical fumble while backstabbing an opponent, the target would not be granted a counter-attack.

Critical hits: A critical hit (a natural attack roll of 20) indicates an unusually lethal blow has been landed. Whenever a critical hit is made, the attacker rolls the weapon damage twice, including the application of modifiers, as if two separate attacks had hit. For example, a critical hit scored with a mace (2-7 damage) wielded by a character wth a +1 damage bonus, will inflict 4-16 points of damage. Critical hits with missile weapons are treated similar to melee weapons.

The Element of Surprise

As mentioned in the Player's Section, the element of surprise confers a +4 modifier upon the attacker's first initiative roll. In addition, the dodge score of the surprised defender is halved until his or her own initiative. In these cases, it is considered the attack is directed at either the front or flank of the defender, where the attacker will be made visible as the attack is made. For example, a bandit leaping from the cover of roadside bushes to waylay a passing traveler would have the element of surprise.

If a character is attacked from behind, or is otherwise unaware of the attacker's presence until the blow is landed, the attacker gets one full free attack of opportunity. For example, a rogue successfully concealed in the shadows and attacking from behind would get one free full attack against his victim before initiative was rolled. Like surprise, the defender's dodge score is halved in regards to this free attack. However, after this attack, normal combat may commence, beginning with a normal 1st round initiative roll.

As Game Master, it is important that you distinguish between surprise attacks, and attacks made against an unaware opponent. As a general rule, if the victim has no awareness of the attacker until the first blow is landed, the attacker is awarded a full attack of opportunity. However, if the victim is able to glimpse or hear the attacker before the first blow is landed, the attacker has the element of surprise.

Attacking a Sleeping or Unconscious Opponent

Due to their defenseless condition, opponents whom are sleeping, restrained, or unconscious may be somewhat easily dispatched without need for an attack roll.

If the victim is sleeping or unconscious, and the attacker is using an edged weapon, the defender is automatically hit, and he or she must make a Physical Resistance check of 10. If the check is unsuccessful, the defender dies. However, if the Physical Resistance check is successful, the defender is reduced to ½ his current health points.

If the opponent is sleeping or unconscious, and the attacker is using a blunt weapon, the defender is automatically hit and must make a Physical Resistance check of 10. If the check is unsuccessful, the defender is reduced to 0 health points. If the Physical Resistance check is successful, the defender is reduced to ½ his current health points. For example, a character with 23 health points is attacked with a mace while sleeping. If the character makes his Physical Resistance check of 10, he is reduced to 12 health points. If the character fails his Physical Resistance check, he is reduced to 0 health points.

If a restrained opponent is attacked with either a blunt or edged weapon, no to-hit roll is needed; the defender is automatically reduced to 0 health points.

Note: These rules for attacking a sleeping or unconscious opponent apply for creatures of approximately human size or smaller. Extremely large creatures, such as giants or dragons may not be so easily dispatched by average weapons.

Cover

In missile weapon combat, partial cover can decrease a character's chances of being hit. Missile weapon to-hit modifiers for targets under partial cover are:

25% cover: -2 to-hit.
50% cover: -4 to-hit.
75% cover: -6 to-hit.

These are approximations only. During gameplay the Game Master should decide what benefits, in any, are gained due to cover. Nevertheless, taking cover is typically a defensive maneuver. Unless the environment is particularly fitted for defensive combat (such as an arrow slit in a castle wall) characters must expose themselves substantially when attacking. Under most circumstances, in order to effectively use a missile weapon, one must be at minimum 25% exposed to return fire.

Note: Due to proximity, cover does not generally apply to melee combat.

Mounted Attacks

In general, when on horseback, characters without the Riding proficiency make melee attack rolls from the saddle at -2, and missile attacks at -4. Characters with the Riding proficiency suffer no penalties when attacking from horseback or similar mount.

In most cases, characters without the Riding proficiency cannot ride flying-creatures. Characters with a Riding proficiency of grade IV may attack without penalty while mounted upon a flying steed. Nevertheless, most attacks from a flying steed will be missile attacks. Any character riding a flying steed without a Riding proficiency of grade IV will suffer a -2 penalty on melee attack rolls from the saddle, and a -4 penalty for missile attacks -4.

Drawing or Switching a Weapon in Combat

As a general rule, a character drawing a weapon or switching weapons in combat may make only one on-hand attack that round. This may not be increased by the Multiple Attacks discipline. In addition, a weapon drawn or switched into the off-hand may not be used in the same round.

Example: Rhajan has Multiple Attacks II in weapon class E. Thus, he gets two attacks per round with his longsword. In addition, Rhajan fights with a dagger in his off-hand. During a combat round Rhajan draws his sword and his dagger. However, he may make only one attack with his longsword.

Note: The Quick Draw discipline enables a character to switch weapons and get a full round of attacks with all weapons drawn.

Grappling

If a character punches or kicks an opponent, he or she inflicts 1d2 points of damage. This may be done once per round. However, at times a character will desire to grapple with an opponent rather than strike outright.

As a general rule, grappling will result in one of the two opponents becoming pinned and unable to move. In order to grapple successfully, the attacking individual must make an unarmed to-hit roll upon the opponent. If this roll is successful, grappling will ensue.

Grappling between two opponents should be determined by each individual attempting a Feat of Strength with a target number equal to the opponent's strength score. If one individual fails this Feat of Strength and the other succeeds, the winner may either hold the opponent or break free. If both individuals succeed or fail the Feat of Strength, grappling has no result.

While grappling, A Feat of Strength is modified by the following:

+1 for every 50 lbs. heavier than the opponent.
-1 for every 50 lbs. lighter than the opponent.
+2 for every grade of the Unarmed Combat discipline.

Thus, a character grappling with an opponent 100 lbs. lighter would apply a +2 modifier to his grappling Feat of Strength. Conversely, his opponent would apply a -2 modifier to his Feat of Strength.

Once held, a pinned opponent must wait until his or her next initiative to attempt to break free. This is done by both individuals repeating their Feats of Strength. Only if the pinned individual succeeds and his opponent fails does he or she break free.

Example: Olaf notices that a gnomish thief has just lifted his coin purse. However, rather than attack the gnome, Olaf decides to hold him and call for the town guards. Olaf rolls to-hit the gnome and with the benefit of surprise, he succeeds. Grappling begins. Olaf weighs 190 lbs., whereas the gnome weighs 70 lbs. Thus, Olaf applies a +2 modifier to his Feat of Strength. He rolls a 12. As the gnome's strength is 8, his result of 14 succeeds. The thief attempts his Feat of Strength, applying a -2 modifier. His result is 2, which fails (Olaf's strength is 12). Thus, Olaf has pinned the gnome. However, initiative begins and Olaf gets an 8 and the gnome gets a 7. At initiative 8, Olaf continues to hold the thief, and yells for the guards. At initiative 7, the gnome attempts to break free. His Feat of Strength result is a 15, which is successful. However, Olaf makes a Feat of Strength as well and rolls a 9. As Olaf is successful as well, the gnome is still held.

Note: A pinned opponent may attack his grappling opponent with any weapon of 2' or shorter with a to-hit modifier of -4. This weapon must be in the individual's hand prior to being pinned, however.

The dodge score of a creature pinned by another or pinning another is reduced by ½ regarding all other opponents. For example, if while pinning the gnome, Olaf was attacked by the gnome's accomplice, his dodge score of 11 would be reduced to 6.

Grappling with creatures: For purposes of grappling, the Game Master may assign strength scores to creatures as he or she sees fit. For example, a minotaur might have a strength score of 18-19, whereas an imp might have a score of 4-5.

Combat Movement

Most movement during combat will be somewhat fluid, and should not be explicitly calculated from round to round. In general, movement rates should be considered carefully only when an individual is trying to cover ground in a limited amount of time, or if in a situation of flight and pursuit. Such movement in combat is divided into two primary types. These types of combat movement are passive movement, and charge.

Passive Combat Movement

Passive movement in combat includes any movement characters make under ¼ of their full movement rate in distance in one round. For example a character with a movement rate of 140' can passively move up to 35' per round. In general, passive movement does not alter combat actions. Instead, passive movement just gradually changes the character's position round to round.

A character moving passively may cast spells, attack or perform any normal combat action. However, if a character takes an action, he or she does so at the end of this movement. For example, a character with a movement rate of 120' may move up to 30' and attack. This attack is assumed to take place after the individual has moved 30'. A character may not attack an opponent and move away from the opponent within the same round.

Charge

A charge includes any movement characters make between ¼ and their full movement rate in one round. For example, a character with a movement rate of 140' can charge between 35' and 140' per round. Characters making a charge state their intention to do so at their initiative. Their initiative is then adjusted by -5. At this new initiative, the character may make one on-hand melee attack or switch hand-held items. This action is considered to be completed at the end of this movement. No other actions may be performed.

Example: Turning into an alley, Radcliff discovers a merchant being accosted by a gang of thugs about 60' away. Radcliff has a movement rate of 130'. Radcliff rolls initiative and gets a result of 7. Deciding to aid the merchant, Radcliff draws his sword and charges into combat. As 60' is over ¼ of his full movement, but less than 140', Radcliff may charge into combat, getting one sword attack at initiative 2 (7 - 5 = 2).

Receiving Charges, Interception and Retreat

Characters and their opponents will often engage or disengage as they move about in melee combat. Three special considerations resulting from such actions are receiving a charge, interception and retreat.

Receiving a charge: Whenever an individual charges into a melee, any creature within passive movement of the charger's destination who is aware of the incoming opponent may move to 'receive the charge'. A character receiving a charge may make one simultaneous on-hand melee attack against the charger that round. A character receiving a charge must indicate to the Game Master they will do so upon their initiative.

An individual receiving a charge may take no other actions that round. He only defers his initiative to the charger's arrival, and makes one on-hand melee attack upon the charger.

Example: Continuing the example above, two of the thugs accosting the merchant see Radcliff enter the alley. These thugs get initiative results of 8 and 4. Radcliff announces he will charge at initiative 7, and will thus arrive at initiative 2. At initiative 4, Radcliff has not yet arrived. Thus, the thug with an initiative 4 chooses to receive Radcliff's charge. As a result, both Radcliff and this thug exchange one on-hand attack at initiative 2. As Radcliff didn't begin his charge until after the first thug acted, that thug could not receive his charge.

Note: If one of the thugs had an initiative result of 1 or less, he could take a full round of melee attacks against Radcliff.

Interception: Sometimes opponents will charge at each other, or one opponent may intercept another who is charging. As a general rule, any creature that is intercepted while charging may make one on-hand melee attack against the interceptor. However, to do so, the running character must stop short at the point of interception. Similarly, any individual intercepting an opponent may make one on-hand melee attack against the charging opponent, regardless of whether they stop or not. No other actions may be made while intercepting.

Example: Once again using the example above, two of the thugs accosting the merchant see Radcliff enter the alley. These thugs get initiative results of 8 and 4. Radcliff announces he will charge at initiative 7, and will thus arrive at initiative 2. At initiative 4, Radcliff has not yet arrived. However, the thug with an initiative 4 chooses to passively move forward 20' and intercept Radcliff's charge. As a result, the thug may make one on-hand attack upon Radcliff at initiative 4. Here, Radcliff has two choices, he may stop and make one on-hand attack upon the intercepting thug, or (if space permits) bypass the thug and continue with his charge, arriving at initiative 2.

Retreat: Any withdrawal out of melee combat is considered a retreat. A retreat may be made by any type of movement. As characters may attack only after moving during a round, a retreating character may not attack the melee opponent he is retreating from. However, a character could retreat from one opponent and possibly attack another some distance away.

Once an individual retreats from combat, any opponent currently in melee with the individual who has not yet acted (has a lesser initiative) has two options. These are: 1) immediately take one on-hand melee attack upon the character as he leaves, or 2) waive the attack, and perform another action at his or her normal initiative.

Option one, attack: Any opponent that has not yet acted this round may immediately take one on-hand melee attack upon the character as he leaves. Any attack made upon a fleeing character takes place immediately upon the initiative of the fleeing character. Once this attack has been made, the opponent may no longer act within the same round. Only melee attacks may be made in response to a fleeing character. No other actions, such as casting a spell or drinking a potion, may be performed. If a character retreats by charging, his opponents may attack at the initiative as he leaves, not at his initiative adjusted by -5.

Option two, ignore: Any opponent that has not yet acted this round may choose to ignore the character fleeing combat. This opponent may act as normal at his or her initiative.

Example: Magnus and Occum are waylaid by an orc and a hobgoblin. For initiative, Magnus gets a 7 and Occum a 6. The orc gets an initiative of 5 and the hobgoblin a 3. At initiative 7, Magnus runs away. The orc chooses ignore Magnus. However, the hobgoblin takes one on-hand attack against Magnus and does so at initiative 7. At initiative 6, Occum attacks the orc. At initiative 5, the orc decides to chase Magnus. As the orc is leaving combat with Occum, this is considered a retreat. However, Occum has already acted, thus he may not attack the fleeing orc. Finally, the hobgoblin with an initiative of 3 has already acted for the round. The round is over, and a new round may begin. Magus is being pursued by the orc, and Occum is in melee combat with the hobgoblin.

Refereeing Combat Movement

A system designed to address all types of possible combat movement would be extremely complicated and difficult to implement. Furthermore, constant referencing of the rules can slow gameplay and detract from the excitement of combat. For these reasons, it is encouraged the Game Master use the rules of combat movement provided as guidelines only, and to alter their implementation as he or she sees fit.

Here are the rules of combat movement distilled for the sake of simplicity:

1: Characters in combat may take any action, or switch weapons and make one on-hand attack if moving up to 25% of their movement rate (passive movement).

2: Characters may make one on-hand attack if moving 25-100% of their movement rate (charging).

3: Receiving a charging opponent enables both adversaries to make one on-hand attack against each other at the charger's initiative.

4: Interception a charging opponent enables both adversaries to make one on-hand attack against each other at the interceptor's initiative.

5: Retreat enables all opponents in melee to make one on-hand attack against the fleeing individual.

General movement and combat rule: If anyone moves between 25-100% of their movement rate, that individual and anyone attacking him in melee, gets only one on-hand attack while he moves.

An Example of Combat

At first glance combat may seem a complicated enterprise. However, after a few engagements, both the Game Master and players will become very familiar with combat rules and movement. An example of combat is provided below.

Occum, a 3rd level human swordsman, Magnus, a 4th level human wizard of 2nd Circle spell-power, and Millena, a 3rd level half-elven rogue, are traveling along a riverside trail when a large wolf leaps from the bushes, attacking them. We begin our example just prior to the wolf's appearance.

Game Master (GM): You've been making your way along the river at a steady pace. It's been 3 hours since sunrise. -Each of you may make a Perception check of 12.

Occum: I don't have the Perception proficiency. The most I can get is a 10 with a non-proficient Perception check.

Magnus: I don't have Perception either.

Millena: I've got Perception grade II. (Millena's player rolls 2d20, with a result of 7 and 10.) Ugh, I got a 10. -Unfortunately, I don't make a 12. Does something happen?

Unbeknownst to the characters, concealed in the bushes, a hobgoblin mystic hides with a trained wolf. 100' further up the trail, an orcish archer is hiding as well. The Game Master decided a Perception check of 12 would enable the characters to sense the trap. However, as no character made a successful Perception check, the bandits get the element of surprise.

GM: Actually, yes. From the bushes to the right of the trail, a large dog or wolf springs upon you, Occum. It's nasty looking, and is wearing a spiked collar. Please roll initiative.

Occum: Ugh. I got a 3.

Magnus: Great, I got a 9!

Millena: I've got a 6. What's the wolf's initiative!?

The Game Master rolls initiative for the hobgoblin, orc and wolf. As they have the element of surprise, he adds +4 to each of their initiative rolls. The hobgoblin, orc, and wolf get initiatives of 9, 7, and 11, respectively.

GM: Sorry, the wolf has it with an 11. Occum, he tries to bite you. You have a dodge of 12, correct?

Occum: Yeah, it's a 12. Also, don't forget I'm wearing studded leather! That absorbs 1d2 points of damage if the wolf hits.

The Game Master nods. Rolling 1d20 for the wolf's attack, the result is 10. However, the wolf has a +3 to-hit modifier, giving a result of 13. In addition, since this is a surprise attack, Occum's dodge score is temporarily halved. The wolf hits Occum. Rolling 1d4 + 1 for damage, the result is 5.

GM: The wolf bites into you Occum, for 5 points of damage. However, you can roll for your armor absorbance.

Occum rolls 1d2 with a result of 2.

Occum: Well, that helps some. -My armor absorbs 2 points, so I take 3.

GM: That's right. You have 11 health points left, Occum.

Magnus: Alright, now it's our turn! I'm going to cast Force Bolt on that wolf!

GM: Ok, Magnus. You can begin to cast at initiative 9. However, just as you do, a filthy looking humanoid rises from the bushes from where the wolf appeared. He looks somewhat like a goblin, and is covered in a variety of odd trinkets. It appears he is casting as well!

Millena: Damn! I'm next. I attack that caster at initiative 6!

GM: Not so fast, Millena. Magnus' Force Bolt spell goes off at initiative 8, as does the goblin-like creature's spell. Magnus, roll for your Force Bolt damage.

Magnus: Can I switch my Force Bolt to the goblin caster?!

GM: No. He appeared as you started casting your spell targeting the wolf. Sorry. -Please roll your damage.

Magnus: (Magnus rolls 1d6 + 2 for a result of 4.) I got it for 4 points. Take that you mangy hound!

The wolf has 10 health points. The GM notes that it has 6 health points left.

GM: The wolf yelps, but it still looks pretty good. Occum, the caster has targeted you with his spell. Please make a Mental Resistance check of 11.

The hobgoblin has targeted Occum with the 1st Circle Ritual magic spell, Weakness. Occum's player rolls 1d20 with a result of 6. Occum has no Mental Resistance check modifier and fails to resist the spell. Rolling 1d4 + 4, the Game Master determines that Occum loses 5 points of strength.

GM: Occum, unfortunately the spell affects you. You instantly begin to feel a loss of strength, almost as if you were affected by a severe illness. As a result, you lose 5 points of strength. This may also modify your Physical Resistance checks.

Occum: (Groaning) Arrgh! That drops my strength from 13 to 8! What's worse, my armor impedance score is adjusted by -2 and I've got a -1 Physical Resistance modifier! Now, I've got a dodge of 10. -I'm going to kill that goblin!

Millena: Ok, now can I go?

GM: Sorry, but there's one more surprise first. About 30 yards up the trail, you see a figure stand. He's armed with a bow and shoots at… Magnus, you have a dodge of 13? (The Game Master rolls 1d20 with a result of 15. The orc's arrow hits Magnus. 1d6 indicates Magnus

takes 5 points of damage from the arrow.) …Magnus, the archer hits you. An arrow sticks in your leg and you take 5 points of damage. You have no armor to absorb it, so you go from 13 health points to 8.

Millena: This is looking bad. Is there anyone else around?!

GM: Ok, make a Perception check of 10, Millena.

Millena: (Rolling 2d20, Millena gets a result of 2, 8. Ugh, I got an 8. Do I see anyone else?

GM: No, besides these three adversaries, no one else seems to be around. You do notice the archer looks like an orc, however. Millena, we are now at initiative 6. You may act.

Millena: Finally! I am going to stab that goblin spellcaster with my rapier. Is he close enough?

The hobgoblin is just 15' away. As this is less than ¼ of Millena's 120' movement rate, Millena may passively move up to the hobgoblin. The Game Master nods. If the wolf had not yet attacked this round, the wolf could have opted to immediately attack Millena as she leaves. However, she may retreat from this melee without any recourse. Millena rolls 1d20 to-hit with a result of 20.

Millena: Ha, critical hit! (She rolls 1d6 twice for damage, with a result of 1 and 6.) 7 points! I got him good.

GM: You sure did, Millena. He looks badly hurt, and screams in frustration. (The hobgoblin has no armor, and is reduced from 14 health points to 7.) Occum, you can act at initiative 4 now.

Occum: Good. I slash this wolf with my longsword. (Occum rolls 1d20 to-hit with a result of 5. He adds +2 for his Weapon Mastery II discipline, yet a 7 misses the wolf with a dodge score of 13.)

GM: Ok everyone, that's the end of the first round. Roll for initiative. -Occum, don't forget your new armor impedance now gives you a -2 modifier to your initiative roll.

For initiative, Occum gets a 4, Magnus an 8, and Millena a 3. The hobgoblin, orc, and wolf get initiatives of 9, 4, and 3, respectively.

GM: Alright, the goblinoid caster begins another incantation at 9. (The GM decides the hobgoblin is going to cast his last spell Steal Strength, upon Occum.) He's not yet done casting at initiative 8, however. -You may act Magnus.

Magnus: Great, I am going to cast a Fog spell, centered upon that orcish archer. That should give him some trouble.

GM: Nice, Magnus. Your spell goes off at initiative 7, surrounding the orc in a dense fog. However, the goblinoid's spell takes effect at initiative 7 as well. Occum, make another Mental Resistance check, but this time with a target number of 12.

Occum: Me again?! Magnus, you should have targeted this goblin! (Occum rolls 1d20 for his Mental Resistance check and gets a 10. Occum fails to resist the Steal Strength spell.) Arrgghh! I missed it!

GM: Occum, just when you thought you couldn't feel worse, you do. You feel even weaker, losing another 4 points of strength. You now have a 4 strength. Your studded leather armor feels crushingly heavy now. You have an armor impedance of -4, making your dodge an 8. You don't think you can move too quickly either. Also, recheck your Physical Resistance modifier. We are now at initiative 4. Millena, you notice that the goblinoid seems to look a bit tougher, in a somewhat unnatural way.

Occum: Great, I'm an invalid with a wolf trying to eat me. Well, I try to hit it with my sword. (Occum sighs as he rolls a 1d20 with a result of 3.) No good, I miss.

The orc also has an initiative of 4. The Game Master decides the orc is perplexed by the fog, and rather than shooting, he will spend two rounds, the first round the orc will walk forward and switch his bow for a club. The next round the orc will charge towards the party. He mentally keeps note of this as the next rounds pass.

GM: Ok, we are at initiative 3. Millena, you and the wolf act simultaneously. Occum, the wolf bites you again. (Rolling a 13, the wolf easily hits the feeble Occum for 3 more points of damage. Occum rolls for his armor absorbance and gets a 1.) Occum, you are now at 9 health points. Millena, what do you do?

Millena: I stab this goblin again. (Millena rolls a 12 to-hit which just misses.)

GM: Alright everyone, new round. Roll those initiatives.

For initiative, Occum gets a -1, Magnus a 7, and Millena a 10. The hobgoblin, orc, and wolf get initiatives of 6, 6, and 5, respectively.

GM: Millena, you have it with a 10. Do you want to defer to initiative 0?

Millena: No way! I attack this goblin again. (Millena rolls a 13 this time, just hitting the hobgoblin. Her rapier inflicts 3 points of damage. The Game Master notes the hobgoblin now has 4 health points.) Ha! Don't worry, Occum. The tide is turning!

GM: Magnus, you are next with an initiative of 7. What do you do?

Magnus: Can I see the orc? What is he doing?

GM: Yes, you see a faint outline of him within the fog. It's difficult to say what he's doing though.

Occum: Magnus, kill the wolf! Help me already!

Magnus: Ok, ok. I am going to cast my 2nd Circle spell, Force Weapon. I'll make a Force Weapon in the form of a great sword. -Sorry, I can't do more this round Occum. It's either that or my dagger.

GM: Ok, Magnus. Your Force Weapon will materialize at initiative 5. However, the goblinoid goes at initiative 6. Millena, he sneers as he draws a wicked looking morningstar. -He swings upon you but misses narrowly. (The Game Master notes the orc also draws his club and advances 30' out of the fog towards the party, now 70' away.) At initiative 5, Magnus' Force Weapon materializes, and the wolf attacks you once again, Occum. (Rolling, the Game Master determines the wolf hits Occum again for 4 more points of damage.) He bites you for 4 more, Occum. Roll your armor absorbance.

Occum: I got a 1. I take 3 more putting me at 6 health points. Can I finally attack?

GM: Yes, Occum. You go last at -1.

Occum: Alright, here it goes again. I swing my longsword at the wolf. (Occum rolls to-hit getting an 18. He has +2 to-hit due to his Weapon Mastery II, giving him a final result of 20.) I finally hit! (Occum rolls 1d8 for damage with a result of 3. His Weapon Mastery II gives him a

+1 damage modifier. However, his 4 strength gives him a -2. Thus, Occum inflicts 2 points of damage on the wolf.) That's 2 points. -Not so great.

The Game Master notes that the wolf suffers 2 points of damage. It has 4 health points left.

GM: You just nick the wolf, Occum. Ok, that does it for round three. Roll your initiatives, please.

For the fourth round initiative, Occum gets a 4, Magnus a 5, and Millena an 8. The hobgoblin, orc, and wolf get initiatives of 8, 6, and 11, respectively.

GM: Well, the wolf has it. He's intent on you, Occum. (Once again, the Game Master rolls and determines the wolf bites Occum again for 3 more points of damage. Occum's armor absorbs 1 point of damage again.) Occum, you are now at 4 health points.

Millena: Who's next? I got an 8 for initiative.

GM: Actually Millena, you and the goblinoid have tied. He swings at you again (rolling) and gets a 14. You have a 14 dodge? He just hit you. (Rolling 1d8 for the Morningstar, the GM gets an 8. However, the hobgoblin naturally gets a +1 modifier to damage. Combined with a +2 modifier due to his Steal Strength spell, the hobgoblin hits Millena for 11.) Ouch! Millena, he lands a mighty blow upon you for 11. Your leather armor absorbs 1, but you still take 10. You are now at 2 health points.

Millena: (Cursing) Alright, I am taking this nasty guy down! (Millena rolls to-hit with a result of 7.) No! I'm sure that doesn't do it.

GM: No, it doesn't. Sorry, Millena. The goblinoid chuckles maliciously. You now notice notice the orc is charging at the lot of you. -He's brandishing a large club. Magnus, you are next at initiative 5.

As the orc is greater than ¼ of his movement rate away (30'), but less than his full movement of 120', the Game Master decides the orc will charge into combat this round. Therefore, at initiative 1 (6 – 5 = 1) the orc will get one on-hand attack against one of the three characters. As the orc only gets one attack per round normally, this active charge does not decrease his number of attacks.

Magnus: Ok. I help Occum and attack this wolf with my Force Weapon great sword. I got a 13, with the +1 to-hit modifier from the weapon, that's a 14. (The GM indicates it's a hit.) Great, (rolling a 1d8 + 2 for damage) that's 7 points!

GM: That does it, Magnus. The wolf yelps loudly and falls to the ground, lifeless. (The players sigh in relief.) Seeing the wolf fall, the goblinoid screams in rage. The orc hasn't reached you yet. Occum, it's your move.

Occum: I'll try to return the favor Magnus, I'm attacking the orc.

GM: He's running towards you, do you want to run out to intercept him?

Occum: No! I'll wait until he gets to us. I don't want to fight him alone.

GM: Alright Occum, you prepare to receive the orc's charge. You can make one on-hand attack upon the orc when he reaches you at initiative 1. Go ahead.

(Occum rolls an 11. However his +2 to-hit makes it a 13. The Game Master indicates it's a hit.) Ha! He takes… 3 points of damage.

GM: Nice job Occum. However, the orc attacks simultaneously with you. Magnus, as you seem to be the greater threat. The orc swings his club on you. And… he hits. Magnus you take 4 points of damage, putting you at 4.

The Game Master notes the orc has been reduced from 14 to 11 health points. Taking stock of the situation, the Game Master observes the orc is slightly wounded, whereas the hobgoblin has been wounded badly. The hobgoblin's Weakness and Steal Strength spells each last for 10 minutes; they won't be ending soon. Nonetheless, due to the loss of the wolf, he decides that if the next round does not go well for the orc and hobgoblin, they will flee the battle.

GM: Alright, we are going into round five. Roll for initiative. Magnus keep track of your Force Weapon duration, you have 9 rounds left.

For the fifth round initiative, Occum gets a 5, Magnus a 10, and Millena a 4. The hobgoblin gets a 7 and the orc a 10.

GM: Magnus, you and the orc have tied. Do you want to defer to 0? (Magnus shakes his head) Fine, the orc doesn't defer either. In fact, he attacks you. (The Game Master rolls a 6 for the orc's attack.) However, he swings wide and misses you, Magnus.

Magnus: Great! I'm going to take him out! (Magnus rolls his to-hit and gets a 1.) No! A critical fumble?!

GM: Sorry, Magnus. Stepping into the attack, you roll your ankle over a large stone in the path. As you try to regain your balance, the orc brings his club down upon you once again. His counterattack comes at initiative 9. And… this time it's a hit. 5 more points of damage. That's enough to drop you, Magnus. In fact, you are at -1.

Magnus: No!

Occum: Can I grab his Force Weapon and use it against the orc?

GM: No, Occum. Actually, the Force Weapon falls from his hand and disappears as Magnus collapses. Anyway, the goblinoid cheers and attacks Millena again at initiative 7. (The Game Master rolls.) …but, he misses. Occum, it's your action at initiative 5. What do you do?

Occum: What else can I do?! I attack this orc! (Occum rolls to-hit, but gets a 4.) Ugh, I miss. Take that goblin out, Millena!

Millena: I'll try… (Millena rolls to-hit and gets a 16. The Game Master indicates it to be a hit. Millena rolls for damage.) Take 4 points, you ugly bandit!

GM: That's just enough to do it, Millena. You run the goblinoid through, and he crumbles to the ground! Nice work. Seeing his comrade fall, the orc gives a reluctant growl. That's it for this round. However, there's still the orc left. Roll initiative.

For the sixth round initiative, Occum gets a 6 and Millena an 8. The orc gets a 9, however. The Game Master decides that the orc will run. Thus, the orc retreats.

GM: Well, looking obviously worried, the orc turns and runs.

Occum: He runs?! Can we attack him?

GM: You can, Occum. You may take one on-hand attack against him. However, although Millena is close, she isn't close enough to attack the orc as he flees. She would have to cover about 15' first. Still, either of you may pursue him instead.

The players hurriedly discuss their options.

GM: Quickly now, there's no time for conversation.

Occum: No, we won't pursue him. We don't want to leave Magnus unguarded. Besides, I think Millena is the only one with a chance of catching him. I'm just too weak. Nevertheless, I'll swing on him as he leaves.

GM: Fine. Roll for your attack.

Occum rolls a 9, and despite his +2 modifier, he just misses the orc's 12 dodge.

GM: Well, the orc feels your sword brush the hair on his neck. However, you miss and he retreats unscathed. Are you sure you don't want to give chase?

Millena: No, we've had enough for one day. I watch to make sure he keeps running, but I am not going anywhere. Occum, let's get Magnus off this path. You have the Healing proficiency, right?

From this point, the characters may begin non-combat actions. Thus, exact bookkeeping of passing time is no longer necessary. Nevertheless, the Game Master may decide the orc has sought reinforcements, and will return once again in an hour. If this were the case, he may mentally note the time required for the character's subsequent actions.

Damage & Death

Adventure is a dangerous business. Throughout the course of their exploits characters may be hurt, poisoned, infected, drowned or worse. However, in Wayfarers the old adage rings true: Nothing ventured, nothing gained. As a Game Master, it is your job to present the characters with challenging, yet surmountable obstacles. Still, due to the random elements of the game, even careful players can perish in a fair Game Master's world. The following section concerns character injury, disease and death. In addition, a short discussion regarding the introduction of replacement characters is included.

Damage

Characters and creatures have a number of health points that represent the amount of physical damage they can take before they die. If for any reason an individual's health points reach zero, that character falls unconscious.

If a character's health points fall below zero by half of their endurance score, he or she dies. For example, a character with an endurance score of 11 dies at -6 health points. The table below indicates this endurance-based threshold:

Table 3.2.3: Endurance score and death

Endurance Score	Health points at which the character dies	Endurance Score	Health points at which the character dies
1-2	-1	11-12	-6
3-4	-2	13-14	-7
5-6	-3	15-16	-8
7-8	-4	17-18	-9
9-10	-5	19-20	-10

Note: The endurance score used to determine death is the character's current adjusted endurance score. Thus, if a spell lowered a character's endurance of 12 to 8, while affected, he would perish at -4 health points instead of -6.

Unless stated otherwise, creatures without an endurance score fall unconscious at 0 to -5 health points and die at -6 health points or below.

Although loss of health points can cause death, an individual's health point total does not directly relate to damage suffered. Thus, for game considerations, a character with 1 health point may perform any action he or she could while at 10 health points. Undoubtedly, a character at 25% of his total health points will appear battered and bruised. However, translating degrees of injury into game effects quickly becomes tiresome, and its slowing effect upon gameplay usually outweighs what realism is gained. That being said, rules for such effects of damage may be found in the Optional Rules section.

For all intensive purposes, a character's heath point total should be viewed as a combination of physical health, resilience and luck. Only when each of these runs out is the character defeated.

Falling: As previously stated, if a character falls straight down and lands upon a hard, even surface, he or she will suffer 1d8 points of damage for every 10' of the fall. This falling damage ceases to increase beyond 100' feet, or 10d8.

Any time a character falls, he or she may make a Acrobatics check to resist the damage. If the Acrobatics check is successful, the character suffers only 1d4 points of damage for every 10' fallen instead of 1d8. Generally, the target number assigned to a Acrobatics check should be 2 for every 10' fallen (rounded to 10') up to 100', to a maximum base target number of 20. For example, if a character fell 44', he would need to make a Acrobatics check of 8. A fall of 67' would require a Acrobatics check of 14. Target numbers assigned to Acrobatics checks may be adjusted to reflect the surface below, the slope of the descent, or if the character has the opportunity to slow his descent.

Note: Of course, armor may absorb falling damage.

Asphyxiation

A character may hold his or her breath for a number of rounds equal to half of his or her endurance score. After this time, the character must make a successful Physical Resistance check of 10 every round

thereafter. If the character fails this Physical Resistance check, he or she must immediately breathe or fall unconscious. For example, a character with an endurance score of 9 may hold his or her breath for 5 rounds. The character then must make a successful Physical Resistance check of 10 for each additional round thereafter.

After a character falls unconscious due to asphyxiation, he or she will still survive for twice his or her endurance score in rounds without breathing. For example, a character with an endurance score of 12 could survive 24 rounds without breathing, although he or she might fall unconscious after just 6 rounds without air.

Note: Cambions (listed as an optional player character race in the Optional Rules section) may hold their breath for a number of rounds equal to five times their endurance score or fall unconscious. However, after this duration has passed, the character must make a Physical Resistance check of 10 each additional round as described above. A cambion may survive for 10 times their endurance score without breathing.

Paralysis and Stun

Some poisons or magical effects will paralyze or stun a character. For ease of gameplay, paralysis and stunning have generalized mechanical effects. The Game Master may wish to adjust for unique circumstances, however, in most cases the following rules may be applied:

Paralysis: A paralyzed character or creature experiences severe rigidity and numbness in the limbs, making it impossible to stand or to effectively grasp items. The affected individual's dodge score is reduced to ¼ (min. 1), and movement is ¼ of normal. For example, a character with a dodge score of 13 and a movement of 120', has a dodge of 3 and a movement of 30' if paralyzed.

In general, a paralyzed creature remains prone, and may only slowly move itself about. A paralyzed character may not attack or use items, and can cast spells requiring a verbal component only.

Stun: A stunned character or creature is considered to be temporarily reeling from an insult or shock. While stunned, an individual's dodge score and movement rate are both halved. For example, a character with a dodge score of 12 and a movement of 130', has a dodge of 6 and a movement of 65' if stunned.

In general, a stunned creature may remain standing, and can retain held items. However, a stunned character may not attack, use items, or cast spells.

Poison

Poison frequently presents a difficulty for Game Masters. Often players will wish to apply poison to their weapons, expecting that a hit with such a poison will cause instant paralysis or death. Of course, many toxins may kill an adult human in short order. However, employing poison is not usually as easy as one imagines, and most useful poisons are difficult to obtain.

Types of poisons: For game purposes, poisons may be divided into four classes. These are caustic, metabolic, neurotoxic, and sedative.

Caustic: These poisons are chemically corrosive, often being extremely acidic or basic. In game terms, caustic poisons will typically cause health point loss. Caustic poisons may be applied to edged weapons, but usually with limited effectiveness. In addition, caustic poisons may corrode the weapon after multiple exposures. A low-grade caustic poison may require the victim to make a Physical Resistance check of 8 or lose 2 health points. Conversely, high-grade caustic poison may require the victim to make a Physical Resistance check of 14, suffering 10 health points of severe chemical burns if the check is failed, or 5 points if the check succeeds. Ingesting a caustic poison usually doubles its effect.

Metabolic: Metabolic poisons usually weaken or partially debilitate an individual. In game terms, a metabolic poison may reduce a victim's endurance score and or strength. Often metabolic poisons are slow-working, and most must be ingested or injected. Some metabolic poisons may be applied to a weapon, but the effectiveness is usually reduced substantially. A low-grade metabolic poison may require the victim to make a Physical Resistance check of 10 or lose 1d4 + 1 endurance points (min. 1) for 2 days. On the other hand, high-grade metabolic poison may require the victim to make a Physical Resistance check of 14, or lose 2d4 endurance points (min. 1) and 2d4 strength points (min. 1) for one week.

Neurotoxic: Neurotoxic poisons affect the nervous system, causing psychosis, seizures, paralysis or even death. In game terms, neurotoxic poisons may cause the victim to hallucinate, lose agility points, be paralyzed, or to die suddenly. As many neurotoxins are topically active, they may be applied to weapons with modest success. Nevertheless, these toxins are not typically effective if exposed to the air for extended periods. Neurotoxins are by far the most expensive of poisons. A low-grade neurotoxic poison may require the victim to make a Physical Resistance check of 8 or lose 1d4 + 1 agility points (min. 1) for 1 day. In contrast, high-grade neurotoxic poison may require a Physical Resistance check of 14, or the victim falls into seizures and dies within 1d3 hours.

Sedative: Sedatives are those substances that induce grogginess, lethargy or unconsciousness. In game terms, sedatives may cause a victim to lose agility points, become cataleptic, or to fall unconscious. Most sedatives must be ingested or injected. Like metabolic poisons, some sedatives may be applied to a weapon, but the effectiveness is usually significantly reduced. A low-grade sedative may require the victim to make a Physical Resistance check of 10 or lose 3 agility points (min. 1). Conversely, a high-grade sedative might require a Physical Resistance check of 15, or the victim falls comatose for 3d6 hours.

Applying poison to a weapon: Occasionally characters may wish to apply a poison to their weapon in hopes the victim will suffer the effects of the poison in addition to weapon damage. Unfortunately, this is usually not as simple as the player imagines. Of course, poison must be applied to an edged or piercing weapon. However, most players do not realize that cutting a victim causes an outflow of blood, which immediately washes much of the poison out of the wound. For this reason, weapon-delivered poisons are usually less effective than when properly injected or ingested.

As a general rule, metabolic or sedative poisons delivered via an edged weapon have a -6 adjustment applied to the poison's Physical or Mental Resistance check target number. Caustic poisons apply a -4 adjustment, and neurotoxic poisons a -2 adjustment. For example, if a character were to apply a caustic poison that normally required the victim to make a Physical Resistance check of 12 or suffer acidic burns, a character hit by a weapon coated in that poison would need to make a Physical Resistance check of 8 or suffer the same effect.

As poisons are typically effective only in liquid form, they do not remain effectual upon a blade for long. Generally, caustic, metabolic and sedative poisons will remain effective upon a blade for 10 rounds. Neurotoxins will only remain effective for 5 rounds. Thickening poisons with sap or oil reduces their delivery, and hence does not work. In all

cases, once a poisoned weapon has struck an individual, the applied dose is expended.

Purchasing poison: In most civilized areas poison may not be sold on the open market. For this reason, and as poisons are difficult to formulate, they can be quite expensive. It is left to the Game Master to determine the price and availability of poisons in his or her campaign. However, it is suggested that PC use of poison should be limited. After all, if the PCs use poison frequently, who is to say their opponents won't do so as well?

Harvesting poison: Occasionally a character may wish to harvest poison from a recently slain venomous creature. In most cases the Game Master should allow the character a reasonable chance of garnering one or two doses. Unless the character is specifically skilled in this trade, the poison obtained will usually be somewhat less potent than the original.

Disease

Characters will typically only contract diseases via magical means or through contact with infectious creatures. In all cases, the effects of disease will be provided with the spell or creature description. However, if a Game Master so desires, he or she can devise other situations in which the character might be acquire sort of infection or malady. For example, if a group of characters were tracking a creature through the city's sewer system, the Game Master might require a Physical Resistance check to avoid a general sort of infection.

Similarly, a plague might sweep through the campaign world, causing characters to be wary of travelers, or even to be trapped within a quarantined town. Such afflictions might cause the character to lose endurance points, to develop unsightly sores until cured, or even to result in a slow and painful death.

In general, disease will have only a minor role during gameplay. However, at times disease may serve the Game Master as a plot device or other useful facet of the game. The causes and effects of disease are left to the Game Master's discretion. Still, as with all such decisions, careful use of disease is required to maintain a fair and appealing campaign environment.

Recovering Lost Health Points

As explained in Player's section, the natural recovery of lost health points is determined by the character's endurance score and his or her level of physical activity. The following table indicates the rate of health point recovery based on these two factors:

Table 3.2.4: Health point recovery

Endurance score	Normal activity	Minimal activity	Bed rest
1-2	-	-	1
3-4	-	-	1
5-6	-	1	1
7-8	1	1	2
9-10	1	1	2
11-13	1	2	3
14-15	2	2	3
16-17	2	3	4
18-19	2	3	4
20	3	4	5

Note: Numbers indicate health points recovered per day. Thus, a character with an endurance score of 12 getting bed rest will regain 3 lost health points per day.

Normal activity: The character makes little to no effort to rest or reduce normal physical activity. Normal activity includes all types of travel and possibly even combat. Nevertheless, it is suggested a character must get at least 4 hours of sleep before any health points are regained.

Minimal activity: The character performs few or no physical tasks. Riding on horseback, or walking slowly constitutes minimal activity. It is suggested the Game Master be strict in deciding what constitutes this type of recuperation. For example, simply climbing a tree should change a character's activity level from minimal to normal.

Bed rest: The character remains in a constant state of rest. This type of rest must be uninterrupted. If the character is to be moved, it must be in a cart or litter where the character is able to remain prone. Simply walking will change the character's activity level from bed rest to minimal activity.

Magical healing: The effects of magical healing are usually immediate, even if the character is brought back to consciousness as a result. Nevertheless, if a character regains consciousness due to magical healing, particularly in a combat situation, the character may not take any actions until the following combat round.

Magical healing does not cure all ills. Most magical healing concerns physical damage only. Unless specifically stated, a healing potion or spell will not neutralize poison or cure mental or physical disease.

Character Death

As characters are wont to engage in dangerous activities and combat, it is inevitable that at some point a character will die. Of course, even in the case of a valiant sacrifice, players are usually somewhat despondent after the death of a favorite character. This is understandable. Yet, it should be remembered that character death is an essential risk within the game. Players who do not fear the prospect of character death will not sense the thrill of danger the game can afford. Similarly, without palpable risk, rewards become empty, victories ring hollow, and accomplishments feel pointless. Only when players feel they have something to lose will they really feel they have something to win.

Nevertheless, because of the nature of the game setting, death is not necessarily the end. Magic elixirs and items may be found that can restore life, and powerful priests can either reincarnate or resurrect those they feel worthy of their blessing.

That being said, the life-giving powers of powerful magic items or spell-casters are normally unattainable by the lowest level of characters. However, replacement characters may be more easily introduced at the lower skill levels, and novice characters are usually less important to their players. As characters develop into more significant entities, their options for resurrection typically improve.

Replacing a deceased character: Although one member of an adventuring group is irrevocably lost, the character's player need not quit the campaign. Instead, the player may create a new character, and in the course of gameplay, the Game Master can work the new individual into the adventuring group.

Of course, a new character of skill level 1 will not likely succeed if he or she joins group of characters of skill levels 7 and 8. For this reason, it is suggested that when a player makes a replacement character, the new character begins with a number of skill points equal to half of those earned by the previous character.

Example: Roger's character, Olaf the Barbarian, has perished while fighting a wyvern with his comrades. Without means of resurrecting Olaf, his companions give him a proper burial upon the windswept tundra, and continue their journey towards a remote arctic outpost. However, as the other players continue with their expedition, Roger gets to work on creating a new character. After some deliberation, he decides to create Oswald Gutterson, a skilled tracker and bounty-hunter. Olaf had achieved the 6th skill level and earned 106 skill points at the time of his demise. Thus, Oswald Gutterson will have earned 53 skill points and be 3rd level upon creation. Getting approval from the Game Master, Roger begins creating Oswald. To do so, Roger must first generate Oswald at 1st level, and then advancing him though the 2nd and 3rd skill levels of development. Once Roger has completed his bounty-hunter and the Game Master has approved the new character, Oswald may be worked into the story. In this case, the players encounter Oswald in this isolated fort and hire him to lead them to the ruins of a nearby temple.

Note: It is important that a replacement character be generated in a sequential level-by-level manner as disciplines and proficiencies may only be improved one grade per level. Furthermore, all initial skill points must be spent upon character creation at 1st level.

Death Due to Aging

In most circumstances character death due to age is a result of magical aging processes.

Each player character race has a life expectancy determined by the Game Master. For example, the human life expectancy is suggested to be 80-100 years. If at any time a character advances in biological age beyond the lower limit of the life expectancy, he or she has a 1% chance per year beyond this limit of death due to an age-related affliction.

Example: A human character is targeted by a powerful relic, causing him to age to 84 years. As a result, the character has a 4% chance of immediately dying due to the aging process.

Although a very rare occurance in gameplay, occasionally a character might naturally advance beyond his or her natural life expectancy.

After reaching one year beyond the lower-limit of life expectancy, and each year thereafter, the character has a 1% chance of expiring within the year, per each year beyond the minimum. For example, an 83 year-old human has a 3% chance of death within the year, whereas a 98 year-old has an 18% chance of expiring.

Death due to natural aging should always be determined by the Game Master, and should not be directly disclosed to the character.

Refereeing death due to aging is left to the Game Master. However, it is suggested the character be made aware of a rapid decline in health, which allows for 2 to 8 weeks to tie up loose ends, or to seek magical intervention.

Light & Vision

Light is one of the most common environmental factors to affect gameplay. Furthermore, due to racial differences in vision and/or magical effects, light levels will often affect individual creatures and characters differently.

As strict consideration of lighting can complicate and slow the progress of play, it is suggested light intensity be described in its effects upon human vision. In short, there are four levels of natural light intensity, ranging from daylight to pitch darkness.

In game terms, loss of sight most directly affects a character's to-hit rolls, movement, and dodge score. In general, vision impairment can range from twilight: -1 penalty, to complete darknessness: -5 penalty. As described in the Player's Section, light can affect the various character races differently. These effects are described in the table below:

Table 3.2.5: Vision impairment due to light

Race/Light level	High noon	Dawn/dusk	Moonlight	No light
Dwarf	-	-	-	-5
Elf	-	-	-	-5
Half-elf	-	-	-	-5
Half-orc	-	-	-	-1
Hobgoblin	-1	-	-	-1
Human	-	-1	-3	-5
Orc	-1	-	-	-1

Note: Penalties provided indicate melee to-hit modifier and dodge score adjustment. Missile weapon to-hit modifiers are 2x those of melee. Movement rate adjustments are 10'x the penalty. Thus 'no light' conditions would incur a -50' movement penalty upon a human.

Unlike light-levels, vision impairment due to particulates such as fog or smoke affects all races equally. Examples of vision impairment are:

Table 3.2.6: Effects of vision impairment

Penalty/Effect	To-hit modifier*	Dodge score adjustment	Movement rate adjustment†
Light Fog	-1	-1	-10'
Blizzard	-3	-3	-30'
Blind	-5	-5	-50'

* Missile attack to-hit modifiers due to vision impairment are twice that of melee attacks. Thus a character would apply a -2 to-hit modifier if employing a bow in a light fog.

† A character may move at full movement rate with impaired vision. However, such movement typically risks falling or injury.

Of course, if the Game Master wishes, he or she may choose intermediate effects, such as applying a -2 or -4 penalty to attack rolls and dodge scores due to limited vision. However, the simple system provided works well in most situations.

Vision impairment and movement: Movement penalties due to impaired vision are not absolute, but reflect a rate at which the character may move without stumbling. For example, it is suggested a character with a base movement rate of 120′ might slog through a pitch-black tunnel at a rate of 70′ per round without tripping or running into a wall.

That being said, as environmental factors will affect the movement of characters with impaired vision, as Game Master you may adjust such movement rates on a case-by-case basis. In fact, Perception and/or Acrobatic proficiency checks should be required of characters trying to move quickly with impaired vision.

Example: Sleeping at an inn, Mr. Bolar is awaken by a thief looting his room. The thief takes flight, and Bolar decides to pursue the rogue in the darkness. Following the sound of the thief's footsteps, Bolar chases his opponent down the hall at full tilt. Bolar is faster than the thief. However, to catch him, Bolar must quickly navigate a turn and a small flight of stairs. The Game Master determines that Mr. Bolar must make a Perception check of 13 or miscalculate his path. Unfortunately, he misses this check. As the Game Master decides that Bolar misjudged the stairs, he deems that an Acrobatics check of 11 will avert disaster. Unfortunately Mr. Bolar does not have the Acrobatics proficiency. Missing this check as well, Bolar rolls head-over-heels down the stairs.

Note: The Blindfighting discipline reduces penalties caused by vision impairment by +2. Thus, total blindness resulting in a -5 to-hit modifier and a -5 dodge score adjustment, would modify a Blindfighting character's to-hit rolls by -3, and adjust his dodge score by -3. Furthermore, if a movement rate penalty is applied due to vision impairment, the Blindfighting discipline will offset this penalty by +20′.

It is worth mentioning the rules for blindness, particularly in combat, are grossly over-simplified and benign. In reality, loss of vision in a combat situation is devastating. The mechanics provided here are intended to be fair and simplifying but not overly realistic or permitting for instant-kill situations.

Light Sources

Adventuring parties will typically employ some artificial means of light when traveling at night or underground. It is not advised the Game Master spend considerable time or effort determining light-levels due to the use of different light sources. Nevertheless, to quickly estimate the effect of light sources upon visibility, the following table is provided.

Table 3.2.7: Light sources

	Light intensity			
Light source	**Daylight**	**Dawn/dusk**	**Moonlight**	**No light**
Candle	5′	20′	40′	80′
Lamp or lantern	10′	40′	120′	180′
Torch	20′	60′	140′	200′
Bonfire	30′	70′	160′	240′
Illuminate spell	20′	40′	80′	120′

Note: The light intensity provided concern individuals at the indicated distance from the source of light. For example, and individual standing 80′ from a single candle would have no practical light about his person. The individual would be able to see the candle from his position, however.

The distances in the previous table indicate the outermost point at which the light source provides light of a given intensity. For example, torchlight will provide an intensity of light equal to noon daylight within a 20′ radius, or a 40′ diameter circle. Between 20′ to 60′ away from a torch, light levels are considered to equal those at dawn or dusk.

Again, it is stressed the Game Master simply estimate the effects of light upon vision in all but the most obligatory of circumstances (such as a character attempting to read a scroll in a poorly-lit prison cell).

Travel

In general, the rate of long-distance travel by foot is more dependent upon the local terrain than it is a character's movement rate. Thus, unless encumbered, characters are assumed to walk over long distances at roughly the same speed. Of course, there are more efficient means to travel over long-distances than walking.

In all cases, the travel time from one place to another should be determined by the Game Master, accounting for conditions such as weather, terrain, encumbrance, quality of steeds, and possibly knowledge of the land. However, in order to aid estimations of travel time, general rates (in miles per day) of common modes of travel are provided.

Table 3.2.8: Rates of travel

Method of travel	Poor conditions	Average conditions	Optimal conditions
Foot	8	15	30
Camel or mule	10	15	25
Horseback	8	25	50
Mule-drawn cart	4	12	20
Horse-drawn cart	3	15	25
Sailboat, small	15	40	60
Sailboat, large	20	50	60
Galley	25	35	45
River raft	15	25	40
Canoe	10	20	35
Rowboat	8	12	20

In the previous table, travel conditions are simply rated as: poor, average, and optimal. Nevertheless, the effect of the environment upon traveling varies between modes of transportation. For instance, optimal travel conditions by sailboat would include strong and steady winds; however, a canoe would be slowed by such conditions. When multiple methods of locomotion are used together, it is important the Game Master set the pace according to the least efficient member of the convoy.

As an option, men or beasts may travel at 1.5x normal movement for up to two days in a forced-march fashion. After one day of a forced-march, the next day of travel must be reduced to ½ the normal travel rate, or else the third day must be spent resting. After two days of forced-march, no substantial travel is possible upon the third day.

Magic Items & their Creation

Magic items are clothing, potions, weapons, armor or other articles permanently enchanted by a powerful spell-caster or extra-planar being. As they may only be created by the most powerful of individuals, magic items are normally rare, if not singular.

In general, lesser magic items such as potions or scrolls will be more common than permanent ones such as armor, weapons or artifacts. Relics are the rarest magic items of all. Of course, the prevalence of these items will vary somewhat from campaign to campaign. However, one of the biggest rewards for a character is to discover an unusual or powerful magic item. Consequently, it is suggested that magic items be introduced sparingly, lest they lose their allure by becoming commonplace.

As with all aspects of the game, the Game Master is encouraged to create his or her own magic items. As a Game Master, feel free to devise items that match your campaign setting or distinctively rewards PCs for achieving a challenging goal. Due to their nature, magic items present a unique opportunity for referee creativity. Of course, game balance should always be considered when introducing a new item into a game. Nevertheless, the following section provides a list of many magic items that may be used in your campaign, either modified or as is.

Magic Items

Magic items are divided into seven general classes. These are: armor, artifacts, weapons, potions, scrolls, wands and weapons. Potions and scrolls are usually the least potent, whereas artifacts and relics are often the most powerful. Due to their potency, it is not advised that magic items ever be placed haphazardly into a campaign. Still, at times a Game Master may wish to randomly select a magic item for various reasons. Therefore a table of random selection is provided.

1-16: Armor, pg. 208
17-25: Artifacts, pg. 209
26-50: Potions, pg. 219
51-54: Relics, pg. 222
55-75: Scrolls, pg. 227
76-88: Wands, pg. 228
89-100: Weapons, pg. 229

Note: The previous table has been weighted to reflect a relative rarity amongst the different classes of magic items.

Magic Armor

Although some rare magic armor may impart special powers upon the wearer, most magic armor will absorb additional damage, and/or improve the armor's associated impedance score. Lesser magic armor will absorb only one additional point of physical damage, or have an impedance score adjustment of +1. In contrast, the most powerful magic armor might absorb 3 additional points of physical damage per impact, or have an impedance score adjustment of +6 compared to its non-magical form. As an example, an extremely powerful suit of magic plate armor might absorb 1d6 + 2 points of damage, and have an impedance score of -1.

The Game Master is encouraged to both design and make magic armor available as he or she sees fit. Nonetheless, the following is a list of assorted magic armor, representative of what may be found in a typical campaign setting:

Table 3.3.1: Magic armor

d100	Armor type	Magic modifier to physical damage absorbed	Magic adjustment to impedance score	d100	Armor type	Magic modifier to physical damage absorbed	Magic adjustment to impedance score
1-8	Shield	-	+1	74-75	Chain mail	+1	+3
6-13	Shield	+1	+1	76	Splint	+2	+2
14-15	Shield	+2	+1	77-78	Splint	+1	+3
16-18	Leather	-	+1	79-81	Scale	-	+3
19-27	Leather	+1	-	82	Scale	+2	+2
28-34	Leather	-	+1	83-85	Scale	+1	+3
35-39	Leather	+1	+1	86-87	Banded	+1	-
40-41	Studded leather	-	+2	88	Banded	+1	+3
42-48	Studded leather	+1	+1	89-90	Banded	+1	+2
49-51	Studded leather	+1	+2	91	Banded	+2	+3
52	Ring	-	+3	92-93	Plate	-	+4
53-55	Ring	+1	+2	94-95	Plate	+1	+1
56	Ring	+1	+3	96	Plate	-	+4
57	Chain mail	+3	-	97	Plate	+2	+2
58-59	Chain mail	+1	+2	98	Plate	+1	+4
60-68	Chain mail	+1	+1	99	Full plate	-	+4
69-73	Chain mail	-	+3	100	Full Plate	+1	+3

Artifacts

In general, artifacts are powerful magic items that harness the power of planar forces to alter reality in a particular and controlled manner. Some artifacts are created by powerful wizards. However, most artifacts that are found are remnants of ages long since past, fashioned by ancient beings that employed lost magic. As a general rule, artifacts are rarely found. When they are located, it is almost certain they will be coveted, and seldom traded or sold.

The possibilities regarding magic artifacts are endless. For this reason, it is encouraged the Game Master creates artifacts for his particular campaign setting as he sees fit. Nevertheless, below is a list of artifacts that might be found in a typical campaign:

Table 3.3.2: Artifacts

d100	Artifact	d100	Artifact	d100	Artifact
1	Arrow of Accuracy	34	Flying Carpet	67	Ring of Deception
2	Bag of Useful Goods	35	Gauntlets of Swordplay	68	Ring of Flying
3-4	Bag of Sustenance	36	Gloves of Nimbleness	69	Ring of Invisibility
5	Bell of Shattering	37	Hammer of Returning	70	Ring of Magic Resistance
6	Belt of Facility	38	Hammer of Thunder	71-72	Ring of Protection
7	Belt of Swimming	39-40	Hourglass of Meditation	73-74	Ring of Protection from Cold
8	Boots of Climbing	41	Horn of Banishing	75-76	Ring of Protection from Heat
9	Boots of Speed	42	Ioun Stone	77	Ring of Protection from Charm
10	Boots of Stealth	43-44	Javelin of Distance	78	Ring of Quickness
11-12	Bowl of Purification	45	Lamp of the Djinn	79-80	Ring of Regeneration
13	Bracers of Defense	46-47	Lens of Scrying	81-82	Ring of the Rogue
14	Bracers of Might	48-49	Lens of Translation	83	Ring of Strength
15	Chalk of Portal Creation	50	Lens of Magic Detection	84	Ring of Telekinesis
16	Chameleon Cloak	51	Magic Bag	85	Ring of Water-breathing
17	Cloak of Shadows	52	Magic Lantern	86	Rod of Transformation
18	Clockwork Creature	53-54	Magic Rope	87	Scarf of Silence
19-20	Codex of Enlightenment	55	Manual of Parlous Edification	88	Scepter of Undead Command
21	Cudgel of Demolition	56	Mask of Disguise	89-90	Staff of the Druids
22-23	Dagger of Life Stealing	57	Necklace of Appeal	91	Staff of the Elements
24-25	Dust of Disappearance	58	Necklace of Concealment	92	Sword of Speed
26	Dust of Flying	59	Necklace of Prot. from Undead	93	Talisman of Luck
27	Elemental Stone	60	Ocarina of Pacification	94	Talisman of Translation
28	Ever Full Flask	61	Paladin's Sword	95	Tiara of Iron Will
29	Ever Full Quiver	62	Pocket Boat	96	Tome of Understanding
30	Exploding Shot	63	Robe of Eyes	97	Traveler's Boots
31	Familiar Figurine	64	Robe of the Magi	98	Twinstones
32	Flaming Sword	65	Rod of Command	99	Witches' Ring
33	Flute of Animal Charm	66	Ring of Darkvision	100	Whip of Silence

Arrow of Accuracy: The Arrow of Accuracy appears as a well made arrow, fletched with the feathers of a brightly colored fowl, such as a bird of paradise. When shot, the Arrow of Accuracy imparts a +4 modifier to-hit and a +1 modifier to damage. In addition, the Arrow of Accuracy has a range twice that of a normal arrow, whether shot from a short or long bow. Typically 1d8 of these arrows are found together.

Bag of Sustenance: Upon first inspection, this item appears as a simple shoulder bag, stuffed with quality provisions. However, twelve hours after the pouch is completely emptied, it will once again become filled with the same amount of food. These rations of fresh bread, cheese, dried fruit, and smoked meat will be adequate to feed one adult for three days.

Bag of Useful Goods: This pouch appears empty, and will not lose contents when overturned. However, whenever a hand is reached into the pouch, one of twenty items will be grasped:

1: 20' rope	8: padlock	15: hair comb
2: 6" knife	9: mallet	16: ale mug
3: torch	10: flint stone	17: candle
4: spyglass	11: flask of oil	18: quill
5: hand mirror	12: whistle	19: ink
6: parchment	13: bell	20: blanket
7: chalk	14: dice	

When first reaching into the Bag of Useful Goods, the item drawn will be random. However, that specific item may be drawn again at any time the person wishes. For example, after a whistle is initially drawn at random, the same character may elect to draw a whistle from the Bag of Useful Goods with any future draw. Otherwise, a completely random draw may be made.

Items drawn from the Bag of Useful Goods are of average quality, and must not be returned to the bag in order to be drawn again. Two 'useful goods' may be drawn from the bag each day. Any attempts to draw additional 'useful goods' within the same day will be fruitless.

Any normal items placed into the Bag of Useful Goods (or replaced items) will simply fill the bag as if it were non-magical. Such items may fill the bag normally, and will have no effect upon the bag's magical properties.

Bell of Shattering: This item appears as a small silver chiming bell. However, if the Bell of Shattering is rung, all non-magical glass and crystal within a 30' radius will shatter violently. As a result, any creature within 3' of a glass object will suffer 1d2 points of damage. In addition, any creature within this area must make a Mental Resistance check of 14 or be deafened for 2d4 rounds.

Each time the Bell of Shattering is rung, there is a 5% chance the bell itself will shatter. If this is the case, the character ringing the bell suffers 1d3 points of damage, and the bell is destroyed.

Note: The Bell of Shattering will also affect ice. However, shattered ice will not inflict damage.

Belt of Facility: This large girdle imbues the wearer with a sense of improved mobility and freedom. As a result of the belt's magic, the wearer applies a +2 adjustment to his or her armor impedance score (max. 0). Furthermore, the character's encumbrance class is reduced by one step (min. I).

Belt of Swimming: Any character wearing the Belt of Swimming has an effective Swimming proficiency grade of IV. In addition to this enchantment, the Belt of Swimming also confers the ability to breathe underwater upon its wearer.

Boots of Climbing: These boots enable the wearer to ascend any sloped surface up to vertical. The wearer may climb vertically at ½ of his or her normal movement rate, or at ¾ of normal at 45 degrees. For example, a character with a movement rate of 120′ would be able to climb a wall at a rate of 60′, or a 45° slope at 80′. The Boots of Climbing do not allow the wearer to traverse overhanging obstacles or ceilings, however.

If a character using the Boots of Climbing is grappled or struck while climbing a slope of 60° or greater, a Climbing proficiency check of 8 must be made or the character falls.

Boots of Speed: Any character wearing the Boots of Speed applies a +50′ adjustment to his or her movement rate. The character applies a +5 modifier to all Running checks as well.

Boots of Stealth: These boots enable the wearer to walk upon any surface without making noise, regardless of the nature of the terrain. For example, the character could walk amongst dry fallen leaves without making a sound. As a result, if a character wearing these magical boots uses the Stealth proficiency to move undetected, he or she applies a +4 modifier to all proficiency checks. In addition, a character wearing the Boots of Stealth leaves no footprints, even if walking upon soft mud or snow.

Bowl of Purification: Any liquid placed in the bowl of purification is transformed to pure drinking water. In addition, any creature drinking directly from the Bowl of Purification will be affected as if the recipient of the 4th Circle faith magic spell, Cure Disease. As such, the Bowl of Purification instantly cures all forms of non-magical disease, mental or physical. However, if the cause of the disease is magical, the afflicted creature must make a successful Physical Resistance check of 8 upon drinking from the bowl. An unsuccessful Physical Resistance check indicates the magical disease has not been removed. The Bowl of Purification may be used in this manner by any creature once per day.

Bracer of Defense: These coveted items imbue the wearer with an uncanny ability to avoid physical attacks. As such, depending upon the potency of the enchantment, bracers of defense impart a +1, +2 or +3 dodge score adjustment upon the wearer.

Bracer of Might: These bands imbue either a +1, +2 or (very rarely) +3 adjustment to the wearer's strength score (max. 20). If the creature does not have a strength score, the bracers confer a +1, +2 or +3 damage modifier to the creature's melee attacks.

Chalk of Portal Creation: This ordinary-looking stick of chalk has the remarkable property of creating a portal upon any non-living wall on which a closed circle is drawn. For example, if a character were to etch a 2′ diameter circle upon a wooden wall, the area of wall encompassed by the chalk would disappear, leaving a 2′ diameter hole in its place. However, this hole is temporary, and will once again be replaced with the original wall after one minute (6 rounds). The Chalk of Portal Creation will work upon any non-living surface up to 1′ thick. If the chalk is used upon a thicker surface, no portal will appear.

A full stick of Chalk of Portal Creation can etch up to 100′ before being used up. This is approximately sixteen 2′ diameter holes, ten 3′ diameter holes, or twelve 2′ x 2′ square holes.

Note: any object or creature within a portal after 6 rounds will be expelled to one side of the hole and suffer 2d4 points of damage. If the creature or object is restrained, it will be cut in half by the reforming wall (typically causing destruction or death).

Chameleon Cloak: In general, the Chameleon Cloak appears as an ordinary hooded cape. However, when the Chameleon Cloak is worn and the hood drawn, the cloak will actively change colors and adopt patterns so as to match the environment in which the wearer is standing. For example, if the wearer was standing in front of a brick wall, the cloak would become colored like the brick, and even express patterns of the masonry behind him. As a result of the cloak, any creature attempting to strike the wearer suffers a -1 to-hit penalty in melee, or a -2 penalty for every 20′ of distance, if a missile weapon is used. In addition, while affected by the Chameleon Cloak, the wearer applies a +5 modifier to all Stealth proficiency checks.

Cloak of Shadows: The Cloak of Shadows appears as a fine hooded cape of the deepest black. This item imbues several powers upon its wearer, some of which are dependent upon the ambient light conditions. These powers are:

All light conditions: The person wearing the cloak may cause Darkness, as the 1st Circle Hermetic magic spell, once per day.

Dawn, dusk or darker: The wearer may see as normal. In addition, all Stealth proficiency checks made by the wearer apply a +3 modifier, and all initiative rolls made by the wearer apply a +2 modifier. Furthermore, the wearer may assume Shadow Form, as the 5th Circle Hermetic magic spell (cast by a 5th Circle wizard), once per day.

Clockwork Creature: This unusual item appears as a clockwork replica of a small creature, such as an insect, bird, mouse, etc. constructed from fine metals and jewels. Typically, the clockwork creature is inanimate. However, once wound, the clockwork creature will become sentient, and will serve the person who wound it, performing small tasks or even attacking, if able. Each clockwork creature contains a hidden compartment about 2″ x 2″ in which small items may be stored. Clockwork creatures are generally from 5-8″ long or tall. Typical clockwork creatures are:

Bird: Health points: 2, Dodge score: 16, Initiative: +1, Hide/armor: none, To-hit: +0, Attacks: none. Intellect: 5, Physical Resist: -4, Mental Resist: n/a, Movement: fly 140′. The clockwork bird may carry small items in its claws, such as a ring or a letter.

Mouse: Health points: 2, Dodge score: 16, Initiative: +3, Hide/armor: none, To-hit: +0, Attacks: none. Intellect: 4, Physical Resist: -3, Mental Resist: n/a, Movement: 90′. The clockwork mouse may pilfer small items, or chew small holes in wood or cloth.

Scorpion: Health points: 3, Dodge score: 13, Initiative: +1, Hide/armor: none, To-hit: +1, Attacks: sting: 1 x 1. Intellect: 4, Physical Resist: -3, Mental Resist: n/a, Movement: 80′. The clockwork scorpion contains a small receptacle in which poison may be stored to be delivered through its stinging tail. Typically, the scorpion's poison is such that, if stung, the victim must make a Physical Resistance check of 10 or fall unconscious for 1d3 hours.

Spider: Health points: 2, Dodge score: 14, Initiative: +2, Hide/armor: none, To-hit: +1, Attacks: bite: 1 x 1. Intellect: 4, Physical Resist: -4, Mental Resist: n/a, Movement: 90′. The clockwork spider may climb most vertical surfaces with ease. The clockwork spider contains a small

receptacle in which poison may be stored to be delivered through its bite. Typically, the spider's poison is such that, if stung, the victim must make a Physical Resistance check of 10 or lose 1d4 agility points for 1 day. If the creature has no agility, it loses 1d4 dodge points.

The clockwork creature will remain animated for 2 hours if fully wound.

Codex of Enlightenment: This powerful book is typically found as a small manual or memoir, often focusing upon a particular theme or account of event. For example, a codex might describe the personal experience of an herbalist seeking a rare species of flower in a foreign land. However, when studied carefully, the astute reader will realize the Codex of Enlightenment is not a mundane text. In fact, if the codex is digested in full by the appropriate individual, extraordinary knowledge will be imparted upon the reader.

Each Codex of Enlightenment will relate to one specific proficiency. If the codex is read in full by a character that possesses the appropriate skill, he or she will subsequently gain 1d2 grades within that skill. For example, if a Codex of Enlightenment concerning the exploits of a reckless gambler were read by a character with the Gambling proficiency, he or she would add 1d2 grades to his or her proficiency score (max. IV) upon completion of the book.

After every reading of the codex, there is a 5% cumulative chance the book will lose its magical properties. Thus, after the third person has read the text, there is a 15% chance that it will become non-magical. Unless newly created, it is safe to assume that the Codex has been read before, a total of 1d10 times previously.

Cudgel of Demolition: In combat, this iron-studded club confers a +2 modifier to-hit and a +3 modifier to damage. However, if the Cudgel of Demolition is struck against stone or wood, additional powers will be revealed. Any wood struck by the cudgel will have a percent chance to shatter, equal to 100 – 8 x (each inch of thickness). For example, a wooden door 3" thick would shatter 76% of the time (100-24)%. Similarly, any stone struck by the Cudgel of Demolition will have a 100 – 10 x (each inch of thickness) percent chance of breaking. Thus a stone wall 6" thick would have a 40% chance of being destroyed.

Due to the violence of this demolition, any creature within 10' of the wielder (including the wielder himself) will suffer 1 health point of damage if wood is shattered, or 1d3 points if stone is broken. Each shattering blow dealt by the Cudgel of Demolition will create a void approximately 3' in diameter. The club may be used in this fashion an unlimited amount of times.

Dagger of Life-stealing: In combat, this sinister weapon imparts a +2 modifier to-hit and a +2 modifier to damage. However, whenever a natural to-hit roll of 20 is scored with the Dagger of Life-stealing, the target must immediately make a Physical Resistance check of 10 or die. If this Physical Resistance check is successful, the dagger inflicts damage as normal. The Dagger of Life-stealing only has this effect when wielded in melee.

Note: If a character wielding the Dagger of Life-stealing possesses the Critical Hit discipline, the dagger will have its effect whenever a 19 or 20 is rolled. However, this rule only applies if the optional critical hit rule is being used (see critical hits and fumbles in the Refereeing combat section).

Dust of Disappearance: This dust typically appears as grey chalky powder. Casting a pinch of the Dust of Disappearance over the head will temporarily render one creature and all equipment carried completely invisible. Although the creature may be heard and touched as normal, non-magical vision will not detect the creature. As a result, all melee attacks upon an invisible creature will be made at -5 to-hit. Missile attacks upon an invisible creature are -10 to-hit. Furthermore, attacks made by an invisible creature are made at +2 to-hit. Invisibility also adds a +10 modifier to Stealth proficiency checks. Only objects carried by the creature at the time it is treated with the dust will become invisible. Thereafter, any objects picked up will appear to float in space. The Dust of Disappearance will enchant a creature for 1d4 hours. In general, 1d4 pinches of the dust will be found.

Dust of Flying: This dust typically appears as fine sparkling sand. Casting a pinch of the dust over the head will temporarily imbue one creature with the ability to fly. Thereafter, by concentration alone, the dust's recipient may move up to 140' per round laterally or upwards, or may descend at speeds up to 360' per round. In addition, the affected creature may also hover stably. While hovering, spells may be cast, and missile or melee weapons may be used. The Dust of Flying will enchant a creature for 1d4 hours. In general, 2d8 pinches of the dust will be found.

Elemental Stone: This powerful item appears as a 2" sphere of polished quartz. Any person possessing the Elemental Stone is immune to non-magical fires, and may breathe water just as air. Any damage inflicted by magical fires is reduced to half normal. Furthermore, the wielder of the Elemental Stone may control his or her rate of descent when falling, descending as fast as a freefall, or as slow as 10' per round.

In addition to these powers, the wielder of the Elemental Stone may summon an elemental once per week. This elemental will serve the wielder for one hour before disappearing. The elemental is chosen by the user of the stone:

Air: Health points: 18, Dodge score: 17, Initiative: +6, Hide/armor: 1, To-hit: +4, Attacks: 2 x 1d8. Intellect: 3, Physical Resist: +6, Mental Resist: n/a, Movement: fly 300'. An air elemental may dissipate gases or clouds. Furthermore, if interposed, an air elemental may induce a -4

to-hit with all missile weapons. As a special attack, the air elemental may lift any object or creature up to 80 lbs., up to 20' in the air and drop it (Physical Resistance check of 14), once per hour. Missile weapons only inflict half normal damage upon an air elemental. The air elemental appears as a dust devil, 6' wide and 12' tall.

Earth: Health points: 28, Dodge score: 13, Initiative: +0, Hide/armor: 1d6, To-hit: +3, Attacks: 1 x 3d6. Intellect: 3, Physical Resist: +6, Mental Resist: n/a, Movement: 60'. The earth elemental may move at a rate of 60' upon any solid surface or through stone at the same rate. Earth elementals may break through non-stone or metal obstacles with a strength score of 18. Edged weapons only inflict half normal damage upon an earth elemental. The earth elemental appears as a somewhat humanoid mass of stone, 10' tall.

Fire: Health points: 22, Dodge score: 16, Initiative: +6, Hide/armor: 1d2, To-hit: +4, Attacks: 2 x 1d8 + 1. Intellect: 3, Physical Resist: +6, Mental Resist: n/a, Movement: 160'. The fire elemental may set combustibles aflame, or as a special attack, once per hour, the elemental may spout a jet of flame 2' diameter and 15' long that inflicts 3d4. The fire elemental may move upon any surface but water. Fire elementals are immune to heat, however water or cold attacks inflict twice normal damage. The fire elemental appears as a 3' wide, 10' tall column of fire.

Water: Health points: 24, Dodge score: 15, Initiative: +4, Hide/armor: 1d3, To-hit: +3, Attacks: 1 x 3d4. Intellect: 3, Physical Resist: +6, Mental Resist: n/a, Movement: 80'. As a special attack, a water elemental may collapse upon its opponents, once per hour. All creatures affected by the collapse (a wave, 6' in breadth), must make a Physical Resistance check of 16 or be knocked off their feet, suffer 1d4 health points of damage, and be swept 2d8 feet backwards. The water elemental may move at a rate of 80' upon any solid surface or through water at twice that rate. If in water, the water elemental may submerge a swimmer, +8 modified Swimming check per round to resist. The water elemental appears as a 4' wide, 10' tall wave.

Finally, once per week, the owner of the Elemental Stone may assume Elemental Form as if affected by the 7th Circle Faith magic spell of the same name.

Ever Full Flask: This magical flask is always full of pure drinking water. If turned over, the contents of the flask will drain out. However, if capped, the flask will be full once again when reopened.

Ever Full Quiver: This prized quiver appears as a finely crafted container, always full with a score of quality arrows. If an arrow is removed from the quiver, it will magically be replaced by another within 10 seconds time. This generation of arrows will produce up to 20 new arrows each day. After 40 arrows have been drawn, the quiver will remain empty for 24 hours, after which it will become full once again.

Exploding Shot: Exploding Shot is generally similar to normal sling shot, but is often made from hematite or other uncommon stone. When Exploding Shot strikes its target, it shatters in a small but potent explosion, inflicting three times normal damage. Thus, Exploding Shot inflicts 3d3, or 3-9 points of damage. In general, 2d8 stones of Exploding Shot will be found together.

Familiar Figurine: The Familiar Figurine appears as a statuette of a natural animal typically no more than 6" long/tall. If cast out-of-hand and the proper command word spoken, the figurine will transform into a genuine animal of the appropriate type. Then, for the next one hour, this creature will perform simple tasks if able, or attack the owner's foes. Typical Familiar Figurines that may be found are:

Grizzly Bear: Health points: 46, Dodge score: 13, Initiative: +0, Hide/armor: none, To-hit: +4, Attacks: claw: 2 x 1d4 + 6. If both claws hit, bite: 2d4 + 4. Intellect: 3, Physical Resist: +5, Mental Resist: +6, Movement: 160'. Unless reduced to less than -10 health points, a grizzly may continue to fight as if it possessed the Last Stand discipline.

Crocodile: Health points: 38, Dodge score: 14, Initiative: +0, Hide/armor: none, To-hit: +4, Attacks: bite: 1 x 1d8 + 4. Intellect: 3, Physical Resist: +3, Mental Resist: +0, Movement: 60'.

Lion: Health points: 28, Dodge score: 15, Initiative: +3, Hide/armor: none, To-hit: +5, Attacks: claws: 2 x 1d4 + 4, and bite: 1 x 1d8 + 4. Intellect: 3, Physical Resist: +4, Mental Resist: +2, Movement: 180'.

Gorilla: Health points: 46, Dodge score: 15, Initiative: +2, Hide/armor: none, To-hit: +4, Attacks: fists: 2 x 1d4 + 6. Intellect: 5, Physical Resist: +5, Mental Resist: +7, Movement: 160'.

Wolf: Health points: 10, Dodge score: 13, Initiative: +2, Hide/armor: none, To-hit: +3, Attacks: bite: 1 x 1d4 + 1. Intellect: 3, Physical Resist: -1, Mental Resist: -1, Movement: 160'.

After one hour has passed, Familiar Figurine reverts to its statue form. However, if slain, the Familiar Figurine animal crumbles to dust and the item is destroyed.

Flaming Sword: This sword typically appears as a finely made broad or longsword, with a jeweled hilt wrapped in copper or bronze. When wielded normally, the sword grants the modifiers of +1 to-hit and +1 to damage. However, if a magical word is spoken, the blade becomes engulfed in a red magical flame, that inflicts an extra 1d6 points of heat damage upon any creature struck. This magical flame may be invoked once per day, and lasts for 5 rounds.

Flute of Animal Charm: When winded by a person proficient with this instrument, the Flute of Animal Charm places one natural animal (i.e. snake, owl, bear, wolf, etc.), completely under the control of the user. For one day thereafter, this animal will be loyal to the charmer only, attacking or defending him to the best of its ability, or performing simple tasks if able.

The Flute of Animal Charm will not affect creatures with an intellect score greater than 5. Furthermore, the flute will not affect unnatural creatures such as centaurs, cockatrice or wyverns. The flute may affect primates such as monkeys or apes, but not partially or wholly civilized humanoid races.

Note: A musical instrument proficiency check of 8 must be made each time in order to employ the flute successfully. The flute may charm only one animal at a time, and used no more than once per day.

Flying Carpet: In general, the Flying Carpet appears as a finely woven rug, often with covered with intricate designs of imagery. However, when a creature sitting or standing upon the carpet speaks a command word, the carpet will begin to hover. Thereafter, by concentration alone, the creature activating the carpet may cause it to fly up to 240' per round laterally or upwards, or may descend at speeds up to 360' per round. In addition, the Flying Carpet may also hover stably. While hovering, creatures upon the carpet may cast spells, and missile or melee weapons may be used. Most carpets may carry between 3-6 human-sized individuals. The creature that activated the carpet may deactivate it at any time by repeating the command word.

Note: The Flying Carpet is very easy to fly, and may be effectively piloted by any creature with an intellect of 5 or greater. However, it is only a horizontal surface. Thus, any extreme maneuvers may require

Riding proficiency checks of those passengers aboard the carpet to avoid falling off.

Gauntlets of Swordplay: When initially don, these fine leather gloves impart no discernable effect. However, once the wearer wields a weapon of class E, F or C, he or she will feel exceptionally proficient in combat. As a result of these gauntlets, the wearer effectively gains two grades of Weapon Mastery in these weapon classes (E, F or C, max. grade V). For example, a character without Weapon Mastery in weapon class A would have an effective Weapon Mastery grade II skill in weapons of class A. Similarly, a character with Weapon Mastery II in weapon class E would have Weapon Mastery grade IV in weapons of class E when the Gauntlets of Swordplay were worn.

Gloves of Nimbleness: When worn by a character with the Sleight-of-hand proficiency, the Gloves of Nimbleness impart a +4 modifier to all Sleight-of-hand checks. If worn by a character without the proficiency, the gloves will give that character an effective sleight of hand proficiency grade of I. In addition, the wearer of these gloves may switch weapons as though he or she had the Quick Draw discipline. However, unlike the Quick Draw discipline, the Gloves of Nimbleness do not impart a modifier to the character's first initiative roll.

Hammer of Returning: This weapon is typically a finely crafted mallet of approximately 2' in length. Whether wielded in melee or thrown, the hammer imparts a +1 modifier to-hit and a +1 modifier to damage. However, when cast, the hammer will return to the thrower's hand ready to be cast again. The returning hammer will travel through the air at 200' per round, but will enter the thrower's hand gently. Typically, this will enable the hammer to be thrown again the following round.

Note: If another creature attempts to catch the returning hammer in flight, it must make a successful unarmed to-hit roll against a dodge score of 22, and will sustain 1d2 + 1 points of damage from the hammer.

Hammer of Thunder: This weapon appears as a dark metal maul of approximately 3.5' in length. When wielded in melee, the hammer imparts a +2 modifier to-hit and a +2 modifier to damage. However, when struck hard against the earth, the hammer will produce a deafening blast that affects all but the wielder within 50' of the hammer. Any creature within 50' failing a Mental Resistance check of 12 will be deafened for 10 rounds as a result of this thunderous noise. In addition, any creature rolling a natural 1 for this Mental Resistance check will also be stunned for 1d4 rounds. The Hammer of Thunder may be used in this manner twice per day.

Note: A stunned creature's dodge score and movement rate are both reduced by ½. Furthermore, a stunned creature may not attack, use items, or cast spells.

Horn of Banishing: When winded, the Horn of Banishing will return any creature or creatures magically summoned to their resident plane of existence. For example, a water elemental summoned by a priest would be returned to the Viridian Realms. The horn will affect any number of creatures within 60' of the person blowing it. However, each creature summoned may make a Mental Resistance of 14 to resist the horn's effect. If the creature does not have a Mental Resistance score, a 1d20 roll of 14 or more must be made to resist the horn. The Horn of Banishing appears as a hollowed ram's horn, etched in runes and gilded in silver.

Note: The Horn of Banishing only affects those creatures that were magically summoned to the plane by another creature or device. Creatures that arrived upon their own accord, via a gate or similar means, will not be affected.

Hourglass of Meditation: This item typically appears as a small ornate hourglass, filled with sparkling silver granules. When overturned, the hourglass will run for two hours. Due to the chronometer's magic, whenever a Hermetic, Hedge, or Ritual magic-using character studies or meditates within 4' of the running hourglass, he or she may replenish his or her spell repertoire in two hours time. The Hourglass of Meditation has no effect upon Faith magic-users, however.

Ioun Stone: Ioun Stones appear as small crystals or stones that when released from the hand, slowly orbit the individual's head in a path tracing an invisible halo. There are several types of Ioun Stones, each augmenting the wearer in a unique manner. The most common types of Ioun Stones are:

Ruby: +1 intellect (max. 20)
Sapphire: +1 presence (max. 20)
Emerald: +1 endurance (max. 20)
Jade: +1 strength (max. 20)
Diamond: +1 agility (max. 20)
Quartz: +1 dodge
Agate: +1 to Mental Resistance
Iron: +1 to Physical Resistance

Although an orbiting Ioun Stone may be easily grabbed by its wearer, it is nearly impossibly for another to steal a stone while it is in use. The Ioun Stone is effectively has a dodge score of 25 regarding such attempts. The Ioun Stone does not confer its magical effects unless it is orbiting an individual's head.

Javelin of Distance: This javelin appears as a short spear of exquisite craftsmanship. In addition to granting its wielder a base +2 to-hit and +2 to damage, it is extraordinarily easy to cast and has thrice the normal javelin range: short range: 1-120', medium range: 121-300' and long range: 301-600'.

Lamp of the Djinn: The Lamp of the Djinn appears as a small ornate oil lamp, typically made of copper or brass. When rubbed repeatedly, this powerful item summons forth a greater djinn from the Viridian Realms. However, djinn are unpredictable creatures. Thus, the djinn may be either helpful or hostile to the summoner. The djinn's disposition is determined by a 1d10 roll as follows:

1 or less: Hostile: The djinn attacks the summoner.
2-4: Ambivalent: The djinn does not aid or hinder the summoner.
5-9: Helpful: The djinn will aid and/or defend the summoner.
10 or more: Friendly: The djinn will aid and/or defend the summoner, and will grant the summoner 1 wish (8th Circle Hermetic Change spell).

This d10 roll is modified by the following circumstances:

-2: The individual has summoned the djinn previously.
-2: Less than one year passed since the djinn has been summoned.
+1: More than one year passed since the djinn has been summoned.
+3: More than five years since the djinn has been summoned.

Greater djinn: 60 health points, dodge score: 21, Initiative: +4, hide/armor: none (or by worn armor), two fists at +6 'to hit' for 1d6 + 7, or two attacks with a scimitar at +3 to-hit for 1d8 + 7. Intellect: 16, Physical Resist: +6, Mental Resist: +8, Movement rate: fly 240'. Greater djinn may assume human form at will if desired, and may innately cast the Hermetic spells: Extinguish, Combust, Wind, Shatter and Steam Cloud, twice per day, and the Hermetic spells: Summon Greater Elemental (Air), Invisibility, Gate and Change once per day.

Note: A greater djinn summoned by the lamp will aid the summoner for no more than one hour before returning to its native plane.

Lens of Translation: Typically appearing as a monocle, but also found in spectacle form, the Lens of Translation enables the wearer to read all non-magical texts written in unfamiliar script. A person using the lens will understand the nature of formulae written in Hermetic or Hedge magic script, however, it will not enable him or her to learn or cast such spells.

Note: A character must have the Literacy discipline to be able to use the Lens of Translation. The Lens of Translation will not enable the user to speak or write translated languages.

Lens of Magic Detection: Any enchanted object viewed through the Lens of Magic Detection will appear to radiate a soft bluish glow. The lens will not reveal that a creature is under the effects of a spell, however.

Lens of Scrying: The Lens of Scrying enables the user to see events as they occur at another place. Distance is not a factor. However, the Lens of Scrying cannot work between planes of existence. Twice per day, the Lens of Scrying may be used to scry any one place or creature. If a place is targeted, the location must be familiar to the caster. Similarly, if centered upon a creature, the caster must be familiar with the creature as well. However, the location of the creature need not be known. If the Lens of Scrying targets a creature, that creature may resist the attempt with a successful Mental Resistance check of 14. Regardless of the success of this Mental Resistance check, the creature will have a strange feeling that it is being watched.

The perspective given by the Lens of Scrying is somewhat omniscient. The user may scry an area up to 20' in diameter, and may see all things taking place in this vicinity. If the lens is used to view a location, the area scried is immobile. However, if the lens targets a creature, this visible area moves as the creature does.

Magic Bag: Typically, the Magic Bag appears as a normal pouch or sack. However, when packed, it may contain a volume equal to ten times its actual outer dimensions. For example, a 1 cubic foot Magic Bag could carry 10 cubic feet of goods. In addition, items carried within the Magic Bag add only one tenth of their weight to the weight of the bag. For example, a 50 lb. suit of armor placed inside a Magic Bag would only add 5 lbs. to the bag's weight.

Magic Lantern: The Magic Lantern typically appears as a hooded lamp that continuously produces light. Some magic lanterns possess an actual flame that does not consume fuel, whereas others simply emit a pale glow, but have no actual flame.

Magic Rope: Appearing as a normal length of climbing rope, when the correct incantation is spoken, the Magic Rope becomes an animated snake-like entity that serves its owner. Thereafter, by speaking the appropriate commands, the Magic Rope may be instructed do the following:

Climb and secure: The Magic Rope may extend its length up any obstacle or cliff of vertical angle or less, and tie itself, so that it may be climbed.

Bind: the Magic Rope can bind another creature or object. If the creature is mobile, the Magic Rope may attempt to entangle any creature within 20'. To do so, the Magic Rope must first strike it's target (+2 to-hit). If struck, the target must make a Physical Resistance check of 12, or be entangled and unable to move. Any bound creature may attempt once to free itself from the Magic Rope (Feat of Strength of 20).

Coil: The Magic Rope may coil itself.

Extend and secure: The Magic Rope may extend itself across any gap up to 80' in width, and secure itself to an appropriate hold. This expanse may then be crossed as a tightrope, or traversed in another manner.

In addition to these commands, if a character with the Rope Use proficiency employs the Magic Rope as a lasso, the Magic Rope confers a +2 to-hit modifier upon the user. In addition, any creature caught in the Magic Rope lasso must make a Physical Resistance check of 12 or be bound and unable to move, as above.

The Magic Rope may sustain 10 points of edged weapon damage before being severed. Once broken, the Magic Rope will lose its animated abilities. However, if the severed Magic Rope is subsequently retied, it will be fully mended again after 24 hours.

Note: Not all creatures may be lassoed effectively. The Game Master will determine whether or not a creature is either too large to be contained by a lasso.

Manual of Parlous Edification: This manual appears as simple a simple folio or guide, typically no more than 40 pages in volume. Casual perusal of the text will reveal mundane, nearly nonsensical prose. However, if the reader concentrates while reading, useful information relating directly to his or her thoughts will be found within the text. As a result, the reader may search the book for knowledge as if he or she were affected by the 8th Circle Hermetic magic spell Cognizance.

The Manual of Parlous Edification may be used to uncover any discrete fact or article of information the reader wishes to know. This may be the location of an item or creature, the time of an event, or any similar type of information. Knowledge revealed by the manual will be complete and correct, but concise.

Use of the Manual of Parlous Edification requires the reader to make a Mental Resistance check of 5. Each subsequent use of the manual by the same individual applies a -1 modifier to his or her Mental Resistance check. If this Mental Resistance check is failed, the reader loses one intellect point permanently, and is driven insane, as if by the 5th Circle Faith magic spell, Madness.

Mask of Disguise: Unworn, the Mask of Disguise appears as an unremarkable wooden mask. However, when placed over the face, the Mask of Disguise will become transparent, and effectively disappear. Thereafter, while wearing the mask, the user may alter his or her appearance, appearing up to 3' taller or shorter, and/or 80 lbs. heavier or lighter than he or she actually is. The wearer may change his or her appearance once per melee round, any number of times thereafter.

Any creature without reason to suspect the wearer's disguise will automatically believe the illusion. However, if the viewer has reason to suspect the disguise, or if the wearer uses the Mask of Disguise to imitate a specific individual, the observer gets a Mental Resistance check of 14 to disbelieve the illusion.

Note: The Mask of Disguise only alters the wearer's appearance. Thus, the voice and mannerisms of the wearer are not affected by the mask. However, if the wearer possesses the Disguise proficiency, for every grade of Disguise, creatures attempting to disbelieve the illusion apply a -1 modifier to their Mental Resistance check. For example, if a character with a Disguise of grade III were using the Mask of Disguise; all Mental Resistance checks to disbelieve the mask's illusion would be made with a -3 modifier.

Necklace of Appeal: This item typically appears as fine a silver chain, holding a large jeweled pendant. When worn, the Necklace of Appeal confers an unusual charm or magnetism upon its wearer. As a result, any character wearing the necklace will apply a +2 adjustment to his or her presence attribute score. Furthermore, any Leadership or Inspire skill proficiency checks made by the character are modified by +4. In addition to this enchantment, once per day, the wearer of the Necklace of Appeal may innately cast the 2nd Circle Hedge magic spell Captivate.

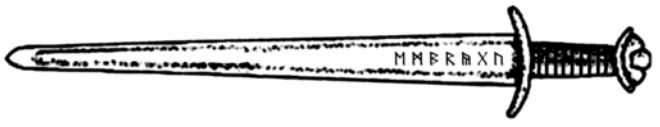
Note: An increased presence score due to the Necklace of Appeal does not result in extra spells or spell points for Faith or Ritual magic-users.

Necklace of Concealment: This collar renders the wearer and its carried equipment completely immune to all forms of divination and/or scrying. Thus all spells or items employed to divine the location, or otherwise affect the wearer with divination magic, will automatically fail without effect. Additionally, if the wearer of the necklace is passively included within the effects of a divined area, (i.e. he or she is in the company of another target being scried), he or she will simply be invisible to the observer.

Necklace of Protection from Undead: This powerful necklace renders its wearer completely immune to all physical or magical attacks made by lesser undead, or those undead with an intellect score of 3 or less. In addition, greater undead, such as vampires, must make a Mental Resistance check of 10, or be unable to affect the wearer. In addition, undead will find the wearer to be somewhat repulsive, and will avoid contact with that creature if possible.

Ocarina of Pacification: When winded, the tune of this small instrument will cause all creatures within 60' of the user to become passive and to avoid conflict for one hour. Any creatures attempting to resist the ocarina's effects may make a Mental Resistance check of 14 to do so. Affected creatures will remain calm, and if confronted, will flee combat. However, if conflict cannot be avoided, the pacified creature will act in a defensive manner only. The Ocarina of Pacification can be used to this effect once per day.

Note: A musical instrument proficiency check of 8 must be made each time in order to employ the flute successfully.



Paladin's Sword: The Paladin's Sword is always a sword of exquisite craftsmanship, decorated with many precious stones and detailed with the finest engravings. Furthermore, the Paladin's Sword is always of the long or bastard variety.

When used against most creatures, the sword imparts a +2 modifier to-hit and a +2 modifier to damage. However, when used against demons, the sword imparts a +4 modifier to-hit and a +4 modifier to damage. Finally, when used upon undead creatures, the Paladin's Sword not only imparts a +4 modifier to-hit and damage, but inflicts twice normal weapon damage as well (i.e. a long paladin's sword would inflict 2d8 + 4 points of damage upon undead creatures). In fact, any undead merely touching the sword will suffer 1 point of damage per round of contact.

In addition to these abilities, the Paladin's Sword will enable its wielder to sense the presence of any undead within 500' of his or her person.

Pocket Boat: This useful artifact is often found as a wooden vessel miniature, ranging in class from a simple rowboat to a galley. In this form, the Pocket Boat is typically from 4-10" in length. However, when placed in water and the appropriate command word is spoken, the small craft is transformed into a full-sized version of the vessel. A second command word will return the boat to its miniature form.

Note: Objects or creatures upon the full-sized vessel will not shrink if the Pocket Boat is transformed into its diminutive form. These creatures and objects will only be cast outside of the craft as it shrinks.

Ring of Darkvision: The Ring of Darkvision enables the wearer to see in complete darkness, or any other light level, just as in daylight. Unlike infrared vision, the wearer may see colors as well as details independent of temperature. In addition, darkvision imbued by the ring does not coincidentally impair the wearer's vision in well-lit conditions.

Ring of Deception: This ring typically appears as a plain ring made of onyx or ebony. Although the ring appears unremarkable, it confers its magic when the wearer performs certain misleading actions. As such, whenever a character wearing of the Ring of Deception uses the Stealth, Sleight-of-hand, Distract or Disguise proficiencies, he or she applies a +4 modifier to his or her checks. In addition, any spells or abilities used to reveal deceptive behavior will fail when targeting the wearer of the ring.

Ring of Flying: This powerful ring will imbue its wearer with the ability to fly. By concentration alone, the wearer of this ring may move up to 180' per round laterally or upwards, or may descend at speeds up to 360' per round. In addition, the creature may also hover stably. While hovering, spells may be cast, and missile or melee weapons may be used. The Ring of Flying may be used indefinitely.

Ring of Invisibility: There are two types of Rings of Invisibility that may be found. The first and more common form of the ring will make the wearer and all equipment he or she carries invisible once per day, for a duration of up to 10 minutes. The second and more potent form of the ring will do so each time the ring is worn for an unlimited amount of time.

While invisible, the user of the ring may be heard and touched as normal. However, non-magical vision will not detect the wearer. In general, all melee attacks upon an invisible creature will be made at -5 to-hit. Missile attacks upon an invisible creature are -10 to-hit. Furthermore, attacks made by an invisible creature are made at +2 to-hit. Only objects carried by the spell's recipient at the time of donning the ring become invisible. Thereafter, any objects picked up after the ring is put on will appear to float in space.

Note: Invisibility adds a +10 modifier to Stealth checks.

Ring of Magic Resistance: The Ring of Magic Resistance provides the wearer with an aura of protection against all magic spells. Consequently, whenever wearing the ring, the spell (adverse and beneficial) will have a chance of failing to affect the ring's wearer. In general, Rings of Magic Resistance will provide 5% or 10% protection. For example, a character wearing a ring with a 10% magic resistance would be affected by spells 90% of the time. If a spell is not blocked by the Ring of Magic Resistance, the spell will be treated as normal, allowing the wearer a Mental or Physical Resistance roll if applicable. The Ring of Magic Resistance may block all types of spells, Hermetic, Hedge, Faith and Ritual.

Note: If a spell targets or affects multiple creatures, the Ring of Magic Resistance will protect the wearer only. Other creatures will be subject to the spell's effects as normal. The Ring of Magic Resistance will not

protect its wearer against magical items or abilities, but will shield against spells read from magic scrolls.

Ring of Protection: These prized rings come in multiple forms which vary in potency. In general, the ring creates an aura of protection about its wearer that absorbs either: 1, 1d2, or 1d3 points of damage from physical impacts or injury.

Ring of Protection from Charm: This powerful ring imbues its wearer with improved resistance to all forms of magical charm or possession. As a result, whenever targeted by such an attack, the wearer applies a +4 modifier to his or her Mental Resistance check to resist. In addition, in cases where no resistance check is afforded, the wearer of this ring may make one unmodified Mental Resistance check of 10 to resist. This ring will not remove charms or possessions that currently afflict the creature, however.

Ring of Protection from Cold: When worn, the Ring of Protection from Cold renders the wearer completely immune to all non-magical sources of cold. In addition, if the creature is exposed to a magical cold-based attack, all damage incurred will be reduced by one-half.

Ring of Protection from Heat: In most respects, the Ring of Protection from Heat is the converse of the Ring of Protection from Cold. As such, the Ring of Protection from Heat renders the wearer completely immune to all non-magical sources of heat. Furthermore, if the creature is exposed to a magical heat-based attack, all damage incurred will be reduced by one-half.

Ring of Quickness: This ring imbues its wearer with a +2 initiative bonus, a +1 dodge bonus, and a +20′ adjustment to his or her base running movement rate.

Ring of Regeneration: This ring accelerates the healing process, returning health points to the wearer at an unnaturally rapid rate. Multiple versions of this ring exist, varying in their potency. Typical rings return 1 additional health point per day, 1 health point per hour, or even 1 health point per 10-second round. A Ring of Regeneration will only return lost health points, ceasing to function once the wearer is fully healed. On average, Rings of Regeneration will restore 100 lost health points before losing their magical properties.

Ring of the Rogue: This ring increases a character's dexterity, stealth and craftiness. As such, the wearer of the ring applies a +2 modifier to all Stealth, Climbing, Sleight-of-hand, and Disguise proficiency checks. In addition, the ring imbues the wearer with the ability to see in the absence of light, as if affected by the Hermetic magic Darkvision spell.

Ring of Strength: Rings of Strength are typically one of two varieties. The most common form of strength ring simply increases the wearer's strength by +1 or +2 (max. 20), depending upon the potency of the particular ring. The second form of the strength ring is activated when placed on the wearer's finger, and imbues the wearer with +1 to +4 strength points (max. 20) for 10 rounds. This ring will typically work once per day.

Ring of Telekinesis: The wearer of this powerful ring may move any one object or creature of up to 500 lbs. in weight through the air by concentration alone. This creature or object may be moved in any direction at a rate of up to 20′ per round.

If the Ring of Telekinesis is employed upon an unwilling creature, the creature may make a Mental Resistance check of 12 to resist the ring's effects. Once telekinesis has failed, the ring will not work upon the same creature for 24 hours. The Ring of Telekinesis may affect any creature or object within 60′ of the wearer.

Ring of Water-breathing: The Ring of Water-breathing enables its wearer to breathe water as if breathing air. The creature affected may also breathe air while wearing the ring.

Robe of Eyes: This powerful robe appears as a fine garment of black velvet. However, upon closer inspection, it may be noticed the vestment is spotted with hundreds of embroidered eyes that appear to move upon their own accord, scanning in every direction. Through these eyes, the wearer of the robe may see in 360°, and as such, is completely immune to surprise. The robe of eyes also confers Darkvision upon its wearer, enabling the person to see normally in any light conditions. In addition, the wearer of the robe may Sense Magic at all times, as if affected by the 1st Circle Hermetic spell. Furthermore, the robe of eyes modifies all Perception and Magic Acuity proficiency checks made by its wearer by +4.

Robe of the Magi: This powerful artifact appears as a fine robe of crimson velvet. When don by most individuals, the robe will have no discernable effect. However, if the Robe of the Magi is worn by a character possessing the Hermetic Magic Potential skill, multiple powers will be imbued upon the wearer. These powers are:

1. The robe confers a +2 dodge adjustment and a +2 Mental Resistance modifier.
2. Once per day, the wearer may innately cast the following spells as an 8th Circle wizard: Darkness, Illuminate, Wind, Levitation, Projection and Counterspell.
3. The wearer may add one 1st, one 2nd, and one 3rd Circle spell to his or her daily repertoire.
4. The wearer may memorize his or her daily repertoire of spells in half the normal time (4 hours).

Rod of Command: The Rod of Command appears as an ornate scepter, capped with a silver fist clutching a large emerald. When pointed and a command word is uttered, the Rod of Command effective puts one creature within 50′ under complete control of the wielder for 2d4 rounds. During this time, the wielder of the rod may act defensively, but may not physically attack or cast any spells. A Mental Resistance check of 13 will resist the rod's effect.

A creature under the control of the wielder will do the his or her bidding, even so far as to attack his friends, surrender a weapon, or to flee combat. However, the affected creature will not directly inflict harm upon itself. Furthermore, the wielder of the rod may not instruct the affected creature to cast specific spells, however a demand to destroy a specific individual may prompt the casting of an offensive spell. The Rod of Command may be used in this manner twice per day.

In addition to this power, any character possessing the Rod of Command applies a +3 modifier to all Leadership, Intimidate, and Inspire proficiency checks.

Note: While a character is under the influence of the Rod of Command, his or her exact actions are to be determined by the Game Master, not by the character's player.

Rod of Transformation: When wielded, any creature touched by this scepter may be transformed into a creature of a different type. This new form may be as small as a mouse, or as large as an elephant. Once transformed, the affected creature gains all non-magical abilities of the new form. Thus, a creature transformed into a bat would both gain the ability to fly, as well as the bat's sonar navigation. If the touched creature is unwilling, a Mental Resistance check of 12 will resist the rod's effects. In addition, a successful to-hit roll must be made to touch an unwilling creature. The rod may transform one creature per day.

Despite changing form, the affected creature's mind remains unaltered. However, the health points, dodge score and other attributes of a transformed creature are changed to those of the new form. The effect of this rod is permanent unless magically dispelled.

Note: If a transformed creature dies, it immediately returns to its original form.

Scarf of Silence: This scarf appears as a common swathe of fine cloth. However, when wrapped about the neck, the Scarf of Silence renders the wearer completely silent, regardless of his or her actions. As such, the wearer cannot be heard walking across a creaky floor, or even if playing a musical instrument. Similarly, the character cannot vocalize or cast spells using a verbal component while wearing the scarf. Characters wearing the scarf apply a +2 modifier to all Stealth proficiency checks.

Scepter of Undead Command: This jewel-encrusted bone rod empowers the wielder with the ability to command and control undead creatures. To dominate an undead creature, the scepter must be only raised, and a word of command spoke. At any given time, the Scepter of Undead Command may be used to hold up to six creatures under complete the control of the wielder. Once dominated, the undead will be motivated by the wielder only, attacking or defending him to the best of their ability, or performing simple tasks if able.

The Scepter of Undead Command will automatically affect undead with an intellect score of 3 or less. However greater undead (such as vampires etc.), may make a Mental Resistance check of 14 to resist the magic. Once an attempt to dominate an undead creature has failed, all subsequent attempts will fail as well.

Note: If at any time the wielder loses possession of the scepter, or if voluntarily released, all subjugated undead will immediately seek the destruction of their controller.

Staff of the Druids: This heavy oaken staff may be wielded as a weapon that is +1 to-hit, and inflicts 1d4 + 2 points of damage. However, the Staff of the Druids also confers multiple abilities upon its owner. Once per day, the staff may be used to cast the following spells: Plant Growth, Charm Animal, Plant Form, Animate Plants and Call Fauna as if cast by a 4th Circle priest.

In addition to these abilities, whenever within a forested area, a character wielding the Staff of the Druids applies a +4 modifier to all Herbalism, Tracking, and Wilderness Lore proficiency checks.

Staff of the Elements: This item appears as a thin copper staff, capped with a smoky quartz crystal. If wielded in combat, the staff is +1 to-hit, and inflicts 1d4 + 2 points of damage. In addition to this enchantment, the Staff of the Elements may be used to cast the following spells once per day: Water Walk, Wind, Earth Walk, Fly, and Wall of Fire, as if cast by a 5th Circle wizard.

Moreover, once per day, the Staff of the Elements may be used to summon a lesser elemental. The elemental will serve the wizard to the best of its ability, performing simple tasks or attacking his enemies. This elemental will serve the wielder for one hour before returning to its native plane. The type of elemental is chosen by the wielder:

Air: Health points: 12, Dodge score: 15, Initiative: +4, Hide/armor: 1, To-hit: +2, Attacks: 2 x 1d4. Intellect: 3, Physical Resist: +4, Mental Resist: n/a, Movement: fly 300'. An air elemental may dissipate gases or clouds. Furthermore, if interposed, an air elemental may induce a -2 to-hit with all missile weapons. Missile weapons only inflict half normal damage upon an air elemental. The lesser air elemental appears as a dust devil, 3' wide and 7' tall.

Earth: Health points: 18, Dodge score: 11, Initiative: +0, Hide/armor: 1d6, To-hit: +1, Attacks: 1 x 2d6. Intellect: 3, Physical Resist: +5, Mental Resist: n/a, Movement: 60'. The earth elemental may move at a rate of 60' upon any solid surface or through stone at the same rate. Lesser earth elementals may break through non-stone or metal obstacles with a strength score of 16. Edged weapons only inflict half normal damage upon an earth elemental. The lesser earth elemental appears as a somewhat humanoid mass of stone, 6' tall.

Fire: Health points: 16, Dodge score: 14, Initiative: +4, Hide/armor: 1d2, To-hit: +2, Attacks: 1 x 1d4 + 1. Intellect: 3, Physical Resist: +3, Mental Resist: n/a, Movement: 160'. The lesser fire elemental may set combustibles aflame, or as a special attack, once per hour, the elemental may spout a jet of flame 1' diameter and 10' long that inflicts 2d4. The fire elemental may move at a rate of 160' upon any surface but water. Fire elementals are immune to heat, however water or cold attacks inflict twice normal damage. The lesser fire elemental appears as a 2' wide, 6' tall column of fire.

Water: Health points: 16, Dodge score: 13, Initiative: +3, Hide/armor: 1d3, To-hit: +1, Attacks: 1 x 2d4. Intellect: 3, Physical Resist: +3, Mental Resist: n/a, Movement: 80'. The water elemental may move at a rate of 80' upon any solid surface or through water at twice that rate. If in water, the water elemental may submerge a swimmer, Swimming check of 8 per round to resist. The lesser water elemental appears as a 3' wide, 7' tall wave.

Sword of Speed: The Sword of Speed is typically a rapier or long sword. When wielded in melee, the Sword of Speed confers a +2 modifier to-hit and a +1 modifier to damage. However, in addition to this enchantment, the Sword of Speed enables its user to make one

additional attack per round when wielded in the on-hand. For example, a character without the Multiple Attacks discipline could attack twice per round with the Sword of Speed. However, if the character possessed Multiple Attacks grade II in weapon class E, he or she could attack three times each round with the sword.

Talisman of Luck: This talisman typically appears as a metal pendant, decorated with three large gemstones. At any time the wearer takes an action involving an element of chance, he or she may employ the talisman to increase his or her chances of success. In game terms, the Talisman of Luck enables the character to re-roll a dice once when the initial result is undesirable. For example, a character wearing the Talisman of Luck may choose to re-roll a Mental Resistance check after the first result indicated failure.

Each time the Talisman of Luck is used, one of its three large gemstones crumbles to dust. This loss occurs whether or not the re-roll granted is beneficial. Replacing gemstones will have no effect upon the talisman. Once a talisman has been used three times, its magic is lost.

Talisman of Translation: While wearing the Talisman of Translation, the character can comprehend all spoken languages, and in turn, may be understood by all intelligent creatures, despite the language he or she speaks. The Talisman of Translation will not enable the wearer to read or write unfamiliar languages, however.

Note: The Talisman of Translation only benefits creatures able to communicate verbally.

Tiara of Iron Will: This jeweled coronet will imbue a base +2 Mental Resistance modifier upon its wearer. However, if the wearer is subject to a charm or mind-controlling attack, a +4 modifier is applied to any Mental Resistance check to resist.

Tome of Understanding: This powerful book appears as an esoteric treatise on extra-planar philosophies and ontology, always composed in an ancient and/or obscure script. However, if the text is successfully translated and studied, its thaumaturgic contents will confer an unnatural insight upon the reader. As a result, any character reading the Tome of Understanding will benefit from a permanent +1 adjustment to his or her intellect (max. 20). In addition, this character will gain one grade in each intellect-related proficiency he or she possesses (max. IV).

The Tome of Understanding may only benefit an individual once. Anyone attempting to read the tome a second time must make a Mental Resistance check of 18 or be driven insane as if affected by the 5th Circle Faith magic spell, Madness.

In addition, each time the Tome of Understanding is read by anyone, there is a cumulative 25% chance the tome will lose its beneficial qualities, and will thereafter only confer madness upon those who read it. As a consequence, each tome of understanding may profit no more than four individuals.

Twinstones: Twinstones are created in pairs, but are often found individually. Typically, these large pebbles appear polished and featureless save for one common symbol etched upon each stone. Due to their magic creature holding one Twinstone will be able to know the direction and distance separating it from its twin. This magic will work across any distance, but may not function in-between planes.

Traveler's Boots: Upon casual inspection, these plain leather boots appear unremarkable. However once donned, the boots will adjust to comfortably fit the wearer's feet, regardless of their size. These boots will impart a +30' movement rate and a +3' jumping distance adjustment upon the wearer. In addition, all Running and Jumping proficiency checks made by the wearer are modified by +3.

Note: 20% of traveler's boots will also enable the wearer to walk upon water or atop snow as if he or she were upon solid ground.

Witches' Ring: When worn by characters with Ritual Magic Potential, these rings imbue the wearer with 1, 2 or 3 extra spell points, dependant upon the potency of the particular ring. Most of these rings automatically imbue the wearer with Blood, Dream, Gaea, or Stitch spell points. However some witches' rings imbue the wearer with spell points that may be assigned to any one of the four Ritual Spheres each day.

Whip of Silence: In all respects, this item appears as a normal whip of 10'-16' in length. However, whenever a creature is struck by the whip, the victim must make a Mental Resistance check of 12 or be unable to speak for 2d4 rounds.

Note: Once silenced by the whip, a creature is unaffected by additional strikes until the effects of the first strike have worn off.

Potions

Magic potions are elixirs that when consumed, elicit some sort of magical effect upon the imbiber. In many cases, the effect of drinking a potion is similar to that of a spell. However, not all potions are similar to spell effects.

Drinking potions: Potion volumes are typically small, often filling little more than a shot glass if poured. As a general rule, a potion may be fully consumed in one round. This typically entails finding the draught, opening it, and consuming it. For purposes of gameplay, this may occur at the player's initiative, with any effects of the potion taking place at the beginning of their next round. For example, if a character imbibed a Potion of Invisibility, this would constitute his action for the round. The potion's duration and effects would then commence at the beginning of the next round, before all participant's initiatives, even the imbiber's.

Example: A character drinks a Potion of Quickness at initiative 4. The round ends. At the beginning of the next round, the Potion of Quickness takes effect. The Potion of Quickness improves the character's initiative (+4 modifier), and the character rolls a 7 for this initiative. Thus, he takes action at initiative 11. As the Potion of Quickness lasts for 10 rounds, the character's next 9 initiatives are affected by the potion.

Potions must be fully consumed. If any lesser amount of the potion is imbibed, no effect will be conferred.

Note: As potions are generally small, it is not typically necessary that a character sheath his or her hand-held weapon in order to retrieve and quaff a potion.

A partial list of potions that may be found is provided:

Table 3.3.3: Potions

d100	Potion	d100	Potion	d100	Potion
1-4	Animal Form	35	Fortitude	74-75	Protection from Cold
5-8	Antidote	36-39	Frost	76-78	Protection from Heat
9-11	Appeal	40-45	Growth	79-81	Protection from Undead
12	Blinking	46-50	Healing	82	Quickness
13-14	Brilliance	51-52	Invisibility	83-85	Refraction
15-17	Climbing	53-55	Invulnerability	86	Regeneration
18-19	Curing	56	Iron Will	87-88	Shadows
20-22	Darkvision	57-59	Levitation	89	Sustenance
23	Earth-walking	60-63	Luck	90-92	Tongues
24-25	Etherealness	64	Magic Resistance	93-94	Undead Control
26-27	Extra-healing	65-66	Mana	95	Water-breathing
28	Extra-planar Protection	67-68	Might	96-97	Water-walking
29-31	Fire-breathing	69-71	Persuasion	98-99	X-ray Vision
32-34	Flight	72-73	Polymorph	100	Youth

Po. of Animal Form: The Potion of Animal Form enables the imbiber to physically transform into any natural animal, from as small as a mouse, to as large as a grizzly bear (approx. 1200 lbs.). When in this form, the consumer assumes all physical characteristics of the animal, as well as its Physical Resistance modifier and health points. However, all mental characteristics, including intellect and Mental Resistance modifier remain unchanged. While in animal form, the drinker may use any natural ability of the animal. Thus, an individual transformed into a fish could breathe water. However, at the same time, the individual is physically limited by the new form, and is unable to speak, cast spells, etc.

If a character transformed into an animal transforms back again while wounded, his injuries translate into the same percentage of lost health points. Thus, were a character with 12 of 18 health points (66% of max.) to transform into a 46 health point gorilla, he would have 30 of 46 health points upon transformation. The Potion of Animal Form lasts for 1d3 hours. An individual may only transform once upon drinking the Potion of Animal Form.

Note: If killed while in animal form, the affected creature will instantly return to his or her natural form.

Po. of Antidote: This valuable potion completely neutralizes any and all poisons afflicting the consumer.

Po. of Appeal: When imbibed, the Potion of Appeal imbues the individual with unnatural magnetism and charm. The drinker does not physically change. However, he or she gains 1d4 + 3 points of presence (max. 20) for 2d4 hours. In addition, the drinker's presence-related proficiency checks are modified by +2 while affected.

Note: A character drinking the Potion of Appeal may reattempt any presence-related proficiency check he or she may have failed prior to drinking the potion.

Po. of Blinking: Once imbibed, the Potion of Blinking causes the individual's position to constantly alter by up to 1' in any horizontal direction. To those observing the imbiber, it will appear as if he or she is blinking back and forth in a somewhat unpredictable manner. The effect of the Potion of Blinking is that the imbiber benefits from a +3 to his or her dodge score for the potion's duration. However, any physical attacks, missile or melee, made by the individual are at -3 to-hit. In addition, any agility-related proficiency checks while under the influence of a Potion of Blinking are made with a -10 modifier.

Note: The Potion of Blinking will not 'blink' the imbiber into a solid object or another living creature. However, if the individual is very near to a cliff or a ledge, the potion's effects may potentially put the individual over the edge.

Po. of Brilliance: This magical elixir temporarily increases the imbiber's mental focus and acuity. As such, the drinker's intellect score is increased by 1d3 + 3 points (max. 20) while affected by the potion. In addition, all intellect-related proficiency checks made by the individual apply a +3 modifier. Any Hermetic or Hedge magic-using character may replenish his or her daily repertoire through study in half normal time when under the influence of the potion. The Potion of Brilliance lasts for 4 hours.

Po. of Climbing: The Potion of Climbing enables the consumer to climb vertical surfaces or even ceilings with ease. The affected individual may climb vertically at one half of his or her normal movement rate. The Potion of Climbing lasts for 1d4 x 10 minutes.

Po. of Curing: This prized potion will instantly cure all forms of disease, either magical or mundane, mental or physical. In addition, the Potion of Curing will restore 1d4 + 1 lost health points to the consumer. The Potion of Curing will not automatically neutralize poison, but the imbiber may make an unmodified Physical Resistance check of 6 upon drinking the potion. If this Physical Resistance check is successful, any poison afflicting the individual will be neutralized. The Potion of Curing will cure lycanthropy as well.

Po. of Darkvision: The Potion of Darkvision enables the consumer to see in total darkness just as he or she would in daylight (or low light, for creatures adversely affected by daylight conditions). Unlike infrared vision, the Potion of Darkvision allows the individual to see colors as well as details independent of temperature. Furthermore, the Potion of Darkvision spell does not concomitantly impair the creature's vision in well-lit conditions. The Potion of Darkvision remains effective for 1d3 + 3 hours.

Po. of Earth-walking: The Potion of Earth-walking enables the consumer move through earth, metal or stone at a rate of 60' per round. While in such material, the individual may travel in any direction, up, down, or laterally. The Potion of Earth-walking lasts for 1d10 + 10 rounds. If the consumer of the potion is within stone and the Earth-walking potion's magic ends or is dispelled, the individual dies immediately.

Note: While affected by Earth-walking Potion, the imbiber takes on a statue-like appearance, and takes only half damage from edged weapons.

Po. of Etherealness: When imbibed, the Potion of Etherealness partially shifts the consumer and all his equipment into the ethereal plane. To observers, the individual will appear as a translucent, ethereal likeness of himself. When in ethereal form, the imbiber may move up to 120' per round in any direction, and is able to pass through solid objects. Furthermore, the individual may converse with others and can see and hear as normal. If previous to the transformation, the individual is affected by any spell or item that enhances these senses, he will continue to benefit from its effects. However, excluding visual and auditory interaction, an individual in ethereal form may not physically affect his environment. Thus, the imbiber can not move objects, or physically attack. However, the ethereal individual may cast spells that do not either require a material component, or do not require he touch the recipient. Conversely, while in ethereal form, the consumer may not be physically harmed. Nonetheless, the individual does remain susceptible to any mind-affecting spells, as long as they do not require the caster to touch him. The Potion of Etherealness lasts for 2d6 rounds.

Po. of Extra-healing: This powerful elixir restores 3d4 + 3 lost health points when imbibed. The Potion of Healing does not neutralize poison or cure disease, however.

Po. of Extra-planar Protection: The Potion of Extra-planar Protection renders its consumer completely immune to all physical or magical attacks made by undead or those creatures native to another plane of existence (such as demons, angels, etc.). In addition, to this effect, such creatures will find the imbiber to be somewhat repulsive, and will avoid contact with that creature if possible. The Potion of Extra-planar protection lasts for 2d6 + 2 rounds.

Po. of Fire-breathing: After drinking the Potion of Fire-breathing, the drinker may spew forth a 12' long, 3' wide cone of flame from his or her mouth at will. Any creature within this area will suffer 2d6 + 1 points of fire damage, or 1d6 + 1 points, if a successful Physical Resistance of 14 check is made. The consumer may breathe fire twice per potion. Otherwise, the potion's magic remains effective for 1 hour.

Po. of Flight: Once imbibed, the Potion of Flight imbues the individual with the ability to fly. By concentration alone, the consumer may move up to 180' per round upwards or laterally, or may descend at speeds up to 360' per round. In addition, the individual may hover stably. While hovering, spells may be cast and missile or melee weapons may be used without penalty.

Po. of Fortitude: The Potion of Fortitude temporarily imparts a +6 modifier to the individual's Physical Resistance checks. The Potion of Fortitude lasts for 1d3 + 1 hours.

Po. of Frost: After drinking the Potion of Frost, the consumer may twice breathe a cone of frost that affects a conical area 30' long and 15' wide. If this frost is breathed upon a creature, that creature feels an intense chill and suffers 2d6 + 2 points of cold damage. However, if a Physical Resistance check of 12 is made, only 1d6 + 1 points are suffered. Furthermore, all non-magical liquids upon the creature's person will immediately freeze, and will remain so until thawed. If breathed upon an object, the item targeted will immediately become encased in a 1" think layer of ice. If the target is a door, the door will become frozen shut, requiring a Feat of Strength of 16 to open it. Once encased in ice, the object will thaw as normal. The Potion of Frost remains effective until the imbiber breathes twice, or until 10 rounds have elapsed.

Po. of Growth: Drinking the Potion of Growth doubles the proportions of the imbiber. For example, a 5' tall orc would become 10' tall after drinking the potion. As a result, the individual will gain 1d3 + 2 strength points (max. 20), 1d3 + 2 endurance points (max. 20), and will lose 1d3 + 1 agility points (min. 1) while affected. All equipment currently carried by the consumer of the Potion of Growth will be doubled in size as well. If a character's endurance is increased by the Potion of Growth, his or her health point maximum is increased by an equal number of points. Similarly, as the imbiber's agility score is decreased by the potion, his or her dodge score will be decreased by an equal number of points.

Carried magical objects enlarged by the Potion of Growth will double in size, but not in potency. For example, were another carried potion doubled in volume by the Potion of Growth, it would not equal to two such potions if divided. Only drinking the entire new volume of the enlarged potion will imbue the consumer with potion's effects. Any objects subsequently dropped by the affected individual will immediately return to normal size. The Potion of Growth lasts for 2d10 + 2 rounds.

Note: Not including any strength bonuses from the Potion of Growth, any carried weapons that are enlarged will inflict +2 extra points of damage if used by the individual. For example, a carried broad sword enlarged by the Potion of Growth will inflict 1d6 + 3 instead of 1d6 + 1 points of damage.

Po. of Healing: This valuable elixir restores 2d4 + 2 lost health points when imbibed. The Potion of Healing does not neutralize poison or cure disease, however.

Po. of Invisibility: This coveted philter renders its consumer and all its equipment completely invisible. The individual may still be heard and touched as normal; however, non-magical vision will not detect the imbiber. In general, all melee attacks upon an invisible creature are made at -5 to-hit. Missile attacks are -10 to-hit. Furthermore, melee attacks made by an invisible individual apply a +2 to-hit modifier. Only objects carried by the individual upon drinking the potion become invisible. Any objects picked up by the individual after drinking the potion will appear to float in space. Any objects dropped by the individual will once again become visible. The Potion of Invisibility lasts for 1d4 x 10 minutes.

Note: Invisibility adds a +10 modifier to Stealth checks.

Po. of Invulnerability: The Potion of Invulnerability spell creates a powerful personal aura of protection that renders the drinker completely immune to any harm, magical or otherwise. Thus, while affected by the Potion of Invulnerability, no hostile magic, physical damage, poison, or disease can affect the imbiber in any way. The Potion of Invulnerability lasts for 1d3 + 1 rounds.

Note: The Potion of Invulnerability does not heal any physical damage the imbiber has previously suffered, nor does it remove any spells or disease currently affecting the individual.

Po. of Iron Will: This elixir will impart a temporary +8 Mental Resistance modifier upon an individual. The Potion of Iron Will lasts for 1d2 hours.

Po. of Levitation: The Potion of Levitation imbues the imbiber with the ability to levitate at will. By concentration alone, the individual may rise at a rate of 60' per round, or descend at up to 120' per round. In addition, the individual may choose to hover stably. However, the Potion of Levitation does not permit lateral movement. Nevertheless, if the levitating individual can grasp an object, it is possible to move horizontally. While hovering stably, spells may be cast, and missile or

melee weapons may be used without penalty. The Potion of Levitation lasts for 1d10 + 10 minutes.

Po. of Luck: Upon imbibing this powerful philter, all dice rolls made on behalf of the individual may be voluntarily discarded and re-rolled once. For example, if a character whom consumed by the Potion of Luck spell fails a Physical Resistance check with his first d20 roll, a second d20 roll can be made, and its result be used instead. This may also be done for all to-hit rolls, damage rolls, etc. made by the individual while affected by the potion. In addition, the Potion of Luck enables the re-roll of individual dice which were rolled together. Thus, if the imbiber had cast Heal Minor Wounds upon his companion, and 2d4 were rolled together for the damage healed, the result of one d4 could be kept, where the second d4 could be rolled again to determine the final healing result. The Potion of Luck is effective for 2d4 + 2 rounds.

Note: Once an initial roll has been discarded, the result of the second roll must be used, regardless of whether its outcome was more or less desirable than the first.

Po. of Magic Resistance: Much like a Ring of Magic Resistance, this philter confers an aegis of protection against all magic spells upon the imbiber. Consequently, whenever the target of a spell (willing or unwilling), the spell will have a chance of affecting the affected individual equal to 10%, multiplied by the spell's Circle. For example, a 3rd Circle spell would have a 30% chance to affect the individual, whereas a 6th Circle spell would affect the drinker 60% of the time. If a spell is not blocked by this magic resistance, the spells effects will be treated as normal, allowing a Mental or Physical Resistance check when applicable. The Potion of Magic Resistance may block all types of spells, Hermetic, Hedge, Faith and Ritual. The Potion of Magic Resistance is effective for 4d6 rounds.

Note: If a spell targets or affects multiple creatures, the Magic Resistance spell will protect the priest only. Other creatures will be subject to the spell's effects as normal. Magic Resistance will not protect the priest against magical items or abilities, but will shield against spells read from magic scrolls.

Po. of Mana: This prized philter imbues any magic-using individual with restored spell-power, just as if he or she had studied or meditated. Potions of Mana vary in their potency. Some potions that may be found confer the following effects:

1: Restores up to two 1st, and one 2nd Circles of spell-power to Hermetic, Hedge, or Faith magic-users. Alternately, the potion restores 6 Ritual magic spell points. For example, a priest drinking the Potion of Mana would regain two 1st Circle spells and two 2nd Circle spells, if his daily repertoire was depleted by at least this amount.

2: Restores up to three 1st, two 2nd, and one 3rd Circles of spell-power to Hermetic, Hedge, or Faith magic-users. Alternately, the potion restores 14 Ritual magic spell points.

3: Restores up to two 1st, two 2nd, two 3rd, and two 4th Circles of spell-power to Hermetic, Hedge, or Faith magic-users. Alternately, the potion restores 24 Ritual magic spell points.

4: Restores 7 Circles of spell-power to Hermetic, Hedge, or Faith magic-users, to be distributed as the individual sees fit. For example, a wizard may replenish one 2nd and one 5th Circle spells with this potion. Alternately, the potion restores 10 Ritual magic points.

Note: A Potion of Mana may restore spell-power up to, but not beyond the magic-user's daily repertoire. For example, if a wizard drinking a Potion of Mana that restored two first Circle spells had previously cast only one 1st Circle spell, only one 1st Circle spell would be replenished.

Po. of Might: When imbibed, the Potion of Might imbues an individual with unnatural strength. The drinker doesn't physically change, but gains 1d4 + 3 points of strength (max. 20) for 1d4 hours. Of course, the consumer's Physical Resistance modifier may be temporarily increased as a result of the Potion of Might as well.

Note: A character affected by the Potion of Might may reattempt any Feat of Strength he or she may have failed prior to drinking the potion.

Po. of Polymorph: The Potion of Polymorph imbues the consumer with the ability to change him or herself into a creature of a different type. This new form may be as small as a mouse, or as large as an elephant. Once polymorphed, the individual gains all non-magical abilities of the new form. Thus, a character polymorphed into an owl would both gain the ability to fly, as well as the owl's superior night vision. Despite changing the imbiber's form, his or her mind remains unaltered. However, physical characteristics such as health points, Physical Resistance modifier, and dodge score are temporarily altered to those of the new form. The creature may polymorph once into another form after imbibing the Potion of Polymorph. In addition, the individual may return to his or her natural form at will. The Potion of Polymorph is effective for 2 hours.

Po. of Persuasion: This philter temporarily increases the consumer's presence score by 1d3 + 2 (max. 20). In addition, all creatures with an intellect score less than the imbiber's new presence score must make a Mental Resistance check of 12, or will view the imbiber to be a compelling, engaging personality. Affected creatures will remain captivated by the affected individual, eager to hear what he or she has to say, and be willing to aid him or her in any trivial manner. These creatures will remain enamored so, as long as the imbiber does not grossly offend or act to their obvious detriment. In addition to these effects, all presence-related proficiency checks made by the imbiber apply an additional +3 modifier while affected. The Potion of Persuasion lasts for 1 hour.

Po. of Protection from Cold: When imbibed, the Potion of Protection from Cold renders the individual completely immune to all non-magical sources of cold. If the creature is exposed to a magical cold attack, all damage incurred will be reduced by one-half. The potion is effective for 4 hours.

Po. of Protection from Heat: Similar to the Potion of Protection from Cold, the Potion of Protection from Heat protects the individual from all non-magical sources of heat. If the creature is exposed to a magical heat-based attack, all damage incurred will be reduced by one-half. The potion is effective for 4 hours.

Po. of Protection from Undead: The Potion of Protection from Undead renders its imbiber completely immune to all physical or magical attacks made by lesser undead, or those undead with an intellect score of 3 or less. However, greater undead, such as vampires, may make a Mental Resistance check of 14 to affect the consumer. Otherwise, any physical blow, ability or magic employed by an undead creature will have no effect upon the individual. In addition, undead will find the affected individual to be somewhat repulsive, and will avoid contact with that person if possible. This potion lasts for 1d6 x 10 minutes.

Po. of Quickness: This tonic imparts a temporary +4 initiative modifier, a +2 dodge score adjustment, and a +40' movement rate adjustment upon the imbiber. In addition, the individual affected by the Potion of Quickness may make one additional on-hand melee attack or one additional missile weapon attack per round. The Potion of Quickness remains effective for 10 rounds.

Po. of Refraction: Once imbibed, the Potion of Refraction causes all light to bend as it reflects off of the consumer's person. As a result of this refraction, the individual does not appear to be in the place it actually is. Furthermore, the distance between the individual's actual and apparent position increases with the distance of the observer. Thus, for all attacks made upon the imbiber, the following to-hit modifiers apply: melee attack: -3 to-hit, missile attack under 20': -4 to-hit, missile attack 20-60': -6 to-hit, missile attack 61-100': -8 to-hit, missile attack over 100': -10 to-hit. The Potion of Refraction lasts for 3d8 rounds.

Note: Potion of Refraction works as an optical illusion, thus it will not affect blind attackers.

Po. of Regeneration: This powerful potion causes the drinker to heal at an unnatural rate of speed. As such, the individual heals from all wounds at the rate of 1 health point per round. However, the Potion of Regeneration will not cure anything but physical damage. The Potion of Regeneration lasts for 2d8 + 8 rounds. The potion will heal an unconscious individual, but ceases to work if the individual dies.

Note: The Potion of Regeneration spell will not increase an individual's health points above his or her natural maximum.

Po. of Shadows: Drinking this powerful elixir turns the consumer into a two-dimensional shadow. As a result, the individual may move through darkened areas at a very high rate of speed and pass through any darkened portal that light might normally pass through. While under the effect of Potion of Shadows, an individual may move through any area devoid of light at 500' per round. Thus, a character could travel the distance of one mile in just under 12 rounds. Furthermore, the imbiber may pass under doors, through keyholes, or even through darkened windows with ease. The Potion of Shadows lasts for 3d6 rounds. While affected by the Potion of Shadows, the affected individual is unable to hit opponents, be hit by opponents, communicate, or to cast spells.

Po. of Sustenance: When imbibed, this useful potion enables the consumer to go without food or water for 2 weeks. During this time, the individual does not feel hungry or thirsty.

Po. of Tongues: While under the effects of this potion, the imbiber can comprehend all spoken languages, and may be understood by all intelligent creatures, despite the languages he or she speaks. The Potion of Tongues will not enable the individual to read or write unfamiliar languages, however. The Potion of Tongues lasts for 1 hour.

Po. of Undead Control: The Potion of Undead Control places up to 2d4 undead creatures completely under the control of the imbiber. In order to control the undead, the affected individual needs only to concentrate upon one or more undead creatures. Once dominated, the undead will be motivated by the imbiber only, attacking or defending him to the best of their ability, or performing simple tasks if able. The Potion of Undead Control automatically affects undead with an intellect score of 3 or less. However greater undead (such as vampires etc.), may make a Mental Resistance check of 14 to resist the potion's effects. The Potion of Undead control is effective for 1d8 + 1 hours. After this duration, the undead are free, and will likely be hostile towards the controlling individual.

Po. of Water-breathing: This elixir imbues the consumer with the ability to breathe water as if breathing air. The individual affected by the Potion of Water-breathing may breathe air as well while affected. The potion lasts for 1d6 x 10 minutes.

Po. of Water-walking: The Potion of Water-walking confers the ability to walk upon water or similar liquids as though the individual were walking upon solid ground. The Potion of Water-walking is effective for 1d4 + 2 hours.

Note: If an individual affected by a Potion of Water-walking falls upon a body of water, he or she will suffer damage as though falling upon solid earth.

Po. of X-ray Vision: The Potion of X-ray Vision temporarily imbues the consumer with the ability to see through any solid object up to 1' thick. The affected individual may use this vision at his or her discretion however, opting not to see through objects if he or she wishes. The Potion of X-ray Vision remains effective for 1d3 + 1 hours.

Po. of Youth: This extremely valued potion will decrease an individual's natural age by 2d4 years when imbibed.

Relics

Relics are very powerful magic items created by a powerful priest or deity, often for a particular purpose. At times these relics may be found in the possession of influential priests. However, most relics found are ancient remnants, fashioned for purposes (and sometimes by deities) that have been long forgotten. Magic items are rarely encountered, and relics are the rarest of all. When relics are located, it is almost certain they will be closely guarded, and never traded or sold. Relics should each be considered a unique item, except in a few cases.

Due to the religious nature of relics, deities typically dislike their priests employing relics of other sects.

The possibilities regarding magical relics are endless. Thus, it is encouraged the Game Master creates relics personalized for his particular campaign setting. However, below is a list of relics that might be found in a typical campaign:

Table 3.3.4: Relics

d100	Relic	d100	Relic	d100	Relic
1-4	Anduran Snowglobe	32-34	Heart of Abraxas	70-73	Queyn's Timepiece
5-8	Books of Amagian the Younger	35-37	Heart of Voran	74-78	Ring of the Void
9-11	Bow of Hector	38-40	Helena of the Hearth	79	Rod of the Teauvites
12	Box of Delights	41-43	Helm of Vivianne Sixblades	80-81	Rosewater Perfume
13-14	Cane of Torsten Mezhar	44-47	Horn of Hellespont	82-84	Seraph Ring
15-17	Cloak of Blades	48-50	Incense of Silken Dreams	85-86	Shoes of Safe Travels
18-19	Cup of Vhoole	51-54	The Infernale	87-88	Sleigh of Venoshua
20-22	Esoterica	55-57	Loremaster's Staff	89-91	Tarnhelm
23-24	Deimos Harpoon Gun	58-61	Lotus Seed	92-94	The Torsche Homunculus
25-27	Glasses of Lady Aeyla	62-64	Mirror of Kithain	95-96	Votive Fingerbone
28-29	Gorgosian Cloudmachine	65-67	The Ornsblade	97-98	Wand of Morgana
30-31	Hand of Glory	68-69	Pendant of St. Agatha	99-100	Waters of Life

Anduran Snowglobe: This small glass snowglobe contains a miniature cabin surrounded by trees. If shaken and overturned, the Snowglobe causes a moderate snowfall to occur within a 1 mile radius. This precipitation lasts for 1d4 hours. The Snowglobe cannot easily be broken.

Books of Amagian the Younger: These books appear as small 12" x 8" leather-bound volumes, handwritten in small, precise script. The Books are no longer together; if discovered, determine randomly which text has been found. Each Book contains a philosophical essay on one part of society. Reading the introductory sermon out loud takes three rounds and leads to a specific spell effect. Creatures do not need to understand the language of the speaker for the effects to occur, but except for 'On Religion', they do need to be able to hear in general. There are five such Books, each which produces the following effects:

On Morality: While reading this tablet, the individual's voice becomes lyrical, causing all creatures within 50' to make a Mental Resistance check of 14 or be Enthralled (as the 2nd Circle Faith spell) for as long the speaker continues to spend their full round talking, and an additional 1d10 rounds thereafter.

On Suicide: When read, the speaker uses soft tones and sometimes whispers. This sermon causes all creatures within 30' to make a Mental Resistance check of 14 or attack themselves for one round per point by which they missed the check (e.g., a total of 11 for the Mental Resistance check means that the creature will attack itself for three rounds). Creatures automatically hit themselves when self-attacking.

On Religion: The reader speaks quickly with much intensity. Reading this sermon causes a blinding flash of light, and a Lesser Avatar is summoned (as the 4th Circle Faith spell). If the reader is a priest, a Greater Avatar is summoned instead.

On Poverty: While reading this tablet, the individual's voice becomes sensual, causing all creatures within 30' to make a Mental Resistance check of 14 or become confused. They will be able to defend themselves in combat and will fight back if provoked, but will otherwise aim to give their possessions and money to the reader.

On Science: The reader's voice is stern but is heard to be mumbling. Reading this sermon causes all creatures within 30' to make a Mental Resistance check of 14 or descend into a state of mental confoundment, rendering them comatose until the conundrum is resolved. Any creature affected by the tablet may make an additional Mental Resistance check of 14, every number of rounds equal to 20 minus its intellect score. For example, a character with an intellect score of 12 would be afforded an additional Mental Resistance check every 8 (20 – 12 = 8) rounds past the first. Until this Mental Resistance check is successful, the creature remains affected by the tablet's magic.

The effects of the sermons will affect all creatures but the reader. The sermons may be read once per day apiece. Possessing all of the Books (i.e., owning the 'Collected Works') grants a +2 adjustment to presence (max. 20) while the owner has them in his or her personal library.

Bow of Hector: This item appears as a simple wooden longbow. However, all arrows shot from the bow are +2 to-hit against land creatures, and +4 to-hit against creatures in the air. Furthermore, any character employing the Bow automatically has the Quick Shot discipline, granting him an extra shot with the bow in the first round of any combat. The Bow of Hector may always be drawn as if the wielder had the Quick Draw discipline. The range for the Bow is twice that of a normal longbow. Finally, while holding the bow, the wielder is under the effects of the 1st circle Faith magic spell Water Walk.

Box of Delights: The Box appears as a gold and silver puzzle-box of extraordinary complexity. Attempts to solve the Box of Delights will result in different effects. To determine the effect, the user must roll 1d20, and add his or her intellect attribute score. For example, a character with an intellect of 13 that rolled 1d20 with a result of 6, would have a final result of 19. The effect of the solution is such:

2-10: The individual must may a Mental Resistance check of 15 or die.
11-14: All creatures within 60' of the Box of Delights are affected as if by the 5th circle Hedge magic spell, Phantasmagoria.
15-20: The individual is affected as if by the 5th circle Hedge magic spell, Phrenic Trap.
21-24: The individual is affected as by the 1st circle Faith magic spell Sense Magic, for one day.
25: The individual gains two points of presence (max. 20) for one day.
26-28: The individual is affected as if by the 5th circle Hedge magic spell Luck, for one day.
29-31: The individual is affected as if by the 4th circle Faith magic spell Benediction, for one day.
32-35: The individual is affected as if by the 6th circle Faith magic spell Vision, for one day.
36: The individual is affected as if by the 6th circle Faith magic spell Immunity, for one day.
37-40: The individual gains one permanent intellect attribute point (max. 20).

Finding a solution to the Box takes 21 minutes minus one round for the individual's intellect score. For example, a character with an intellect of 12 would find a solution in 9 minutes. Each time the Box is solved by an individual, he applies a -1 modifier to his or her next solution result. For example, the third time a character employed the Box of Delights he would apply a -2 modifier to his solution result.

Cane of Torsten Mezhar: This item appears as a brass walking cane, capped with a handle shaped as a bird-of-paradise. Simply pointing the Cane in a direction will cause a breeze similar to the 2nd circle Faith magic spell Wind. Once per day, the wielder may summon and command 1d3 + 2 vultures for 1 hour:

Vultures: Health points: 4, Dodge score: 13, Initiative: +2, Hide/armor: none, To-hit: +3, Attacks: bite: 1 x 1d2 + 1. Intellect: 3, Physical Resist: -3, Mental Resist: -4, Movement: fly 200'.

In addition to these powers, the wielder of the Cane of Torsten may Wind Walk, as if affected by the 5th circle Faith magic spell.

Cloak of Blades: An enchanted cloak that conjures magical swords to attack any foes in melee with the wearer. These swords do not use the wearer's initiative or to-hit modifier, but take one counterattack on each melee combatant per round, at the following initiative (for example, if attacked at initiative 9 and 7, the cloak counterattacks at initiatives 8 and 6, respectively). Each attack is with a to-hit modifier of +4 and inflicts 1d6 + 4 damage.

Cup of Vhoole: When filled with pure spring water, the Cup of Vhoole may used to view far away places as if by the 3rd circle Faith magic

spell, Clairvoyance once per night. If the Cup is filled with the blood of a sacrificed virgin, the imbiber becomes one year younger.

Deimos Harpoon Gun: This item appears similar to a rusted old crossbow, with a long closed housing, and contains a 3' long barbed harpoon. The harpoon is unusually sturdy however, and may not be broken. It is attached to the Gun with a thin metal cable 100' in length that is also unbreakable. Shooting the harpoon is at +3 to-hit, and inflicts 1d8 + 1 points of damage. Once the harpoon has scored a successful hit, the victim must make a Physical Resistance check of 15. If this Physical Resistance check is unsuccessful, the harpoon's tip will spread into many barbs and become lodged within the victim. While lodged, the harpoon will inflict 1 health point of damage upon the individual for each round he or she is physical active. Only remaining immobile will prevent this damage. If the harpoon is pulled from the victim, he or she suffers an additional 1d6 points of damage. The Deimos Harpoon can be easily pulled and retracted back to the Harpoon Gun in two rounds.

Esoterica: This relic appears as a long leather-bound book of 66 pages. In elaborate script on the cover and first page is the word 'Esoterica'. Inside in small text is an encyclopedia of odd stories and trivia. When an individual seeks an answer to a question, he may find it within Esoterica. Each reading of the book causes the reader to fall asleep for one full day; upon waking the reader will have had a dream in which the question may have been answered (make an appropriate Knowledge check with a +10 modifier). Furthermore, each reading by an individual results in a 2% chance that he or she will find divine insight within the book (as the 7th circle Faith magic spell, Commune) at the cost of being driven insane afterwards (as the 5th circle Faith magic spell, Madness).

Glasses of Lady Aeyla: The Glasses appear as a fancy thin-rimmed pair of glasses, with an almost imperceptible crack on the right lens. While wearing these glasses, the individual may understand the thoughts of all creatures within 60' of his or her person, as if affected by the 6th circle Faith magic spell Read Mind (Mental Resistance check with a target number equal to the wearer's intellect score). This may be attempted by the wearer of the Glasses at will. However, each day, only one attempt may be made upon a particular individual. Once per day, the wearer may innately cast a Translation spell (as the 2nd Circle Hedge spell). Finally, all Perception checks made by the wearer apply a +3 modifier.

Gorgosian Cloudmachine: This item appears as a steel sphere 6" in diameter, wrapped in an outer set of steel plates or petals. Once unwrapped, it hovers in the air about 6' off the ground. The Cloudmachine confers no personal effects upon its owner. However, after one hour of remaining in place, all weather within 1 mile of the Cloudmachine remains clear and pleasant. Furthermore, no storm may be magically invoked within 1 mile of the Cloudmachine.

Hand of Glory: This is a withered, mummified left hand. It was cut from the hung body of an executed criminal or assassin shortly after their death. Touching it to any door or locked item will remove Seal Portal spells and open locks with a Lock-picking grade of IV. Each use of the Hand has a 3% cumulative chance of causing it to turn to dust, destroying it.

Heart of Abraxas: The Heart of Abraxas is a simple amulet containing a large plain black stone, attached to a neck chain. Any individual wearing the Heart of Abraxas does not age. This confers practical immortality; however the wearer may die due to injury. Once the Heart of Abraxas is removed, the wearer begins to age once again at a natural rate.

Heart of Voran: This item appears as a small grey stone, roughly carved in the shape of a heart. If swallowed, the Heart of Voran will remain within the individual's body. Thereafter, the individual may transform into a large wolf at will. In wolf-form, the individual's stats will be as follows:

Health points: unchanged, Dodge score: 16, Initiative: +3, Hide/armor: none, To-hit: +4, Attacks: bite: 1 x 1d6 + 4. Intellect: unchanged, Physical Resist: +4, Mental Resist: unchanged, Movement: 200'.

The individual consuming the Heart may change form as often as he or she wishes. Once swallowed, the Heart of Voran may only be extracted from an individual upon death.

Helena of the Hearth: Helena of the Hearth is a 4" bluish jade statuette crudely carved in the shape of a woman. When Helena is buried in a shallow hole, an area of 30' diameter directly above is affected by a blessing that affects the individual whom buried it, and all of that individual's blood relations in the same area. While in this area, these individuals will be filled with feelings of peace and confidence. In combat, this aura will improve their initiative rolls and to-hit rolls by +2, and Physical Resistance, Mental Resistance and proficiency checks by +2. When not in combat, all presence-related proficiency checks area apply a +4 modifier. Helena of the Hearth has no effect unless buried.

Helm of Vivianne Sixblades: This relic appears as a fine helmet inlaid with gold. Any individual wearing the helmet may detect falsehoods and deception as if affected by the 1st circle Faith magic spell, Sense Deception. In addition, once per day, the wearer of the helmet may heal his or herself 2d6 + 2 health points, or another 1d6 + 1 health points by a laying-of-hands.

Horn of Hellespont: The Horn of Hellespont appears as a long dark horn of a gazelle, capped with a handle leading into a short blade. If wielded in combat, this blade inflicts 1d3 points of damage. However, any creature cut by the Horn must make a Physical Resistance check of 11 or be affected by the 3rd circle Faith magic spell, Disease. In addition, the wielder of the Horn is completely immune to all non-magical fires or sources of heat. If exposed to magical heat or flame, all damage incurred will be reduced by one-half. Finally, the Horn of Hellespont enables the wielder to innately cast the 6th circle Faith magic spell Immolate, once per day.

Incense of Silken Dreams: The Incense appears as small 2" cones of a powdery solid. There are three main colors of Incense to be found, Green, Red, and Black. When used during spell recovery and meditation, burning the Green Incense acts as a Replenish spell (as 5th Circle Faith spell). Burning the Red Incense acts as a Sanctuary spell (as 5th Circle Faith spell), and casts a Summon Greater Avatar to guard the priest during spell recovery. Burning the Black Incense gives a priest a bonus number of spells of any Circle for the next day, the total of which must be equal or less to the highest Circle the priest knows (e.g., if the user has 6th Circle Faith magic, he or she could have an additional three 1st and one 3rd Circle spells, or a single additional 6th Circle spell). Generally only one color of Incense is found, and can be burned 1d4 times before being consumed.

The Infernale: The Infernale is a black leather-bound book that appears to have been severely burned. It is a bestiary. Each pair of pages consists of a drawing of an extra-planar creature on the left, and an in-depth description on the right, including procedures for summoning. Reading or possession of The Infernale overnight forces a resistance check against the 8th Circle Faith magic Damnation spell. While owned, The Infernale grants a +6 modifier to Planar Knowledge checks, and allows the caster to choose themselves what is summoned

when casting extraplanar summoning spells (e.g., Minor Goetia, Goetic Ward, Goetia, Summon Lesser Avatar, Summon Greater Avatar). Additionally, these creatures gain +10 health points and always summon the maximum number of lesser beings themselves.

Loremaster's Staff: The Staff appears as a long staff tipped with a lantern hook. In darkness, the Staff automatically emits a soft glow as if by the 1st circle Faith magic spell, Illuminate. In addition, while holding the Loremaster's Staff, an individual gains one temporary intellect attribute point (max. 20), and all intellect-related proficiency checks are made with a +3 modifier. If wielded as a weapon, the Staff is +1 to-hit and inflicts 1d4 + 3 points of damage.

Lotus Seed: A lotus seed is a large brown seed about the size of a man's fist. If planted in a pool of water and left for a month (or for two rounds if a Plant Growth spell is cast), it sprouts into a lotus plant. Lotus grows in eight different colors (roll 1d8), and eating the whole lotus forces a Physical Resistance check (target number 13). Failure leads to the eater's death. Success has different effects depending on the color:

1: Green lotus, permanent +1 adjustment to agility (max. 20).
2: Blue lotus, permanent +1 adjustment to endurance (max. 20).
3: Red lotus, permanent +1 adjustment to strength (max. 20).
4: Silver lotus, permanent +1 adjustment to presence (max. 20).
5: Gold lotus, permanent +1 adjustment to intellect (max. 20).
6: Pink lotus, permanent +1d6 health points.
7: Black lotus, eater still dies but is automatically Resurrected (as 8th Circle Faith spell). The eater can innately cast Death (as the 8th Circle Faith spell) once. If the victim is touched when the Death spell cast, the victim has a -3 modifier to their Physical Resistance check.
8: White lotus, eater still dies but is automatically Resurrected (as 8th Circle Faith spell). The next time the eater dies, he or she will again be automatically Resurrected.

At the Game Master's option, certain Lotus Seeds can instead lead to Lotus of a specific color or be biased towards different colors by modifying the die roll after plantation. Furthermore, a skilled gardener can also try to raise Lotus of a given color by changing soil nutrients or other growing conditions. For every grade of Agriculture the planter possesses, they may add or subtract up to that number to the die roll (min. 1 and max. 8). E.g., if a character has three grades of Agriculture, and rolls a 2, the character can choose from 1-5 (Green, Blue, Red, Silver, or Gold).

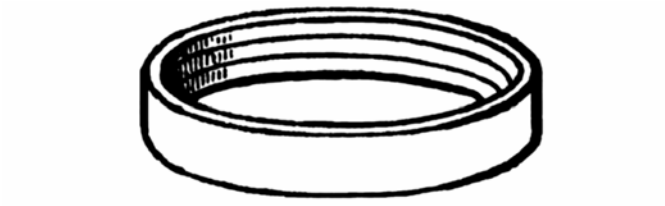
Mirror of Kithain: This is a large standing mirror, 8' in height and 3' wide, with a fine golden frame. Touching a Mirror causes the surface to shimmer and be transformed into liquid; it can then be entered. Mirrors of Kithain come in pairs, and act as a permanent Portal spell between the two Mirrors.

The Ornsblade: The Ornsblade appears as a greenish-steel long sword with a narrow cross-guard. It is +1 to-hit and damage. Upon the appropriate command word ('korthac'), the Ornsblade will emit a bright light, partially blinding all those within 20' of the weapon (-1 to-hit) for 2d4 rounds, except for the wielder. A second command word ('palorac') will cause the sword to glow blue, increasing the damage done by three points (to a total of +4 to damage). This power lasts for 2 rounds. Each power may be employed twice per day.

Pendant of St. Agatha: This relic appears as a platinum and ruby pendant in the form of a grotesque goat's head, attached to fine neck chain. At any time the wearer of the Pendant is under moonlight, he or she heals at a rate of 1 health point per round.

Queyn's Timepiece: This is an ornate pocketwatch, engraved with a rose and thorn-covered stem. When wound, the owner of the Timepiece may go at any initiative, regardless of their initiative roll each round. When stopped, the owner is immune to the effects of Horological magic.

Ring of the Void: This plain iron ring grants a +6 modifier to Mental Resistance checks, and complete immunity to mind control including physical and mental domination.



Rod of the Teauvites: This item appears as a 2' long bone scepter, capped by a mantis' head with large empty eyesockets. For each round the rod is held by a priest that does not worship the insect goddess, he or she must make a Physical Resistance check of 14 or take 1d4 points of electrical damage. Non-priest characters will not be affected by this magic.

All arachnids and insects will have an affinity for any individual carrying the Rod. As such, no such creatures will attack the individual, even if controlled by another creature. However, these creatures will not obey the owner's wishes either. Once per day the Rod of the Teauvites may be used to summon and control 1d4 huge mantis, scorpions, spiders, or centipedes:

Huge centipedes: Health points: 8, Dodge score: 15, Initiative: +3, Hide/armor: none, To-hit: +3, Attacks: bite: 1 x 1d4, Intellect: 2, Physical Resist: +0, Mental Resist: -1, Movement: 120'. If bit, a creature must make a Physical Resistance check of 12 or suffer an additional 4 health points of damage.

Huge mantis: Health points: 7, Dodge score: 15, Initiative: +2, Hide/armor: none, To-hit: +3, Attacks: claws: 2 x 1d2 + 1. Intellect: 2, Physical Resist: -1, Mental Resist: +0, Movement: 130', fly 210'. If both claws of a mantis hits, it may automatically bite the victim (no to-hit roll) for 1d2 points of damage.

Huge scorpions: Health points: 10, Dodge score: 13, Initiative: +2, Hide/armor: 1, To-hit: +2, Attacks: claws: 2 x 1d3, or sting: 1 x 1d2. Intellect: 2, Physical Resist: -1, Mental Resist: -1, Movement: 130'. If stung, a creature must make a Physical Resistance check of 12 or lose -3 agility for 1 hour (min. 1). If the creature has no agility, it loses 3 dodge points.

Huge spiders: Health points: 8, Dodge score: 15, Initiative: +3, Hide/armor: none, To-hit: +2, Attacks: bite: 1 x 1d3. Intellect: 2, Physical Resist: -2, Mental Resist: -1, Movement: 140'. The spiders are approximately 2' wide. If bit, a character must make a Physical Resistance check of 12 or suffer an additional 5 health points of damage.

In addition, the Rod of the Teauvites may cast the Faith magic spells Swarm and Lightning Strike once per day. If wielded as a weapon, the Rod imparts a +2 modifier to-hit. The Rod inflicts 1d4 points of kinetic damage, and a electrical shock for an additional 1d4.

Rosewater Perfume: This relic appears as an ever-full perfume bottle of beautiful crystal, engraved with the outline of a lily. The perfume smells of sweet flowers. All plants within 30' of the wearer are affected by Plant Growth (as the 2nd Circle Faith spell). The wearer's presence is adjusted by +1 and all presence-based proficiencies gain a modifier of +3. All creatures within 30' must make a Mental Resistance check

(target number equal to wearer's presence score) or be unable to attack or otherwise harm the wearer while in their presence.

Seraph Ring: A beautiful silver ring set with a black stone. A seraphim is bound to this powerful relic- if the wearer is attacked, the Angel of the Ring, a terrible thing of black steel with blades for wings, is summoned at the end of the round and retaliates in full against all aggressors, disappearing only when all foes are dead or the wearer has been slain. The seraph can be called once per week. Before it will serve a new master, it must be defeated in combat; the new ringbearer must first cut themselves to summon it (1 health point of damage) and reduce the seraph to 33% or less of its health points. If the seraph is ever reduced to 0 health, it is released from service and the ring becomes non-magical (but still immensely valuable as a piece of jewelry).

Sleigh of Venoshua: This is a fancy sleigh for winter travel across snow, pulled by two demonic reindeer. If the owner of the Sleigh can cast Ritual magic, he or she can feed each reindeer some of the owner's fresh blood. At least two health points must be spent (one per reindeer), up to two points for each Ritual Circle known). The Sleigh can then move at high speed (150 miles per hour), appearing as a blur and generally ignoring minor terrain impediments such as trees or streams. The Sleigh can move at this speed for one hour for every two health points initially sacrificed. Although the Sleigh is open-roofed, those inside find it pleasantly warm and dry regardless of the exterior weather, and can safely rest or read while traveling in this manner.

Shoes of Safe Travels: This relic appears as an unremarkable pair of leather shoes. However, any individual wearing the footwear may walk or run any distance without tiring. In addition, the Shoes of Safe Travels impart a +1 endurance attribute adjustment (max. 20) while worn.

Tarnhelm: This relic appears as a fine helmet with two short horns. Any individual wearing the helmet may become invisible at will, twice per day. In addition, once per day, the wearer of the Tarnhelm may change shape as if affected by the 5th circle Faith magic spell, Animal Form.

The Torsche Homunculus: The Homunculus appears as a large fetal child, suspended in a glass filled with fetid-smelling amber liquid. If fed on blood (1 health point per day), after one week it will awaken and grow into the Homunculus (treat as a lesser imp). The Homunculus will act as the familiar to its master (as the 1st Circle Ritual spell) and help its master with work and research (+1 to any proficiency check in which an assistant might be useful). It requires 1 health point in blood each day, and if unfed, will grow ornery and eventually attack its master in rage. It is somewhat of a nasty, jealous creature and will also attack small animals in its presence. If its master dies, the master will be automatically Reincarnated (as the 7th Circle Faith spell) into the body of the Homunculus, which over the course of the next month will assume the form, appearance, and skills of its master at his or her time of death.

Votive Fingerbone: This relic is the index finger of some long-dead saint, now just three small bones contained within a velvet-lined black box. Healing magic cast by the owner of the Fingerbone has a +1 bonus to health point recovery for the target per die rolled; likewise, damage-inflicting spells do an extra +1 point of damage per die. Addtionally, the owner may innately use Cure (as the 7th Circle Faith spell) once per week. Faith magic practioners who own the Fingerbone for one year may use it once to create a relic of their own.

Wand of Morgana: This relic appears as a thin rod of carved antler. Depending upon the season, the Wand may be used to invoke one of four effects:

Spring: Any plant touched will be affected as if by the 2nd circle Faith magic spell, Plant growth.
Summer: Any creature touched will be burned for 2d8 points of damage, or 1d8 points if a Physical Resistance check of 16 is made.
Autumn: Any plant touched will wither and die.
Winter: Any creature touched suffers 2d8 points of cold damage, or 1d8 points if a Physical Resistance check of 16 is made. Furthermore, all non-magical liquids upon the victim will immediately freeze, and will remain so until thawed.

The Wand of Morgana may be employed once per day. A druid or priest of nature can make a Religious Knowledge proficiency check (target number 13) to determine for themselves which season's power to invoke regardless of the time of year.

Waters of Life: The Waters come in a small ornate urn, and must be drunk out of the urn itself to have their effects. The urn can be drunk from once per day and is replenished at night. Any individual drinking the Waters will fall into a deep sleep for 2d6 hours. During this time, the individual cannot be waked. However, after this slumber, the creature will be affected as if the recipient of the 8th circle Faith magic spell Restore. There is a 5% chance that while asleep, the individual will be visited by the Demon of the Waters, and ordered to perform a task. Until this task is complete, the urn will remain dry.

Scrolls

Magic scrolls are enchanted inscriptions that when read aloud, invoke a particular spell effect. When such a scroll is read, the character reading the scroll 'casts' the Inscribed spell, as if he or she were the magic-using person that created the scroll. For example, if a scroll of the Hermetic spell Force Bolt were created by a 6th Circle wizard, the character reading the scroll would cast a Force Bolt that inflicted 1d4 + 6 points of damage. Once a spell upon a scroll has been cast, the inscription upon the scroll disappears and the scroll loses its magical properties.

Note: A magic scroll does not contain the complete formula for a particular spell. Thus, although the magic scroll may be used to invoke the spell, it can not serve as a source by which Hermetic or Hedge magic-using characters can acquire the spell.

Scroll casting time: As a general rule, a spell read from scroll has a casting time equal to the spell inscribed. For example, a scroll containing the 4th Circle Hedge magic spell Invisibility would have a casting time of -4. Thus, just as casting a spell, reading a scroll applies a special modifier to a character's initiative roll.

This scroll-reading initiative adjustment indicates the time during which the character is actually reading the scroll. If the reader is hit, restrained, or otherwise disrupted, and subsequently loses concentration during this period of time, the spell upon the scroll is interrupted. For example, a character with an initiative result of 7 decides to read a Hermetic Wall of Fire scroll (reading time: -4). Although the character begins reading at initiative 7, the scroll takes effect at initiative 3. Thus, if the character's concentration is broken during initiatives 7-4, the Wall of Fire scroll will be interrupted. However, unlike spells that are cast, a spell upon a scroll is not lost if interrupted, and may be read once again (from the beginning) the following round.

If a character is disrupted while reading a scroll, he or she must make a successful Mental Resistance check of 10 to prevent interruption.

Note: Wearing armor does not affect the casting of a spell from a scroll.

Reading scrolls: In most instances, scrolls will be written in a simple phonetic script, using the most common of characters/alphabet. Thus, most characters with Literacy will be able to employ magic scrolls. However, some scrolls may be written in uncommon or ancient scripts. Nevertheless, any creature able to read the scroll aloud can invoke the magic inscribed. Thus, a creature without the Hermetic Magic Potential discipline may invoke the 5th Circle Hermetic spell Fireball, if read from a scroll.

A partial list of scrolls that may be found is provided:

Table 3.3.5: Scrolls

d100	Scroll	Magic	Spell Circle	Circle Range*	d100	Scroll	Magic	Spell Circle	Circle Range*
1-2	Darkness	Hermetic	1st	n/a	50	Goetia	Hermetic	8th	n/a
3-4	Illuminate	Hermetic	1st	n/a	51	Invulnerability	Hermetic	8th	n/a
5	Quicken	Hermetic	1st	n/a	52	Repel Magic	Hermetic	8th	n/a
6	Seal Portal	Hermetic	1st	n/a	53	Courage	Hedge	1st	n/a
7-8	Sense Magic	Hermetic	1st	n/a	54	Klutz	Hedge	1st	n/a
9	Water Walk	Hermetic	1st	4th-8th	55-56	Minor Phantasm	Hedge	1st	n/a
10	Darkvision	Hermetic	2nd	n/a	57	Phantom Sight	Hedge	1st	n/a
11	Leap	Hermetic	2nd	n/a	58	Appeal	Hedge	2nd	n/a
12	Might	Hermetic	2nd	n/a	59	Babble	Hedge	2nd	n/a
13-14	Protection from Cold	Hermetic	2nd	n/a	60	Buoyancy	Hedge	2nd	n/a
15-16	Protection from Heat	Hermetic	2nd	n/a	61-62	Charm Animal	Hedge	2nd	4th-5th
17	Summon Lesser Monsters	Hermetic	2nd	n/a	63-64	Disguise	Hedge	2nd	4th-5th
18	Water-breathing	Hermetic	2nd	4th-8th	65	Hesitate	Hedge	2nd	n/a
19	Earth Walk	Hermetic	3rd	4th-8th	66	Reveal Invisibility	Hedge	2nd	n/a
20	Growth	Hermetic	3rd	n/a	67	Shimmering Armor	Hedge	2nd	n/a
21-22	Levitation	Hermetic	3rd	n/a	67-68	Swiftness	Hedge	2nd	n/a
23	Silence	Hermetic	3rd	4th-8th	69-70	Translation	Hedge	2nd	n/a
24	Slow	Hermetic	3rd	n/a	71-72	Chameleon	Hedge	3rd	n/a
25	Steam Cloud	Hermetic	3rd	n/a	73	Dancing Weapon	Hedge	3rd	n/a
26	Summon Lesser Elemental	Hermetic	3rd	4th-8th	74-75	Phantasm	Hedge	3rd	n/a
27	Dispel Magic	Hermetic	4th	n/a	76	Refraction	Hedge	3rd	n/a
28-29	Fly	Hermetic	4th	n/a	77-78	Sleep	Hedge	3rd	n/a
30	Invisibility	Hermetic	4th	4th-8th	79	Trace	Hedge	3rd	4th-5th
31	Lightning Bolt	Hermetic	4th	n/a	80	Panic	Hedge	4th	n/a
32	Shield	Hermetic	4th	n/a	81-82	Phantasmal Armor	Hedge	4th	n/a
33	Time Cube	Hermetic	4th	n/a	83-84	Greater Phantasm	Hedge	5th	n/a
34	Summon Monsters	Hermetic	4th	n/a	85-86	Luck	Hedge	5th	n/a
35	Wall of Fire	Hermetic	4th	n/a	87	Mimic Magic	Hedge	5th	n/a
36	Animate Plants	Hermetic	5th	n/a	88	Misfortune	Hedge	5th	n/a
37	Polymorph	Hermetic	5th	n/a	89	Object	Hedge	5th	n/a
38	Speed	Hermetic	5th	n/a	90	Phantasmagoria	Hedge	5th	n/a
39-40	Summon Elemental	Hermetic	5th	5th-8th	91-92	Shrink	Hedge	5th	n/a
41	Extra-planar Protection	Hermetic	6th	6th-8th	93	Invisibility to Undead	Ritual	1st	1st-5th
42	Summon Greater Monsters	Hermetic	6th	n/a	94	Weakness	Ritual	1st	n/a
43-44	Teleportation	Hermetic	6th	n/a	95	Protection from Undead	Ritual	2nd	2nd-5th
45	Alter Weather	Hermetic	7th	n/a	96	Sense Life	Ritual	2nd	n/a
46	Portal	Hermetic	7th	7th-8th	97	Curse	Ritual	3rd	n/a
47	Summon Greater Elemental	Hermetic	7th	7th-8th	98	Hex	Ritual	3rd	3rd-5th
48	Change	Hermetic	8th	n/a	99	Summon Lesser Undead	Ritual	3rd	n/a
49	Gate	Hermetic	8th	n/a	100	Atony	Ritual	4th	n/a

* Circle range indicates the possible spell Circles of the caster who created the scroll. The range is given for spells that may be altered by the Circle of its creator. For example, a scroll of the 4th Circle Hermetic Invisibility spell may last 5-8 hours, dependent upon the Circle of the wizard who created it.

Wands

Magic wands are any rod, staff or wand enchanted with the ability to cast a specific spell. Wands are created by powerful wizards, and typically contain spells of Hermetic magic. However, spells of Hedge or Ritual magic may be stored in wands as well. Each wand will contain only one unique spell.

Rarely wands are created in the form of weapons, such as a mace or sword. However, as magical wands are typically ornate by necessity, they generally have no mundane applications. A non-exhaustive list of possible wands that may be found is provided:

Table 3.3.6: Wands

d100	Wand	Magic	Spell Circle	Circle Range*	d100	Wand	Magic	Spell Circle	Circle Range*
1-2	Fog	Hermetic	1st	1st-8th	48	Summon Greater Elemental	Hermetic	7th	7th-8th
3-4	Force Bolt	Hermetic	1st	7th-8th	49	Disintegration	Hermetic	8th	n/a
5	Minor Timeportation	Hermetic	2nd	n/a	50	Gate	Hermetic	8th	n/a
6	Rust	Hermetic	2nd	n/a	51-52	Fumble	Hedge	1st	n/a
7-8	Shatter	Hermetic	2nd	n/a	53-54	Perplex	Hedge	1st	n/a
9	Summon Lesser Monsters	Hermetic	2nd	n/a	55-56	Animate Fire	Hedge	2nd	n/a
10-11	Wind	Hermetic	2nd	7th-8th	57	Babble	Hedge	2nd	n/a
12	Crumble	Hermetic	3rd	7th-8th	58-59	Enrage	Hedge	2nd	n/a
13-14	Growth	Hermetic	3rd	n/a	60-61	Hesitate	Hedge	2nd	n/a
15-16	Ice Ray	Hermetic	3rd	n/a	62	Reveal Invisibility	Hedge	2nd	n/a
17-18	Silence	Hermetic	3rd	7th-8th	63-65	Swiftness	Hedge	3rd	n/a
19	Slow	Hermetic	3rd	n/a	66-67	Frailty	Hedge	3rd	n/a
20-21	Steam Cloud	Hermetic	3rd	n/a	68-70	Growth	Hedge	3rd	n/a
22	Summon Lesser Elemental	Hermetic	3rd	7th-8th	71	Heavy	Hedge	3rd	n/a
23	Telekinesis	Hermetic	3rd	n/a	72-75	Phantasm	Hedge	3rd	n/a
24	Counterspell	Hermetic	4th	n/a	76-77	Silence	Hedge	3rd	n/a
25-26	Dispel Magic	Hermetic	4th	n/a	78	Sleep	Hedge	3rd	n/a
27	Lightning Bolt	Hermetic	4th	n/a	79-80	Invisibility	Hedge	4th	4th-5th
28	Panic	Hermetic	4th	n/a	81	Sloth	Hedge	4th	n/a
29-30	Stone Spray	Hermetic	4th	n/a	82-83	Polymorph	Hedge	5th	n/a
31	Summon Monsters	Hermetic	4th	n/a	84-86	Shrink	Hedge	5th	n/a
32-33	Banish	Hermetic	4th	n/a	87	Deafness	Ritual	1st	1st-5th
34	Destroy Water	Hermetic	4th	n/a	88	Thorn Growth	Ritual	1st	n/a
35-36	Fireball	Hermetic	5th	n/a	89	Corrupt Insect	Ritual	2nd	n/a
37	Polymorph	Hermetic	5th	n/a	90	Splinter	Ritual	2nd	n/a
38	Speed	Hermetic	5th	n/a	91	Wither	Ritual	2nd	n/a
39	Summon Elemental	Hermetic	5th	7th-8th	92	Corrupt Earth	Ritual	3rd	4th-5th
40	Throw	Hermetic	5th	n/a	93	Hex	Ritual	3rd	3rd-5th
41	Timeportation	Hermetic	5th	n/a	94	Paralyze	Ritual	3rd	3rd-5th
42	Enfeeblement	Hermetic	6th	n/a	95	Rain	Ritual	3rd	3rd-5th
43	Incinerate	Hermetic	6th	n/a	96	Wake Dead	Ritual	3rd	n/a
44	Melt	Hermetic	6th	n/a	97	Corrupt Animal	Ritual	4th	n/a
45	Summon Greater Monsters	Hermetic	6th	n/a	98	Sleep	Ritual	4th	4th-5th
46	Firestorm	Hermetic	7th	n/a	99	Swarm	Ritual	4th	4th-5th
47	Petrify	Hermetic	7th	n/a	100	Madness	Ritual	5th	n/a

Each wand found will have a limited number of charges, or times the wand's spell may be cast. The number of charges may be decided by the Game Master, or randomly determined as follows:

Table 3.3.7: Wand charges

d20 result	1-7	8-12	13-16	17-19	20
Maximum no. charges	6	12	16	20	30
Current no. charges	7 - 1d6	13 - 2d6	17 - 2d8	21 - 2d10	31 - 3d10

For example, if the d20 result is a 13, the wand may store a maximum of 16 charges. Subsequently 2d8 are rolled with a result of 5. Thus, the wand has 12 charges left out of a possible 16 charges (17 – 5 = 12).

To cast a spell from a wand, the user must only point at its target, and will the wand to active. There is no casting time associated with using a spell store in a wand. However, using a wand constitutes an action in combat, and may only be performed at an individual's initiative.

Wands that have been fully depleted of their charges may be recharged by a wizard that may cast the both the Enchantment spell, as well as the spell of the wand's effect. This recharging process typically requires half the costs and time necessary to originally create the wand. However, each time a wand is recharged, there is a cumulative 10% chance the wand will be destroyed instead of recharged.

Each wand may only contain one unique spell effect.

Magic Weapons

Although some rare magic weapons may imbue special powers upon the wielder, most magic weapons only increase a character's chance to hit, and/or inflict more damage. The weakest of these weapons will confer only a +1 to-hit modifier, or a +1 damage modifier, whereas the

most powerful weapons will impart both +4 to-hit and +4 to damage modifiers. Any modifiers from magic weapons are cumulative with those due to a character's abilities and/or strength.

The Game Master is encouraged to both design and place magic weapons as he or she sees fit. However, the following is a list of assorted magic weapons representative of those that may be found in a typical campaign setting:

Table 3.3.8: Magic weapons

d100	Weapon	d100	Weapon	d100	Weapon
1-2	Arrow (+1, +1)	33	Hammer (+0, +4)	64	Staff (+2, +4)
3	Arrow (+4, +0)	34	Hammer (+3, +3)	65-66	Sword, bastard (+1, +1)
4	Axe, hand (+1, +2)	35	Hammer (+3, +4)	67	Sword, bastard (+3, +3)
5	Axe, hand (+2, +2)	36	Hammer, maul (+0, +1)	68-69	Sword, broad (+1, +2)
6	Axe, hand (+3, +2)	37	Hammer, maul (+3, +3)	70	Sword, broad (+2, +3)
7-8	Axe, battle (+1, +1)	38-39	Knife (+1, +1)	71	Sword, broad (+3, +3)
9	Axe, battle (+2, +2)	40	Knife (+2, +2)	72-73	Sword, claymore (+1, +1)
10	Axe, pole (+2, +0)	41	Knife (+5, +0)	74	Sword, claymore (+2, +2)
11	Axe, pole (+2, +2)	42	Lance, light (+1, +1)	75	Sword, falchion (+1, +1)
12-13	Bolt (+1, +1)	43	Lance, light (+1, +3)	76	Sword, long (+1, +0)
14	Bolt (+2, +1)	44	Lance, heavy (+2, +1)	77-79	Sword, long (+1, +1)
15	Bow (+1, +0)*	45	Lance, heavy (+2, +2)	80-81	Sword, long (+2, +2)
16	Bow (+3, +0)*	46	Mace (+1, +4)	82	Sword, long (+4, +2)
17	Club (+1, +2)	47	Mace (+2, +3)	83-84	Sword, rapier (+1, +2)
18	Club (+4, +4)	48-49	Morning star (+1, +1)	85	Sword, rapier (+1, +3)
19	Crossbow, light (+2, +0)*	50	Morning star (+4, +4)	86	Sword, rapier (+3, +1)
20	Crossbow, heavy (+1, +0)*	51	Pike (+0, +2)	87-88	Sword, short (+1, +1)
21-22	Dagger (+1, +1)	52	Scimitar (+1, +1)	89	Sword, short (+1, +2)
23	Dagger (+1, +2)	53	Scimitar (+3, +1)	90	Sword, short (+2, +2)
24	Dagger (+1, +3)	54-55	Sling stone (+1, +1)	91	Sword, short (+3, +2)
25	Dagger (+3, +3)	56	Sling stone (+0, +2)	92-93	Sword, great (+1, +1)
26-27	Flail (+1, +1)	57-58	Spear (+1, +1)	94	Sword, great (+2, +2)
28	Flail (+3, +0)	59	Spear (+4, +0)	95-96	Trident (+1, +1)
29	Flail (+3, +2)	60	Spear (+3, +3)	97	Trident (+3, +1)
30	Halberd (+1, +1)	61	Staff (+0, +1)	98	Trident (+1, +4)
31	Halberd (+2, +4)	62	Staff (+2, +2)	99	Whip (+2, +1)
32	Hammer (+1, +2)	63	Staff (+1, +3)	100	Whip (+0, +3)

* Magic bows and crossbows may only confer to-hit modifiers. However, these modifiers are cumulative with magic arrows or bolts. For example, a (+2, +2) arrow shot from a (+3, +0) bow would be +5 to-hit and +2 to damage.

Purchasing and Selling of Magic Items

For game balance, it is assumed that magic items should be rare. Of course, due to their profession, adventuring characters are apt to find such items more often than most. However, in terms of the general populace, the majority of individuals will never see, much less possess a magic item.

Due to their rarity, magic items are almost never bought and sold. As most magic items are unique, simply putting a price upon an item is difficult, as there are no market forces of supply or demand that may be applied. If one were to consider just the time and effort required to create a magic item, most would range between 10,000 to 30,000 silver royals. However, it should be remembered that wizards do not fabricate magic items for sale. Thus, the sheer uniqueness of a particular magic item can add substantially to this already astronomical value. Few individuals possess the capital necessary for such a purchase, and for those few who do, even fewer could justify spending such an amount of money upon any one item.

For these reasons, characters will never encounter magic items in the open market. Occasionally potions and/or magic scrolls may be offered for sale through special guilds or societies, but even these will be priced at 2 to 3 times their manufacturing cost. Instead of being bought or sold, individuals in possession of magic items will instead occasionally seek to trade them for other items. In some campaign settings guilds that negotiate such transactions may even exist, adding a surcharge for their services.

Note: Under no circumstances will wizards create magic items for profit. Powerful wizards with the ability to manufacture such items have little need for monetary income, and will invariably prefer to spend their time and effort pursuing their own interests.

Character Creation of Magic Items

At times, Hermetic or Hedge magic using characters may wish to create magic items, scrolls or potions. As these items are often a part of many campaign settings, it is reasonable that sufficiently powerful characters should be able to manufacture such items of their own accord.

It should be noted that the creation of magic items requires a great deal of time and resources. So much so, that the decision of whether or not to create such an item should always be a difficult one to make. Under no circumstances should a wizard or alchemist consider the manufacturer of magic items to be a trivial or undemanding process.

Here, general rules are provided regarding the manufacture of magic items or potions by powerful Hermetic or Hedge magic using characters. However, it must be stressed that these rules are provided

as a guideline only. If the Game Master determines these rules do not adequately fit within his campaign setting, he is strongly encouraged to modify, or to replace them as he sees fit.

Creation of scrolls: By means of the Inscribe spell, a wizard or alchemist may create magic scrolls that contain the incantations of spells. In general, the character may create a scroll that mimics the effects of any spell he or she could cast. Thus, when read by any creature, the scroll will invoke the inscribed spell as if the creator of the scroll had cast it. For example, use of a Steam Cloud scroll enables the reader to cast a Steam Cloud as if he were the wizard who created the scroll.

To create such a scroll, it is essential the caster be able to cast both the Inscribe spell, as well as the spell that the scroll will mimic, as each of these spells must be cast in succession to one another. Furthermore, it is essential the wizard or alchemist making a scroll have the Dweomercraft proficiency.

As a general rule, the time necessary to create a scroll will be three days for each Circle of the spell to be inscribed upon the scroll. For example, a wizard would need to spend 12 days to create a scroll of Invisibility. During this time the caster must spend a minimum of 8 hours per day working on the scroll. At the end of this period, the caster must make a Dweomercraft proficiency check of 12 plus 1 for every Circle of the spell to be inscribed. For example, the Dweomercraft proficiency check to make the 4th Circle Invisibility spell would be 16. If it is successful, the scroll has been made. If the proficiency check fails, the magic has not been imparted upon the scroll, and the caster must begin once again.

In addition, the ingredients necessary for ink used in the Inscribe spell will typically cost 1000 silver royals for each Circle of the spell to be mimicked. The most costly of these ingredients is powdered diamond that must be mixed into the ink to be used. Furthermore, the ichors of a rare magical creature are often a necessary component of ink. As some of these ingredients may not be readily available, the character may need to personally seek them out rather than purchase them.

In general, once created, a magic scroll will retain its power until read. Typically, magic scrolls will not burn in non-magical fire. However, like non-magical parchments, they may easily be destroyed by being physically torn.

Magic scrolls do not contain the complete formula for the spell they invoke. Thus, a Hermetic or Hedge magic-user may not use a magic scroll as a source by which to acquire a spell.

Note: If a wizard or alchemist may cast Ritual magic spells in addition to Hermetic magic spells, these may also be inscribed upon a scroll with the Inscribe spell. For example, a wizard who could also cast spells of Ritual magic could create a scroll of the 2nd Circle Ritual magic spell Wane. Spells of Faith magic may not be inscribed upon a scroll.

Alchemy: By means of the Alchemy spell, either a wizard or alchemist may create magic potions and elixirs. In general, a character may create a potion that mimics the effects of any spell he could cast upon himself. For example, a wizard could create a Potion that would confer the effects of the 3rd Circle Levitation spell, or a Potion of Climbing that would act as if the imbiber had cast the 2nd Circle Climb spell upon himself.

To create such a potion, it is necessary the caster be able to cast both the Alchemy spell, as well as the spell that the potion will mimic. Each of these spells must be cast in succession of one another. Furthermore, it is essential the wizard or alchemist have the Dweomercraft proficiency.

As a general rule, the time necessary to create a potion will be one week, plus three days for each Circle of the spell to be mimicked by the potion. For example, an alchemist would need to spend 10 days to create a Potion of Appeal. During this time the caster must spend at least 8 hours per day working on the potion. At the end of this period, the caster must make a Dweomercraft proficiency check of 12 plus 1 for every Circle of the spell to be imbued. For example, the Dweomercraft proficiency check to make the 3rd Circle Levitation spell would be 15. If it is successful, the potion has been made. If the proficiency check fails, the potion has no effect, and the caster must begin once again.

The ingredients necessary for the Alchemy spell will typically cost 1500 silver royals for each Circle of the spell to be mimicked. Furthermore, as some of these ingredients may not be readily available, the character may need to personally seek them out rather than purchase them. It is suggested that components required for potions be somewhat related to the potion's purpose. For example, a Potion of Climbing might require the ichors of a giant spider, whereas a Potion of Might could require the powdered bones of an ogre or giant.

Note: If a wizard or alchemist may cast spells in addition to Hermetic or Hedge magic spells, these may also be imbued into a potion with the Alchemy spell. For example, an alchemist who could also cast spells of Ritual magic could create potions that would mimic the effects of a person-affecting mystic spell. Faith magic may not be imbued into a potion, however.

Enchantment of weapons: By means of the Enchantment spell, characters with Hermetic Magic Potential can create magic weapons, armor, or wands. However, this is a laborious undertaking and the creation of such items requires a large amount of time and funds.

As a rule, any weapon to be enchanted must be of extremely high quality. Due the craftsmanship and/or materials required, a base cost of the weapon to be enchanted must be at least 2 times that of a standard version. Likewise, construction of this item will typically take longer. Furthermore, it is essential the wizard enchanting a weapon have the Hermetic Dweomercraft proficiency.

Once the weapon is constructed, the wizard must begin a long complex formula of ritual and incantation. This period of time must be at least 8 weeks, but no more than 5 months in duration. During this time the wizard must spend at least 8 hours per day working on the enchantment. If this work is interrupted for a day or more, the enchantment will fail.

Magic weapons created by the Enchantment spell will be imbued with a magical bonus modifier to-hit and to damage. The potency of such enchantments is somewhat random, determined by a 1d100 roll, modified by the cost of the weapon, the time spent by the wizard in preparation, and a Dweomercraft proficiency check. The result of this roll determines a number of enchantment points that may be used in creation of the weapon. The wizard may spend these enchantment points as he or she sees fit. The number of enchantment points made available to the wizard are such:

Table 3.3.9: Weapon enchantment

Weeks spent enchanting	d100 modifier	Material value of the weapon	d100 modifier	Dweomercraft check result	d100 modifier	Modified d100 result	Enchantment points
8-10	+0	2 to 4x base	+0	1-4	-80	<06	1
11-13	+2	5 to 6x base	+2	6-8	-40	06-70	1d4
14-15	+4	7 to 8x base	+4	9-12	-10	71-90	5
16-17	+6	9 to 10x base	+6	13-17	+4	91-110	6
18-19	+8	11 to 12x base	+8	18-19	+8	111-120	7
20	+10	13x+ base	+10	20+	+10	121-130	8

For example, a wizard spending 11 weeks to enchant a dagger worth 7x its base value, and getting a Dweomercraft proficiency result of 9, would apply a -4 modifier to his d100 roll. Thus, were this wizard to roll a 73, the modified result of 69 (73 - 4) would indicate the wizard had 1d4 enchantment points to spend on the dagger's enchantment.

When creating a magic weapon, enchantment points are spent at a one-for-one cost upon either the weapon's to-hit or damage modifiers. Thus, a wizard might spend 5 enchantment points to imbue a magic sword with +2 to-hit and +3 to damage, or with +4 to-hit and +1 to damage. However, no more than 4 enchantment points may be spent on either the to-hit or the damage modifier of an enchanted weapon.

Note: Magic bows or crossbows may only have modifiers to to-hit rolls. However, enchanted arrows or bolts may have modifiers to both to-hit and damage rolls.

In addition to the cost of the weapon itself, the wizard must pay 20 times the weapon's cost in powered gemstones that will be consumed throughout the incantation process. For example, if a wizard were to enchant a sword costing 300 silver royals, he must also use gemstones of 6000 royals in value. The Game Master will inform the player of the type of gemstones needed for the Enchantment spell.

Enchantment of armor: In most respects enchanting armor is similar to enchanting weapons. Thus, any armor to be enchanted must be of the highest quality. Likewise, due the craftsmanship and/or materials required, a base cost of the armor to be enchanted will be at least 2 times that of the standard version. Construction of this armor will take longer than usual as well. Furthermore, it is essential the wizard enchanting armor have the Hermetic Dweomercraft proficiency.

Once the armor is constructed, the wizard must begin an extended formula of ritual and incantation. Like the enchantment of weapons, this period of time must be between 8 weeks to 5 months in duration. During this time the wizard must spend at least 8 hours per day working on the enchantment. If this work is interrupted by a day or more, the enchantment will fail.

Magic armor created by the Enchantment spell will be imbued with magical adjustments and modifiers. The potency of such enchantments is random, determined by a 1d100 roll, modified by the cost of the armor, the time spent by the wizard in preparation, and lastly by a Dweomercraft proficiency check. The result of this roll determines a number of enchantment points that may be used in creation of the armor. The wizard may spend these enchantment points as he or she sees fit. The number of enchantment points made available to the wizard are such:

Table 3.3.10: Armor enchantment

Weeks spent enchanting	d100 modifier	Material value of the armor	d100 modifier	Dweomercraft check result	d100 modifier	Modified d100 result	Enchantment points
8-10	+0	2 to 4x base	+0	1-4	-80	<06	1
11-13	+2	5 to 6x base	+2	6-8	-40	06-70	1d6
14-15	+4	7 to 8x base	+4	9-12	-10	71-90	7
16-17	+6	9 to 10x base	+6	13-17	+4	91-110	8
18-19	+8	11 to 12x base	+8	18-19	+8	111-120	9
20	+10	13x+ base	+10	20+	+10	121-130	10

For example, a wizard spending 17 weeks to enchant a suit of chain mail worth 5x its base value, and making a Dweomercraft proficiency check of 19, would add a +16 modifier to her d100 roll. Thus, were this wizard to roll a 62, the modified result of 78 (62 + 16) would indicate the wizard has 7 enchantment points to spend on the armor's enchantment.

When creating magic armor, enchantment points are spent at a one-for-one cost upon the armor's impedance adjustment, or a two-for-one cost upon the armor's damage absorbance modifier. For example, a wizard might spend 5 enchantment points to imbue a suit of magic armor with a +2 damage absorbance modifier and a +1 impedance adjustment, or with a +1 damage absorbance modifier and a +3 impedance adjustment. However, no more than 6 enchantment points may be spent on either the damage absorbance modifier or the impedance adjustment of a suit of enchanted armor or shield.

In addition to the cost of the armor itself, the wizard must pay 20 times the armor's cost in powered gemstones that will be consumed throughout the incantation process. For example, if a wizard were to enchant a suit of plate armor costing 1000 silver royals, he must also use gemstones of 20000 royals in value. The Game Master will inform the player of the type of gemstones needed for the Enchantment spell.

Magical adjustments to an armor's impedance adjustment may not result in an overall positive impedance score for the armor. For

example, a suit of studded leather may only be imbued with an impedance adjustment of up to +2 (resulting in an overall armor impedance score of 0). Further enchantment points spent upon the impedance adjustment will have no effect.

Enchantment of wands: In addition to armor and weapons, a wizard may create magic wands by means of the Enchantment spell. In general, a wizard may create a wand that mimics the effects of any spell he could cast. Thus, when held and activated by any creature, the wand will invoke the contained spell as if the creature had the power to cast it. For example, a wizard could create a wand of the Lightning Bolt spell that enables the wielder to cast forth a Lightning Bolt as if he were the wizard who created the wand.

To create a wand, it is essential the caster be able to cast both the Enchantment spell, as well as the spell the wand will contain, as each of these spells must be cast in succession to one another.

As a general rule, the time necessary to create a wand will be at least 2, but no more than 8 months. During this time the caster must spend a minimum of 8 hours per day working on the wand. It is essential the wizard enchanting a wand have the Hermetic Dweomercraft proficiency.

In addition, most wands must be constructed of a rare metal, stone, precious crystal, or unusual wood. In some cases, the materials required for the wand will be determined by the spell it will contain. For example, a wand of Fireballs may require incorporation of volcanic glass. In general, the cost of materials for construction of a wand will be approximately 3000 silver royals per Circle of the spell to be imparted upon the wand. Furthermore, material components that are consumed during enchantment of the wand may be necessary, such as valuable incense or powdered gemstones.

Each wand enchanted has a number of charges. Each charge allows the wand to be used one time. For example, a wand of Invisibility with 6 charges could render 6 creatures invisible before losing its magical properties. The number of charges a wand contains is determined by a random d100 roll, modified by the Circle of spell being imparted into the wand, by the amount of time the wizard spent in its creation, and by a Dweomercraft proficiency check. These modifiers are such:

Table 3.3.11: Wand enchantment

Weeks spent enchanting	d100 modifier	Circle of the spell imparted	d100 modifier	Dweomercraft check result	d100 modifier	Modified d100 result	Maximum charges in the wand
8-12	+0	7th-8th	+0	1-4	-80	<06	1d3
13-18	+2	5th-6th	+2	6-8	-40	06-70	1d6
19-23	+4	4th	+4	9-12	-10	71-90	2d6
24-28	+6	3rd	+6	13-17	+4	91-110	3d6
29-31	+8	2nd	+8	18-19	+8	111-120	4d6
32	+10	1st	+10	20+	+10	121-130	5d6

For example, a wizard spending 21 weeks to enchant a wand with the 3rd Circle Levitation spell, and making a Dweomercraft proficiency check of 19 would add a +18 modifier to his d100 roll. Thus, were this wizard to roll a 54, the modified result of 72 (54 + 18) would indicate the wand has 2d6 charges within it.

Wands that have been fully depleted of their charges may be recharged by a wizard that may cast the Enchantment spell, as well as the spell of the wand's effect. This recharging process typically requires half the costs and time necessary to originally create the wand. However, each time a wand is recharged, there is a cumulative 10% chance the wand will be destroyed instead of recharged.

Note: If a wizard may cast spells in addition to Hermetic magic spells, these may also be imparted into a wand with the Enchantment spell. For example, a wizard who could also cast spells of Ritual magic could create wands that would mimic the effects of mystic spells. Faith magic may not be imparted into a wand, however. Each wand may only contain one unique spell effect.

Creation of artifacts: By means of the Artifact spell, a wizard may create a variety of magic items, as well as unique magic weapons and armor. These extraordinary magic items are called artifacts. Unlike most magic items, artifacts often have permanent magical properties that mimic spell effects, or give the user unusual abilities. For example, a wizard might create a pair of spectacles that allowed the wearer to read any language, or fabricate a suit of magic armor that renders its wearer immune to fire.

The creation of an artifact is always a difficult and time-consuming endeavor. Furthermore, the resources necessary to create an artifact are often costly and difficult to obtain. For these reasons, it is rare that active characters should want to construct an artifact, as the time necessary will often leave them out of multiple gaming sessions.

As a general rule, the time needed to create an artifact should range between 4 to 48 months. Monetary costs associated with fabrication should be between 5000 and 25000 silver royals. In addition, it is suggested the ingredients required for construction of the item be uncommon and difficult to obtain. For example, if a character wished to construct shoes that enable the wearer to walk upon walls, the Game Master might decide the ichors of a giant spider are one necessary component for formulation. In many instances, characters should be compelled to seek out such rare ingredients, providing good cause for travel and adventure.

Creation of an artifact normally requires two Hermetic Dweomercraft proficiency checks. The target number for these checks should range from 14 to 20, depending upon the power of the artifact to be created. The initial Dweomercraft check should be made at the time of conception, and indicates whether or not the wizard has knowledge of the materials required for construction. If the character is successful, the Game Master should provide the character with a list of necessary ingredients. For example, a character wishing to construct shoes that enable the wearer to walk upon walls might need 5000 sc of powdered emerald, ichors of a giant spider, the hide of a shedu or griffon, the oil of a rare plant, and 1000 sc in various equipment and materials. A character failing his initial Dweomercraft check does not possess the complete formula, and must seek additional information elsewhere.

If a character deduces and obtains the components required for fabrication of an artifact, he may then begin construction. Creation of an artifact is a labor-intensive process. During this period, the character must remain devoted to a regimen of fabrication and incantation, spending six out of every seven days in continuous labor. If at anytime during production the character is interrupted for 2 or more days, one month of construction time is lost.

At the end of the construction period, the character must make a second Dweomercraft proficiency check with a target number equal to the first. If this check is successful, the artifact has been created, and it functions as intended. However, if the second Dweomercraft check is unsuccessful, construction could require more time and/or materials, or the item may not function as planned. The consequences of unsuccessful fabrication are ultimately left to the Game Master. However, if he or she wishes, the following table may be used:

Missed Dweomercraft check by:
1 to 3 points: Requires 25% more time.
4 to 7 points: Requires 50% more time and costs 25% more.
8 to 9 points: Requires 50% more time and costs 50% more.
10 to 11 points: Artifact works in a manner completely different than expected.
12 points or more: Artifact works in a manner similar to that expected, but to a lesser degree.

Example: The wizard Murdoch wishes to create a pair of spectacles that enable the wearer to see in complete darkness. The Game Master informs Murdoch he must make a Hermetic Dweomercraft check of 14 to identify the components necessary for fabrication. As Murdoch has access to a large mage guild library, the Game Master allows him to apply a +2 modifier to his Dweomercraft check. Murdoch has a Hermetic Dweomercraft grade of III. Rolling 3d20 + 2, he gets a result of 17. He has made the initial check. The Game Master then informs Murdoch that construction of the glasses will require 500 sc in platinum, 4000 sc of powdered diamond, the bones of a wraith, volcanic glass, the eyes of a ghul, 1000 sc in miscellaneous ingredients and equipment, and the expertise of a lenscrafter. Furthermore, fabrication will take 7 months. After much time and effort, Murdoch acquires the ingredients. He then spends 7 months working upon the artifact. Once the 7 months have passed, Murdoch attempts another Dweomercraft check of 14. His result is a 12. As he missed his check by 2, Murdoch must spend two more months to complete the spectacles. He does, and his artifact is completed.

As only very powerful Hermetic magic-users may create artifacts, character creation of these items should be rare. It is also important to note that powerful characters will likely have more important things to do than spending their time manufacturing such items. For these reasons, character artifact creation should be infrequent. In addition, under no circumstances should a powerful character create an item for a lesser character. Wizards take their attained and power and knowledge very seriously, and no self-respecting mage would consider fabricating an artifact as a service to another individual.

Creation of relics: By means of the Holy Relic spell, the priest can create powerful magic items. These items often possess properties that mimic spell effects, or impart remarkable magical powers and abilities. Not all relics are powerful however, and some produce only subtle effects. Nevertheless, as these items are created via divine intervention, some relics exceed artifacts in their potency. Like the creation of artifacts, the fabrication of a relic is an arduous task which not only demands a great deal of time and resources, but entails absolute devotion to the priest's deity.

Due to their nature, magic items created by the Holy Relic spell will reflect the nature of the priest's deity in some manner. For example, a priest of knowledge could possibly create an orb that predicts the weather, but could not fashion a staff that summons woodland animals. Likewise, a priest of death could create a scepter that ages those it touches, but could not create one that heals.

Most importantly, a priest may only create a relic if his or her patron deity permits the character to do so. In fact, special quests or service are usually required of the priest before a deity allows creation of a relic. Occasionally, a priest will instead be charged by his or her patron to create a relic for a specific purpose. For example, a priest of a warrior god might be commanded to fashion a weapon to be used in an important battle, or a priest of purity might be instructed to create a garment to protect him while traveling through the Abyss. As the Game Master, it is important to weigh the needs of the priest, as well as the interest of his or her god when considering relic creation.

If a character is creating a relic upon his or her impetus, the time needed to create the item will range from 6 months to 2 years. In such cases, a service must be rendered before construction in order to secure the deity's approval. This service should be challenging. For example, a priest might be charged with the destruction of an opposing temple before being granted the ability to create a relic. If a character is creating a relic in response to a deity's command, construction time is usually shorter. In these cases it is suggested the priest be required to spend 1 to 6 months creating the relic.

Unlike artifact creation, relics do not typically require a complex formula of ingredients for fabrication. Thus, the priest does not need to seek out the necessary formulation. Nevertheless, most relics are constructed using precious metals and or gems, and the production of a relic usually entails the sacrifice of such materials and the burning of expensive incense. For these reasons, relic creation can cost between 2000 to 20000 silver royals. Similar to artifact creation, the construction of a relic requires complete devotion to a regimen of prayer, meditation, and incantation. Typically, the priest must create a relic within a holy place and may not leave the grounds of this sanctuary for the entire time of construction. A priest must spend six out of every seven days working upon the relic. If at anytime during production the character is interrupted for 2 or more days, he or she must begin the construction over from the beginning.

Example: Nicolo is visited by his patron Nergal, Lord of the Underworld. In a vision, Nergal commands Nicolo to destroy a life-giving chalice used in a remote monastery. In his vision, Nicolo sees himself shattering the chalice with a smoldering mace. Seeking to please his master, Nicolo decides to undertake construction of such a weapon. After prayer and meditation, the Game Master informs Nicolo the mace is to be made of brass, smelted in the fires of a large volcano. In addition, the mace should be studded with large rubies. The costs of these materials will be 8000 sc. Nicolo immediately sets out to acquire the necessary metal and rubies. In addition, he hires a skilled weaponsmith, several laborers, and constructs a small temple near the indicated volcano. After 4 weeks time, the mace has been forged. Thereafter, for the next 3 months, Nicolo spends his time in prayer and meditation within his small temple, never leaving the mace. After this time, the Game Master informs Nicolo of another vision in which he sees a monastery burning. The next day, he wakes to find the mace smoldering and warm to the touch. The fabrication is complete. Eager to do his deity's bidding, Nicolo sets out with his mace in search of this life-giving chalice.

Character creation of relics should be unusual. As only powerful priests may do so, this is typically the case. However, fabrication of a relic should not be permitted simply because a priest wishes to create one. It is important that only the most extraordinary and most devoted priests are able to fashion a relic. Remember, the gods are immortal beings, and although they do benefit from their worshiper's fidelity, under no circumstances should a god feel obliged to grant his or her supreme favor. For this reason, it is suggested a character must prove his or her faith in an unquestionable manner before relic creation is even considered. Relics are always created in order to satisfy the will of a deity, never to suit the will of a priest. That being said, the most powerful priests understand there is no room for difference between the two.

Optional Rules

It is expected that each Game Master or gaming group will modify the rules provided in this book to suit their specific needs. In fact, such adaptation of these rules is not only expected, but is encouraged. That being said, the rules and mechanics presented here have been created and tested as a whole, and any modifications made by the Game Master should be considered in the context of the entire system.

The following section provides some optional rules that may be easily adopted into your game. These optional rules not only preserve game balance, but serve as examples of how the game might be modified to suit your particular campaign.

Optional Character Races

As previously mentioned, the playable character races included in any campaign setting are to be decided by the Game Master. The seven races provided in the Player's section represent the most common character races, and have been demonstrated to be balanced and adequate within many successful campaigns.

That being said, the experienced Game Master is encouraged to add or subtract races, or even to create new ones as he or she wishes. It should be reminded however, new races must not only add flavor to a campaign, but they must be balanced. Thus, although a race of magical fire-breathing dragonoids might be interesting in their own right, if these dragonoids lack any major shortcomings, players may get little satisfaction out of playing the other available races.

Below is a list of optional character races that may be readily added to a campaign setting:

Cambions: Cambions are a rare race, thought to share both human and demon heritages. In most respects, cambions appear human, and are generally of a similar stature, if not slightly taller. However, cambion skin is slightly bronzed, their hair black, and their eye color a deep red. Like orcs, cambion vision extends into the infrared spectrum, and they also prefer low-light conditions. Most strikingly, cambions respire extremely slowly, and may hold their breath ten times longer than an average human. Cambion life expectancy is 140 to 160 years. Cambion characters get +1 to their initial presence score, and -1 to their initial endurance score.

Gnomes: Gnomes are a smaller, distant cousin of the dwarves. Gnomes are generally 3 to 3.5' in height, and weigh about 70 lbs. Like dwarves, gnomes have keen low-light vision, but may not see in total darkness. Gnomes also have perfect direction sense, as they may detect the planet's magnetic field. Gnome life expectancy is 160 to 180 years. Due to their small stature, gnomes may not wield weapons of classes B, E or F effectively. Weapons of class D may be used, but must be of the shortest variety. Furthermore, a gnome's off-hand weapon may not exceed 1' in length. Gnome characters get +1 to their initial intellect score, and -1 to their initial strength score.

Goblins: Goblins are a short, lean member of the goblinoid family. Goblins stand 5' tall; have a greenish grey skin, pointed ears, short snout-like noses, and reddish eyes. Goblin society is somewhat xenophobic, and player characters that associate with the non-goblinoid races are often outcasts for this reason. Goblin life expectancy is 50 to 70 years. Like most goblin folk, goblin vision extends into the infrared spectrum, and they prefer low-light conditions. Goblin characters get +1 to their initial endurance score, +1 to their initial agility score and -2 to their initial presence score. Due to their short stature, goblins cannot effectively wield weapons of class F. Goblins have an unusual resistance to toxins, and apply a +2 modifier to all Physical Resistance checks made to resist the effects of non-magical poison.

Harkumen: Harkumen are an exotic race, the origins of which are obscure. In most respects, harkumen appear to be human. Harkumen cannot cast spells, ever. They also lack the ability to activate magic items. Harkumen may however, use magic items that do not require activation. Strangely, unlike other races, harkumen characters do not die when they fall below zero by more than half their endurance score. Instead, once falling below this point, the harkumen permanently loses an intellect point, and then returns to 0 health points. Only when a harkumen's intellect reaches 0, does he or she die. Once a harkumen dies, nothing may bring it back to life. Harkumen cannot breed with each other, and it is posited that they might not actually be a race unto themselves. In fact, harkumen may only produce offspring with a human mate; the result of will always be a harkumen child. Harkumen life expectancy is 95 to 100 years. Harkumen vision is similar to human. Harkumen have no initial attribute score modifiers.

Ogres: Ogres are the most human-like of the giant folk. However, ogres tend to avoid populated areas. Ogres typically appear as pale, oversized humans with long arms, a pronounced brow and a strong jaw. Ogres are generally 7 to 8' tall and weigh 300 to 350 lbs. Ogre sight is similar to human sight. However, ogres have a keen sense of smell, and can identify individuals and places by scent alone. Ogre life expectancy is 110 to 130 years. Ogre characters get +1 to their initial endurance attribute score, +1 to their initial strength attribute score, -1 to their initial agility attribute score, -1 to their initial intellect attribute score, and -1 to their initial presence score.

Ratkin: Ratkin are a lanky, hairy race of rodent-like humanoids, with long snout-like faces and whipping, hairless tails. It is widely thought the ratkin are not a natural race, but rather the descendants of some magical construct. Due to their appearance, ratkin are often mistaken for wererat lycanthropes. However, unlike lycanthropes, ratkin cannot alter their form. Ratkin stand 4 to 5' tall; have grey to black hair, long snout-like faces, pinkish eyes, and sharp teeth. Ratkin often shun, and in turn are shun by, the other humanoid races. Ratkin life expectancy is 60 to 80 years. Ratkin have low-light vision, but do not see in the infrared spectrum. Ratkin characters get +2 to their initial agility score and -3 to their initial presence score. Due to their short stature, ratkin cannot effectively wield weapons of class F.

Reptilians: Reptilians are a race of large lizard-like humanoids. Reptilians are 7 to 8' tall, have long muscular tails, thick snouts, and numerous small serrated teeth. Reptilian skin is composed of small bead-like scales, the color of which varies from dark green to black, interspersed with red, orange or yellowish stripes. Reptilians are most often found in warm arid regions; however they are warm-blooded and can tolerate cooler climates as well. The average reptilian life expectancy is 100 to 120 years. Reptilian vision is similar to human. Reptilian characters get +1 to their initial strength score, +1 to their initial intellect score, -1 to their initial agility score, and -1 to their initial presence score.

Sidhe: Sidhe are a tall slender race of faerie folk, similar to elves in appearance, but much more xenophobic. Unlike elves, sidhe have the ability to alter their appearance at will, appearing up to 1' taller or shorter, and/or 30 lbs. heavier or lighter. Sidhe may do this up to once per round. However, changing appearance weakens a sidhe, and for each alteration, the sidhe loses 1 endurance point for 24 hours. Changing back to their original appearance does not induce a temporary loss of endurance. Sidhe are typically 4.5 to 5' tall, and

weigh about 100 lbs. Their natural features are elven, however their hair is always dark and their eyes are amber. Sidhe life expectancy is 200 to 220 years. Sidhe vision is similar to elven. Sidhe characters get +1 to their initial intellect score, +1 to their initial presence score, -1 to their initial endurance score, and -1 to their initial strength score. Due to their short stature, when in their natural form, sidhe cannot effectively wield weapons of class F.

Vision impairment due to light levels is described for the optional character races in the table below:

Table 3.4.1: Optional races vision impairment

Race/Light level	Daylight	Dawn/dusk	Moonlight	No light
Cambion	-1 to-hit	no penalty	no penalty	-1 to-hit
Gnome	no penalty	no penalty	no penalty	-1 to-hit
Goblin	-1 to-hit	no penalty	no penalty	-1 to-hit
Harkumen	no penalty	-1 to-hit	-3 to-hit	-5 to-hit
Ogre	no penalty	-1 to-hit	-3 to-hit	-5 to-hit
Ratkin	no penalty	no penalty	no penalty	-5 to-hit
Reptilian	no penalty	-1 to-hit	-3 to-hit	-5 to-hit
Sidhe	no penalty	no penalty	no penalty	-5 to-hit

Note: The to-hit modifiers provided are for hand-to-hand combat. Vision impairment to-hit modifiers for attacks with missile weapons are 2x those for hand-to-hand combat.

Optional Disciplines and Proficiencies

The disciplines and proficiencies provided within the Player's Section are sufficient to run a successful campaign. However, at times the Game Master and/or players may wish to customize their game by creating new or alternate disciplines and proficiencies. As with most aspects of the game, this type of creativity is encouraged.

New skills can have a significant effect upon the game. For this reason, it is suggested the Game Master consider any new skills very carefully before incorporating them into his or her setting. In addition, it is strongly advised the Game Master does not introduce new skills during an existing campaign. Players derive much enjoyment from plotting the development of their characters as they gain new skill points. Thus, changing the list of available skills after character creation presents possibilities of character development that were not previously open to the players. Occasionally, these new possibilities may leave a player feeling dissatisfied with the current state of their character's development.

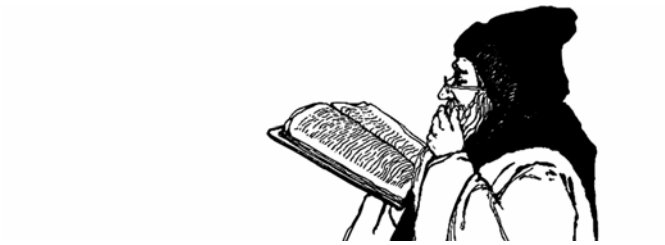
That being said, it is possible that some skills may not always be available to characters simply due to environmental factors within the game. This is most commonly the case with proficiencies. For example, a character raised in a desert wasteland would not have many opportunities to develop their skill in Seamanship. For this reason, the Game Master may occasionally limit the skills available to characters upon creation, or as they train. Nevertheless, it is suggested the Game Master use this prerogative sparingly and most often with proficiencies.

Optional Disciplines

Optional disciplines can have significant impact upon a game. Therefore, it is advised the Game Master use caution when introducing or creating new disciplines. When considering new disciplines, the Game Master should take into account both the power and usefulness of the discipline, as well as its skill point cost. Below are some optional disciplines that are considered balanced, and may be introduced into your campaign as is:

Advanced Weapon Mastery: 15 skill points + 3 x grade. Advanced Weapon Mastery indicates the character has extensive training in multiple types of weapons. This intense study increases the wielder's ability to hit and to do damage with all melee or missile weapons. There are five grades of Advanced Weapon Mastery. Advanced Weapon Mastery grade I grants the wielder +1 to-hit and +1 to damage with all weapons. Grade II imbues +2 to-hit and +1 to damage, grade III +3 to-hit and +2 to damage, grade IV +4 to-hit and +2 to damage, and grade V +5 to-hit and +3 to damage.

Agnostic: 25 skill points. Faith magic tends not to affect the individual. Any Faith magic cast upon the character (even beneficial spells) has a 50% chance of not affecting them. Thus, each time the character is targeted by a Faith magic spell, 1d4 is rolled. A result of 1-2 indicates the individual is not affected. A result of 3-4 indicates the spell should be treated as normal. Taking any Magic Potential discipline permanently nullifies this discipline.



Arcana: 10 skill points. Hedge or Hermetic spell specific: Requires Hermetic or Hedge Magic Potential. The character may pick one Hermetic (if a Hedge magic-user) or Hedge (if Hermetic magic user) spell of a Circle they can cast. This specific spell may thereafter be learned and added to their repertoire. For example, a character with 5th Circle Hermetic Magic Potential could choose to learn the Hedge magic spell Greater Phantasm. Nevertheless, the individual must still find a scroll or book containing the spell, and then must study and successfully learn it. Thus, if the wizard who wished to learn Greater Phantasm had an intellect of 16, he would need to study the spell for 5 days, then roll 1d20 + 5, and get a result of 16 or less.

Once the Arcana discipline has been purchased for a spell, the character may thereafter learn and/or cast the specific spell. Spells made accessible by Arcana may not be created with dweomercraft, however.

Berserker: 12 skill points. The Berserker discipline enables the character to work him or herself into an adrenaline-induced rage. Once per day, the individual may sacrifice 2 agility attribute points (min. 1) and gain 2 strength points (max. 20). For example, a character with an agility of 11 and a strength of 13 would have an agility of 9 and a strength of 15 while using the Berserker discipline. This exchange of points lasts for 5 rounds. Using the Berserker discipline does not constitute an action in combat. However, it must be initiated at the character's initiative.

Note: The Berserker discipline will reduce a character's dodge score, and may affect his or her armor impedance score.

Cantrip: 10 skill points. Hedge or Hermetic spell specific: Requires Hermetic or Hedge Magic Potential. The character may pick one Hermetic or Hedge magic spell she may currently cast. Once per day, the character may innately cast this spell. Thus, the spell has a casting time of 0, and does not require verbal, material or gestured components. Furthermore, the Cantrip spell does not count towards the character's daily repertoire of spells.

Conversational Casting: 2 skill points x grade. Requires Hedge or Faith Magic Potential. The character may cast a spell on the sly during

conversation with its target. Each grade of Conversational Casting corresponds to a Circle of spells that may be cast discreetly. For example, a character with Conversational Casting grade II may cast 1st or 2nd Circle spells in conversation. The spell must have a casting time of -10 or less. In addition, the spell may require only verbal and/or gestured components. If the spell requires material components, a successful Sleight-of-hand proficiency check of 10 must be made in addition to cast successfully.

Note: Depending upon the effect of the spell, the target may or may not realize a spell has been cast.

Silent Casting: 4 skill points x grade. Silent Casting may only be purchased by characters with Hedge, Hermetic, Faith or Ritual Magic Potential. The Silent Casting discipline enables a caster to omit the verbal component from his or her spells. Each grade of Silent Casting corresponds to a Circle of spells that may be silently cast. For example, a character with Silent Casting grade III may cast 1st, 2nd or 3rd Circle spells without a verbal component.

Forte: 10 skill points. Weapon class specific: Parrying in the same weapon class is a prerequisite for Forte. Forte enables the character to block an attacker's special discipline used upon them. Forte may negate the Bash, Greatstrike, Disarm, Stunning Blow, and Vital Strike disciplines. The Forte must be announced upon the initiative the attack is made. To successfully Forte, the character must make a Physical Resistance check of 10. If successful, the discipline is negated, and the attack is treated as normal. Forte does not constitute a combat action. Forte may only be accomplished with weapons of class E. Forte may only be attempted once per hour.

Note: Forte does not defend against thrown weapons or missile attacks.

Improved Disarm: 12 skill points. Weapon class specific: Disarm and Quick Draw in the same weapon class are prerequisites for Improved Disarm. When employing the Disarm discipline, the character may opt to use Improved Disarm as well. If the disarm is successful, the character holds the target's weapon in his off-hand. Of course, the character must have nothing in his off-hand when performing Improved Disarm.

Improved Disarm can only be used once per hour and must be used in conjunction with the Disarm discipline.

Inspired: 10 skill points. The character may re-roll one intellect-related proficiency check per day. The re-rolled result is final.

Iron Skin: 13 skill points. When not wearing armor, the character has an armor absorbance of 1. The Iron Skin effect is cumulative with worn armor. Thus, a character with the Iron Skin discipline has an armor absorbance of 2 while wearing leather armor.

Jack-of-all-trades: 8 skill points. The Jack-of-all-trades discipline indicates the character has an extremely eclectic range of knowledge and skills. Thus, the character rolls 1d12 for all non-proficient skill checks he or she makes. For example, if the character with Jack-of-all-trades did not have the Swimming proficiency, his non-proficient Swimming checks would be made by rolling 1d12 and applying and endurance score modifiers.

Note: The Jack-of-all-trades discipline does not affect proficiencies the character possesses. Thus a grade I proficiency check would be 1d20.

Linguist: 2 skill points. Additional languages cost the character 2 skill points per language instead of 3.

Luck: 10 skill points. The Luck discipline indicates the character has unusually good fortune. Once per day, the character may modify one of his die rolls by +1 or -1. Use of the Luck discipline must be declared before the die is rolled. Luck may not be applied retroactively.

Magus: 12 skill points. Requires Hermetic or Hedge Magic Potential. Magus reflects a character's unusually ability to increase the potency of some spells. Once per day, the wizard or alchemist may apply a -4 modifier to all resistance checks against one particular spell. For example, if a wizard employed the Magus discipline while casting a Fireball spell, all creatures affected by the Fireball would apply a -4 modifier to their Physical Resistance checks to resist. Use of the Magus discipline must be declared prior to casting the affected spell.

Natural: 3 skill points. Proficiency specific. The Natural discipline removes any negative modifiers to one specific proficiency due to a low related-attribute score. For example, a character with Natural in the Perception proficiency grade II would roll 2d20 even if his intellect attribute was 5 (normally a -2 modifier to intellect-related proficiency checks). Natural does not affect proficiencies without attribute-related modifiers or positive attribute-related modifiers.

Still Spell: 2 skill points x grade. Still Spell may only be purchased by characters with Hedge, Hermetic, Faith or Ritual Magic Potential. The Still Spell discipline enables a caster to omit the gestured component from his or her spells. Each grade of Still Spell corresponds to a Circle of spells that may be cast without movement. For example, a character with Still Spell grade IV may cast 1st, 2nd, 3rd or 4th Circle spells without a gestured component.

Note: Still Spell may only be performed with spells that have a remaining verbal or material component. Thus, every spell must have at least one component.

Uncanny: 8 skill points. The Uncanny discipline indicates the individual is remarkably nimble, and can often work his way out of a bind. Once per day the character may re-roll one agility-related proficiency check.

Optional Proficiencies

Optional proficiencies are typically created to match the flavor of a campaign. For example, in a campaign setting where an undead plague was threatening civilization a proficiency such as 'undead lore' might be appropriate. Nevertheless, it is suggested that most new proficiencies be intellect-related. In most cases, proficiencies related to presence, agility or endurance may be extended to handle the majority of circumstances within the game.

In general, the creation of proficiencies will have a lesser impact upon the game than new disciplines. For this reason, and as the nature of proficiencies may vary widely between campaigns, we do not provide a list of optional proficiencies. Even so, it is advised the Game Master introduce new proficiencies with caution, and always consider the new skill within the context of those presented in the Player's Section.

Other Optional Rules

Rather than adjudication within the context of the current game rules, the Game Master may occasionally wish to introduce entirely new game mechanics. Such rules usually have a broader and more pronounced effect upon gameplay. For this reason, such adaptations should be made with diligence. Here examples of such optional mechanics are presented that may be introduced into your campaign.

Randomness in Character Development

Some players enjoy a degree of randomness when it comes to character generation and development. While many view randomness in character development as an upset to game balance, others view it as challenge their roleplaying ability, and/or enjoy the suspense it brings. For the second group, we present two instances where randomness may be applied with mechanics that do not disturb the game as a whole.

Random attribute generation: There are many ways to generate random attribute scores, and the Game Master is encouraged to devise his or her own. However, regardless of the generation method, it is suggested initial attribute scores of 17 or higher be unattainable without racial modifiers. Two successful methods for random attribute generation are:

Method 1: Characters begin with 28 + 2d6 initial attribute points. Characters begin with a score of 5 in each attribute, and scores may be increased by spending attribute points as outlined in Table 2.1.1.

Method 2: Characters begin with a score of 2d4 in each attribute, determined individually. They may then spend 35 attribute points to increase these scores as:

Scores 3-11: 1 point for 1 attribute point.
Scores 12-14: 2 points for 1 attribute point.
Scores 15-16: 3 points for 1 attribute point.

For example, a character might roll 2d4 for each attribute, getting initial scores of: agility: 4, endurance: 5, intellect: 5, presence: 4, strength: 8. Spending 35 attribute points, these scores could be increased to: agility: 11, endurance: 13, intellect: 8, presence: 7, strength: 15.

Random health point accrual: Health point accumulation should be generally consistent and predictable. Nevertheless, we suggest the following method to introduce randomness to the health points gained each new skill level:

Skill levels 2-5: 1d4 health points gained.
Skill levels 6-9: 1d3 health points gained.
Skill levels 10-13: 1d2 health points gained.
Skill levels 13+: 0 health points gained.

Note: Randomizing initial health points is not recommended.

Critical Hits and Fumbles

Critical hits and fumbles are used in a majority of campaigns. For that reason, rules for them are presented in the Refereeing combat section. However, as they are not assumed, they are presented again here. Critical hits and fumbles represent either dramatically successful or unsuccessful attacks. When using these rules, all natural attack rolls of either 1 or 20 indicate a critical fumble or critical hit, respectively.

Critical fumbles: A critical fumble (a natural attack roll of 1) indicates the attacker has over-reached, stumbled, dropped his guard, or made some similar egregious error. In response, the defender may make one free on-hand attack of opportunity upon the attacker. Only one counter-attack may be made in response to a critical fumble, and only with a weapon that is currently in-hand. This attack does not count as the defender's action for the round. No other actions may be made on the part of the defender in response to a critical fumble.

The counter-attack in response to a critical fumble is made at the next initiative following the opponent's attack. For example, if a character was attacked by a kobold in initiative 5, that character may take one on-hand attack against that kobold at initiative 4.

If a critical fumble is made with a missile weapon, any creature within 10' of the intended target may be hit instead. A creature other than the intended target is randomly determined to be the new target. The character making the critical fumble then rolls to-hit this new target. If the new target is hit, damage is determined as normal.

Note: Critical fumbles do not allow a counter-attack when made upon a completely unsuspecting opponent. For example, if a stealthed character rolled a critical fumble while backstabbing an opponent, the target would not be granted a counter-attack.

Critical hits: A critical hit (a natural attack roll of 20) indicates an extraordinarily effective blow has been landed. Whenever a critical hit is made, the attacker rolls the weapon damage twice, including the application of modifiers, as if two separate attacks had hit. For example, a critical hit scored with a hammer (2-5), wielded by a character with a +2 damage bonus, will inflict 8-14 points of damage. Critical hits with missile weapons are treated similar to melee weapons.

Armor Breakage

As armor absorbs damage, it follows armor may be broken. Armor breakage can add a measure of realism. However, considering for armor damage takes time and is unessential for gameplay. For this reason, rules for armor breakage are presented here.

Broken armor absorbs less damage from additional physical blows. In game terms, broken armor absorbs damage as armor of one step lower and incurs a -2 adjustment to the armor's impedance score. For example, broken plate armor will absorb 1d4 points per attack and have an impedance score of -9, and broken chain mail will absorb 1d2 points per attack and have an impedance score of -6. Here we provide for two options for determining whether armor is broken.

1: Every time the armor suffers a critical hit, there is a 10% chance the armor is broken. Of course, this rule assumes the players are using the optional critical hits and fumbles rules.

2: Every 10 times the armor absorbs damage, there is a 5% chance the armor is broken.

Note: Magic armor will not break. Armor may be repaired by individuals with the Armor-making skill.

Effects of Damage

As previously stated, an individual's health point total does not directly relate to damage suffered. Thus, a character reduced to 1 health point may perform any action he or could while uninjured. The rationale underlying this mechanic is that a character's heath point total not only reflects a character's physical health, but also his resilience and luck.

For most Game Masters and players, this system, however unrealistic it may be, is useful and sufficient for good gameplay. Nevertheless, some players may with to add a degree of realism to their game by applying penalties associated with damage suffered. This is not advised. However, if the Game Master and players wish to do so, it is suggested such a system be simple and easy to implement. Here we provide an example of how damage might affect an individual's effectiveness:

Table 3.4.2: Optional effects of damage

Percent of total health points	100-75	74-50	49-25	24-1
Impedance score adjustment*	-	-2	-4	-6

* This impedance may not be affected by a character's strength or skills.

Here, we suggest the results of damage might most easily be translated into an effect upon the character's impedance. Consequently, an injured character would be easier to hit, would move more slowly, and would generally be less agile than an uninjured individual.

Game Masters seeking an even greater degree or realism are invited to devise their own system. However, it should be stressed that such rules generally have a slowing effect upon combat, and often just encumber one of the most exciting aspects of the game.

Firearms

The introduction of gunpowder and firearms into the campaign can present a plethora of difficulties for the Game Master. In general, inexperienced or low-level characters are limited in their ability to inflict large amounts of damage. However, gunpowder can become a very destructive tool, with numerous applications. As a result, a Game Master that introduces gun powder in even a limited fashion is often faced with characters trying to replay hundreds of years of firearm development within a single campaign.

Consequently, the introduction of gunpowder into the game should not be taken lightly. That being said, some Game Masters may still wish to include firearms in their campaign. For this reason we provide a possible schematic for the introduction of some firearms into the game.

Table 3.4.3: Optional firearm weapons

Firearm	Damage	Approx. length	Short range	Medium range	Long range	Rate of fire*	Weapon class	Average cost
Caliver or harquebus	1d10	4-5′	5-30′	31-400′	401-700′	½	M	370 sc
Hand cannon	2d8	3-8′	5-30′	31-400′	401-600′	¼	N	100 sc
Musket	1d12	4-6′	5-30′	31-500′	501-800′	½	M	400 sc
Pistol	1d8	1′	5-20′	21-100′	200-400′	½	P	280 sc

*The rate of fire is given as fire per rounds. Thus '½' indicates the firearm may be discharged once every other melee round, or once every 20 seconds.

It is not suggested that the Game Master allow weapon-specific disciplines such as Weapon Mastery apply to firearms. Instead, it is advised the Game Master create unique firearm-specific disciplines that enable a character to increase the rate of fire, accuracy, etc.

The availability of hand-held firearms supposes the existence of cannons. However, as cannons are typically effective only in large-scale battles of siege warfare, they are not included here.

Damage from Fire

Fire damage is particularly brutal as it can destroy flammable garments and may heat metal armor. As a result, long-term exposure to fire can itself increase the victim's susceptibility to the heat.

Typically, it is too cumbersome to calculate the effects of fire upon worn articles and armor. However, to reflect the particular consequence of long-term fire exposure, the following mechanic may be used:

For each additional round exposed to a fire source in addition to the first, the base damage caused by the fire is modified by +1.

For example, were a creature to be exposed to a bonfire size flame, it might suffer 1d6 points of damage. However if the creature remained within the fire for multiple rounds, it would suffer 1d6 + 1 points of damage the second round, 1d6 + 2 the third, 1d6 + 3 the fourth, etc.

Unintended Targets

In general, the chance of an errant melee attack striking an unintended bystander is small enough to be ignored. However, when using a missile weapon, it is reasonable to consider an ill-aimed attack could likely strike an unintended proximate target, be it friend or foe. In fact, when using the optional critical hits and fumbles rules, whenever critical fumble is made with a missile weapon, any creature within 10′ of the intended target may be hit.

However, if the Game Master wishes, he or she may extend these rules to include any missed missile attack made into a fray. Thus, whenever a character attacks with a missile weapon and misses, any creature within 10′ of the intended target may be hit. If there is more than one such creature in melee, the new target is randomly determined, excluding the original target. The character employing the missile weapon then rolls to-hit this new target (whether he wants to or not). If the creature is hit, damage is determined as normal.

Example: Blaine is in a melee struggle with two kobolds. His comrade Taft sees the struggle, but is on the far side of a wide chasm. Deciding to help Blaine, Taft shoots an arrow at one of the two kobolds. Unfortunately, Taft's to-hit result is a 4, which misses the mark. As Blaine and the second kobold are within 10′ of Taft's targeted kobold, there is a chance one of them may be hit instead. Randomly, the Game Master determines the new target is… Blaine! Taft must then roll to-hit once again, rolling against Blaine's dodge score of 13. Fortunately, Taft gets a result of 11. The arrow misses, and splits upon the cavern wall. Taft sighs in relief.

The unintended target rule should only be used when missile weapon attacks are made from medium or long range. Short range attacks that miss their mark will not endanger nearby creatures.

Note: If using the critical hits and fumbles rules, any missile attack, even those made from short range, can hit an unintended target within 10′ on a natural roll of 1.

Non-player Characters

Non-player characters or NPCs are those intelligent individuals played by the Game Master that populate the campaign world. A NPC can be as insignificant as a local farmer passed on a country road, or as important as a principal member of the adventuring party. Most minor NPCs are invented during gameplay as needed. However some are well-developed personalities, and may even rival the player characters in importance within the campaign setting. The ability to create and play compelling NPCs is one of the hallmarks of a good Game Master.

The following section provides some useful tables and information to aid in the creation of NPCs. However, the most important aspect of an NPC cannot be determined by tables or represented with statistics. Successful NPCs will have plenty of personality. In fact, it sould be said that NPCs are the Game Master's ambassadors to the campaign world. Regardless of how rich a setting might be, playing the game remains a little more than a technical exercise without unique and interesting personalities to bring it to life.

Regardless of their interactions with the player characters, NPCs should be distinctive individuals with personal histories. Accordingly, NPCs should not be created merely in reaction to the player characters. Quality NPCs should have their own shortcomings, assets, fears and ambitions. For example, a cold-hearted mercenary might have an irrational fear of water. A pious cleric may have a weakness for gambling. Even a librarian can be brought to life with something as simple as a hacking cough. The conception of each new NPC is an opportunity for the Game Master to test his or her creativity. It is an endeavor that requires a degree of talent, but may be improved with practice as well.

Non-player Character Creation

Creation of non-player characters is possibly one of the most time-consuming aspects of Game Mastering. This especially holds true for NPCs of higher skill levels. Fortunately, the Game Master does not need to flush out every detail of each NPC the characters encounter. For example, it would be a waste of time to determine the attributes and skills of a barkeep that only converses with the party. In fact, even in the case of many NPCs, even for those the characters do combat with, only some information such as health points, dodge score and weapon skill is necessary.

That being said, some NPCs will have such significant interaction with the character party that creating the non-player character in detail becomes essential. To do so, the Game Master must determe the NPC's attributes, skills and equipment, much as players do upon character creation. In addition, for NPCs of skill levels 2 or higher, the Game Master must account for skill points earned and spent as the NPC has advanced.

The following section contains some tables designed to simplify the process of NPC creation. Generating the first few NPCs might take some time. However, as you become accustomed to the process, NPC design will become a less painful, if not somewhat enjoyable task.

NPC Attributes

The first step of NPC creation is to determine the individual's initial attributes scores. Here the Game Master has two options. He or she may use the rules designed for player character generation, or simply assign a NPC's attribute scores irrespective of attributes points or initial racial modifiers. For example, a Game Master creating a half-orc warrior might simply give the half-orc the scores: agility: 12, endurance: 13, intellect: 10, presence: 8, strength: 15, and be done with it.

The system of attribute generation for player characters is designed to ensure game balance. However, as a matter of setting, the Game Master may wish certain NPCs to have higher or lower attribute scores than the typical player character. Of course, if the Game Master wishes to design a NPC strictly according to the character generation rules, he or she may do so. The following information is provided for this reason.

35 attribute points may be spent to give each attribute, agility, endurance, intellect and presence and strength a score between 4 and 16. The following table indicates each attribute score in cost of attribute points.

Table 3.5.1: NPC attribute points and scores

Initial Attribute Score	Attribute point cost	Initial Attribute Score	Attribute point cost
5	0	11	6
6	1	12	8
7	2	13	10
8	3	14	12
9	4	15	15
10	5	16	18

After determining the NPC's initial attribute scores, apply any racial modifiers. These modifiers are:

Dwarf: +1 endurance, -1 agility.
Elf: +1 presence, -1 endurance.
Half-elf: no modifiers to attribute scores.

Half-orc: no modifiers to attribute scores.
Hobgoblin: +1 endurance, -2 presence.
Human: no modifiers to attribute scores.
Orc: +1 endurance, -1 presence.

Note: Of all statistics, NPC attributes scores may deviate the most from player character generation rules.

NPC Physical Resistance and Mental Resistance

After determining the NPC's attributes, the Game Master should calculate the individual's Physical and Mental Resistance modifiers. As explained in the Player's section, the Physical Resistance modifier is determined by the sum of the character's endurance, agility and strength scores. Similarly, the Mental Resistance modifier is determined by the sum of the character's endurance, presence and intellect scores.

Table 3.5.2: NPC Physical and Mental Resistance

Agil. + str. + end. or pre. + end. + int.	Physical or Mental Resistance modifier	Agil. + str. + end. or pre. + end. + int.	Physical or Mental Resistance modifier
1-9	-5	31-32	-
10-16	-4	33-35	+1
17-21	-3	36-39	+2
22-25	-2	40-44	+3
26-28	-1	45-51	+4
29-30	-	52-60	+5

For example, a character with an intellect score of 6, a presence score of 8 and a endurance score of 11, would have a Mental Resistance base of 25 (6 + 8 + 11 = 25). Thus, the character would have a Mental Resistance modifier of -2.

NPC Skills

As a general rule, the Game Master should create NPCs with a base number of skill points equal to or similar to those of players characters at the same skill level. However, if rushed for time or if a NPC is created during gameplay, the Game Master may estimate the skills available to a particular individual. If the NPC is a recurring personality within the campaign, his or her skills should be properly determined when time permits.

Player characters may only purchase one grade of a discipline or proficiency per skill level. NPCs are not required to adhere to this rule, however. For example, a 2nd level NPC could have Weapon Mastery grade III. Nevertheless, NPCs should be somewhat balanced, and in most respects should mirror PC skill advancement.

The following table indicates the number of proficiency and discipline points an NPC will have earned at a particular skill level. Health points are provided as well, but health point adjustments due to high or low endurance scores are not.

Table 3.5.3: NPC skill points and health points

Total skill points	Skill level	Total discipline points earned human/non-human	Total proficiency points earned	Total health points earned
-	1	45/40	20	endurance
20	2	57//52	28	end. + 3
40	3	70/65	35	end. + 6
60	4	84/79	41	end. + 9
80	5	99/94	46	end. + 12
100	6	115/110	50	end. + 14
120	7	132/127	53	end. + 16
140	8	150/145	55	end. + 18
160	9	169/164	56[a]	end. + 20
180	10	189/184	56	end. + 21
200	11	209/204	56	end. + 22
220	12	229/224	56	end. + 23
240	13	249/244	56	end. + 24
260	14	269/264	56	end. + 24‡
280*	15	289/284†	56	end. + 24

* 20 skill points per skill level thereafter.
† 20 discipline points earned per skill level thereafter.
[a] No addition proficiency points earned thereafter.
‡ No automatic health points earned per skill level thereafter.

NPC Proficiencies

The following table indicates the total number of discipline and/or proficiency points necessary to acquire each of the four grades of a proficiency. For example, for an NPC to have the Distract proficiency grade III, she would have to spend 6 skill points.

Table 3.5.4: NPC proficiencies

		Total cost for proficiency grade			
Proficiency	**Related attribute**	**I**	**II**	**III**	**IV**
Acrobatics	agility	3	6	9	12
Agriculture	intellect	1	2	3	4
Ancient History	intellect	2	4	6	8
Animal Handling	intellect	2	4	6	8
Arcane Knowledge	intellect	4	8	12	16
Artistic Ability	intellect	2	4	6	8
Armor-making	intellect	3	6	9	12
Climbing	agility	2	4	6	8
Contacts	presence	2	4	6	8
Disguise	presence	3	6	9	12
Distract	presence	2	4	6	8
Dweomercraft, Hedge	intellect	4	8	12	16
Dweomercraft, Hermetic	intellect	5	10	15	20
Engineering	intellect	2	4	6	8
Extra-planar Knowledge	intellect	6	12	18	24
Gambling	presence	2	4	6	8
Healing	intellect	4	8	12	16
Heraldry	intellect	1	2	3	4
Herbalism	intellect	2	4	6	8
Inspire	presence	4	8	12	16
Intimidate	presence	4	8	12	16
Jumping	agility	2	4	6	8
Proficiency	**Related attribute**	**I**	**II**	**III**	**IV**
Leadership	presence	2	4	6	8
Local Knowledge	intellect	1	2	3	4
Lock-picking	agility	2	4	6	8
Magic Acuity	intellect	4	8	12	16
Martial Knowledge	intellect	2	4	6	8
Perception	intellect	3	6	9	12
Performance	presence	2	4	6	8
Persuasion	presence	2	4	6	8
Regional Knowledge	intellect	2	4	6	8
Religious Knowledge	intellect	4	8	12	16
Riding	agility	1	2	3	4
Rope Use	agility	2	4	6	8
Running	endurance	2	4	6	8
Seamanship	intellect	1	2	3	4
Sleight-of-hand	agility	2	4	6	8
Stealth	agility	3	6	9	12
Swimming	endurance	2	4	6	8
Tracking	intellect	2	4	6	8
Trade Skill	intellect	1	2	3	4
Weapon-making	intellect	3	6	9	12
Wilderness Lore	intellect	2	4	6	8
World Knowledge	intellect	4	8	12	16

NPC Disciplines

The following table indicates the total number of discipline points necessary to acquire grades of a discipline. For example, for an NPC to have the Multiple Attacks discipline grade III, he or she would have to spend 60 skill points.

Table 3.5.5: NPC disciplines

			Total cost for grade or Circle							
Discipline	**Prerequisite**	**Flat cost**	**I**	**II**	**III**	**IV**	**V**	**VI**	**VII**	**VIII**
Advanced Counterattack	Weapon Mastery II (melee)	16	-	-	-	-	-	-	-	-
Ambidexterity	None	16	-	-	-	-	-	-	-	-
Armor Use	None	-	4	12	24	40	60	84	112	144
Backstab	None	-	8	24	48	-	-	-	-	-
Bash	Weapon Mastery I (A, B)	6	-	-	-	-	-	-	-	-
Blindfighting	None	5	-	-	-	-	-	-	-	-
Calculated Strike	Multiple Attacks I (melee)	12	-	-	-	-	-	-	-	-
Combat Archery	Weapon Mastery I (J, K)	8	-	-	-	-	-	-	-	-
Combat Casting	None	10	-	-	-	-	-	-	-	-
Counterattack	Weapon Mastery I (melee)	10	-	-	-	-	-	-	-	-
Critical hit	Weapon Mastery I (melee)	12	-	-	-	-	-	-	-	-
Disarm	Weapon Mastery I (melee)	10	-	-	-	-	-	-	-	-
Evasion	Feint	10	-	-	-	-	-	-	-	-
Extra spell	Hedge, Hermetic or Faith magic	-	3	6	9	12	15	18	21	24
Extra Spell Point	Ritual magic	3	-	-	-	-	-	-	-	-
Faith Magic Potential	None	35	-	-	-	-	-	-	-	-
Feint	None	8	-	-	-	-	-	-	-	-
Greatstrike	Weapon Mastery II (melee)	12	-	-	-	-	-	-	-	-
Guard	None	6	-	-	-	-	-	-	-	-
Health point	None	2	-	-	-	-	-	-	-	-
Hedge Magic Potential	Literacy	25	-	-	-	-	-	-	-	-
Hermetic Magic Potential	Literacy	35	-	-	-	-	-	-	-	-
Improved Dodge	None	-	8	24	48	80	120	168	224	288
Improved Initiative	None	-	4	12	24	40	60	84	112	144
Increased Accuracy	None	-	5	15	30	50	75	105	140	180
Increased Attribute	None	(score-5)	-	-	-	-	-	-	-	-
Increased Physical Resistance	None	-	3	6	9	12	15	18	21	24
Increased Mental Resistance	None	-	3	6	9	12	15	18	21	24
Discipline	**Prerequisite**	**Flat cost**	**I**	**II**	**III**	**IV**	**V**	**VI**	**VII**	**VIII**
Language	Intellect score >3	3	-	-	-	-	-	-	-	-
Literacy	Intellect score >6	3	-	-	-	-	-	-	-	-
Magic Potency	Hedge, Hermetic or Ritual magic	-	3	9	18	30	45	63	84	108
Magic Resistance	None	-	5	10	15	20	25	-	-	-
Multiple Attacks	Weapon Mastery* (any)	-	12	26	42	60	-	-	-	-
Parrying	Weapon Mastery I (E)	10	-	-	-	-	-	-	-	-
Pause and Study	None	14	-	-	-	-	-	-	-	-
Last Stand	None	6	-	-	-	-	-	-	-	-
Parrying	Weapon Mastery I (E)	10								
Prayer	Faith magic	6	-	-	-	-	-	-	-	-
Precise Shot	Multiple Attacks I (J, K, L)	8	-	-	-	-	-	-	-	-
Quick Draw	None	5	-	-	-	-	-	-	-	-
Quick Shot	Weapon Mastery I (J, K, L)	6	-	-	-	-	-	-	-	-
Resilience	None	8	-	-	-	-	-	-	-	-
Ritual Magic Potential	None	25	-	-	-	-	-	-	-	-
Savant	None	-	3	9	18	30	45	63	84	108
Shield Bash	None	6	-	-	-	-	-	-	-	-
Shield Use	None	4	-	-	-	-	-	-	-	-
Silent Casting	Any magic	-	4	12	24	40	60	84	112	144
Spell Circle (Hedge)	Hedge magic	-	-	15	33	54	78	-	-	-
Spell Circle (Hermetic)	Hermetic magic	-	-	16	35	57	82	110	141	175
Spell Circle (Faith)	Faith magic	-	-	14	31	51	74	100	129	160
Spell Circle (Ritual)	Ritual magic	-	-	15	33	54	78	-	-	-
Split attacks	Weapon Mastery I (melee)	10	-	-	-	-	-	-	-	-
Stunning Blow	Weapon Mastery I (melee)	8	-	-	-	-	-	-	-	-
Unarmed Combat	None	-	9	21	36	-	-	-	-	-
Vital Strike	Weapon Mastery I (melee)	-	4	12	24	40	-	-	-	-
Weapon Mastery	None	-	10	22	36	52	70	-	-	-
Whirlwind Attack	Multiple Attacks II (melee)	12	-	-	-	-	-	-	-	

Note: Some disciplines such as Stunning Blow require a flat cost and have no grades. Other disciplines such as Magic Resistance have a maximum attainable grade.
* The prerequisite for the Multiple Attacks discipline is the same grade in Weapon Mastery in the same weapon class. For example, Weapon Mastery III in weapon class B must be purchased before acquiring Multiple Attacks III in weapon class B.

Equipping a NPC

After a NPC's statistics have been completed, he or she must be equipped. The Game Master may provide the NPC with any items or coinage he or she deems appropriate. However, it should be considered how the NPC's resources relate to those of the player characters. Of course, some NPCs will be of greater means than the PCs. Nevertheless, if NPCs are consistently better-equipped than the player characters, the players may eventually feel the game is skewed in the favor of non-player personalities.

Keep in mind that any equipment an enemy NPC possesses could become the property of the PCs. A Game Master who throws many well-equipped NPC adversaries at the player characters will soon be faced with a PC party that is extraordinarily wealthy and powerful.

In general, an NPC should only carry those items that are particularly useful to him or her. Furthermore, if the NPC carries useful items that may be consumed such as magical potions or scrolls, he or she will not hesitate to use these items in a life-threatening struggle.

The Other Planes

Most of the adventures that player characters will undertake occur on a single world within a single plane of existence. This is the dimension of spacetime that contains the ordinary universe. For any campaign setting, the order and structure of the universe is ultimately left to the Game Master's discretion. However, a general structure of the multiverse is provided here to accommodate the system of magic used in Wayfarers, and that should easily be modified to suit the needs of most campaigns.

In this system of metaphysics, there is one central dimension, the Tellurian plane, containing the normal physical universe. It is surrounded, in a sense, by the Ether, a nebulous and mostly empty dimension. Past the Ether are the four Realms from which Ritual magic draws its powers: the Blood Realms, the Dream Realms, the Viridian Realms (of Gaea), and the Realms of Perdition (Stitch). The Realms provide sources of energy for the Tellurian plane, but have their own source of elemental power which binds them to each other. Note that 'Realms' is plural, indicating that there are a multitude of such Realms, loosely bound together in a collection of small pocket dimensions.

The Tellurian Plane: In simplest terms, the Tellurian plane is the resident plane of mortals. This plane is the known universe, with immense vacuums of space, populated by galaxies, which in turn are comprised of solar systems made up of planets orbiting stars. It is assumed most campaigns will be conducted within one of the numerous galaxies within the Tellurian plane; specifically, upon an earth-like planet within one of these solar systems. In fact, many campaigns may never venture outside the character's home planet, much less outside their native plane.

The Ether: The Ether appears a shadowy endless void, but objects and creatures within it may be seen as if illuminated by an unseen light source. However, the Ether has a thin atmosphere which will carry sound inefficiently. This gas is inert, and does not support respiration or natural fire, but while in the Ether, creatures do not need to eat, drink, or breathe. There is no sense of up and down within the Ethereal plane. Due to the weak atmosphere, flying creatures may move at ¼ of their normal movement rate. However, movement through the Ether is also possible via concentration alone. By this means, a creature may travel in any direction at a rate of 100' x its intellect score per round. For example, a character with an intellect score of 11 can move at 1100' per round within the Ether. The Ether is sparsely populated by numerous strange creatures, small mineral planetoids, and strange buildings suspended in empty space.

The Realms

The Realms are superficially more similar to the Tellurian plane than the Ether. However, anything goes in the Realms, which obey they own logic and sometimes their own physics. Dead souls generally return to one of the four Realms when they depart the Tellurian plane. Planar travel by powerful magicians is generally to and from certain pocket dimensions within the Realms, and most summoned or gated creatures come from the Realms. While demi-gods, demi-urges, and avatars stem from the Realms, the gods themselves are far beyond the ken of mortals in this metaphysical scheme. True gods are not found in any one particular place, as they are everywhere at once.

The Blood Realms: The Blood Realms are an expanse of wastelands, mountains, chasms, and iron cities. Demons traditionally come from the Blood Realms. The Blood Realms are not necessarily 'hell' in the standard sense, although certain Blood Realms appear as torture chambers, ruined towers, and expansive graveyards. The Blood Realms are also the dimension of life, vitality, and Hermetic magic. Other Realms appear as a dark theatre, a quaint mountain village, a costume ball, or a silent toyshop.

The Dream Realms: The Dream Realms are similar in many ways to the Ether. They take their name from their bizarre, dream-like and surreal qualities. Individual Dream Realms can be the most comforting and natural for humanoids to visit, but also the most nightmarish. A Dream Realm could be a humble cottage, a debauched paradise, a ship afloat in an endless sea, or the black void. Angels come from the Dream Realms, and view humanoids with equal parts curiosity and malice. In some cases, dreamers themselves visit these Realms in their sleep.

The Viridian Realms: The Viridian Realms are the realms of nature, of misanthropy, of flowers, insects, and trees. The Viridian Realms resemble remote wilderness found in the Tellurian worlds. Here and there are the signs of old ruins, completely overgrown. Although there are energy channels called the elemental planes, the summoned creatures called 'elementals' are not from those locations. Each of the various kinds of elementals (air, earth, fire, water) stem instead from the Viridian Realms. Individual Realms might seem to be gardens, or a single massive tree, or an uninhabited jungle planet.

The Realms of Perdition: The Realms of Perdition are the realms of technology and machination, of industry, pollution, and waste. The Realms of Perdition generally appear as conglomerates of buildings,

constructs, and massive cities. The archons maintain these buildings according to some strange logic, struggling against the daevas for control of the various dimensions and Realms. Individual Realms might be as small as a closet, or as large as a small planet. A Realm might be a steam-powered factory, the inside of a giant clock, or a demon-run junkyard. The technological levels in the Realms of Perdition vary greatly, but are often high- even sometimes far beyond that normally available in the Wayfarers system.

The Elemental Planes: The elemental planes map onto the four main elements (air, earth, fire, and water), but again, summoned elementals come instead from the Viridian Realms. Unlike the Realms, the elemental planes are not places that one can visit; rather, they are energy sources or force channels between the Realms. As a consequence, they serve as portals between the various Realms. The Alluvium connects the Dream Realms and the Viridian Realms. The Deep connects the Viridian Realms to the Blood Realms. The Inferno connects the Blood Realms to the Realms of Perdition. Finally, the Celestium connects the Realms of Perdition to the Dream Realms. Note that the Dream Realms and the Blood Realms are not directly connected, and neither are the Viridian Realms connected to the Realms of Perdition. These pairs serve as antipodes that organize the multiverse.

Catalog of Creatures

The following section provides a sample of some of the creatures that may be found in a typical campaign setting. However, it should be stressed that these creatures are provided for the Game Master's convenience only. The Game Master should feel free to alter these creatures as he or she sees fit, or to create entirely new ones for his or her campaign.

Creatures and Context

When introducing creatures into a game, the Game Master should not only consider the ability of the characters to deal with the creature, but whether or not the creature could be logically encountered within the present context of the game. For example, under most circumstances it would make little sense to encounter a rhinoceros in a deep subterranean cavern. Similarly, although a group of dvergar might be found inhabiting a network of caves, it would be unlikely to find a band of medusae residing within the same complex.

Of course, this is a fantasy game. Therefore, the Game Master should not obsess about the logic of each and every encounter. That being said, players base their decisions solely upon the information provided to them by the Game Master. For this reason, it is beneficial to provide players with a basic level of logic and causality so they may feel their decisions are both significant and consequential. This tenet of Game Mastering can be extended to all portions of the game. However, it is especially consequential when the actions of creatures or adversaries are concerned.

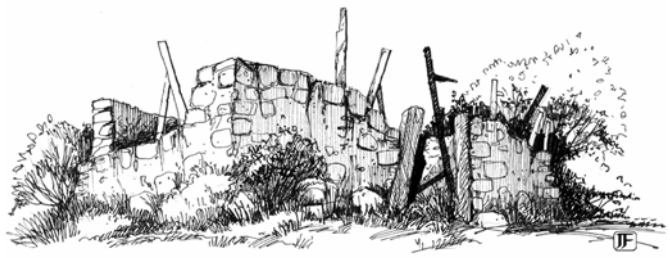
For example, consider that a group of several characters are traveling through a forested wilderness. The Game Master decides this region is populated by wolves, and informs the characters they hear howling in the distance at night. If the Game Master decides the wolves are a threat to the characters, he may simply have a pack of wolves attack them outright. However, wolves are typically opportunists. Thus, the Game Master may instead decide the wolf pack will follow the party of characters, and only attack if one or two of them strays from the group. Although both options are fine, the second option enables the characters to make a meaningful response to the howling they hear. Whereas the characters have little choice but to defend themselves in the case of an outright wolf attack, the second possibility offers the characters another result if they decide to stick together.

Of course, players will not always recognize how their decisions are impacting the direction of play. However, if the Game Master frequently provides opportunities for meaningful choices that result in significant consequences, he will likely find his players becoming increasingly invested in their character's decisions.

Creative creatures: Those creatures provided in this section represent only average individuals of a particular race/species. Furthermore, only a generalization of their behavior is given. Deviation from these descriptions is encouraged, and the innovative Game Master will use these examples as a palette only.

Sometimes a minor change is all that is needed to change a conventional creature into a memorable one. For example, a troll inhabiting a mountain shack might provide a compelling encounter. However, if the same troll ran an illicit mining operation, the resulting situation is likely to be more notable. Alternately, this troll could possess an unusual or powerful item, such as a Necklace of Appeal. Indeed, for an even more remarkable state of affairs, this troll could be mining for silver *and* possess a Necklace of Appeal, with which he has recruited other creatures to labor for him.

Changing the environment is another useful method for making creature encounters unique. As an example, an attack by a pack of doppelgangers within a country inn may provide the characters a challenge. However, discovering the captain and crew of their ship to be doppelgangers at sea, is likely to be both challenging and memorable.



Creature Statistics

Every creature has certain common aspects that describe their physical, mental and behavioral characteristics. For each creature description, a standard format is used to provide a creature's average dodge score, health points, intellect, etc. An explanation of these qualities is provided below:

Dodge: This is the creature's average dodge score. Dodge primarily relates to a creature's agility and evasiveness. However, other qualities such as skill in combat or magical effects may affect a creature's dodge score as well.

Health points: Like character health points, a creature's health points indicate the amount of damage it may suffer before it dies. Unless noted otherwise, a creature becomes unconscious at 0 to -5 health points, and dies if it falls to -6 health points or below.

Intellect: The intellect score for a creature is similar to a character's intellect score. Intellect does not have an absolute effect upon gameplay. However, a creature's intellect score indicates how cunning it may be, and gives the Game Master guidance when determining the creature's actions in certain situations. A creature's intellect score does not modify its Mental Resistance checks. Note, a low intellect score does not indicate a creature is dim or idiotic. More often, a low intellect signifies animalistic intelligence or a lack of language and/or higher reasoning skills. Thus, within its natural environment, a creature with a low intellect score may still be astute and able.

Physical Resist: This is the base modifier the creature applies to all Physical Resistance checks.

Mental Resist: This is the base modifier the creature applies to all Mental Resistance checks.

Average size: This is the typical size of an adult specimen. Of course variations within species occur, particularly within humanoids. Thus, the Game Master may choose to alter the size of his or her creatures as he or she sees fit.

Attacks: This indicates both the type and number of attacks a creature may make within one combat round. If multiple types of attacks are separated by 'and' or by a comma only, both attacks may be performed within the same round. However, if multiple types of attacks are separated by 'or', only one of the two attacks may be attempted by the creature within the same melee round. For example, the manes 'Attacks' reads: claw: 2 x 1d2 + 1, bite: 1 x 1d4 + 1. Thus, the manes

may claw twice each round for 2-3 points of damage, and bite once for 2-5 points of damage. Conversely, a Ghul's 'Attack' reads: claw: 2 x 1d6 + 5, or bite: 1 x 1d6 + 3. Thus, a ghul may attack twice each round with its claws for 6-11 points of damage, or bite once each round for 4-9 points of damage.

To-hit modifier: This modifier is to be applied for all physical attacks the creature makes. Thus, a creature with a to-hit modifier of +3 should add 3 to every d20 attack roll.

Hide/armor: This the amount of physical damage that is absorbed from every physical attack made upon the creature. This absorbance is usually due to natural armor or plating, but may be attributed to magical properties as well. A creature with 'Hide/armor: 1d3' will absorb 1-3 points of damage per physical attack made upon it. Some intelligent creatures, particularly humanoids, may wear armor. The hide/armor statistic does not account for worn armor.

Initiative modifier: This modifier is applied to the creature's initiative roll each round. Thus, a creature with an initiative modifier of +2 will have an initiative of 3-12 each round. Initiative modifiers are cumulative. Therefore, if the same creature had the element of surprise (a +4 modifier) its initiative modifier for that round would be +6.

Movement rate: The movement rate indicates the maximum distance a creature may move within a 10-second round. This basic movement rate assumes the creature is traveling upon a solid even surface; if a creature may also swim or fly this is indicated separately. For example, a basilisk's 'Movement rate' reads: 160', swim 90'. Therefore the basilisk may run at 160' per round, or swim at a rate of 90' per round.

In general, a creature may move at its maximum speed for 20 rounds, or at ½ its maximum speed for 40 rounds without rest. A creature may move at ¼ its natural speed indefinitely. Undead, automatons or elementals do not require rest.

Innate magic abilities: Some creatures possess innate magical abilities. These abilities differ from those of spellcasters as the creature does not cast a spell, but only wills the effect to take place. Nevertheless, many of these innate abilities have effects similar to spells. For example, an androsphinx may innately cast the following Faith magic spells: Sense Deception, Mend, Tongues and Confuse. This means the androsphinx may innately heal itself or another creature as if it cast the 2nd Circle Faith magic spell Mend.

When a creature innately casts a spell, the spell is treated as if it were cast by a magic-user of the Circle of the spell that is being cast. For example, the Faith magic spell Mend is a 2nd Circle spell. Thus, when a creature casts Mend innately, it is as if the spell were cast by a 2nd Circle priest. In the case of the Mend spell, the spell heals 2d4 points of damage plus 1 point per Circle of the caster. Therefore, if cast innately by a creature, the Mend spell always heals 2d4 + 2 points of damage.

Innately cast spells are considered to have a casting time of 0. Thus, they may not be interrupted. However, casting spells innately does constitute an action in combat, and a creature may only do so at its initiative. Innately cast spells require no gestured, verbal or material components.

Proficiency checks: In the course of play, the Game Master may find it necessary or interesting to have non-humanoid creatures and monsters attempt proficiency checks. As a simplifying rule, we suggest that creatures be considered non-proficient in all proficiencies (i.e., they will roll 1d10 to determine success), with the exception of the Perception proficiency, in which they should be considered Grade I. However, as detailed in the monster listing below, some creatures are more skilled in certain proficiencies. The Game Master is also encouraged to grant specific creatures extra proficiencies as desired. For example, a giant living in an isolated fortress may be an excellent blacksmith and skilled at weaponcraft.

Also, creatures accustomed to certain environments should be granted additional proficiencies to allow them to function in their element. Aquatic creatures might have Grade I to IV in Swimming, and monsters living in the mountains or the jungle might have a few grades of Climbing or Acrobatics. Such obvious abilities are not further elaborated in the full listing that follows.

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The following includes a description of many creatures that may be encountered in a typical game setting:

Creature Descriptions

Ablocanth
Dodge: 13
Health points: 39 + 2d8 (48)
Intellect: 5-8 (rarely: 12-14)
Physical Resist: +4
Mental Resist: +2
Average size: 14′ long, 8200 lbs.
Attacks: tentacles: 4 x 1d4 + 1 and claws: 2 x 1d6 + 1
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +0
Movement rate: 60′, swim 80′

The ablocanth is a hideous creature, appearing to be a cross between an enormous lobster and a squid. They are most often encountered in subterranean lakes and rivers, but may occasionally be found in surface waters at night. Ablocanth are somewhat intelligent and usually hunt their prey by ambush. They are patient hunters and will remain motionless for hours, waiting for the most opportune moment to strike.

Abilities: If hit with one of an ablocanth's four tentacles, the victim suffers 1d4 + 1 points of damage, and must make a Physical Resistance check of 12 or be entrapped. Each round thereafter, the trapped individual will suffer 1 point of poison damage without a to-hit roll. A Feat of Strength of 15 will free an entrapped individual. Ablocanth have an unusual resistance to magic, and make all Mental or Physical Resistance checks against magic with an additional +4 modifier.

Rarely, an ablocanth will be more enlightened than others of its ilk. These hideous specimens serve strange gods or demons, and have the ability to use Ritual Magic of 1d4 Circles. Additionally, such ablocanth can innately cast the 5th Circle Ritual spell Summon Fauna once per day to summon fish and other aquatic allies, to aid them with their devious plans.

Physical description: Ablocanth have the body and tail of a giant black lobster. However, extending from the ablocanth's head are four 6-8′ long tentacles. These tentacles are lined with barbs, and produce a caustic poison.

Amphiptère
Dodge: 15
Health points: 6 + 1d4 (8)
Intellect: 4
Physical Resist: +0
Mental Resist: -1
Average size: 4′ long, 20 lbs.
Attacks: tail: 1 x 1d4 or bite: 1 x 1d2
To-hit modifier: +2
Hide/armor: none
Initiative modifier: +2
Movement rate: 60′, fly 200′

The amphiptère is an unusual tree-living serpent, which appears as a large snake with feathered wings and a sharp horn-like tail. The amphiptère always attacks by surprise, and has an curious means of assailing its prey. Perched high in a tree, the amphiptère typically waits for its victim to pass underneath. The serpent then falls from the tree tail-first, and impales its prey with its sharp tail. Once stuck into its victim, the amphiptère will bite and attempt to inject its paralyzing venom.

Abilities: If impaled by the amphiptère's tail, the victim suffers 1d4 points of damage. Any creature bit by the amphiptère must make a Physical Resistance check of 14 or be paralyzed for 2d8 rounds.

Physical description: Amphiptère appear as green snakes with colorful feathered wings, and a chitinous dark green pointed tail.

Angels; *Daemon Angelica*
Angels are a race of highly intelligent magical beings that live within the Dream Realms. Angels are extremely orderly and rebellion is punished severely, although this is according to their own byzantine logic. They are not necessarily beatific and benevolent; in fact, some angels act maliciously towards humanoids and seem to hate them. The agenda of angels, like that of other extra-planar creatures, is generally obscure. At times angels become involved in human affairs, either through service of a greater being, or of their own volition. Angels do not age, but may be slain. There are three spheres of angels, which are each comprised three of nine orders; from least to greatest these orders are: angels, archangels, principalities, powers, virtues, dominions, ophanim, cherubim and seraphim.

Some common angel names are: Abdeil, Adriel, Anael, Azrael, Balam, Barachiel, Camael, Cassiel, Cerviel, Eremiel, Gagiel, Gabriel, Grigor, Haniel, Ireul, Israfil, Jophiel, Kushiel, Lucifer, Michael, Muriel, Nephi, Raphael, Raziel, Sandalphon, Sariel, Selaphiel, Uriel, Zephon, and Zophiel.

Angels should be considered to have all Knowledge proficiencies, Intimidate, Inspire, Magic Acuity, and Perception at Grade II (or even higher for Cherubim and Sepharim).

Note: Even within orders, angels may vary in power and ability. Those provided here are only examples of angels that may be encountered.

Angel
Dodge: 17
Health points: 11 + 2d4 (16)
Intellect: 13-16
Physical Resist: +1
Mental Resist: +5
Average size: 5.5′ tall, 160 lbs.
Attacks: 1 x by weapon + 3
To-hit modifier: +3
Hide/armor: none (or by worn armor)
Initiative modifier: +2
Movement rate: 120′, fly 200′

The lesser and most numerous of angels are typically referred to by the name common for all orders of their race. Lesser angels are subservient to all other orders of angels, and sometimes appear to lack any notion of self, or to possess any traits of individuality. Accordingly, lesser angels are commonly employed by their more powerful kin, and are occasionally pitted against one another when conflicts between more powerful angels arise. Lesser angels are those most likely to be encountered, usually as messengers or carriers under the direction of powerful beings. Occasionally lesser angels will be dispatched by a deity in order to aid a favored priest or follower in times of need.

Abilities: Lesser angels may speak and understand any language. They may innately cast the following Faith spells once per day: Illuminate, Invisibility to Undead, and Courage.

Physical description: Lesser angels appear as attractive human males or females, with large feathered wings emanating from their shoulder blades. They typically wear fine clothing, and prefer to wield swords when armed.

Archangel
Dodge: 18
Health points: 17 + 2d4 (22)
Intellect: 12-14
Physical Resist: +3
Mental Resist: +5
Average size: 6′ tall, 180 lbs.
Attacks: 2 x by weapon + 3
To-hit modifier: +3
Hide/armor: none (or by worn armor)
Initiative modifier: +3
Movement rate: 120′, fly 200′

Archangels are the second lowest form of angels. Archangels are similar in appearance to lesser angels, yet tend to be slightly larger. Like lesser angels, archangels exhibit few individualistic traits, and most often act under the impetus of a senior angel, usually a principality.

Abilities: Archangels may speak and understand any language. They may innately cast the following Faith spells once per day: Illuminate, and Invisibility to Undead, Persuade and Telepathy.

Physical description: Archangels resemble lesser angels, but are always male and are slightly larger. They typically wear fine clothing or armor, and prefer to wield swords when armed.

Angel, Cherubim
Dodge: 22
Health points: 58 + 2d4 (63)
Intellect: 16-18
Physical Resist: +8
Mental Resist: +8
Average size: 8′ tall, 380 lbs.
Attacks: 3 x by weapon + 5
To-hit modifier: +6
Hide/armor: none (or by worn armor)
Initiative modifier: +5
Movement rate: 160′, fly 240′

Cherubim are extremely powerful angels, second in power only to the seraphim. It is thought that cherubim predate the seraphim, and some evidence of ancient struggles between the cherubim and seraphim is rumored to exist. Of all angels, cherubim are most driven by the rule of law. Cherubim often seem to act amorally, but have distinctive and individual personalities. Cherubim are rarely encountered individually, as they prefer to travel in the company of lesser angels, archangels and/or virtues. Cherubim are often masters of their own Dream Realm.

Abilities: Cherubim can speak and understand any language. They may innately cast the following Faith spells once per day: Illuminate, Invisibility to Undead, Courage, Mend, Enthrall, Silence, Strike, Benediction, Heal Severe Wounds, Smite, Enfeeblement, Read Mind, Vision, Annul and Destroy Undead. Cherubim may innately summon 2d4 lesser angels once per day. Twice per day a cherubim may travel between planes as if it had innately cast the 8th circle Hermetic spell Gate upon itself. Cherubim may not be surprised.

Physical description: Cherubim make take any humanoid appearance so desired. They usually appear as immense humans. Cherubim have four large feathered wings sprouting from their backs, and several eyes are located on these appendages. Cherubim wear fine clothes, but no armor. In combat they will often employ a large long sword and a shield.

Angel, Dominions
Dodge: 21
Health points: 18 + 2d4 (23)
Intellect: 17-19
Physical Resist: +4
Mental Resist: +10
Average size: 6′ tall, 150 lbs.
Attacks: bite: 2 x by weapon + 2
To-hit modifier: +3
Hide/armor: none (or by worn armor)
Initiative modifier: +6
Movement rate: 160′, fly 260′

Dominions are angels that are seldom seen. Although the material form of dominions appears similar to the lesser angels, they prefer to remain immaterial, usually invisible, or occasionally as a pale floating orb of light. Dominions serve in enigmatic ways, often acting as oracles or soothsayers. Dominions rarely involve themselves directly in the affairs of humanoids. Nevertheless, in the company of angels dominions are often present yet unnoticed. While invisible, dominions may only be seen by principalities and the ophanim; and of angels, they most often associate with the latter.

Abilities: Dominions may speak and understand any language. They may innately cast the following Faith spells once per day: Illuminate, Courage, Fear, Smite and Vision. Once per round, dominions may change into one of three forms: that of a winged humanoid, an invisible ethereal form, or an immaterial glowing orb of light. Dominions may not be physically injured while immaterial.

Physical description: In corporeal form, dominions appear as lesser angels. However, their hair is always dark and their eyes are bright green. In this form, they wear simple clothing and seldom wear armor or wield weapons. Otherwise they appear as floating orbs or clouds of gas.

Angel, Ophanim
Dodge: 14
Health points: 55 + 2d4 (60)
Intellect: 17-19
Physical Resist: +5
Mental Resist: +7
Average size: 6′ wide, 450 lbs.

Attacks: none
To-hit modifier: n/a
Hide/armor: 1
Initiative modifier: +4
Movement rate: fly 220'

The ophanim are a bizarre race of angels that share no physical characteristics with their kin. Ophanim are mechanical looking beings, whom are composed of two wheels with perpendicular axes. Along the outer rim of each of these wheels are hundreds of eyes. Unlike the other angels, ophanim do not speak. However, they may understand the thoughts of all creatures they see. Ophanim may communicate with other angels telepathically. However, they cannot not do so with other beings. Ophanim typically play a passive role, acting as information gatherers, custodians of organizations, or as wardens of sensitive knowledge. The presence of one or more ophanim grants other angels a +2 bonus on knowledge proficiency checks.

Abilities: Ophanim may innately cast the following Faith spells once per day: Smite, Control, Vision and Annul. Ophanim may understand the thoughts of any creature it sees (no resistance), and may communicate telepathically with other angels. If destroyed, an ophanim explodes in a release of energy that inflicts 4d8 upon any creature within 100'. A Physical Resistance check of 16 will halve this damage.

Physical description: Ophanim appear as two large dark red wheels whose axes run perpendicular to each other. Along the outer rims of these wheels are hundreds of golden eyes. The ophanim constantly emit a bright golden light from the center of their being.

Angel, Powers
Dodge: 17
Health points: 38 + 2d4 (43)
Intellect: 14-17
Physical Resist: +4
Mental Resist: +8
Average size: 7' tall, 250 lbs.
Attacks: 2 x by weapon + 4
To-hit modifier: +3
Hide/armor: none (or by worn armor)
Initiative modifier: +2
Movement rate: 140', fly 220'

Powers are one of two orders of angels that do not have wings. Powers tend to be less social than other angels, and tend to be unconcerned about the welfare of other beings. Nevertheless, powers will defer to higher ranking angels if obliged. Except for their unusual size, powers look distinctively human. Occasionally, powers will masquerade as such while searching for artifacts or knowledge.

Abilities: Powers may speak and understand any language. They may innately cast the following Faith spells once per day: Illuminate, Invisibility to Undead, Courage, Mend, Enthrall, Animal Form and Read Mind. Twice per day a power may travel between planes as if it had innately cast the 8th circle Hermetic spell Gate upon itself. Powers may fly despite their lack of wings.

Physical description: Powers appear as tall attractive humans. They tend to wear simple clothing, do not wear armor, and brandish large two-handed swords.

Angel, Principalities
Dodge: 19
Health points: 15 + 2d4 (20)
Intellect: 18-19
Physical Resist: +3
Mental Resist: +8
Average size: 6' tall, 160 lbs.
Attacks: 2 x by weapon + 2
To-hit modifier: +3
Hide/armor: none (or by worn armor)
Initiative modifier: +3
Movement rate: 120', fly 200'

Principalities are the highest order of the third sphere of angels. Whereas all angels are intelligent, principalities are extremely cunning, and are some of the most dynamic of all angels. Unlike their lesser kin, principalities tend to be individualistic and are often originators of new ideas and initiatives.

Abilities: Principalities may speak and understand any language. They may innately cast the following Faith spells once per day: Illuminate and Invisibility to Undead, Mend and Insight. Principalities will always sense any deception, and heal at a rate of 1 health point per round. Twice per day a principality may travel between planes as if it had innately cast the 8th Circle Hermetic spell Gate upon itself.

Physical description: Principalities are indistinguishable from lesser angels in form, but constantly radiate a pale white glow. They typically wear fine clothing or armor, and employ weapons and armor only when performing military functions.

Angel, Seraphim
Dodge: 23
Health points: 75 + 2d4 (78)
Intellect: 19-20
Physical Resist: +10
Mental Resist: +10
Average size: 14' tall, 1200 lbs.
Attacks: 3 x by weapon + 7
To-hit modifier: +7
Hide/armor: none (or by worn armor)
Initiative modifier: +5
Movement rate: 150', fly 250'

Seraphim are most supreme and powerful of all angels. Amongst their own order, a culture of deference exists, and seraphim are much more likely to ignore disagreements in order to avoid conflict. Occasionally a seraphim will shun such influence and choose a more idiosyncratic path. Characteristically, seraphim are aloof and tend to immerse themselves intensely into one task, often at the neglect of others. Seraphim care little for matters of the present. However, if a matter arises serious enough to turn a seraphim's attention, he or she will commit unparalleled energy towards its solution. Seraphim dislike battle. Nevertheless, in accordance with their nature, if battle should arise, seraphim are ruthless opponents. Seraphim often travel throughout the Dream Realms. Some of them are constantly making, destroying, and remaking their own Realm or pocket dimension.

Abilities: Twice per day, a seraphim may emit a powerful shout. Any creature failing a Mental Resistance check of 17 is deafened by this shout for one week. Seraphim continually radiate a blinding light which causes all seeing creatures to apply a -2 modifier to all to-hit rolls against the angel. Like all angels, seraphim may speak and understand any language. Seraphim may innately cast any 8 Faith spells per day. Once per round, a seraphim may travel between planes as if it had innately cast the 8th circle Hermetic spell Gate upon itself. Seraphim may innately summon 1d4 + 4 archangels once per day. Seraphim automatically cast Enthrall on all creatures approaching within 30' of their presence.

Physical description: Seraphim appear large humans with golden hair. Like lesser angels, they have two large feathered wings sprouting from their shoulder blades. However, they also have two sets of smaller wings behind their ears and above their ankles. Seraphim constantly radiate a blinding white light. They wear fine clothes, but no armor. In combat they will employ a great two-handed sword.

Angel, Virtues
Dodge: 16
Health points: 58 + 2d4 (63)
Intellect: 10-12
Physical Resist: +12
Mental Resist: +6
Average size: 10′ tall, 550 lbs.
Attacks: 3 x by weapon + 6
To-hit modifier: +4
Hide/armor: none (or by worn armor)
Initiative modifier: +1
Movement rate: 140′, fly 220′

Excepting the ophanim, virtues are the least common of the nine orders of angels. The virtues are massive creatures, best known for their combat prowess, as well as their colossal strength. Due to their physical power, they are often recruited to serve as guards for a greater being. Although intelligent, virtues are the least intellectual of angel-kind. Virtues are filled with a bizarre sense of righteousness, often seeking revenge on behalf of the slighted. For this reason they are also called angels of spite.

Abilities: Virtues may speak and understand any language. They may innately cast the following Faith spells once per day: Illuminate, Invisibility to Undead, Courage, Mend, Enthrall, Silence, Banish, and Pacify. Twice per day a virtue may travel between planes as if it had innately cast the 8th Circle Hermetic spell Gate upon itself. Virtues heal 2 health points every round.

Physical description: Virtues appear as lesser angels in form, but are much larger and are always male. Virtues rarely wear armor, and prefer to wield large swords or two-handed mauls.

Archons; *Archontes*

The archons are a race of ancient extra-planar beings. They appear as androgynous humans. Archons tend not to interfere in the dealings of the humanoid races, preferring to keep to themselves. In their own dimension of the Realms of Perdition, archons exist in a society that at first glance seems similar to that of the humanoid races. While archons prize design and efficiency, most of them lack creativity and are insanely jealous of anything truly novel. In general, archons may be divided into five classes. These are the basileae, the demiurge, the ecclesia, the polemarch and the strategoi. In addition, archons are lead by a figure called the Archon Eponymous. The demiurge, ecclesia and strategoi are similar in physique and magical power. However, the basileae, polemarch and Archon Eponymous are usually imbued with special powers, likely granted by the archons' enigmatic deities. Archons are not immortal, but live for several thousand years.

Some common archon names are: Adonaios, Andiphon, Archestratidas, Aristomenes, Critias, Cypselus, Damasias, Eliaos, Eucrates, Hegesias, Heres, Hippocleides, Horaios, Iao, Irenaeus, Isagoras, Isarchus, Leostratus, Nichomachus, Paraplex, Pisistratus, Praxiergus, Sabaoth, Smyrus, Solon, Telecles, and Tisandrus.

Archon, Basileae
Dodge: 17
Health points: 27 + 1d8 (32)
Intellect: 16-18
Physical Resist: +5
Mental Resist: +8
Average size: 6.5′ tall, 190 lbs.
Attacks: rod: 2 x 1d4 + 5
To-hit modifier: +5
Hide/armor: none
Initiative modifier: +4
Movement rate: 120′

Basileae are a class of clerical or religious archons charged with the task of maintaining relations with the archons' patron deities. They spend much of their time in council or prayer, and erect many large monuments, monasteries and similar structures of worship. Due to the nature of their work, basileae are afforded deference amongst archons, regardless of their particular social standing. In fact, only the Archon Eponymous may judge and/or prosecute the basileae. As a result, the basileae exert much influence in archon society. Like all archons, basileae are non-combative. However, they often carry a long rod with them that they may use in self-defense or informal prosecution.

Abilities: Basileae may innately cast the following Faith spells once per day: Illuminate, Enthrall, Mend, Tongues, Strike, Familiarity, and Sanctuary. Twice per day a basileae may travel between planes as if it had innately cast the 8th Circle Hermetic spell Gate upon itself.

Physical description: Basileae somewhat resemble human males. However, they are genderless and are not obviously masculine. The basileae have no body hair. They usually wear fine robes or similar garments that bear identifying marks of their station.

Archon, Demiurge
Dodge: 16
Health points: 18 + 1d8 (23)
Intellect: 13-15
Physical Resist: +4
Mental Resist: +6
Average size: 6′ tall, 180 lbs.
Attacks: 2 x by weapon + 3
To-hit modifier: +3
Hide/armor: none (or by worn armor)
Initiative modifier: +3
Movement rate: 120′

The demiurge comprise the class of officials and petty officers within archon society. Instructors, civil officers and merchants are typically of the demiurge class. These archons account for 20-30% of the archon populous. Despite their personal achievements, the demiurge, ecclesias and strategoi may not change their station within archon society.

Abilities: Demiurge may innately cast the following Faith spells once per day: Illuminate and Tongues.

Physical description: Like all archons, demiurge resemble androgynous humans. They usually wear functional clothing or uniforms. Demiurge are not typically armed.

Archon, Ecclesias
Dodge: 16
Health points: 18 + 1d8 (23)
Intellect: 10-13
Physical Resist: +4

Mental Resist: +3
Average size: 6' tall, 180 lbs.
Attacks: 2 x by weapon + 3
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +3
Movement rate: 120'

Ecclesias make up the largest class of archon society. These archons account for 60-70% of the archon populous. They are generally laborers and slaves to the higher classes. Like the demiurge, ecclesia may not improve their position within archon society.

Abilities: Ecclesias may innately cast the following Faith spell Illuminate twice per day.

Physical description: Like all archons, ecclesias resemble genderless humans. They wear simple and functional clothing. Ecclesias are not typically armed.

Archon, Polemarch
Dodge: 18
Health points: 25 + 1d8 (30)
Intellect: 15-17
Physical Resist: +5
Mental Resist: +9
Average size: 7' tall, 210 lbs.
Attacks: 2 x by weapon + 4
To-hit modifier: +4
Hide/armor: none (or by worn armor)
Initiative modifier: +3
Movement rate: 120'

Polemarch are a class of political or military leaders amongst archons. However, due to the rarity of military action within archon culture, it may be said that all polemarch occupy political stations. The most influential polemarch attend to the Archon Eponymous. Other polemarch archons act as governors or ministers within the governing structure. Second to the Archon Eponymous, the polemarch are the most politically powerful members of archon society. Polemarch are educated to fill their position from birth, and a private culture of the polemarch may be found in most prestigious districts of archon cities.

Abilities: Polemarch may innately cast the following Faith spells once per day: Illuminate, Enthrall, Tongues, Strike, and Read. Twice per day a polemarch may travel between planes as if it had innately cast the 8th Circle Hermetic spell Gate upon itself.

Physical description: Like all archons, polemarch resemble androgynous humans. They usually wear fine clothing, or uniforms indicating their political status. Unless they are military leaders, polemarch are not typically armed.

Archon, Strategoi
Dodge: 17
Health points: 18 + 1d8 (23)
Intellect: 10-12
Physical Resist: +5
Mental Resist: +3
Average size: 6' tall, 180 lbs.
Attacks: 2 x by weapon + 3
To-hit modifier: +4
Hide/armor: none (or by worn armor)
Initiative modifier: +4
Movement rate: 120'

Strategoi are the soldier class of archons. Although archons rarely wage warfare, strategoi are trained since birth. Thus, they are able soldiers and effectively enforce the laws of archon society. Strategoi work under the direction of a polemarch archon, and there will normally be one such officer for every 50 strategoi. The strategoi comprise approximately 10% of the archon populous. Like the demiurge and ecclesia, strategoi may not improve their position within archon society.

Abilities: Strategoi may innately cast the following Faith spells once per day: Stun, Mend, and Strike.

Physical description: Like all archons, strategoi appear as asexual humans. They are typically within uniform and/or armor, and are usually armed.

Archon Eponymous
Dodge: 21
Health points: 37 + 2d8 (46)
Intellect: 17-20
Physical Resist: +6
Mental Resist: +12
Average size: 7' tall, 210 lbs.
Attacks: 2 x by weapon + 5
To-hit modifier: +5
Hide/armor: none
Initiative modifier: +5
Movement rate: 120'

The Archon Eponymous is the supreme leader of an archon nation. It is a unique individual, formally a polemarch, which has been elected to the highest executive office within the Realms of Perdition. Due to their utmost status, there are relatively few of these figures, each generally in charge with the operation of a given Realm. The Archon Eponymous is typically elected by a grand council of polemarchs, and usually serves a term of one thousand years or more. Furthermore, the basileae oversee the ascension of the Archon Eponymous and bestow upon the individual various magical powers and abilities. In archon society no law is above the Archon Eponymous. Thus, the proclamations of this individual are treated as infallible and its opinions as unassailable truth.

Archons Eponymous sometimes go mad or develop repetitive behaviors. They are often obsessed with particular aspects of humanoid culture and seek to copy or adopt these behaviors as their own. For some archons, this is done for scientific, perhaps anthropological purposes; for others, it seems a pathetic attempt at seeming more human.

Abilities: The Archon Eponymous is immune to spells of charm and illusion. It may innately cast the following Faith spells twice per day: Illuminate, Enthrall, Mend, Tongues, Silence, Strike, Read, Smite, Control and Pacify. Twice per day the Archon Eponymous may travel between planes as if it had innately cast the 8th circle Hermetic spell Gate upon itself. Once per day the Archon Eponymous may innately summon 2d4 strategoi.

Physical description: The Archon Eponymous appears as tall handsome asexual human with marble-white skin. They wear fine but simple clothes and carry no weapons.

Balaur
Dodge: 15
Health points: 44 + 3d8 (58)
Intellect: 4

Physical Resist: +8
Mental Resist: +0
Average size: 26' long, 12,000 lbs.
Attacks: bite: 3 x 1d8 + 1
To-hit modifier: +5
Hide/armor: none
Initiative modifier: +1
Movement rate: 160', swim 180'

Balaur are enormous three-headed amphibians that live in tropical lakes or rivers. Due to their likeness, sometimes balaur are mistaken for hydra. However, unlike hydra, balaur are amphibious and have only three heads. Furthermore the balaur's long tail is flattened to aid it in swimming. Balaur tend to hunt by ambush, usually remaining submerged at the water's edge waiting for unwary passersby.

Abilities: Balaur have no extraordinary abilities.

Physical description: Balaur are four-legged amphibians with three heads, each upon a neck of 6-8' in length. The skin of a balaur is dirty brown and their underbelly is pale yellow. The feet of a balaur are webbed, and their long tail is flattened like a paddle.

Banshee
Dodge: 15
Health points: 8 + 2d8 (17)
Intellect: 9-12
Physical Resist: +3
Mental Resist: +5
Average size: 5.5' tall, 150 lbs.
Attacks: claw: 2 x 1d3 + 1, or 2 x by weapon + 1
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +3
Movement rate: 120'

Banshees are a race of magical females that inhabit remote forests. They are normally encountered at night and are often found wandering alone carrying a lantern or torch. Banshees dwell within caves or abandoned cottages, and frequently lure travelers inside their lair before attacking them. At times banshees will attract victims with the sound of crying or laughter, which although seemingly quiet, may be heard over great distances. Banshees may speak, but rarely do so.

Abilities: A banshee may see in darkness as well as in light. Once per day, a banshee may innately cast the following Ritual magic spells: Beguile, Weakness, Charm Animal, and Essence Drain. The voice of a banshee may carry for several miles. Once per hour a banshee may scream. When a banshee screams, all creatures within 50' must make a Mental Resistance check of 16 or be affected as if by the 2nd Circle Ritual magic spell, Fear.

Physical description: Banshees appear as human females with black hair. Some banshees are hideous, whereas others are uncommonly beautiful.

Basajaun
Dodge: 15
Health points: 9 + 2d8 (17)
Intellect: 7-10
Physical Resist: +6
Mental Resist: +2
Average size: 8' tall, 375 lbs.
Attacks: 1 x by weapon + 3, or fist: 2 x 1d3 + 3
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +0
Movement rate: 110'

Basajaun are a burly race of wild humanoids that inhabit forested mountain regions. They are typically reclusive and non-aggressive. However, if basajaun are threatened they are fierce fighters and show no mercy. Furthermore, basajaun often see themselves as custodians of the forest, and occasionally attack lumberjacks or trappers. Basajaun form loose bands containing between 4 to 10 individuals. They do not fashion their own weapons, but prefer to use large wooden cudgels or staves. Basajaun become restless and more dangerous during storms, and their howls are often indicators of approaching inclement weather.

Abilities: Basajaun have keen vision, and can see in low-light conditions (such as a moonlight night), as well as a human could see in daylight. They cannot see in total darkness however.

Physical description: Basajaun are tall hair-covered humanoids with long reddish beards. They typically do not wear clothing and usually carry little more than a wooden club.

Basilisk
Dodge: 15
Health points: 20 + 2d4 (25)
Intellect: 3
Physical Resist: +3
Mental Resist: +0
Average size: 8' long, 500 lbs.
Attacks: bite: 1 x 1d6 + 3
To-hit modifier: +5
Hide/armor: none
Initiative modifier: +3
Movement rate: 160', swim 90'

The basilisk is a magical eight-legged lizard that lives in warm marshes or jungles. Basilisks are reclusive creatures. They are not typically aggressive, but are particularly dangerous if encountered as the simple gaze of a basilisk causes death. Naturally, basilisks eat small mammals and fish. If encountered, a basilisk will usually turn and flee. However,

these lizards are extremely temperamental and if attacked, will invariably turn upon the offender until slain.

Abilities: Any creature making direct eye-contact with a basilisk must make a Mental Resistance check of 12 or die instantly. In general, any creature in combat with a basilisk has a 10% chance per round of making eye-contact with the lizard.

Physical description: Basilisks are large yellow-grey reptiles with eight short legs and a long tail. The basilisk has a bony crest upon its head which is bright orange.

Bears; *Ursidae*

Bears are mammals with a large body, four stocky legs, a long snout, large powerful claws, and a short tail. Some bears are exclusively carnivorous, but most feed on both plants and animals.

Bears are typically solitary. They have an excellent sense of smell and despite their heavy build, can run quickly and are strong swimmers (proficiency grades II and III, respectively). Bears use shelters such as caves and burrows as their dens, which they occupy during the winter for long periods of lethargy.

Bears are not overly aggressive. However, they are territorial and do not hesitate to attack if provoked, or if they feel threatened.

Cave

Dodge: 14
Health points: 50 + 4d8 (68)
Intellect: 3
Physical Resist: +6
Mental Resist: +10
Average size: 12′ tall, 1500 lbs.
Attacks: claw: 2 x 1d6 + 7, or bite: 1 x 2d8 + 7
To-hit modifier: +6
Hide/armor: none
Initiative modifier: +2
Movement rate: 160′

Cave bears appear as enormous brown or grizzly bears, and like their smaller cousins, are predominantly found in temperate mountainous regions. Similarly, cave bears are omnivores, feeding on plants, roots, insects and occasionally smaller mammals. As their name suggests, cave bears have a preference to natural caves, and unlike other bears, spend much time in these dwellings even outside of hibernation.

In general, cave bears are docile animals and will generally avoid contact with other large animals in open country. However, if encountered within their lair, cave bears can be extremely territorial, and rarely hesitate to attack if cornered. Cave bears primarily attack with their two massive claws. However, if both claws hit, the cave bear will often draw the creature in for a bite.

Abilities: Unless reduced below -10 health points, cave bears may continue to fight as if employing the Last Stand discipline.

Physical description: Cave bears appear as massive grizzly bears, except having a somewhat steeper forehead.

Grizzly

Dodge: 13
Health points: 40 + 2d8 (49)
Intellect: 3
Physical Resist: +5
Mental Resist: +6
Average size: 8′ tall, 1200 lbs.
Attacks: claw: 2 x 1d4 + 6, or bite: 1 x 2d4 + 6
To-hit modifier: +5
Hide/armor: none
Initiative modifier: +0
Movement rate: 160′

Grizzly bears, or brown bears, are generally solitary animals, most often found in temperate mountainous regions, or along sub arctic coastal areas. As omnivores, grizzly bears feed on a variety of plants, as well as insects and smaller mammals. However, larger bears have been known to prey on moose, deer, caribou, and livestock. Grizzly bears are also fond of fish, and can be found congregating around rivers and streams during spawning runs.

If provoked, or driven by hunger, grizzly bears will attack humanoids. Grizzlies are fierce opponents, often ignoring their own injuries when confronting an enemy. A grizzly will attack an opponent with his two massive claws. If both claws have hit, the grizzly will often draw the creature in for a bite.

Abilities: Unless obviously outmatched, Grizzly bears seldom withdraw from an attack. Unless reduced below -10 health points, grizzly bears may continue to fight as if employing the Last Stand discipline.

Physical description: Grizzly are massive brown bears, uniquely identifiable by a large hump of fat above their shoulders.

Polar

Dodge: 13
Health points: 50 + 2d8 (59)
Intellect: 3
Physical Resist: +6
Mental Resist: +5
Average size: 10′ tall, 1300 lbs.
Attacks: claw: 2 x 1d6 + 6, or bite: 1 x 2d6 + 6
To-hit modifier: +6
Hide/armor: none
Initiative modifier: +2
Movement rate: 160′

Polar bears are typically solitary animals, found in arctic coastal areas. The polar bear is a strong swimmer, and depends mainly upon marine mammals for its diet. However, the polar bear is the most carnivorous member of the bear family, and thus the one most apt to prey on humans as food.

Polar bears will quickly size up any animal they encounter as potential prey. A polar bear will attack an opponent with his two massive claws. If both claws have hit, the polar bear will often draw the creature in for a bite.

Abilities: Unless reduced below -10 health points, polar bears may continue to fight as if employing the Last Stand discipline. Stand discipline. Polar bears have exquisite olfaction, and should be considered to have Perception Grade II for detecting prey in this manner.

Physical description: Polar bears are massive bears, with white to pale yellow fur, dark eyes and a black nose.

Behemoth
Dodge: 10
Health points: 50 + 4d10 (68)
Intellect: 3
Physical Resist: +10
Mental Resist: -1
Average size: 12' long, 10,000 lbs.
Attacks: Ram: 1 x 4d4 or bite: 1 x 1d10 + 8
To-hit modifier: +8
Hide/armor: 1d4 + 2
Initiative modifier: -1
Movement rate: 140'

Behemoths are gigantic solitary beasts, found in desolate wilderness areas. They are usually peaceful herbivores if left alone, but quickly become enraged if approached, especially if their nest is nearby. Given their fearsome nature and relative stupidity, behemoths have occasionally been captured and used as guardians, often being trained or enchanted with magical means.

Abilities: Behemoths sometimes go berserk in combat, increasing their to-hit modifier and damage each by +2, but reducing their dodge score to 8.

Appearance: Behemoths appear as massive armored quadrupeds, similar to large, stout lizards. They tend to have mottled hides with brownish or greenish coloration. They have heavy plated skulls used for ramming opponents, and stubby clawed feet used mainly for digging.

Boar
Dodge: 15
Health points: 14 + 1d4 (17)
Intellect: 3
Physical Resist: +3
Mental Resist: -1
Average size: 6' long, 185 lbs.
Attacks: tusk: 1 x 1d6 + 3
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +0
Movement rate: 150'

Boars are the feral cousins of domesticated swine. They are omnivorous, and usually non-aggressive. However, a threatened wild boar can be quite dangerous. Boars attack by goring with two large tusks, which continue to grow throughout their life. Wild boars live in groups called sounders that contain 11-20 individuals. The animals are nocturnal, and eat nearly anything they come across, including small game and livestock. Boars dig large burrows, which are very dangerous to enter for obvious reasons.

Abilities: Boars have no extraordinary abilities.

Physical description: The body of a boar is thick, the head large, and the legs short. Their fur is stiff and varies from dark grey to black or brown. The tusks of a wild boar are quite long. Those of an adult male may measure up to 7" in length.

Boruta
Dodge: 15
Health points: 18 + 2d6 (27)
Intellect: 4
Physical Resist: +3
Mental Resist: +3
Average size: 6' long, 300 lbs.
Attacks: claws: 2 x 1d4 + 3, and bite: 1 x 1d6 + 3
To-hit modifier: +5
Hide/armor: none
Initiative modifier: +4
Movement rate: 190'

Boruta, also known as lezni, are large feline creatures that inhabit dense forests. They are extremely agile and spend most of their time in trees. Often boruta will ambush their prey by leaping upon their victim from above. Boruta are normally encountered alone and usually hunt at night.

Abilities: Boruta are expert climbers. In addition, they may jump up to 16' vertically, or 24' horizontally. Boruta are considered to have Grade III Acrobatics and Climbing. Boruta vision extends into the infrared spectrum and they may act without penalties in complete darkness. The bite of a boruta is venomous, and in addition to inflicting damage, any creature bitten by a boruta must make a Physical Resistance check of 12 or suffer an intense crippling pain. As a result, the individual's attack rolls are made at -2 to-hit, and its Mental Resistance, Physical Resistance, or proficiency checks are modified by -2. Furthermore, if the afflicted character attempts to cast, a Mental Resistance check of 10 is required to maintain concentration, just as if the creature had been struck during casting. The effect of this venom lasts for 2d4 hours.

Physical description: The body of a boruta resembles a large black cat. However, instead of hair, boruta are covered in small bead-like scales. In addition, boruta have four multi-faceted eyes, and their toothy mouths are bearded by catfish-like barbels.

Bugbear
Dodge: 14
Health points: 18 + 2d6 (25)
Intellect: 6-11
Physical Resist: +6
Mental Resist: +1
Average size: 8.5' tall, 630 lbs.
Attacks: fist: 2 x 1d4 + 3, or 1 x by weapon + 3
To-hit modifier: +3
Hide/armor: none (or by worn armor)
Initiative modifier: +1
Movement rate: 140'

Bugbears are hulking humanoids that reside in caverns or abandoned structures. They are very crude, and generally ill-tempered. Bugbears form small tribes, usually comprised of 4-16 individuals. In each of these tribes, there will always be one alpha-male with maximum health points (30). Bugbears employ crude weapons, and often gather resources via nocturnal raids on other humanoid settlements or travelers. Bugbears speak their own language, but some individuals may speak a limited amount of the common tongue as well. Occasionally a bugbear may practice Ritual or even Faith magic. Bugbears are partial to conflict. However, a generous offering of goods may satisfy an aggressive band of bugbear raiders.

Abilities: Bugbears have excellent low-light vision, and may see in the infrared spectrum. They dislike daylight however.

Physical description: Bugbears appear as massive hairy humanoids, with oversized hands and long arms. Their faces appear goblin-like, but in stature they more closely resemble an ape.

Bunyip
Dodge: 15
Health points: 32 + 1d8 (37)
Intellect: 4
Physical Resist: +6
Mental Resist: +1
Average size: 12′ long, 1800 lbs.
Attacks: claws: 2 x 1d6 + 4, or bite: 1 x 2d6 + 4
To-hit modifier: +5
Hide/armor: none
Initiative modifier: +3
Movement rate: 180′, swim 200′

Bunyips are hideous creatures that appear to be a mix between a gigantic amphibian and an insect. They dwell in swamps and shallow lakes and are only active at night. Bunyips prefer to swim, but they may walk upon their short clawed appendages in search of prey. Nevertheless, bunyips generally hunt by ambush and prefer to lie in shallow water, striking any unwary creature that ventures too close. Bunyips are known for a dreadful high-pitched call they make whenever they attack.

Abilities: Bunyips have excellent low-light vision. In addition, they have a keen sense of hearing and smell while underwater (effectively having Perception Grade II). Bunyips may breathe water as well as air.

Physical description: Bunyips resemble enormous newts, except they are covered by many bony plates along their back. In addition, their eyes are multifaceted like a fly's, and their mouth is flanked by pincer-like mandibles. Bunyips are inky black, and are always covered in a layer of algae and slime.

Caetlwig
Dodge: 11
Health points: 4 + 2d4 (9)
Intellect: *5-7*
Physical Resist: +0
Mental Resist: +5
Average size: 2.5′ wide, 35 lbs.
Attacks: claw: 1 x 1d4
To-hit modifier: +1
Hide/armor: 1
Initiative modifier: +0
Movement rate: 40′, swim 80′

The caetlwig are subterranean aquatic creatures feared for their mind-affecting powers. Caetlwigs are not especially intelligent, but are able to mentally assault the cerebral tissue of creatures with an intellect score of 4 or greater. The effect of this attack is to render the victim comatose, becoming an easy meal for the caetlwig. These creatures are usually found in underground rivers or lakes, and gather in groups of 5-14 individuals. Adult caetlwigs resemble crabs, but have writhing squid-like tentacles instead of legs. They can move upon land, but are much more nimble in water. Caetlwigs are not especially aggressive, but are very territorial. Every group of caetlwigs will have a large alpha male that will inevitably be the most hostile. The gullet of a caeltwig contains several dark stony deposits used in some magical elixirs.

Abilities: Caetlwigs sense the electromagnetic fields of living creatures, and may operate in darkness as well as in light. They breathe water, but can venture upon land for up to 2 hours at a time. Once per round, a caetlwig may mentally attack any intelligent creature (intellect score of 4 or greater) within 20′. The victim of this attack must make a Mental Resistance check of 13 or be affected as if by the 5th Circle Hedge magic spell, Phrenic Trap. This mental attack does not constitute an action for the caetlwig, and it may strike with its large claw within the same round.

Physical description: Caetlwigs resemble large crabs, but have eight tentacles instead of legs. Like crabs they have claws. However, one claw is much larger and used for attacking, whereas the other is more or less vestigial. The shell of a caetlwig is pale blue and its tentacles are black. Juvenile caetlwigs resemble large tadpoles with chitinous heads.

Cambion
Dodge: 12
Health points: 2 + 2d8 (11)
Intellect: *7-15*
Physical Resist: +0
Mental Resist: +1
Average size: 6.2′ tall, 180 lbs.
Attacks: 1 x by weapon, or fist: 1 x 1d2
To-hit modifier: +1
Hide/armor: none (or by worn armor)
Initiative modifier: +1
Movement rate: 120′

Cambions are a race of intelligent humanoids that inhabit the Tellurian plane as well as many of the Blood Realms. It is a common belief that cambions are strictly a human and demon hybrid. However, their history probably predates that of humankind, making such an ancestral relationship unlikely. On the Tellurian plane, cambion societies are typically small, remote and xenophobic, and at times are subterranean. Conversely, within the Blood Realms, they may be encountered in larger numbers, and immense cities and empires of cambions exist. Cambions are highly civilized, and tend to make the most of resources available to them. Somewhat conservative by nature, cambions construct many long-lived institutions and organizations. Despite their infernal heritage, cambions do not tend to be any more malicious than other humanoid races.

Abilities: Cambion vision extends into the infrared spectrum, and they prefer low-light conditions. They respire extremely slowly, and may hold their breath ten times longer than an average human.

Physical description: In many respects, cambions resemble humans, yet tend to be slightly taller. Cambion skin is slightly bronzed, their hair is invariably black, and their irises are a deep red.

Carnivorous Plant, Giant
Dodge: 6
Health points: 15 + 3d8 (30)
Intellect: 1
Physical Resist: +4
Mental Resist: n/a
Average size: 6′ tall, 600 lbs.
Attacks: bite: 1 x 3d4 + 4, and 3 x grab
To-hit modifier: +6
Hide/armor: 1d4
Initiative modifier: -3
Movement rate: 0′

Carnivorous plants come in a wide variety of species, including these giant versions which survive by consuming the flesh of large mammals and humanoid creatures. Like other plants, these giant versions are immobile except for certain features that serve to obtain and consume flesh.

Abilities: Depending on the type of plant, it may have a number of fronds, branches, stalks, or other means of ensnaring prey. Up to three attacks can be made to grab an opponent with these appendages; a successful hit causes no damage but captures the creature and holds it motionless unless a Feat of Strength (target number 13) can be made. The following round, a grabbed creature is bitten by the plant's large maw. Carnivorous plants, being flora, are immune to charm, sleep, and other spells that require Mental Resistance checks.

Physical description: Giant carnivorous plants vary in appearance. Some are giant Venus flytraps, others are enormous pitcher plants, and still others are man-eating willow trees.

Catoblepas
Dodge: 13
Health points: 34 + 2d8 (45)
Intellect: 3
Physical Resist: +5
Mental Resist: +2
Average size: 7' tall, 1800 lbs.
Attacks: bite: 1 x 2d4 + 4, or breath
To-hit modifier: +6
Hide/armor: none
Initiative modifier: +0
Movement rate: 140'

The catoblepas is a large bloated-looking quadruped with the body of a buffalo and the head of an enormous boar. They are omnivores, and are most often encountered in grassy marshes or temperate plains. Catoblepas are terrible creatures, as they have both a powerful curiosity and a foul temperament. Although they naturally feed upon roots and carrion, the catoblepas are often attracted to settlements or campsites in search of easy food. Catoblepas do not scare easily, and are just as likely to fight as flee if confronted. Typically, the beast will attack by goring with its tusked mouth. However, if the catoblepas is particularly threatened, it will exhale a hideous steam from its mouth upon its offender which can induce spasms.

Abilities: When a catoblepas breathes as an attack, any creature within 6' of the creature must make a Physical Resistance check of 16 or fall into a retching fit for 2d4 rounds. Thereafter, the individual loses 1d4 + 1 agility points for one day. While in this fit, a character may not act, and his or her dodge is reduced by one-half. The catoblepas often continues to attack such affected creatures.

Physical description: Catoblepas are massive buffalo-like creatures that have the head of a large boar. Catoblepas are invariably filthy and are always accompanied by a foul odor of rot.

Cats; *Felidae*

Cats are strictly carnivorous mammals. They are excellent hunters, and possess keen hearing and eyesight. Cats ambush and immobilize prey by pouncing, then deliver a lethal neck bite. By and large, cats are extremely nimble and are good climbers. In addition, cats possess rather loose skin, enabling them to turn in a fight, even when their opponent has a hold of them. Cats may be either social or solitary creatures.

Cats are quite agile and have refined sensory apparati. They have Acrobatics, Climbing, Perception, and Stealth at Grade II.

Several types of cats may be included in a campaign setting. Here four commonly encountered species are described:

Cougar
Dodge: 16
Health points: 15 + 1d4 (18)
Intellect: 3
Physical Resist: +2
Mental Resist: +3
Average size: 6' long, 140 lbs.
Attacks: claws: 2 x 1d4 + 1, and bite: 1 x 1d6 + 2
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +4
Movement rate: 180'

The cougar is known by many other names, including mountain lion, panther, and puma. This cat is successful in many climates, and as such, has an enormous range. An opportunistic predator, the cougar will eat any animal it can catch. Like most cats, the cougar typically attacks by ambush.

Abilities: Cougars may jump up to 20' vertically, or 40' horizontally. Cougars have keen night-vision, suffering no penalties unless in complete darkness.

Physical description: Cougars are typically silvery-grey or reddish, with lighter patches on the under body. However, near white or near black cougars may be encountered as well.

Lion
Dodge: 15
Health points: 23 + 1d8 (28)
Intellect: 3
Physical Resist: +4
Mental Resist: +2
Average size: 7' long, 350 lbs.
Attacks: claws: 2 x 1d4 + 4, and bite: 1 x 1d8 + 4
To-hit modifier: +5
Hide/armor: none
Initiative modifier: +3
Movement rate: 180'

Lions are predatory carnivores that tend to organize in large groups called prides. Each pride consists of several females, offspring, and 1 to 4 males. Female lions do the pride's hunting, working together to ambush and kill prey. However, male lions are extremely territorial, and will not hesitate to attack any perceived threat. Lions spend much of their time resting, being inactive for about 20 hours per day.

Abilities: Lions may jump up to 14' vertically, or 24' horizontally. Lions have superior low-light vision, and can act without penalties unless in complete darkness.

Physical description: Lions appear as large light-brown cats with short hair. Male lions possess a thick mane about their head and neck.

Saber-tooth
Dodge: 15
Health points: 29 + 1d8 (34)
Intellect: 3
Physical Resist: +5
Mental Resist: +2
Average size: 6' long, 450 lbs.
Attacks: claws: 2 x 1d4 + 5, and bite: 1 x 1d8 + 5
To-hit modifier: +5
Hide/armor: none
Initiative modifier: +2

Movement rate: 180'

The saber-tooth cat gets its namesake for its two long canines (about 7" long), which extend downward from its mouth, even when closed. Bulkier then most cats, the saber-tooth almost resembles a bear in appearance. As a consequence, they are less agile, and tend to hunt by ambush alone. Saber-tooth cats are fiercely aggressive, and will often attack prey much larger than itself. Saber-tooth cats are found in temperate forests and grasslands.

Abilities: Saber-tooth cats have superior low-light vision, and can act without penalties unless in complete darkness.

Physical description: These cats are notable for their two large canine teeth that extend down from their powerful jaws. Saber-tooth cats have short shaggy coats, and are muddy brown in color.

Tiger
Dodge: 15
Health points: 27 + 1d8 (32)
Intellect: 3
Physical Resist: +5
Mental Resist: +2
Average size: 8' long, 550 lbs.
Attacks: claws: 2 x 1d6 + 4, and bite: 1 x 1d8 + 4
To-hit modifier: +5
Hide/armor: none
Initiative modifier: +3
Movement rate: 180'

Tigers are found in tropical rainforests, boreal forests, and dry savannas. They are strong swimmers, and do not hesitate to cross bodies of water when stalking prey. Tigers hunt alone and prefer medium to large sized mammals. They ambush their prey as other cats do, using their size and strength to knock large prey off balance. Tigers are fiercely territorial, and often spend their time traveling about their range.

Abilities: Tigers may jump up to 16' vertically, or 30' horizontally. Tigers have superior low-light vision, and can act without penalties unless in complete darkness.

Physical description: Tigers have rusty-reddish to brown coats, light underbellies, and stripes that vary from dark brown to black.

Centaur
Dodge: 13
Health points: 12 + 1d8 (17)
Intellect: 9-13
Physical Resist: +2
Mental Resist: +0
Average size: 8' tall, 950 lbs.
Attacks: hooves: 2 x 1d4, or 1 x weapon +1
To-hit modifier: +3
Hide/armor: none (or by worn armor)
Initiative modifier: +2
Movement rate: 240'

Centaurs are a wild race of creatures composed of the torso of a human joined at the waist to a horse's withers. These creatures form bands of 5-20 individuals, and are nomadic by nature. Centaurs are intelligent, and often speak one or more languages in addition to their own. Nonetheless, centaurs are cautious when interacting with other races, and tend only to do so on their own terms. Centaurs do not make, but trade for human weapons and armor, which they employ effectively. They are renowned archers.

Abilities: Centaurs have no extraordinary abilities. However, some centaurs may employ ritual or faith magic. Some centaur warriors have disciplines for melee and missile combat.

Physical description: The torso of a centaur appears as a human male or female. At times, they cover this portion of their body with armor or clothing. Centaur's hindquarters are colored much like horses, with great variations in patterns and color.

Centipede, Giant
Dodge: 14
Health points: 14 + 1d8 (19)
Intellect: 2
Physical Resist: +1
Mental Resist: +0
Average size: 6' long, 65 lbs.
Attacks: bite: 1 x 1d8
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +3
Movement rate: 180'

Giant centipedes are generally found underground or in abandoned structures where carrion or refuse is present. Giant centipedes are carnivorous, yet naturally subsist on rodents, large insects, or similar prey. As such, giant centipedes will not attack larger creatures unless provoked or cornered. However, if a larger creature is badly wounded, a giant centipede may be encouraged by the smell of blood and driven to attack out of predatory instinct.

Abilities: If bit by a giant centipede, a creature must make a Physical Resistance check of 14 or suffer an additional 8 health points of damage.

Physical description: Giant centipedes are generally 6' long, and vary from pale orange to dark purple in color. Centipedes move erratically, and almost always at their maximum speed.

Cephlocid

Dodge: 14
Health points: 8 + 2d8 (17)
Intellect: 12-15
Physical Resist: +3
Mental Resist: +4
Average size: 6.5′ tall, 200 lbs.
Attacks: 1 x by weapon + 2, or special
To-hit modifier: +3
Hide/armor: none (or by worn armor)
Initiative modifier: +2
Movement rate: 120′, swim 80′

Cephlocids are a race of subterranean humanoids that resemble a hideous mix between a troll and a squid. They are vicious creatures and although intelligent, rarely interact with other races in a civil manner. Deep within the earth, cephlocids build vast complexes of tunnels, where the live in a hive-like society. As cephlocids may breathe water as well as air, it is common that many of their tunnels will be flooded, particularly those at the boundaries of their warrens.

Cephlocids are carnivorous, but prefer to feed upon a living host. To do so, cephlocids inject a paralytic poision into their victims through a proboscis that extends from their lamprey-like mouth. Individuals paralyzed by a cephlocid will be carried back into the hive, where they will be placed into a pod for later consumption.

Cephlocids speak amongst each other telepathically and share a hive-based consciousness. Any individual within one mile of their lair will act under the hive's directions, willingly sacrificing itself for the benefit of the whole. Outside of this radius, cephlocids act as individuals or as a single-minded group if multiple cephlocids are present. Cephlocids will occasionally wear armor made from the hides of subterranean creatures and fashion their own weapons.

Abilities: If a cephlocid restrains, stuns, or knocks an individual unconscious, it will attempt to inject a paralytic poison into the victim via a needle-like proboscis extending from its mouth. A conscious creature must make a Physical Resistance check of 14 or be paralyzed for 3d4 days. If the victim is unconscious, no Physical Resistance check is allowed. Cephlocids may see in the infrared spectrum and may telepathically communicate for up to one mile with other cephlocids. Once per day, a cephlocid may send a mental shock, stunning one creature within 20′ for 1d2 rounds unless a Mental Resistance check of 13 is made.

Physical description: Cephlocids are tall, lanky humanoids with long powerful arms and thin clawed fingers. Their skin is greenish-grey and moist, and they are devoid of hair. The thin faces of cephlocids are bearded with numerous writhing tentacles that surround a toothy lamprey-like orifice. A long needle like proboscis may extend up to 2′ from the cephlocid's mouth.

Chimera

Dodge: 17
Health points: 24 + 1d8 (29)
Intellect: 8-10
Physical Resist: +5
Mental Resist: +5
Average size: 10′ long, 850 lbs.
Attacks: Special (see below)
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +4
Movement rate: 180′

Chimeras are bizarre magical beasts, comprised of the parts of multiple animals, often in a haphazard arrangement. Due to their variable nature, the abilities of chimeras can not be generalized. However, among chimeras, one motif is more common than most. This chimera has the body and head of a lion, a second head of a goat, and a long snake in the place of a tail. The abilities of this chimera are provided here.

The origins of chimeras are unclear and possibly variable. However, it is known that some chimeras have been created by powerful extra-planar beings, usually to serve a specific purpose (such as guarding a holy site or relic). As such, the behavior of a chimera will largely depend upon whether it is free, or in the service of another being. Nonetheless, chimeras are malicious, and they rarely hesitate to attack less powerful creatures when provided an opportunity. Additionally, most species of chimera are sterile and are found in isolation.

Abilities: The chimera described above may claw with its forepaws (1d4 + 2) and bite with its lion's head (1d8) and/or snake's head (1d2). If struck by the snake's head, the victim must make a Physical Resistance check of 13 or suffer 2 points of additional damage each round for 5 rounds (10 additional points total). Alternately, twice per day, the goat head of the chimera may breathe fire in a 12′ long and up to 3′ wide cone, burning all within it for 2d8, or 1d8 if a successful Physical Resistance check of 15 is made.

Physical description: As mentioned above, chimeras may vary greatly in appearance and their abilities. Nevertheless, chimeras are typically the perverted composition of three natural animals. Most chimeras can either breathe fire, or exhale a poisonous gas.

Cockatrice

Dodge: 17
Health points: 8 + 2d4 (13)
Intellect: 5-6
Physical Resist: +2
Mental Resist: +4
Average size: 3-4′ tall, 70 lbs.
Attacks: bite: 1 x 1d3
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +6
Movement rate: 100′, fly 220′

The cockatrice is a bizarre avian creature, with the head and body of a rooster, but the leathery wings and extended tail of a serpent. Typically, these creatures are found within the Viridian Realms. However, cockatrices are also found to a lesser extent in the Blood Realms and the Tellurian plane. In the Tellurian plane, cockatrices are found alone or in pairs in temperate or tropical climates.

Despite their ability to fly, cockatrices tend to have limited ranges, and these creatures will remain near the same roost for decades. In general, cockatrices will nest in tall abandoned structures, or upon high inaccessible cliffs. Cockatrices typically feed upon small mammals and lizards. Cockatrices will not usually attack unless provoked, or if they feel their roost is threatened.

Abilities: The most distinguishing feature of the cockatrice is the effect of its magical gaze. Any creature making direct eye-contact with the cockatrice must make a Mental Resistance check of 11 or be turned to stone. Typically, the only cure for this petrification is a Restore spell cast by a powerful priest, or possibly the Change spell of a powerful mage. In general, any creature in combat with a cockatrice has a 10% chance per round of making eye-contact with the cockatrice.

Physical description: As mentioned, the cockatrice has the head and body of a large rooster, and the leathery wings and tail of a serpent. Their avian parts are of similar coloring to a cock, whereas their wings and tail are a bright yellowish-green.

Crocodile; *Crocodylus*

Crocodiles are large aquatic reptiles that inhabit tropical regions. Most crocodiles dwell in freshwater habitats such as rivers, lakes and swamps. Some species are found in marine environments however, usually at the mouths of coastal rivers. Crocodiles will feed upon fish, reptiles and mammals, and will not hesitate to attack humanoids. They are powerful swimmers and exceptional predators.

Crocodile, Common

Dodge: 14
Health points: 33 + 2d4 (38)
Intellect: 3
Physical Resist: +3
Mental Resist: +0
Average size: 15′ long, 2200 lbs.
Attacks: bite: 1 x 1d8 + 4
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +0
Movement rate: 60′, swim 160′

Crocodiles are ambush hunters, typically waiting for prey to come close, then rushing out to attack. Despite their slow appearance, crocodiles are quick and aggressive, and will eat most any animal, including humans. As crocodiles are cold-blooded, they can survive long periods without food, and can wait for long periods for prey.

Abilities: If a crocodile scores a natural 19 or 20 on a roll to-hit, its prey is caught within the crocodile's jaws. Thereafter, the prey will automatically suffer 2d4 points of damage per round until released (Feat of Strength of 16 to break free). If a crocodile scores such a hit in water, the crocodile will often dive underwater in an attempt to drown its victim.

Physical description: Crocodiles are large greenish-grey reptiles with large toothed mouths and long powerful tails.

Crocodile, Saltwater

Dodge: 14
Health points: 40 + 2d4 (45)
Intellect: 3
Physical Resist: +5
Mental Resist: +1
Average size: 18′ long, 2500 lbs.
Attacks: bite: 1 x 2d6 + 4
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +0
Movement rate: 60′, swim 160′

In most respects, saltwater crocodiles are similar to their freshwater cousins. However, saltwater crocodiles are larger, and somewhat more aggressive. Saltwater crocodiles are most commonly found in marine waters. Yet, during the wet season, saltwater crocodiles may be found in freshwater swamps and rivers.

Abilities: If a saltwater crocodile scores a natural 19 or 20 on a roll to-hit, its prey is caught within the crocodile's jaws. Thereafter, the prey will automatically suffer 2d6 points of damage per round until released (Feat of Strength of 18 to break free). If a saltwater crocodile scores such a hit in water, the crocodile will often dive underwater in an attempt to drown its victim.

Physical description: Saltwater crocodiles are similar in appearance to their smaller cousins, but are somewhat broader.

Currudi

Dodge: 12
Health points: 75 + 3d10 (92)
Intellect: 3
Physical Resist: +10
Mental Resist: +8
Average size: 70′ long, 22,000 lbs.
Attacks: bite: 1 x 2d8 + special, or breath
To-hit modifier: +8
Hide/armor: 1d4
Initiative modifier: +0
Movement rate: swim 200′

Currudi are enormous marine-dwelling serpents that usually encountered far from land. They are very aggressive carnivores and prey upon whales, sharks, squid and other large sea creatures. They are most active at night, and can often be identified due to a subtle phosphorescence of their scales. Currudi do not typically prey upon men. However, they will occasionally swamp small vessels, or appear and attack if wounded individuals are in the water, most likely attracted by the convergence of sharks. Currudi produce a caustic bile, and their gland that does so is highly prized by alchemists.

Abilities: Currudi have a caustic saliva, and any creature bitten must make a Physical Resistance check of 15 or suffer an additional 4 points of damage. Once per hour a currudi may spit a 20′ long by 3′ wide spray of bile, inflicting 2d6 points of damage, or 1d6 points of damage if a Physical Resistance check of 15 is made.

Physical description: Currudi appear as enormous snake-like serpents with a flat finned tail. Their heads are reptilian, and their great maws are lined with rows of serrated teeth. The scales of a currudi are pale green, and softly glow in the dark.

Daevas; *Daevas Ahuras*

Daevas are a race of intelligent beings native to the numerous pocket dimensions and Realms of Perdition. Like most creatures of the Realms, daevas are often arrogant, callous, and cruel. Daeva society reflects their nature, and power and subjugation underlie the social order. Daevas were the primary race of Perdition aeons ago, but the coming of the archons disrupted the order there, and now the daevas are a lesser entity in the Realms.

Due to their tumultuous nature, daevas rarely command large regions of territory for extended periods of time. Where governmental structures do exist, they are typically feudalistic or despotic. War is constant amongst daevas, and it is fortunate for all living things they focus their aggression upon themselves. There are two types of daevas, the lesser and the greater, with both appearing physically similar. Daevas are almost the exact opposite in character from archons-whereas archons are orderly, excel at engineering, and lack originality, daevas relish in creative expression, chaos, and destruction.

It is left to the Game Master to create individual daevas as he or she sees fit. Those presented below are examples only.

Some common daeva names are: Aghash, Akatash, Anashtih, Anast, Apaush, Araska, Ashmogh, Az, Azi Dahak, Buht, Bushasp, Cheshma, Eshm, Freptar, Kunda, Mitokht, Nang, Nasa, Niyaz, Pinih, Rashk, Sij, Sitoj, Spazg, Spuzgar, Taromaiti, Uta, Varun, and Vizaresh.

Daeva, Lesser
Dodge: 18
Health points: 23 + 2d8 (32)
Intellect: 8-12
Physical Resist: +3
Mental Resist: +6
Average size: 6′ tall, 190 lbs.
Attacks: fist: 2 x 1d3 + 4, or 2 x by weapon + 4
To-hit modifier: +6
Hide/armor: none (or by worn armor)
Initiative modifier: +5
Movement rate: 180′, fly 220′

Lesser daevas are similar in appearance to greater daevas, but are slightly smaller. They typically form clan-based societies, and spend most of their resources warring with one another. Clans of lesser daevas are normally comprised of less than 50 individuals. However, some tribes of 100 or more individuals may be found. Lesser daevas usually flock around the most powerful of their kind, but show no loyalty if their leader falters or displays weakness. They are frequently encountered with ghuls, which they regularly employ within their armies and occasionally breed with. The lesser daevas usually avoid their larger cousins, as they are commonly enslaved by them.

Lesser daevas build large metal structures or dwell in subterranean caverns. Their settlements are typically unsightly and filled with waste. They craft and employ their own weapons and armor. Lesser daevas eventually destroy any resources within their territory, and this is a common basis for their need to conquer new land.

Abilities: Daevas are immune to spells of sleep, illusion or charm. Lesser daevas may innately cast the following Faith magic spells once per day: Darkness, Weakness, Aphasia, Sense Life, and Paralyze.

Physical description: Lesser daevas vary in appearance, but usually seem to be human or faerie. The clothing and armaments of lesser daevas depends upon their status, but is generally quite elaborate.

Daeva, Greater
Dodge: 22
Health points: 31 + 2d8 (40)
Intellect: 11-15
Physical Resist: +5
Mental Resist: +11
Average size: 9′ tall, 400 lbs.
Attacks: fist: 2 x 1d4 + 4, or 3 x by weapon + 5
To-hit modifier: +6
Hide/armor: none (or by worn armor)
Initiative modifier: +7
Movement rate: 160′, fly 220′

Greater daevas resemble lesser daevas, but are somewhat larger. Unlike that of lesser daevas, greater daeva society is somewhat more stable and fiefdoms containing 1000 individuals are common. Slavery is an important component of daeva culture, and lesser daevas, ghuls, or captured enemies comprise their compulsory workforce. The daevas wage wars against the archons, which constantly enhance the devastation and ruin of the Realms of Perdition. Their cities are fortress-like, and often are highly mechanistic and fanciful in appearance. As greater daevas vary little in physical power, their leaders tend to be the most cunning and ruthless of their kind. Sometimes these leaders have risen by aligning themselves with the archons.

Abilities: Daevas are immune to spells of sleep, illusion or charm. Greater daevas may innately cast the following Faith magic spells once per day: Darkness, Weakness, Fear, Sense Life, Paralyze, Strike, Atony, and Swarm.

Physical description: Like their lesser cousins, greater daevas take a wide range of forms. Greater daevas often dress in highly colorful and odd clothing, and use a variety of tools and weapons.

Daeva, Greater (Agneus)
Dodge: 21
Health points: 42
Intellect: 19
Physical Resist: +9
Mental Resist: +7
Average size: 12′ tall, 750 lbs.
Attacks: axe: 2 x 1d8 + 6, sword: 2 x 1d6 + 7
To-hit modifier: +7
Hide/armor: none (or by worn armor)
Initiative modifier: +3
Movement rate: 220′

Agneus is a daeva constantly surrounded in flames. He is an energetic being, and is constantly traveling about the Realms of Perdition upon his flaming horse. Agneus is typically friendly, but is quick to anger. Nevertheless, he is also quick to forgive, especially when given gifts.

Agneus does not like conflict. Still he always carries a bronze sword and axe, and wears a magic bronze breastplate (absorbs 1d4 + 2).

Abilities: Agneus is immune to heat, sleep, illusion, and all forms of charm. He may innately cast the following Faith spells once per day: Illuminate, Sense Deception, Telepathy, Enthrall, Inspirit, Conflagration, Locate and Immolate. Three times per day Agneus may travel between planes as if he had innately cast the 8th circle Hermetic spell Gate upon himself. Anything combustible that Agneus touches may be set aflame.

Physical description: Agneus is a large red-colored man with dark black eyes. He has two faces on his head, and has four arms. Agneus is always burning.

Daeva, Greater (Aurelius the Dyer)
Dodge: 20
Health points: 44
Intellect: 17
Physical Resist: +12
Mental Resist: +7
Average size: 11′ tall, 950 lbs.
Attacks: 2 x by weapon + 6, or horns: 1 x 2d8 + 6
To-hit modifier: +6
Hide/armor: none (or by worn armor)
Initiative modifier: +2
Movement rate: 200′

Aurelius the Dyer usually appears as a large black minotaur. He is the master of a large dyeworks and loom factory within a small dimension of the Realms of Perdition. Most often Aurelius is found at social gatherings or other places where many daevas are present. Aurelius strongly dislikes isolation, and he will go to great lengths to stay within the company of others. Furthermore, Aurelius is extremely loyal and will never forget a deed done on his behalf. Aurelius carries a small black wand that may invoke meteor showers.

Abilities: Aurelius is immune to sleep, illusion, and all forms of charm. He may innately cast the following Faith spells once per day: Illuminate, Sense Deception, Telepathy, Enthrall, Inspirit, and Pacify. Twice per day Aurelius may travel between planes as if he had innately cast the 8th circle Hermetic spell Gate upon himself. Aurelius carries a magic wand that may cause a small shower of meteors once per day. During this meteor shower, all those within 200′ of Aurelius (excluding himself) suffers 6d8 points of damage, or 3d8 points of damage if a Physical Resistance check of 15 is made. Aurelius is the master of his dyeworks, and should be considered Grade IV in any appropriate proficiency.

Physical description: Aurelius normally appears as a large black minotaur. He typically wears extremely fine, colorful clothes, and is never without his magical black wand.

Daeva, Greater (Jeh)
Dodge: 21
Health points: 38
Intellect: 16
Physical Resist: +5
Mental Resist: +12
Average size: 9′ tall, 320 lbs.
Attacks: flail: 3 x 1d6 + 6
To-hit modifier: +6
Hide/armor: none (or by worn armor)
Initiative modifier: +7
Movement rate: 180′, fly 220′

Jeh is an ancient and powerful daeva known throughout the Realms of Perdition for her powerful magical abilities. Unlike most daevas, Jeh is an accomplished sorceress, and may cast Hermetic spells of up to the 6th circle. Jeh was once a daeva princess, whose kingdom was destroyed by the archons soon after she inherited it from her father. Amongst daevas, her rise in personal power and the revenge she exacted upon her usurpers is legendary. However, after regaining her reputation, Jeh maintained little interest in rule. Instead she worked only to increase her magical abilities and spent her time in pursuit of arcane knowledge and artifacts. Jeh has no permanent residence, but carries many useful artifacts upon her person and within her carriage.

Abilities: Like all daevas Jeh is immune to spells of sleep, illusion or charm. She may innately cast the following Faith magic spells once per day: Darkness, Weakness, Fear, Sense Life, Paralyze, Shatter, Strike, Curse, Atony, and Swarm. Jeh is a 6th circle Hermetic magic-user. In addition she possesses several magical items, including a Ring of Invisibility, a Ring of Regeneration and Bracers of Protection. Jeh has all magic-related proficiencies (e.g., Dweomercraft, Magic acuity) at Grade IV.

Physical description: Jeh appears as a 9′ tall woman with large feathered wings. She wears fine silk clothing, and wields a long magic flail.

Daeva, Greater (Sindic V)
Dodge: 23
Health points: 40
Intellect: 14
Physical Resist: +6
Mental Resist: +10
Average size: 9′ tall, 450 lbs.
Attacks: spear: 3 x 1d6 + 6
To-hit modifier: +7
Hide/armor: none (or by worn armor)
Initiative modifier: +6
Movement rate: 150′, fly 220′

Sindic V is a terrible daeva whom reigns over a small ruin-filled island within the Realm of Zoan, a plane of vast seas and volcanic islands. He resides in an immense ship that eternally sails the waters. His kingdom is based upon his unequaled naval power, and his network of trade and communication is somewhat unique amongst daeva-kind. In fact, it is thought that Sindic V is able to maintain his empire due to the favor of Serena Klee, a powerful archon sea-princess thought to dwell within the waters of Zoan. He rarely leaves his vessel. However, he will occasionally serve as admiral during major naval campaigns, and his fleet usually contains several ships.

Abilities: Like all daevas, Sindic V is immune to spells of sleep, illusion or charm. Once per day, he may innately cast the following Faith magic spells once per day: Darkness, Weakness, Water Walk, Fear, Sense Life, Wind, Paralyze, Strike, and Atony. Sindic V carries a large magic spear that can summon a greater water elemental once per day as if by the 7th circle Hermetic spell, Summon Greater Elemental. He also carries a Wand of Lightning.

Physical description: Sindic V appears as a 10′ tall dark man with large leathery wings. He has only one real eye, as his left eye was put out by an archon's lance millennia ago. He now has a large metal prosthetic eye in its socket. Angra wears a dark blue uniform and wields a long black spear draped with ribbons.

Daeva, Greater (Vaaki)
Dodge: 21
Health points: 38
Intellect: 20
Physical Resist: +10
Mental Resist: +10
Average size: 7′ tall, 210 lbs.
Attacks: Special
To-hit modifier: +0
Hide/armor: none (or by worn armor)
Initiative modifier: +5
Movement rate: 220′

Vaaki is a particularly intelligent daeva that is infatuated with knowledge and the arts. Most often she may be found in an institution of learning, or playing a musical instrument. She is renowned in the Realms of Perdition for her vast knowledge, and is often called upon by others as council or mentor. Vaaki strongly dislikes conflict and unless compelled, she will have no part in it. If given no choice, Vaaki will typically release a piercing shout which will stun or deafen her adversaries.

Abilities: Vaaki is immune to sleep, illusion, and all forms of charm. She may speak and understand any language. Once per day, Vaaki may innately cast the following Faith spells: Illuminate, Sense Deception, Mend, Telepathy, Enthrall, Insight, Inspirit, Strike, Reveal Enchantment, Locate, and Pacify. Twice per day Vaaki may travel between planes as if she had innately cast the 8th circle Hermetic spell Gate upon herself. Once per hour Vaaki may emit a piercing shout. If she does, any creature within 200′ of Vaak must make a Physical Resistance check of 17 or be stunned and deaf for 2d6 rounds. If the Physical Resistance check is successful, the individual is deafened for 1d6 rounds. Vaaki has all knowledge proficiencies at Grade IV, and is often consulted by daeva and other races for her learning.

Physical description: Vaaki appears as a beautiful yellow-skinned woman with four arms. She is typically dressed in fine flowing garments and often carries a musical instrument.

Demons; *Daemon Asuras*

Demons are the most numerous native inhabitants of the Blood Realms. They may be found in numbers ranging from small bands to vast crowded cities, but are often found alone in the Tellurian plane, acting as guardians or carrying out tasks for powerful magicians. Demons come in a wide variety of shapes and sizes. However, most demonic forms will appear hideous to residents of the Tellurian plane. Demons are characteristically cunning, and may rarely be trusted. Most organization of demon society is based upon power and subjugation, although there is some regard for legacy, custom, and honor.

Demons may be roughly divided into four classes. These are: minor demons, lesser demons, greater demons, and archdemons. The manes account for the majority of minor demons. Lesser demons and imps are abundant and vary greatly. Greater demons are rarer, and tend to act independently.

Archdemons represent the most powerful creatures of the Blood Realms. They are extremely rare, and generally command large swaths of territory, sometimes reigning over an entire Bloodrealm. Archdemons almost always have numerous followers, and are sometimes worshipped as gods. Fortunately, these beings seldom venture beyond their own territory, and prefer to extend their influence via servants or vassals. Clashes between archdemons are always calamitous, and such battles often produce consequences that resonate into other Realms as well. It is exceedingly rare for a mortal to encounter an archdemon. Archdemons often look kindly or with pity on mortals and sometimes seek to help them if possible.

Due to the great variability amongst demon-kind, the Game Master is encouraged to create new types as he or she wishes.

Some example demon names are: Aamon, Abraxas, Ammut, Anzu, Apollyon, Asmoday, Astaroth, Azazel, Asb'el, Balaam, Bael, Balberith, Bartimaeus, Bune, Caim, Calcabrina, Canivean, Castor, Chemosh, Culsu, Dasa, Drolen, Eleksha, Euryale, Ezekiel, Faquarl, Focalor, Forneas, Furfur, Gremory, Haagenti, Hantu, Haures, Ipos, Jabor, Kala, Krayl, Lempo, Libicocco, Liira, Lilim, Lilith, Liuvart, Lix, Malacoda, Malphas, Marou, Matanbuchus, Milcom, Moloch, Murmer, Naamah, Nelchael, Nix, Olias, Oriax, Oulotep, Paimon, Pruflasis, Raum, Rexor, Rosier, Sabnock, Salikotal, Sallos, Samael, Scox, Semyazza, Shax, Sidragasum, Sonneillon, Teeraal, Vassago, Vepar, Verrine, Yeqon, and Ziz.

Demon, Minor (Hellhound)
Dodge: 17
Health points: 19 + 1d4 (22)
Intellect: 4
Physical Resist: +4
Mental Resist: +2
Average size: 7′ long, 220 lbs.
Attacks: bite: 1 x 1d6 + 4, or breath
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +3
Movement rate: 210′

Hellhounds appear as large wolves. However, their eyes are red and their tongues are composed of flame. Hellhounds may be found within the Blood Realms, and less commonly is the Tellurian plane. Feral packs of hellhounds roam the wilderness of the Blood Realms, attacking anything they can overpower, including other demons. Nevertheless,

many demons keep hellhounds as pets, or train them to be used in battle.

Abilities: Once per hour a hellhound may breathe a 6' jet of flame. Any creature struck by this fire suffers 2d6 points of damage, or 1d6 points if a Physical Resistance check of 13 is made. Hellhounds have Perception Grade II.

Physical description: Hellhounds appear as very large dogs with mangy thick coats of black fur. Their eyes glow red and flames constantly burn in their mouths.

Demon, Minor (Imp, Lesser)
Dodge: 13
Health points: 2 + 1d4 (5)
Intellect: 3-5
Physical Resist: -2
Mental Resist: -2
Average size: 2' tall, 15 lbs.
Attacks: claw: 2 x 1d2
To-hit modifier: +1
Hide/armor: none
Initiative modifier: +2
Movement rate: 130'

Imps are a race of small demons which are not only found throughout the Blood Realms, but may be rarely encountered in the Tellurian plane as well. Imps are notorious for their mischievousness. Unlike many denizens of the Realms, imps are not thoroughly misanthropic and evil in nature. In fact, lesser imps have a strong inclination to form bonds with other creatures, and if treated well, they can be become loyal companions. It is for these reasons that many powerful spellcasters and creatures use lesser imps as servants or familiars.

If encountered alone, an imp will likely flee immediately, and then subsequently secretly follow the creature out of curiosity. At this point, it is likely the imp may cause mischief to this creature in order to entertain itself. If attacked, an imp will scratch with its two clawed hands. Imps do not like children, and will typically avoid them or attempt to scare them away.

Abilities: Lesser imps are not affected by spells of charm or illusion and are immune to disease. Imps have affinity for Hermetic magic, and when aided by one or more imps, other mages gain a +1 bonus to Hermetic Dweomercraft proficiency checks.

Physical description: Like most demons, imps vary greatly in their coloring and appearance. However, lesser imps are generally some form of humanoid about 2' in height.

Demon, Minor (Imp, Greater)
Dodge: 14
Health points: 8 + 1d4 (11)
Intellect: 5-7
Physical Resist: -1
Mental Resist: -1
Average size: 4' tall, 45 lbs.
Attacks: claw: 2 x 1d4 + 1
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +2
Movement rate: 140'

Like their smaller cousins, greater imps are mischievous. However, the hijinks of greater imps tend to be more malicious. In addition, greater imps have a slighter inclination than lesser imps to form bonds with other creatures. If attacked, a greater imp will scratch with its two clawed hands.

Abilities: Greater imps are not affected by spells of charm or illusion and are immune to disease. Imps have affinity for Hermetic magic, and when aided by one or more imps, other mages gain a +1 bonus to Hermetic Dweomercraft proficiency checks.

Physical description: Greater imps vary greatly in their coloring and appearance. However, they are typically some form of humanoid about 4' in height.

Demon, Minor (Manes)
Dodge: 14
Health points: 12 + 1d4 (15)
Intellect: 4-6
Physical Resist: +0
Mental Resist: -1
Average size: 3' tall, 45 lbs.
Attacks: claw: 2 x 1d2 + 1, bite: 1 x 1d4 + 1
To-hit modifier: +1
Hide/armor: none
Initiative modifier: +2
Movement rate: 120'

Manes are a species of diminutive demons that populate the Blood Realms and occasionally plague the Realms of Perdition. Manes are generally found in large numbers and are extremely aggressive, often cannibalizing their own weaker members. Due to their maliciousness, and somewhat mindless flocking behavior, manes are often considered to be a scourge upon the Blood Realms themselves. As such, it is not uncommon for more powerful demons to destroy manes whenever they are encountered in small numbers.

Whether found alone or in a group, manes will almost always attack immediately, unless the potential victim(s) are obviously more powerful. When attacking, a manes will scratch with its two clawed hands and bite.

Abilities: Manes are not affected by spells of charm or illusion and are immune to disease and cold. Manes may innately cast the Hermetic spell Darkness once per day.

Physical description: Manes vary somewhat in their size and coloring. However, manes are generally horned goblin-like creatures about 3' in height.

Demon, Lesser (General)
Dodge: 15
Health points: 35 + 1d8 (40)
Intellect: 8-13
Physical Resist: +4
Mental Resist: +4
Average size: 7' tall, 200 lbs.
Attacks: claw: 2 x 1d2 + 1, or 2 x weapon + 3
To-hit modifier: +5
Hide/armor: none (or by worn armor)
Initiative modifier: +5
Movement rate: 160'

Lesser demons comprise 40-50% of the demon populous. Due to their relatively weak physical stature, lesser demons hold little power in most regions of the Blood Realms. At times lesser demons will work together towards a common goal. However, due to their opportunistic nature, such collective efforts are usually short-lived. Lesser demons are often employed by greater beings, and are at times summoned by powerful magic-users to the Tellurian plane. Lesser demons vary greatly in physical appearance, and the statistics here represent only one possible individual.

Abilities: Demons are not affected by spells of charm or illusion and are immune to disease and poison. They are also immune to cold or heat. Lesser demons may innately cast the following Hermetic spells once per day: Darkness, Silence, Terror, and Compel. Lesser Demons have Intimidate, Perception, Persuasion, and Magic Acuity at Grade II.

Physical description: Lesser demons take just about any physical appearance imaginable: beautiful men, women and children; leprous gnoles or goblinoids; classical demonic brutes with bestial or serpentine bodies; or shades on the wall.

Demon, Lesser (Incubus)
Dodge: 15
Health points: 23 + 1d8 (28)
Intellect: 10-14
Physical Resist: +4
Mental Resist: +4
Average size: 6' tall, 180 lbs.
Attacks: 2 x weapon + 4
To-hit modifier: +5
Hide/armor: none (or by worn armor)
Initiative modifier: +5
Movement rate: 160', fly 200'

Incubi are a race of shape-shifting lesser demons that often resemble human men or cambions. In their demonic form, incubi have bat-like leathery wings and small horns protruding from their foreheads. Incubi are often considered as a male counterpart to the succubae, however they are true shape-shifters, and do not employ illusion to mask their demonic heritage. Incubi are cunning, egotistical creatures, and some incubi have covertly risen to positions of power within the world of men. The result of a human-incubi union is a cambion-like offspring.

Abilities: Incubi are not affected by spells of charm or illusion and are immune to disease, and poison. They are also immune to heat and cold. Incubi may innately cast the Hedge magic spells: Darkness, Friends, Disguise, Terror and Sleep once per day. Typically, incubi may take the form of either a cambion, human or horned demon. However, some powerful incubi may change into a unique animal form as well, usually a snake, wolf or boar. Incubi may shape-change once per round. Incubi have Intimidate, Perception, Persuasion, and Magic Acuity at Grade II.

Physical description: Incubi appear as handsome human or cambion males, or as human-like demons with large leathery wings and short horns.

Demon, Lesser (Malebranche)
Dodge: 18
Health points: 31 + 1d8 (36)
Intellect: 10-13
Physical Resist: +3
Mental Resist: +6
Average size: 5' tall, 140 lbs.
Attacks: claw: 2 x 1d3 + 4, or tail 1d3
To-hit modifier: +5
Hide/armor: none (or by worn armor)
Initiative modifier: +5
Movement rate: 120', fly 200'

Malebranche are vicious winged demons. The malebranche form large communities, and prefer to deal with each other rather than with other demon races. Although individually weak, intense loyalty amongst their kind makes them powerful allies or enemies. For this reason, malebranche often enjoy representation at high levels of government. They do not typically wear armor or employ weapons, and avoid fighting outright. However, malebranche will occasionally carry poisoned knives or daggers.

Abilities: Demons are not affected by spells of charm or illusion and are immune to disease and poison. They are also immune to cold or heat. If struck by a malebranche's tail, the victim must make a Physical Resistance check of 12 or suffer an additional 6 points of damage. Malebranche may innately cast the following Hermetic spells once per day: Darkness, Silence, Combust, Enrage and Shatter. Malebranche have Intimidate, Perception, Persuasion, and Magic Acuity at Grade II.

Physical description: Malebranche appear as gaunt 5' tall humanoids, with twisted horns, large bat-like wings and a long spiked tail. Their skin is a dark reddish-brown, and small bony protrusions line their vertebrae.

Demon, Lesser (Ördog)
Dodge: 16
Health points: 32 + 2d8 (41)
Intellect: 12-14
Physical Resist: +4
Mental Resist: +6
Average size: 7' tall, 320 lbs.
Attacks: ram: 1 x 2d4 + 3, or 2 x weapon + 5
To-hit modifier: +4
Hide/armor: none (or by worn armor)
Initiative modifier: +3
Movement rate: 170'

Ördog are unusually intelligent for lesser demons, and they take particular pleasure in creating elaborate schemes that ensnare or confound other intelligent creatures. More so than most demons, ördog have a penchant for human flesh, especially for that of children. Ördog are some of the most chaotic of demons, and they are more likely encountered upon wild frontiers than in populated areas. When encountered upon the Tellurian plane, ördog may occasionally be

mistaken for fauns. However, their skin is much darker, and they have thin barbed tails.

Abilities: Demons are not affected by spells of charm or illusion and are immune to disease and poison. They are also immune to cold or heat. Ördog may innately cast the following Hermetic spells once per day: Darkness, Friends, Silence, Enrage, and Combust, and the Hedge magic spell: Captivate once per day. Twice per day, ördog may also change shape as if by the 5th circle Faith magic spell, Animal Form. Ördog have Intimidate, Perception, Persuasion, and Magic Acuity at Grade II.

Physical description: Ördog resemble satyrs or fauns. However, their skin is jet black, and they have a thin barbed tail.

Demon, Lesser (Sphexis)
Dodge: 17
Health points: 30 + 2d8 (39)
Intellect: 8-14
Physical Resist: +4
Mental Resist: +4
Average size: 8′ tall, 250 lbs.
Attacks: claw: 2 x 1d4 + 5, and tail 1d3
To-hit modifier: +4
Hide/armor: 1d4
Initiative modifier: +4
Movement rate: 130′, fly 120′

Sphexis demons are ice demons, found in the coldest dimensions of the Blood Realms. They delight in games of torture and pain. They are among the most sadistic and pitiless of the demons.

Abilities: Sphexidemons are not affected by spells of charm or illusion and are immune to disease, poison, and cold. If hit by this demon's tail, the victim must make a Physical Resistance check of 11 or lose 2d4 agility points (min. 1) for 1 day. This lesser demon may innately cast the following Hermetic spells once per day: Darkness, Friends, Silence, Enrage, and Combust. Sphexidemons have Intimidate, Perception, Persuasion, and Magic Acuity at Grade II.

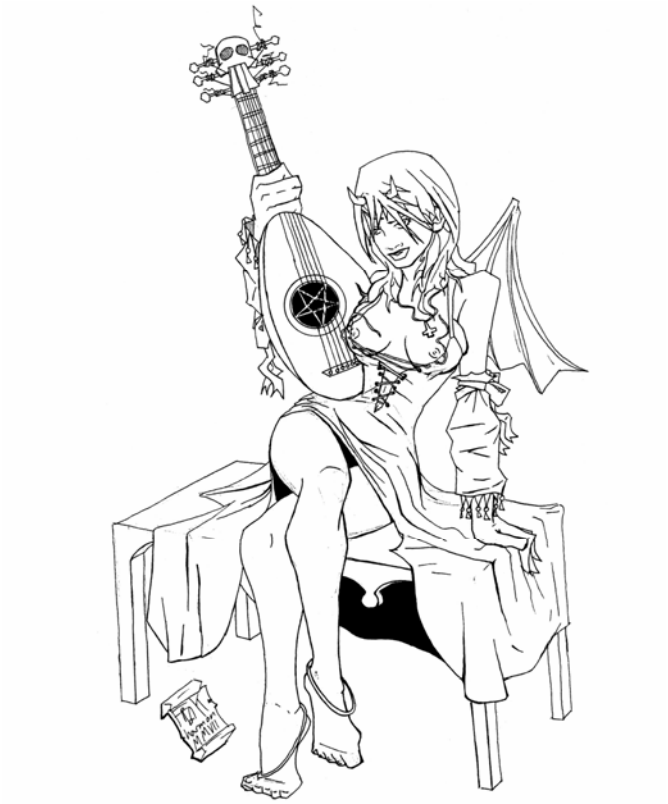
Physical description: Sphexidemons appear as tall, bony insectoids, with large skeletal wings and a scorpion-like tail.

Demon, Lesser (Succubus)
Dodge: 16
Health points: 21 + 1d8 (26)
Intellect: 10-14
Physical Resist: +2
Mental Resist: +5
Average size: 5.5′ tall, 120 lbs.
Attacks: bite: 1 x 1d2 + 1, or 2 x weapon + 3
To-hit modifier: +5
Hide/armor: none
Initiative modifier: +6
Movement rate: 160′, fly 200′

Succubae are a race of lesser demons that resemble beautiful human women. Naturally, succubae have small leathery wings and small horns. However, they are able to hide their demon-like traits with a kind of illusion at will. Succubae are cunning creatures that often use their beauty to advance their ends. As succubae may easily hide amongst human populations, they are often employed as messengers or spies by greater demons for errands within the Tellurian plane. Succubae are great lovers of mortal artistic genius, and many cambions have been created in a moment of weakness.

Abilities: Succubae are not affected by spells of charm or illusion and are immune to disease and poison. They are also immune to cold or heat. Succubae may innately cast the Hedge magic spells: Friends, Water to Wine, Disguise, and Sleep once per day. If a succubus so chooses, she may conceal her horns and wings so that only a creature making a Mental Resistance check of 20 may see them. Succubae have Intimidate, Perception, Persuasion, and Magic Acuity at Grade II.

Physical description: Succubae appear as extremely beautiful human females. However, they have small bat-like wings and short horns. In addition, a succubus' teeth are sharp.



Demon, Greater (General)
Dodge: 18
Health points: 44 + 2d8 (54)
Intellect: 12-16
Physical Resist: +5
Mental Resist: +10
Average size: 7′ tall, 250 lbs.
Attacks: claw: 2 x 1d4 + 6
To-hit modifier: +6
Hide/armor: none (or by worn armor)
Initiative modifier: +5
Movement rate: 160′

Greater demons typically account for 30% of the demon populous. As with all demons, it is difficult to generalize about the station or function of greater demons in demon society. Some cunning greater demons have secured their own dimension, in service of an archdemon or in defiance of them, while others are outcasts or scavengers. Greater demons vary greatly in physical appearance, and the statistics here represent only one possible individual.

Abilities: Demons are not affected by spells of charm or illusion and are immune to disease. They are also immune to cold or heat. Greater demons may innately cast the following Hermetic spells: Darkness, Shatter, Thought Projection, Ice Ray and Invisibility, and the following Hedge magic spells: Terror, Enrage and Compel once per day. They

may also innately summon 1d2 + 1 manes once per day. Greater Demons have Intimidate, Perception, Persuasion, and Magic Acuity at Grade III, and make all knowledge proficiency checks at Grade II.

Physical description: As for lesser demons, greater demons have a wide range of appearances, from monstrous to beatific.

Demon, Greater (Cacodemon)
Dodge: 16
Health points: 41 + 2d8 (51)
Intellect: 11-15
Physical Resist: +6
Mental Resist: +8
Average size: 7′ tall, 220 lbs.
Attacks: claw: 2 x 1d3 + 4, or 2 x weapon + 4
To-hit modifier: +6
Hide/armor: none (or by worn armor)
Initiative modifier: +4
Movement rate: 170′

Cacodemons are a type of demon often mistaken to be undead. These demons are found within the coldest and most desolate regions of the Blood Realms. Cacodemons are nomadic by nature and bands of 20-40 individuals will typically range over vast territories. These caravans will often be found trading at the outskirts of demon cities. If a band of cacodemons is encountered in an unsettled area, they will invariably attack if odds appear to be in their favor. Cacodemons have few innate spell abilities. However, some may cast faith magic and within every group at least one such individual will be found. Cacodemons often employ armor and weapons. Cacodemons have been known to visit the Tellurian plane in hopes of trade.

Abilities: Demons are not affected by spells of charm or illusion and are immune to disease, poison, cold and heat. Cacodemons may innately cast the Hermetic spells: Shatter and Ice Ray once per day. Cacodemons have Intimidate, Perception, Persuasion, and Magic Acuity at Grade III, and all knowledge proficiencies at Grade II.

Physical description: Cacodemons appear as gaunt humans with the skeletal face of an ibex. They usually wear armor, and prefer to use axes or swords as weapons.

Demon, Greater (Charu)
Dodge: 16
Health points: 44 + 2d8 (54)
Intellect: 7-11
Physical Resist: +8
Mental Resist: +6
Average size: 13′ tall, 3000 lbs.
Attacks: fist: 2 x 1d4 + 4, or 2 x weapon + 5
To-hit modifier: +6
Hide/armor: none (or by worn armor)
Initiative modifier: +4
Movement rate: 160′

Charu are giant-like demons that are characteristically wild and antisocial. Charu normally arm themselves with enormous mauls and they take great pleasure in smashing smaller beings with them. The charu are known to build large rafts and vessels that they pilot along the waters of the Blood Realms, and are one of the few races that tend to travel into the other Realms by strange channels.

Abilities: Demons are not affected by spells of charm or illusion and are immune to disease, poison, cold and heat. Charu may innately cast the following Hermetic spells: Darkness, Shatter, and Wind, and the following Hedge magic spells: Buoyancy, Terror, Enrage and Compel once per day. Charu have Intimidate and Perception at Grade IV.

Physical description: Charu appear as large bearded ogre-like giants with reddish skin. Large tusks protrude from their lower jaws, and short thick horns protrude from their temples.

Demon, Greater (Grigori)
Dodge: 19
Health points: 48 + 2d8 (57)
Intellect: 15-18
Physical Resist: +6
Mental Resist: +8
Average size: 8′ tall, 550 lbs.
Attacks: 3 x weapon +5
To-hit modifier: +5
Hide/armor: none (or by worn armor)
Initiative modifier: +4
Movement rate: 160′, fly 220′

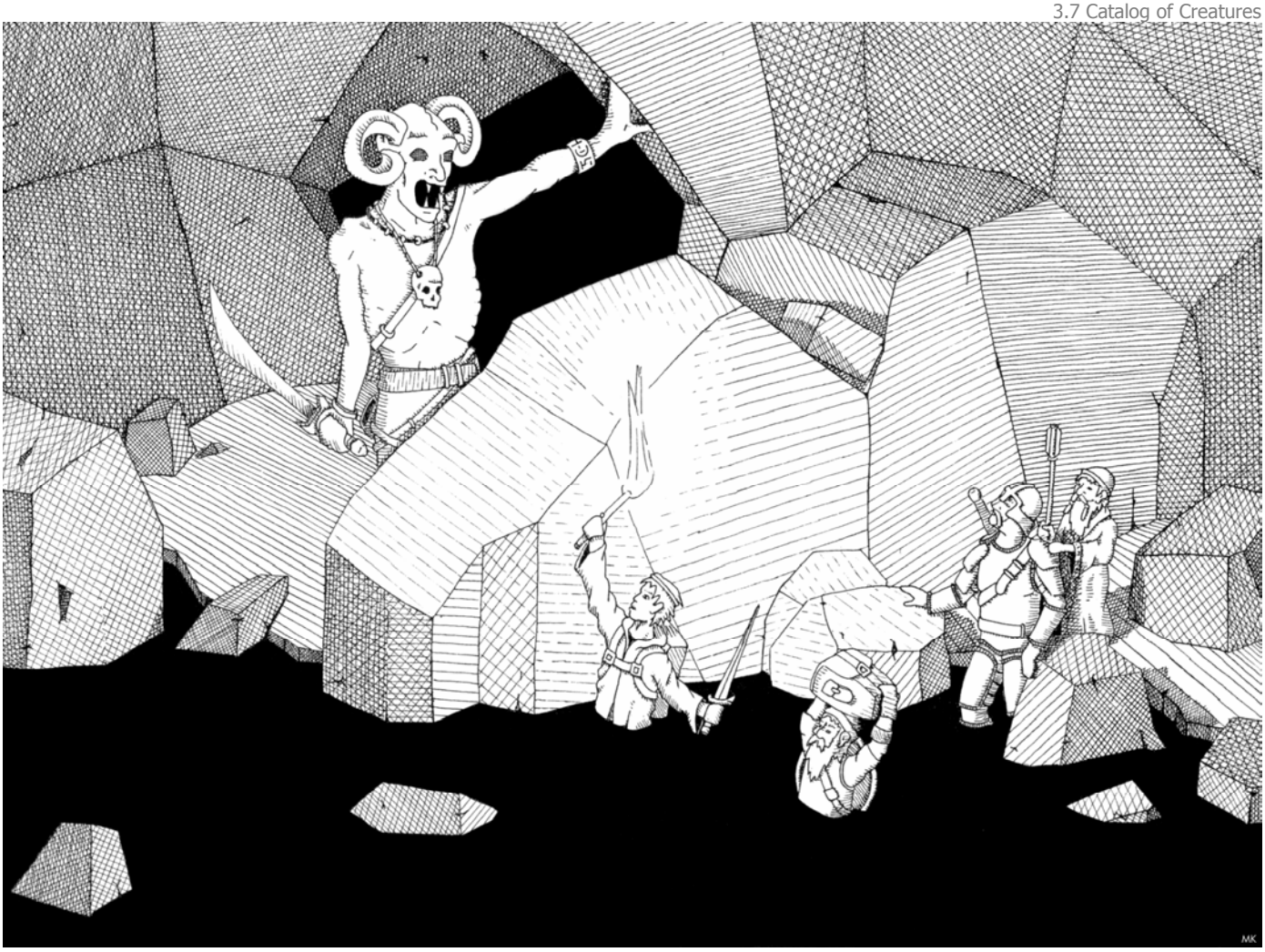
The grigori are a race of demons that share a distinct likeness to the angels of the Dream Realms. In fact, it is rumored that grigori are ancient relatives of the angels. Grigori are highly intelligent, and are rarely deceived. In demon society, grigori often occupy posts within centers of learning and knowledge. As a general rule, grigori are cautious beings and will normally avoid a conflict unless their advantage is clear. Grigori have a natural curiosity, and of the demons are the most apt to travel outside of the Blood Realms by their own accord. Grigori tend to wear fine clothes, and arm themselves with large swords.

Abilities: Demons are not affected by spells of charm or illusion and are immune to disease, poison, cold, and heat. Grigori may innately cast the following Hermetic spells once per day: Darkness, Friends, Silence, Combust, Enrage and Wall of Fire, and the Hedge magic spells: Despair, Terror and Invisibility once per day. Twice per day a grigori may travel between planes as if it had innately cast the 8th circle Hermetic spell Gate upon itself. Grigori may sense falsehoods and deception as if always affected by the 2nd Circle Hedge spell Sense Deception. Grigori have Inspire, Intimidate, Perception, Persuasion, and Magic Acuity at Grade III, and make all knowledge proficiency checks at Grade II.

Physical description: Grigori appear similar to angels, with large feathered wings and human form. However, grigori skin is gray and two small horns protrude from the top of their head. In addition, grigori appear emaciated, with hollow cheeks and sinuous limbs.

Demon, Greater (Xenes)
Dodge: 17
Health points: 50 + 2d8 (59)
Intellect: 12-18
Physical Resist: +6
Mental Resist: +8
Average size: 7′ tall, 200 lbs.
Attacks: claw: 6 x 1d8 + 4, or 6 x weapon +5
To-hit modifier: +6
Hide/armor: none (or by worn armor)
Initiative modifier: +6
Movement rate: 160′, fly 220′

Xenedemons are some of the most rare and aloof of demonkind. Occasionally they are consorts or generals to archdemons, or live in isolation and contemplation in distant regions of the Blood Realms. They are skilled at combat, and tend to have a large complement of



weapons. As xenes have six arms, they can use many weapons at the same time, and are effective at attacking multiple opponents at once. Xenes tend to wear baroque plate armor in battle.

Abilities: Demons are not affected by spells of charm or illusion and are immune to disease, poison, cold, and heat. Xenedemons may innately cast the following Hermetic spells: Darkness, Shatter, Combust, and Wall of Fire, and the following Hedge magic spells: Despair, Terror, Enrage and Compel once per day. Xenedemons may also summon 1d4 + 1 succubae or ördog once per day. Xenedemons have Intimidate, Perception, Persuasion, Magic Acuity, and Military Expertise at Grade III, and make all knowledge proficiency checks at Grade II.

Physical description: Xenedemons appear as beautiful, black-skinned human females, with golden eyes and six arms. They have feathery black wings and small golden horns.

Archdemon (Ba'al)
Dodge: 22
Health points: 82
Intellect: 19
Physical Resist: +14
Mental Resist: +14
Average size: 18' tall, 9,000 lbs.
Attacks: claws: 2 x 1d10 + 8, and bite 1 x 3d8 + 4
To-hit modifier: +10
Hide/armor: none (or by worn armor)
Initiative modifier: +5
Movement rate: 260'

Ba'al is an immense demon lord who reigns over a Bloodrealm that seems to be an enormous, three-dimensional labyrinth of iron and sludge. Although he may shape-change at will, Ba'al most often appears as a towering ogre with two heads. He is an extremely cunning demon, and uses his ability to see all within three miles of his person to his utmost advantage. Ba'al has a penchant for mazes and puzzles, and much of his realm is riddled with caverns and tunnels. Fittingly, many of these labyrinths are populated by minotaurs. Ba'al enjoys traveling throughout his realm, attended by a host of succubae and lesser demons, maintaining no permanent dwelling.

Abilities: Ba'al is not affected by spells of charm or illusion and is immune to disease and poison. He is also immune to heat and cold. Ba'al may innately cast any ten Hedge Magic spells per day, and any ten 1st through 6th circle Hermetic spells per day. In addition, Ba'al may polymorph once per round at will, as if he cast the 5th circle Hedge magic spell of the same name. Twice per day, Ba'al may travel between planes as if he had innately cast the 8th circle Hermetic spell Gate upon himself. Once per day, Ba'al may summon 2d4 lesser demons and 1d3 greater demons. Ba'al may see all things within a three mile radius of his person. He has all knowledge and magic-related proficiencies, as well as Intimidate, and Leadership, all at Grade IV.

Physical description: Ba'al typically chooses to appear as an 18' tall ogre with two heads. He typically wears no clothing and wields no weapons. Ba'al's skin is often coated in dried blood.

Archdemon (Gressil)
Dodge: 24
Health points: 68
Intellect: 20
Physical Resist: +14
Mental Resist: +13
Average size: 12' tall, 900 lbs.
Attacks: 3 x 1d8 + 8
To-hit modifier: +10
Hide/armor: none (or by worn armor)
Initiative modifier: +6
Movement rate: 260', fly 260'

Gressil is a brilliant and conniving demon lord. Gressil resides in a large fortress upon an island, surrounded by an ice-filled sea. He is an expert military and diplomatic strategist, retaining his power through the might of his armies, and his practiced ability of playing his adversaries off one another. It is said that whenever Gressil is not answering a question, he is lying. Gressil employs an extensive network of scouts and spies to keep him abreast of all things happening outside his lair. Many of these spies conduct their businesses outside of the Blood Realms, and some claim that Gressil has eyes and ears even in the Dream Realms. Gressil wears a suit of black mail, and wields a morningstar that deafens any creature struck.

Abilities: Gressil is not affected by spells of charm or illusion and is immune to disease and poison. He is also immune to heat and cold. Gressil may innately cast the following Hermetic spells: Darkness, Shatter, Thought Projection, Ice Ray, Fly, Dispel Magic, Invisibility, Control, Read Mind, Petrify, and Disintegrate and the following Hedge magic spells: Terror, Enrage, Compel, Fly, Panic, Shout, Greater Phantasm and Misfortune once per day. Twice per day, Gressil may travel between planes as if he had innately cast the 8th circle Hermetic spell Gate upon himself. Once per day, Gressil may summon 3d4 lesser demons. Gressil may innately detect any falsehood. Any creature struck by Gressil's morningstar must make a Mental Resistance check of 16 or be deafened for one day. Gressil has Perception, Persuasion, and all knowledge proficiencies at Grade IV.

Physical description: Gressil appears as a large four-armed satyr with the head of a goat. In two arms he wields a large black shield, and in two others, a long morningstar.

Dogs; *Canidae*

Dogs are carnivorous mammals. They have been domesticated by the humanoid races, and are prized as trackers, hunters, and companions. They possess keen olfactory abilities and hearing. Dogs, both feral and domestic, generally hunt in packs. Dogs possess Perception at Grade II, and can be trained to have Tracking at Grades I or II.

Dog, Hunting
Dodge: 12
Health points: 3 + 1d4 (6)
Intellect: 3
Physical Resist: +1
Mental Resist: -1
Average size: 3' long, 60 lbs.
Attacks: bite: 1 x 1d4
To-hit modifier: +2
Hide/armor: none
Initiative modifier: +3
Movement rate: 160'

Hunting dogs tend to be smaller or mid-sized dogs such as hounds or retrievers. They are often well-groomed and highly trained by their masters.

Abilities: Hunting dogs have an incredible sense of smell and excellent hearing. Hunting dogs have one to two grades of the Tracking proficiency, and an experienced tracker who uses hunting dogs gains a +3 on his or her own Tracking skill checks.

Physical description: Hunting dogs come in a range of appearance from the bloodhound, to the pointer, to golden retrievers.

Dog, War
Dodge: 12
Health points: 6 + 1d4 (9)
Intellect: 3
Physical Resist: +2
Mental Resist: +0
Average size: 4' long, 80 lbs.
Attacks: bite: 1 x 1d6
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +4
Movement rate: 160'

These are larger dogs such as dobermans and shepherds, bred for fighting. War dogs are often used as guard dogs as they are fearless in combat and highly alert. Trained war dogs are sometimes fitted with leather armor, giving them an armor absorption of 1 point. Feral dogs, hunting in packs of 3-10, should be considered as war dogs.

Abilities: War dogs also have excellent senses. War dogs can only be surprised 10% of the time. Feral dogs are sometimes rabid: there is a 20% chance that a feral dog has rabies, and each successful bite causes a Physical Resistance check to be made (target number 8) or the victim is also diseased.

Physical description: War dogs are larger and more muscular than other breeds of dog.

Domovoi
Dodge: 15
Health points: 1d2 (2)
Intellect: 6-7
Physical Resist: -4
Mental Resist: +0
Average size: 1' tall, 6 lbs.
Attacks: bite: 1 x 1
To-hit modifier: +1
Hide/armor: none
Initiative modifier: +2
Movement rate: 60'

Domovoi are diminutive hair-covered humanoids that often reside in the homes or businesses of much larger races. These creatures are generally benevolent, but are prone to mischief. If domovoi inhabit a structure that is in use, their presence will often be indicated by the disappearance of small items or foodstuffs. Some tenants will tolerate or even encourage the residence of domovoi, as they tend to chase out rats and other vermin. Domovoi will usually move about unseen, and do little to disturb their home's occupants. However, domovoi dislike

strife, and will often break items or hide valuables if they are disgruntled with their landlords.

Abilities: Domovoi have excellent low-light vision. However, they have no other extraordinary abilities. Domovoi have Stealth at Grade II.

Physical description: Domovoi are short bearded humanoids that are covered in hair.

Doppelganger
Dodge: 13 or as victim
Health points: 5 + 2d6 (12) or as victim
Intellect: 8-14 or as victim
Physical Resist: +3 or as victim
Mental Resist: +2 or as victim
Average size: 6′ tall, 160 lbs. or as victim
Attacks: 1 x by weapon, or fist: 1 x 1d3 + drain abilities
To-hit modifier: +1 or as victim
Hide/armor: none (or by worn armor)
Initiative modifier: +4 or as victim
Movement rate: 130′

Doppelgangers are a race of creatures able to assume the identity of any similar sized humanoid. In their natural form, doppelgangers appear as emaciated bipedal creatures with smooth gray skin. Their heads are featureless- eyeless and mouthless- but undulating over their body are several mouths and eyes that surface, open and close, and sink beneath the flesh. However, once a doppelganger begins to consume the body and soul of an intelligent creature, it starts to physically and mentally assume a likeness of the former creature. Often a doppelganger will remain in this state for years, living in a manner similar to the former being.

The touch attack of a doppelganger is its most fearsome ability. Each successful hit drains an attribute or ability of its target unless a Physical Resistance check is made (target number 14). If failed, roll 1d6 (1: lose one point of agility, 2: lose one point of presence, 3: lose one point of endurance, 4: lose one point of intellect, 5: lose one point of strength, 6: lose one randomly-determined grade in a discipline or proficiency). This point transfers to the doppelganger, who slowly begins to form the likeness of its victim as it drains more of the victim's life. If any attribute score falls to 0, the victim dies and the doppelganger will consume its body in two rounds, fully becoming the victim in appearance, attributes, skills, and memory. Doppelgangers will flee with a partial likeness, only to return later to finish off its chosen victim. Attribute points and skills lost to the doppelganger are permanently lost until that particular doppelganger is slain. On the death of the doppelganger, attribute points and skills will return at a rate of one point or skill per day (choose randomly). Victims need not rest to regain these points.

Doppelgangers are not overtly malicious. However, they have little value for life and will not hesitate to slay an individual if the doppelganger is drawn to the victim's persona. Once a doppelganger assumes a particular individual's form, it may remain in that guise indefinitely. However, if the doppelganger abandons that likeness, it may not assume it again. Doppelgangers feel uncomfortable to remain in their true form for extended periods of time. For this reason, doppelgangers are most dangerous when encountered in their natural state.

Once a doppelganger has assumed the likeness of a slain individual, it will begin to act similar to the individual, but will do little to maintain close personal connections. A doppelganger that assumes the form a benevolent individual will typically be kindhearted. Similarly, a doppelganger that assumes the form of a malicious person will also be cruel.

Abilities: Although without eyes and ears, doppelgangers can effectively see in darkness and have keen hearing. When finally assuming the form of a slain individual, the doppelganger will gain all non-magical knowledge and abilities of the creature. In general a doppelganger will work to deceive all former acquaintances of the slain individual, and will cunningly break ties with all who might become suspicious. Doppelgangers may assume the form of any humanoid from 4-7′ in height and inbetween 80-240′ lbs.

Description: In their natural form doppelgangers appear as thin bipedals with gray skin, covered in a random and mobile set of large bloodshot eyes and fanged, drooling mouths. Their fingers and toes are exceptionally long, and their head is otherwise featureless.

Dragon; *Draconis*

Dragons are enormous winged reptilians, and are possibly the most powerful natives of the Tellurian plane. They are known for their longevity, as well as their ability to breathe fire, acid, or noxious gas. Unlike most creatures, dragons do not decline but instead grow more potent with age. In fact, it is thought that unless they are slain, dragons will not die naturally. Dragons vary somewhat in size and coloration. However, there are four distinct species: the azhi, the drakes, the smok, and the wyrms. Each species of dragon is unique in its behavior. However, as a general rule, dragons tend to be cruel or at the very least, callous. One common trait of dragons is their affinity for treasure, which they typically amass within their lair.

The statistics provided below describe an average specimen of each species of dragon. However, the older the dragon, the larger and more intelligent it will be. For example, whereas a young adult azhi dragon might have 84 health points and an intellect of 12, an ancient individual might have 120 health points and an intellect of 16.

Dragon, Azhi
Dodge: 17
Health points: 80 + 4d10 (102)
Intellect: 12-16
Physical Resist: +9
Mental Resist: +12
Average size: 56′ long, 19,000 lbs.
Attacks: bite: 1 x 2d6 + 4, claw: 2 x 1d6 + 3, or breath
To-hit modifier: +8
Hide/armor: 1d6
Initiative modifier: +5
Movement rate: 180′, fly 240′

Azhi dragons are long snake-like dragons with short legs and an extremely long tail. They are occasionally referred to as 'cloud dragons', as they are frequently encountered when in flight. The Azhi are quite intelligent and have been known to speak languages of civilized races. Of dragon-kind, azhi tend to be the least malevolent. Unless they feel threatened azhi dragons will seldom attack initially, but will instead converse with intelligent beings or satisfy their curiosity in some similar way. Nevertheless, azhi are extremely protective of their lairs, and are much less convivial when encountered there. Azhi dragons normally dwell in mountaintop caverns or similarly elevated dens. The azhi are known to ambush wealthy caravans solely to carry away treasures or ornamented individuals to their lair.

Abilities: Twice per hour, azhi dragons may breathe a cloud of noxious gas within a 40′ long and 20′ wide cone. Any creature within this area will be blinded for 1d4 rounds. In addition, the affected creature must make a Physical Resistance check of 16 or collapse in a convulsive fit for 2d6 rounds. Once per day, the azhi may innately cast

the following Hedge magic spells: Despair, Friends and Terror. They are immune to poison and disease.

Physical description: Azhi are long snake-like dragons with four short legs and relatively small wings. Their twisting tails account for nearly two-thirds of their total length. The scales of azhi dragons appear somewhat metallic and range from pearl white to gold. The heads of azhi have many whisker-like hairs, which often form beards or manes.

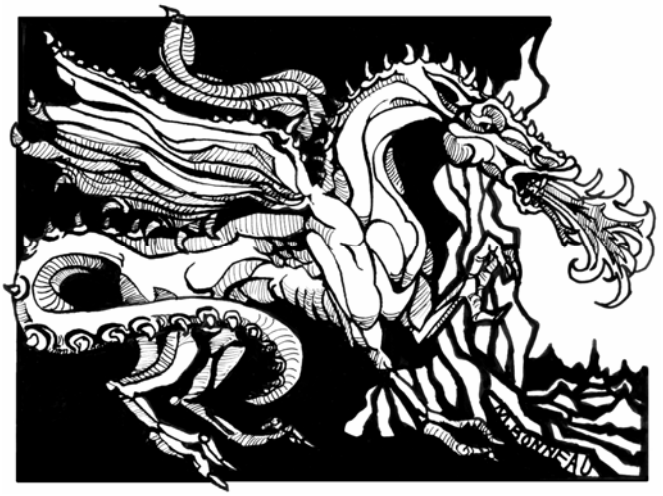
Dragon, Drake
Dodge: 18
Health points: 66 + 4d10 (88)
Intellect: 5-6
Physical Resist: +12
Mental Resist: +6
Average size: 32′ long, 12,000 lbs.
Attacks: bite: 1 x 2d4 + 4, claw: 2 x 1d8 + 3, or breath
To-hit modifier: +7
Hide/armor: 1d6
Initiative modifier: +3
Movement rate: 180′, fly 260′

Drakes are the smallest and least intelligent of the dragons. Nevertheless, they are extremely fierce and are no less feared. Like all dragons, drakes are native to the Tellurian plane. However, they may be encountered upon the Blood Realms as well, especially within wilderness regions. Drakes do not speak, nor do they have any particular interest in intelligent beings. Typically drakes spend most of their time within their lairs, only venturing forth after intervals of months or years to feed and enrich their horde. Drakes are somewhat animalistic, and it is said a drake is as likely to attack a horse as it is the rider. Even so, drakes are not foolhardy. Thus, if they feel unusually endangered, they will flee rather than fight to the death. Very rarely, young drakes have been captured and trained as steeds. Yet those able to train and keep a drake are invariably powerful individuals with extraordinary resources. Drakes prefer to dwell within wooded areas, usually within winding but somewhat shallow burrows that extend great distances under the forest floor. Still, drakes can occasionally be found in arctic climates and these reside in labyrinthine tunnels of ice.

Abilities: Twice per hour, drakes may breathe an acidic spray within a 60′ long and 20′ wide cone. Any creature within this area will suffer 4d6 points of damage, or 2d6 if a Physical Resistance check of 16 is made. Drakes are immune to poison, acid and disease.

Physical description: Drakes appear as huge reptiles with four legs, a long tail, and large leathery wings. Drakes tend to be somewhat thinner than other dragons and are more agile. The scales of drakes are dark red or black. The heads of drakes often have several thin horns, and their jaws are somewhat aquiline.

Dragon, Smok
Dodge: 17
Health points: 110 + 4d10 (132)
Intellect: 8-12
Physical Resist: +14
Mental Resist: +10
Average size: 86′ long, 28,000 lbs.
Attacks: bite: 1 x 2d8 + 6, claw: 2 x 1d10 + 4, or breath
To-hit modifier: +10
Hide/armor: 1d6 + 1
Initiative modifier: +2
Movement rate: 150′, fly 200′



The smok are the largest and most terrible of dragon-kind. These creatures have been known to terrorize a region for days, and to lay entire cities to waste. Fortunately, smok spend the bulk of their time deep within their cavernous lairs and venture forth on a frequency of decades if left undisturbed. The smok are extremely malicious creatures, and take much pleasure in the ruin of lesser beings. They are of average intelligence and some have learned to speak humanoid languages. Even so, smok have little genuine interest in other races, as they view all other beings as inferior. These large dragons will occasionally enslave subterranean races to improve their lairs or compel neighboring communities to do so under the threat of destruction. Smok reside in deep subterranean caverns, and their dens are normally miles below the surface. Most smok are found on the Tellurian plane.

Abilities: Three times per hour, smok may breathe a cone of fire which is 80′ long and 30′ wide at its terminus. Any creature within this area will suffer 4d8 points of damage, or 2d8 if a Physical Resistance check of 16 is made. Smok vision extends into the infrared spectrum. They are immune to poison, disease, and all forms of heat.

Physical description: Smok appear similar to drakes, with four legs, a long tail and huge leathery wings. However, smok are much bulkier and their necks slightly shorter. The scales of smok vary from red to crimson, and they have many black spikes along their vertebrae. Smok have immense mouths, and unlike drakes they have many large teeth.

Dragon, Wyrm
Dodge: 18
Health points: 105 + 4d10 (127)
Intellect: 15-19
Physical Resist: +11
Mental Resist: +13
Average size: 70′ long, 25,000 lbs.
Attacks: bite: 1 x 2d6 + 6, claw: 2 x 1d8 + 4, or breath
To-hit modifier: +10
Hide/armor: 1d6 + 1
Initiative modifier: +4
Movement rate: 160′, fly 220′

Wyrms are the most intelligent and powerful of dragons. In appearance, wyrms are similar to the smok. However, they are slightly less aggressive, and more apt to interact with other intelligent races. Wyrms have extensive magical abilities, and typically speak several languages. Due to their vast power, some wyrms are worshipped as deities by local inhabitants. In particular, reptilian societies often include cults that pay homage to an individual dragon. Like smok,

wyrms typically reside in deep subterranean caverns far below the surface. However, some dragons have been known to inhabit abandoned fortresses or castles as well. Wyrms may also employ or enslave other races to defend and/or improve their lair. In general, wyrms spend the majority of their time in hibernation. In fact, it is common that a region's inhabitants will be unaware of the presence of a local wyrm's den. Upon their own impetus, wyrms only leave their warren once every 100-200 years. Nevertheless, a wyrm may stir prematurely if disturbed. Such cases usually result in catastrophic consequences.

Abilities: Three times per hour, wyrms may breathe a cone of fire which is 80' long and 30' wide at its terminus. Any creature within this area will suffer 4d8 points of damage, or 2d8 if a Physical Resistance check of 16 is made. Once per day, a wyrm may innately cast the following Hermetic spells: Darkness, Friends, Shatter, Wind, Crumble, Telekinesis, Dispel Magic, Wall of Fire, Incinerate, Melt, Firestorm and Magic Shield. Wyrm vision extends into the infrared spectrum. They are immune to poison, disease, and all forms of heat.

Physical description: Wyrms appear very similar to smok, having four powerful legs, a long tail and huge leathery wings. However, compared to smok, wyrms tend to be slightly smaller. Furthermore, the scales of wyrms are usually a variation of dark blue or green.

Drepsid
Dodge: 12
Health points: 2 + 1d4 (5)
Intellect: 2
Physical Resist: +0
Mental Resist: -1
Average size: 2.5' long, 12 lbs.
Attacks: bite: 1 x 1d2, sting: 1 x 1
To-hit modifier: +0
Hide/armor: none
Initiative modifier: +1
Movement rate: 70'

Drepsid are large insectoid creatures that dwell in dank subterranean environments such as sewers or dungeons. They will eat insects and small mammals, but prefer to feed upon carrion. Drepsid are mindless and aggressive. If disturbed, they will usually attack, biting with pincer-like mandibles. If drepsid succeed in biting an individual, they will then curl their hindquarters over and sting the victim as well. Drepsid are usually found in groups of 2-5 individuals.

Abilities: Drepsid have keen olfactory senses and can function in complete darkness. If stung by a drepsid's tail, the victim must make a Physical Resistance check of 9 or be paralyzed in 1d4 + 1 rounds. This paralysis lasts for 7-12 hours.

Physical description: Drepsid appear as large flat millipedes with a long curved stinger at the terminus of their body. Their chitinous carapace is shiny black.

Dwarrow; *Dwerrow*

The dwarrow are a race of stout humanoids that share a strong connection with the earth. Dwarrow are much like humans in general appearance, but are shorter and stockier in proportion. All of the dwarrow naturally dwell underground. Dwarrow are known for their fortitude, as well as their skilled artisanship.

Brownie
Dodge: 14
Health points: 3 + 1d4 (6)
Intellect: 8-14
Physical Resist: +1
Mental Resist: +1
Average size: 2.5' tall, 25 lbs.
Attacks: 1 x by weapon
To-hit modifier: +1
Hide/armor: none
Initiative modifier: +2
Movement rate: 90'

Brownies are a cousin to dwarves and gnomes, more closely related to the latter. Like gnomes, brownies dwell in shallow burrows in rolling foothills or glades of temperate regions. Brownie communities have little governmental structure, and typically contain 20-80 individuals. Brownie dwellings are nearly undetectable from the surface, with entrances often concealed by some natural barrier or object. In general, brownies avoid contact with the larger humanoid races. Brownies will always seek to avoid conflict. However, if attacked, they will defend themselves with small swords or spears (1d4 for damage). Brownies share a unique connection with burrowing animals (such as moles, rabbits, gophers, and some large insects), and may charm them at will.

Abilities: Brownies have excellent low-light vision and may see in the infrared spectrum. Like all dwarrow, brownies have perfect direction sense, as they are able to detect the planet's magnetic field. Brownies may innately charm any burrowing animal at will (no Mental Resistance check to resist).

Physical description: Brownies resemble gnomes, but have a ruddier complexion and are somewhat smaller. Brownies typically wear earth-colored clothing.

Dvergar
Dodge: 13
Health points: 3 + 2d8 (12)
Intellect: 6-14
Physical Resist: +2
Mental Resist: +2
Average size: 4.5′ tall, 150 lbs.
Attacks: 1 x by weapon, or fist: 1 x 1d3
To-hit modifier: +2
Hide/armor: none (or by worn armor)
Initiative modifier: +1
Movement rate: 120′

Dvergar are slighter, less common cousin of dwarves. The dvergar live much deeper underground than the dwarves, and are rarely seen near or on the surface. Like that of the dwarves, dvergar society is clan-based. However, most settlements contain no more than 300 individuals. Dvegar are extremely intolerant and at times, unwontedly cruel. Foreigners captured by dvergar are often subjected to nonsensical torture. Despite these tendencies, dwarves occasionally trade with the dvergar, usually for rare minerals found only at the greatest depths.

Abilities: Dvergar vision extends into the infrared spectrum, allowing them to see in total darkness as a human could in low-light. Low-light conditions are treated as daylight. Dvergar have perfect direction sense, as they are able to detect the planet's magnetic field.

Physical description: Dvergar are similar to dwarves in height, but are less stocky. Like dwarves, male dvergar are typically bearded. Dvergar are extremely pale, and albinism is very common.

Dwarf
Dodge: 12
Health points: 4 + 2d8 (13)
Intellect: 6-15
Physical Resist: +3
Mental Resist: +2
Average size: 4.5′ tall, 165 lbs.
Attacks: 1 x by weapon + 1, or fist: 1 x 1d3 + 1
To-hit modifier: +1
Hide/armor: none (or by worn armor)
Initiative modifier: +0
Movement rate: 120′

Dwarves are a stocky race of humanoids which dwell in large underground complexes underneath hills or mountains. Dwarves are renowned for their mining skill, as well as their superior metal-working. For this reason, many other humanoids trade with dwarves for raw materials as well as finished metal goods. Legacy is of utmost importance in dwarven society. A dwarven community may contain as many as 100 clans, and up to 15,000 individuals. Although dwarves view foreigners with suspicion in their own home, they commonly mix with the other civilized races above the surface.

Abilities: Dwarves have keen vision, and can see in low-light conditions (such as a moonlight night), as well as a human could see in daylight. Dwarves cannot see in total darkness however. Dwarves have perfect direction sense, as they are able to detect the planet's magnetic field.

Physical description: Dwarves are shorter then humans, but are generally just as strong or stronger. Male dwarves are almost always bearded. Most dwarves dress practically, typically preferring utility over form in aesthetic considerations.

Gnome
Dodge: 13
Health points: 5 + 1d8 (10)
Intellect: 8-18
Physical Resist: +2
Mental Resist: +2
Average size: 3-3.5′ tall, 65 lbs.
Attacks: 1 x by weapon, or fist: 1 x 1d3
To-hit modifier: +1
Hide/armor: none (or by worn armor)
Initiative modifier: +1
Movement rate: 120′

Gnomes are a smaller, distant cousin of dwarves. Gnomish communities are typically located in rolling foothills, or in sparsely wooded areas. Typically a gnomish settlement will consist of 50-250 individuals whom live in shallow burrow-like homes. Gnomish society is clan-based. Nevertheless, gnomes comfortably intermingle with other civilized humanoids. Thus, gnomes are found within most populated areas and many large cities will contain gnomish neighborhoods. Gnomes are typically curious by nature, and are often collectors of various commodities or works of art.

Abilities: Gnomes have keen low-light vision, but may not see in total darkness. Like all dwarrow, gnomes have perfect direction sense, as they are able to detect the planet's magnetic field.

Physical appearance: Gnomes are short and often bearded. In many respects, gnomes resemble dwarves, with rounded facial features and bulbous noses. However, whereas dwarves are typically stocky, gnomes are leaner and generally less hardy.

Eagle, Giant
Dodge: 16
Health points: 18 + 2d8 (27)
Intellect: 3
Physical Resist: +3
Mental Resist: +0
Average size: 12′ tall, 320 lbs.
Attacks: talons: 2 x 1d6 + 2, or bite: 1 x 1d8 + 2
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +2
Movement rate: fly 260′

In most respects, giant eagles resemble their smaller relatives. They generally inhabit forested or mountainous regions, and are often found near water. Giant eagles prey upon mammals such as livestock, small deer, or even wolves. However, they will also attack small humanoids or children if the opportunity presents itself. Like their smaller cousins, giant eagles will attack by swooping down quickly, clutching its prey in its talons to be carried away and consumed. The nest of a giant eagle is typically large enough to hold four adult humans.

Abilities: If a victim less than 100 lbs. is struck by both talons, or a victim of less than 50 lbs. is struck by one talon, he or she must make a Physical Resistance check of 13 or be caught in the giant eagle, and may be carried away. Giant eagles have a remarkable visual system, giving them Perception Grade III.

Physical description: Giant eagles resemble normal-sized eagles, but are much larger.

Elementals; *Elementum*

Elementals are commonly viewed as the native residents of the four elemental planes. However, although elementals are sentient, their actions most often seem mindless and they are easily manipulated by magic. For these reasons, it has been surmised that elementals are not actually residents of the elemental planes, but instead localized manifestations of elemental planar forces. This is correct- all four varieties of elemental actually stem from the Viridian Realms, which acts as a sort of nexus for elemental forces transmitted to the Tellurian plane. Typical encounters with elementals outside of the Viridian Realms are the result of another creature summoning the elemental. In these cases, the elemental is usually under the directive of the summoner. If encountered on their native planes, uncontrolled elementals are typically apathetic and do not care much for others. However, when found on other planes, free elementals are unpredictable and often dangerous.

Air Elemental

Dodge: 17
Health points: 16 + 1d8 (19)
Intellect: 3
Physical Resist: +6
Mental Resist: n/a
Average size: 12' tall cone, <1 lbs.
Attacks: 2 x 1d8, or special
To-hit modifier: +4
Hide/armor: 1
Initiative modifier: +6
Movement rate: fly 300'

Air elementals may be found in a variety of sizes. The statistics provided here describes a somewhat average specimen. However, it should be noted that air elementals much smaller as well as much larger may be found. As explained above, air elemental behavior upon its native plane is typically mindless and benign. When outside the Viridian Realms, the elemental is most often under the control of another intelligent creature.

Abilities: Air elementals may easily dissipate gases or clouds. Furthermore, if interposed, an air elemental may induce a -4 to-hit with all missile weapons. As a special attack, the air elemental may lift any object or creature up to 80 lbs., up to 20' in the air and drop it (Physical Resistance check of 14 to oppose), once per hour. Missile weapons only inflict half normal damage upon an air elemental.

Physical description: Air elementals typically appear as large dust devils. However, air elementals may take any shape, and can pass through any space that is not air-tight.

Earth Elemental

Dodge: 13
Health points: 23 + 1d8 (28)
Intellect: 3
Physical Resist: +6
Mental Resist: n/a
Average size: 10' tall, 6000 lbs.
Attacks: 1 x 3d6
To-hit modifier: +3
Hide/armor: 1d6
Initiative modifier: +0
Movement rate: 60'

Earth elementals are enormous masses of animated mineral and stone. As other elementals, earth elementals vary greatly in size. Similarly, when found within the Viridian Realms, earth elementals are typically passive. Outside the Viridian Realms, the elemental is most often under the control of another intelligent creature. When uncontrolled and outside their native plane, earth elementals are often curious about living creatures, and may occasionally attack without provocation.

Abilities: Earth elementals may move at a rate of 60' upon any solid surface, or through stone at the same rate. Earth elementals may break through non-stone or metal obstacles with a strength score of 18. Edged weapons only inflict half normal damage upon an earth elemental.

Physical description: Earth elementals generally appear as a somewhat humanoid mass of stone, but may take any form that is convenient for the circumstances.

Fire Elemental

Dodge: 13
Health points: 17 + 1d8 (22)
Intellect: 3
Physical Resist: +6
Mental Resist: n/a
Average size: 10' tall column, <1 lbs.
Attacks: 2 x 1d8 or special
To-hit modifier: +6
Hide/armor: 1d2
Initiative modifier: +6
Movement rate: 160'

Fire elementals are animated columns of flame. Although fire elementals require no fuel to burn, any flammable substance contacting a fire elemental will ignite. Like all elementals, fire elementals vary

greatly in size and strength. However, unlike other elementals fire elementals tend to be more aggressive, even when found within the Viridian Realms. When outside their native plane, fire elementals are most often found under the control of another intelligent creature. However, if upon another plane and not controlled, fire elementals become extremely chaotic and destructive.

Abilities: Fire elementals may move at a rate of 160' upon any solid surface but water. Of course, fire elementals are immune to heat, however water or cold-based attacks inflict twice normal damage. As a special attack, once per hour, the elemental may spout a jet of flame 2' diameter and 15' long that inflicts 3d4 points of damage.

Physical description: Fire elementals generally appear as columns of fire. However like other elementals, they may change form if necessary.

Water Elemental
Dodge: 15
Health points: 19 + 1d8 (24)
Intellect: 3
Physical Resist: +6
Mental Resist: n/a
Average size: 10' tall, 3000 lbs.
Attacks: 1 x 3d4 or special
To-hit modifier: +3
Hide/armor: 1d3
Initiative modifier: +4
Movement rate: 80'

Water elementals are large animated units of water. These creatures may be found within other bodies of water, or may move independently across dry land. Like other elementals, water elementals are varied in size, and the statistics provided here describe only an average specimen. Like all elementals, water elementals behave somewhat mindlessly when encountered upon their native plane. When outside the Viridian Realms, these elementals are most often found under the direction of another creature. However, an uncontrolled water elemental outside the Viridian Realms will behave erratically and will often attack unprovoked.

Abilities: The water elemental may move at a rate of 80' upon any solid surface or through water at twice that rate. As a special attack, a water elemental may collapse upon its opponents. All creatures affected by the collapse (a wave, 6' in breadth), must make a Physical Resistance check of 16 or be knocked off their feet, suffer 1d4 health points of damage, and be swept 2d8 feet backwards. A water elemental may employ this collapse attack once per hour. In water, the water elemental may submerge a swimmer indefinitely (Swimming check of 10 per round to resist).

Physical description: Water elementals generally appear as tall non-crashing wave. However like other elementals, water elementals may change form if desired.

Elephant
Dodge: 14
Health points: 62 + 3d8 (76)
Intellect: 4
Physical Resist: +6
Mental Resist: +7
Average size: 12' tall, 12,500 lbs.
Attacks: trample: 1 x 1d10 + 10, or tusk: 1 x 1d8 + 6
To-hit modifier: +4
Hide/armor: 1
Initiative modifier: +0
Movement rate: 170'

Elephants are very large herbivorous mammals that live in grasslands or sparse forests. They are more or less peaceful, however male elephants, or females with young may be very territorial. If captured young, elephants may be trained as mounts. Trained elephants can carry large amounts of supplies, or may be employed as powerful steeds in battle. Elephants are somewhat intelligent, and are not easily trapped or contained against their will.

Abilities: Elephants have no extraordinary abilities.

Physical description: Elephants are large quadrupeds with large flat ears and a distinguishing prehensile trunk. They have think greyish hides, and two long tusks growing from their upper jaw.

Erinyes
Dodge: 16
Health points: 12 + 1d8 (17)
Intellect: 5-7
Physical Resist: +3
Mental Resist: -1
Average size: 5' tall, 160 lbs.
Attacks: bite: 1 x 1d4 + 1, or 1 x by weapon +1
To-hit modifier: +3
Hide/armor: none (or by worn armor)
Initiative modifier: +2
Movement rate: 110', fly 210'

Erinyes are a race of cruel winged humanoids with the body of a female human and the head of a dog. Erinyes are found within the Tellurian plane as well as many Realms of Perdition. They gather in bands of 8-15 individuals which roam over vast territories in search of prey. Erinyes will feed on livestock and other large mammals. However, they favor human and goblinoid flesh, and are known for assaulting unwary travelers or small caravans. Although they may be found in most climes, erinyes are most frequently encountered in wooded mountain ranges. Erinyes employ simple weapons, usually wooden clubs or spears.

Abilities: Except for their ability to fly, erinyes have no extraordinary abilities.

Physical description: Erinyes have the body of a human woman, but the head of a large dog or wolf. Two large feathered wings protrude from the erinyes' shoulder blades.

Faeries; *Fey*

The faerie folk are comprised of several species of fair humanoids that are most often found in sylvan regions. The largest and most civilized of the faeries are the elves. The elves form organized societies, and are the most apt to interact with other intelligent races. Faeries are the oldest of the humanoids. Perhaps for this reason, they tend to be more peaceful and conservative than giants, goblins and men. Nonetheless, faeries are fond of mischief, and the smaller faeries take great pleasure in confounding these younger races.

Elf
Dodge: 13
Health points: 2 + 2d8 (11)
Intellect: 7-16
Physical Resist: +1
Mental Resist: +2
Average size: 5.5' tall, 120 lbs.

Attacks: 1 x by weapon, or fist: 1 x 1d2
To-hit modifier: +1
Hide/armor: none (or by worn armor)
Initiative modifier: +2
Movement rate: 120'

Elves are the largest of the faerie folk, and one of the oldest humanoid races. Elves tend to be patient, and compared to the other humanoid races, their society is somewhat conservative. Elven communities are rarely composed of more than 5000 individuals, and their cities are typically constructed to be in harmony with the natural surroundings. The most commonly encountered elves are at times called 'light' or 'high' elves, in order to distinguish them from their subterranean cousins, the dark elves. Elves are renowned for their superior craftsmanship of most goods, as well as their rich tradition of literature. More so than other races, many elves are practitioners of magic. Elven government is normally composed of elected or appointed elders. Elves interact occasionally with other civilized humanoids, most often with humans.

Abilities: Elves may see in low-light conditions as well as a human could see in daylight. They cannot see in total darkness, however. Elves apply a +1 modifier to Mental Resistance checks resisting illusions or magical attacks.

Physical description: Elves resemble lean humans, but are slightly shorter and have pointed ears and almond-shaped eyes. As a race, they are uncommonly attractive.

Elf, Dark
Dodge: 13
Health points: 2 + 2d8 (11)
Intellect: 7-16
Physical Resist: +1
Mental Resist: +2
Average size: 5.5' tall, 120 lbs.
Attacks: 1 x by weapon, or fist: 1 x 1d2
To-hit modifier: +1
Hide/armor: none (or by worn armor)
Initiative modifier: +3
Movement rate: 120'

Dark elves are a distant subterranean cousin to the surface-dwelling elves. Dark elves are very rarely encountered aboveground. Thus, they have little to no interaction between most humanoid races. The cavernous world of the dark elves is vast, and they are found all throughout. Unlike their surface cousins, large cities of dark elves exist deep within the earth. Dark elf society is clan-based, and family heritage often overweighs consideration of individual merit or achievement. The dark elves employ slavery, usually subjugating other subterranean races. There is a great mistrust between light and dark elves, ostensibly based upon a schism between the two many ages ago. Occasionally, dark elves are referred to as drow.

Abilities: Dark elf vision extends into the infrared spectrum, and they prefer low-light conditions. Dark elves apply a +1 modifier to Mental Resistance checks against illusions or magical attacks.

Physical description: In terms of physique, dark elves are similar to their surface-dwelling cousins. However, dark elf skin is nearly black and their hair grey or silver.

Half-elf
Dodge: 12
Health points: 3 + 2d8 (12)
Intellect: 7-15
Physical Resist: +1
Mental Resist: +1
Average size: 5.5' tall, 150 lbs.
Attacks: 1 x by weapon, or fist: 1 x 1d2
To-hit modifier: +1
Hide/armor: none (or by worn armor)
Initiative modifier: +1
Movement rate: 120'

Half-elves are not a race unto themselves, but are a somewhat common hybrid of elf and a human. As such, half-elves do not have a distinctive culture or societal organization. In general, half-elves will reside within either elven or human communities where they are more or less accepted. Nevertheless, due to the cultural diversity of human settlements, half-elves often feel more comfortable with their human kin. Dark half-elves are possible, but are extremely rare.

Abilities: Half-elves may see in low-light conditions as well as a human could see in daylight. They cannot see in total darkness, however. Dark half-elf vision extends into the infrared spectrum. Half-elves apply a +1 modifier to Mental Resistance checks against illusions or magical attacks.

Physical description: Half-elves have slender human builds, but have pointed ears and almond-shaped eyes.

Pixie
Dodge: 15
Health points: 1 + 1d4 (4)
Intellect: 9-13
Physical Resist: -3
Mental Resist: +1
Average size: 2' tall, 15 lbs.
Attacks: claw: 1 x by knife or dagger
To-hit modifier: +2
Hide/armor: none
Initiative modifier: +3
Movement rate: 90'

Pixies are a race of diminutive faeries that may be encountered in remote forests and glades. Pixies enjoy playing tricks on others,

stealing their belongings or misleading them with odd tracks or noises. They are extremely difficult to surprise, and in most encounters, the pixies will never be directly seen. Pixies form small roaming bands of 4-12 individuals. They will typically avoid conflict at all costs. However, if forced to fight, they will do so with small knives, often coated in a sleep-inducing poison. Pixies will occasionally cooperate with elves in times of strife, acting as messengers or scouts.

Abilities: Pixies are immune to all forms of illusion. They may see in low-light conditions as well as a human could see in daylight.

Physical description: Pixies closely resemble elves. However, they are much smaller.

Sidhe
Dodge: 13
Health points: 5 + 2d6 (12)
Intellect: 7-15
Physical Resist: +1
Mental Resist: +3
Average size: 4.5′ tall, 100 lbs.
Attacks: 1 x by weapon, or fist: 1 x 1d2
To-hit modifier: +1
Hide/armor: none (or by worn armor)
Initiative modifier: +2
Movement rate: 130′

Sidhe are a tall slender race of faerie folk, similar to elves in appearance, but very xenophobic. In addition, unlike elves, sidhe have the ability to alter their appearance at will, appearing up to 1′ taller or shorter, and/or 30 lbs. heavier or lighter. Sidhe prefer remote wilderness to civilized areas. Their own social structures are somewhat loose, and rarely consist of more than 20 individuals. Sidhe are expert woodsman, and are difficult to track or surprise in a natural environment.

Abilities: Sidhe may alter their appearance at will, appearing up to 1′ taller or shorter, and/or 30 lbs. heavier or lighter at will. However, changing appearance weakens a sidhe, and for each alteration, the sidhe loses 1 health point for 24 hours. Changing back to their original appearance does not induce a temporary health point loss. Sidhe have keen vision, and can see in low-light conditions (such as a moonlight night), as well as a human could see in daylight. Sidhe cannot see in total darkness however.

Physical Description: Sidhe are generally attractive and have elven features. However, their hair is always dark and their eyes are amber.

Sprite
Dodge: 14
Health points: 1d2 (2)
Intellect: 7-12
Physical Resist: -4
Mental Resist: +2
Average size: 1′ tall, 3 lbs.
Attacks: none
To-hit modifier: n/a
Hide/armor: none
Initiative modifier: +5
Movement rate: 60′, fly 240′

Sprites are a tiny race of winged faerie folk. Like pixies, they are very reclusive and are rarely seen by non-faerie eyes. Sprites are whimsical creatures. Often they will follow larger humanoids out of curiosity, but seldom interact apart from pilfering small items. Occasionally sprites will warn travelers of danger, but only if they think the individual is benevolent. For this reason, sprites most often appear to children rather than to adults. Sprites will not fight. However, if threatened, they will often cause their offender to drift into a deep sleep and then escape.

Abilities: Sprites are immune to all forms of illusion. Twice per day, a sprite may innately cause one individual to fall asleep as by the 3rd Circle Hedge spell (Mental Resistance of 15).

Physical description: Sprites appear as very small elves with large butterfly wings.

Gargoyle
Dodge: 14
Health points: 10 + 2d6 (17)
Intellect: 8-12
Physical Resist: +5
Mental Resist: +3
Average size: 5.5′ tall, 180 lbs.
Attacks: 1 x by weapon + 2, or claws: 2 x 1d3 + 2
To-hit modifier: +2
Hide/armor: none
Initiative modifier: +2
Movement rate: 140′, fly 180′

Gargoyles are malicious winged humanoids, considered to share both demon and goblin ancestry. They do not form social structures, but are typically solitary, interacting with other gargoyles only in rare and reticent gatherings. Gargoyles enjoy a measure of servitude, and often align themselves with powerful individuals, spellcasters, or intelligent creatures. Such gargoyles are known to become obsessed with their master's livelihood, and occasionally take matters into their own hands if they feel they can increase their master's fortune or influence.

Gargoyles are quite intelligent. However, due to a lack of personal impetus, they will often appear dull or uninterested unless challenged. Most gargoyles may speak at least one humanoid language, but they rarely do so.

Abilities: Gargoyles may see in darkness as well as in light. They are not affected by spells of charm or illusion and are immune to disease, poison, cold, and heat. Gargoyles may innately cast the Ritual magic spells: Essence Drain and Stone Skin once per day.

Physical description: Gargoyles stand 5 to 5.5′ tall, have dark grey skin, pointed ears and reddish eyes. Small horns protrude from their forehead. Their wings are leathery and their hands are large and clawed.

Ghast

Dodge: 12
Health points: 12 + 3d8 (26)
Intellect: 5-7
Physical Resist: +6
Mental Resist: +1
Average size: 9′ tall, 420 lbs.
Attacks: claw: 2 x 1d4 + 4 or bite: special
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +1
Movement rate: 150′

Also called ghugs or stone trolls, ghasts are a race of large malicious subterranean humanoids. Ghasts are usually encountered in groups of 3 to 5 individuals that wander great distances in the underworld searching for easy prey. Although ghasts are not particularly intelligent, they are excellent hunters, and can track potential victims for miles. Furthermore, ghasts are notoriously silent. Not only do they make no vocalizations, but ghasts are extremely stealthy and normally attack by surprise. Once locating their quarry, it is common for a group of ghasts to remain a distance away, not attacking until the target is sleeping, wounded, or in a disadvantageous situation.

Abilities: Ghasts are extremely stealthy and may be considered to have the Stealth proficiency grade III. They may see in the dark, but bright light blinds them. If a ghast hits an opponent with both of its claws, it will attempt to bite the opponent. A successful bite inflicts only 1 health point of damage, but the victim must make a Physical Resistance check of 12 or lose 1 agility point per round for the next 4 rounds (min. 1). These lost agility points will return after 24 hours. Ghasts may hold their breath for long periods (up to ½ hour) and are powerful swimmers. Thus, they often use water when conducting an ambush.

Physical description: Ghasts are large, lean humanoids with long powerful arms and thin clawed fingers. With long thin faces, they do not look unlike large trolls. However, their skin is dark grey and they have larger mouths and huge saucer-like yellow eyes.

Giants; *Gigantes*

Giants are a race of large powerful humanoids. As a race, giants tend to be individualistic and typically do not form complex social arrangements. Similarly, giants often base judgment upon individual actions, rather than those of a whole. For this reason, giants can be curiously tolerant creatures. As a general rule, giants are most concerned about the present. This pragmatism is typically beneficial for solving existent problems. However, giants often frustrate the other races, as their point of view often overlooks the significance of impending crises. Giants may act civilized when required. Nevertheless, all giants harbor a feral spirit that is evident in moments of great anger or excitement.

Cyclops

Dodge: 14
Health points: 30 + 2d8 (39)
Intellect: 7-11
Physical Resist: +7
Mental Resist: +5
Average size: 12′ tall, 800 lbs.
Attacks: fist: 2 x 1d6 + 4, or 1 x by weapon + 4
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +2
Movement rate: 150′

Cyclopes are xenophobic giants, easily identified by their possessing one large eye, centered in their forehead. Most commonly cyclopes may be found inhabiting temperate islands. However they may also be found in remote forests or isolated mountain ranges. In most cases, cyclopes are peaceful, and will actively avoid contact with other intelligent races. However, if threatened, cyclopes will quickly and ruthlessly confront their adversaries.

Cyclopes are typically sedentary, living in caves or large crudely built huts. They are almost always encountered in groups of several individuals. Cyclopes favor large spears (1d10) as weapons.

Abilities: Like most giant folk, cyclopes have a keen olfactory sense, and can identify individuals and places by scent alone.

Physical description: Cyclopes are large humanoids, with one large central eye. These giants wear simple clothes, and employ only the most basic of tools.

Daitya
Dodge: 15
Health points: 20 + 1d8 (25)
Intellect: 12-15
Physical Resist: +6
Mental Resist: +7
Average size: 11' tall, 700 lbs.
Attacks: fist: 2 x 1d4 + 3, or 1 x by weapon + 3
To-hit modifier: +4
Hide/armor: none (or by worn armor)
Initiative modifier: +2
Movement rate: 160'

Diatya are a race of malevolent giants, feared for their appetite for human flesh. These intelligent giants are often encountered in remote strongholds, where they horde wealth obtained through trading and raids. Typically, a diatya dwelling will contain a small family-centered group, numbering between 5-10 individuals. Diatya both fashion and employ their own weapons and armor, and often to dress in fine silks and furs. They possess some magical properties, and will cunningly employ these skills to their fullest advantage. Diatya mostly employ large swords (1d10 damage) as weapons.

Abilities: Diatya have a keen sense of smell, and can identify individuals and places by scent alone. Once per day, diatya may innately cast the following Hedge magic spells: Friends, Minor Phantasm, Reveal Invisibility, and Terror.

Physical description: Diatya appear as pale grey-skinned humanoids with yellowish eyes. They often wear jewelry, and prefer to dress in the most expensive garments available. Diatya have dark curly hair, and two small horns on top their head.

Ettin
Dodge: 13
Health points: 20 + 1d8 (25)
Intellect: 6-10
Physical Resist: +5
Mental Resist: +5
Average size: 10' tall, 600 lbs.
Attacks: fist: 2 x 1d4 + 2, or 1 x by weapon + 2
To-hit modifier: +3
Hide/armor: none (or by worn armor)
Initiative modifier: +0
Movement rate: 140'

Ettins are a race of cruel two-headed giants. Ettins are most often encountered in sparsely populated areas. However, it is not uncommon for ettins to steal livestock, or at times, unwary travelers for food. Due to their chaotic nature, ettins are shunned by all civilized races and any efforts to negotiate with these giants are bound to fail.

Ettins are rarely encountered in groups, and have no apparent communal organization. Nevertheless, ettins are somewhat intelligent and speak their own language, although most often to themselves. Typically, ettins will carry large spiked clubs or enormous wicked axes.

Abilities: Ettins have a keen sense of smell, and can identify individuals and places by scent alone.

Physical description: Ettins appear as wild and usually filthy two-headed ogres. They generally carry few possessions and wear simple hides. A small number (about 5%) of ettins have three heads instead of two.

Fir Bolg
Dodge: 14
Health points: 50 + 3d8 (64)
Intellect: 12-15
Physical Resist: +9
Mental Resist: +6
Average size: 18' tall, 1800 lbs.
Attacks: fist: 1 x 2d4 + 7, or 1 x by weapon +7
To-hit modifier: +5
Hide/armor: none (or by worn armor)
Initiative modifier: +0
Movement rate: 200'

Fir Bolg are wild reclusive giants, inhabiting dense forests or isolated mountain ranges. These giants are easily annoyed by the smaller races, and at times find amusement destroying remote man-made structures such as bridges and dams. For similar purposes, fir bolg are also known to hurls stones upon passing caravans, or to wade into battles amongst smaller humanoids, indiscriminately wrecking havoc and chaos.

Fir Bolg are almost always encountered alone or in pairs. While they rarely carry more than simple clothing and furs, fir bolg will at times carry captured livestock or hapless travelers in large sacks slung over their shoulder. Fir Bolg typically employ large wooden clubs (2d6), or hurled boulders (2d6) as weapons.

Abilities: Like most giant folk, fir bolg have a keen olfactory sense, and can identify individuals and places by scent alone.

Physical description: Fir Bolg generally appear as wild, hairy humanoids, wearing simple clothes made from a patchwork of furs, leather and cloth.

Jotun
Dodge: 14
Health points: 40 + 2d8 (49)
Intellect: 7-15
Physical Resist: +8
Mental Resist: +5
Average size: 14' tall, 1100 lbs.
Attacks: fist: 1 x 1d6 + 6, or 1 x by weapon + 6
To-hit modifier: +4
Hide/armor: none (or by worn armor)
Initiative modifier: +0
Movement rate: 160'

Jotun are distant relatives of the fir bolg and in many respects resemble their wild larger cousins. However, jotun are generally less concerned with the affairs of smaller humanoids, and as such, are typically less hostile. Like fir bolg, jotun inhabit thick forests or remote mountain ranges. Nevertheless, the two races of giants rarely interact with each other. Jotun are extremely fond of strong drink, and will aggressively negotiate to obtain any significant quantity of spirits.

Jotun are often encountered in small bands of 2 to 6 individuals. These giants typically employ large wooden clubs (2d4), or hurled boulders (2d4 + 3) as weapons.

Abilities: Like most giant folk, jotun have a keen olfactory sense, and can identify individuals and places by scent alone.

Physical description: Jotun generally appear as wild, hairy humanoids, much like fir bolg, but considerably smaller. Jotun wear simple clothes made from furs, leather and cloth.

Ogre
Dodge: 11
Health points: 8 + 2d8 (17)
Intellect: 7-15
Physical Resist: +5
Mental Resist: +1
Average size: 7.5′ tall, 330 lbs.
Attacks: fist: 1 x 1d2 + 2, or 1 x by weapon + 2
To-hit modifier: +1
Hide/armor: none (or by worn armor)
Initiative modifier: +0
Movement rate: 120′

Ogres are the most human-like of the giant folk. Nonetheless, ogres are rarely encountered in populated areas. Instead, they typically organize into small groups consisting of one or two extended families. These groups may either be nomadic or sedentary, depending upon local resources. Many ogres herd livestock which they will infrequently trade with outsiders. Ogres do not typically use magic. However, amongst ogre spellcasters, Faith and Ritual magic are the most common types.

Abilities: Ogres have a keen olfactory sense, and can identify individuals and places by scent alone.

Physical description: Ogres generally appear as pale, oversized humans with long arms, a pronounced brow and a strong jaw.

Titan
Dodge: 15
Health points: 70 + 3d10 (87)
Intellect: 12-16
Physical Resist: +14
Mental Resist: +7
Average size: 32′ tall, 6500 lbs.
Attacks: fist: 2 x 1d10 + 8, or 1 x by weapon + 8
To-hit modifier: +4
Hide/armor: none (or by worn armor)
Initiative modifier: +0
Movement rate: 240′

Titans are the largest of the giant folk. Standing over 30 feet tall, these giant humanoids are most commonly encountered in their native plane of the Veridian Realms. However, clans of titans also reside in the Tellurian plane, typically inhabiting remote castles or strongholds, not created by the titans themselves, but subsequently converted for their purposes. Titans are very intelligent, and individuals have been known to employ Faith magic. In general, titans do not concern themselves with the other humanoids of the Tellurian plane, and characteristically treat envoys of these races with condescension and disdain.

All titans possess innate magical abilities, including the powerful ability to gate once per day. As such, titans often involve themselves in inter-planar affairs, using their Tellurian residences as a base of operations but little more. If forced to defend themselves, titans will employ sophisticated tactics and always use every advantage afforded to them. Titan weapons typically do twice normal damage. For example, a titan long sword will inflict 2d8 points of damage.

Abilities: Titans may innately cast the following Hermetic spells: Fog, Lightning Bolt, Summon Greater Elemental and Gate, and the Faith magic spells once per day: Wind, Rain, Alter Weather, and Storm.

Physical description: Titans appear as enormous, yet proportional humans with marble-like skin.

Gnole
Dodge: 14
Health points: 7 + 2d8 (16)
Intellect: 7-13
Physical Resist: +5
Mental Resist: +3
Average size: 7′ tall, 220 lbs.
Attacks: 1 x by weapon + 2, or bite: 1 x 1d4
To-hit modifier: +2
Hide/armor: none (or by worn armor)
Initiative modifier: +2
Movement rate: 140′

Gnoles are a race of lanky dog-headed humanoids, most often encountered in remote or sparsely settled lands. Gnoles are intelligent and typically live in loose nomadic bands of 5-30 individuals, centered upon a dominant male figure. Gnolish culture is not well understood, as contact between gnoles and other intelligent races is usually brief, and often hostile. Gnoles have been known to trade with goblins on occasion, however.

Gnoles are renowned archers. As a result, in battle, gnoles will often employ tactics involving the support of archers in strategic positions. In raids upon ill-protected caravans, gnoles will commonly attack exclusively with their bows, fading into the woods or terrain whenever pursued. Only after several of these attacks have caused significant casualties and panic will the gnoles engage the remaining survivors. In melee, gnoles prefer swords, axes or large knives. If unarmed, gnoles will often grasp and bite their opponent.

Abilities: Gnoles have keen low-light vision, but may not see in total darkness. In addition, gnoles have a well-developed sense of smell. As a consequence, they are not easily surprised. Gnoles have Perception and Wilderness Lore at Grade II.

Physical description: Gnoles are tall hair-covered humanoids with the head of a canine. The appearance of gnoles varies from region to region. Gnoles located in temperate forests and mountains have wolf-like heads, whereas the heads of gnoles found in deserts or scrubland more closely resemble jackals or hyenas. Gnole coloring is typically a variation of brown, gray or black. However, they often wear clothing and at times armor as well.

Goblins; *Gobelinus*

Goblins represent several species of intelligent humanoids that are found within most climates. The most civilized of the goblin folk are the orcs and the goblins. These two species establish large clan-based societies, or at times reside within population centers of the other intelligent humanoid races. Goblin folk tend to be more crass and aggressive than the other civilized humanoids. However, this generalization is primarily based upon the structure of goblin societies, and is of little use when predicting the behavior of individuals.

Goblin

Dodge: 12
Health points: 3 + 2d8 (12)
Intellect: 5-15
Physical Resist: +2
Mental Resist: +1
Average size: 5′ tall, 100 lbs.
Attacks: 1 x by weapon, or fist: 1 x 1d3
To-hit modifier: +1
Hide/armor: none (or by worn armor)
Initiative modifier: +1
Movement rate: 120′

As their name suggests, goblins are the most common of the goblin folk. However, despite their numbers, goblin society is somewhat xenophobic and they typically limit associations with other races to a transient basis. Goblin culture is based upon a clan structure in which ruling authority is restricted to a small number of powerful families. Goblin history is complex and ethnocentric, and rivalry between clans is the driving force behind most movements of goblin society as a whole. The average goblin clan numbers between 500 and 2000 individuals, however, larger or smaller groups may be encountered during frequent periods of political strife.

Some goblins use magic, and within each large group, at least one spellcaster will be found. Goblins may use any form of magic, yet Ritual is always the most common type.

Abilities: Goblin vision extends into the infrared spectrum, and they prefer low-light conditions. Goblins have an unusual resistance to toxins, and apply a +2 modifier to all Physical Resistance checks made to resist the effects of non-magical poison.

Physical description: Goblins stand about 5′ tall; have a greenish grey skin, pointed ears, short snout-like noses, and reddish eyes.

Gremlin

Dodge: 14
Health points: 1 + 1d4 (4)
Intellect: 6-10
Physical Resist: -3
Mental Resist: +0
Average size: 2′ tall, 20 lbs.
Attacks: claw: 1 x for 1 or 1 x by knife or dagger
To-hit modifier: +2
Hide/armor: none
Initiative modifier: +2
Movement rate: 80′

Gremlins are small mischievous humanoids, very similar to goblins in appearance. Gremlins are malicious creatures who find great pleasure in wrecking havoc in the affairs of larger civilized races. As such, gremlins may often be found on the outskirts of populated centers, or inhabiting sewer systems of large cities.

Gremlin society has a loose kin-based structure, with most groups numbering from 4 to 12 individuals. Gremlins are somewhat intelligent and speak their own language.

Abilities: Gremlins may become invisible for 1d4 rounds, once per hour. Gremlin vision extends into the infrared spectrum, and they prefer low-light conditions. Due to their dexterity and small size, Gremlins have Stealth at Grade I.

Physical description: Gremlins average 2′ tall. However in most other respects, they resemble their larger goblin cousins, having greenish grey skin, pointed ears, and reddish eyes.

Half-orc

Dodge: 12
Health points: 4 + 2d8 (13)
Intellect: 7-15
Physical Resist: +1
Mental Resist: +0
Average size: 6′ tall, 190 lbs.
Attacks: fist: 1 x 1d3, or 1 x by weapon
To-hit modifier: +1
Hide/armor: none (or by worn armor)
Initiative modifier: +1
Movement rate: 120′

Half-orcs are any individual of mixed orcish/human blood. They may vary in appearance from near orcish to near human, and their behavior does as well. Half-orcs will reside within either human or orcish communities, usually choosing the one most aligned with their particular disposition. Nevertheless, half-orcs are generally more tolerated by orcs compared to their human kin.

Abilities: Half-orcs have limited infrared vision, allowing them to see in total darkness as a human could in low-light.

Physical description: Half-orc appearance covers the spectrum between human and orc. However, half-orcs always have pink eyes, a broad nose and pointed teeth.

Hobgoblin

Dodge: 13
Health points: 3d8 (14)
Intellect: 6-15
Physical Resist: +2
Mental Resist: +1
Average size: 5.5-6′ tall, 150 lbs.
Attacks: 1 x by weapon + 1, or fist: 1 x 1d3
To-hit modifier: +1
Hide/armor: none (or by worn armor)
Initiative modifier: +1
Movement rate: 120′

Hobgoblins are not a true race unto themselves, but instead are a somewhat frequent mix of goblin/orcish blood. Hobgoblins are rarely encountered in civilized areas, but are more common in unsettled lands

where tribes of orcs and goblins overlap. Hobgoblins do not form their own clans, but may be found in either goblin or orc societies. However, those hobgoblins amongst goblins typically benefit from their stature, whereas in orcish tribes the reverse is often true. Hobgoblins may use any form of magic, and are more apt than either of their pure-blood cousins to do so.

Abilities: Hobgoblin sight extends into the infrared spectrum, allowing them to operate almost normally in complete darkness. Hobgoblins have an unusual resistance to toxins, and apply a +2 modifier to all Physical Resistance checks made to resist the effects of non-magical poison.

Physical description: Hobgoblins stand between 5 to 5.5′ tall; have a greenish grey skin, somewhat pointed ears, short snout-like noses, reddish eyes, and pointed teeth.

Orc
Dodge: 12
Health points: 3d8 (14)
Intellect: 7-15
Physical Resist: +2
Mental Resist: +1
Average size: 6-6.5′ tall, 200 lbs.
Attacks: fist: 1 x 1d3, or 1 x by weapon + 1
To-hit modifier: +1
Hide/armor: none (or by worn armor)
Initiative modifier: +1
Movement rate: 120′

Orcs are the most civilized of the goblin folk, and thus, are often found in cities or along popular routes of trade. Outside of populated areas, orcs typically organize in tribal bands, not dissimilar from those of their goblin cousins. Orcish society is generally more stable than the goblin's however, and intertribal conflicts are somewhat rare. The average orcish tribe consists of 50 to 200 individuals. As orcish tribes often trade with other races, most outsiders will be suspect, but generally tolerated if not viewed as a threat.

Some orcs use magic, and at least one spellcaster will be found within any tribe. Orcs may use any form of magic, yet Faith and Ritual magic are the most common types.

Abilities: Orcish vision extends into the infrared spectrum, and they prefer low-light conditions.

Physical description: Orcs are muscular humanoids with greyish skin, reddish eyes, a broad nose, and pointed teeth.

Golems; *Galam*

Golems are mindless automatons created by powerful Hermetic magic-users. They are typically humanoid figures, but may be made from a variety of different materials. Golems have no impetus aside from their master's direction, and when encountered alone they will unswervingly perform one specific action, such as guarding a location or item. When encountered in the company of their creator, the golem will do whatever their master commands.

If a golem's creator is destroyed, the golem will typically continue to perform the task last assigned to them. However, without a directive or controller, a golem will usually go berserk, destroying any living thing it encounters.

Golems do not make any noise.

Golem, Lesser
Dodge: 15
Health points: 30 + 1d10 (36)
Intellect: 2
Physical Resist: +5
Mental Resist: n/a
Average size: 6′ tall, 190 lbs.
Attacks: fist: 2 x 2d4 + 3, or 2 x by weapon + 3
To-hit modifier: +3
Hide/armor: none (or by worn armor)
Initiative modifier: +0
Movement rate: 80′

Lesser golems are powerful, mindless automatons created from wood, flesh, or any previously living matter. These golems are typically human-sized figures, and are occasionally dressed in armor.

Abilities: Lesser golems are not affected by spells of possession, charm or illusion, and are immune to poison and disease.

Physical description: Lesser golems appear as large humanoids, constructed of flesh and/or plant material. Occasionally, lesser golems may be constructed from bone. Those lesser golems assembled from flesh or bone are particularly hideous, and are often mistaken for undead. Most lesser golems have a large 'heart' of copper, which is necessary for their enchantment.

Golem
Dodge: 15
Health points: 40 + 1d10 (46)
Intellect: 2
Physical Resist: +6
Mental Resist: n/a
Average size: 7′ tall, 300 lbs.
Attacks: fist: 2 x 2d6 + 4, or 2 x by weapon + 4
To-hit modifier: +4
Hide/armor: 1d6
Initiative modifier: +0
Movement rate: 80′

Common golems, or simply 'golems', are mindless automatons created from earth or stone. Common golems are similar to lesser golems in both behavior and form, but tend to be somewhat larger. Golems created from earth or stone are not typically armored, however, they are often armed with large crude weapons such as a club or maul.

Abilities: Golems are not affected by spells of possession, charm or illusion, and are immune to poison and disease.

Physical description: Golems appear as large humanoids, constructed of clay, soil and/or stone. Due to their appearance, golems are sometimes mistaken for earth elementals. However, golems are usually smaller than earth elementals, and occasionally carry weapons. Golems typically harbor a large opal within their chest or head, which is necessary for their enchantment.

Golem, Greater
Dodge: 15
Health points: 50 + 1d10 (56)
Intellect: 2
Physical Resist: +7
Mental Resist: n/a
Average size: 8′ tall, 300 lbs.
Attacks: fist: 2 x 2d8 + 5, or 2 x by weapon + 5
To-hit modifier: +5

Hide/armor: 1d6
Initiative modifier: +0
Movement rate: 80'

Greater golems are large mindless automatons created from iron or bronze. Greater golems are similar to others in behavior and form, but are commonly larger than lesser or common golems. As greater golems are created from metal, there is little use in equipping them with armor. However, many greater golems wield large weapons such as swords or axes. Rarely, greater golems will be created with arms terminating in weapons themselves, rather than proper hands.

Abilities: Greater golems are not affected by spells of possession, charm or illusion, and are immune to poison and disease.

Physical description: Greater golems appear as large humanoids, constructed of metal, typically iron or bronze. Greater golems usually contain a large topaz within their chest or head, which is necessary for their enchantment.

Gorgons; *Gorgos*

Gorgons include two species of malicious female creatures that have hair composed of living snakes. Whereas the name gorgon may refer to either of these species, the lesser of the two is also known as medusa as well. Gorgons may be found in many of the Realms, as well as the Tellurian plane. They are highly intelligent, yet do not construct their own dwellings or fashion weapons. Instead, gorgons acquire their often abundant wealth from creatures they slay. All gorgons may turn living creatures to stone. A greater gorgon may do so innately, whereas a medusa must first fix its gaze upon its victim's eyes.

Gorgon, Greater

Dodge: 17
Health points: 31 + 2d8 (40)
Intellect: 14-17
Physical Resist: +4
Mental Resist: +7
Average size: 6.5' tall, 200 lbs.
Attacks: fist: 2 x 1d3 + 3, or 3 x by weapon + 4
To-hit modifier: +5
Hide/armor: none (or by worn armor)
Initiative modifier: +3
Movement rate: 160', fly 220'

Gorgons are large female creatures with hair of living snakes. Unlike their inferior cousins the medusa, gorgons have large feathered wings and obvious protruding fangs. Despite their wings, gorgons prefer to dwell in subterranean structures or caverns, usually in bands of 2-7 individuals. They are very wicked creatures, driven to hate other humanoids by intense jealousy. Often a gorgon lair is distinguished by many statues, the petrified remains of the gorgon's past encounters. Gorgons do not fashion items, but will wear armor and jewelry they find, and employ any weapons available to them.

Abilities: Gorgons may innately cast the Hermetic spell Petrify three times per day (Mental Resistance check of 17). They may see in darkness as well as in light. Greater Gorgons have Intimidate Grade II.

Physical description: Gorgons appear as large women with pale green skin and great golden wings. Their hair is composed of numerous living snakes, and their mouths bear long upward protruding fangs.

Gorgon, Lesser (Medusa)

Dodge: 17
Health points: 13 + 3d8 (27)
Intellect: 11-15
Physical Resist: +2
Mental Resist: +4
Average size: 5.5-6' tall, 170 lbs.
Attacks: fist: 2 x 1d2 + 2, or 2 x by weapon + 2
To-hit modifier: +3
Hide/armor: none (or by worn armor)
Initiative modifier: +2
Movement rate: 140'

Medusae are female humanoids that might appear comely lacking their hair composed of writhing snakes. Like their more powerful cousins, medusae prefer subterranean dwellings, and form bands of 3-24 individuals. Medusae are cruel creatures, and commonly set tortuous traps about their lair to snare or maim unwary trespassers. Those creatures they do not petrify with their gaze, the medusae will consume, preferably while the individual is still alive. Medusae will use weapons, and are fond of poisoning their blades or arrows.

Abilities: Any creature making direct eye-contact with a medusa must make a Mental Resistance check of 14 or be turned to stone. As a general rule, any creature in combat with a medusa has a 10% chance per round of making eye-contact. Medusae may see in darkness as well as in light.

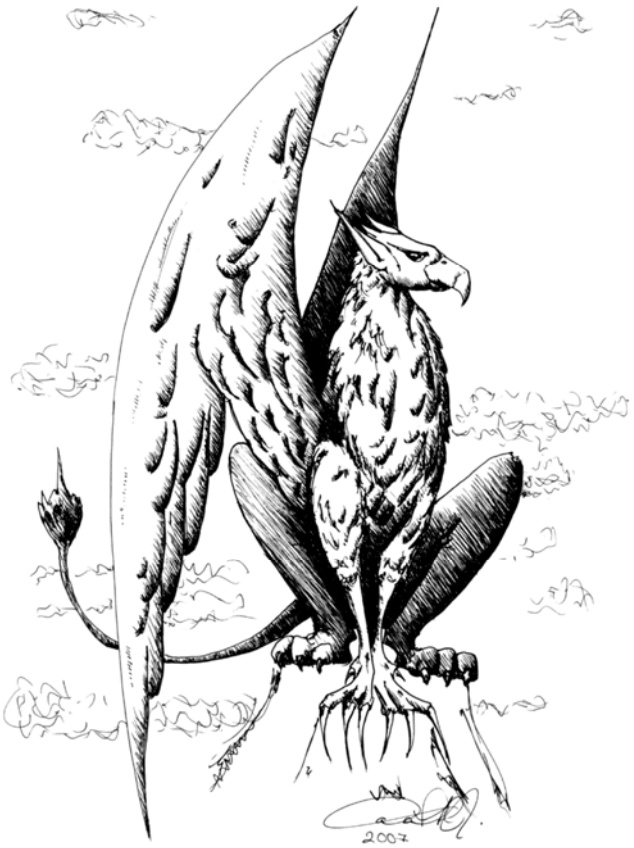
Physical description: Medusae appear as beautiful women with pale gray skin and hair composed of numerous living snakes. Medusae favor fine clothes and jewelry.

Gorilla
Dodge: 15
Health points: 32 + 3d8 (46)
Intellect: 5
Physical Resist: +5
Mental Resist: +7
Average size: 5' tall, 480 lbs.
Attacks: fists: 2 x 1d4 + 6
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +2
Movement rate: 160'

Gorillas are large knuckle-walking primates that inhabit lush tropical forests. Gorillas are omnivores, but will typically only eat insects or scavenged meat. Nevertheless, gorillas are extremely territorial and adult males can be very dangerous. Gorillas live in troops of 5-30 individuals, always lead by a large alpha male. Gorillas are quite intelligent, and may employ tools such as sticks and stones or open simple latches.

Abilities: When threatened or enraged, gorillas will put on an impressive display of violence and strength; they have Intimidate Grade I.

Physical description: Gorillas are stocky hair-covered primates with short legs and large arms. Their hair is generally dark-brown or black, yet adult males often have grey hair upon their backs.



Griffon
Dodge: 15
Health points: 20 + 2d6 (27)
Intellect: 4-5
Physical Resist: +4
Mental Resist: +2
Average size: 8' tall, 1200 lbs.
Attacks: talons: 2 x 1d4 + 2, or bite: 1 x 2d4 + 2
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +3
Movement rate: 180', fly 260'

Griffons are large flying quadrupeds with the hindquarters of a winged lion, and the head and forelimbs of an immense bird. Griffons naturally inhabit mountains, or other regions with steep cliffs such as canyons. If captured young, griffon may be trained as steeds. As mounts in battle, griffons are extremely valuable due to their natural aggressiveness and penchant for conflict. Nonetheless, griffons are carnivores, and keeping them requires a continuous supply of fresh meat. If encountered in the wild griffons are somewhat dangerous, as they will indiscriminately prey upon anything that seems likely to be killed and eaten.

Abilities: Aside from flight, griffons have no extraordinary abilities.

Physical description: Griffon's hindquarters resemble a large lion in form and coloring. Their head resembles an enormous eagle. Griffon's feathered wings span up to 24'.

Grindylow
Dodge: 14
Health points: 10 + 2d8 (19)
Intellect: 7-8
Physical Resist: +5
Mental Resist: +1
Average size: 7' tall, 300 lbs.
Attacks: claw: 2 x 1d6 + 2
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +3
Movement rate: 120'

The grindylow are a race of amphibious humanoids that reside in murky waters and swamps. They are wicked carnivorous creatures, and often employ some sort of trick (like blowing bubbles) to draw unwary individuals close to the shore. If the grindylow succeeds in luring a victim, it will spring from the waters ambushing its prey. Grindylow are always encountered as solitary individuals. They are intelligent, but have no interest in dealing with other races. Grindylow will rarely venture out of site of a body of water.

Abilities: Grindylow may breathe water as well as air. They have excellent low-light vision, and may see in the infrared spectrum. When in their swamps, Grindylow have Stealth Grade II.

Physical description: Grindylow are large hulking humanoids with great heads, round eyes, and long wiry black hair. Their immense feet and hands are clawed, and their pallid skin is usually covered in a layer of algae.

Harkumen
Dodge: 12
Health points: 3 + 2d8 (12)
Intellect: 7-15
Physical Resist: +0
Mental Resist: +1
Average size: 6' tall, 180 lbs.
Attacks: 1 x by weapon, or fist: 1 x 1d2
To-hit modifier: +1

Hide/armor: none (or by worn armor)
Initiative modifier: +1
Movement rate: 120'

Harkumen are a strange race that appear at first glance to be humans. They are rarely encountered and are never spellcasters. Harkumen cannot breed with each other. In fact, harkumen may only produce offspring with a human mate; the result of will always be a harkumen child. Harkumen natural life expectancy is always 95 to 100 years.

Abilities: Harkumen cannot use magic, nor can they use magic items that require activation (e.g., potions, scrolls, and items with a command word). Magical items that do not specifically require activation, such as most magical weapons, can be used by Harkumen. Harkumen do not die when they fall below zero by more than half their endurance score. Instead, once falling below this point, the harkumen permanently loses an intellect point, and then returns to 0 health points. Only when a harkumen's intellect reaches 0, does he or she die. Once a harkumen dies, nothing may bring it back to life.

Description: Harkumen vary greatly in appearance, as much as humans.

Harpy
Dodge: 15
Health points: 10 + 1d8 (15)
Intellect: 7-10
Physical Resist: +2
Mental Resist: +2
Average size: 5.6' tall, 160 lbs.
Attacks: talons: 2 x 1d4 + 1, bite: 1 x 1d2
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +3
Movement rate: 60', fly 260'

Harpies are a race of bird-like creatures native to the Realms of Perdition. Harpies may be encountered on the Tellurian plane as well, although in smaller numbers. They inhabit remote cliffs or mountains, and prefer regions with frequent storms or high winds. In general harpies gather in flocks of 5-12 individuals. Characteristic of their native plane, harpies are malevolent creatures. It is not uncommon for harpies to amuse themselves by disrupting travelers (stealing food, upsetting horses, etc.). Harpies are quick to attack, but also quick to flee if they feel endangered.

Abilities: Any creature bitten by a harpy must make a Physical Resistance check of 12 or lose 1d4 endurance points (min.1) for 1 day.

Physical description: Harpies have the torso of a hideous woman, but the lower half or a large bird-of-prey. Rather than arms, harpies have two large leathery wings. Harpies teeth are sharp and canine-like.

Hippocamp
Dodge: 14
Health points: 16 + 1d8 (21)
Intellect: 4
Physical Resist: +3
Mental Resist: +0
Average size: 15' long, 1300 lbs.
Attacks: bite: 1 x 1d2 + 1
To-hit modifier: +1
Hide/armor: none
Initiative modifier: +1
Movement rate: swim 230'

Hippocamps are aquatic creatures with the forelimbs, torso and head of a horse, and scaly hindquarters ending in a large fish-like tail. These creatures form herds that travel over great distances, feeding on kelp and similar marine flora. If trained, hippocamps can be used as steeds. However, it is a necessity that the rider be able to breathe water, as hippocamps most often travel below the surface. In order to be properly trained, a hippocamp must be captured while young. Hippocamps cannot travel upon land.

Abilities: Hippocamps may breathe water as well as air.

Physical description: The equine portion of a hippocamp resembles a horse. However, close inspection will reveal gill-slits along the creature's neck. The hindquarter of a hippocamp is that of a large scaled fish, ending in a wide fin. Hippocamps torsos are typically white or grey, and their scales are a pale green-blue.

Hippogriff
Dodge: 13
Health points: 15 + 1d8 (20)
Intellect: 3-4
Physical Resist: +3
Mental Resist: +0
Average size: 7′ tall, 1100 lbs.
Attacks: kick: 1 x 1d4, or bite: 1 x 1d4 + 2
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +2
Movement rate: 240′, fly 260′

Hippogriffs are large flying creatures with the hindquarters of a winged horse, but the head of a great bird and front legs ending in large talons. They are naturally found in forested mountain regions. However, hippogriffs may be trained as steeds, and tamed animals are very valuable. Hippogriffs dislike horses, and it is difficult to employ either in proximity to one another.

Abilities: Aside from flight, hippogriffs have no extraordinary abilities.

Physical description: Hippogriffs hindquarters may be white, grey, brown or black, or any combination thereof. Their head resembles an enormous hawk or eagle. Hippogriffs are similar in size to horses, and have powerful feathered wings with a span of up to 20′.

Horse
Dodge: 11
Health points: 14 + 1d8 (19)
Intellect: 3
Physical Resist: +2
Mental Resist: +0
Average size: 7′ tall, 1200 lbs.
Attacks: kick: 1 x 1d4 + 1
To-hit modifier: +2
Hide/armor: none (or by worn armor)
Initiative modifier: +1
Movement rate: 250′

Horses are large herbivorous quadrupeds, often used by humanoids as steeds or beasts-of-burden. Wild horses are physically similar, and are well represented by the statistics given here. However, due to domestication, tame horses may vary greatly in size and appearance. Riding horses may be light and agile, whereas draft or working horses are typically stocky and powerful. Horses train relatively easily, and a skilled trainer may produce a steed willing to follow commands, even if they endanger the horse itself. In general, horses may carry 20-30% of their weight. Properly trained horses may wear barding (armor) as well.

Abilities: Horses have no extraordinary abilities.

Physical description: Horses are large, short-haired quadrupeds with longer hair on their tails and down the back of their neck. Horses in general have a base color of reddish-brown or grey, and vary in lightness or darkness.

Human
Dodge: 12
Health points: 3 + 2d8 (12)
Intellect: 7-15
Physical Resist: +1
Mental Resist: +0
Average size: 6′ tall, 180 lbs.
Attacks: 1 x by weapon, or fist: 1 x 1d2
To-hit modifier: +1
Hide/armor: none (or by worn armor)
Initiative modifier: +1
Movement rate: 120′

Humans are the most common of the humanoid races. In addition, humans are the most widely settled. As a society, humans are generally more adaptable than the other races. For this reason, they exercise political influence in most civilized regions. As a race, humans vary greatly in culture, appearance and in social structure. Human communities may range from small nomadic tribes, to vast populous republics. Due to their cultural dynamism, humans are at times resented by the older races.

Human society produces specialists in most crafts and trades. However, compared to the other races, they are uniquely proficient and invested in seamanship. Physiologically, humans have the unique characteristic of being able to breed with both goblinoids (orcs), as well as faeries (elves).

Abilities: Humans have no extraordinary abilities.

Description: Humans vary greatly in appearance. Adults may be between 4′ and 7′ tall, and weigh between 80-350 lbs. Human skin ranges from very fair to very dark. Hair color may be any variation between white, brown, red or black.

Hydra
Dodge: 14
Health points: 43 + 2d10 (54)
Intellect: 5-6
Physical Resist: +7
Mental Resist: +2
Average size: 14′ tall, 8200 lbs.
Attacks: bite: 3-7 x 1d6 + 3 or special
To-hit modifier: +6
Hide/armor: 1
Initiative modifier: +0
Movement rate: 160′

Hydras are large multi-headed reptiles that live in warm humid regions. They are extremely aggressive, and will most often attack any creature they estimate to be an easy kill. Hydras have a habit of dragging their victims to a lair in order to be consumed. As a consequence, hydra dwellings often contain a horde of goods, comprised of non-edible possessions of their past prey. In general, hydra will attack by biting with each of its heads. However, if desperate, once per day each head may breathe a noxious gas as well.

Abilities: Once per day, each head of the hydra may breathe a 4′ diameter cloud of noxious gas. Any creature exposed to this gas must make a Physical Resistance check of 14 or be blinded and lose 1d4 agility points for 1 hour. The heads of a hydra take turns sleeping; at any given time, at least one head will always be awake. Hyras have Perception Grade II.

Physical description: Hydras are large bluish-grey reptilians with three to seven heads, each upon a neck of 5-7′ in length. The hydra has four legs and a long snake-like tail.

Hyraeth
Dodge: 13
Health points: 7 + 1d8 (12)
Intellect: 7-10
Physical Resist: +1
Mental Resist: +2
Average size: 5′ tall, 130 lbs.
Attacks: claws: 2 x 1d4 + 1, or bite: 1 x 1
To-hit modifier: +2
Hide/armor: none
Initiative modifier: +1
Movement rate: 90′, fly 170′

Hyraeth are a hideous demon-like creatures found in places where atrocities have occurred. They are most common within the Realms of Perdition, but may be encountered on the Tellurian plane as well. Hyraeth may sense evil acts and deeds, and are drawn to places marred by violence or murder. Consequently, hyraeth typically inhabit abandoned dungeons or desolate ruins where slaughter has occurred. Hyraeth feed upon living things and prefer human or faerie flesh. They may be encountered alone or in groups of several individuals. When attacking, a hyraeth will normally use its clawed hands. However, if an attacking hyraeth hits with both claws, it may bite its victim as well.

Abilities: Hyraeth may see in complete darkness as well as in light. Any creature bitten by a hyraeth must make a Physical Resistance check of 12 or be infected as if by the 1st Circle Ritual magic spell Infect. Once per day a hyraeth may innately cast the 2nd Circle Ritual magic spell, Fear.

Description: Hyraeth are emaciated human females with leathery wings. Their skin is withered and gray and their eyes are red and deep-set. Hyraeth appear cadaverous and are often mistaken for undead. The fingers and toes of hyraeth are extremely long and end in blackened claws.

Jinn; *Jinni*

Jinn are an anarchic race of magical creatures, native to the Viridian Realms. The most numerous of the jinn are the djinn, and these primarily reside within their native plane. However, some members of the jinn races diverged within their long history and now inhabit other planes. Within the Viridian Realms, the djinn construct grand cities and castles, built of rare minerals. These cities are run much like human societies; however there is no overt governmental structure or militia. Djinn are often curious of human affairs, and at times deliberately come into contact with humans, sometimes wrecking havoc via their indelicate interactions. Due to their curiosity, some jinn have assimilated into human societies while concealing their actual identity. Jinn are not immortal, but live for thousands of years. Many jinn are employed as servants by demi-gods of the other Realms.

Some common jinn names are: Abalam, Abalim, Ammit, Balam, Guzalu, Hanan'el, Kokb'ael, Neqa'el, Puloman, Semyaz, Separ, Tuma'el, Tur'el, Yeter'el, Zabos, Zepar and Ziminiar.

Djinn, Common
Dodge: 18
Health points: 31 + 2d8 (40)
Intellect: 10-14
Physical Resist: +6
Mental Resist: +8
Average size: 7′ tall, 300 lbs.
Attacks: fist: 2 x 1d6 + 6, or 2 x by weapon + 6
To-hit modifier: +5
Hide/armor: none (or by worn armor)

Initiative modifier: +4
Movement rate: fly 220'

Djinn are the most common of the jinn. Like most jinn, djinn are most often encountered within the Viridian Realms. Djinn are extremely loyal by nature, but are quick to anger and never forgive if crossed. Most djinn live in large opulent cities, sometimes floating within the clouds, or within Realms composed entirely of air. In combat, djinn favor large scimitars or spears.

Abilities: All djinn may assume human form at will if desired. They may innately cast the following Hermetic spells once per day: Extinguish, Combust, Wind, Shatter, Steam Cloud, Summon Elemental (Air) and Invisibility. Djinn are not affected by spells of charm or illusion and are immune to disease. Common Djinn have Intimidate, Perception, and Persuasion at Grade II.

Physical description: Djinn appear as large attractive humans, but with marbled bluish or grey skin. Djinn float naturally, and never walk upon the ground unless in human form. Upon close inspection, djinn produce a subtle smoke about them which smells of fine incense. Most djinn prefer to wear brightly colored garments of superior cloth.

Djinn, Lesser
Dodge: 16
Health points: 15 + 1d8 (20)
Intellect: 10-14
Physical Resist: +4
Mental Resist: +6
Average size: 6' tall, 250 lbs.
Attacks: fist: 2 x 1d6 + 4, or 1 x by weapon + 4
To-hit modifier: +4
Hide/armor: none (or by worn armor)
Initiative modifier: +2
Movement rate: fly 200'

In most respects, lesser djinn are similar to their larger cousins, but generally occupy a lower standing in djinn society. Lesser djinn are more apt to meddle in human affairs than other djinn.

Abilities: Lesser djinn may assume human form at will if desired, and may innately cast the following Hermetic spells once per day: Extinguish, Combust, Wind, Summon Lesser Elemental (Air), and Invisibility. Lesser djinn are not affected by spells of charm or illusion and are immune to disease. Lesser Djinn have Intimidate, Perception, and Persuasion at Grade II.

Physical description: Except for their diminutive stature, lesser djinn are similar to their larger cousins in appearance.

Djinn, Greater
Dodge: 21
Health points: 46 + 3d8 (60)
Intellect: 15-18
Physical Resist: +6
Mental Resist: +8
Average size: 8' tall, 350 lbs.
Attacks: fist: 2 x 1d6 + 7, or 2 x by weapon + 7
To-hit modifier: +6
Hide/armor: none (or by worn armor)
Initiative modifier: +4
Movement rate: fly 240'

In many respects, the greater djinn are similar to their smaller cousins. However, greater djinn are exceptionally intelligent, and are often great scholars or artists. Possessing immense egos, greater djinn are rarely found in the service of the immortals. Within djinn society, greater djinn are often hold places of importance and influence.

Abilities: Greater djinn may assume human form at will if desired. They may innately cast the Hermetic spells: Extinguish, Combust, Wind, Shatter and Steam Cloud, twice per day, and the spells: Summon Greater Elemental (Air), Invisibility, Gate and Change once per day. Greater djinn are not affected by spells of charm or illusion and are immune to disease. Greater Djinn have Intimidate, Perception, and Persuasion at Grade III.

Physical description: Except for their larger build, greater djinn are similar to their lesser cousins in appearance.

Ghul
Dodge: 17
Health points: 23 + 3d8 (37)
Intellect: 8-10
Physical Resist: +6
Mental Resist: +6
Average size: 7' tall, 210 lbs.
Attacks: claw: 2 x 1d6 + 5, or bite: 1 x 1d6 + 3
To-hit modifier: +7
Hide/armor: none
Initiative modifier: +2
Movement rate: 190'

Ghuls are ancient cousins of the jinn, but now bear little resemblance to their kin. In fact, they no longer possess the ability to fly. Ghuls are subterranean creatures most often found within the Blood Realms, but in caverns of the Tellurian plane as well. They have a strong appetite for human flesh and due to their grayish skin, are often mistaken for undead. Ghuls typically travel in packs of 4-12 individuals, often in a dog-like form that bears some resemblance to a jackal. Although they are intelligent creatures, ghuls often seem mindless, especially when they have had the taste of blood. Occasionally the dvergar will form treaties with ghuls, in which the dvergar provide a supply of flesh to the ghuls for protection or peace.

Abilities: Ghuls are not affected by spells of charm or illusion and are immune to disease. They may innately cast the following Hedge magic spells: Darkness, Terror, and Hesitate once per day. Once per hour a ghul may shape-change into a large dog-like creature (bite attack only). Ghuls may see in the infrared spectrum and prefer low-light conditions. Any creature bitten by a ghul must make a Physical Resistance check of 12 or be infected as if by the 1st Circle Ritual magic spell Infect. Ghuls have Perception at Grade II.

Physical description: Ghuls are gaunt grayish humanoids with over-sized hands and feet. The hands of ghuls end in long yellowed nails and their mouths bear long pointed teeth. The have no hair and rarely wear any clothing. In their secondary form, ghuls resemble dirty grey jackals with yellow eyes.

Ifrit
Dodge: 20
Health points: 47 + 3d8 (61)
Intellect: 16-19
Physical Resist: +5
Mental Resist: +11
Average size: 8'-9' tall, 300-450 lbs.
Attacks: fist: 2 x 1d6 + 5, or 2 x by weapon + 5
To-hit modifier: +7
Hide/armor: none (or by worn armor)

Initiative modifier: +6
Movement rate: fly 250'

Ifriti are cousins to the jinn, but are rarely encountered within the Veridian Realms. Instead, ifriti are most commonly found within the Realms of Blood, and occasionally within the Realms of Perdition or the Tellurian plane. Ifriti are the most wicked of the jinn, and they are often mistaken for demons. In fact, like demons, ifriti vary greatly in individual appearance. Even so, they are invariably searing hot, and are normally covered in smoke and flames. Like their cousins, the ifrit are free-spirited creatures with little regard for social order or the rule of law. Due to this, they are often despised within the Blood Realms where they are notorious for creating unrest. With the promise of ample reward, ifriti will occasionally serve demons or powerful mortals. Nevertheless, ifriti have no loyalty and will never extend their service beyond payment. Left to their own devices, ifriti will typically travel far and wide inflicting cruelty and causing mayhem to satisfy their own whim.

Abilities: Ifriti are not affected by spells of charm or illusion and are immune to disease and heat. This ifrit may innately cast the following Hermetic spells: Darkness, Combust, Rust, Invisibility, and Wall of Fire, and the following Hedge magic spells: Terror, Hesitate and Compel once per day. Ifriti are constantly hovering or flying. Ifriti have Intimidate and Magic Acuity at Grade IV.

Physical description: This ifrit appears as a tall, black flaming woman with short horns and long fangs.

Marid
Dodge: 18
Health points: 33 + 2d8 (42)
Intellect: 11-15
Physical Resist: +6
Mental Resist: +9
Average size: 7' tall, 300 lbs.
Attacks: fist: 2 x 1d6 + 5, or 2 x by weapon + 5
To-hit modifier: +6
Hide/armor: none (or by worn armor)
Initiative modifier: +4
Movement rate: swim 220', fly 220'

Marid are similar in appearance to the djinn, but are most commonly encountered in Viridian Realms dominated by water. They are extremely individualistic and form no structured societies. Marid are usually encountered alone. Some marid inhabit the Tellurian plane, and these occasionally keep lairs within deep underwater caverns. Like greater djinn, marid have the ability to cast the 8th Circle Hermetic magic spell Change. Sometimes the marid will use this ability to grant a wish to an individual that beats it in battle. Common amongst jinn, marid possess enormous egos and are sometimes susceptible to flattery.

Abilities: Marids may assume human form at will if desired. They may innately cast the following Hermetic spells once per day: Extinguish, Water Walk, Water-breathing, Wind, Steam Cloud, Summon Greater Elemental (Water), Invisibility and Change. Marid are not affected by spells of charm or illusion and are immune to disease. Marid may breathe water as well as air. Marids have Intimidate, Persuasion, and Magic Acuity at Grade III.

Physical description: Marid appear as djinn: as large attractive humans with marbled bluish or grey skin. However, their hands and feet are webbed. Out of water, marid float naturally, and never walk upon the ground unless in human form. Marid typically wear flowing garments of fine cloth.

Sila
Dodge: 13
Health points: 7 + 1d8 (12)
Intellect: 9-14
Physical Resist: +2
Mental Resist: +4
Average size: 5.5-6' tall, 180 lbs.
Attacks: fist: 2 x 1d3 + 1, or 1 x by weapon + 1
To-hit modifier: +2
Hide/armor: none (or by worn armor)
Initiative modifier: +1
Movement rate: 120'

The sila are not true jinn, but are thought to be a hybrid of djinn and humankind. Sila reside almost exclusively within the Veridian Realms, usually within cities created by the djinn. Sila have some minor magical abilities, but cannot fly. Sila have a limited means of flight, and are able to float slowly with limited concentration (fly 60'). However, this ability has little effect when they are under a strong gravitational pull, such as when upon the surface of a Tellurian planet. In djinn society sila generally make up the lowest class, and are normally laborers or servants. However, some sila have risen to higher status, usually by learning to employ a form of magic. Sila typically live for 200-250 years.

Abilities: Sila are not affected by spells of charm or illusion. Once per day, they may innately cast the Hermetic spells Extinguish and Wind.

Physical description: Sila resemble humans in most respects. However their skin is usually a pale blue or white.

Kappa
Dodge: 12
Health points: 7 + 1d4 (10)
Intellect: 7-10
Physical Resist: +1
Mental Resist: +2
Average size: 4' tall, 150 lbs.
Attacks: claw: 2 x 1d3, and bite: 1 x 1d3 + 1
To-hit modifier: +3
Hide/armor: 1d2
Initiative modifier: +1
Movement rate: 120', swim 140'

Kappa are amphibious child-sized humanoids, appearing as a mix between a monkey and a frog. Kappa inhabit swamps and rivers, and are powerful swimmers. Kappa are often mischievous and sometimes vicious. Ill-tempered kappa have been known to kidnap children, or to assault women. In fact, human children are one of their favorite meals, although they will eat adults as well.

Even so, kappa are intelligent, and may be befriended with gifts of fresh vegetables. Once befriended, kappa may perform any number of tasks for humans, such as helping to irrigate farmland. They are also highly knowledgeable of medicine, and are expert herbalists. Many kappa may speak human languages.

Abilities: Kappa have no extraordinary abilities. Their medicinal skills are expressed as Healing and Herbalism at Grade II.

Physical description: Kappa appear as large frog-like humanoids with apish faces. Their head is topped by wiry hair that the Kappa must always keep moist. Kappa's backs are covered with a thick shell, and their hands and feet are webbed.

Khulek
Dodge: 15
Health points: 10 + 2d6 (15)
Intellect: 12-16
Physical Resist: +3
Mental Resist: +6
Average size: 6.5′ tall, 150 lbs.
Attacks: 2 x by weapon + 1, or fist: 2 x 1d3 + 1
To-hit modifier: +4
Hide/armor: none (or by worn armor)
Initiative modifier: +3
Movement rate: 150′

Khulek are a race of reclusive humanoids that inhabit hot arid regions. In general khulek are nomadic, and travel in bands numbering from 8-24 individuals. Khulek do not usually associate with other humanoids. However they will conduct raids on vulnerable travelers and caravans. Khulek are highly intelligent and communicate with each other telepathically. Although they have mouths, khulek do not speak. Khulek children are not encountered, and it is believed they develop in an intermediate pupal stage deep underground. Khulek are expert fighters, and will quickly exploit any apparent weaknesses of their enemies. This often includes killing of pack animals, or destroying equipment at the outset of an ambush. Khulek usually fight with long curved swords.

Abilities: Khulek may see equally well in darkness as well as in light. They are immune to all forms of illusion. Once per day, khulek may innately cast the following Hedge magic spells: Perplex, Enrage, and Terror. Some khulek trappers have Perception, Tracking, and Wilderness Lore at Grades I or II.

Physical description: Khulek are tall emaciated humanoids with shriveled black skin. They often wrap themselves in thick ribbons of light cloth, giving them the appearance of mummified humans.

Kobold
Dodge: 13
Health points: 5 + 2d8 (14)
Intellect: 10-15
Physical Resist: +4
Mental Resist: +2
Average size: 5.5-6′ tall, 190 lbs.
Attacks: fist: 1 x 1d4 + 2, or 1 x by weapon + 2
To-hit modifier: +3
Hide/armor: none (or by worn armor)
Initiative modifier: +2
Movement rate: 130′

Kobolds are cavern-dwelling humanoids that appear to be a mix between goblins and demons. They are a war-like race, and often obtain their resources through raids or by co-opting the work of others. In fact, the structure of kobold society is heavily based upon slave labor, and many interactions between kobolds and the other humanoids involve slave-trading. Kobold society itself is rigid and class-based. As a result, in-fighting amongst kobolds is rare. Indeed, it is not uncommon for multiple clans of kobolds to efficiently unite when faced by a common enemy. Kobolds may be encountered just about anywhere underground. However, large kobold societies are typically located deep within the earth.

Abilities: Kobolds vision extends into the infra-red spectrum, and they may function almost normally in complete darkness. Some kobolds may practice magic, with Ritual and Faith magic being the most commonly used.

Physical description: Kobolds have a reddish-grey scaly skin, pointed ears, short snout-like noses, and pink eyes. Kobolds often adorn themselves with trinkets and gaudy jewelry.

Kraken
Dodge: 16
Health points: 120 + 4d8 (138)
Intellect: 13-17
Physical Resist: +12
Mental Resist: +9
Average size: 40-50′ tall, 39,000 lbs.
Attacks: arms: 4 x special, tentacles: 2 x 3d4 + 5, bite: 1 x 3d6 + 6
To-hit modifier: +6
Hide/armor: 1d3
Initiative modifier: +2
Movement rate: swim 230′

Kraken are an enormous race of intelligent squid-like creatures that reside in the deepest marine waters. They are thoroughly evil and view all other living things with disdain. On rare occasions and for unknown reasons, kraken will attack sailing vessels. In such cases, the beast will capsize the ship, and then proceed to devour each individual left in the water. Kraken are extremely intelligent, and are imbued with certain magical powers. It is surmised that kraken are not native to the Tellurian plane, but come from some otherworldly place, by an undiscovered rift. Kraken have never been reported to align themselves with any race, or even to interact with other creatures a non-hostile manner.

Abilities: If hit with one of a kraken's four attacking arms, the victim suffers 1d4 points of damage, and must make a Physical Resistance check of 15 or be entrapped. Each round thereafter, the kraken may bite the trapped individual without a to-hit roll. A Feat of Strength of 20 will free an entrapped individual. The kraken's whipping tentacles inflict damage only. Kraken are immune to all forms of illusion and charm. Once per day, the kraken may innately cast the following

Hermetic magic spells: Dispel Magic, Minor Magic Shield, and Alter Weather.

Physical description: Kraken appear as gigantic squids, with large elongated heads, and saucer-like eyes. They have eight suction-cup covered arms and two whipping barbed tentacles.

Leyak
Dodge: 13
Health points: 6 + 1d4 (9)
Intellect: 6-8
Physical Resist: +1
Mental Resist: +4
Average size: 9" tall, 10 lbs.
Attacks: bite: 1 x 1
To-hit modifier: +2
Hide/armor: none
Initiative modifier: +2
Movement rate: fly 120'

The leyak is a hideous creature composed of a floating human-like head, with entrails dangling from its severed neck. In daylight the leyak appears to have a complete figure. However, the body of the leyak is non-corporeal, and its true form is evident once it is out of the sun's light. Leyak prefer to feed on corpses, but will attack the living as well, particularly children. Although they are often mistaken for undead, the leyak are magical but living creatures. Leyak are most common within the Blood Realms, but may be found upon the Tellurian plane as well.

Abilities: Leyak may see in darkness as well as in light. Any creature seeing a leyak in its true form must make a Mental Resistance check of 10 or flee in fear for 2d4 rounds. If bit by a leyak, the victim must make a Physical Resistance check of 10 or be paralyzed for 3d4 rounds. Leyak fly naturally.

Physical description: Leyak resemble a floating human head with sharp fangs and a long tongue. A mass of entrails dangles from the base of the leyak's head, which may be seen outside of direct sunlight. In daylight, the leyak appears as a tall emaciated human. The human figure of the leyak is non-corporeal, and may not interact with the material world.

Lindworm
Dodge: 13
Health points: 38 + 2d6 (45)
Intellect: 3
Physical Resist: +6
Mental Resist: +0
Average size: 18' long, 1100 lbs.
Attacks: bite: 1 x 2d4 + 4
To-hit modifier: +5
Hide/armor: 1
Initiative modifier: +2
Movement rate: 70', burrow 5'

Lindworms are large burrowing creatures that appear as a mix between a snake and a lamprey. Lindworms are blind. However, they have can sense minute vibrations and often wait in a shallow burrow, springing upon its prey as it passes. These creatures have a preference for decayed flesh, and often disrupt cemeteries as they hunt for recently buried caskets. Once making a kill, a lindworm will carry its prey to a subterranean chamber where it may putrefy prior to being consumed. These dreadful chambers often house the remains of dozens of unlucky victims. Due to their gruesome diet, lindworms emanate a powerful odor of death.

Abilities: Lindworms can sense vibrations for several hundreds of yards. If creatures are nearby, lindworms will often burrow beneath them, and ambush from the ground below.

Physical description: Lindworms are large snake-like creatures, except they are thick along their entire length. The lindworm's mouth resembles a lamprey's with rows of serrated teeth lining a circular mouth. Lindworms are translucently pale, and their organs may be seen pulsating under their flesh.

Lithian
Dodge: 5
Health points: 40
Intellect: 3
Physical Resist: +4
Mental Resist: n/a
Average size: 8' tall, 3000 lbs.
Attacks: fist: 2 x 1d8
To hit modifier: +4
Hide/armor: 4
Initiative: +0
Movement: 80'

Lithians or 'Lithic Warriors' are oddity of nature that form inside limestone caverns, slowly taking form directly below a dripping stalactite. Most viewing a lithian will see it only as a natural wonder: a rock formation which nature and chance have shaped into an anthropomorphic statue. However, any creature venturing to touch the lithian will uncover its true nature as the beast animates as an aggressive and merciless stone combatant. Once stirred, a lithian will quietly, but unswervingly destroy any creature within 100' of its place of origin. If evaded, the lithian will eventually return to its point of formation, and slowly reunite with the surrounding rock.

Abilities: If a lithian is damaged (beyond its hide/armor absorbance), it immediately fractures into two lesser lithian, who possess similar appearance and motivation, but are half the size of their parent. If these lesser lithian are again damaged, each will split again into two even lesser creatures. These minor progeny will shatter completely if damaged again. The statistics of these lithians are presented below:

Lesser lithian: Health points: Half of progenitor (after damage), Dodge score: 10, Initiative: +1, Hide/armor: 2, To-hit: +2, Attacks: Fist: 2 x 1d4, Intellect: 3, Physical Resist: +2, Mental Resist: n/a, Movement: 100'.

Minor lithian: Health points: Half of progenitor (after damage), Dodge score: 15, Initiative: +2, Hide/armor: 1, To-hit: +1, Attacks: Fist: 2 x 1d2, Intellect: 3, Physical Resist: +1, Mental Resist: n/a, Movement: 120'.

If lesser lithians are left alone, they will return to their place of origin, and slowly unify into a single mass once again.

Physical Appearance: Lithians resemble large, calcified stalagmites of limestone which have the rough shape of a humanoid, typically in a kneeling position. Aside from its statue-like appearance, a lithian is featureless, seemingly composed of melted wax, rounded and smooth despite its hardness. As they are created by water-born deposits, lithians are often encountered within a pool of water, partially submerged. A lithian attacks by pummeling with its large fists, which always remain clenched.

Lycanthropes; *Lykanthropos*

In the strictest terms, lycanthropes are not actually a race unto themselves. In fact, these creatures were once normal humanoids, but have since been infected with a shape-shifting disease called lycanthropy. Nevertheless, lycanthropes are often drawn to cohabitate. Thus, they are presented as a unique species here. Lycanthropic humanoids typically appear as normal. However, conditions of extreme stress or exertion often cause the lycanthrope to transform, either partially or completely, into animal form. In general, lycanthropes will remain in this form for 2d8 hours. Any individual bitten or scratched by a lycanthrope in animal form must make a Physical Resistance check of 10 or become a lycanthrope in 3d10 days. Most humanoids, except elves and other faerie folk, may be infected with lycanthropy. Thus, goblins, humans, dwarves, and even ogre lycanthropes may be encountered. Similarly, the animal form of lycanthropes may vary.

Due to the variety of lycanthropes, the Game Master is encouraged to generate other types as he or she sees fit. Below, four of the most common forms of lycanthropes are presented. Generally, lycanthropes have Perception at Grade I, but may have many other proficiencies depending on their personality.

Werebear

Dodge: 13
Health points: 34 + 2d8 (43)
Intellect: 7-9
Physical Resist: +4
Mental Resist: +5
Average size: 7.5' tall, 1000 lbs.
Attacks: claw: 2 x 1d4 + 5, or bite: 1 x 2d4 + 5
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +0
Movement rate: 160'

Unlike many lycanthropes, werebears always transform completely between humanoid and ursine form. As a result of their infection, werebears in humanoid form are aggressive and crude. These individuals typically possess insatiable appetites, and are fond of rich food and drink. Werebears are antisocial, and rarely seek the company of other werebears. It is not uncommon for a werebear to be unaware of his or her actions while in animal form. However, some werebears remain completely cognizant between both forms, and are even able to have some control over their transformations. Werebears often live on the fringes of society as reclusive misanthropes.

Abilities: Individuals affected by werebear lycanthropy have a 40% chance of transforming into a werebear in any stressful situation, such as physical combat. While in bear form, unless reduced below -10 health points, werebears may continue to fight as if employing the Last Stand discipline.

Physical description: In humanoid form, werebears are indistinguishable from non-lycanthropes. Most werebears transform into brown or grizzly bears. However, in artic regions some polar werebears may be found.

Werejackal

Dodge: 15/16
Health points: 13 + 1d4 (16)
Intellect: 8-12
Physical Resist: +2
Mental Resist: +3
Average size: 5' tall, 120 lbs./5' long, 70 lbs.
Attacks: claw: 2 x 1d4 + 1/bite: 1 x 1d4 + 2
To-hit modifier: +4
Hide/armor: none (or by worn armor)
Initiative modifier: +3
Movement rate: 130'/200'

Werejackals are the most aggressive of lycanthropes. Somewhat similar to werewolves in appearance, werejackals are much smaller in both canine and bipedal-canine form. However, unlike werewolves, werejackals are typically less restrained in concealing their true nature. In fact, most werejackals actively shun civilization. Instead, they choose to roam the wilderness, attacking unwary travelers or other easy prey. Werejackals tend to socialize with each other and may form groups of up to 20 individuals. If aware of an infected humanoid, they will often work to draw the individual away from his or her previous life.

Werejackals have two forms in addition to their humanoid one. One is of a scrawny hair-covered humanoid, with long claws and a dog-like snout. The other is that of a large jackal. The statistics provided above are given as: canine-humanoid/jackal form. When caused to transform, werejackals always assume the jackal-like humanoid form first.

Abilities: Individuals affected by werejackal lycanthropy have a 70% chance of transforming into a werejackal in any stressful situation, such as physical combat. After 10 minutes in this form, there is a 50% chance the werejackal will transform to jackal form completely.

Physical description: In humanoid form, werejackals are indistinguishable from non-lycanthropes. However, even in this form, the werejackal will appear wild and unkempt. In canine-humanoid form, werejackals are hair-covered humanoids with jackal heads and clawed hands.

Wererat

Dodge: 14
Health points: 8 + 1d8 (13)
Intellect: 8-12
Physical Resist: +3
Mental Resist: +0
Average size: 4.5' tall, 120 lbs.
Attacks: claw: 2 x 1d3 + 1, or 1 x by weapon + 1
To-hit modifier: +3
Hide/armor: none (or by worn armor)
Initiative modifier: +3
Movement rate: 130'

Wererats are atypical lycanthropes as they do not transform into a complete animal form. Instead, humanoids affected by wererat lycanthropy change into a hairy humanoid with long claws and a rodent-like snout. Wererats have no tails. Unlike most lycanthropes, once in rodent-humanoid form, wererats will remain so for 1d4 days. Due to this extended transformation, wererats often shun normal society. Nevertheless, wererats have a propensity to social interactions. Thus, they will often form communities on the outskirts populated areas. In contrast to other lycanthropes, wererats often choose to wear clothing and employ weapons while transformed.

Abilities: Individuals affected by wererat lycanthropy have a 40% chance of transforming into a wererat in any stressful situation, such as physical combat. Wererats have exceptional low-light vision and olfaction, and may operate as normal unless in complete darkness (-1 to-hit).

Physical description: In humanoid form, wererats are indistinguishable from non-lycanthropes. In rodent-humanoid form, wererats are wiry hair-covered humanoids with long snouts and rodent-like incisors.

Werewolf
Dodge: 15/15
Health points: 17 + 1d4 (20)
Intellect: 10-15
Physical Resist: +4
Mental Resist: +2
Average size: 6' tall, 200 lbs./7' long, 200 lbs.
Attacks: claw: 2 x 1d4 + 3/bite: 1 x 1d6 + 4
To-hit modifier: +4
Hide/armor: none (or by worn armor)/none
Initiative modifier: +2
Movement rate: 130'/200'

Werewolves are the most common of lycanthropes. However, as a consequence of werewolf lycanthropy, those humanoids infected are driven to great lengths to conceal their affliction. Aside from this psychological trait, werewolf lycanthropy has little effect upon the humanoid from of an affected individual. For these reasons, uncovering the identity of a werewolf can be very difficult.

Werewolves have two forms in addition to their humanoid one. One is of a hair-covered humanoid, with long claws and a dog-like snout. The other is that of a large wolf. The statistics provided above are given as: lupine-humanoid/wolf form. When caused to transform, werewolves always assume the dog-like humanoid form first. Werewolves are very aggressive after transforming. However, the afflicted individual will always remember his or her actions in each form. It is not uncommon for werewolves to cohabitate if they locate one another.

Abilities: Individuals affected by werewolf lycanthropy have a 50% chance of transforming into lupine-humanoid form in any stressful situation, such as physical combat. After 10 minutes in this form, there is a 50% chance the werewolf will transform to wolf form completely. Regardless of his or her environment, there is a 90% chance that a werewolf will transform upon a full moon.

Physical description: In humanoid form, werewolves are indistinguishable from non-lycanthropes. In lupine-humanoid form, werewolves appear as lanky dog-headed humanoids with clawed hands and feet. In wolf form, werewolves resemble dire wolves.

Mammoth
Dodge: 14
Health points: 66 + 3d8 (80)
Intellect: 3
Physical Resist: +7
Mental Resist: +6
Average size: 12.5' tall, 13,000 lbs.
Attacks: trample: 1 x 1d12 + 10, or tusk: 1 x 1d10 + 6
To-hit modifier: +4
Hide/armor: 1
Initiative modifier: +0
Movement rate: 160'

Mammoths are an arctic dwelling cousin of elephants. Unlike elephants, they are covered in long thick hair and have much longer curved tusks. Due to their hair, they are sometimes called woolly mammoths. Mammoths are herbivores, and travel great distances seeking good pasture. Like elephants, mammoths are more or less peaceful. Nevertheless, males or females with young are territorial. Mammoths may be found in groups with as few as 5 or as many as 150 individuals. Unlike elephants, mammoths are difficult to train. However, if captured young it is possible. Mammoths are not as intelligent as elephants.

Abilities: Mammoths have no extraordinary abilities. However, they may endure extremely cold temperatures.

Physical description: Mammoths appear as large hair-covered elephants, but their ears are smaller and their tusks longer.

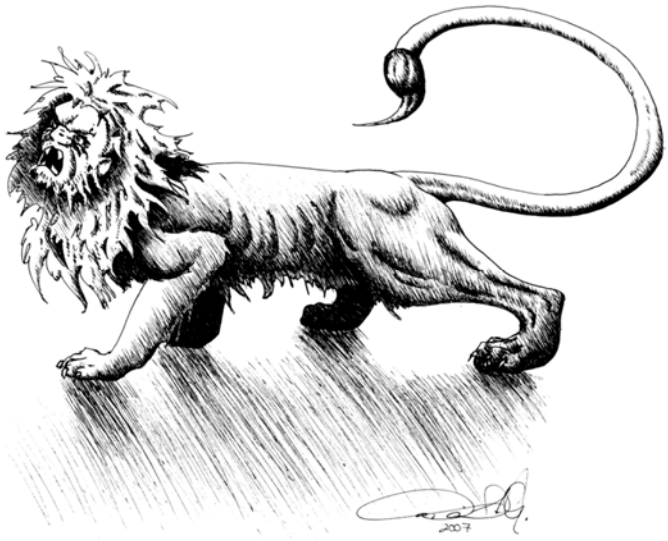
Manticore
Dodge: 16
Health points: 38 + 3d8 (52)
Intellect: 10-13
Physical Resist: +5
Mental Resist: +5
Average size: 8' long, 750 lbs.
Attacks: claw: 2 x 1d4 + 4 and bite: 1 x 1d6 or tail: 1 x 1d6
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +0
Movement rate: 220'

Manticores are enormous lion-like creatures with a spiked tail, and the head of a horned man with rows of serrated teeth. Although manticores can be found on the Tellurian plane, they are not native, and can be found on numerous Veridian Realms as well. On the Tellurian plane, manticores tend to reside in elevated terrain of tropical or temperate regions. In general, manticores are solitary creatures that spend their time wandering throughout massive territories, spanning up to 100 miles in breadth.

Manticores are man-eaters, and after identifying potential prey, they will often track their victims for hours or days waiting for the most opportune moment to attack. When attacking, manticores will preferably claw and bite. However, if a manticore feels seriously threatened, it will also whip its tail. Any creature struck by the manticore's tail must make a Physical Resistance check of 13 or be paralyzed for 3d8 rounds. Manticores speak their own language. However, at times they will understand and speak a limited amount of languages common to their region of residence.

Abilities: Manticores are magical creatures, and may innately cast the Faith magic spell Confuse twice per day.

Physical description: Manticores are enormous feline creatures with the body of a lion, the head of a horned man, and a tail that ends in a large spike, similar to that of a scorpion.



Mermen
Dodge: 13
Health points: 5 + 2d8 (14)
Intellect: 7-12
Physical Resist: +3
Mental Resist: +1
Average size: 9′ long, 240 lbs.
Attacks: 1 x by weapon + 1, or fist: 1 x 1d3
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +2
Movement rate: swim 180′

Mermen are a race of intelligent aquatic humanoids. From the waist up, mermen appear human. However, from the waist down, mermen have long fish-like tails. Female mermen are called mermaids. Mermen and mermaids are of the same species, yet they are rarely seen together. Furthermore, mermaids tend to be solitary creatures, whereas mermen usually travel in groups of 3-8 individuals. Both mermen and mermaids are reclusive, and rarely interact with other intelligent races. But, they do share a general affinity to marine mammals, and are often accompanied by dolphins, whales, or sea lions. Mermaids will occasionally take pity upon and rescue drowning sailors. Due to the mermaid's remarkable beauty, these encounters often leave the seamen with unrequited sentiments. Mermaids rarely fight. However, mermen normally carry tridents or spears.

Abilities: Mermen may breathe air as well as water.

Physical description: The upper part of mermen resemble a human, except their skin is always marble-like and pale. The bottom portion of mermen is covered in fine pale green scales and ends in a fin 3-4′ wide. Mermen are of average comeliness. However, mermaids are invariably attractive.

Merrow
Dodge: 13
Health points: 9 + 2d6 (16)
Intellect: 6-8
Physical Resist: +4
Mental Resist: +0
Average size: 10′ long, 280 lbs.
Attacks: 1 x by weapon + 2, or fist: 1 x 1d3 + 1
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +2
Movement rate: swim 180′

Merrow are a race of aquatic creatures with the tails of fish, the torso of a man, and a head that appears as a mixture of both. They travel in bands of 4-18 individuals, often accompanied by several sharks. Merrow dislike land-born humanoids and often attack small ships or survivors of capsized vessels. Mermen and merrow share a strong animosity for one another, and will normally attack each other on sight. Merrow dwell in deep water-filled caverns which are often littered with treasures gathered from their victims. Merrow usually carry short barbed spears.

Abilities: Merrow have no extraordinary abilities. They may breathe water, but cannot breathe air.

Description: Merrows resemble mermen, as they have human torsos and tails instead of legs. However, their heads are fish-like with large eyes, gills and great gaping mouths.

Minotaur
Dodge: 14
Health points: 40 + 3d8 (54)
Intellect: 7-8
Physical Resist: +5
Mental Resist: +7
Average size: 8′ tall, 450 lbs.
Attacks: 2 x by weapon + 5, or horns: 1 x 2d8 + 4
To-hit modifier: +5
Hide/armor: none (or by worn armor)
Initiative modifier: +2
Movement rate: 140′

Minotaurs are humanoids with the torso of an immense man, and the legs and head of a large bull. Minotaurs are generally solitary creatures, who are almost always found inhabiting labyrinthine networks of caves and tunnels. Due to an unnatural sense of direction and affinity for such networks, Minotaurs are always found in the most complex regions of such mazes, and often use their familiarity with these passages to evade or ambush intruders.

Little is known about minotaur culture as they rarely interact with the other intelligent races. However, they do crave gold and may be successfully negotiated with, yet always at an extreme disadvantage. Minotaurs are somewhat intelligent and speak their own simple language. Although they generally inhabit preexisting labyrinths, minotaurs have been known to enslave captured humanoids and work them to death, forcing them to enhance the complexity of their tunnels. Minotaurs are xenophobic and quick to anger. If provoked, they will

attack with a large weapon, such as a great sword or maul. However, if driven to a rage, minotaurs will forsake these weapons and instead gore opponents with their massive horns.

Abilities: Minotaurs never lose their sense of direction, and always take the shortest route, even in new territory. Furthermore, they are immune to all sorts of magical confusion and charm. Unless reduced below -10 health points, minotaurs may continue to fight as if employing the Last Stand discipline. Minotaurs have Perception and Tracking at Grade I, or Grade III in their specific labyrinth.

Physical description: Minotaurs are humanoids with the torso of an immense man, and the legs and head of a large bull. The hands of minotaurs are human, yet their large feet are cloven. Their skin is typically a bronzed-flesh, and their hairy legs and heads are reddish brown to black. Minotaurs love gold, and often adorn themselves with golden rings, bracers, and in rare cases, golden armor.

Mycoloid
Dodge: 13
Health points: 4 + 1d4 (7)
Intellect: 5-6
Physical Resist: +0
Mental Resist: -1
Average size: 4' tall, 60 lbs.
Attacks: claw: 2 x 1d4 or spit: special
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +2
Movement rate: 60', fly 200'

Mycoloids are large insect-like creatures that dwell in tropical jungle regions. These creatures are somewhat intelligent and are found in groups of 11-20 individuals. Mycoloids dwell in twisting burrows they excavate, where they raise their larval brood and cultivate a type of mushroom on which they feed. Mycoloids hunt living animals but do not fully consume them. Instead, they partially digest their prey and regurgitate this substance to fertilize their fungal crop. Although mycoloids normally prey upon small mammals and reptiles, a large group will attack larger prey, including humanoids. Mycoloids attack with their razor sharp arms or by spitting caustic bile. Mycoloids are known to attack wounded creatures, and often act as scavengers after a battle. The fungus a mycoloid colony cultivates, schizothylerium, has powerful curative properties, and is used in many tonics and elixirs.

Abilities: Once per hour, mycoloids may spit corrosive bile upon any creature within 10'. However, the mycoloid must roll to-hit to do so. If the mycoloid's successfully spits upon a creature, that individual suffers 1d3 points of damage. In addition, if the to-hit result is successful by 3 or more, the creature hit by this bile must make a Physical Resistance check of 14 or be blinded for 3d4 hours.

Physical description: Mycoloids somewhat resemble a large mantis, but are much bulkier. In addition, the head of a mycoloid more closely resembles that of a fly. Mycoloids are mostly dark red or black.

Naga
Dodge: 14/16
Health points: 10 + 2d8 (19)
Intellect: 12-15
Physical Resist: +5
Mental Resist: +3
Average size: 6' tall, 200 lbs./16' long, 200 lbs.
Attacks: 2 x by weapon + 2/1 x 1d6
To-hit modifier: +3/+4
Hide/armor: none (or by worn armor)/none
Initiative modifier: +3/+5
Movement rate: 120'/90'

Naga are a race of magical shape-changing creatures that have both human and serpent-like traits. Naga have two forms: one of a human, and one of an enormous snake. The statistics above are given as: human/snake. When in human form, naga typically appear as tall muscular male or females, lacking all body hair, but covered in script-like tattoos. In this form, naga may interact with other human races and often speak several languages. As humans, naga are often reclusive but influential characters, using their longevity to acquire positions of power within human society. As a race, naga are solitary creatures and rarely associate with one another.

Naga vary in their preference of form. Some naga remain in human form almost exclusively and only become serpents during conflict or as a means of disguise. Other naga prefer to remain in snake-form for extended periods, generally residing in sparsely populated tropical regions. As humans, naga prefer to fight with cutting weapons, such as axes, scimitars or swords. Occasionally a naga will employ Hermetic, Hedge or Ritual magic.

Abilities: Naga may change form between human and snake at will. Naga apply a +5 modifier to all Physical Resistance checks made to resist poisons. If bit by a naga in snake form, the victim must make a Physical Resistance check of 14 or be paralyzed, and die within 1d4 days. Naga have Persuasion at Grade II. Many Naga are also scholars or artists, possessing one or more knowledge proficiencies or Artisitc Ability at Grades I to IV.

Physical description: In human form, naga are usually handsome and exceptionally tall, yet have no hair. Their skin is bronzed, and they are frequently covered in complex tattoos. In snake form, naga are generally dark red or black and have colorful striped patterns.

Näkki
Dodge: 15
Health points: 5 + 2d8 (14)
Intellect: 7-12
Physical Resist: +2
Mental Resist: +4
Average size: 6' tall, 185 lbs.
Attacks: 2 x by weapon + 1, or fist: 2 x 1d3 + 1
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +2
Movement rate: 120'

Näkki are magical shapeshifting creatures that inhabit deep rivers, lakes or ponds. They are naturally cruel, and often strive to drown humanoids for consumption. Näkki may assume several forms. However, a common guise of the näkki is of a human male that appears handsome from the front, but usually has some deformity upon its back. Näkki may speak the regional tongue, but do so very little. In additional to their humanoid shape, Näkki may take the form of a large silver fish, a mangy dog, or a wild mare. In water näkki generally remain fish-like, only emerging when the chance to drown a creature presents itself. Näkki attack either in dog or human form, and usually wield a long wooden spear in the latter.

The statistics provided above regard the näkki's human form. Their canine form should be treated as a wolf, and their equine form as a horse.

Abilities: Näkki may breathe water as well as air. They may change form at will at a rate of once per minute.

Physical description: As humanoids, näkki appear as human males, typically with some malformation upon their back. As dogs or mares, näkki are unremarkable, but somewhat feral looking. As fish, näkki appear as large silver trout.

Nymphs; *Neried*

Nymphs are a female race of magical creatures that are spiritually bound to a particular locale such as a body of water, a mountain, or a grove of trees. They bear a striking resemblance to elves, and are often mistaken for such. Nymphs are not faeries, however. In fact they are a physical manifestation of the spirit or energy of the natural landscape. Nymphs are exclusively a Tellurian race, and are never found upon other planes. Indeed, simply removing a nymph from her natural environment will cause death within a number of hours. Accordingly, nymphs view themselves as protectors of their habitats, as well as its native residents. Nymphs are characteristically suspicious of outsiders, and will rarely interact with other humanoids. There are numerous varieties of nymphs, the most common of which are described below.

Nymphs have Healing, Perception, Persuasion, and Magic Acuity at Grade II. In their particular environments, nymphs also have Herbalism, Stealth, and Wilderness Lore at Grade II.

Dryad

Dodge: 14
Health points: 6 + 1d8 (11)
Intellect: 11-14
Physical Resist: +0
Mental Resist: +5
Average size: 5′ tall, 100 lbs.
Attacks: 1 x by weapon, or fist: 1 x 1d2
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +4
Movement rate: 130′

Dryads are reclusive forest-dwelling nymphs. Spiritually, they are connected to a small stand of trees or occasionally, to one tree in particular. Dryads will always remain within one mile of these trees as they lose 1 health point per hour they spend outside of this radius. These nymphs usually see themselves as custodians of the forest. Thus, they are most likely to make themselves known if the local flora is in danger. Dryads dislike conflict however, and will unusually attempt to distract or dissuade offenders before resorting to combat.

Abilities: Dryads may see all things within one mile of the trees to which they are spiritually bound. Once per day, a dryad may innately cast the following Faith magic spells: Plant Growth, Charm Animal, Wind, Animate Plants and Call Fauna. Twice per hour a dryad may innately cast the 3rd Circle Faith magic spell Plant Form. Dryads are immune to charm.

Physical description: Dryads appear as beautiful elvish females with green eyes. They are typically clothed in furs and/or plant material.

Lampade

Dodge: 15
Health points: 5 + 1d8 (10)
Intellect: 11-15
Physical Resist: -1
Mental Resist: +5
Average size: 5′ tall, 100 lbs.
Attacks: 1 x by weapon, or fist: 1 x 1d2
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +4
Movement rate: 130′

The lampades are subterranean nymphs who are spiritually connected to an underground spring, river or lake. Unlike most nymphs, lampades are wicked creatures, and regularly use their beguiling abilities to cause others harm. A lampade venturing more than one mile from her spring will lose 1 health point per hour. However, if the lampade is brought to the surface, this loss accelerates to 2 health points per hour. The soft voice of a lampade will often be heard long before she is sighted, and they will sometimes use their echoing songs to cause travelers to become lost underground. Unlike most nymphs, lampades are commonly found in small groups, all tied to the same water source.

Abilities: Lampades may see all things within one mile of the water source to which they are spiritually bound. They may see in darkness as well as in light. Once per day, a lampade may innately cast the following Faith magic spells: Darkness, Dishearten, Persuade, Call Lesser Fauna (subterranean) and Confuse. Lampades are immune to charm.

Physical description: Lampades appear as beautiful elvish females with bluish skin and black hair.

Oceanid

Dodge: 15
Health points: 5 + 1d8 (10)
Intellect: 11-15
Physical Resist: +1
Mental Resist: +4
Average size: 5′ tall, 100 lbs.

Attacks: 1 x by weapon, or fist: 1 x 1d2
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +3
Movement rate: 120', swim 140'

Oceanids are ocean-dwelling nymphs. Their freshwater cousins are called Limnades, though the two are indistinguishable. Oceanids are spiritually connected to a particular body of water, and lose 1 health point per hour if they are more than one mile away from it. Still, as these bodies of waters are typically vast, oceanids may range over much greater distances than most nymphs. Oceanids are characteristically benevolent, if not slightly mischievous. They take pleasure in confusing other creatures, especially land-dwellers; yet they rarely intend harm. Oceanids see themselves as custodians of the sea. Nevertheless, they will rarely interfere directly with any creature causing harm to their waters or its inhabitants.

Abilities: Oceanids may breathe water as well as air. Once per day, an oceanid may innately cast the following Faith magic spells: Persuade, Water Walk, Confuse, and Call Fauna (aquatic). Like all nymphs, oceanids are immune to charm.

Physical description: Oceanids appear as beautiful elvish females with blue-green skin and yellow or red hair. The hands and feet of oceanids are webbed.

Oread
Dodge: 14
Health points: 7 + 1d8 (12)
Intellect: 10-13
Physical Resist: +2
Mental Resist: +4
Average size: 5' tall, 110 lbs.
Attacks: 1 x by weapon + 1, or fist: 1 x 1d2
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +2
Movement rate: 120'

Oreads are nymphs that inhabit mountainous regions. They tend to be slightly larger than other nymphs and somewhat more prone to confrontation. Oreads are spiritually connected to one particular mountain, and lose 1 health point per hour if they are more than one mile away from it. Like other nymphs, oreads are familiar with the flora and fauna within their locale, and view themselves to be protectors of them. Most individuals passing through an oread's territory will be under the scrutiny of the nymph, but remain unaware of her presence. Should an oread seek conflict, it is usually on behalf of its mountain's native inhabitants, and will typically be initiated by surprise. Oreads prefer to fight with spears or thin clubs. Oreads are normally solitary, and usually dwell within a well-hidden grotto.

Abilities: Oreads may see all events that occur within their territory. Once per day, an oread may innately cast the following Faith magic spells: Persuade, Stun, Wind, Call Fauna (mountain), and Sandstorm. Oreads are immune to charm.

Physical description: Oreads appear as beautiful elvish females with ruddy skin and brown or red hair. They typically wear furs and carry long spears or clubs.

Octopus, Giant
Dodge: 14
Health points: 34 + 3d8 (48)
Intellect: 5
Physical Resist: +5
Mental Resist: +1
Average size: 30' long, 9,000 lbs.
Attacks: tentacles: 4 x 1d2, 1 x bite 2d8 + 4
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +2
Movement rate: swim 180'

Giant octopi appear as their smaller cousins, but are much larger and more aggressive. They may commonly be found on coral reefs, but also inhabit the deep ocean, especially within sub-aquatic caverns. Giant octopi are carnivores, and although they prey mainly on fish, anything small enough to be caught may be attacked. Giant octopi prefer ambush, and will entangle its victims within its suction cup lined tentacles, then draw them in to its powerful beak. Giant octopi are somewhat intelligent, and may employ simple but effective strategies when stalking its prey.

Abilities: If hit with one of an octopus's four attacking arms, the victim suffers 1d2 points of damage, and must make a Physical Resistance check of 14 or be entrapped. Each round thereafter, the octopus may bite the trapped individual without a to-hit roll. A Feat of Strength of 14 will free an entrapped individual. Twice per day, an octopus may spray an inky substance that completely darkens the waters within a 30' radius. An octopus may change its color at will, often to camouflage itself in its surroundings. Octopi have Disguise and Stealth at Grade II.

Physical description: Giant octopi resemble their normal-size kin, with eight suction-cup lined tentacles radiating the base of a large sack-like head.

Olagheri
Dodge: 14
Health points: 8 + 2d8 (17)
Intellect: 11-15
Physical Resist: +3
Mental Resist: +2
Average size: 7' tall, 230 lbs.
Attacks: fist: 2 x 1d2 + 1, or 2 x by weapon + 2
To-hit modifier: +3
Hide/armor: none (or by worn armor)
Initiative modifier: +2
Movement rate: 130'

Olagheri are an intelligent race of large humanoids found within the Blood Realms and the Tellurian plane as well. They are a warlike race, and military matters influence every aspect of their culture. Olagheri are unusually resistant to magic, yet possess some innate magical abilities. As they naturally share lands with demons, the olagheri are very xenophobic and aggressive in their relations with other races. Olagheri society is clan-based and one dominant family will populate the uppermost governmental and military positions. Due to their origin, the olagheri are often considered to be destructive and cruel when encountered upon the Tellurian plane.

Olagheri are expert makers of weapons and armor, and most individuals will carry both. Some olagheri may use magic and Hermetic spell-casters are most common.

Abilities: Olagheri have vision extends into the infrared spectrum, allowing them to operate in almost total darkness. All Physical and Mental Resistance checks made by olagheri against magic apply an additional +4 modifier. Once per day, olagheri may innately cast the

following Hermetic magic spells: Combust, Darkness, Thought Projection, Shatter, Protection from Cold, Protection from Heat, and Levitation.

Physical description: Olagheri appear similar to orcs, but are taller and have reddish-black skin. Olagheri often wear armor and carry weapons.

Oozes

Oozes are large slimes found in sewers, caverns, swamps, and other dank places. They are quasi-sentient amalgams of single-celled organisms that exist only to eat plant and animal matter and reproduce. Oozes come in a variety of different types, which vary by color. Oozes almost always live in isolation.

Black Ooze

Dodge: 10
Health points: 35 + 3d8 (50)
Intellect: 1
Physical Resist: +8
Mental Resist: n/a
Average size: 12' diameter, 600 lbs.
Attacks: pseudopod: 1 x 1d10 + by spell
To-hit modifier: +4
Hide/armor: 1d2
Initiative modifier: +0
Movement rate: 80'

Black ooze is the rarest and most disgusting of the oozes. It is a thick, bubbling pool that can form large distinct shapes, many of which are humanoid in shape and size. These independently moving featureless black humanoids are the means of the ooze to acquire prey and sense its environment. For this reason, black ooze is the fastest of the oozes. Black ooze thrives on other lifeforms, but is especially sensitive to magic, growing in areas of high magical activity and waste.

Abilities: Oozes are immune to any spell requiring a Mental Resistance check. They are also immune to poison and paralysis. Edged weapons do only half-normal damage to oozes. Black oozes have good olfactory and bioelectric senses, and can detect lifeforms within 120'. Black ooze is 80% resistant to magical spells and effects; for any such attack, if the ooze resists the spell, it instead absorbs it and gains one health point per Circle. One humanoid-shaped pseudopod will rise up per opponent. The touch of black ooze is cold and numbing, and any successful strike has a 25% chance of additionally discharging a random spell effect on the target (1d4, 1-3: Hermetic, 4: Hedge; 1d4 for Circle, then roll randomly on that spell list). Non-sensical results (e.g., Sense Magic or Seal Portal) simply result in a strange oily discharge with no apparent effect.

Physical description: Black ooze can actually be a number of shades, appearing as a large black, brown, or colorless mass. It is oily and bubbling, with small outgrowths constantly forming and being re-absorbed.

Green Ooze

Dodge: 6
Health points: 10 + 1d8 (15)
Intellect: 1
Physical Resist: +5
Mental Resist: n/a
Average size: 4' diameter, 80 lbs.
Attacks: n/a
To-hit modifier: n/a
Hide/armor: none
Initiative modifier: n/a
Movement rate: 10'

Green ooze is the smallest and slowest of the oozes. It is generally found outdoors, in swamps and old forests, and is akin to slime mold, fungus, or moss. Green ooze is mostly stationary but can slowly shift and move across surfaces if provoked. It is usually found growing over decaying matter or humanoid bodies. It reproduces by aerial spores, which also are its main defense.

Abilities: Oozes are immune to any spell requiring a Mental Resistance check. They are also immune to poison and paralysis. Edged weapons do only half-normal damage to oozes. Green oozes have good olfactory and bioelectric senses, and can detect lifeforms within 10'. If green ooze is struck, it releases a cloud of spores equal in radius to the amount of damage done. Anyone caught in this cloud must make a Physical Resistance check each round (up to 1d8 + 4 rounds) or ingest the spores. Ingesting the spores causes the victim to lose 1 point to agility, endurance, and strength each day. When any attribute reaches 0, the victim dies, and their stomach and larynx explodes as the new green ooze (minimum health points) emerges and covers their body. Spores can be removed by a Remove Poison or Cure Disease spell, or by an appropriate apothecary remedy. If the victim survives, one point to each attribute returns for each day of rest.

Physical description: Green ooze ranges in coloration over shades of pale blue and green to almost black. It is thick and mottled, and small spore clouds drift in the air above it.

Red Ooze

Dodge: 8
Health points: 20 + 2d8 (30)
Intellect: 3
Physical Resist: +6
Mental Resist: n/a
Average size: 8' diameter, 100 lbs.
Attacks: pseudopod: 1d4 + special
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +0
Movement rate: 40'

Red ooze is found in caverns and outdoors near pools of standing water. Some red ooze lives in water, at the bottom of lakes or streams, where it feeds on crustaceans and fish. Rarely, abnormally large specimens (30 + 2d8 health points) are seen out to sea, and will attack a nearby vessel. Red ooze is neurotoxic, and exposure to the ooze can lead to a strange zombie-like state. These victims mainly act to protect the ooze. For this reason, red ooze is rarely found alone, but is usually surrounded with an eclectic complement of guardian animals and/or humanoids (in general, 2d4 creatures of the local habitat). The ooze can telepathically communicate simple concepts to its guardians, such as attack, move, chase, etc.

Abilities: Oozes are immune to any spell requiring a Mental Resistance check. They are also immune to poison and paralysis. Edged weapons do only half-normal damage to oozes. Red oozes have good olfactory and bioelectric senses, and can detect lifeforms within 50'. Being touched by the ooze forces a Physical Resistance check (target number 15), or the victim loses 1 point of both presence and intellect. When either attribute reaches 1, the victim becomes a slave of the ooze and will work to defend it from other attackers. These ooze slaves require contact with the ooze to stay in this state- if removed more than 100' from the ooze (or the ooze is destroyed), presence and intellect will return at the rate of one point per day.

Physical description: Red ooze is smooth and runny, having the consistency of milk. Red ooze can be light orange, any shade of red or pink, to shades of deep violet.

Yellow Ooze
Dodge: 8
Health points: 10 + 2d8 (20)
Intellect: 1
Physical Resist: +6
Mental Resist: n/a
Average size: 6' diameter, 150 lbs.
Attacks: pseudopod: 1 x 1d8 + 3 plus burn
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +0
Movement rate: 20'

Yellow ooze is found in junkyards, cellars, and old mines. It is horribly corrosive and thrives on chemical reactions produced by breaking down metals. Yellow ooze can form a large tentacle or pseudopod to pull itself forward, or to attack those that come near it.

Abilities: Oozes are immune to any spell requiring a Mental Resistance check. They are also immune to poison and paralysis. Edged weapons do only half-normal damage to oozes. Yellow oozes have good olfactory and bioelectric senses, and can detect lifeforms within 30'. Yellow ooze is horribly corrosive. The touch of yellow ooze is semi-acidic, and successful hits from the ooze will continue to burn the target's flesh for 1d6 rounds, doing 1 health point of damage per round (by-passing armor absorption). These acidic burns are cumulative. Armor worn by the target has a 30% chance per hit of being degraded, permanently absorbing one less point per successful attack (also cumulative). Attacking the ooze with weapons has a similar effect: each attack has a 30% chance of corroding the weapon, causing it to have a permanent -1 modifier to inflicted damage (also cumulative). Enchanted armor and weapons only have a 5% chance per attack of being corroded.

Physical description: Yellow ooze has the appearance of lumpy pudding or cottage cheese. Usually yellow or ochre in color, yellow ooze can also be shades of greens, oranges, or reds, and is sometimes multi-colored in different places.

Pegasus
Dodge: 13
Health points: 14 + 1d8 (19)
Intellect: 3-4
Physical Resist: +2
Mental Resist: +1
Average size: 7' tall, 1100 lbs.
Attacks: kick: 1 x 1d4, or bite: 1 x 1d2
To-hit modifier: +1
Hide/armor: none
Initiative modifier: +1
Movement rate: 240', fly 260'

Pegasi are large winged horses, native to the Dream Realms. On these planes, pegasi often serve as steeds to angels and demigods. Even so, some pegasi reside on the Tellurian plane, and may rarely be encountered there. Pegasi prefer temperate regions, and often inhabit grassy foothills at the base of large mountain ranges. Although pegasi are reclusive, they may be trained as mounts if captured young. Except for their ability to fly, in most respects pegasi behave as wild horses.

Abilities: Aside from flight, pegasi have no extraordinary abilities.

Physical description: Like horses, Pegasi may be white, grey, brown or black, or any combination thereof. They are similar in size to light riding horses, and have powerful feathered wings spanning up to 20'.

Peryton
Dodge: 16
Health points: 6 + 2d4 (12)
Intellect: 7-9
Physical Resist: +2
Mental Resist: +1
Average size: 4' tall, 60 lbs.
Attacks: talons: 2 x 1d3 + 2, or bite: 1 x 1d6 + 2
To-hit modifier: +5
Hide/armor: none
Initiative modifier: +3
Movement rate: fly 260'

Peryton are magical avian creatures, combining the physical features of a stag and a bird. Oddly, the shadow of a peryton is not of itself, but instead is that of a man. Peryton crave human and goblinoid flesh, and will often attack small traveling parties in flocks of 6-12 individuals. Peryton are most commonly found in temperate mountainous regions.

Abilities: Peryton have keen eyesight, and can see prey several miles distant. They have Perception at Grade III.

Physical description: Peryton possess the head, neck and antlers of a deer, and the plumage, wings and body of a large bird of prey.

Phoenix
Dodge: 17
Health points: 13 + 1d6 (17)
Intellect: 5
Physical Resist: +3
Mental Resist: +1
Average size: 5' tall, 110 lbs.
Attacks: talons: 2 x 1d2 + 3, or bite: 1 x 1d4 + 3
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +4
Movement rate: fly 260'

The phoenix is a large bird-like creature native to the Veridian Realms. However, they may also be encountered upon Tellurian plane in regions of volcanic activity. Phoenix are typically non-aggressive and will not attack unless disturbed, or unless its roost is threatened. Phoenix nest upon cliff face ledges, where they pile small stones to form a bowl-like depression. Phoenix eggs are very valuable, as its stony shell may be powdered and used in many elixirs and unguents. Phoenix eggs combust as they are opened to air, and thus, a small fire burns within the nest of a phoenix when its offspring hatch.

Abilities: Phoenix naturally regenerate 1 health point per round. Their intense heat will set fire to any combustibles they contact.

Physical description: Phoenix resemble large birds of prey, covered in bright feathers of red and gold. Phoenix are intensely hot, and merely touching their plumage will cause serious burns.

Piasa
Dodge: 14
Health points: 3 + 1d4 (6)
Intellect: 7-8
Physical Resist: -3

Mental Resist: -1
Average size: 2.5' tall, 40 lbs.
Attacks: fist: 2 x 1d2, or claw: 2 x 1 and bite: 1 x 1d2
To-hit modifier: +2
Hide/armor: none
Initiative modifier: +2
Movement rate: 80', fly 180'

Piasa are a race of dwarf-like humanoids with the ability to shape-change into a large bird at will. Piasa are usually aggressive. Although they are individually weak, piasa tend to attack in groups of 4-16 individuals. They are most often encountered in deserts or arid plains. Piasa are intelligent, but do not construct buildings or tools. Usually piasa will dwell in large burrows dug into the sides of steep cliffs. Their diet consists of whatever fauna they can capture, yet they favor large mammals. Occasionally piasa will wield simple bone or stone weapons while in humanoid form.

Abilities: Piasa may shape-change between humanoid or avian form once per round.

Physical description: Piasa appear as small dwarf-like humanoids with ruddy skin and red hair. In bird form, piasa resemble large eagles with bright red plumage upon their head.

Qilin
Dodge: 17
Health points: 26 + 2d6 (35)
Intellect: 6-8
Physical Resist: +6
Mental Resist: +6
Average size: 10' long, 3600 lbs.
Attacks: bite: 1 x 2d4 + 4, or breath: 1 x 4d4 + 2
To-hit modifier: +6
Hide/armor: 1
Initiative modifier: +5
Movement rate: 200', fly 260'

Qilin are large magical creatures native to the Veridian Realms. They appear as large flaming bulls, with the scaled head of a lion bearing great antlers. Qilin are benevolent by nature, and will only attack creatures performing wicked acts. They are semi-intelligent, and occasionally serve as guards of lesser deities or powerful priests. Qilin have no wings, but may fly. On the Tellurian plane they will typically remain aloft, as their intense heat is apt to ignite anything they contact.

Abilities: Qilin are covered in flames, and any creature touching a qilin will suffer 1d6 points of damage. Three times per day, a qilin may breathe flame in a cone 10' long and 3' in diameter. Any creature struck by this flame suffers 4d4 + 2 points of damage, or 2d4 + 1 if a Physical Resistance check of 12 is made. Once per day, a qilin may innately cast the 3rd Circle Hermetic spell, Projection.

Physical description: Qilin resemble a large bull covered in scales. Their head is that of a lion, but is scaled as well. Atop their head are two large antlers, similar to that of a deer. Qilin are covered in ever-burning flames.

Rakshasa
Dodge: 16
Health points: 12 + 3d8 (26)
Intellect: 15-18
Physical Resist: +4
Mental Resist: +8
Average size: 6' tall, 180 lbs.
Attacks: 2 x by weapon + 3, or fist: 2 x 1d4 + 1
To-hit modifier: +6
Hide/armor: none (or by worn armor)
Initiative modifier: +4
Movement rate: 130'

Rakshasa are intelligent shape-changing beings, feared for their powerful magical abilities and humanoid diet. They may at times be found as hermits, however most rakshasa prefer to reside in populous cities of humanoid races. Rakshasa are long-lived creatures, and often remain disguised as one of the humanoids whom which they cohabitate. In these guises, rakshasa normally act as leaders of criminal societies, secretive cults, or even political organizations. Rakshasa will leverage these positions in order to maintain a supply of humanoids on which to feed, as well as to amass material wealth. Rakshasa will collect and employ magic items, potions and scrolls.

Rakshasa will avoid conflict if able. However if they are compelled to fight, they can be terrible opponents. Rakshasa are extremely intelligent, and possess powerful magical abilities. When fighting, rakshasa will generally assume a humanoid form. However they will shape-change if doing so provides an advantage. The statistics provided above regard the rakshasa's humanoid form.

Rakshasa have a tendency towards madness. Insane rakshasa tend to take on monstrous, nightmarish forms, often plaguing a small village in various ways for years.

Abilities: Once per minute (10 rounds) a rakshasa may shape-change as if by the 5th Circle Hedge magic spell, Polymorph. Once per day, a rakshasa may innately cast two Hedge magic spells of each Circle (i.e. two 1st Circle spells, two 2nd Circle spells, etc.), a total of 10 spells. Rakshasa often have a range of proficiencies, including knowledge skills and artistic training, but most commonly have Leadership, Magic Acuity and Persuasion at Grade II.

Physical description: In humanoid form, rakshasa are typically attractive and well dressed.

Rat, Giant
Dodge: 14
Health points: 3 + 1d4 (6)
Intellect: 3
Physical Resist: +1
Mental Resist: +0
Average size: 4' long, 80 lbs.
Attacks: bite: 1 x 1d3
To-hit modifier: +1
Hide/armor: none
Initiative modifier: +4
Movement rate: 120'

Giant rats may be encountered wherever their natural cousins are most commonly found: sewers, dumps, etc. Due to their large size, giant rats are more aggressive than normal rats, and multiple giant rats may attack prey as large as a man if food is scarce. At times giant rats will be trained by wererats as pets or guards.

Abilities: Giant rats have keen low-light vision and olfaction, and may operate in darkness without penalty. Any creature bitten by a giant rat must make a Physical Resistance check of 4 or be infected with a minor disease. 24 hours after being bitten, this disease will cause loss of 2d4 endurance points for 1d4 weeks.

Physical description: Giant rats appear as normal rats, but are much larger.

Ratkin
Dodge: 13
Health points: 7 + 1d8 (12)
Intellect: 6-14
Physical Resist: +4
Mental Resist: +0
Average size: 5' tall, 100 lbs.
Attacks: 1 x by weapon + 0, or fist: 1 x 1d4 + 0
To-hit modifier: +2
Hide/armor: none (or by worn armor)
Initiative modifier: +2
Movement rate: 120'

Ratkin are a race of rat-faced, furred humanoids usually found in major cities. Ratkin attempt to live amongst other humanoid races, but are sometimes shunned for their appearance and somewhat gauche manners. They tend to live in lower-class districts, and many ratkin are employed for salvage work or other menial jobs. Others prefer to live as thieves. Ratkin have no well-organized society of their own.

Abilities: Ratkin have no common extraordinary abilities. Generally, ratkin have Stealth at Grade I.

Physical Description: Ratkin have long hairless tails which they usually keep concealed under garments. They are furred, with whiskers on their snouts, and numerous small teeth. Ratkin fur varies in color, but is generally white, brown, or black. Many of them are hooded, meaning that they are white with a large black patch around their head.

Reptilian
Dodge: 11
Health points: 5 + 2d8 (14)
Intellect: 7-16
Physical Resist: +2
Mental Resist: +3
Average size: 7.5' tall, 270 lbs.
Attacks: 1 x by weapon + 1, or fist: 1 x 1d4 + 1
To-hit modifier: +1
Hide/armor: none (or by worn armor)
Initiative modifier: +0
Movement rate: 120'

Reptilians are a race of lizard-like humanoids most often found in warm arid regions. Nevertheless, reptilians are warm-blooded and can tolerate cooler climates as well. In general, reptilians do not mix with other humanoid races on an extended basis. However, they are expert merchants and will trade with populations of civilized humanoids if able. Reptilian society is rigidly structured and caste-based. They also practice slavery, and employ forced labor of any humanoid race, including their own. Reptilians are reputed for their loyalty, as well as their ability to carry a grudge.

Abilities: Reptilians have no common extraordinary abilities.

Physical Description: Reptilians have long muscular tails, thick snouts, and numerous small serrated teeth. Reptilian skin is composed of small bead-like scales, the color of which varies from dark green to black, interspersed with red, orange or yellowish stripes.

Rhinoceros
Dodge: 13
Health points: 52 + 3d8 (66)
Intellect: 3
Physical Resist: +9
Mental Resist: +3
Average size: 6' tall, 6,000 lbs.
Attacks: trample: 1 x 1d10 + 3, or horn: 1 x 2d4 + 6
To-hit modifier: +4
Hide/armor: 1d3
Initiative modifier: +0
Movement rate: 160'

Rhinoceros are large quadruped mammals that inhabit warm grasslands and open savannahs. Aside from their girth, rhinoceros are distinctive due to their thick armor-like skin, and two large keratinous horns that protrude from their long snout. Rhinoceros are herbivorous. However, they are somewhat temperamental and extremely territorial. Rhinoceros have few natural predators. Thus, they do not hesitate to charge if they feel threatened. Rhinoceros are usually encountered alone or in pairs.

Abilities: Rhinoceros have no extraordinary abilities. Their eyesight is poor. However, their senses of smell and hearing are acute.

Physical description: Rhinoceros are large grey quadrupeds with short legs and a massive body. They have two sagittally aligned horns upon their large head. The front horn is longer than the second.

Roc
Dodge: 15
Health points: 81 + 2d8 (90)
Intellect: 3
Physical Resist: +8
Mental Resist: +1

Average size: 34' tall, 3200 lbs.
Attacks: talons: 2 x 2d6 + 4, or bite: 1 x 1d10 + 6
To-hit modifier: +5
Hide/armor: none
Initiative modifier: +0
Movement rate: fly 260'

Rocs are enormous birds of prey. They generally inhabit mountainous regions, especially along coastlines. Naturally, rocs prey upon large herbivores, or dolphins, sea lions and small whales. Nonetheless, rocs will eat humanoids as well, and many stories relate rocs pulling seamen off of ships. Like most birds of prey, a roc will attack by swooping down quickly, and then carry its quarry back to its nest to be consumed.

Abilities: If a victim less than 1000 lbs. is struck by both talons, or a victim of less than 500 lbs. is struck by one talon, he or she must make a Physical Resistance check of 15 or be caught by the roc, and may be carried away.

Physical description: Rocs appear similar to gigantic eagles. However, the coloring and shape of a roc's head is somewhat rooster-like.

Rusalka
Dodge: 16
Health points: 4 + 2d8 (13)
Intellect: 12-16
Physical Resist: +2
Mental Resist: +6
Average size: 5.5' tall, 120 lbs.
Attacks: 1 x by weapon, or fist: 1 x 1d3
To-hit modifier: +5
Hide/armor: none
Initiative modifier: +4
Movement rate: 120', swim 140'

Rusalka are magical nymph-like creatures that live in deep rivers or lakes. They generally appear at night, frequently by the waters edge. Rusalka usually appear benevolent at first, even providing some aid or food to weary travelers. Still, rusalka are thoroughly evil, and their singular goal is to drown anyone careless enough to trust them. To do so, a rusalka will often charm an individual after gaining their confidence, and then lead them into the water where they may be drowned. However, even if an individual resists her charm, the rusalka is likely to turn violent and clutch their prey with icy paralyzing hands. If a rusalka remains out of the water long enough to completely dry, she will die.

Abilities: Rusalka may see in complete darkness. Twice per day, they may charm one individual as if by the 2nd Circle Hedge magic spell, Captivate (Mental Resistance check of 14). Anyone grasped by a rusalka must make a Physical Resistance check of 14 or be paralyzed for 1d8 rounds. Rusalka may breathe water as well as air.

Physical description: Rusalka appear as pale beautiful maidens, often clothed in long flowing silk. Their hair and clothes are always damp.

Salamander
Dodge: 17
Health points: 17 + 2d8 (26)
Intellect: 10-15
Physical Resist: +4
Mental Resist: +3
Average size: 7' tall, 270 lbs.
Attacks: 2 x by weapon + 4, or fist: 2 x 1d6 + 4
To-hit modifier: +6
Hide/armor: none
Initiative modifier: +3
Movement rate: 160'

Salamanders are lizard-like intelligent humanoids from the Blood Realms. However, they may be encountered upon the Tellurian plane, particularly in regions of volcanic activity. It is thought that any fire burning for more than seven years will act as a gate, allowing salamanders to enter from their native plane. Salamanders are malicious creatures, and take extreme pleasure in hunting flame-susceptible beings. Typically, a salamander will wield a trident or spear. This weapon will be red-hot, and inflicts 4 points of heat-based damage in addition to weapon damage. The same is true for any physical blow dealt by the salamander. A salamander may ignite any combustible material by touch.

Salamanders are chaotic beings and have no discernable social structure. At times salamanders will be employed by demons to perform extra-planar tasks. Salamanders and ifriti will often associate with each other as well.

Abilities: Salamanders are immune to all forms of heat. Thrice per day, a salamander may innately cast the 1st Circle Hermetic magic spell, Combust.

Description: Salamanders appear as black scaled bipedal lizards. There are extremely hot, and seem to glow and smolder as if composed of embers. Salamanders usually carry a long trident or spear.

Satyrs; *Sátyroi*

Satyrs are a race of highly intelligent mischievous magical creatures, with the torso of a man, and the legs of a goat. Satyrs are renowned for their wild nature and unpredictability. They are almost never encountered outside of wooded areas, and are thought to derive their powers from the forces of nature about them. Satyrs do not form large communities, and are seldom found except as individuals and in pairs.

Satyr
Dodge: 14
Health points: 26 + 2d8 (36)
Intellect: 13-17
Physical Resist: +3
Mental Resist: +5
Average size: 6' tall, 200 lbs.
Attacks: ram: 1 x 2d4 + 4, or 1 x weapon + 4
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +2
Movement rate: 180'

Satyrs are insatiable hedonists, almost always encountered in the midst of some game or sport. If there is no sport to be found, it is almost inevitable that a satyr will initiate some sort of mischief in order to provide entertainment. Satyrs are very intelligent, and speak several languages common amongst woodland creatures as well as their own. Although they can be loyal companions, satyrs are seldom serious regarding their interactions with other humanoid races. Satyrs prefer to use staves in combat, if necessary.

Abilities: Satyr may innately cast the following Hedge magic spells once per day: Friends, Noise, Charm Animal and Captivate, and the

following Faith magic spells once per day: Illuminate, Sense Deception, Plant Growth, Confuse and Summon Lesser Fauna.

Physical description: Satyr are generally bearded, and appear as a large man with two thick goat's legs that end in great hooves. Satyrs generally carry very little, save possibly a small pouch and a staff.

Faun
Dodge: 16
Health points: 30 + 2d8 (40)
Intellect: 15-20
Physical Resist: +4
Mental Resist: +8
Average size: 7' tall, 260 lbs.
Attacks: ram: 1 x 2d4 + 5, or 2 x weapon + 5
To-hit modifier: +5
Hide/armor: none
Initiative modifier: +2
Movement rate: 180'

Fauns are a larger and somewhat more serious cousin of the satyrs. As self-appointed custodians of the woodlands, fauns are frequently encountered when some destructive force is endangering part of its territory. On these occasions, faun can be effective fighters and employ very sophisticated tactics. When not adversarial, fauns act much like satyrs, and can be very frustrating to deal with. Fauns are not malevolent by nature, but at times lead young children into the woods, to be reared by the faun for months or years. Fauns generally employ staves and/or bows when fighting.

Abilities: Fauns may innately cast the following Hedge magic spells once per day: Friends, Noise, Charm Animal, Captivate, and Compel, and the following Faith magic spells once per day: Illuminate, Sense Deception, Plant Growth, Confuse, Animate Plants, Swarm, and Summon Fauna.

Physical description: Fauns are similar to satyrs, but slightly larger.

Scorncloud
Dodge: 18
Health points: 20 + 2d6 (27)
Intellect: 8-10
Physical Resist: +4
Mental Resist: n/a
Average size: 10' radius
Attacks: Blood drain (see below)
To-hit modifier: n/a
Hide/armor: 1d6
Initiative modifier: +4
Movement rate: fly 200'

Scornclouds, also called the Red Winds of Hate, are malicious entities that seek to destroy living creatures, particularly mages. They seem to be undead or perhaps corrupted elemental forces, spawned in locations where terrible magical battles occurred, but traveling far from their point of origin.

Abilities: Scornclouds are not affected by spells of possession, charm or illusion, and are immune to poison and disease. They are not affected by non-magical weapons. Any creature within a cloud must make a Physical Resistance check of 10 each round or take 1d4 points of damage. Damage dealt this way is not reduced by armor. Scornclouds heal 1 point of damage for every 4 points of health drained in this manner. For each creature killed by a scorncloud, it permanently gains 1 health point and increases by 6" in diameter. Thus, rarely, some of these entities have grown enormous in size and power.

Appearance: Scornclouds appear as small clouds or patches of fog. Initially they are wispy or even invisible, but as they drain the essence of creatures within their manifestation, they gradually take on a reddish or dark hue.

Scorpion, Giant
Dodge: 15
Health points: 16 + 1d8 (21)
Intellect: 3
Physical Resist: +3
Mental Resist: +2
Average size: 6' long, 85 lbs.
Attacks: claw: 2 x 1d6, tail: 1 x 1d4
To-hit modifier: claws: +0, sting: +4
Hide/armor: 1
Initiative modifier: +0
Movement rate: 110'

Giant scorpions are typically found in tropical or desert regions. Commonly a scorpion will inhabit a cave or similarly defensible enclosure, waiting to strike unwary prey that passes too close or wanders inside. In general, a giant scorpion will not attack a creature larger than a dog. However, if cornered by an encroaching creature, the scorpion will attack regardless of the size of the threat.

Abilities: If stung by the scorpion's tail, the victim must make a Physical Resistance check of 16 or fall unconscious. Untreated, the poisoned creature will die in 1d8 hours.

Physical description: Giant scorpions vary greatly in coloration. Besides their size, giant scorpions appear as their normal kin.

Selkie
Dodge: 14
Health points: 12 + 1d6 (16)
Intellect: 8-11
Physical Resist: +3
Mental Resist: +2
Average size: 4' long, 60 lbs., or 5-6' tall, 120-180 lbs.
Attacks: bite: 1 x 1d3, or by 1 x weapon + 3
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +0
Movement rate: 120', swim 140'

Selkies are magical creatures, able to transform between human and seal form. Selkies are curious of human affairs, and at times mix within human populations incognito. However, a selkie may only remain several days on land before feeling compelled to return to the sea. For this reason, selkie have been known to serve as sailors or fishermen, at times disappearing during the voyage. In interactions with other races, selkie are typically neutral. They greatly dislike conflict, and will avoid it at all costs. In the sea, small groups of selkie often travel with bands of seals. If employing weapons, selkie will typically use a spear or trident.

Abilities: Selkie may innately cast the following Hermetic spells once per day: Friends and Water-breathing. Selkie may transform between human and seal form at will.

Physical description: In human form, selkie are always attractive. In seal form, selkie appear as common seals.

Sharks; *Carcharhinus*

Sharks are large predatory fish with a cartilaginous skeleton and a streamlined body. Many sharks are solitary hunters. However, some species such as the hammerhead are highly social and congregate in schools of up to 100 individuals. Sharks have few predators, and will consider most any creature smaller than it to be a potential meal. Often a shark will test-bite its prey once and retreat. If the first attack proves successful, the shark will frequently return soon after to continue its meal. Sharks have exceptional hearing, olfaction, as well as electroreception senses. As a result, sharks are often aware of all creatures in the water within a mile radius, granting them Perception of Grade IV.

Shark, Bull
Dodge: 17
Health points: 12 + 1d6 (16)
Intellect: 3
Physical Resist: +0
Mental Resist: +0
Average size: 11' long, 650 lbs.
Attacks: bite: 1 x 1d10
To-hit modifier: +2
Hide/armor: none
Initiative modifier: +3
Movement rate: swim 200'

Bull sharks are large stocky sharks that are renowned for their fresh water tolerance and unpredictable behavior. They are solitary predators, and often travel long distances along coasts or even up rivers in search of food. As bull sharks have a penchant for brackish waters, they are often undetected prior to attacking.

Abilities: Bull sharks have excellent senses of smell, olfaction and electroreception. They cannot be surprised by any creature within the water.

Physical description: Bull sharks are thick and stout. They are grey on top and white below.

Shark, Great white
Dodge: 16
Health points: 22 + 1d8 (27)
Intellect: 3
Physical Resist: +3
Mental Resist: +0
Average size: 18' long, 4200 lbs.
Attacks: bite: 1 x 2d10
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +2
Movement rate: swim 210'

The great white is the largest of sharks. It is a solitary hunter that preys upon large fish and mammals. Great white sharks can be found in most coastal waters, tropical as well as artic. They typically hunt by ambush, taking their prey by surprise from below.

Abilities: Great white sharks have excellent senses of smell, olfaction and electroreception. They cannot be surprised by any creature within the water.

Physical description: Great white sharks have a large snout. Their underside is white, and their dorsal side a dark gray. Like most sharks, great whites have rows of teeth, allowing any that break off to be quickly replaced.

Shark, Tiger
Dodge: 17
Health points: 15 + 1d6 (19)
Intellect: 3
Physical Resist: +2
Mental Resist: +0
Average size: 14' long, 1500 lbs.
Attacks: bite: 1 x 2d6
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +3
Movement rate: swim 220'

The tiger shark is one of the largest sharks, found in tropical and temperate ocean waters. It usually hunts at night. The tiger shark is a very dangerous predator, notorious for its indiscriminate tastes. The tiger shark is very aggressive, and often attacks any thrashing creature within its vicinity.

Abilities: Tiger sharks have excellent senses of smell, olfaction and electroreception. They cannot be surprised by any creature within the water.

Physical description: The tiger shark's head is wedge-shaped and stout. Its name is derived from dark stripes that run the length of its body.

Shedu
Dodge: 18
Health points: 43 + 1d8 (48)
Intellect: 15-19
Physical Resist: +6
Mental Resist: +7
Average size: 12' long, 1800 lbs.
Attacks: claws: 2 x 1d8 + 6
To-hit modifier: +7
Hide/armor: none
Initiative modifier: +4
Movement rate: 180', fly 260'

Shedu are powerful, benevolent creatures with the body of a winged lion, and the head of a large bearded man. Although native to the Dream Realms, shedu occasionally visit the Tellurian plane. In these instances, shedu often serve as an envoy of a more powerful being. Shedu dislike battle. However, if it is forced upon them, they are extremely fierce and excellent strategists. Shedu are philosophical beings, and prefer acting as observers rather than participants.

As a race, shedu are enigmatic. They rarely are seen together, and seem to have little interest in members of their own kin. Shedu are not quick to judge. However, they deplore evil acts and will at times aid a creature who has been done a great injustice.

Abilities: Shedu have excellent vision, and may see clearly for several miles. Once per day, shedu may innately cast the following Faith magic spells: Sense Deception, Telepathy, Heal Wounds, Cure Disease, Banish and Locate.

Physical description: Shedu appear as enormous winged lions that have the head of a large bearded man.

Shuggoth
Dodge: 11
Health points: 22 + 2d8 (31)
Intellect: 4
Physical Resist: +6
Mental Resist: +2
Average size: 10' tall, 800 lbs.
Attacks: claws: 2 x 2d4 + 2
To-hit modifier: +4
Hide/armor: none
Initiative modifier: -1
Movement rate: 60', swim 40'

Shuggoth are massive vegetation-based humanoids that inhabit tropical swamps and marshes. They are carnivorous, and typically attack by ambush. Due to their appearance, shuggoth are very difficult to see in their natural surroundings. In fact, these creatures may flatten themselves so as to appear as an unremarkable layer of foliage. Shuggoth are quite slow, but are very powerful and attack with two arm-like appendages. They are normally encountered alone.

Abilities: Shuggoth may see in the infrared spectrum. They do not respire, and are as comfortable in water as upon land. Blunt weapons inflict only half normal damage upon a shuggoth.

Physical description: Shuggoth appear as massive humanoids composed of a haphazard tangle of vegetation. Their faces are somewhat featureless except for two small black eyes and a large gaping mouth. The type and coloring of vegetation composing a shuggoth normally matches the flora of its environment.

Siren
Dodge: 16
Health points: 7 + 1d8 (12)
Intellect: 8-12
Physical Resist: +1
Mental Resist: +3
Average size: 5.0' tall, 130 lbs.
Attacks: talons: 2 x 1d2 + 1
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +3
Movement rate: 40', fly 260'

Sirens are a magical race of large avian creatures with the body of a large bird and the head of a homely woman. They naturally inhabit remote sea-side cliffs or islands, and gather in flocks of 8-20 individuals. Sirens will rarely physically attack. However, they are cruel, and employ an enchanting call to lead terrestrial humanoids to

swim out into unsafe waters, or to steer their ships into shoals where they might run aground. Once these victims have drowned, the sirens will feed upon their floating corpses.

Abilities: Any creature of an intellect score of 4 or greater that hears a siren (range of 200 yards) must make a Mental Resistance check of 14 or actively follow the siren for 3d6 minutes. This creature will not harm the siren, but may endanger itself in its pursuit (such as walking off a cliff, etc.). The voice of a siren is naturally enchanting, and as such these creatures have Persuasion at Grade III.

Physical description: Sirens somewhat resemble harpies. However, whereas harpies have the torso of a woman, only the head of a siren appears human.

Snakes; *Serpentes*

Snakes are limbless, elongated, carnivorous reptiles. Some snakes are venomous, while others kill by constriction. Snakes do not chew their food and have a flexible lower jaw, which allows them to open their mouths enough to swallow their prey whole, even if it is wider than the snake itself. In general, snakes feed on small mammals, fish, lizards, and birds. However, there are exceptions to this, and large snakes will prey on larger creatures. Snakes are common in warm climates, but may be found in temperate regions as well. However, snakes are only active in the summer months of temperate regions.

An exhaustive list of snakes that might be found in a campaign setting would be extraordinarily long. Thus, only a few examples of exceptional and/or dangerous snakes are provided here. The Game Master should feel free to alter or expand this list as he or she wishes.

Cobra, Giant

Dodge: 14
Health points: 9 + 1d4 (12)
Intellect: 3
Physical Resist: -1
Mental Resist: +0
Average size: 14' long, 60 lbs.
Attacks: bite: 1 x 1d4
To-hit modifier: +5
Hide/armor: none
Initiative modifier: +5
Movement rate: 90'

Giant cobras are long venomous snakes that are easily recognized by their hood, a section of its neck which it flattens as a threat display. These snakes are typically found in hot, humid climates.

Abilities: Any creature bit by a giant cobra must make a Physical Resistance check of 15 or die within 1d6 rounds.

Physical description: Giant cobras varying in coloration from black to light yellow.

Constrictor, Giant

Dodge: 13
Health points: 14 + 1d4 (17)
Intellect: 3
Physical Resist: +2
Mental Resist: +0
Average size: 30' long, 125 lbs.
Attacks: bite: 1 x 1d6 + 1
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +4
Movement rate: 70'

Constricting snakes are generally non-venomous. Instead, these large snakes kill their prey by the process of constriction. Grasping their prey in their teeth, constrictors hastily wrap a number of coils around the body of their prey. These snakes then apply strong consistent pressure, ultimately causing the prey to asphyxiate. Often a constrictor will drop upon its prey from up above.

Abilities: If bit by a giant constrictor, (and if the constrictor is not wrapped around another creature), the victim must make a Physical Resistance check of 12 or be wrapped by the snake. Once constricted, the victim may make a Feat of Strength of 18 to break free. If this check fails, the victim may no longer breathe. A character may hold his or her breath for a number of rounds equal to half of his or her endurance score. After this time, the character must make a successful Physical Resistance check of 10 every round thereafter. If the character fails this Physical Resistance check, he or she falls unconscious. Characters can survive for twice their endurance score in rounds without breathing.

Physical description: Giant constrictors vary greatly in coloration, from black to bright orange or green.

Rattlesnake, Giant

Dodge: 13
Health points: 11 + 1d4 (14)
Intellect: 3
Physical Resist: +1
Mental Resist: +0
Average size: 12' long, 65 lbs.
Attacks: bite: 1 x 1d4 + 1
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +4
Movement rate: 80'

Rattlesnakes get their namesake for a rattle located at the tip of their tail that is sounded as a warning device when threatened. Rattlesnakes will often bite their prey, then wait or follow the poisoned creature until it expires. A rattlesnake will not employ its rattle if it is hunting. It is only used as a warning when its territory is threatened.

Abilities: If bit by a giant rattlesnake, the victim must make a Physical Resistance check of 14 or be paralyzed, and die within 1d4 days.

Physical description: Giant rattlesnakes are generally black, red or brown, and often possess stripes or diamond patterns.

Sphinx; *Sphigx*

Sphinxes are intelligent feline creatures. Each sphinx has the body of a large lion, but the head of a man, a ram or a hawk. These three species of sphinx are known as androsphinx, criosphinx and heirocosphinx, respectively. All sphinxes are individualistic creatures and are extremely cunning. Sphinxes can be cruel and self-serving. They will occasionally serve greater beings, and these occasions usually underlie their infrequent appearance within any plane.

Androsphinx

Dodge: 16
Health points: 28 + 1d8 (33)
Intellect: 16-18
Physical Resist: +5
Mental Resist: +5

Average size: 8' long, 450 lbs.
Attacks: claws: 2 x 1d6 + 4
To-hit modifier: +6
Hide/armor: none
Initiative modifier: +3
Movement rate: 200'

Androsphinx are the most civil of the sphinxes. They are not especially aggressive, and prefer to spend their time interacting with highly intelligent beings or pursuing their own curiosities. Nevertheless, like all sphinxes, androsphinx have a penchant for human flesh. Thus, they will at times pursue a conflict with humans in hopes of a forthcoming meal. Androsphinx will frequently work for powerful beings of the Dream Realms, usually acting as messengers or gatherers of information. They dislike shedu, and loathe associating with them.

Abilities: Twice per day, androsphinx may innately cast the following Faith magic spells: Sense Deception, Mend, Tongues and Confuse.

Physical description: Androsphinx appear as large lions with the head of an attractive human male or female.

Criosphinx
Dodge: 16
Health points: 30 + 1d8 (35)
Intellect: 14-16
Physical Resist: +6
Mental Resist: +5
Average size: 8' long, 480 lbs.
Attacks: claws: 2 x 1d6 + 4, or ram: 1 x 2d4 + 3
To-hit modifier: +6
Hide/armor: none
Initiative modifier: +2
Movement rate: 200'

Criosphinxes are willfully independent creatures. Of the sphinxes, criosphinxes are the least interested in the affairs of other intelligent races. Instead, criosphinxes lead a nomadic existence, traveling across worlds in pursuit of their own mysterious wants. Like androsphinx, criosphinxes are not naturally aggressive. Nevertheless, if crossed criosphinxes will fight viciously and use every advantage available to them. Like all sphinxes, criosphinxes may speak multiple languages. If encountered, criosphinxes will usually remain neutral and will converse only a short time. However, criosphinxes may be persuaded to provide information or assistance if generously compensated.

Abilities: Once per day, criosphinxes may innately cast the following Faith magic spells: Sense Deception, Sense Magic, Mend, Sight, Tongues and Confuse.

Physical description: Criosphinxes appear as large lions with the head of enormous ram.

Heirocosphinx
Dodge: 16
Health points: 29 + 1d8 (34)
Intellect: 13-15
Physical Resist: +6
Mental Resist: +4
Average size: 8' long, 480 lbs.
Attacks: claws: 2 x 1d6 + 4, or bite: 1 x 1d8 + 3
To-hit modifier: +6
Hide/armor: none
Initiative modifier: +3
Movement rate: 200'

The heirocosphinxes are the most malevolent of the sphinxes. Although they are intelligent and capable of civility, heirocosphinxes will occasionally surrender to their animalistic nature and feed upon other intelligent beings. It is also common for heirosphinxes to craft odd wagers with other creatures, always requiring cruel recompense if their rival loses. Heirocosphinxes will serve other more powerful beings, and are extremely loyal when doing so. While intelligent, heirocosphinxes are not philosophical or curious. In general, their nearly constant wanderings are erratic and guided by circumstance. Heirocosphinxes are cruel fighters and often seek the most vulnerable opponent when attacking. They also are quick to flee if endangered. Like all sphinxes, heirocosphinxes may speak multiple languages.

Abilities: Once per day, heirocosphinxes may innately cast the following Faith magic spells: Sense Deception, Sense Magic, Fear, Tongues and Confuse.

Physical description: Heirocosphinxes appear as large lions with the head of enormous hawk.

Spiders; *Arachnida*

Spiders are found in virtually all regions of the world. In general, spiders are predatory invertebrate with two body segments, eight legs, and a fanged mouth. Most spiders produce silk, a thin, strong protein strand extruded from spinnerets found on the end of the abdomen. Many species use it to trap prey in webs constructed from this silk, however, there are many species that hunt freely. Silk can be used to aid in climbing, to form walls for burrows, build egg sacs, and to entrap prey. Most spiders can inject venom to kill and liquefy prey.

A complete list of spiders that might be encountered would be exceedingly lengthy. However, here some of the largest most dangerous species of spiders are provided. This list should not be considered exhaustive, and the Game Master is encouraged to expand it as he or she sees fit.

Aquatic Spider, Giant
Dodge: 15
Health points: 10 + 1d4 (13)
Intellect: 3
Physical Resist: -1
Mental Resist: -1
Average size: 4' diameter, 25 lbs.
Attacks: bite: 1 x 1d4 + 1
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +4
Movement rate: 160'

The aquatic spider, sometimes called the diving bell spider, constructs a bell from silk which it attaches to some anchorage underwater. The spider then collects air around its body, trapped by dense hairs on its

abdomen and legs. It transports this air to its diving bell to replenish the air supply. This allows the spider to remain in the bell for long periods of time, where it waits for its prey.

Abilities: Giant aquatic spiders are poisonous, yet not as much so as some other species. Any creature bit must make a Physical Resistance check of 14 or suffer an additional 6 health points of damage.

Physical description: Giant aquatic spiders are velvety grey or black with a large abdomen and long thin legs.

Black Widow, Giant
Dodge: 16
Health points: 4 + 1d8 (9)
Intellect: 2
Physical Resist: -2
Mental Resist: -1
Average size: 3' diameter, 25 lbs.
Attacks: bite: 1 x 1d4 + 1
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +4
Movement rate: 160'

Giant black widow spiders spin webs and typically wait for passing prey to become entangled before striking. A Feat of Strength of 7 is necessary to free a creature caught in a giant black widow's web.

Abilities: Giant black widow spiders are extremely poisonous. Any creature bit must make a Physical Resistance check of 14 or die within 1d3 rounds.

Physical description: Giant black widow spiders are glossy black with an hourglass shaped marking on the underside of its abdomen which is typically red, white or yellow. Black widows have a large abdomen and long thin legs.

Spitting Spider, Giant
Dodge: 14
Health points: 8 + 1d8 (13)
Intellect: 2
Physical Resist: -1
Mental Resist: -1
Average size: 5' diameter, 50 lbs.
Attacks: bite: 1 x 2d4, or spit
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +5
Movement rate: 160'

Giant spitting spiders catch their prey by spitting a fluid that immobilizes it by congealing on contact into a venomous and sticky mass. After being immobilized by this spray, the spitting spider will consume the paralyzed victim.

Abilities: Once hit by the spitting spider's spray, a creature must make a Physical Resistance check of 12 or be paralyzed for 2 hours. If the creature is not paralyzed, it must make a Feat of Strength of 7, or suffer a -6 dodge adjustment until freed.

Physical description: Giant spitting spiders vary somewhat in appearance and coloration. However, all spitting spiders have six eyes instead of eight, and generally have some type of spotted pattern upon their carapace.

Tarantula, Giant
Dodge: 15
Health points: 10 + 1d8 (15)
Intellect: 2
Physical Resist: -1
Mental Resist: -1
Average size: 5' diameter, 60 lbs.
Attacks: bite: 1 x 1d8
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +3
Movement rate: 140'

Giant tarantulas are nocturnal predators, disabling their prey by injecting venom through their fangs. The giant tarantula typically waits hidden just beyond the entrance of its lair to ambush passing prey. Giant tarantula can spin silk. However, the tarantula generally employs its silk to line its burrows, or to set trip wires which alert it to approaching creatures.

Abilities: Giant tarantula venom is particularly potent, and if a creature is bit make a Physical Resistance check of 13 or fall unconscious for 1d4 hours.

Physical description: Giant tarantulas are bulky, hair-covered creatures with large abdomens and thick legs.

Stone Frog
Dodge: 17
Health points: 1 + 1d3 (3)
Intellect: 2
Physical Resist: +2
Mental Resist: n/a
Average size: 5'' long, 10 lbs.
Attacks: Ram: 1 x 1d4
To-hit modifier: +4
Hide/armor: 2
Initiative modifier: +2
Movement rate: 20'

Stone frogs are rumored to be the creation of a misanthropic wizard seeking to protect his garden from intruders. Appearing to be nothing more than harmless frogs, whenever anyone draws too near, stone frogs launch themselves towards the offender with a force that belies their substance, severely battering the unwary. As several stone frogs may inhabit the same pool, many a vagrant has met an ignominious death, bludgeoned to death by these living, croaking bullets.

Abilities: Stone frogs are not affected by spells of possession, charm or illusion, and are immune to poison and disease. A stone frog may strike any creature within a range of 10'.

Appearance: Stone frogs appear nearly identical to large bullfrogs, but are extremely heavy. Like natural frogs, stone frogs will often be heard croaking noisily unless disturbed.

Strix
Dodge: 13
Health points: 1 + 1d2 (3)
Intellect: 3
Physical Resist: -3
Mental Resist: -2
Average size: 2.5′ long, 15 lbs.
Attacks: bite: 1 x 1d2 + 1
To-hit modifier: +1
Hide/armor: none
Initiative modifier: +2
Movement rate: fly 180′

Strix are a species of vicious bird-like creatures that often attack much larger creatures en masse. They are most commonly found in shallow caves or at the openings of subterranean structures. Strix see in the infrared and are drawn to mammals as blood is their preferred diet. Usually a colony of strix will contain 10-20 individuals. When attacking, these creatures will swarm their victim, clutching onto their prey and biting with their razor-sharp mandibles. A tube-like tongue draws out the strix's meal.

Abilities: Strix may see in the infrared spectrum.

Physical description: Strix resemble large birds or owls, but have the eyes and mandibles of an insect. In addition, strix have six insect-like legs instead of talons.

Sylph
Dodge: 19
Health points: 7 + 1d8 (12)
Intellect: 12-14
Physical Resist: +1
Mental Resist: +5
Average size: 5.5′ tall, >1 lbs.
Attacks: 1 x by weapon
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +6
Movement rate: fly 280′

Sylphs are faerie-like creatures native to the Viridian Realms. On the Tellurian plane, they are generally encountered upon mountains, plateaus or other windswept landscapes. Sylphs may assume one of two forms. Their most common form is that of a comely maiden, composed of swirling vapors. The second is similar in appearance to the first, but is composed of flesh and blood. Sylphs are usually benevolent, and rarely fight unless compelled or in the service of another being. If forced into conflict, sylphs employ thin curved swords which, like themselves, materialize out of translucent mist. When fighting, sylphs materialize only for a moment while striking, and then once again revert back to a vaporous form. Sylphs are intelligent and may often speak several languages.

Abilities: When fighting, sylphs are material only during their initiative. At any prior or later initiative, the sylph will be in vaporous form. While in this immaterial form sylphs take ½ damage from all physical attacks, except for heat-based attacks which inflict normal damage. Once per day a sylph may innately cast the following Hermetic magic spells: Wind, Summon Lesser Elemental (air), and the 6th Circle Faith magic spell, Vision.

Physical description: Sylphs are pale attractive maidens that resemble half-elves. In either vapor or material form, they are clothed in fine flowing garments.

Troll
Dodge: 15
Health points: 20 + 2d8 (29)
Intellect: 8-14
Physical Resist: +6
Mental Resist: +6
Average size: 7′ tall, 220 lbs.
Attacks: claw: 2 x 1d6 + 4, or 1 x by weapon + 4
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +4
Movement rate: 170′

Trolls are a foul race of reclusive humanoids, thought to be an early ancestor of goblin kind. Almost exclusively solitary creatures, trolls prefer to live in sparsely populated areas, and generally avoid the civilized races. Nevertheless, trolls are known to inhabit abandoned structures, and if provided the opportunity, will opt to reside in a vacant mine or cottage, rather than in a natural dwelling or shelter. Strangely, although trolls actively shun the other races, they possess a strong affinity for human flesh. In fact, it is a familiar practice of hunters and fishermen to be wary of trolls that might have occupied their empty lodges during the off-season.

Trolls are quite intelligent, and will go to great lengths to entrap or kill unsuspecting passersby. Although trolls have no language, they do possess the ability to mimic the human voice, and will often do so in order to confuse or lure potential victims. Lacking a weapon, a troll will attack with his powerful claws. However, trolls are fond of scavenging human weapons, and if provided an opportunity, they prefer to wield a large knife, sword or axe.

Abilities: Trolls take only half damage from cold and electrical attacks, however fire does twice normal damage. Trolls have both normal and infrared vision.

Physical description: Trolls are large, lean humanoids with long powerful arms and thin clawed fingers. Their skin is typically a greenish-grey, and they are completely devoid of hair. Trolls have thin faces, large noses, and small yellowish eyes.

Undead; *Drecati*
Undead creatures are those that were once living, but are now animated by energies native to other planes. Usually, undead are hostile to living creatures and in some cases feed upon them. Most undead are not intelligent, and some are mindless. Those undead that lack individual will are often controlled by greater undead or by magic-using creatures. As a general rule, undead prefer subterranean dwellings or travel above ground at night.

Apparition
Dodge: 17
Health points: 18 + 1d4 (21)
Intellect: 4
Physical Resist: +4
Mental Resist: n/a
Average size: 7′ long, 230 lbs.
Attacks: 3 x by weapon or object
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +0
Movement rate: 210′

Apparitions, also called poltergeists, are malicious spirits. They are completely disembodied, and do not have any sort of direct physical

manifestation. Apparitions instead haunt objects and places, turning mundane implements against any creature that provokes its arbitrary and fickle wrath. Apparitions can telekinetically use any small object or weapon (less than 30 pounds) to make up to three attacks total each round. These three attacks need not be directly at the same target. Smaller objects such as chairs should be treated as clubs, while objects such as curtains or rope inflict damage as whips.

Abilities: Apparitions are immune to spells of possession, charm, illusion. They take no damage from cold and are immune to poison and disease. Being incorporeal, they are immune to all physical attacks and may pass through solid objects. As they are also disembodied, only area-effect damage spells are effective at destroying an apparition. Apparitions are instantly destroyed by an Exorcism or Banish spell. Apparitions may see in the dark as well as in light.

Physical description: Apparitions have no physical appearance.

Barghest
Dodge: 17
Health points: 18 + 1d4 (21)
Intellect: 4
Physical Resist: +4
Mental Resist: n/a
Average size: 7' long, 230 lbs.
Attacks: bite: 1 x 1d8 + 2
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +0
Movement rate: 210'

Barghest, also known as black dogs, are a type of spectral canine most often encountered in remote locations at night, particularly during electrical storms. They are not always aggressive, but are invariably unpredictable. Wraiths often keep barghest to guard their lairs, and in such cases the canines will always be hostile. Barghest dislike faerie-folk and will usually attack them on sight. Within the Blood Realms, barghest are often kept as pets by demons. Unless they are in the service of another being, barghest are normally found alone or in pairs. Barghest usually travel in an ethereal form, but always assume a corporeal form when attacking. Unless the corpse of a barghest is burned and buried, it will reanimate after six days have passed.

Abilities: Barghest may see in the dark as well as in light. Due to their ability to become incorporeal, barghest may pass through solid objects. They are immune to spells of possession, charm, illusion or any spell which allows a Mental Resistance check. Furthermore, barghest take no damage from cold, and are immune to poison and disease.

Physical description: Barghest appear as very large wolves with dark mangy fur and red glowing eyes. In spectral form, barghest have the same shape, but are translucent.

Draugr
Dodge: 13
Health points: 20 + 1d8 (25)
Intellect: 5
Physical Resist: +3
Mental Resist: +5
Average size: 6' tall, 180 lbs. or double
Attacks: claw: 2 x 2d4 + 6
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +2
Movement rate: 80'

Draugr are semi-corporeal undead guardians of cursed warriors or kings, found in ancient tombs and mausoleums. It is not clear whether draugr are imbued with the spirit of the deceased, or otherworldly guardians charged with guarding their resting place. Whatever the case may be, if disturbed, draugr first appear as a wisp of smoke arising from the corpse. Soon after, the draugr will take the form of a hideously decayed individual, not unlike the body from which it arose.

In this form, a draugr will observe, yet remain passive as long as the corpse and contents of the tomb are left undisturbed. However, if any object in the tomb is taken, or the corpse disturbed in any manner, the draugr will quickly double in size and attack the offender ferociously. In this form, the draugr will claw with its two powerful hands until the victim, or it, is slain.

Abilities: Like other undead, Draugr are immune to spells of possession, charm and illusion. Furthermore, Draugr take only half damage from cold and are immune to poison and disease. While in incorporeal form, draugr are immune to all physical attacks. Any creature witnessing the transformation and attack of a draugr must make a Mental Resistance check of 13 or flee in fear for 2-12 rounds. Draugr may function without penalty in total darkness.

Although slain, if a draugr is not subsequently burned completely, the draugr will return to its incorporeal form and reassume its duty the following night. If the tomb has been looted, the draugr will travel up to 5 miles under the cover of night to return its lost treasure. The draugr will cover this distance in its incorporeal from, and can sense the whereabouts of its lost items, unless they have been stored in a holy place.

Physical description: In corporeal form, draugr appear as rotting corpses with fingers ending in long yellowed nails. A draugr makes no sound, but emanates a putrid odor of rot difficult for most living creatures to bear.

Ghost
Dodge: 15
Health points: 20 + 1d8 (25)
Intellect: 6-17
Physical Resist: +5
Mental Resist: n/a
Average size: 6' tall
Attacks: touch: 1 x 1d4 + 2
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +0
Movement rate: 120'

Ghosts are solitary undead, the spiritual remains of tortured souls such as murder victims or those consumed by intense hatred while living. They are incorporeal, meaning that solid objects including weapons pass through them ineffectually. The touch of a ghost chills the victim, but also allows the ghost to enter that victim and possess them. Possessed victims seek to carry out the will of the ghost, sometimes attempting to get revenge or perform some last deed. In some cases, too much time has elapsed and the ghost's goal is no longer possible to achieve.

Abilities: The touch of a ghost acts as the Dominate spell (8th Circle Hermetic). Once the ghost has dominated a target, it disappears and is essentially 'inside' that creature. Ghosts are immune to spells of possession, charm, illusion or any spell which allows a Mental Resistance check. Furthermore, ghosts are immune to cold, poison and disease. Any creature seeing a ghost must make a Mental Resistance check of 10 or be paralyzed in fright for 1d4 rounds. Ghosts may see

in the dark as well as in light. Being incorporeal, they are immune to all physical attacks except from magical weapons and may pass through solid objects.

Physical description: Ghosts appear as spectral, translucent versions of their former selves. They appear dressed as they were just as they died.

Lich
Dodge: 16
Health points: 37 + 2d8 (46)
Intellect: 15-20
Physical Resist: +6
Mental Resist: +11
Average size: 6' tall, 110 lbs.
Attacks: claw: 2 x 1d3 + 3, or 2 x weapon + 3
To-hit modifier: +3
Hide/armor: none (or by worn armor)
Initiative modifier: +0
Movement rate: 110'

Liches are without question the most dreadful of the undead. These creatures were once powerful magic-users that voluntarily transformed themselves into beings that draw their energies from other realms. As liches retain many of powers from their previous forms whilst acquiring many new abilities, they are extremely dangerous adversaries. Furthermore, liches do not age. Thus, they often possess several magical artifacts they have collected over hundreds or even thousands of years. Lich behavior is difficult to generalize as it varies greatly from individual to individual. Some liches remain in seclusion, content to pass the eons within subterranean lairs or tombs. Others will continue to construct strongholds, involve themselves in political affairs, and even amass armies and conduct warfare. Those liches remaining active within the affairs of the living often employ magical means to conceal their undead identities. As a general rule, a lich will command several lesser undead, as well as multiple living creatures.

Abilities: Liches are immune to spells of possession, charm, illusion or any spell which allows a Mental Resistance check. Furthermore, liches are immune to cold, poison and disease. Any creature struck by a lich must make a Physical Resistance check of 12 or be paralyzed for 2d4 rounds. Liches may see in the dark as well as in light. Twice per day liches may innately cast the following Faith magic spells: Dishearten, Hurt, Fear, Cripple, Curse, Disease, Torment, Choke, Maim and Madness. In addition, a lich may cast spells as a Hermetic or Faith magic spell caster of 6th Circle or greater. Very powerful liches may be able to cast both Hermetic and Faith magic, or Hedge and Ritual magic as well.

Physical description: Liches appear as mummified or skeletal humanoids. Their exact size and appearance depends upon the type of humanoid the lich was while it was living. Liches are often wear fine clothing, and at times armor as well.

Mummy
Dodge: 13
Health points: 20 + 2d4 (25)
Intellect: 3
Physical Resist: +6
Mental Resist: n/a
Average size: 6' tall, 120 lbs.
Attacks: claw: 2 x 1d8 + 2
To-hit modifier: +0
Hide/armor: none
Initiative modifier: +0
Movement rate: 90'

Mummies are the animated remains of a long dead humanoid. Unlike skeletons, mummies typically retain some of their mortal flesh, often a result of efforts to embalm or preserve the deceased individual's remains. Also, unlike other lesser undead, mummies possess a modicum of personal impulse and as such, are known to establish a territory through which the mummy will regularly patrol for reasons unknown. Mummies do not feed upon the living. Nevertheless, mummies are extremely aggressive, and will unerringly attack any living creature encountered. Mummies will not wield weapons, and instead attack with their powerful opened hands.

Abilities: Mummies are immune to spells of possession, charm, illusion or any spell which allows a Mental Resistance check. Furthermore, mummies take only half damage from cold, and are immune to poison and disease. Mummies suffer twice normal damage from fire. Any creature struck by a mummy must make a Physical Resistance check of 12 or be infected as if by the 1st Circle Ritual magic spell Infect. Mummies may see in the dark as well as in light.

Physical description: Mummies are the animated corpses of a long-dead humanoid. As such, their size and appearance depends upon the type of humanoid the mummy was derived from. Nonetheless, all mummies are humanoids.

Myling
Dodge: 16
Health points: 10 + 2d4 (15)
Intellect: 6
Physical Resist: +4
Mental Resist: n/a
Average size: 3-4' tall, 40-60 lbs.
Attacks: claws: 2 x 1d3
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +3
Movement rate: 100'

Mylings are similar to zombies in appearance, but are always in the form of children. In fact, it is widely believed that mylings are the tortured spirits of murdered youth. Unlike zombies, mylings may assume an incorporeal form. Mylings are often encountered near graveyards. However, they can be found in most any man-made structure or ruins thereof. Usually mylings are encountered alone. Mylings prefer to attack via ambush, and once selecting a victim, will not change the object of their malice until slain. Mylings normally wander in incorporeal form. However, they will always assume a material form to attack. Nevertheless, if a myling is reduced to 5 or less heath points, it will become immaterial and flee.

Abilities: Mylings may see in the dark as well as in light. Due to their ability to become incorporeal, mylings may pass through solid objects. Mylingss are immune to spells of possession, charm, illusion or any spell which allows a Mental Resistance check. Furthermore, they take half damage from cold, and are immune to poison and disease.

Physical description: Mylings appear as the animate rotting corpses of children. Their skin is typically pallid and gray, and their fingers end in yellowed claws. In incorporeal form, mylings appear similar, but are translucent.

Shadow
Dodge: 15
Health points: 13 + 1d8 (18)
Intellect: 7
Physical Resist: +3
Mental Resist: n/a
Average size: 6' tall
Attacks: claw: 2 x 1d6 + 2
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +3
Movement rate: 160'

Shadows are the embodiment of the nefarious impulses or lusts of wicked humanoids that are now deceased. Shadows may be encountered alone or in small groups. Shadows generally have one or several aims or desires they seek to carry out, often missions that involve physical injury or mental distress.

Abilities: The touch of a shadow causes a Physical Resistance check (target number 8) or the victim is Disheartened (as the 1st Circle Faith spell). Shadows are immune to spells of possession, charm, illusion or any spell which allows a Mental Resistance check. Being only semi-corporeal, shadows take half damage from non-magical weapons. In partial darkness they are harder to see and hit: targeted spells have a 10% chance of missing, and they have a +2 bonus to Dodge. Shadows may see in total darkness. Shadows cannot enter fully illuminated areas, and direct sunlight inflicts 1d6 points of damage each round.

Physical description: Shadows appear just as they are named- as two-dimensional black shadows and shades, generally with a humanoid shape.

Skeleton
Dodge: 13
Health points: 10 + 1d8 (15)
Intellect: 3
Physical Resist: +1
Mental Resist: n/a
Average size: 6' tall, 50 lbs.
Attacks: claw: 2 x 1d4 + 1 or 1 x by weapon + 1
To-hit modifier: +1
Hide/armor: none
Initiative modifier: +1
Movement rate: 160'

Skeletons are the animated skeletal remains of a long dead humanoid. As individuals, skeletons have almost no personal impulse, and thus, are almost exclusively found in the service of an evil creature or greater undead. If encountered alone, a solitary skeleton will be extremely aggressive, attacking any living creature in sight. Larger groups of uncontrolled skeletons will act similarly, roaming in packs and seeking living beings to destroy. If possible, skeletons will choose to wield weapons, and at times, may be armored by their patrons. If given a choice, a skeleton will always prefer a bladed weapon rather than a bludgeoning one.

Abilities: Skeletons are immune to spells of possession, charm, illusion or any spell which allows a Mental Resistance check. Furthermore, skeletons take only half damage from cold, and are immune to poison and disease. Skeletons may see in total darkness.

Physical description: Skeletons are the animated bones of an undead humanoid. Thus, their size and appearance depends upon the type of humanoid the skeleton was derived from. Although most skeletons are humanoids, some are the remains of other creatures. These skeletons will likely have different attributes than those provided here.

Spectre
Dodge: 21
Health points: 16 + 1d8 (21)
Intellect: 8
Physical Resist: +7
Mental Resist: n/a
Average size: 6' tall, 100 lbs.
Attacks: claw: 2 x 1d6 + 3
To-hit modifier: +5
Hide/armor: none
Initiative modifier: +4
Movement rate: 180'

A spectre is a particularly evil apparition that haunts the crypts of depraved individuals. Spectres despise all living things, and will not tolerate their presence. As such, any individual encountering a spectre will immediately be confronted with the spirit's hideous appearance, and subjected to a bone-chilling scream. At this moment, all creatures able to see the spectre must make a Mental Resistance check of 14, or turn and run in fright. Those able to only hear the spectre must make a Mental Resistance check of 8, or do likewise. Any creatures able to resist this display will immediately by attacked by the spectre. Spectres are primarily incorporeal. However, they temporarily alternate between material and immaterial form from moment to moment, and do so with increasing frequency when attacking. For this reason, spectres are very difficult to hit. What is more, spectres do not take any damage from weapons that have not been enchanted by some means.

Abilities: Spectres do not take damage from non-enchanted or non-magical weapons. Upon seeing or hearing a spectre for the first time, an individual must make a Mental Resistance check of 14 or 8, respectively, or run in fear for 2d4 rounds. Spectres may see in the dark as well as in light. Due to their ability to become incorporeal, specters may pass through solid objects. Spectres are immune to spells of possession, charm, illusion or any spell which allows a Mental Resistance check. Furthermore, they take no damage from cold, and are immune to poison and disease.

Physical description: Spectres appear as translucent spiritual forms of hideously emaciated humanoids. They shift between a material and immaterial form somewhat randomly, but are more likely to become corporeal when angered.

Vampire
Dodge: 18
Health points: 20 + 3d8 (34)
Intellect: 14-20
Physical Resist: +9
Mental Resist: +7
Average size: 6' tall, 180 lbs.
Attacks: claw: 2 x 1d6 + 5, or by weapon + 5, or bite
To-hit modifier: +5
Hide/armor: none (or by worn armor)
Initiative modifier: +6
Movement rate: 180', fly 240'

Vampires are an undead corruption of a once living humanoid. In fact, it might be said that vampires are not true undead, but actually living creatures infected with an undead disease. The fact that vampires are the only undead with a metabolism supports this notion. Nonetheless, vampires are immortal, and although a lack of sustenance will drive them mad with bloodlust, they cannot be starved. Vampires are typically quite intelligent, and often choose to reside in dwellings similar to those they inhabited during their mortal life. However, vampires are violently allergic to sunlight (suffering 1 health point of damage for each round exposed), and thus most accommodations will suit the vampire's nocturnal existence. All vampires have shape-changing abilities. However, a vampire will typically favor three forms: 1) its undead 'true' from, 2) a likeness of its living self, or 3) a small flying animal, such as a bat or bird. As mentioned, vampires experience a near constant desire for blood. In general, vampires favor human blood. However, if circumstances do not permit, almost any warm-blooded creature will suffice.

Abilities: Vampires are immune to spells of possession, charm, and illusion, take only half damage from cold, and are immune to poison and disease. A vampire may innately cast the following Hermetic spells: Extinguish, Darkness, Friends and Leap twice per day, the Hedge spells: Disguise and Terror twice per day, and the Faith magic spells: Blindness, Weakness and Animal Form three times per day. Any creature bit by a vampire (1 point of damage) must make a Mental Resistance check of 15 or become a vampire within one week. Vampires may see normally in total darkness.

Physical description: Vampires are the undead form of a once living humanoid. Thus, their size and appearance depends upon the vampire's previous living form. Nonetheless, the skin of a vampire ranges from white to ash grey, their eyes are pink or yellow, and their teeth are visibly long and sharp.

Wendigo
Dodge: 17
Health points: 17 + 1d8 (22)
Intellect: 7
Physical Resist: +5
Mental Resist: n/a
Average size: 7' tall, 250 lbs.
Attacks: claw: 2 x 1d6 + 3
To-hit modifier: +4
Hide/armor: none
Initiative modifier: +2
Movement rate: 160'

The wendigo are the physical manifestations of tortured spirits of that wander the ruins of past civilizations. Wendigo only appear at night or underground, as daylight will force them into an incorporeal form. Whenever encountered, wendigo will invariably attack. They crave human flesh, and will completely devour any slain victim within a matter of hours. Wendigo are usually bound to a specific locale or complex, most likely for evils committed there in a past life. Any creature scratched by a wendigo may be infected by the wendigo's madness.

Abilities: Wendigo are immune to spells of possession, charm, illusion or any spell which allows a Mental Resistance check. Furthermore, wendigo take only half damage from cold, and are immune to poison

and disease. Wendigo may see in total darkness. Any creature seeing a wendigo must make a Mental Resistance check of 10, or be affected as if by the 2nd Circle Hedge magic spell, Terror. If an individual is injured by a wendigo, he or she must make a Physical Resistance check of 12, or be infected by the wendigo's madness. Any creature so infected will become homicidal within 1d6 days. At this time, affected creature will be obsessed with the urge to kill, and will attempt to slay any friend or foe if a reasonable chance of success presents itself.

Physical description: Wendigo appear as gaunt shambling humanoids with empty eye-sockets and gaping mouths. Their long arms end in clawed hands, and their skin is pale grey. Wendigo are often wrapped in tattered filthy rags.

Wight
Dodge: 15
Health points: 40 + 1d8 (45)
Intellect: 7-16
Physical Resist: +7
Mental Resist: n/a
Average size: 6' tall, 130 lbs.
Attacks: claw: 1 x 1d8 + 4 or 2 x by weapon
To-hit modifier: +8
Hide/armor: none (or by worn armor)
Initiative modifier: +2
Movement rate: 180'

Wights are the remains of dead nobles and kings. They are found within old crypts and mausoleums, sometimes alone or in small numbers and with multiple lesser undead servants. Wights do not typically leave their tombs, as they are bound to the trappings of wealth left behind in their graves. They tend to fight with the weapons of their former selves, which are generally well-crafted, ornate weapons, often with powerful enchantments. Wights surround themselves with objects and riches from their past mortal life.

Abilities: Wights are immune to spells of possession, charm, illusion or any spell which allows a Mental Resistance check. Furthermore, wights take only half damage from cold, and are immune to poison and disease. Wights may see in total darkness. Viewing a wight causes Fright (as the 1st Circle Faith spell). Once per day, a wight may cast the following Faith magic spells: Wane, Strike, Curse and Glyph of Ruin.

Physical description: Wights appear as emaciated humanoids with eyeless sockets and bony hands. Wights are usually dressed in rich garments, sometimes in good shape but usually moth-eaten and ruined.

Wraith
Dodge: 18
Health points: 27 + 1d8 (32)
Intellect: 9-15
Physical Resist: +7
Mental Resist: n/a
Average size: 6' tall, 100 lbs.
Attacks: claw: 2 x 1d8 + 2
To-hit modifier: +5
Hide/armor: none (or by worn armor)
Initiative modifier: +2
Movement rate: 180'

Wraiths are ancient creatures, and often command multiple undead and occasionally living creatures. Wraiths typically have a lair which is most often a large tomb or abandoned complex of buildings or tunnels. The motives of wraiths are enigmatic. However, they generally work to increase misery and suspicion in the region surrounding their dwelling. Wraiths are independent creatures. However, they will at times serve outer planar beings, usually at the promise of some ghastly gift or deed. Wraiths will rarely attack trespassers outright. Instead they prefer to send their minions to dispatch intruders. Nevertheless, if confronted, a wraith will attack with a terrible fury. Wraiths have powerful claws that not only inflict terrible wounds, but can kill an opponent instantly. In addition, wraiths are magical creatures, and may cast several spells innately. Wraiths will employ magic items if able.

Abilities: Wraiths are immune to spells of possession, charm, illusion or any spell which allows a Mental Resistance check. Furthermore, wraiths take only half damage from cold, and are immune to poison and disease. They may see in total darkness. Any living creature struck by a wraith must make a Physical Resistance check of 10 or die instantly. Once per day, a wraith may cast the following Faith magic spells: Darkness, Aphasia, Confuse, Strike, Torment, Choke and Spirit Form.

Physical description: Wraiths appear as emaciated humanoids with faintly glowing eyes and clawed hands. Wraiths often cover themselves in long robes or hooded cloaks. Unlike most undead, wraiths may speak and may be understood by any listener.

Zombie
Dodge: 11
Health points: 12 + 2d4 (17)
Intellect: 2
Physical Resist: +5
Mental Resist: n/a
Average size: 6' tall, 160 lbs.
Attacks: claw: 2 x 1d6 + 4
To-hit modifier: +2
Hide/armor: none
Initiative modifier: -2
Movement rate: 80'

A zombie is the animated rotting corpse of a dead humanoid. Like skeletons, zombies have little individual impetus, and are most commonly found in the service of an evil creature or more powerful undead. Similarly, if encountered alone, a single zombie will be mindlessly aggressive, attacking any living creature it can. Larger groups of uncontrolled zombies will act in a similar manner, roaming in packs and seeking living victims on which to feed. Zombies will not wield weapons, preferring instead to attack with their powerful opened hands.

Abilities: Zombies are immune to spells of possession, charm, illusion or any spell which allows a Mental Resistance check. Furthermore, zombies take only half damage from cold, and are immune to poison and disease. Zombies can smell living creatures up to 1 mile away. Like all undead (excepting vampires) zombies have no metabolism, and do not need to eat. It is therefore unknown why zombies seek out and consume mortal flesh that will only rot in their functionless guts. Zombies have darkvision.

Physical description: Zombies are the animated corpses of a dead humanoid. Thus, their size and appearance depends upon the type of humanoid the zombie was derived from. Although most zombies are humanoids, some are the undead remains of other creatures. These zombies will likely have different attributes than those provided here.

Unicorn
Dodge: 13
Health points: 16 + 1d8 (21)
Intellect: 5-7
Physical Resist: +2
Mental Resist: +4
Average size: 7′ tall, 1300 lbs.
Attacks: kick: 1 x 1d4 + 1, or horn: 1 x 1d6 + 2
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +2
Movement rate: 250′

Unicorns are a race of semi-intelligent magical horses. They are extremely xenophobic creatures, and are most often encountered in sylvan areas far from humanoid populations. Unicorns are typically solitary, but small bands of 3-6 individuals may be found at certain times of the year. Unicorns may not be domesticated. However, in rare cases unicorns have been reported to willingly serve as mounts to individuals regarded as protectors of woodlands.

Abilities: Unicorns may innately cast the following Hedge magic spells once per day: Minor Phantasm, Charm Animal, and Sleep. In addition, they may communicate with all natural woodland creatures as if by the 2nd Circle Faith magic spell, Telepathy. Unicorns can see invisible creatures, and are very difficult to surprise.

Physical description: Unicorns are average-sized horses with a single 2-3′ horn protruding from their forehead. Unicorns are always white or light grey.

Valkyrie
Dodge: 17
Health points: 24 + 1d8 (31)
Intellect: 11-13
Physical Resist: +4
Mental Resist: +1
Average size: 5-6′ tall, 140 lbs.
Attacks: bite: 2 x weapon + 3
To-hit modifier: +3
Hide/armor: none (or by worn armor)
Initiative modifier: +2
Movement rate: 130′

Valkyries are magical female warriors native to the Realms of Perdition. However, they are at times encountered upon the Tellurian plane as well, especially in times or war. Valkyries thrive on battle, and often join large scale conflicts with little or no consideration of the opposing forces. In such cases, these warriors tend to select the weaker of two sides, as a means of testing their prowess. In such battles, valkyries are known to reward heroic figures with gifts or favors. Outside of matters of war, valkyries have little interest in the other intelligent races. Valkyries often ride into combat atop of dire wolves. They always wear armor of quality, and typically employ shields. Most valkyries favor swords and spears as weapons.

Abilities: Valkyries are immune to poison and disease. They may innately cast the Ritual magic spells: Beguile, Fog, and Fear once per day. Valkyries have Inspire, Leadership, and Military Expertise at Grade II, although some rare individuals possess these proficiencies at Grade III or IV.

Physical description: Valkyries appear as attractive women, yet always somewhat wild and unkempt.

Will o′ the Wisp
Dodge: 20
Health points: 2 + 1d4 (5)
Intellect: 3
Physical Resist: -2
Mental Resist: -1
Average size: 1′ diameter, 0.5 lbs.
Attacks: none
To-hit modifier: n/a
Hide/armor: +0
Initiative modifier: +5
Movement rate: fly 260′

Will o′ the wisp are spirits that inhabit remote swamps and marshes. They do not cause physical harm, but often charm unwary individuals and lead them deep into the swamp where they become lost. In general, 1-5 will o′ the wisp will be encountered. Will o′ the wisp only appear at night. Although they may be physically hit, they rarely come within 20′ of any individual. Will o′ the wisp disappear if slain.

Abilities: Will o′ the wisp are immune to spells of possession, charm, illusion or any spell which allows a Mental Resistance check. Twice per day, will o′ the wisp may charm a creature, causing it to follow the wisp for 3d20 minutes (Mental Resistance check of 14).

Physical description: Will o′ the wisp appear as bluish green orbs of soft light. Will o′ the wisp usually float several feet above the ground.

Wolves; *Lupus*

Wolves are large carnivorous canines found in most climates. They roam in packs, and are well known for their distinctive howling. Wolves are able to run for long distances, and can travel at their maximum movement rate for up to four hours.

Wolf, Common
Dodge: 13
Health points: 7 + 1d4 (10)
Intellect: 3
Physical Resist: -1
Mental Resist: -1
Average size: 3′ long, 100 lbs.
Attacks: bite: 1 x 1d4 + 1
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +2
Movement rate: 160′

The wolf, (also known as the timber wolf or grey wolf), is naturally found in temperate forests, mountains and grasslands. Wolves are

social predators and hunt in organized packs of 4-20 individuals. Wolf pack hunting strategy often involves a chase, as wolves are able to run for long periods of time. When pursuing large prey, wolves generally attack from all angles. Wolves will hunt any large herbivores in their range. They do not usually attack humanoids. However, lone or wounded individuals may fall prey to a hungry pack.

Abilities: Wolves may run great distances in pursuit of prey, and can remain at top-speed for 4 hours, or at ½ this speed for 8 hours. Wolves have Perception and Tracking at Grade III.

Physical description: Wolves appear as large dogs with thick coats of fur. Wolf coloration varies greatly, ranging amongst black, white, red and brown. In arctic regions, wolves tend to be white.

Wolf, Dire
Dodge: 15
Health points: 17 + 1d4 (20)
Intellect: 3
Physical Resist: +3
Mental Resist: +2
Average size: 7' long, 210 lbs.
Attacks: bite: 1 x 1d6 + 3
To-hit modifier: +3
Hide/armor: none
Initiative modifier: +2
Movement rate: 200'

Dire wolves are similar to wolves in social structure and behavior, but are much larger and more aggressive. In particular, dire wolves are more apt to prey upon humans. Dire wolf packs average between 4-16 individuals.

Abilities: Like other wolves, dire wolves may run great distances in pursuit of prey, and can remain at top-speed for 4 hours, or at ½ this rate for 8 hours. Dire wolves have Perception and Tracking at Grade III.

Physical description: Dire wolves appear as very large dogs with mangy thick coats of fur. Dire wolf coloration is generally dark grey or black.

Wyvern
Dodge: 15
Health points: 60 + 2d10 (71)
Intellect: 5-6
Physical Resist: +6
Mental Resist: +2
Average size: 16' long, 6600 lbs.
Attacks: bite: 1 x 2d6, claw: 2 x 1d6 +2, or tail: 1 x 1d10 + 4
To-hit modifier: +6
Hide/armor: 1d3
Initiative modifier: +2
Movement rate: 160', fly 240'

Often mistaken for small dragons, wyverns are a large species of flying reptilians with large bat-like wings, two powerful clawed legs and a barbed tail. Wyverns are far less intelligent than dragons, and are typically much more aggressive. In addition, unlike dragons, wyverns cannot breathe fire. These creatures are most commonly found in regions of vast wilderness. However, they thrive in any climate and are just as likely to be found in the arctic as in the desert. Wyverns naturally prey on large grazing animals, but will attack any large animal if hungry. Wyverns primarily attack with their powerful claws and bite. However, if injured, the wyvern will sting with its barbed tail. In rare cases, wyverns may be trained as steeds when captured young.

Abilities: Any creature stung with the wyvern's tail must make a Physical Resistance check of 13 or die within 1d4 rounds.

Physical description: Wyverns are large greyish-green reptilians, with a horned head, leathery wings, and a long tail that terminates in a sharp barb. Unlike dragons, wyverns have two legs rather than four.

Yeti
Dodge: 14
Health points: 40 + 2d8 (49)
Intellect: 6-8
Physical Resist: +5
Mental Resist: +2
Average size: 9' tall, 600 lbs.
Attacks: claw: 2 x 1d8 + 5
To-hit modifier: +5
Hide/armor: none
Initiative modifier: +0
Movement rate: 160'

Yeti are massive hair covered humanoids that inhabit desolate tundra or snowy mountain passes. They are extremely reclusive and due to their keen senses, are almost never surprised. Yeti will typically avoid other creatures, however, they are very territorial, and anyone unwittingly approaching a yeti lair will most certainly be attacked. Typically, yeti are encountered as an individual male, or as a lone mother with offspring. However, at times yeti will travel in bands, and groups numbering as many as eight individuals have been reported. Yeti attack with their two powerful clawed hands. Such attacks are generally by surprise, and if the yeti does not quickly gain the upper hand, it will retreat soon after.

Abilities: Yeti take only half damage from cold attacks. In their natural habitat, a yeti may avoid detection as though it had a Stealth proficiency grade of III.

Physical description: Yeti are large, hair-covered humanoids with long powerful arms. Their hair is typically white, and their eyes are deep black. Although yeti inhabit colder regions, there are reports of similar species inhabiting temperate and even tropical areas.

TWYLOS

The World of Twylos

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Introduction to Twylos

This is a description of the world of Twylos. This reference material is written mainly for Game Masters running a Wayfarers game. However, this guidebook might also be useful for any game system, as few system-specific details have been included and could easily be converted. Note that this guide is not meant to be a complete description of every location and NPC in this world. Rather, our aim is to provide the Game Master with a sense of flavor and, most importantly, some ideas that might be useful for launching creative and exciting adventures in a different or customized world.

The world described here is the synthesis of seven different settings, used in a series of campaigns that ran almost continuously from 1988 to 2006. These adventures, and the creation of the world of Twylos as presented here, would not have been possible without a large number of passionate and creative players over the years. This work is dedicated to the past gamers of those worlds, and also to the new players of Wayfarers. Enjoy.

A Player's Guide to Twylos

The ills of man are never healed. Rather, new edifices are raised upon the ruins of the old, and newer now again atop of those. Who shall bring the last black brick upon the mortar? Who will suck the last of marrow from our broken bones?

It cannot last- it cracks and crumbles till even these curtains turn to ash.

Epilogue 1:709. "A Shadow's Fall" by Tabitha Morgan.

The world of Twylos is old. Over the centuries, great cities and kingdoms have flourished but have since fallen into ruin. The first Empire of Irendor, far to the northeast, came to an end centuries ago. In turn, newer nations rose up, and have begun to grow fat and corrupt on the ancient wealth, magic, and technology of the older Empire.

These new nations were once the former colonies of Irendor. In the East is Drohksmere, loosely controlled by the trade conglomerate of the Ulgan Sceptre. To the South are the stone citadels of Khaedor, the debauched island kingdom of Vasqueray, and the island demesne of the power-mad Church of Ixus. The great nation of Tarach today dominates the West. And caught between these forces are the sleepy Vehrlands, expanses of steppes and rolling hills previously ravaged by a thousand-year war.

Irendor itself, diminished for several centuries, is now called Armech. The Great Houses that ruled the fallen Empire have returned to rebuild their nation from the ashes and rust of its former self.

Newer international organizations- the Guilds of the Slavers, Alchemists, Navigators and Surveyors- have united trade routes and industry across Twylos. The Guildsmen have become incredibly rich, so much so that they rival most national governments and the Great Houses in terms of influence. The Slavers Guild are less slave-drivers than they are managers, and the Guild now controls several cities, including the massive slum-ridden trade town of Tzalvas.

Recently, the Guilds have united under the Writ of Coins, allowing every Guildsmen access to any Guildhall and a slew of trade and shipping treaties. Gunpowder and other odd Guild technologies are becoming more frequent as the years pass. As a consequence, the Alchemists Guild in particular has become exceedingly wealthy, due to the popularization of Hedge magic and the accelerated rate of magical-scientific research they have brought about. The conveniences of Hedge magic and alchemical developments have become increasingly part of the noblesse lifestyle, and the Alchemists have called themselves the 'Slavers of tool and invention'.

Meanwhile, classical magedom and the Hermetic Tradition are becoming rarer. Mage academies have begun to close down, and

most mages either practice their art in private or have joined ranks with the Alchemists. Mages have increasingly found themselves under attack from some of the major religions of Twylos- the fanatical Church of Ixus, the fallen Knights of Aguierre, the secretive Handmaidens of Zhol, and the druids of the elder Vox Duur.

The priests of these gods, however, have long been enemies, and have spent themselves combating the heresies of the others. The once-ubiquitous Vox Duur have splintered. Some of the Duurans have joined the goblins and gnoles and retreated into the deep forests. Others have re-united with the Church of Winter, a cult of demon worshippers beyond the fringes of polite society. But most others continue to fight against the Church, believed by the Duurans to be the original source of infernalism and Hermetic magic in Twylos.

It is now the year 213 of the Third Era. Peace and trade seem to be flourishing at an unprecedented level. Thus it might seem strange that the newest religion, the Church of Typhon, claims to celebrate the coming apocalypse. Throwing decadent feasts and parties, the Typhonae have rapidly spread across the land from their mother church in the city of Gyre, the so-called jewel of Twylos and artistic capital of the world.

The Imperial Houses, new Guilds, and other more secretive organizations lose themselves in avarice, searching out new riches and ancient magic. The old religions continue to wage their ceaseless crusades, while the Church of Typhon dances towards oblivion. Opportunity, power, and death await some fresh new blood. Welcome to the world of Twylos.

A Brief History of Twylos

The First Era

Twylos (pronounced TWIE-los) is a dark fantasy world in decline. In the earliest days of recorded history, humanoids lived in the mountains and valleys of modern Armech. These regions are still called by their ancient names, the Valan regions of Valstach (the northern mountains) and the Valstedt (an expansive plains). The recent historian Vladmir Ozmandian called this epoch the start of the First Era, which saw these humanoids develop agriculture, metalworking, and a coherent set of religious beliefs.

The Vox Duur

Although since the earliest days, Twylos has contained a large number of cults, political factions, and secret societies, the history of Twylos is the history of the Vox Duur. The Duurans, as they are usually called, were the first of Twylos' religions. Ozmandian places the emergence of the Duurans around 2300 First Era (F.E.). The Duurans are druids, and are essentially a blood sacrifice-based fertility cult revering the Black Man, Vorn, and his wife Rhiannon. The darker side of Rhiannon, Breyana, began to have a cult of her own, the Church of Winter, and while all these priests might call themselves Duurans and think of themselves as the true Vox Duur, over the centuries the Duurans have split into many sub-sects, continually fighting with each other. With the magic of the Duurans and metal weapons, the humans of the Valan region began to dominate the culture and consolidate themselves as a nation, ruled by a king who claimed to be descended from the war god Aguierre.

The Thainists

The Duurans avoided the growing civilized areas and cities of Irendor, preferring to live and worship in the wilderness or deep caves. As the Duurans grew increasingly estranged and distant, the Valan people came to revere Kithain and Zhol, gods of fate, destiny, and death. An extensive cult of Zhol was spawned in the vast armies of Irendor, with many soldiers worshipping Zhol's son Morday, also called Mordred. Large churches of these gods were built by their followers the Thainists, starting around 2000 F.E. While most of the other gods were perceived as terrible and fearsome, the Lady Kithain was viewed as nurturing, and this was reflected in the many projects undertaken by her disciples in the public service. The Thainists have remained a neutral faction, popular throughout Twylos, although their neutrality has often been seen as a source of weakness.

Irendor

Eventually the Valan people were united by a set of warring families, called Houses, into the great Empire of Irendor. Bloody warfare gave way to trade wars, which were equally brutal but with much less loss of life. As the Great Houses subjugated the outlying farming and hunter-gatherer societies, with their sophisticated magic and technology, the Empire of Irendor grew in size and status. While the Imperial House Valstach still worshipped Aguierre, much of Irendor revered the militaristic Church of Mordred. The other Great Houses began to rival House Valstach for control of the nation. With the great wealth collected by the Houses, academic studies of art, science, and Hermetic magic began to flourish. In 1104 F.E., the first Hermetic academy, the Arcanum, was established just beyond the edge of Irendor by exiles wanting freedom from control by the Houses and the churches. The Arcanum was open for over three centuries, but the Duurans finally drove the mages out and shut down the school in 776 F.E.

The Ixians

Sometime during the second millennium of Irendor history, a philosophical tradition was developed among the soldier class. Breaking with the rest of the churches, these warrior-monks believed that salvation and god were not to be found in outer realms and terrible magic, but in the depths of the soul. Calling themselves the clergy of Ixus, their fanaticism eventually led to a series of failed coups, both intellectual and martial. For treason, they were exiled from the Empire, shipped off and expected to die. The Ixians managed to survive, inhabiting the far-off island of Nycene, and gradually began to grow in power. The exile of the Ixians was just the first in a series of several waves of emigration from the core of the Empire to colonies in the East, West, and South. A later tradition dating from 500 F.E., called the Order of Ixian, attempted to take a more scholarly and peaceful approach. This was well-received, particularly by magicians and the historians that began to emerge, documenting the complex and opaque relationships, marriages, and bloodlines that the Irendi Houses accrued.

The Purge of the Antiarch

By the end of the second millennium, the Irendor Empire reached far across the north of Twylos. Colonists had begun to leave for all corners of the world, impeded by poor maps, bad records, and horrible monsters. Meanwhile, the heart of the Empire itself had grown soft.

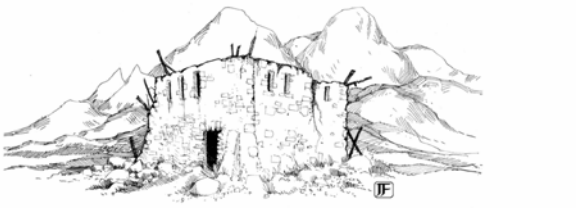
Work was performed by slaves, and the rulers of the Houses had grown apathetic. In the year 822 F.E., Caradoc, a former slave who had returned from the dead, raised a small army of fanatical followers. These men and women called Caradoc the 'Antiarch', the beloved of Aguierre and His hand on Twylos. With the righteousness of the Order of Aguierre, his army grew in number and destroyed all but one of the temples of Mordred, crushing the religious base of most of the lesser Houses and their militias. In this war, the Purge of the Antiarch, House Valstach was restored along with the glory of the Empire, and many of the rogue colonist states were folded back into Irendi control.

The Handmaidens

While the divine nation of Irendor settled back into peace and prosperity, the reverberation of war spread across the smaller fringe states of Twylos. The new nations of Khaedor, Verlainen, Nycene, and Vasqueray began to fight over control of the south and west. In 700 F.E., a group of Thainist widows, aggravated at their order's lack of response and grieving over the deaths of their families, took up arms and crossed Twylos, trying to suppress conflicts by slaughtering all in their way. They called themselves the Brides of Zhol, dubbed the Handmaidens by the Verlainen soldiers who lost to them at the first fall of Vesbridge, in a battle still commemorated today as "Maids' Misery". The Handmaidens moved west, slaughtering scores of Zhellan, Verlainen, and Sathar warriors as their numbers grew from the numerous widows, sisters, and children of those previously killed in battle. Eventually, they settled in Murdyne, a heavily-armed compound at the western edge of Twylos.

The Second Era

While the Order of Ixian used a complicated dating system throughout what is now called the First Era, Vladmir Ozmandian completely revised this system, using a specific event to pinpoint the end of the First Era. Ozmandian dates the end of the First Era and start of the Second Era (S.E.) with the exile of House Tharose from Irendor. House Tharose was the most progressive and seditious of the Great Houses, and Ozmandian believed that the removal of Tharose led not only to the formation of the great successor state of Irendor, Tarach, but was the first step in the destabilization and downfall of the Irendi Empire. House Tharose took vast tracts of land in the northwest region of Twylos, wresting control from the Verlainen in a short series of decisive battles.



The Fall of Irendor

Tarach was thus established as the main destination for colonists, and many of the Empire's brightest scholars and ambitious mercenaries left for the new, seemingly-limitless opportunities. Meanwhile, the Imperial House Valstach had been weakened by a long period of infighting, political machination, and assassination. The original Valstach bloodline, descended from Aguierre, had ceased to exist, and the last true Emperor, Illyrian Valstach VIII, died without a surviving heir in 213 S.E. As the Great Houses attacked each other for control of a now-meaningless throne, many of their supporting Lesser Houses fled for the outer colonies. Within a few centuries, the Empire ceased to have any sway over the matters of Twylos. In 237 S.E., control of Irendor transferred to an initially-ineffective council called the Iron Throne, who renamed their nation Armech. While the Fall of Irendor would continue for many decades, the seeds of new House control also slowly began to flower; towards the close of the Second Era, Armech would re-emerge as a major power in the world.

The Vehrlands War

As the Empire diminished, the strength of the colonies and nascent states grew. Eventually, the western nations came into conflict with each other. The hotspot for what would become a thousand-year long series of land wars was the Vehrlands, the region between Verlaine and Tarach to the north, Khaedor and the Zhellve to the east, and the older Empire of Saethos, of the reptilian Sathar, to the south. The first conflict was sparked by human adventurers from the Vehrlands venturing into the hitherto-unexplored Saethan desert to loot the treasure of the dragon kings, the gods of the Sathar. The reptilian nation, previously quiet and thought to be quite small, rose up in fury against the other humanoids to the north. Throughout the Second Era, however, the Sathar could not contend with the combined forces of the northern lands, winning battles only when Khaedor and the Vehrlands were preoccupied with fighting each other. The southern reptilian empire collapsed during this period. The northern nation settled by House Tharosen profited greatly by supporting the Vehrlands tribes, and in 700 S.E., officially declared their independence from Armech, although by this point this was mere formality. The Mendhelose family took the crown and held it for the following 800 years.

Rhuaxen

During the Vehrlands War, there was intense interest in Saethos and what the reptilians might have hidden in the desert. The proximity of the Ixian island of Nycene, and the similarly hard conditions of both places produced a large exodus of Ixians into Saethos. In 508 S.E., a comet was widely observed across Twylos, and much of Saethos felt the blast and saw several days of irradiated skies when it crashed into the deep desert. One tradition of Ixian mysticism believed in connections between the gods within and the gods without, and heralded the coming of this comet as a sign that the Ixian faith would soon sweep the world. The high priest of Sun Keep, Rogan DuLaine, believed this to be true, and took two advisors into the depths of Saethos to investigate the crash himself. His advisors devolved into priests of Xeres, the terrible god of madness, and DuLaine went insane wandering for nine years in the sands. When he returned to Sun Keep, the guardians of the Ixian sanctuary smashed him to a pulp, lest he contaminate the inner keep with his heresy. The writings of DuLaine survived, including his name for the huge mountain of crystal and fused glass that he found, Rhauxen. The humiliated Ixians stayed in Nycene, and the spiritual leadership of their church was transferred to a beautiful, innocent child, the Sun King.

Vasqueray and the Sea-kings

Nycene could not contend with their neighbors for domination of the southern seas and coasts. The island kingdom of Vasqueray had come to be ruled by a powerful family of sorcerers and witches known as the Sea-kings. Free from the wars ranging on the mainland, Vasqueray prospered, and culture and magical experimentation flourished. Gradually, the same problems that plagued the Irendor Empire began to affect the Sea-king dynasty, and the diseases and madnesses of incest took their toll. The last, most powerful, and most famous members of the dynasty, Lord Ixondr and Lady Muriel, suddenly disappeared in the wake of a massive court conspiracy to depose their bizarre rulers. The islands of Vasqueray, now free of central authority, began to fight among themselves and much of Vasqueray's wealth and art was lost. As before, some of the greatest artists fled to the more relaxed nation of Tarach to work happily and peacefully.

The Third Era

Ozmandian dates the end of the Second Era as the year 1279 S.E., and denotes this same year as the start of the current Third Era (T.E.). In this year, the famous Vehrlands Covenant was signed between Khaedor, the Vehrlands, and Saethos in a ceremony lasting several weeks, due to the vast number of dignitaries and agreements that needed to be reached. Incidentally, 1279 S.E./0 T.E. was the same

year Vladmir Ozmandian himself was born. While the First Era was dominated by the rise (and fall) of Irendor and the major religions of Twylos, and the Second Era detailed the struggles of the outlying colonies to assert themselves and be recognized as mature states, the Third Era has seen the global unification of Twylos in the hands of great merchant Guilds and trade organizations. The first two eras were the subjects of Ozmandian's treatises, "The Theologies" and "The Histories", the work that established a single historical narrative for Twylos, assured Ozmandian's fame, and ultimately led to his death in the course of his research on the origins of the Ixians.

The Rise of the Guilds

Slavery was an essential component of Twylos society since the first days of the proto-Irendor Empire. Throughout the centuries, especially when the Houses began to grow decadent off their established wealth, there was a need for central organization, cooperation, and training of this huge work force. The Slavers thus became an independent group, working with the Houses and other governments to acquire and move slaves across the world. With large numbers of subjects and almost limitless funding, the Slavers became extremely good at their job. Their duties increased, and during the wars of the Second Era, the Slavers became a combination of local police force, jailers, trainers, and managers. Today, many slaves are temporary workers, serving months to years as slaves as punishment for crime. The largest number remains those born into slavery, which tend to be treated rather well. The Slavers began to transport their cargo far distances, requiring sophisticated knowledge of shipping routes over land and sea. They also saw the need for medicine and psychoactive agents to aid them in their behavioral conditioning programs. For these reasons, massive international businesses, the Guilds, arose during the Third Era. The Slavers were the first of these Guilds, incorporating in 1 T.E. after the Vehrlands Covenant made reliable international transport a reality. The Slavers, and other Guilds, also helped enforce the dictates of the Covenant. In 45 T.E., the Slavers had convinced enough ship captains of the riches available, and the Navigators Guild was founded. The third Guild, the Surveyors, were established later (120 T.E.), as it was substantially more difficult to contact and connect with the caravan masters, trackers, and bandit leaders that would come to form their group. The Surveyors have since begun to create, protect, and improve roads, such as the Zhellan Trade road between Rheyes and Tzalvas, the main route linking the northern and southern countries of Twylos. With their treasury, the Guilds paid three powerful magicians a large sum of money to map the world. In the academy founded by Gauston Vausse, Marachs Von Ehlling produced this map in 170 T.E., generally considered to be the greatest act of magedom to date. The Guilds initially attempted to keep the map a secret, but copies were soon leaked, and now the geography of all of Twylos is common knowledge.

The Ulgan Sceptre

The fourth and final Guild is that of the Alchemists, created in 166 T.E. Alchemy and proto-Hedge magic had developed in parallel with Hermetic magic, mainly used by local herbalists and apothecaries. However, the tenets and teachings of Hedge magic were finally codified by members of a mage academy known as the Guuran Tower. The Guuran Tower was a department of magical experimentation in the Ulgan Sceptre, which was a massive trade organization that came to dominate the far eastern colony of Drohksmere in the second century of the Third Era. Left to their own devices while the West fought itself in the Vehrlands War, the Easterners reconnected with the trade Houses of Armech, and also established positive relations with the Giants and Ogres of Andukar, a dangerous mountainous region that contained several lucrative mines. John Ulgan, founder of the Ulgan Sceptre, turned a small shipping operation into a trade network that spanned thousands of miles and brought several disparate city-states together into the new oligarchic nation of Drohksmere. As the Ulgan Sceptre matured, it came into several conflicts with the Guilds and the Armechian Houses. Frustrated by the bureaucracy and lack of profit-sharing, many members of the Ulgan Sceptre's Guuran Tower abruptly quit, contacted the Slavers and Navigators, and turned themselves into the Alchemists Guild. This led to a wide-scale adoption of Hedge Magic across Twylos. The success of Hedge Magic was also due to its seeming innocuousness; the Alchemists and Hedge Mages were seen as friendly eccentrics, compared to the reputation that Hermetic and Ritual Magic practioners had as being greedy, violent, infernalists, and psychotic.

The Church of Typhon

The Third Era also saw the development of Twylos' last religion- the Church of Typhon. The great city of Gyre, a massive independent city-state, became a focal point for trade between the Guilds, the Ulgan Sceptre, and the aristocrats of Armech and Vasqueray. The Alchemists chose Gyre as their base of operations, helping to consolidate Gyre as Twylos' most modern and wealthy city. Some of this money went to the new Church of Typhon, a charismatic and fun-loving collection of priests and artists who seemed to revel in demonic and disturbing iconography, and threw enormous, sometimes orgiastic parties called Feasts of Typhon. With the support of the newly rich families and artists of Gyre and the south, the Typhonae rapidly spread across Twylos. They have come to be hated by most of the other religious organizations, especially the Duurans and the Ixians, but the centuries of conflict between the Vox Duur, the Church of Winter, the Church of Ixus, and various other sects has rendered them somewhat impotent to marshal themselves against the Church of Typhon.

The Black Rose Rebellion

The coming of the Typhonae to Tarach coincided with the overthrow of the long-ruling Mendhelose family. Civil unrest had already begun to appear in Tarach during the early Third Era, but finally resulted in a rebellion against the lazy and decadent King Aaron Mendhelose. The leader of the so-called Black Rose Rebellion was Maraxam Belvaunt, established as the new King of Tarach. The name 'Black Rose' came from the rose-crest symbol of House Tharose, adopted by the Mendhelose family. The night of Belvaunt's usurpation, the banners of the Mendhelose 'Palace of Roses', Avenaigh, burned black. Belvaunt has quashed civil disturbances with his mercenary army, and while order has been restored to Tarach, many of the older nobles have begun to fear for their lives.

Contemporary Twylos

It is now the year 213 T.E. Armech is no longer a mere shadow of its former greatness, and there are rumors of ascent of another Emperor. While small-scale land wars continue as they always have, across the world there is a new era of international trade, relatively free of bloodshed. Twylos in the Third Era is a relatively literate place, with technological levels similar to the 15th century Renaissance of Earth. While most of Twylos is distinctly low magic and low fantasy, pockets of the world have high fantasy and technological elements about them. The historical account depicted above should be considered common knowledge to new player characters about to begin their adventures in the world of Twylos.

It would seem then that Twylos is thriving; why does this history begin by stating that Twylos is a world in decline? With the advent of global trade and travel, a number of smaller organizations, some of them also calling themselves 'guilds', have arose, such as the Bone Trade of Mask and Vussar, the Guild of Optics, or the Museum Scholars organized by the disciples of Vladmir Ozmandian. These groups, often associated with rogue magicians and curious scholars, not only aim to turn a profit, but also seek to discover hidden knowledge and magic best left undisturbed. The previous stewards and guardians against iniquity and infernalism- the Vox Duur, the Ixians, and the Knights of Aguierre- find themselves marginalized and confronted not with one great evil, but a host of lesser ones. It is difficult to know who to trust

and what to believe. Across Twylos, in small villages or at the highest levels of government, leaders and ruling families have been infiltrated by the Cult of Winter, the Typhonae, demons, and the alien creatures of the mad god Xeres. Typhon is the god of apocalypse, and his servants claim that two or more of the Keys of Typhon, signs heralding the end of Twylos, have already come to pass. The great Duuran Hierophant Petrarch once considered a mirror as an apt metaphor for Twylos. The years ahead will determine whether Twylos is about to break.

Twylos Chronology

First Era

c. 2300: Origins of the Vox Duur.
c. 2000: Beginnings of the Thainists.
c. 1400: Foundations of the Empire of Irendor.
1104: Foundation of The Arcanum near Umslamyr.
c. 1000: Origins of the Church of Ixus. Possible inhabitation of Voon.
822: Caradoc appears in Unsbrecht, announcing himself as the Antiarch of Aguierre.
820-800: Purge of the Antiarch.
800: Death of Caradoc in the Zhellve. Caradoc's Lieutenants scatter; swords of the Antiarch lost.
776: The Arcanum closes.
700: St. Agatha and the Thainists of Murdyne become the first Handmaidens of Zhol.
698: Maids' Misery at Vesbridge.
504: Anduran Maxillian and followers break from the Church of Ixus to found the Order of Ixian.

Second Era

0: Beginnings of Sathar recorded history. Exile of Great House Tharach from Irendor.
0-200: The Fall of Irendor. Colonization of Tarach.
50-217: The "Spice Days" of Piedmont.
101-102: Nilsovehn between Zouthan and Khallass.
213: Death of the last Emperor, Illyrian Valstach VIII.
231: The Vehrlands War begins when the dragon-kings of Saethos are slain.
237: Founding of The Aagsreicht. Ascension of the Iron Throne in Irendor/Armech.
300: Handmaidens turn Piedmont into a leper colony.
333: Beginnings of The Traveling Circus of Piedmont.
476: Founding of Luksharrow in Turth.
508: Rhauxen forms. Rogan DuLaine enters the desert.
517: Rogan DuLaine returns to Sun Keep and is destroyed by the Gatesmen.
601: Foundation of Arosquey.
668: Sebastian Mordechs discovers the Morningstide Tombs.
670: Mordechs discovers Tharkenge.
680: Mordechs discovers Gothmenes at Tharkenge.
700: Tarach becomes a nation. Valstedt Slave road forged by the Slavers.
718: Avenaigh constructed.
800-1100: Height of Vasqueray's power under the Sea King legacy.
1200: End of Vasqueray's Sea King dynasty.
1279: Birth of Vladmir Ozmandian. End of Second Era.

Third Era

0: Vehrlend Covenant signed at Llesendor, ending the Vehrlands War.
1: Slavers Guild chooses their Guild symbol, officially becoming the first of the Guilds.
20: Birth of Pavis Vrayne.
23: Lord Ixondr retires to Thorneskeep.
45: Navigators Guild founded.
48: Vladmir Ozmandian publishes The Histories.
50: Vladmir Ozmandian publishes The Theologies.
53: Vladmir Ozmadian dies in Praxis.
77: Pavis Vrayne reorganizes the Museum Scholars.
98: Death of Pavis Vrayne.
103: First and Second Keys of Typhon revealed to Geryon Krassus.
120: Surveyors Guild founded.
133: Ulgan Sceptre takes control of Ullyade.
151: Death of John Ulgan.
160: Kierven Strauze kills the Baron Zostig and re-opens Xociene.
166: Alchemists Guild founded.
170: Kierven Strauze gives Napres to Gauston Vausse. Foundation of the Vausse Academy.
174: The Vausse Academy disappears.
182: The Symestra Gold-Rush.
184: Arosquey closes as storm clouds cover Rheyes.
185: Bienstock Massacre at Tzalvas.
190: Silence of Zostig.
192: Writ of Coins of the Great Guilds.
197: Aramach Vox Thrauxes moves to Napres.
200: Incident at Rhauxen.
203: Asantha Morgaine murdered by Ioethane the Red-Handed. Fayde Ehlling revolts.
205: Founding of The Arcanum in Gyre.
209: Black Rose Rebellion in Tarach; usurpation and coronation of Maraxam Belvaunt.
211: The dragon Strabo destroys Symestra and Lockmere.
213: Present day.

Gods of Twylos

There are several major religions of Twylos:
-the Thainists, revering Kithain and Zhol, the gods of life, fate, and death
-the Duurans, an ancient druidic society worshipping Vorn and Rhiannon/Breyana
-the Ixians, who believe in the self, Ix, as a source of power
-the Knights of Aguierre, paladins in service to the old Empire of Irendor
-the Typhonae, a new church celebrating the apocalypse
-the Suvan Azule, honoring the old dragon-kings of Saethos

In addition, there are smaller sects and cults that worship several other gods, including Xeres, Timmorn, and the lesser deities of the main theological traditions. Most people in Twylos believe and respect all the gods, regardless of their primary faith, and it is not uncommon to actively participate in the rituals and rites of multiple religions (the Thainists and the Duurans being the most common).

Beginning Faith magic-using characters will usually start as Thainists by default. The Thainists are a relatively benign, innocuous group found everywhere across Twylos. This then allows characters and players new to Twylos to explore the different philosophies and religions of the world, possibly changing faiths (even multiple times) as the character learns more and grows spiritually. There is no game system mechanism for changing a character's faith or religion. This must be handled in-game, usually requiring that the character talk with members of the religion, take new vows, and possibly carry out some task, like performing a ritual, acting in service of the church, or offering a donation.

Kithain

The Thainists: Symbols are the loom, the circle, or a mirror. The Thainists believe that Lady Kithain dictates, or just is, causality; she is a neutral, generally benevolent force in the universe, or nature itself. The

Thainists are doubtless Twylos' largest, friendliest, and most popular sect. They are also the most widespread, found almost everywhere in Twylos. Thainists are generally respected and admired, and Thainist churches are havens for the downtrodden, sick, and deranged.

For player characters, beginning Faith and Ritual Magic practitioners (priests and druids) generally begin as Thainists. Dedicated Thainists get a +1 health point modifier to all healing magic. Primary Domain (all Circles available): Benefaction. Secondary Domain (1st-6th Circle available): Revelation. Tertiary Domain (1st-3rd Circle available): Tellurgy.

The Handmaidens: Symbols are the sword of Zhol, a teardrop, a hand, or a circle. Different from the Thainists, the Handmaidens claim to be the brides of Zhol. A small sub-sect, relatively secretive, they are devoted to ending wars and conflicts by violent methods, usually attempting to massacre both sides until the war has ended. They are fatalistic and somewhat amoral, and believe strongly that those who wield weapons deserve to be slain by them. Female and eunuch clergy only, believing themselves the spiritual children of Kithain and the brides of Zhol. They have in the past strived to destroy the cults of Ixus, Ixian, Mordred, Aguierre, and the Vox Duur. The Handmaidens started officially when in 700 F.E., in the wake of the Antiarch, the clergies of Mordred and Aguierre were warring in the town of Murdyne, and a small group of women (the widows of six slain innocents) rose up to cast out all religious factions, killing a handful of both Orders in the process. They then proceeded to sweep across the Vehrlands, culminating in a bloody event called Maids' Misery, which ended the first series of battles in the Vehrlands War. Handmaidens usually take vows of poverty, giving everything they own save their implements of battle, to their church or to the Thainists.

Handmaidens live and die with their weapons. Damage spells with a range of Touch (e.g., Pain Touch) may be inflicted with a melee weapon used by the Handmaiden. Primary Domains (all Circles available): Benefaction and Damnation.

Zhol

The Order of Zhol: Symbol is the sword of Zhol. Zhol is death to Kithain's life. The Order believes that Kithain and Zhol rule the universe; Kithain weaves the patterns of life while Zhol decides where to cut the threads. While the Order doesn't enjoy the popularity of the Thainists, they are still as widespread and accepted (which is just as much the work of the Thainists as the Order of Zhol). There are believed to be three other deities under Zhol: Nergal, Mordred, and Gayla. Nergal is considered to be Zhol's brother, Mordred (or Morday in Irendi) his son/nephew, and Gayla his daughter/sister/wife.

Priests of Zhol gain a +2 modifier to Mental Resistance checks. Primary Domains (all Circles available): Benefaction and Damnation.

The Church of Nergal: No official symbols, as the Church tends to avoid such trappings. Every bone, grave, and cadaver in Twylos is a symbol of Nergal's presence. Nergal is Zhol's 'brother', appointed by Zhol to govern the underworld. The clergy of Nergal believe it is their job to help sort out and take care of the dead, to properly bury or dispose of them, and in some cases, help the living along. Many members of the Order of Zhol are proper clerics of Nergal, and vice-versa. The same goes for Thainists as well- there are Thainists who can and will recite Nergal/Zhol death rites at funerals, for example. The faiths of Kithain and Zhol are fundamentally connected.

Priests of Nergal gain a +2 modifier to Physical Resistance checks. Primary Domain (all Circles available): Benefaction. Secondary Domain (1st-6th Circle available): Damnation. Tertiary Domain (1st-3rd Circle available): Revelation.

Vorn

The Vox Duur: Symbol is a gnarled elm tree, or a stone square or circle. Usually called 'the Duurans'. The Vox Duur are an ancient earth-cult, the druids of Twylos, and as such the Vox Duur are believed to be the oldest sect on Twylos. However, their faith has evolved considerably since its beginnings. The Vox Duur (a Duuran/Irendi term meaning 'the Voice of the Land') originally paid homage to Vorn, Rhiannon, and Breyana equally, but a split within the cult led some followers to found the Church of Spring, while the others became today's Vox Duur. The Vox Duur, while generally benevolent, are quite closed to outsiders. The original Vox Duur were a blood-cult, and date from at least 2300 F.E. Vorn is the Black Man, Twylos itself, Male to Rhiannon/Breyana's Female. The Vox Duur's status in Twylos is similar to that of Zhol's- while not appreciated by everyone, almost everyone respects or fears Vorn. The Duurans are found across the planet.

The Vox Duur believe in a doctrine of eternal recurrence, which they call the Voran Cycle. Everything, including Kithain, Zhol, Breyana, and Twylos, are just parts of the same system, which is Vorn. History plays itself out on Twylos in similar patterns time and time again- it is Vorn, unceasingly trying to resolve itself. If there are problems in the cycle, events transpire on Twylos or within Vorn to ultimately take care of the problem. The Duurans are much less deterministic, and thus less passive, than the Thainists. They behave proactively to fulfill Vorn's will. The Duurans suffered a major schism around 200 T.E. Many different factions split off, some joining with the Cult of Winter (which also suffered from the same splintering), some dedicated their lives to the eradication of the Cult. Others set themselves against the Church of Typhon, against specific mage schools, or mages in general. Still others ventured into the cities, or headed off into the deep wilderness to band with the goblins and gnoles. Now, Duurans will war against other Duurans, depending on specific philosophy. Duurans from some of the older sects, upon obtaining 5th Circle, sometimes undergo an elaborate ritual to become Duuran Bloodlords or Bloodmaids. Rarely occurring today, these leaders were usually appointed in times of crisis, to help defend a group of Duurans or exact revenge for heresy.

Duurans gain one extra Ritual Magic spell point per day for each Circle of Ritual Magic they possess. Primary Domain (all Circles available): Tellurgy. Secondary Domain (1st-6th Circle available): Revelation. Tertiary Domain (1st-3rd Circle available): Benefaction.

Rhiannon/Breyana

The Church of Spring: Symbols include flowers, young children and beautiful people everywhere. The Church of Spring and the Vox Duur have as intimate a relationship as the Thainists do with the Church of Zhol. Rhiannon is the ubiquitous goddess of fertility, youth, innocence, and rebirth. Thus, Rhiannon maintains a strong following throughout Twylos. The Church of Spring honor Rhiannon as a mother figure, as do the Vox Duur and most of Twylos. They still respect all the other deities, but Rhiannon's gifts to Twylos are the ones that have made life worth living- laughter, youth, love, and joy. The Church of Spring and the Thainists often work and worship together.

Clergy of Rhiannon gain one extra Benefaction spell of 1st Circle per day. Primary Domains (all Circles available): Benefaction and Tellurgy.

The Church of Winter: Symbol is a snowflake or six-branched candelabra. The popular view of the Church of Winter is that it is a demon-worshipping bloodcult (often referred to as the 'Cult' of Winter). Breyana is age and corruption to Rhiannon's innocence; she is vindictiveness and jealousy. In general, the Church is matriarchal; females are priests and males are usually drones or mages. According to the Vox Duur, the Church of Winter pays homage to six demonic kings as well, named Rexor, Moloch, Asmoday, Kala, Bael, and Liira. The relationship between Rhiannon and Breyana is not straightforward. The two deities are thought of as twins, or even two sides of the same divine entity. The Vox Duur respect the power of Breyana, and in their own way, they pay homage to her. Not to glorify her, but to appease her, placate her, and make sure she stays as far away from Twylos as she can. They believe she is the destructive force, counter to Rhiannon's live-giving force. Therefore, many Duurans hate the Church, and hunt members of it down. However, during the Fall of Irendor, other members of the Vox Duur reunited with the Church of Winter; these are generally thought to be the Northern and some of the far Western druids.

Priests of Breyana regularly traffic with demons and other infernal creatures, seeking hidden knowledge from these entities. At any time, a priest may expend a spell of any Circle to gain a bonus equal to ½ that Circle to a skill check of any of the following skills: Arcane Knowledge, Dweomercraft, Extra-planar Knowledge, Magic Acuity, or Religious Knowledge. For example, a priestess of Breyana could sacrifice a 5th Circle spell to gain a +3 modifier to an Arcane Knowledge check. Alternatively, a druid may expend two Ritual spell points to confer a +1 modifier to such skill checks, to a maximum of +4 (at the expense of 8 spell points). Primary Domain (all Circles available): Tellurgy. Secondary Domain (1st-6th Circle available): Revelation. Tertiary Domain (1st-3rd Circle available): Damnation.

Ix/Ixus/Ixian

The Church of Ixus: Symbol is a golden, broad-leafed spear, a triangle within a double circle, or flames. Priests of Ixus and Ixian are both called 'Ixians', which occasionally leads to some confusion. Members of the Church believe that there exists some primal divine force, Ix, central to each person. Mortals cannot achieve or know Ix; rather, the best anyone can do is Ixus- a blemished, mortal, and imperfect image of the purity of Ix. The Clergy say that most people deny Ixus, causing it to become a deep rage. It is conscience, fear or courage, intellect, and awe. Clergy members say that it is the responsibility of every man to know Ixus- not by succumbing, but by becoming- the passion at the root of the individual. Sun Keep, the golden citadel of Nycene, is the focal point of Church organization. The historian Ozmandian puts them at about 1000 F.E., beginning with their exile from Irendor to the farthest corner of Twylos, and the Museum Scholars believe that it was this official dating that led the Church to mark him for death. There are lots of old stories and anecdotal reports that have instilled a sense of fear or hatred of the Clergy in commoners. There are reports of psychotic Ixian attacks, and many members are regarded as being extremely humorless, especially about their nomenclature: Ix is unspoken, as it is the unknowable, while Ixus and Ixian are different aspects of the mortal Ix, and Ixian in general loosely refers to members of either organization. Tensions remain high between members of the Church of Ixus and most other religions, as members of the Church, while accepting of the other deities, tend towards agnosticism or apathy on their behalf. 'Hands' of Ixus are not uncommon- five members of the Church that act as a Church police force. One of these members is called the 'Mouth' (sometimes the 'Thumb' by detractors), and handles negotiations. There is speculation that a third internal group exists within the Church, the 'Eye'. The Church of Ixus regularly comes into conflict with the Church of Typhon, and is prone to infiltration by priests of Xeres.

The Church of Ixus believes that spiritual fulfillment (the "road to Ix") is along paths called 'amanas'. Example are: ax-amana (warriors; literally, the Way of Death), ehrm-amana (scholars, different from the Order of Ixian), gul-amana (business trade), oolm-amana (Way of Xeres), ki-amana (families) and met-amana (art).

Priests of Ixus get a +2 modifier on resistance checks against Hermetic magic and Faith magic of non-Ixian nature. Acquiring Hermetic or Hedge magic nullifies this modifier. Primary Domain (all Circles available): Damnation. Secondary Domain (1st-6th Circle available): Tellurgy. Tertiary Domain (1st-3rd Circle available): Benefaction. Ixians tend to use fire magic. Spells cast by priests of Ixus that directly cause damage may, at the priest's option, inflict fire damage.

The Order of Ixian: No real symbols- although the triangle and an open book are both standard iconography. The Order of Ixian is more

esoteric, elitist, and well-mannered than the Church. The Order believes that Ixian is the true wellspring of power and will within individuals. They have said that Ixus, as the Church calls it, is a base lust, ultimately destructive. True good can come only from introspection and the peaceful search for knowledge. Thusly, the Order is smaller and quieter than the Church, but has gained more respect for itself. Founded formally in the year 504 F.E. as expatriates from Nycene when the Church of Ixus first claimed it. They have since been welcomed back. Their leader was Lord Anduran Maxillian, a powerful man responsible for the founding of the old city of Rauthos (upon which the newer city is built) and who was credited with bringing a high quality of education to the Empire of Irendor.

Members of the Order apply a +1 modifier to all Knowledge proficiency checks. Primary Domain (all Circles available): Revelation. Secondary Domain (1st-6th Circle available): Tellurgy. Tertiary Domain (1st-3rd Circle available): Benefaction. Ixians tend to use fire magic. Spells cast by Ixian priests that directly cause damage may, at the priest's option, inflict fire damage.

Aguierre

The High Order of Aguierre: (ag-WHY-er) Symbols are a shining sun, an upraised blade, and a bolt of lightning. Also called by different people at different times, the Children of Dawn and the Protectorate, but generally referred to now as the Paladins or the Knights. Aguierre is also known as the Stormlord or the Paladinson. There are generally two sorts of clergy- priests and knights, who individually often take 'Paladin' as their title. Proud, warlike, and almost as zealous as members of the Church of Ixus, but much more orderly and civilized. The Order, now much smaller than at the peak of the Irendor Empire, sees itself as the champions of Aguierre's Word, the True Law. The Order believes in an absolute truth, absolute justice, that men hope and struggle to aspire to. They therefore tend a bit fanatical, acting more like crusading martyrs than a local police force. Their main temples are found in Armech and Khaedor, and their mother church is at the heart of Unsbrecht Keep, called The Unsgaard. It is here where the Librum Rexus was kept, the holy book of Aguierre that chronicles the events of the Order, specifically the Purge of the Antiarch.

The Purge of the Antiarch was a central historical event in Twylos, occurring between 820-800 F.E. In 825 F.E., a slave by the name of Caradoc escaped from Xendor Hall, and traveled the length of the Durve down to Unsbrecht. Two years later, he was captured by a group of Imperial guards who recognized the brands of slavery upon his back. Accordingly, he was stoned to death in a canyon just outside of town. He then appeared, resurrected, a year later in 822 F.E. to a small band of martyrs, and claimed to be the Antiarch, the savior-avatar of Aguierre. Originally, about 1300 F.E., the Order of Aguierre was quite popular, when the Empire of Irendor was coming into its own. At the time, the Imperial Church (the Ironguard) revered Aguierre as being the father of the first emperor. However, during the conquest of Irendor and the making of House Valstach, the war with Khaedor, and the taking of Tarach, the Church of Mordred grew increasingly powerful and eclipsed the Order of Aguierre, not only in popular following, but in Imperial favor. The Antiarch claimed to have journeyed through the Underworld, where he was dragged before Nergal, who intended to just cast him into a Realm of Perjury. However, in the Darklands, Caradoc proved himself by taking the place of a young girl who had been wrongly cast into the Realm of Grave Penitence. (As an aside, although the Church of Zhol usually does not discuss the nature of the Underworld, the Order of Aguierre divides it up into separate Realms. Furthermore, these writings imply that Nergal made a mistake in deciding which of The Host, the term that the Order uses for the collective dead within the Underworld, should be cast into what Realm; a mistake that was then rectified by Aguierre.) Aguierre then chose Caradoc to ascend back from the Underworld, and take up his standard, and lead the so-called "Purge" of the Antiarch. For the next five years or so, Caradoc and his army (numbering 413, including Caradoc himself) set about destroying the Church of Mordred. When Caradoc was finally slain, in the Gray Hills on the final day of 800 F.E., only one temple of Mordred stood (a small chapel in Blüdszech) in all of Twylos. The Order of Aguierre then set about rebuilding itself.

A popular Order legend has it that his closest lieutenants wielded weapons of great power, the Seven Swords of the Antiarch: the Dravan Tzoul (the Widowmaker), Gallenstein, Anvullier (the Dayblade), Vyrrhanos Pyraday (the Flametongue), Axan Morn (Mageslayer), Balron Deathblade, and Genes Krystochs (the Wyrmstongue). There are reports that several of these swords have recently been recovered; sadly, none by the Order of Aguierre itself. The Knights fell from grace when the Empire of Irendor collapsed, and it is believed that this is something that some of their own clergy brought about. Some of the Order more recently have joined with the Ixians in the South.

The Paladins are highly trained in martial combat. Members of the Knights of Aguierre gain a +1 adjustment to their Armor Use grade (if none taken, treat as Armor Use I). Primary Domain (all Circles available): Benefaction. Secondary Domain (1st-6th Circle available): Damnation. Tertiary Domain (1st-3rd Circle available): Revelation.

Tamara

The Church of Silence: A dead religion. Tamara was the Irendi version of the name; the more common version was Timmorn. Also called the Queen of Tears or the Queen of Mists. Used to be a strange, quiet sect. Most priests were believed to operate independently. Members used to congregate at Timmorn's Well in the Zhellve, which was thought to be oracular. Church activity died down at the end of the last Vehrlands War. The only remaining aspect of this faith is a rather grim children's story, "Tamara and the Apple Tree", about a blind boy upon who Tamara grants the gift of sight. Believed to be a metaphor for the Church's belief that when mortals were first created by the gods, they were stupid and happy. Tamara took pity on them, and gave them the gift of intelligence, but with this gift came pain and suffering.

There are no longer any priests of Tamara. When they existed, priests of the Church of Silence gained an extra Revelation Domain spell per Circle each day. Primary Domain (all Circles available): Revelation. Secondary Domain (1st-6th Circle available): Tellurgy. Tertiary Domain (1st-3rd Circle available): Benefaction.

Xeres

The Mouth of Xeres: (ZAIR-ees) Symbols vary widely, but are usually somewhat bizarre; mouths are about as common as any other depiction. "The Mouth of Xeres" is nothing but a very informal group of clerics who have been 'touched' by Xeres. As such, everything from catatonic hermits to an infamous high priest of Ixus (Rogan DuLaine) qualify. Xeres is the god of insanity, madness, humor, disease, hopelessness, and so on- chaos with an absurdist bent. The Church of Ixus is extremely humorless about priests of Xeres and consider them to be among Twylos' worst cancers. Priests range from jovial pranksters to psychotic madmen.

Mouths of Xeres act as priests of any religion. Sometimes they are in disguise, sometimes they truly believe themselves as such (or previously were priests of other sects). Thus they may take on any benefit and Faith spell domains of any one other religion.

Typhon

The Church of Typhon: (TIE-fon) The infamous new church of Twylos' Third Era. Symbol is an eight-spoked wheel, the Table of Typhon. While all other religions of Twylos stretch back into the First Era, the Church of Typhon was founded at the start of the Third Era. The Church believes that Typhon is The End- the destructive force that is destined to devour the universe. A popular image is Typhon sitting down at his table with the other gods of Twylos and dining upon them, before eating the world. Church icons seem to be appropriated from the Duurans, ranging from beautiful depictions of children and spring scenes, to grotesque gargoyles and demons. For this reason, there is much confusion as to the relation between the Duurans, the Cult of Winter, and the Typhonae. The Church holds decadent "Feasts of Typhon", celebrations symbolic of Typhon's own feast; they are hedonistic and sometimes orgiastic, and usually have quite a turnout. Through these feasts, the Typhonae recruit followers and benefactors. According to the Church, Typhon has five faces, or 'keys'- stages he will take before his feast. Church history says that the first key was revealed to Geryon Krassus, a little-known poet who hung out with the Oberton Table, a misfit artist colony popular in Oberton. Opinions vary on the second keys and higher.

The Church of Typhon is based in Gyre and has other churches all throughout Twylos. Clergy often try to aid Thainists as well as members of all other religions take care of the sick and needy. Other religions are skeptical (Thainist, Church of Zhol, Church of Spring) or downright hostile (Ixians, Church of Winter, Duurans), of the Typhonaes' intent. For being the most hated religion, however, they do very well for themselves, thanks to wealthy patrons and the fighting between all the other religions.

Priests of Typhon, the 'Typhonae', are skilled at summoning demons and other beasts, preferring to stay out of combat themselves. All summoning spells (of the Summoning School, or with the word 'Summoning' in the title) are treated as one Circle lower than normal, for every form of magic. Primary Domain (all Circles available): Revelation. Secondary Domain (1st-6th Circle available): Tellurgy. Tertiary Domain (1st-3rd Circle available): Benefaction.

The Sathar Gods

The reptilians of Saethos have extensive dealings with the humans of Gossar and Vussar, and Sathar traders can be seen, although infrequently, throughout western and southern Twylos. Aside from their mercantile activity (mostly metals, stones, spices, and animal skins from the desert), though, the Sathar seem highly xenophobic and keep to themselves. While they acknowledge Kithain and the other churches of Twylos, they have two religious sects of their own. One appears to be overwhelmingly popular, the Suvan Azule dragon cult, while the other only has a few followers, and seems reviled even among the Sathar.

The Suvan Azule: (soo-VAAN az-ZOOL) The main religion of the Sathar, also called (in Vussan) the Cult of the Serpent. Honors three great wyrms that supposedly live in the deep Saethan desert. Foremost among them, at Syeth, is Ayrrhannos Izain, the Dragon-King. There were two other great dragon kings, but as legend has it, they were slain by humans, precipitating the Second Vehrlands War and ending in the fall of the Sathar Empire, from which the reptilians never really recovered.

The Suvan Azule are tested with a series of ancient rites. Those priests who survive these ordeals, named for holy sites of Saethos (the Test of Vhog, of Vyuss, and of Stalos), become part of the Inner Circle of Sathar clerics. These priests gain a +2 modifier to Physical Resistance checks, and one extra health point upon acquiring each new Circle of spellcasting ability. For example, a 4th Circle Suvan priest has 4 additional health points. Primary Domain (all Circles available): Tellurgy. Secondary Domain (1st-6th Circle available): Damnation. Tertiary Domain (1st-3rd Circle available): Benefaction.

The Teauvites: (TOE-vites) Members of this apocalyptic, insect-god worshipping cult are also called the Spawn of K'Teauva. Their symbol is the Old Saethan character for change, which is an egg-shaped rune with two horizontal lines trisecting it. At Vhog is an enormous underground reservoir, which is the breeding grounds for huge insects, arachnids, and bugs of all kinds. Deep within the catacombs is a giant cocoon, 100 feet in length, that has been there since Sathar recorded history. Inside, claim the Teauvites, is K'Teuva, the Sleeping Goddess, soon to awaken and devour the world in her ravenous hunger. Not too popular; the cult has at most one thousand followers, generally found only in the deep desert and dark city cellars of Saethos.

The Spawn of K'Teauva have learned to conceal themselves, gaining a +3 modifier to Stealth checks. Primary Domains (all Circles available): Damnation and Tellurgy.

Guilds of Twylos

While there are many organizations across Twylos that call themselves guilds, there are really just four groups that are considered 'true' Guilds. Each of these four Guilds, described below, is an international group designed around some capitalistic venture, and each has a similar internal structure: there are Novices, Apprentices, Journeymen, and Masters. Guilds are centered around Guildhouses in particular cities- each Guildhouse has one Guildmaster, and each Guild has one home city, whose Guildmaster is the head of the entire Guild. Guildmasters generally stay at the Guildhouse, except in case of emergency or for semi-regular international conferences. Novices are the initiates into these groups, generally young men and women who also stay within the Guildhouse, where they perform clerical and menial tasks while they are instructed in Guild business in addition to acquiring a somewhat liberal education in history, politics, and a bit of science and art. The Apprentices and Journeymen (title used regardless of male or female sex) do most of the legwork of the Guilds. Usually, groups of Apprentices are managed by one Journeyman. Novices graduate to Apprentices after a term of one to five years. Apprenticeship usually lasts a similar period, but in some instances is life-long. Successful and industrious Apprentices can become Journeymen. The rare Journeyman qualifies to become a Master; this is usually by appointment upon retirement of the previous Master of a particular Guildhouse. The largest cities may have more than one Guildhouse, but this is uncommon.

The Guilds' success as international trading groups and bankers was initially built on a variety of older institutions dating from the Irendi Empire and its ties to Western, Eastern, and Southern colonies. The Guilds came into world dominance, however, with their united efforts to map the globe. It was the combined funds of the first three Guilds (the Navigators, Slavers, and Surveyors) that originally funded Marachs Von Ehlling's World-Scope magicks, which helped found the Vausse Academy, but led to production of the first accurate (magically-created) map of the entirety of Twylos. The Guilds possessed this as a deep secret for many years, but gradually, their maps were leaked, and for a while it was common for the wealthier and more-educated of Twylos to display a map in the home or office.

In 192 T.E., the "Writ of Coins" was signed into place in Gyre. Essentially, this unified all the Guilds, allowing them (in theory, at least) to share Guildhalls, supplies, money, and most importantly, shipping and manpower. Although the Ulgan Sceptre has been openly hostile to the Guilds in the past, they have seen the value in a unified currency, which was also agreed upon the Writ's signing. While the Sceptre no

longer attacks ships in Drohkan waters, they have stiff tariffs on Guild shipping in and out of Selhark, and unofficial piracy on both sides is still not uncommon.

Player characters wanting to join a Guild will find it difficult, time-consuming, and expensive. This is basically the same as going back to school. Admission fees to Guilds vary, but are usually between 50 and 5000 silver royals, for room, board, and education of the new Novice. Also, Novices are usually kept at the Guildhouse they have joined for a period of several years, which precludes adventuring. The Guilds are best used as a source of- and resource for- NPCs. However, a campaign could begin with the characters already as Apprentices, under the guidance of an NPC Journeyman who would serve as their guide and friend to the new adventures. Also, while it happens rarely, the Guilds award honorary status to certain individuals (usually with the title of 'Associate' or 'Honorary', which grants the same status as an Apprentice). These people often have been frequent and important contributors to the efforts of the different Guilds, as the Guilds many times make use of non-Guildsmen for some of their unusual needs or emergencies.

The Alchemists

Symbol is a simple beaker. Newest of the Guilds, the Alchemists are essentially well-organized Hedge Mages. Due to their efforts and the valuable services they provide, they are the second-most powerful, wealthy, and connected of the Guilds, just behind the Slavers. The Alchemists have a rather complex hierarchy and educational system, centered around three internal symbols: the Organon (epistemology and scientific philosophy, or the general system for scientific discovery and knowledge acquisition, represented as an eye), the Pharmacopoeia (the scientific literature or set of collected knowledge, represented as a book), and the Alembic (the technologies, physical devices, procedures, and methods, represented as a distiller). The Alchemists are based out of Gyre. They often pay well for rare herbs and components, will readily buy magical items, and offer non-magical and magical herbs, inks, poisons, potions and scrolls for sale. Some of the larger Guildhouses might also cast low Circle Hedge or Hermetic spells (such as Sense Magic or Translation) for a high price.

Novice Alchemists gain a +1 modifier to Herbalism skill checks. Magicians out of the Ulgan Sceptre's Guuran Tower invented and codified Hedge Magic, becoming the Alchemists Guild. Due to their sophisticated understanding of Hedge Magic, Guild Apprentices buy Hedge Magic Circles for two skill points less than the normal cost (e.g., Hedge Magic II is 13 skill points rather than 15). Journeymen and Masters gain a +2 modifier to Arcane Knowledge and Dweomercraft. Higher-ranking members continue to have the benefits of the lower ranks (e.g., a Journeyman still has a +1 modifier to Herbalism).

The Navigators

Also called the Oceanographers Guild, their symbol is the wheel of a ship. They are a large, wealthy organization of ship captains and sea-faring merchants. Basically designed to coordinate shipping routes and protect against piracy. The Navigators came together as a coherent Guild around 45 T.E., with the advent of Ulgan Sceptre and re-emergence the world trade market. The Navigators were based out of Rheyes, but have recently relocated to Turth. The Navigators sometimes hire mercenaries for their ship crews (although the work is grueling) or to guard certain boats.

Novice Navigators gain a +1 modifier to Seamanship skill checks, while Apprentices improve this by two, to gain a total +3 modifier. Journeymen and Masters additionally gain a +2 modifier to Leadership checks.

The Slavers

Symbol is a closed fist, shackled, with two links of chain. The Slavers were the first true Guild. The Slavers work with the governments of all major human-kin nations (save Nycene) to weed out undesirables, and to supply work crews (and help manage both of these things at a very low level). The Guild first got their start in the wake of the Vehrlands War, and took on their symbol in the first year of the Third Era. Tzalvas is the home city of the Slavers. If pressed, the Slavers will hire non-Guildsmen to help catch escaped prisoners or guard the transport of slaves through hazardous terrain.

Slavers are well-trained in the arts of business and psychology. Novices may pick one presence-based skill and gain a +1 modifier to skill checks for that proficiency. Apprentices may pick another presence-based skill and gain another +1 modifier to a different skill. Journeymen and Master Slavers gain a total of a +2 modifier to both of these skills.

The Surveyors

Symbol is a sextant. Essentially the overland version of the Guild of Navigators, they were officially founded around 120 T.E. They chart land routes, do reconnaissance work, surveying, and search for mineral deposits and natural resources like water, and do some engineering work. Mercenaries out of necessity, they will practically do anything for anyone, given the right price. The Surveyors were based out of Llesendor, but have taken over the Navigators Guildhouse at Rheyes as their home guild. The Surveyors are constantly short of manpower, and almost always are looking for temporary help to guard caravans and wagons, clear dangerous areas, or simply scout out uncharted terrain for new opportunities (springs, caves, creatures, and the like).

Novice Surveyors gain a +1 modifier on Wilderness Lore checks. Apprentice Surveyors may buy Tracking for one skill point per grade, rather than the usual two points per grade. Journeymen and Masters gain a +2 modifier on World Knowledge checks.

Languages of Twylos

Andukar: Language of the Andukar Giantkind; also spoken in Ullyade.

Ceyneian/Ixian: Language of Nycene and the Church of Ixus. One of the main languages throughout the South and the Vehrlands.

Drohkan/Drohseck: Common throughout the East and in Gyre.

Duuran: Archaic. Language of the Vox Duur.

Fleshtongue: Archaic. Common vulgar name for the outdated Slaver's Cant.

Gossick: Main language of Gossar and the Saethan Desert. Common in the South.

Irendi: Archaic. Original form of Valan; mostly reserved for texts.

Ny'ryeth: Archaic. The goblin tongue of the Valstedt and the Ny'vraen Holdings.

Old Saethan: Archaic. A primitive, glyph-based tongue from the old Saethan Empire.

Queyan: (KAY-an) Main language of the South. Native tongue of Vasqueray; also spoken in the East.

Taran/Tarachian: Common trade language of the West, spoken across Tarach.

Valan: Main language of Armech (the old Empire of Irendor).

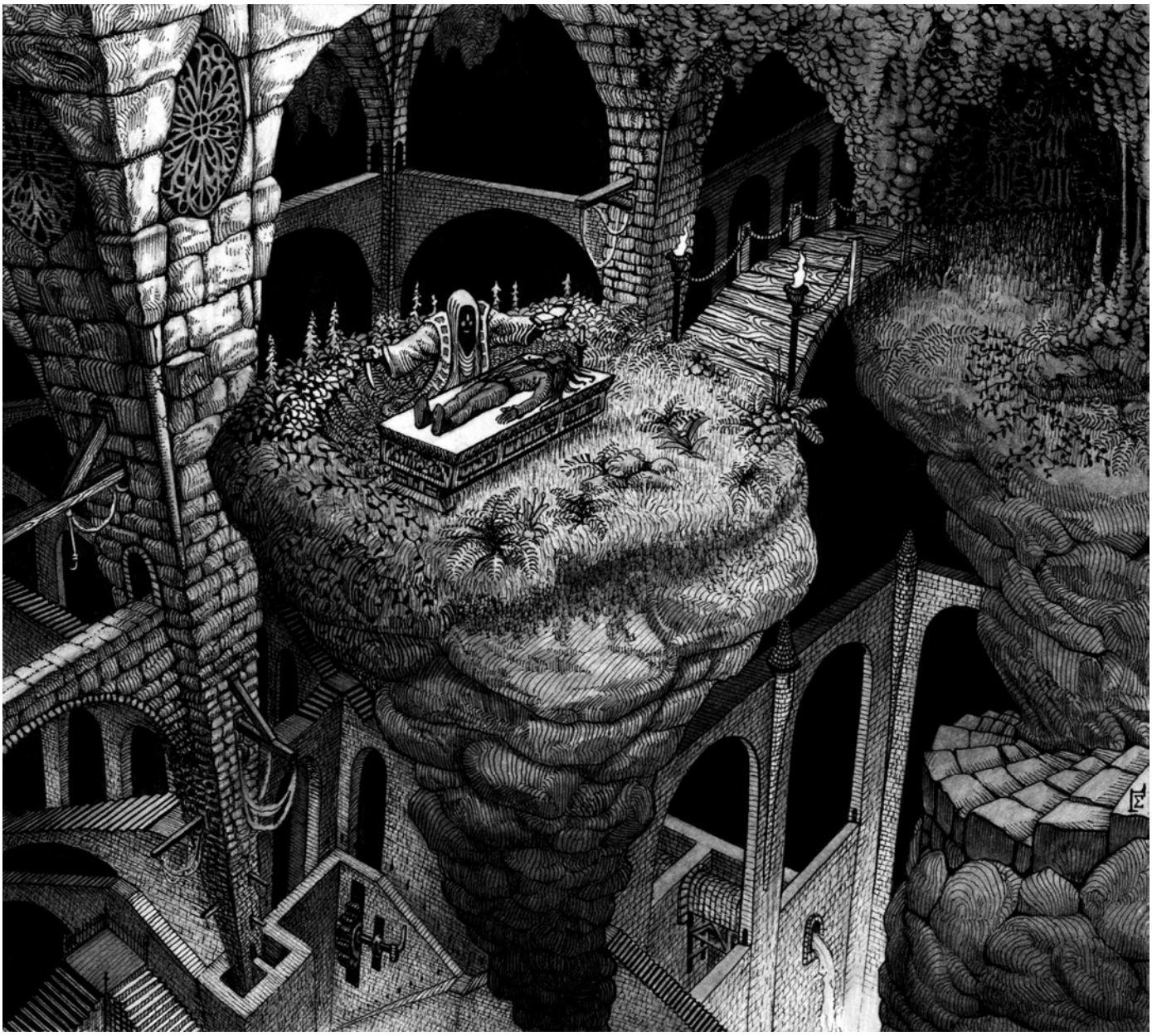
Verlyhne/Verlainen: (ver-LANE-in) Archaic. Old language of Khaedor and the Vehrlands.

Vussan: Language of Vussar, eastern Saethos, and the southern Durhve.

Zhellan/Zelan/Zhellvhish: (ZELL-an) Spoken throughout the Zhellve, Khaedor, the Vehrlands, and the Middle Lands.

Many of these languages are related to each other, and thus characters who do not formally speak the same tongue might find simpler communication possible. Irendi was the parent tongue for Ceyneian, Drohkan, Queyan, Taran, Valan, and Zhellan. Valan is a modern version of Irendi. Verlainen shares some structures with Duuran and Ny'ryeth. Vussan is an amalgam of Gossick, Zhellan, and Verlainen.

If the Game Master wishes to streamline character creation or run a simpler campaign, they might allow an additional language to be spoken: **Guilder/Tradetongue**, which would then be the single main language spoken by the civilized humanoid races across all of Twylos.



Game Master's Guide to Twylos

The previous sections contained information that should be common knowledge to literate characters beginning in Twylos. The following sections contain information that should be read by the Game Master only.

Everything described below should be altered as necessary for the purposes of the Game Master. This includes names, levels, and abilities of NPCs; monster numbers and types; and the location of various people, objects, and dungeons. In those cases where the pronunciation may not be obvious from the spelling, the phonetic spelling is also given parenthetically.

The Planet of Twylos: Twylos is an Earth-sized planet with a single moon and a single sun. Several other planets and countless stars can be seen in the night sky, but these have not been developed further here. Twylos is dominated by a single continent roughly the size of Earth's Eurasia (approximately 4,000 miles by 10,000 miles in size). Several large islands surround the main landmass. Due to a powerful spell commissioned by the Guilds, the world has been completely mapped, and the basic geographical organization is known to most civilized humanoids.

Dates and Time in Twylos: This guide has purposefully been written so as to give the dates only in years, not in months or days. Game Masters are free to devise their own calendar, although in our experience, using Earth's calendar works well and players do not suffer from any cognitive dissonance. It is easier if mundane details, such as the 24-hour day or March as the third month, are left intact.

Races of Twylos: The dominant humanoid race is human, with roughly 90% of most of civilized Twylos made up of humans. Within humankind there is a huge, now-intermixed diversity of body types and pigmentation. Orcs and half-orcs make up around 9% of society; orcs and half-breeds are as respected as humans, and there is little-to-no racism, even for half-orcs (whose parents are likely married). The last 1% is made up mostly of ogres, reptilians, and a few other humanoids such as dwarves, faeries, and ratkin. Ogres are found mostly in the Middle Lands and the East, especially close to Andukar where their numbers greatly increase. Some ogres are savage, acting more like bandits, while others are perfectly civilized if sometimes gauche. Dwarves and other dwarrow were formerly slaves of the orcs, ogres, and giantkind, but in past centuries are now free if still somewhat rare. Reptilians (called Sathar for their land of origin) mainly dwell in the southwestern desert country of Saethos, although some Sathar are travelers and merchants and can be found far afield. Khulek were formerly enslaved by the Sathar, but they too are mostly free, and have retreated into the deep desert where they are largely hostile to outsiders. Ogres, dwarves, and Sathar generally live at the rim of human and orc social hierarchy, although even further aback are the ratkin, who mainly live in the South. Elves in Twylos are considered part of the largely-irrelevant faerie races, found mainly in the hills and glades of Khaedor and into the Valstedt, and generally stay apart from humanoid society. Goblins and their hobgoblin leaders also shun humanoid civilization, keeping to themselves in the wilds, although on very rare occasions some goblins do enter the outer cities and villages. Gnoles are even more misanthropic, almost always attacking humanoid travelers and invaders into their tribal lands (including the goblins and each other). Harkumen are not found on Twylos. It is suggested that player characters be human. If nonhuman, it is suggested that characters be orcs, half-orcs, Sathar, or goblin.

Skills of Twylos: All standard and optional disciplines are available, except for Agnostic. The gods do not care whether you believe in them or not. It is suggested that the more powerful disciplines (e.g., Advanced Counterattack and mid-Circle magic) will require some degree of training. There are no trainers of High Circle magic- these individuals are on their own.

Equipment and Technology of Twylos: Assume that the technological level is approximately that of 15th-16th century Earth, with some anachronisms. Sailing vessels able to complete long-distance voyages have just become available. Scientific devices such as automatons and pocket watches are unusual but exist. Swords, crossbows, and the like are commonplace, although most humanoids in the civilized lands do not carry weapons. Firearms and gunpowder are a recent invention of the Alchemists Guild, but are prohibitively costly and are mainly luxury items for the wealthy rather than weapons of war. There are no airships, but a prototype railroad was tested and discarded.

Magical Level of Twylos: Twylos is a mostly low-magic world. Magical items are exceedingly rare, although the advent of the Alchemists Guild and Hedge magic have made minor potions and scrolls somewhat affordable in the larger cities. Casting of spells in public is rare, and especially for Hermetic mages, frowned upon. Casters of 4th Circle and higher are extremely rare, and mages and priests of the highest Circles are few in number- it is safe to assume that most if not all of the most powerful individuals are described in the encyclopedia below (numbering on the order of 20 in the entire world). Hermetic spell trading has been formalized, and is generally an intimate experience that rarely happens between strangers.

Death in Twylos: The whole of the afterlife for Twylos humanoids is called the Grey Lands. The Grey Lands are a huge, isolated expanse within the Realms of Perdition, overseen by the spectral minions of Nergal. They are generally not a place player characters will have direct access to- but travel to and within the Grey Lands is not unheard of in the stories of Twylos. Death rites are taken quite seriously in Twylos, and priests of Zhol and Nergal can be found throughout the civilized areas.

On the Religions of Twylos

Priests in general are held in high esteem by the people of Twylos. Most will think twice before attacking a clergy member, regardless of their faith, be it Duuran, Thainist, Typhonae, or Xeres. Swearing oaths to the gods is taken very seriously, and most people will consider the act of oath swearing an assurance of trust and truth-telling. The Game Master is encouraged to make the religious reality of Twylos quite clear to the players, and to actively enforce oaths sworn by players and NPCs alike. For example, suppose the player characters happen to engage in combat with some bandits who have kidnapped the Mayor's daughter. If a character uses Ritual or Faith magic, some of the bandits might mutter in awe. Perhaps they will stop fighting completely, apologize, and flee; perhaps they will continue to fight but resist attacking the priest or druid. If the bandit leader is captured, it might be the case that the characters wish to interrogate him to get some information. The bandit leader might plead for his life, telling the characters where the Mayor's daughter is, if they swear to Zhol they will spare his life. Suppose one of the characters still slits his throat; the Game Master might rule that this character now cannot be healed by the party's priest and has a -3 to all combat rolls, until they obtain absolution from a priest of Zhol. Of course, not everyone will behave in the same manner, and oath swearing should be quite uncommon. Regardless, an episode like this that occurs early in the campaign will help the players understand that they are in a world where the gods and their disciples are taken quite seriously and are powerful forces that are actively engaged in the minutiae of Twylos. For this reason, it

is suggested that Game Masters not allow the Agnostic optional discipline. The gods of Twylos are quite real.

For this reason, the Thainists are held in high regard by most people in Twylos. Thainists will gladly and freely tend to the sick and wounded. Of course, player characters that routinely abuse the graces of the Thainists without so much as a 'thank you' or cursory donation will soon find themselves out of favor and immune to magical healing. The only people who don't hold the Thainists in high regard, oddly enough, are the other priests of Twylos, who almost universally believe that the Thainists focus on the small, easy problems (such as crop growth, broken arms, or sword wounds) and ignore the larger, real problems of Twylos (e.g., demons, magic, and war).

Conflicts between priests and devout members of the various faiths of Twylos are quite common, however, and usually end in fighting, assassination, murderous plots, or full-scale wars. The struggles and conflicts of the various religious traditions of Twylos are central to understanding where the world is today. The historical overview in the Player's Section states the history of Twylos is the history of the Duuans. This is mostly correct, but it is more accurate to say the history of Twylos is fundamentally linked to the development of magic, especially in terms of understanding of the sources of magical abilities. The Vox Duur happen to be the culture on Twylos closest to these traditions.

Hermetic and Faith magic were used by the almost-godlike Arcanos that previously ruled Twylos, but after killing the Archons, the Arcanos were banished by the gods at the dawn of the First Era. The humanoid races initially used only Ritual magic, cast by the druids and goblins that were soon to become the Vox Duur. The whispers of the Arcanos reached some of the most powerful Duurans, who began to use Hermetic magic learned in their dreams. The language of the Arcanos is the language of Hermetic magic. This fact is not known to many, and claims to that effect would be treated with skepticism or bemusement in most practicing mages and people of Twylos.

Almost immediately, the advent of Hermetic magic led to a schism within the Vox Duur that remains central to the struggles on Twylos to this day. The traditionalists believed that Hermetic magic was the gift of demons, spoken in the language of demons, and would lead to evil. The mages, however, were split into two camps. The first group, who remained part of the Vox Duur, believed that Hermetic magic was as much a part of nature as anything else in the world, and that its darkness was only apparent when used to cause harm. By way of analogy, a sword was not seen to be intrinsically evil, but only became so when used for evil purposes. These newer Duurans still believed demons to be a corrupting and dark influence over Twylos, but thought that Hermetic magic might be a means of understanding this danger and threat, and possibly useful for combating it.

While these two groups of Duurans began to fight, a third group split off. Fully embracing Hermetic magic and its demonic origins, the members of the Church of Winter immediately fled in fear for their lives. Some priests of Breyana do not believe demons to be evil- or at least, no more evil than men themselves. They see Hermetic magic as a tool, and as a great boon that allows the humanoid races to take their fates more fully in their own hands and be less at the arbitrary mercy of the uncaring, violent, and chaotic gods. Other Breyanic priests think that the Arcanos are the epitome of evil, and believe mage magic to be the Arcanos' way at eventually returning to their beloved Twylos. Thus it is their duty to understand this complicated magic, so that they can prevent this from happening. These philosophical traditions have been echoed in other groups across Twylos to this day.

Hermetic Magic Is The True Evil: There are those that believe demons and mages to be essentially the same- both evil. These are the original Duurans and the Church of Ixus. The Church of Ixus also tends to despise Duurans in general, for having spawned infernalism in the first place, and because it is difficult or impossible to determine which Duurans have which beliefs. Today in Twylos, there are as many beliefs about the Church of Winter, demons, Hermetic magic, and Hedge magic as there are Duurans. The Ixians feel it is safest to assume each Duuran is, or someday could be, an infernalist, and should be killed before being corrupted themselves or allowed to corrupt others. Many of the Knights of Aguierre and Handmaidens feel the same. One of the first sects of the Vox Duur to take this stance called themselves the Order of Nhul, after the 'nhul' rune of Hermetic magic used extensively in anti-magic and magic shielding spells. Many of the most fanatical exponents of this view believe that mages will lead to the destruction or ruination of Twylos, either directly or accidentally, and it's unclear which way would be worse.

Hermetic Magic Is A Dangerous Tool: Others take a more moderate stance, either from a lack of understanding of the historical roots and nature of Hermetic magic, or from a deeper understanding of the overall folly of the humanoid races and their long but petty history of armed conflict with each other. These groups try to act benevolently, and provide aid where they can to ease the ills of life. These would be the Thainists, some Duurans including members of the the Church of Spring and even the Church of Winter, some members of the Order of Ixian, and some of the more meditative members of the Church of Ixus, Knights of Aguierre, and Church of Typhon.

Hermetic Magic Is Good For Us: Then there are those who think that Hermetic magic is a powerful tool, to be used for the good of Twylos while being sensitive to its infernal origins. Many members of the Church of Winter, some Typhonae, and some of the Order of Ixian share this outlook. Most Hermetic practitioners in general feel this way, although some mages today are unaware of the demonic roots of Hermetic magic and the language used for its spells.

Hermetic Magic Is Our Salvation: Still others have embraced the Arcanos as saviors or demi-urges, finding much wrong with the world of Twylos as created by the gods. This is the view taken by most of the Church of Winter, a few Duurans, and some of the Typhonae. Some Knights of Aguierre, generally from Armech, have left their church to take this stance. While the Church of Silence had little, or little positive, to say about the demons, they too found Twylos an imperfect world, mainly full of suffering. Many Thainsts and members of the Church of Spring still feel the same. Their gift of magic is thus a boon, allowing humanoids to try to take some control over their otherwise pathetic destinies.

> On the Nature of Hermetic Magic: The title 'Hermetic' is sort of a real-world anachronism, coming from Earth's legend of Hermes Trismegistus. This type of magic in Twylos would be more properly called 'Arcane', as it stems directly from the Arcanodaemon tutors of the early Duurans. Game Masters are free to change the name of this form of magic (e.g., to 'Arcane'), or to invent a Twylos-centric reason for its title (such as deriving instead from the 'hermitic', reclusive nature of many mages), or simply to leave it as-is and not worry about it.
>
> Game Masters of course are also free to change the origin of Hermetic magic itself; the Arcanos' claim may simply be a boast calculated to attract servants on Twylos. The Game Master should obfuscate the true origins, even though this is neither a particularly deep nor well-guarded secret on Twylos anymore. Regardless, the true intentions of the Arcanos, the Archons, and the gods- if indeed, there is or ever was any- should be kept from player characters, as their only route to such information is through indirect means (magic spells or the words of NPCs), and such information channels are notoriously suspect, being prone to bias, exaggeration, error, and outright lying. There are no privileged sources of information about the metaphysics of the world save the Game Master's private thoughts.

Hermetic Magic Is Our Blessed Destruction: Finally, a small number of priests welcome the end of Twylos in Hermetic magic and the Arcanodaemons. A few Duurans believe that Twylos is now in the last epoch, or even the last days, of the Voran Cycle, the eternal recurrence that, once complete, cleans Twylos of all its ills to make the world anew. Much of the inner circle of the Typhonic Mother Church also feel this way, although the Typhonae are divided as to what the correct course of actions should be to hasten the end. For these Typhonae, Typhon's table represents the wheel of the Voran Cycle or Kithain's loom.

Thus there is a full spectrum of beliefs on the fundamental powers underlying Twylos, all of whom are constantly at odds with each other and wage war almost constantly, if usually behind-the-scenes. Player characters and NPCs need not be priests or even have any magic potential to have strong beliefs about the theological traditions, historical events, and potential demonic takeover of Twylos. Conversely, low-Circle Faith and Ritual magic practitioners may not initially have well-formed thoughts on these matters. The Game Master should encourage players of these characters to develop these beliefs over the course of the campaign. Certainly, casting Faith and Ritual spells of the highest Circles requires a strong spirituality, and devout or even fanatical theological beliefs. Some priests share multiple allegiances, either publicly or in secret. Many members of the Church of Spring are also Thainists; some Thainist Knights of Aguierre are Ixian. Some Thainists and Duurans are secretly Typhonae.

Note that the clergy of the Suvan Azule, the Church of Silence, and of Xeres are not mentioned above. The Suvan Azule has little to say about Hermetic magic, thinking that these finer points of essentially Duuran theology are irrelevant to their own history and ends. (Although there are parallels to be found with the Teauvite heresy.) Priests of Xeres are not organized into any sort of comprehensive clergy and almost never work in groups. Most priests of Xeres are just mad, and believe themselves (often correctly) to be or have previously been members of other churches. For these reasons, player characters are discouraged from being priests of either the Suvan Azule or the Mad God Xeres. As for Timmorn, she is no longer worshipped on Twylos.

The Game Master does not have to determine which of these groups are right and which are wrong. In our experience, we have found that the most interesting games come about when the 'truth' is not defined, at least initially. Each religious organization believes absolutely it is correct and seeks the true path, while most or all others are misguided or horribly wrong. There are no heroes or villains in Twylos, at least not easily identified by the clerical robes they wear. Priests of Typhon in this sense make for some of the more interesting NPCs, as they tend to be outgoing and helpful, and one might gladly come along with the player characters. This priest might be openly Typhonic and willing to talk about the possible interpretations of his faith, healing them and helping them as he can, and sharing his knowledge of interesting items to find and places to explore. Meanwhile, the player characters head deeper to the dark heart of Twylos spirituality, history, and possibly apocalypse.

Campaigns are series of adventures with shared components- a world and the player characters. The best campaigns explore a few themes such as war, loss, personal spirituality, the demonic nature of Hermetic magic, and the end-of-times. The world guidebook here in the Game Master's section contains a number of specific NPCs, places, and stories that can be used together thematically to meet these ends. In Appendix III, you will find an example of how some of these threads could be woven together to form the historical basis for a campaign in Twylos, as well as the outlines for three different kinds of campaigns.

On the Guilds of Twylos

Due to their particular influence on the development and economy of Twylos, this section deals more fully with the Twylos Guilds.

The Alchemists

The Alchemists are the newest Guild on Twylos, and while the Slavers and Navigators have more net wealth, the Alchemists are projected to soon eclipse them. The Alchemists are responsible for the popularity and training of Hedge magic, and have essentially codified the older Hermetic and classic alchemical traditions. The Alchemists do not control all potion making and chemical brewing, as many local apothecaries and traditional alchemists are still in business, especially in smaller cities and villages. Guildsmen are usually intelligent and miserly, prizing enchanted items and money above all. Many Guildsmen dabble in magical and scientific experimentation on the side. The Alchemists jealously guard their knowledge and guild secrets, and would never employ non-Guildsmen to aid in their business.

Services: The Alchemists offer many drugs, compounds, and other services at their Guildhouses. Note that many of these compounds can be obtained from local apothecaries, and in fact predate the Alchemists Guild, in some cases by hundreds or even thousands of years. In addition to possible sale of the drugs listed below, the Alchemists can also cast some Hedge magic spells for a stiff fee. As a general rule, 1st Circle Hedge magic spells (e.g., Sense Magic or Water to Wine) will cost 10 sc, and 2nd Circle spells (e.g., Reveal Enchantment) cost 100 sc. Higher Circle spells are not usually for sale. The Guild maintains an extensive archive of all enchanted items that pass through its halls.

Availability of different compounds depends on the rarity of the drug and the location of the Guildhouse. Common compounds can be found in major cities 95% of the time, in small cities and large villages 70% of the time, and in small villages 30% of the time (check weekly). Uncommon substances have a 60% chance to be found in major cities, 30% in small cities and large villages, and 10% in small villages. Rare substances have a 20% chance to be found in major cities, 5% in small cities and large villages, and 1% in small villages. Illegal compounds

are not usually for sale; they are certainly not offered directly by the Alchemists Guild, but a successful Contacts proficiency check might determine where they can be obtained. Possession of an illegal substance is not a crime (although these substances will be confiscated if someone happens to be caught by the authorities), but the manufacture and sale of such is a crime in most cities. Each of these substances can be used or ingested once per dose.

Adjuvant of Reduvius: Rare, 10 sc per dose. Reduvius is a small red worm about half the size of a child's finger. They are called bloodworms, as they have similar feeding habits as leeches, and are found in the wet areas of and around Saethos. The bite of the reduvius worm is numbing, and the adjuvant is the extracted and distilled analgesic compound in the worms' saliva. It is a thick, oily and salty white liquid, and each dose consists of a thimble-full. Application of the adjuvant can make the healer's art easier on the patient; application of the adjuvant offers a +1 on Healing proficiency checks. In large enough concentrations, the adjuvant is a contact poison with paralytic effects: a Physical Resistance check must be made with a target number equal to the number of doses applied.

Ammonswake: Rare, 60 sc per dose. Ammonswake is an herb that grows in brackish water. It is a mild neurotoxin and also acts as a sort of truth drug, as the victim is lulled into a soporific state. It must be ingested, and provokes both a Mental Resistance check (target number 10) and a Physical Resistance check (target number 8). Failing the Physical Resistance check reduces agility by 1d6 points. Failing the Mental Resistance check makes the victim susceptible to manipulation and will be far more likely to offer information willingly and truthfully. Ingestion of a single dose of ammonswake confers a -2 modifier to Mental Resistance. Additional doses will further intoxicate the subject, but will not reduce Mental Resistance beyond this penalty.

Black Ichor: Rare, 10 sc per dose. Black ichor is an acrid-smelling substance that looks like runny tar. It is a biological preservative that is somewhat like the 1st Circle Hermetic spell Preserve. One dose, injected into a specimen, will keep 20 lbs. preserved from decay for one year, but infuses it with this vile substance. Thus the ichor is not used for foodstuffs, but for preserving corpses. Given how expensive it is (10 doses for one 200 lbs. person), it is infrequently used.

Crave: Uncommon, illegal, 25 sc per dose. Crave is nothing more than a highly pleasurable and addictive substance. It is a combination of chemicals extracted from the brains of faeries and a tropical flower called Kailynsdream, found in Vasqueray and the regions around Gossar, Tzalvas, and Gyre. Crave is a frothy pinkish goo. It must be ingested to have any effect; it first acts to paralyze the subject with waves of ecstasy for about an hour (Mental Resistance check of 13, every point the check is made by reduces this time by ten minutes; every point it is failed by increases this time by ten minutes). A Physical Resistance check must also be made (target number 13 + the number of past doses of Crave ingested). Failure to make the Physical Resistance check leads to addiction. Crave addiction is nasty and withdrawal can lead to fatal epileptic fits. Every day after addiction that Crave is not taken, the addict must make another Physical Resistance check (target number equal to 5 + the number of days since the last dose was taken). Failure to make the check reduces the addict's endurance attribute by one. After two weeks, the subject is no longer addicted. If the addict's endurance reaches 0, he or she dies. After the two week withdrawal period is over, endurance recovers at the rate of one point per day of full bed rest. Crave is manufactured and used by the Slavers for conditioning and control of slaves. Some Alchemist novices are also given low doses of the stuff as a test of fitness.

Goodnight: Rare, illegal, 100 sc per dose. Goodnight is an ingestible poison made from a Saethan cactus, fortified with the venom of a Queyan sea urchin. Its name derives from its popularity as a suicide drug given to agents of the seditious Guild of Thorns, during the Second Era in the final days of Vasqueray's Sea King dynasty. Ingestion of Goodnight forces a Physical Resistance check (target number 14). Failure leads to death at the end of the following round. A successful Physical Resistance check still leads to a -1 adjustment to endurance for one day.

Green Ichor: Rare, illegal, 40 sc per dose. Green ichor is an accelerant and thickening agent to be added to other poisons, to make them more effective as blade and other weapon poisons. As the name indicates, it appears as a viscous dark green substance. In addition to removing the penalties for using poisons on a weapon, it enhances their effects and provides a +1 adjustment to the target number of any poison used in conjunction with it. It is only really useful when added to blood poisons; ingestible and contact poisons gain no bonus from the ichor.

Gunpowder: Rare, 50 sc per shot. One dose of gunpowder is required per shot of any of the firearms listed in the Wayfarers guide. Although firearms such as pistols and muskets are themselves expensive, it is the outrageous cost of gunpowder that is the limiting factor preventing these weapons from wide adoption.

Healing Herbs: Availability and price vary. Healing herbs are small packets of a greenish salve, to be applied topically to a wound. They are made from a thickened alcohol base, and the main active component of healing herbs is comfrey moss, found throughout Twylos in temperate forests and hills. Depending on the efficacy, they confer a modifier of +1 to +3 to Healing proficiency checks. Healing herbs are effective only once per day, regardless of the number of injuries sustained by the subject. Some healing herbs also contain varieties of bryony or the fungus schizothylerium, which can provide a bonus +1 to health point recovery or allow a Healing check to cure minor diseases (such as that caused by giant rat bites).

Normal healing herbs are common, cost 5 sc, and offer a +1 modifier to a Healing check.
Refined healing herbs are common, cost 10 sc, and offer a +2 modifier to a Healing check.
Enriched healing herbs are uncommon, cost 20 sc, and offer a +3 modifier to a Healing check.
Brown healing salve is uncommon, costs 25 sc, and offers a +2 modifier to a Healing check, and a +1 bonus to health point recovery.
Green healing salve is uncommon, costs 40 sc, and offers a +3 modifier to a Healing check, and a +1 bonus to health point recovery.
White healing salve is uncommon, costs 50 sc, and offers a +3 modifier to a Healing check. A successful Healing check can cure minor disease.

Hellfire: Uncommon, 40 sc per dose. Hellfire is an alcohol-based compound containing adrenal gland extracts from hardy humanoid races such as ogres and reptilians. It must be injected to be efficacious. Hellfire adds a +1 adjustment to both strength and endurance, and confers the Last Stand discipline to the target, for a number of rounds equal to 1d20 + the target's Physical Resistance modifier. One dose will instantly rouse an unconscious individual, which is the standard use for Hellfire. If more than one dose of Hellfire is taken in a 24 hour period, the subject must make a Physical Resistance check (target number 12 + the total number of doses) or die of a heart attack.

Zeaven: Zeaven is an opioid derivative that comes in many different forms. Zeaven is primarily a recreational drug, popular in the Middle Lands, Gyre, and Vasqueray. Its creation and continued use is the prime source of the infamous 'Procurers Guilds' notoriety. Zeaven causes pleasurable feelings, relaxation, is strongly addictive and acts as a potent hallucinogen. Abuse of Zeaven sometimes has permanent consequences, and a few long-time addicts are driven insane,

believing the world to be full of demons. All forms of Zeaven are illegal, meaning they will not be sold by the Alchemists Guild.

Zeaven Blue is common, 10 sc per dose. Ingestation has a 10% chance of giving a +1 adjustment to presence, a 10% chance of giving a +1 adjustment to endurance, and a 10% chance of making the user mad (as the Madness spell). Roll separately for the chance of each of the three effects. These effects last one day. If madness is a side-effect, there is a 1% chance of the madness being permanent.
Zeaven-7 is uncommon, 40 sc per dose. Effects are as Zeaven Blue, but with a 30% chance of each effect. This is the most popular form of Zeaven. 2% chance of the madness being permanent.
Zeaven Earth is uncommon, 50 sc per dose. Effects are as Zeaven-7, but last a variable amount of time: 1d100 hours. 3% chance of the madness being permanent.
Zeaven Friendship is rare, 100 sc per dose (although the Slavers Guild procures it for far cheaper). It is used by Slavers in some of their slave conditioning procedures. It gives a +1 adjustment to presence and endurance, and the user is affected as if by the Friends spell for everyone they meet. 20% chance of madness for one day, 5% chance it is permanent.
Zeaven Nhul is rare, 80 sc per dose. Same effects as Zeaven Blue, but madness, if it occurs, is 10% likely to be permanent. It confers a 1% spell immunity for one day; this includes allowing the user to see through illusions, magical disguises, and invisibility.
Zeaven Dusk is very rare (available only 10% of the time in major cities), 100 sc per dose. As Zeaven-7, but madness is 10% likely to be permanent. Confers spell immunity and visible penetration as Zeaven Nhul with a 5% chance. If madness is permanent, the ability to see through magical disguises and invisibility is also permanent.
Zeaven Heresy is not manufactured, and exists mainly as a rumor. As Zeaven Dusk, but spell immunity and visible penetration is 30%. In addition, there is a 1% chance that the user slips into a trance and travels to the Ether overnight before returning to their body.

The resources of the Guild have made potion-brewing (Alchemy, as the 5th Circle Hedge spell) and scroll inscribing significantly cheaper, in some cases, than the guidelines given in the Wayfarers handbook. Potion and scroll availability is rare. 1st Circle potions and scrolls cost 100 sc, while 2nd Circle items cost 400 sc. 3rd Circle and higher items are not usually available. The Alchemists also brew Potions of Mana for their own use, and they sometimes sell these to private mage academies and rich third parties as well. The Guild is currently negotiating with the Church of Ixus, to convince them that Hedge magic is fundamentally different from Hermetic magic (and thus not heretical). Furthermore, the Guild has acquired a few Ixian Scriveners (see Appendix II), and is interested in finding more.

Finally, the Alchemists Guild is more than happy to find the money to pay for magical items and, far more likely, reagents. Rare herbs, spices, and biological specimens will be paid for generously.

The Navigators

The Navigators are the second Guild, and tie the Alchemists in wealth and prestige. While the Navigators are responsible for coordinating much of the international sea trade, they are far from having a complete lock on all ship travel and transport. The Ulgan Sceptre rivals them for sheer size and number of vessels, and there are private ships docked in the harbor of every port town. It is infrequent, but not unheard of, for the Navigators to employ non-Guild captains and crewmen if necessary.

Services: The main service offered by the Guild is that of ship transport. They offer competitive rates, essentially the same as a private charter would be, that depend mainly on the distance to be covered and duration at sea. As an official policy, the Navigators will not transport anyone fleeing the authorities or that seem to be traveling with other suspicious motives. Ship transport costs 1-2 sc per person per day for food and fresh water, in addition to a base fee of around 30 sc per person for short journeys (one or a few ports away) up to 100 sc per person for transcontinental travel.

The Slavers

The Slavers were the first true Guild, although they existed as a coherent, well-organized group for centuries before their official incorporation. They work with the leaders and governing bodies of most cities and nations, and are the largest and richest of the Guilds. Due to the nature of their often-unpleasant work, the Guild has two faces. The public face is charming. The Guild employs attractive, charismatic and diplomatic locals to take care of transactions, financial matters, meetings with clients, and the like. The other side of the Guild is kept carefully out of public view. These are the Slavers who deal with the acquisition, transportation and worst all, conditioning of new slaves. The Guild has refined its system for breaking and training new slaves with a variety of psychological and alchemical methods, occasionally utilizing torture and magical means if absolutely required. The Slavers also routinely inspect the slaves owned by ranches and mining companies, to ensure the Guild conditioning is still in place. They do not usually employ non-Guildsmen and women for these tasks.

The Slavers essentially have a monopoly on their trade. Slavery, in the traditional sense of enslaving previously free societies, is rarely practiced by the Guild and officially decried. This form of slavery is generally regarded as unethical and immoral by most of civilized Twylos. Those who are slaves due to being captured are usually bandits, mercenaries, soldiers on the losing side of their battle, or the destitute. Because the Slavers have operated for centuries, the largest class of slaves are those born into slavery. In most places, these slaves are treated as well as can be expected, given rights and due respect, and regarded more as indentured servants than property. The third and growing class of slaves is that of temporary slaves. These are prisoners, captured by local governments (or, increasingly, by Guildsmen themselves), and sent to work for the Slavers for a period of several months to several years, or rarely, for the rest of their lives. This aspect of the Guild reflects the new role of the Slavers Guild in managing or even controlling property themselves, such as the regional government of Tzalvas and southern Khaedor. The Slavers also take a leading role in government in parts of the Vehrlands. The Masters of the Guild have centuries of experience behind them in political and psychological manipulation, crowd control, bureaucracy, and resource management, making them an oddly natural choice for leading small states.

Services: The services of the Slavers are more useful to larger organizations like farms, mines, and cities, than to the player characters. However, Slavers will often pay for captive humanoids and other races brought to their Guildhouses. 10-30 sc is offered, and this is higher for mages. Priests, on the other hand, will be apologized to

and set free. The Slavers will quickly try to relocate slaves acquired in this manner, usually as far from the providing source as possible, to avoid future complications.

The Surveyors

The Surveyors were the third Guild to incorporate, but they have been nowhere near as successful as the other Guilds. This is in part due to the dangerous and slow nature of their job: to guard roads, trade routes, and caravan shipments, and to scout for newer, safer, and possibly profitable routes through uncharted wilderness. For these reasons, the Surveyors are the most likely Guild to employ non-Guild agents, and they are also the Guild with the highest attrition rate.

Services: Surveyors often hire local mercenaries to aid in transportation and protection of caravans. Because the Surveyors are not a rich organization, usually these hired hands are not paid in cash, but are fed and housed along the way for free. A standing policy is that these hired caravan guards are free to collect whatever plunder is obtained from bandits or other foes that are encountered. Particularly valuable shipments or guards hired for dangerous routes might be paid a modest wage (on the order of 1 sc per day).

The Surveyors Guild also acts as a sort of overland mail service. Messages are transcribed and given to a number of different carriers to help ensure they reach their destination. Given the long duration of land travel, however, these messages are rarely urgent. The Guild charges a nominal fee of 10 sc for any message to anywhere in Twylos, and it takes one week to one year for the message to arrive.

Places of Twylos

What follows is essentially an encyclopedia of interesting and important places, people, objects, and stories. This guide is not comprehensive. Highlighted here are some of the more unusual aspects of the world of Twylos; while most towns have shops, farms, inns, and the like, we have left out many of those less-essential details, which the Game Master can make up or borrow from other sources.

These entries are organized geographically, and fall into three main classes: towns (villages, cities, and citadels), historical landmarks (monuments, tombs, and other places for adventure), and regions (large geographical areas). Areas of importance or that have unusual characteristics are the main entries of this guide, listed in alphabetical order. Smaller or less important areas are listed as subheadings within the entry of the nearest major location. Descriptions of things with considerable significance are labeled in italics. The Game Master should feel free to move these places, NPCs, and objects to other locations if that best suits the narrative of the campaign.

Descriptions of towns and other centers of civilization begin with a series of statistics about the makeup of that area. Population size of cities should be considered approximate, and in the case of larger cities, usually takes into account surrounding villages and farmland. For religious content of various places, Thainist, Duuran, and Ixian listings reflect the heterogeneity of these theologies. A town listed as Thainist will almost always have priests of Kithain, along with a small number of priests of Nergal and Zhol. A Duuran listing usually indicates the Church of Spring, along with some of the Vox Duur, and in a few cases might signal the presence of the Church of Winter. A town listed as Ixian will have some members of both the Order of Ixian and the Church of Ixus. A listing of Xeres could mean several things- some larger cities do have small shrines to the mad god, to pay respects. Other places might have priests of Xeres in disguise. For resources, Guilds, and religious listings, the order of the listing indicates the relative strength of those aspects in that area.

Landmarks contain a listing of the major NPCs and foes that dominate each location. Most listings begin with an approximate difficulty level of the dungeon or enemies therein, matched to skill level of a balanced group of four player characters. The Game Master should feel free to tailor these settings to the needs of the campaign. Several of the entries have difficulty levels that span a broad range. In some of these cases, this is because the dungeon was designed to be explored in repeated trips- perhaps the adventurers lack a key or magic spell necessary to move to a secret location, or possibly one of the monsters is much too tough at the present time.

Regions begin with a listing of the common (80%) and rare (20%) inhabitants of that location, which characters might meet in their travels along the road, or be ambushed by in the night. Most of these regional descriptions are quite general, reflecting their huge geographical size, so Game Masters are encouraged to add some variety to the people and things that the player characters will meet. These random encounters serve two purposes- first, to add some excitement and break up the monotony of a month-long trek across the countryside; second, to add some realism to the narrative flow of the game. Not every encounter and combat needs to end in bloodshed or death, and likewise not every encounter should be coincidentally tailored to the power level of the party. For example, the month-long trip down the Zhellan Traderoad might have the following series of encounters, not including the several stops at different towns: traveling wine merchants on their way to Rheyes, some grazing cattle seen in the distance with a griffon circling overhead, an ogre ambush at night, and harassment by the Slaver guards of Tzalvas. Variety and pacing are the most important elements that the Game Master should provide during world exploration epochs of the campaign.

Armech (AR-mek)

Armech was once the seat of civilization, previously known as the wealthy nation of Irendor (EAR-en-door). During the First and Second Eras, it was ruled by an emperor chosen from the Great Houses, aristocratic merchant families in control of various resources and industry spread across the Valstach mountains and the expansive valley region known as the Valstedt. The Great Houses were, and still are, six in number: House Argaunte (AR-gaunt; symbol is a white ship on an orange banner), House Kray (white scythe and wheel on green), House Maxinay (black silhouette of a two-headed raven on blue), House Tzalbach (ZAL-bak; black tower on red), House Zouthan (ZOO-than; black anvil on red), and the Imperial House Valstach (VAL-stock; white-steel throne clenched by a gauntlet on black); additionally, there are a number of lesser Houses continually jockeying for prestige and position (e.g., House Thorncrist, House Maars, House Lutenze, House Dereday, and so on). As the Irendi Empire grew in numbers, colonization of Drohksmere, Tarach, Vasqueray, and the Vehrlands followed. However, due to a number of factors, including in-breeding and in-fighting, land wars, and environmental causes, the Irendi Empire decayed into a shadow of its former glory. The remains of the fallen Houses, united under the Imperial Church of Aguierre, now form the military-ruled state of Armech. The reconstituted parliament of Armech, made up of soldiers, priests, and plutocrats, is called the Iron Throne.

Armech still contains a number of mineral resources (iron, coal, and precious metals) scattered throughout the Valstach range, and agriculture in the Valstedt supports cold-tolerant crops such as barley. Taxation is high. Armech tries to impose a mandatory draft, and villages are mostly overseen by local militias, reporting to the Church and Throne. Armech's government is an oligarchic feudal system, with the Houses controlling land and valuable trade writs. Lesser Houses sometimes own properties themselves, or sometimes lease more valuable tracts from the Great Houses. Houses are continually bartering, exchanging, and suing each other over trade agreements-

rarely does military action occur between Houses. When it does, it usually is in terms of 'nilsovehn', an all-out war between two Houses, conducted in strict accordance with Iron Throne laws. Generally anything goes in nilsovehn- the laws are designed to protect the other Houses and the rest of Armech from the brutal House warfare. Nilsovehn sometimes occurs between a Lesser and a Greater House, in an attempt for the Lesser House to depose the Greater House and take their Great House status. Rarely, two or more Houses align themselves against another in an attempt to completely destroy one House called 'grahloslaven'.

Armech's history is seeped in ancient magics and technology, religious wars, and infernalism. Thus, adventuring in Armech is more suitable for higher level or more experienced characters, although adventures that begin in the border lands or Valstedt might be appropriate for less experienced parties.

Bludszech (BLEWD-zek)

Major city and capital of Armech, built between a deep chasm and a dormant volcano.
Population: 80,000; 85% human, 10% orc, 3% dwarf, 1% ogre, 1% misc. (including demons, giants, goblins, jinn, undead).
Resources: very wealthy, very high magical and technological levels; metalworking, mining (most precious and heavy metals), stone craft, trade, fishing, some agriculture, art, libraries, military and magical academies.
Religion: Aguierre, Ixian, Thainist, Duuran, Xeres, Typhon.
Guilds: Slavers, Alchemists, Surveyors.
Government: oppressive; militaristic control by the Iron Throne, chaired by Varrochs Ashven Zouthan (13th level human), well-trained army of 5,000.

Built across the Urun Trench, and in the shadow of the Bludscrieg, a dormant volcano, Bludszech is a harsh city. Zouthan, Argaunte, and Kray have controlling interests in Bludszech, a town rich in heavy metals, rare ores, and smithing skills. Bludszech is particularly xenophobic, though- its two major religions are the Church of Ixus and the Church of Aguierre. Strong winds and bad weather span Urun Trench; ruins of several bridges can be seen spanning it, but nothing holds today; instead the city is built around the Trench, and citizens just walk the five miles or so to get from the near side (the residential and religious districts) to the far side (the commercial, military, and governing districts). Waters that have carved out the Trench pour into the gloomy Lake Urun. On the near side of the Trench, at the base of The Crieg, is the Red Church, the cathedral of Aguierre. The earliest extant Temple to Ixus is high up, halfway up The Crieg. The Three Towers of the Order of Ixian are beyond Bludszech to the northwest. The Grey Vaults are built in a crescent shape around a northern peak, Aerspire, a short walk from the main of the city. The Grey Vaults are home to the original Book of the Dead of the Church of Nergal, supposedly the oldest text in all of Twylos. This Book is said to contain the name of everyone on Twylos who has died in chronological order. Grandfather Arved Tzalbas (15th level human, 8th Circle Faith) of House Tzalbach became the head of the Church with the fall of Zostig in 190 T.E. The Grandfather is interested in recovering some of the books and relics that remain in Zostig's ruined temple to Zhol (especially the Spade of Gayla). Bludszech also contains one of the only remaining temples to Mordred, once called the Hall of Morday, now called the Black Church due to its fire-blasted and ash-covered exterior. Bludszech is in the heart of the Valstach mountains. Well-traveled, patrolled roads out of town lead southwest to Thenzor Deep, forking to turn south to Sheandril, and north towards Xendor Hall.

The Iron Throne: On the far side of the trench is the Black Forge, the fortress used by the Iron Throne as the center of Armechian government. The Black Forge is a huge stone fortress that was once the citadel of House Zouthan, and contains the broken remnants of the famous Zouthan Forge itself. The current head of the Throne and of House Zouthan is Varrochs Ashven Zouthan, a humorless octogenarian. Lord Varrochs, like most of House Zouthan, worked in his early days as a House ironsmith. The Forge was used to construct great weapons by the master smiths of Zouthan, leading to their ascent as a Great House. Several of Twylos' enchanted weapons were first made in the fires of Bludszech, including two of the lost Swords of the Antiarch (the Flametongue and the Wyrmstongue). It was unfortunately destroyed during the war between Caradoc and the priests of Mordred, but the smiths of Zouthan are still the best in Twylos, jealously guarding their science at all costs. Zouthan smiths work with precious metals (gold, silver, platinum) and several heavy metals- iron, tungsten, titanium, and a rare earth element called chthonium. Weapons forged of expensive Zouthan steel and steel alloys are non-magically +1 to-hit and damage, usually costing ten times the normal price or higher.

The Manor of Ellery Daveniir: Towards the southwestern part of Bludszech, in the Ryes District, is a madhouse, the Manor of Ellery Daveniir. The Story of Sweet Ellery is a well-known fairy tale, a cautionary fable against raising the dead. Once a member of House Argaunte in the early days of the Second Era, Daveniir was raised from death with horrible results, committing suicide afterwards in a particularly ghastly manner. She was raised again, and proceeded to butcher her family and servants, while exclaiming that the world was in fact a hellish afterlife. She was locked in her house until she died for a third and final time. Over the centuries, the Daveniir Manor has become madhouse for the elite families of Bludszech. One of Daveniir's inmates is Tahjana Valos. Ms. Valos was a lesser member of House Valstach, whom the Imperial House sorcerer Gen Vhoole discovered to be the last true descendant of the Valstach bloodline. He arranged to have her committed here after she slew her husband on her wedding day. While not mad before, she is close to suicide now. Unknown to Vhoole, Valos is pregnant, although in her hysteric state, she is not sure if the father is one of the wardens or another inmate, or if she loved him or not.

The School of Names: Near the Daveniir Manor is the Library of Pavis Vrayne, formerly known as the Irendor Museum of Hereditary Virtues and Lineage, but now usually just called the School of Names. While the School has been around since the earliest days of the Empire in the First Era, it was recently reformulated in the Third Era, and its main archives relocated to the present site by Pavis Vrayne, student of the great historian Vladmir Ozmandian. Members of the School are Genealogists, who try to maintain an elaborate record of family descent, marriage, and breeding- not just among the nobles of the Houses, but for all people of the world. To this end, some of the Museum Scholars (also called Vraynists or Name Scholars) spend much of their time traveling, collecting not only information and records, but also blood samples, pieces of corpses, and the like. For this reason, the School deals often with the Bone Trade, with whom they maintain a healthy competitive but collaborative relationship. Many of the Museum Scholars are magicians, who believe that knowledge of family lineage imparts some information as to a person's 'truename', an elaborate and unique magical identifier that determines a subject's personality, strengths and weaknesses, and fate.

Admittance to the School of Names is highly selective, and (unsurprisingly) depends on the family name, status, finances, and intellect of interested candidates. Magicians from each of the four schools of magic are represented. While the Irendor Museum was first just a record-keeping system for House marriages, over the centuries some of the Name Scholars have developed a mystical or religious sense about their work, obsessively collecting any scrap of vintage clothing or historical trivia in the fatalistic, deterministic hopes of concocting a full sense of world history and destiny. The current Chairs are Erichs Veralin, Genealogy (15th level human, 7th Circle Hermetic), Ebron Hayes, History (16th level human, 7th Circle Faith), and Ruthienne Maars, Literature (12th level human, 5th Circle Ritual), all of whom are crypto-Typhonists and support the development of the School in this bizarre direction. The fourth Chair, Heindel Maars, Heralds (10th level human, 4th Circle Hedge) has been marginalized under the new directorship; he is cousin to Ruthienne and does not know of her paranoid Church of Typhon religious beliefs.

Once admitted and indoctrinated into the School's mysteries, a Name Scholar may analyze any individual with an intellect of 5 or greater. To do so, the Scholar must know the individual's name, and make a Heraldry check with a target number equal to the victim's intellect score. Possession of a biological substance (blood, hair, etc.) of the victim grants a modifier of +2 to this skill check. If this check is successful, the Name Scholar gains a +2 modifier to all resistance checks resulting from the analyzed individual. Conversely, the analyzed individual applies a -2 modifier to all resistance checks made against the Name Scholar's spells. Analyzing an individual requires ten minutes, the effects of which are permanent.

The Aagsreicht: The Aagreicht (AHGS-riykt) is a private Hermetic school for training the elite of Armech, and is the oldest school for magic in Armech, dating from the First Era. Once reserved for House members, the Aagsreicht has been in slow decline since the fall of Irendor, and accepts anyone with cash enough to pay the steep tuition costs. The Masters of the Aagsreicht include Countess Kayalyn Zouthan (16th level human, 8th Circle Hermetic), Arex Donovan (9th level human, 5th Circle Hedge), and Jamas Zhael (12th level human, 5th Circle Hermetic).

Ulug Prison: Zhael is also head of security for Ulug Prison, an island prison in Lake Urun. Ulug is where the most important prisoners of the Empire were, and still are, kept- it completely magically shielded both externally and internally, meaning that magic of all forms fail within the walls of Ulug. Marcos D'antoniir (6th level human), a Queyan-born courtier of House Maxinay and low-ranking member of the School of Names, purposely killed his gambling partner and two harlots to be thrown into Ulug for life. D'antoniir possesses the truename of Aramach Vox Thrauxes, the demon mage of Napres, and fears for his life and soul if unprotected outside Ulug.

The Escaped Slave: Giantkind and goblinkind can be found in the mountains around Bludszech, along with aggressive bears and wolves. In a cave about ten miles off the Longiron Road, an escaped minotaur from Vamooris has made his home. The Slavers captured this specimen and began conditioning, but the minotaur escaped, killing five Guildsmen in the process. The Guild is eager for its capture and return, hopefully with a minimum of civilian deaths. In the cave, the minotaur is dining on the bones of an Ixian, a goblin who was converted just prior to his death. Next to the corpse is an enchanted spear (+1 modifier to-hit and damage) fashioned in the golden trefoil of the Ixians, and a golden triangle holy symbol worth 400 sc.

Fanjyr Castle (FAN-geer)

Landmark (ruined hot springs resort); moderate difficulty (levels 6-11).

Fanjyr was once a resort spot for the Irendi elite. At the northern reaches of the Empire, a massive palace was built over an extensive set of hot springs. Fanjyr always had to fight against things coming up from the cavern depths, but maintained a well armed and highly trained militia for those purposes. With the Fall of Irendor, Fanjyr was abandoned, to be reclaimed for several centuries by a few naga. Frescoes and other art in the bowels of Fanjyr still partially depict the beautiful god of the naga, an angelic woman (likely Timmorn).

One of the naga warlocks grew quite powerful, and created a demonic forge for the construction of minor magical items. After years of abuse, the demon of the forge (a bound Malebranche with Hermetic item enchantment abilities) created for it a set of animated implements supposedly to help its master's research. The last of these implements- four chains, a beguiling music box, and a sort of rudimentary buzzsaw- were imbued with evil spirits that slew the naga. The implements remain, as do some of the nagas' riches. In latter years, seeking the magic forge is an ifrit, Ezbelline the Angel, (12th level ifrit, 4th Circle Hermetic, who fancies herself the goddess in the frescoes) and her ten ghul servants, who first chanced upon Fanjyr searching for bones. The ifrit has set up her temporary quarters near the hottest of the springs in the lowest reaches of the Castle. Aboveground, a fir bolg (Shettin Bolg), his ettin step-brother (Grettin Bolg), and their 32 dwarf slaves have come to Fanjyr also seeking the legendary forge of the nagas. Ezbelline and the Bolgs conduct a sort of guerilla warfare, each seeking to destroy the other without getting too close.

Great Durvan Range

Region; mountains. Common encounters: bears, brigands, miners, ogres, orcs, traders, hunters, wolves. Rare encounters: dwarves, giants, trolls, undead, wyverns.

The Great Durvan Range, also called the Durve, stretches from Armech and across the north to Drohksmere, down throughout Khaedor, the Zhellve, and the Middle Lands, to Tzalvas. The northern range forms the region known as Valstach, which is the heart of Armech. The Valstach mountains contain many mineral deposits that contributed significantly to the development of the early Empire of Irendor.

Longiron Road

Landmark (unfinished railroad); low-moderate difficulty (levels 1-8).

The Longiron is the ruined remains of a prototype railroad that ran between Bludszech, Thenzor Deep, and ruined citadels in the north. Originally known as the Kray-Gauntre Rail-Line, it was built by House

Kray for moving ores out of the rich deposits down to the smelting operations in Bludszech and the Deep, and traveling across the Ered Wastes to Szondarch. The Rail-Line was in partial operation, but with the Fall of Irendor and constant raids from Andukar goblin- and giant-kin, the whole operation was dropped. Much of the Longiron Road remains though- parts have been picked clean and overgrown with wildlife, but sections of railroad are intact in places, as are abandoned rail carts and engines. Much of Longiron was originally the Valstedt Slaveroad, built and used by the Slavers for moving their cargo from the mines of Valstach across the northeastern stretch of the Valstedt, and to the Drohkan colony far to the east across the Wastes.

Brennoch: Near the border between Armech and the Ered Wastes is a ruined station-stop and switching point once called Brennoch. Brennoch is now a miniature ghost-town, just a few empty buildings, including a loading crane for moving crates from cars on one line to another. Brennoch is home to a crazed ördog (a lesser demon with animal shape-shifting abilities) that believes itself to be a Duuran druid named Renald Ossiter. Additionally, one of the intact cranes has been taken over by a spirit-of-the-land (see Appendix II), a malicious animistic possessive spirit that will attack newcomers with two supply hooks attached to movable winches. Ossiter may warn or aid friendly-seeming strangers, join with the spirit-of-the-land, or simply watch and laugh. Notably, the section of track from Brennoch into the Wastes might still be workable for several leagues, with some clever engineering.

Lhondoss: Some sections of the Longiron are in fact still in use, such as a stretch not far from Brennoch, between the border town of Tzalborg and a set of ice caves called Lhondoss. Tzalborg is one of a few small independent city-states that eke out survival just beyond the patrolled borders of Armech (although there is some friction between the border militias and these encampments). Tzalborg is set within the crumbling walls of an old stone citadel. The line is operated by three orcs calling themselves the Tzalborg Engine, and runs through a tunnel into the Wastes, to the oasis village of Sunday. Another section of the line goes underground, usually not in operation, runs along an underground stream and ends deeper in the mountains at a series of ice caves called Lhondoss, not far from Venoshua. The presence of ice and crystals makes this an attractive site for some of Tzalborg's braver sorts, but most of Lhondoss is sealed by Duuran wards (including an Oread ice nymph named Laana), as this was once a watch post of the Vox Duur against the suspected evils of Venoshua.

Venoshua: Venoshua (VEN-shwa) is not part of Armech proper, but is found in the northeastern reaches of the Valstach mountains. Venoshua is a citadel of ice, built into an extensive series of caverns and tunnels within the mountain, and was one of the first strongholds of the Church of Winter after they left the Vox Duur. It remains a small Breyanic enclave, under the Abbot of Venoshua (10th level T'suggha demon, 5th Circle Faith, 3rd Circle Ritual), who is an enormously fat frog-like T'suggha daemon (see Appendix II) and his companion, Sister Betca (8th level human, 1st Circle Faith). Betca was formerly a Knight of Aguierre, now turned to Breyana, who wields the Arannasblade, the Bride of Abraxas (see Appendix I).

Nightfall

Medium-sized fortress set above a tall pair of waterfalls.
Population: 6,100 (120 in Dawn); 76% human, 15% orc, 4% dwarf, 4% faerie, 1% misc. (including giants, ogres, ratkin).
Resources: wealthy, moderate magical and high technological levels; trade, shipbuilding, stonecraft, metalworking, woodworking, fishing, mining (few precious and heavy metals).
Religion: Thainist, Aguierre, Duuran, Ixian, Typhon.
Guilds: Surveyors, Slavers.
Government: strict; militaristic control by the Iron Throne, governed by Lady Gennivelle Argaunte (12th level human, 3rd Circle Hermetic, 3rd Circle Hedge), well-trained army and navy of 1,200.

Nightfall is an important component of the trade route between Armech and western Twylos. Barges continually move between Nightfall and Thenzor, bringing dry goods from the road to Westgate in exchange for Valan metal sent down the Thoresh River. Nightfall sits at the top of a pair of large waterfalls, the Nightfalls. An enormous sluice system prevents transport barges from plunging over 1,000 feet to the bottom. As opposed to the other major trade centers of Armech, Nightfall is a single structure of stone and metal, built onto and within Mount Serasz. River barges enter a large tunnel at the base of Nightfall, and goods are loaded onto sledges, wheeled out to the canyon on the opposite side.

Dawn: A long staircase winds down to the bottom of the falls. At the base, in opposition to the dirt and noise of Nightfall, is the serene village of Dawn. The cottages and manors of Dawn are quite large, and older members of House Argaunte and Zouthan come here for retirement. Dawn is well-protected by a small army of House soldiers.

Plunder of the Falls: Persistent rumors, especially among the soldiers of Nightfall, mention the vast wealth to be found at the bottom of the Nightalls, from barges that went over the falls before the sluice was built. Because of the depth and turbulence of the water, the few salvage expeditions attempted (usually funded by speculative Argaunte retirees) have turned up nothing. In the murky bottom of the pool at the base of the falls is a small set of caverns. A hideous ablocanth has laired here for centuries, and using an old ritual, has turned many of the corpses from the barge workers into its undead minions. The ablocanth had a precious find on one of the barges- the Dayblade, one of the seven Swords of the Antiarch (see Appendix I). One of his water-logged zombie slaves wields it. For sport, the ablocanth pitches his slaves against each other, only to recreate them if destroyed.

Rauthos (RAW-thows)

Major city.
Population: 32,000; 88% human, 10% orc, 2% misc. (including dwarves, faeries, gnoles, goblins, ogres).
Resources: wealthy, moderate magical and technological levels; trade, agriculture and husbandry, mining (some precious and heavy metals), metalworking, library, military academy.
Religion: Ixian, Aguierre, Duuran, Thainist.
Guilds: Slavers, Alchemists, Surveyors.
Government: strict; militaristic control by the Iron Throne, governed by House Kray, led by Avangilline Kray (11th level human, 3rd Circle Hermetic), well-trained army of 1,500.

Second of the four major Armechian cities. Rauthos was destroyed at the end of the First Era by a pair of dragons. They laid waste to most of the countryside, and it was several decades before Rauthos was rebuilt, on top of the wreckage of the old city (which now lies buried beneath modern Rauthos). Wyrmsgate is a stone and bronze monstrosity at the city's far western end, commemorating the destruction of Old Rauthos with two giant statues of the dragons. The plumbing system of the new city is quite advanced, built by the Alchemists Guild to take advantage of the hot springs underneath town and in the nearby mountains. Many of the wealthier homes are warmed naturally by this elaborate hot water system. Rauthos itself is quite lush, although just outside town is a large scrubland, devoid of civilization. Old ruins can be found in the Rauthan Wastes, and the Museum Scholars believe that a civilization predating the first Irendi Empire once flourished there, before the land was wrecked. Many Duurans still live out in the Wastes. Being at the outer limits of Armech, Rauthos seems to be a sort of retirement community for many of the rich Imperial Houses, and the mean age of

the populace is significantly higher than the rest of the Empire. The Order of Ixian began in Rauthos. Their library has been rebuilt and is still maintained by the Order.

The Astromancer's Tower: On a secluded mesa about two days' travel west of Rauthos lies the abandoned observatory of Jonsolon Markov (17th level human, 8th Circle Hermetic), the Astromancer. The Astromancer's Tower was a site for Guild of Optics astronomical observation, and Markov headed a project dedicated to studying lunar influences. Frustrated by lack of scientific progress, Markov journeyed to the demon-tree Umslamyr in the Ered Wastes, and had his wish granted. Returning to the Tower, he blew it up to fake his death and cover his tracks, flying to the moon of Twylos on the back of a mechanical owl. Markov now resides on the moon in a rebuilt copy of the Astromancer's Tower, where he continues astronomical research and is served by automatons. Markov is completely paranoid, believing correctly that the Opticians and Duurans both independently search for him, not believing him dead. His automatons and his Tower are replete with defenses, including a suborbital glass golem shaped as a lens that reflects and focuses the light of the sun (acting as the Immolate spell once per round).

Sheandril (shee-AN-drill)

Major city.
Population: 60,000; 91% human, 7% orc, 1% goblin, 1% misc. (including dwarves, faeries, gnoles, ogres).
Resources: moderately wealthy, moderate magical and technological levels; trade, agriculture and husbandry, mining (some precious and heavy metals), metalworking, woodworking, clothmaking.
Religion: Aguierre, Ixian, Thainist, Duuran.
Guilds: Slavers, Surveyors, Alchemists.
Government: strict; militaristic control by the Iron Throne, governed by Hideon Argaunte (14th level human), well-trained army of 3,000.

Third major city of Armech, and trade hub of Armech's southern plains. In contrast to the clutter and claustrophobia-inducing cities of Bludszech and the Deep, Sheandril sprawls across the expanses of the Valstedt, in the southern end of Armech. Houses Argaunte and Tzalbach mainly claim Sheandril, although many lesser Houses have controlling interests in the numerous villages that dot the Valstedt. Sheandril is the most relaxed of the major cities of Armech, due to the huge Valstedtic population that comes and goes for trading purposes. The city is constantly in flux. Sheandril is less of a city than an eclectic collection of villages, some of which are entirely made up of traveling tents. Other villages are permanent, and a few are enclosed by walls. The individual subdivisions of Sheandril do not always get along well with each other, and there are frequently skirmishes between their members. One of these mobile divisions, Sunflower Square, holds a hectic, huge market for farmers and traders twice per month. The last leg of the Valstedt Slaveroad heads north into Valstach, branching in the mountains to head west to Thenzor Deep and east to the capital city of Bludszech. The southern Slaveroad branches just out of Sheandril, to head southwest to Moorcrest, and east across the Valstedt and into the Ered Wastes.

Thenzor Deep (THEN-zor)

Major city and landmark (underground city and shrine); moderate to very high difficulty (levels 7+).
Population: 40,000 (2,000 in Thenzor village); 76% human, 12% orc, 2% dwarf, 2% ogre, 10% misc. (including demons, doppelgangers, faeries, giants, goblins, jinn, undead).
Resources: very wealthy, very high magical and technological levels; mining (most precious and heavy metals), metalworking, stonecraft, trade, fishing, art, libraries, military and magical academies.
Religion: Duuran, Aguierre, Thainist, Ixian, Xeres, Typhon.
Guilds: Slavers, Alchemists.
Government: uncaring; militaristic-oligarchic control by House Maxinay, led by Martin Zhennovich von Maxinay (17th level human, 7th Circle Hermetic), well-trained army and navy of 2,000.

Thenzor Deep, the fourth city of Armech, is a massive underground city and mining complex, dating from the earliest days of Irendor. Thenzor Deep has long been controlled by two Great Houses, Zouthan and Maxinay, and their descendents continue to plot against each other in modern Armech. Thenzor Deep is on the shores of Lake Thoresh, called the Lake of Spires for the tall natural rock formations, and is extremely murky and deep. Just outside the huge cliff-side cave opening is a village and warehouse complex called Thenzor. Most citizens live underground though; 'Deep' refers not to the depths of the lake, but the depths of the mines and caverns below. Generations have lived in the caverns below, and members of some of Thenzor's long-standing families look a bit different- slightly larger heads and eyes, and skin tones tinged with gray or pale blue. Thenzor is the last leg of the overland trade road connecting Armech and Drohksmere. From Thenzor, barges are loaded with supplies and taken downstream to Nightfall.

The Warehouse District: Thenzor Village has many acres of old warehouses against Thoresh. Some of the warehouse district is heavily patrolled by soldiers from each of the Houses, protecting goods and metal stored for later shipment. Much of the warehouse district, however, has fallen into disuse. It has become a dangerous slum, and at night all manner of blackguards and beasts emerge into the narrow lanes. Many of the Houses' informal business transactions, best kept off the records, are conducted here. One of these old abandoned warehouses, Building III-137, is tightly locked and contains several more wards within, including four draugr guardians. In an old trunk, wrapped in a ragged, bloody cloak is an ancient weapon, the Gallenstein (Appendix I), now left here and forgotten for many centuries. An agent of the Bone Trade, Ludmille Ecker (9th level human, 4th Circle Hedge), has found old records suggesting its whereabouts. She and her assistants Erin Dallowy (8th level human) and Jaren Ulenge

(7th level orc, 3rd Circle Faith) do not know how to get to it without alerting the Houses, particularly Maxinay, that something valuable has been left behind.

The Deep: Thenzor Deep consists of ten main underlevels. The first three underlevels comprise the city itself, a sprawling, almost unmappable place full of grime, corruption, and ancient goods and money. In the center of the first main level is a tall clocktower that serves to regulate light-dark cycles in the city through magical means. Four enchanted support pillars spaced throughout town acts as magical batteries for the clock. Next door is the Deep's most popular inn, also called The Clocktower, a sprawling multi-leveled establishment. Another popular inn is The Fifth Pillar. Just about anyone or anything can be found in Thenzor Deep, for trade, sale, or other means of procurement. The rest of the main underlevels are sealed off by the Houses for mining and exploration purposes. While dark things can be found beneath, the Houses try to tightly control who comes and goes from their mines. One large shaft, the Elevator, descends all the way to the bottom, but this is guarded by an army of House soldiers. The crest on the Elevator is that of House Maxinay: the silhouette of a large, two-headed crow with its wings spread. Other, smaller elevators and passageways connect various levels, some on the maps and some hidden.

Nox Ungor (underlevel 3): On the third level, the community of Nox Ungor is contained in a single large cavern. Gurvan's Delve is the sole inn here. A combat school run by several ex-Knights of Aguierre, the Red Academy, specializes in swordplay and finesse. Advanced Counterattack, Calculated Strike, Counterattack, and Weapon Mastery may be purchased for two less skill points if training is purchased from Academy tutors.

Szelain (underlevel 3): The inhabitants of Ungor sometimes fight with the townsfolk of Szelain, a more remote set of caverns housing a squat fortress and a large crypt. Szelain is home to the Genarch, eunuch Knights of Aguierre. Some of the Genarch are assassins, usually working for the ends of their own church.

Level 5B (underlevel 5): Level Five of the Deep contains a mining facility using undead workers. Referred to only as Level 5B, the lich Vox Ebeneezer (10th level lich; 4th Circle Hermetic) oversees not only the mining operations but also the acquisition of new workers, using corpses obtained from the Slavers Guild or other more nefarious means. Vox Ebeneezer's operation is strictly financial.

Maerswinter (underlevel 7): Found in Level Seven of Thenzor Deep is a large crystal-filled cavern, Maerswinter. The crystals of Maerswinter are resonant in the range of humanoid voices, and thus they produce otherworldly sounds when loud speech or singing is nearby. Maerswinter once housed a lavish theatre in the First Era, but the theatre has not been used since the lower levels of Thenzor were sealed to the public. A side-chamber in Maerswinter was later used by the Duurans as a means of entry and exit to the depths of Thenzor: when the correct piece of music is sung in front of a certain sheet of crystal, a portal opens to part of the Ether which appears as a small quaint cottage floating in the void. Access to most other parts of Twylos have since been sealed, but another portal within the cottage leads to the Zolace Naturalists Prisons, an ancient Duuran site far to the west in the Vehrlands.

The Cult of Gayla (underlevel 8): Within Level Eight is Ulung Village, built around the cavern-wall crypts of the Tzoultentomb. Ulung is the site of the Cult of Gayla, led by Brother Iivians (4th level half-orc, 2nd Circle Faith), Brother Odd (10th level human, 5th Circle Ritual), the undead priest Ximena (8th level spectre, 4th Circle Faith), and Sister Jennifer (9th level human, 5th Circle Faith). As opposed to most other religious sects, in which Resurrection is taboo, heretical, or the means of last resort, members of the Cult of Gayla are ritually murdered and are entombed in the Tzoulten, only to be resurrected 100 years later. In this way do they come to know god.

The Guild of Optics: The Guild of Optics is one of the more unusual organizations based in Thenzor Deep. The Guild is a small but international collection of tradesmen, nominally interested in optical supplies- lenscrafting, mirror construction, and fine metalwork. The Opticians pursue a number of scientific interests, in physics, materials, astronomy, perception, anatomy, physiology, and psychology. However, the tradework done is mainly a front for the magical investigations and mystical beliefs of the Opticians. The Guild focuses on necromancy, infernalism, and divination. This reflects the origins of the Guild, started in Oolvaunt with funding from Lord Ixondr and Lady Muriel at Velanieh at the end of the Second Era. The Guild of Optics and Oolvaunt's infamous Guild of Thorns shared a common membership in their first few years, before the fall of Vasqueray when the Opticians fled to Thenzor.

The Guild's interest in necromancy and infernalism also stems from the goals of the current Guildmaster, Edrac Reeves (20th level human, 8th Circle Hermetic, 5th Circle Hedge), who, when younger, tried to make himself immortal through strange magic. He succeeded, and now as an old man, falling apart and thoroughly disenchanted with immortality, has members of the Guild searching across Twylos to find some way to allow him to die. Reeves unwisely used the Egg of Voon as part of his ritual, only to have the Egg stolen away by a daeva in the service of Kiervan Strauze just before the fall of Zostig. Unknown to Master Reeves, the Egg now sits in the depths of the Zurvoten Mines. He is afraid to send Guildsmen in search of the Egg, though, as he is concerned their information, and the Egg itself, might fall into the hands of the Bone Trade. One of Reeves' Guildsmen, Nichordjan Durang (6th level human, 3rd Circle Hedge), suspects the Egg's involvement and where it might be located, and has begun to operate without the knowledge of the Guildmaster or the inner circle of Opticians.

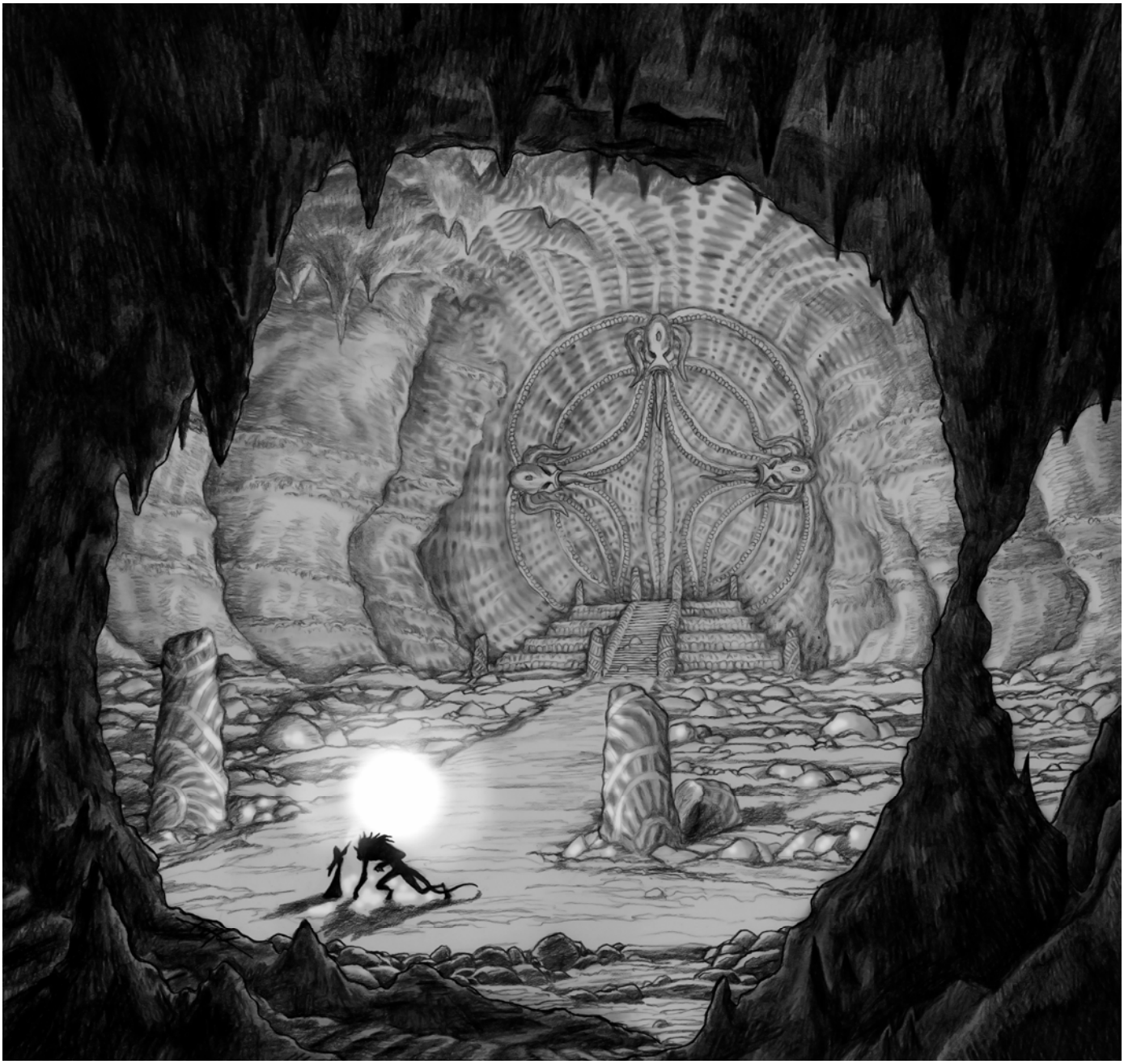
These interests of the Guild have led them towards the cult of Breyana, although the Guild itself is strictly nonreligious. Thus the Opticians have been violently attacked by the Vox Duur and the Ixians in times past. The Guild is also on bad terms with other groups doing similar kinds of research, i.e., the Bone Trade and College of Names. For these and other reasons, members of the Guild tend to be extremely paranoid about being discovered as magicians. Opticians tend to have bizarre personalities, tending towards reticence or neuroticism. They dress in plain, nondescript robes, but some of them wear strange or colorful eyepieces. Guildsmen are usually quite introspective and philosophical, and some of the Guild's secret teachings sound theological; for instance, the Guild believes that true knowledge and humanoid self-awareness came with the invention of the mirror, as it was then that one could take a long, careful look at oneself. Membership to the Guild of Optics is quite exclusive, usually by invitation only to magicians of the highest intelligence and with similar philosophical outlooks. Once a Guildsman, though, members enjoy a number of privileges, including access to the Guild's extensive library of magical and scientific research: members gain a +1 modifier to skill checks for arcane or knowledge skills. Additionally, a few members of the Guild who are practitioners of Hermetic magic have worked out an elaborate acupuncture-based system for spell memorization, in order to forego the use of spellbooks (which would invariably reveal them as casters to their enemies). Guildsmen indoctrinated into this system of meditation- and pain-based spell storage can spend one skill point per spell to encode that spell permanently within their body (spell casting and daily memorization, though, remains the same- this simply allows the Guildsman to not need a spellbook for that spell). It takes one day per Circle to encode a spell in this fashion, and a Guildsman can have as many spells encoded in their body up to their endurance score.

The Crypt of Carcodian Asmoday (underlevel 9): Sealed under tons of rock in a far-off corner of the 9th underlevel is a tomb of one of the masters of the old Order of Nhull, Carcodian Asmoday. The Order

was one of two magical traditions to split off from the Zoran Academy, the other being the Tavash Morn. The tomb is guarded by two bound Obroch (see Appendix II) and several magical traps. Within the sarcophagus itself is one of the Jewels of Carcodian Asmoday (see Appendix I). Asmoday's wife remains here as a ghost, and she sees it as her duty to defend her husband's work by preventing the Jewel from being removed.

The Zoran Academy (underlevel 10): House Maxinay controls the very bottom, the tenth level, which hides the remains of Twylos' first organized group of Hermetic magicians, a pedantic sect of the Cult of Winter who called themselves the Tavash Morn (the "Children of the Word"). This is a large temple complex, now referred to as the Zoran Academy, and contains a sealed Gate to the realm of the Arcanos, legendary wolf-headed demons who first taught the Duurans the secrets of Hermetic magic. The Academy is past a complex maze of unmapped caverns, the Honeycomb Labyrinth. The Gate is sealed by three ancient Duuran gemstones, the Keys of Zoran (see Appendix I under "Jewels of Carcodian Asmoday"), now lost across Twylos. Members of the Vox Duur who know about Zoran and the Keys consider it a prime objective to keep the Tavash Morn from finding these stones and returning them to Thenzor Deep.

The Gate was originally created and sealed by the Order of Nhull, a splinter group of the Tavash Morn consisting of proto-Ixian sorcerers, opposed to the infernal means and ends of the Tavash. The Order took their name from 'nhull', the rune of anti-magic. The Keys are also sometimes referred to by older texts as the Jewels of Carcodian Asmoday, for the name of the Order of Nhull member who supposedly created them. Both the Tavash Morn and the Order of Nhull have long since disappeared; however, some of the Breyanic cultists have now returned to Zoran and taken this name again, headed by Master Virgil (14th level human, 7th Circle Hermetic), Sister Ghislaine (16th level human, 8th Circle Faith), the ex-Alchemist Lhassevehren (13th level human, 5th Circle Hedge, 5th Circle Hermetic), and Armsmaster Magin Stenzehl (12th level human). The members of Zoran have access to old and powerful magic; Stenzehl wears the Cloak of Blades and Sister Ghislaine possesses the Seraph Ring (see Appendix I).



The Valstedt (val-STET)

Region; dry, cold plains.
Common encounters: brigands, gnoles, goblins, large cats, hunters, Slavers, traders, wolves.
Rare encounters: bears, Duurans, gnoles, griffons, performers, Surveyors.

The Valstedt is the great plains that forms the second, southern half of Armech. Instead of being organized into large, aristocratic merchant houses, much of the southern Valstedt is divided into local clans called Clades, including Clade Enroch in the village of Kristan, and Clade Mourthain in the village of Onstanze. Some of the best meat in Twylos is available in the Rauthan markets direct from Clade villages.

Untorsbrae: One of the northern villages is Untorsbrae, under dispute between House Tzalbach and the lesser House Dereday. The manor of Lord Andrian (2nd level human) and Lady Jacqueline Tzalbach (13th level human clone, 6th Circle Hermetic), the Brechthouse, sits on the edge of Untorsbrae in view of a lovely game-filled valley. Unbeknownst to all, the Lady Jacqueline is an ice-formed Antithesis (as per the 8th Circle Hermetic spell), who seeks her true self (unfortunately now dead in Ulug Prison). She is a powerful magician, and is served by Charles Anvolier, an ex-Journeyman of the Slavers (6th level human), who has so far been unable to ascertain the location of his Lady's "sister", nor does he know why she seeks her.

The Lost Courier: In the middle of nowhere, in mud flats towards the southeast of the Valstedt, a rusted iron helm is submerged in the mud and covered with weeds. This is the head of an iron golem, one of the first to be constructed, which sunk into the flats in the First Era. It appears as a man-sized suit of full plate armor, covered in mud and rust. If freed from the mud and cleaned of rust, it will continue its journey from Bludszech to the Arcanum, an ancient and abandoned school of magic deep within the Ered Wastes. When it reaches the Arcanum, days later, it will descend down a hidden staircase to the old office of Lady Aerial. Having come this far to fail in its mission, it will go berserk and attack anything in sight until destroyed. Within the body of the golem is its message for the late Lady Aerial: a Magic Bag, containing a Scroll of Greater Golem and a magician from the First Era kept in suspended animation, Lord Anaximer duMaxinay (11th level human, 5th Circle Hermetic). DuMaxinay was a traitorous magician partially responsible for the exile of the Lady and her colleagues; he was sent here for questioning and execution. DuMaxinay will be understandably confused if revived, and speaks only ancient Irendi, but he is smart, will quickly grasp the situation, will be eager to acquire a spellbook, and then return to Bludszech (preferably the Bludszech of the First Era, given that he was kidnapped on his wedding night).

The Horror of Pestlesville: In the far eastern part of the Valstedt is the village of Pestlesville. Pestlesville is abandoned, as in 183 T.E. a magical battle between two sorcerers occurred in the middle of town. As part of their duel, a terrible greater gorgon was summoned. Bewildered, the gorgon (Mrs. Annabelle Ferox, formerly of Venoshua) petrified both mages and many of the townsfolk who could not escape. Left to the weeds, Annabelle remains among her statues, residing in the Pestle Inn. Several of the homes and stores contain statues of villagers caught going about their day.

The Worms Altar: At the northern part of the Valstedt, close to the mountains of Armech, is The Hag, a rocky hill just in sight of the village of Jylls. Both the name of the hill and the village come from a disgustingly ugly dryad who has long lived nearby, Jyllian Onze (6th level dryad, 2nd Circle Ritual). Ms. Onze possesses an Earthstone (see Appendix I, 'Realmstones') as part of a braided leather necklace. Covered in brambles and forgotten is the Worms' Altar, an ancient Duuran ritual site. The Altar, unused for a few centuries, acts as an amplifier for Ritual Magic. If a sentient humanoid is sacrificed on it, the Ritual Mage gains a number of Blood or Gaea spell points equal to its skill level, and may cast any Ritual spell up to one Circle higher than the caster knows (e.g., a 3rd Circle Ritual Mage may cast Simulacrum). If any Blood or Gaea spell points are not used in this fashion, two nights from the sacrifice, the spectre of the victim shall arise to seek revenge on any nearby mortals.

Westgate:

Small city, Armech's port to the West.
Population: 2,600; 83% human, 15% orc, 2% dwarf.
Resources: wealthy, moderate magical and technological levels; trade, shipbuilding, woodworking, stonecraft.
Religion: Thainist, Aguierre, Ixian, Duuran.
Guilds: Navigators, Slavers, Surveyors.
Government: oppressive; militaristic-oligarchical control by the New Westgate Trade Commission, led by Chlodomer Kray (9th level human), army and navy of 230.

Westgate is a town with a troubled past. Originally, Westgate was a small trade-town at the edge of the Irendor Empire, on the coast of the Bay of Taliese. The success of Zostig, as Irendor's main access to points west, kept Westgate from becoming the major Imperial port. It was mainly used for smuggling and as a haven for pirates, leading to a long struggle between the local government of Westgate and the Houses of Irendor for control of the harbor. Towards the end of the First Era, one of the unsavory characters of Westgate did something to provoke the ire of the crazed priest Morgan. In retribution, Morgan constructed a permanent demonic gate in the caverns beneath town, which opened each month to let a new fiend through. Some of these demons emerged to Westgate and attacked townsfolk while others fled for parts unknown. However, some of the summoned creatures secretly remained underneath Westgate and began to dig out tunnels, building for themselves a small underground city. Their construction efforts were too random and extensive, and eventually they broke out into the ocean, flooding the caverns and causing Westgate to collapse into a massive sinkhole.

Westgate lay forgotten throughout the Second Era. The gate, while still in operation, opened only into rock and water, instantly trapping and drowning those creatures that came through. With the silencing of Zostig in 190 T.E., though, Armech had need of a new port to the cities of the Bay. Construction teams were moved to the ruins of Westgate, and House Kray led the efforts to rebuild the harbor. Westgate now has a few thousand residents, and does brisk trade with the other major cities of the Bay of Taliese: Rheyes and Tarach. Engineers have begun excavation and reclamation of the sunken city of Old Westgate, and independent groups have flocked to begin their own investigations. The Bone Trade has come seeking profits and First Era artifacts, while the School of Names desires historical information. The existence of the gate is unknown, but will undoubtedly be discovered as soon as the pumps begin to remove the seawater.

Xendor Hall (ZHEN-dor)

Small fortress and landmark (fortress of House Valstach and the Imperial tombs).
Population: 4,000; 86% human, 9% orc, 3% dwarf, 1% ogre, 1% misc. (including giants, goblins, undead).
Resources: wealthy, high magical and technological levels; mining (a few precious and heavy metals), metalworking, stonecraft, trade, library, military and magical academies.
Religion: Ironguard (Aguierre), Thainist, Ixian.
Guilds: Slavers.
Government: oppressive; militaristic control by House Valstach, led by Reinholdt Alantir Valstach (7th level human), well-trained army of 400.

Xendor Hall in general is a huge stone court about hundred feet above the surface, inside Mount Yseng. Surrounding it are a variety of mining camps, a stone fortress, and a military base- these are all collectively referred to as Xendor. Xendor is the ancestral home to the Imperial House Valstach. While the other Great Houses war against each other (usually Zouthan and Kray against Maxinay and Argaunte), the Imperial House mainly weathers internal struggles for power, with different members of the ancient Valstach family competing and championing their favorite heirs to the Imperial Throne.

Heirs of House Valstach: House Valstach claims to be descended from none other than Aguierre himself, and in this they are not wrong. Due to the centuries of infighting, though, the last of the true royal lineage and divine bloodline was assassinated in the later part of the First Era, with the rest of House Valstach unrelated to their great sires. The Empire is no more, however, and the ruling body of Armech is now the Iron Throne, a congress made up of representatives from each of the Houses, currently headed by the Lord Zouthan. The last emperor was Illyrian Valstach VIII- a sickly man who died in his thirties in 213 S.E. With his death, the Irendi Empire officially came to an end. A variety of factions in House Valstach are today competing to depose Zouthan, and the Iron Throne as a whole, and resume the old mantle of Emperor of Irendor. The aging patriarch of House Valstach is Reinholdt Alantir Valstach. Alantir is married to the Lady Kala Agnosses (1st level human) from Gyre, who has yet to give him an heir. Some of the notable members of House Valstach who have begun to scheme for his throne include Agness Valans DeMaxinay (Alantir's young niece, affiliated with House Maxinay only through a failed marriage; 4th level human), General Hector von Kausse (Warlord of the Imperial House, who claims to have some of the original Valan blood in him; 12th level human), and Alantir's advisor, the sorcerer Gen Vhoole (14th level human, 7th Circle Hermetic, 20 intellect).

von Kausse's claim is false, although Vhoole has begun wondering if he should support the General in an eventual rush for House dominance. Vhoole himself is not well-liked by much of the rest of House Valstach, but he alone knows that one carrier of the Imperial bloodline has survived to this day: Tahjana Valos, who was a minor member of the House. Valos herself does not suspect her lineage. Vhoole's Hermetic magic helped reveal to him this surprising fact, and he destroyed whatever scant and cryptic evidence he initially found, deep in the dusty archives of the School of Names. Vhoole believes the old stories about the powerful curse that damns those who physically hurt a member of Aguierre's bloodline. Thus, so as not to arouse suspicion, but conveniently remove Valos from a possible claim to the throne, one of his spells temporarily drove her insane on the day of her wedding. She murdered her husband and was sent to the Manor of Ellery Daveniir in Bludszech, her marriage unconsummated. Vhoole believes her a suicide, or soon to become one, and does not risk exposure by checking on her.

The Tomb of the Kings: The real Xendor Hall, however, is a squat building just out of town. It is the royal burial grounds for all the past Irendi Emperors, and the site of the main temple of the Order of Ironguard, the priesthood who pays homage to the deceased demigods. The Church of Irons, also called The Ironguard, or The Cult of Rust (by Irendi dissidents), has as their symbol a clenched gauntlet clutching a crown (similar to the House Seal of the Imperial House Valstach). The Church of Irons was the official church of Irendor, based out of Xendor Hall. It honored all of the past emperors of Irendor, claiming that the first emperor was the son of Aguierre, and that all of the rulers since have been direct descendants, still imbued with the blood of the god. This is all past tense, as with the destruction of the Empire, the Church was disbanded. According to the Knights, the Ironguard sealed themselves in Xendor Hall when House Valstach fell. While the small city of Xendor continues to survive, the Hall itself is regarded with fear and great respect. The schemes of the Bone Trade have as of yet failed to come to fruition, and the Hall has been untouched since the early days of the Second Era. The citizens of Xendor are protective of the Hall, and fearful of what might happen if the doors are opened. This alone will prove to be difficult, as the Doors of Xendor Hall (see Appendix I) were themselves enchanted by the Ironguard before they were disbanded.

Yseng Manor (EE-sing)

Landmark (House Maxinay mansion).

This is the historical center for House Maxinay, but it is hardly in use since Maxinay moved to Thenzor Deep during the Fall of the Empire. The huge mansion of the Maxinay family takes its name from the Yseng River that winds down from Xendor Hall. Built next to a waterfall, there is nothing in sight of the manor house, and no habitations within twenty miles. The seclusion suits the Maxinays, notorious among the Great Houses, and in the history of Irendor, for their eccentricity and cryptic or clandestine behavior. The Maxinays are famous for their diplomatic skill and cloak-and-dagger tactics in House politics, and almost all members of House Maxinay receive magical training; contrast this to House Zouthan, whose members value stoicism, integrity, and tend to shun magic. Their dishonesty has earned them the enmity of House Zouthan.

House Maxinay: True members of House Maxinay are bizarre in appearance and behavior, and rumors abound as to their secrets. The Maxinays have been accused of incest, of vampirism, of supporting the Cult of Winter and Church of Typhon, of committing infernalism themselves, or even being the ancient spawn of demons. In fact, different members of House Maxinay have been all of these things, although the real truth of Maxinay's origins is lost to history. The first humanoids to call themselves Maxinay, at the very start of the First Era, were the Metasci, an alien servitor race of the Archons (see Appendix II). The Archons disappeared long before the First Era began, and were brain- and soul-devouring angels from one of the strange Dream Realms beyond the Ether. They were the mortal enemies of the Arcanodaemons and initially survived against them only because of their anti-magic shielding. While both the Arcanos and the Archons sought to dominate and enslave the young humanoid races of the gods, the Arcanos wanted to teach them and cultivate their culture, while the Archons only wanted to devour their brains and souls. During the eradication of the Archons in Orethedron, their servants fled to the farthest reaches of Twylos, ending in the nascent societies of Irendor, finally integrating themselves and breeding with the early humans and other humanoid races. This history is unknown even to the Maxinays. Almost all traces of the Archons have been obliterated from Twylos, and even their prior existence is unknown to all but two or three individuals.

Blood for the Lady: The Lady Quenlyn Maxinay (8th level human vampire, 2nd Circle Ritual) is matron of Yseng. Her half-brother Martin Zhennovich von Maxinay is the true head of the Household in Thenzor Deep, but they are not on speaking terms and he has left her behind in the country. The Lady Quenlyn is a vampire, requiring the blood and tears of young virginal girls to keep herself young and human. She is among the less malicious of the Maxinays, especially compared to her young nephew Quenlin (6th level human, 2nd Circle Hermetic), vacationing with his aunt in Yseng. Quenlin is a charming albino, named for his formerly-doting aunt. As he has grown, he has become sociopathic and sadistic, and it is his task to obtain the girls that his aunt requires. Her condition pains and disgusts her, and she does her best to keep up appearances, despite the cruel taunting of her nephew who finds it rather amusing. Quenlin is a hemophiliac, and if damaged with an edged weapon will continue to take damage (1 health point every 3 rounds) until treated. For this reason, Quenlin is cowardly

when it comes to combat, and he obsessively carries around some medicine and three healing potions just in case.

Zostig (ZOS-tig)

Ruined city and landmark (island of Napres); low to high difficulty (levels 1-15).
Population: 105; 86% human, 12% orc, 2% ratkin.
Resources: very poor, low magical and technological levels; fishing, salvage.
Religion: Thainist.
Guilds: none.
Government: none; despotic control by Mr. Gallan Brendl (3rd level human), untrained militia of 12.

Zostig was a city in two parts- half on the mainland, acting as port to parts west (mainly Rheyes and Turth), and half on a mountainous island called Zurvoten. Zostig was once wealthy, controlled jointly by several Houses. It was also a haven for pirates, smugglers, expatriates and criminals of all kinds. Zostig survived throughout the fall of Irendor, but with the death of the last emperor, power was seized by Kierven Strauze, a sorcerer who came to be called the Witch-King of Zurvoten. Strauze did away with most of the laws and bureaucracy, and turned over the local militia to the merchants. He then reopened the Xociene Mines (ZOH-seen), a wealthy deposit of gemstones, silver, iron and platinum; they were closed because of local superstition, and a few grisly murders that took place around the turn of the Era. He then retired to his newly-built palace called Strengor, rumored to be built by demons who sleep within rock tombs in the north part of Zurvoten, and was hardly ever seen or heard from again. Still, the people of Zurvoten believed he was immortal, as his servants and minions would continue to collect taxes for centuries until the end of Zostig.

As Zostig was home to many of the sailors of the Bay of Taliese, it was full of rowdy, lower-class inns and taverns. In one of the better quarters of town, near the Straussbourg Gate, was a private Hermetic school, the School of Gryvedyre Tonquey. Tonquey supposedly researched the lost works of Gauston Vausse (specifically the Command Word class magicks that Vausse specialized in, e.g., Command: Sting or Command: Die). Zostig is now a desolate ruin, although the buildings are intact. In 190 T.E., a silence swept over the city, and all trade to and from was disrupted. A preliminary investigation by the Navigator's Guild found only empty buildings and a few corpses. Zurvoten was turned into a leper colony, but even this met with a bad end, and now the island is mostly just a roaming grounds for undead, avoided by sailors and travelers.

The Quiet Halls: At the beginning of the Third Era, Zostig became the location of the new parent church for the Order of Zhol of western Twylos, the Quiet Halls. It was a small stone fortress, at the opposite end of a long road called Fade's Travail from Bluewater, the temple of the Lady Kithain. The first high priest was the Grandfather Aron Lucretius, born in the Second Era, who was originally a devotee of Aguierre before being converted in Bordermarch. An extensive set of caverns is under the Quiet Halls, that the priests used as tombs. These caverns are completely silent, due to some ancient ward (preventing speech and spellcasting involving verbal components). These caves are riddled with pits, many of which still contain wrapped or mummified corpses, and were called the Wells of Silence by the priests of Zhol. Several minor relics of the Order remain in the Halls, and one major relic- the Spade of Gayla (see Appendix I)- can be found in the Wells. Because the Spade was used on many of the bodies here, the Wells contain less undead than might be expected. The deepest reaches of the Wells eventually connect to Xociene. Grandfather Arved of Bludszech is interested in reclaiming the Spade, among other things, and is looking to hire some trustworthy mercenaries to fetch it for him.

The Egg of Voon: Some poor stragglers still remain in Zostig, proudly trying to survive and eke out a living in the ruins. A group of crazed priests led by three ex-Alchemists, calling themselves the Tavash Morn, have descended into Xociene. These magicians have uncovered the resting place of the Egg of Voon (see Appendix I), a powerful relic that acts as a necromantic spell engine. These Tavash Morn, unaffiliated with the true Tavash Morn of the Zoran Academy, are resurrectionists, hoping to use the power of the Egg to indefinitely prolong their lives and bring back the dead. The priests have acquired a number of corpses, kept fresh with the black ichor of the Alchemists (a preservative that prevents rotting) to begin their awful experimentation with the magics of the Egg.

The Black Ships of Zhol: The Black Ships were sighted most often in the waters around Zostig. Sighting of one of these ships was the worst of omens, and many captains would turn back to port rather than risk continuing the doomed voyage. Zhol, god of death, is also god of the seas, and a Black Ship is an unholy galleon staffed by three wraiths, six spectres, and a horde of fifty skeletons and sixty zombies. Rarely seen, and usually only on the horizon, there are old sailor legends of ships being boarded, attacked, and crewmen taken away to refill the ranks of Zhol's boat. The Zhellans have a saying, "zum ev merced", which means "beware of boats", and legends such as these have kept many Zhellans superstitious and fearful of boat travel.

Napres & the Lost Vausse Academy: Just south of Zurvoten is the isle of Napres (na-PREY). Napres was just a bleak pair of mountains jutting up out of the Vamooran Icesea, until in 170 T.E., Lord Strauze gave it to the newly-formed Magician's Guild (i.e. Gauston Vausse) as a location for his Vausse Academy, also called the School of Three. "The Three" refers to the three great arch-mages who founded the school- Vausse, Josiene Allandrohke, and Marachs Von Ehlling. Von Ehlling was responsible for both the construction of both the building and the world map that the Guilds of Navigators and Surveyors requisitioned.

The Academy was an impressive site: floating hundreds of feet in the sky, anchored to Napres by a gigantic chain. However, the Vausse Academy suddenly and mysteriously disappeared in 174 T.E. In the four years it existed, theoretical exploration of Hermetic magic flourished, and many spells of the Metamagical School were created or revised here. In 197 T.E., the demon-sorcerer Aramarch Vox Thrauxus (19th level demon, 8th Circle Hermetic) appeared and moved onto the island. Vox Thrauxes and his secretary Carmellina (3rd level succubus) inhabit a modest house of marble and mainly wish to be left alone. Vox Thrauxes alone knows the truth behind the disappearance of the Vausse Academy: powerful Horological magic sent the Academy back through time, stripped of enchantments, where it crashed into the Saethan desert in the year 500 S.E., and became the fused-crystal mountain now called Rhauxen. Under his tutelage, the witch Amanda Dawson and her newborn daughter Aprill fled Twylos in 199 T.E. for the lost Vausse Academy.

Drohksmere (DROWKS-meer)

Properly speaking, Drohksmere is the name of a small country in the far northeast of Twylos. Here are described many of the Eastern regions, including- but not limited to- Drohksmere itself. In the past century or so, Drohskmere has gone from being a quiet region in the shadow of the Empire, to being a powerful confederation of oligarchs. The name Drohskmere is now synonymous with that of the Ulgan Sceptre. Trade stretches from Cevrance and Ullyade (loose allies of Inner Andukar and the Empire) all the way to Myrinae, the "swamp-nation" of Gyre. Of course, Drohksmere, Myrinae, and the barrens of Alhara are all commonly referred to as "The East" (at least by "The Westerners"). But Drohksmere, the crescent of land around the Great River Ulgos, is where all the money is.

The wilds of Drohksmere are the dwelling places of giants and dragons. Adventuring and exploration here are dangerous to inexperienced characters. A campaign that begins in Drohksmere might start with the player characters hired or pressed by the Ulgan Sceptre to travel to the Thorenze Valley or across the seas to Gyre and Vasqueray. Another possibility is that one or more of the characters have escaped or been rejected from Aea Convent, and struggle to survive in the swamp towns outside of Gyre.

Andukar (ANN-due-car)

Region; snowy mountains.
Common encounters: bears, giants, hunters, ogres, orcs, wolves.
Rare encounters: dwarves, miners, roc, titan, trolls, wyverns, yeti.
Andukar is the Land of Giants, a large region northwest of Drohksmere proper. Inhabited by ogres, orcs, and giants who mine the mountains for heavy metals and gemstones, they have one city, Szondarch, and a few camps scattered amongst the peaks. They do trade a bit with Armech and the Ulgan Sceptre, but it still is a wilderness region, generally inhospitable, cold, and deadly.

The Basalt Forge: A family of jotun giants operates the Basalt Forge out of a dormant volcano. Their goods are delivered by mammoth pack beasts to Szondarch, about a week away. The Giants trade with dwarves and Lazerus the Troll (9th level troll) for precious ores. Lazerus jealously guards his source of metal, which happens to be a mine previously owned by the Heyverd family, now all butchered and rotting in their storm cellar.

The Giants' Skyway: This is an old route used by the titans of Andukar for moving across their nation. At the Skyway stations, an enormous gong and horn hang at the back of a cavern. Ringing the gong summons a mighty roc, carrying a gondola used for transport of one or a few giant-sized humanoids or goods. Unless within minutes, the horn is blown in a specific series of notes (indicating the destination), the roc flies back to its mountaintop aerie (50%), transports them to a random destination (25%), or attacks its summoners (25%). Of the several Skyway stations that existed, only three remain, at the border of Andukar and Armech, at the southeast corner of Andukar, and near Tharkenge.

Tharkenge: Tharkenge is far from modern civilization, is purported to be Twylos' tallest mountain. The human explorer Sebastian Mordechs claimed that Tharkenge was not natural, but rather seemed to be constructed out of immense stones. (Indeed, lost to history is the truth of Tharkenge- that it was built at the dawn of time by titan slaves of the Arcanos, as a tomb to the first of their number to die.) Mordechs spent almost two decades investigating Tharkenge, finally retreating in frustration when his assistant Arvyn, himself a skilled wizard, flew towards the mountain top, only to be devoured by the Black Wyrm Gothmenes. Gothmenes (double-size wyrm dragon) is revered as a god by the ogres and dwarves of Andukar, along with their interpretation of Vorn as Tapaan, the Black Giant. Gothmenes lives within Tharkenge, the first guardian of its eternal secrets.

The Valley of Storms: At the furthest reaches of Andukar is the hidden Valley of Storms, where savage dwarves feed on wild horses. Two titans, the King of Thunder and the Queen of Rain, live in a high cavern. The King possesses the Hammer of Storms (see Appendix I), which he wields in one hand (consider the King to have the Great Strike discipline when using the Hammer).

Aylen

Medium-sized village.
Population: 450; 98% human, 2% orc.
Resources: modestly wealthy, low magical and medium technological levels; trade, fishing, some agriculture and husbandry, clothmaking, woodworking, shipbuilding.
Religion: Thainist, Duuran.
Guilds: none.
Government: relaxed; oligarchical control by the Ulgan Sceptre, managed by Mayor Kloryn Enders (5th level human), trained militia and navy of 80.

A way-station on the Ulgos River between Ullyade and Selhark. Aylen is pretty much just a stop-over on the main Ulgan shipping route, a place where fleets can re-provision and make any repairs necessary. It's also a safe-marker, and there's a saying in Drohskmere: "it's as close/safe as Aylen", meaning that the worst is over and the trip is soon to be concluded. Aylen is also a large rural area- there are acres of farmland east of the river's banks (the western bank is too marshy to be cultivated) that are patrolled by guardsmen in the employ of the Sceptre.

The Black Patterns of Franz Dominer: One of the many farms was the retirement home of Franz Dominer, once a priest of the Cult of Winter who visited Umslamyr. Dominer escaped the wrath of the Duurans in part because of his wish- a small grain silo on the outside actually leads into an extra-planar space. Through the silo door is an extraordinarily large palace, grandiose while Dominer still lived. Fifteen grieving angels remain as the staff in Dominer's mansion, including two that continue to cry over his corpse in a grand four-post bed. Through a secret door in the wine cellar is an elaborate device built to specifications in The Book of Black Patterns (see Appendix I), a strange text found in a safe behind a portrait of Dominer in his upstairs study. The Book is a Xeres-infused text, in the first part describing the creation of a complex loom-like machine for performing painful torture; the second part appears like musical notation, ways in which the chords and strings of the machine should be pulled to evoke extreme suffering in particular ways. Another angel can be found within the device, tortured to death in the Black Loom. If discovered, the angels are somewhat naïve about this device and do not understand its workings. Dominer's mansion in fact exists in a small pocket of the Realms of Perdition, undetectable to outside magic and beyond the ken of the simple-minded angel servants.

Cevrance (ZEV-rence)

Major city; trade center of Drohksmere.
Population: 40,000; 80% human, 7% orc, 1% ogre, 1% misc. (including faeries, giants, goblins, ratkin).
Resources: wealthy, moderate magical and high technological levels; trade, mining (a few precious and heavy metals), agriculture and husbandry, fishing, shipbuilding, metalworking, woodworking, clothmaking, library, libraries, military and magical academy.
Religion: Thainist, Duuran, Aguierre, Ixian, Typhon.
Guilds: Slavers.
Government: chaotic; democratic control by the Cevrance Alliance, headed by Mallicent Ives (8th level human, 1st Circle Hedge) for the Ulgan Sceptre, Lady Jade Ullmyra (10th level human) for the Landszedt Council, and Guster Kluum (7th level orc, 3rd Circle Faith) for the Grain Silo, well-trained army and navy of 1,000.

Situated on the border between Armech, Andukar, and the territory controlled by the Ulgan Sceptre, Cevrance is sort of the Rheyes of the East- large, wild, and full of people from all over that corner of Twylos. In recent years, though, it's become more civilized (while the wildness spreads to the north and west), and is now even considered to be the region's artistic capital. This is thanks in part to several ex-Museum Scholars who moved here and founded the Blue Mare, a public library. Although Cevrance is unwalled, it maintains a standing militia that rivals most provinces, and so is as defensible as the other major cities of Andukar/Drohksmere. There is also a large, upscale commercial district, containing a world-class hotel (the Cevrance Goblet) and the Slaver's Guild. One of the many taverns of Cevrance is The Clocktower, a recreation of the famous inn of Thenzor Deep. Outside the large, flat headquarters of the Ulgan Sceptre is a tall statue of Jonnes Olgham IV, better known to the world as John Ulgan.

Cevrance is controlled by the Cevrance Alliance, a loose-knit organization of delegates from three main interests in town. The Ulgan Sceptre has the weakest influence, being relative newcomers to Cevrance. Their chairman Ives is new to Cevrance, having arrived from the Guuran Tower. The Landszedt Council have the strongest influence, being formed from the rich landowners who have been in Cevrance since the early days of settlement. Lady Jade is one of the most skilled diplomats in western Drohksmere, able to appease and attract the lucrative interests of the Sceptre while maintaining independence from the agenda. The third fraction of the Alliance is a farmers' collective called, initially despairingly, the Grain Silo. The Silo has a strong influence from the forces of Andukar and the Vox Duur, and their current chairman Kluum is himself Duuran.

Darkwater's Deep

Small city and landmark (underwater city); moderate difficulty (levels 5-9).
Population: 2,000; 88% human, 10% orc, 1% ratkin, 1% misc. (including faeries, goblins, jinn, undead).
Resources: poor, moderate magical and technological levels; stonecraft, some agriculture and husbandry, trade, woodworking, clothmaking, shipbuilding.
Religion: Duuran, Thainist, Aguierre, Ixian, Typhon.
Guilds: Navigators, Alchemists, Slavers, Surveyors.
Government: relaxed; oligarchical control by the Ulgan Sceptre, managed by Mr. Ollam Mandrigal (5th level human), militia and navy of 90.

The Deep is a city of old stone buildings, heavily eroded by the storms that plague the Drohkhan coast here. Originally settled by Irendi colonists from Thenzor Deep, Darkwaters was chosen for the extensive caverns carved out by the sea. At the time, those caverns were relatively free of water, and the settlers built an extravagant city in the caverns underneath tall cliffs. Over time, however, the sea returned, slowly flooding the caverns and forcing the inhabitants of Darkwater's Deep to return aboveground, where they rebuilt their city on the cliffs above their first home. A lower tier of Darkwater, called Rhauntide, is built right at the entrance to the Deep in a calm cove. The outer section of Rhauntide is submerged, and some roads and staircases of Rhauntide descend directly into the sea. Some of Rhauntide's populace still find it disturbing to see the roofs and steeples of their ancestors' homes and buildings sticking up out of the water, especially on bright days when sharks and other creatures can be seen now living in the undersea village.

Lord of the Sunken City: Just about everything awful and aquatic can be found in the Deep, in the old city built into the caves. In the shallows, a family of five sea trolls (cephlocidae) have captured a beastly ablocanth that they use for hunting. Deeper, in the still-submerged city, a host of six sharks and a cunning giant octopus are the pets of an evil jinn, Thanos Jooli (11th level marid, 5th Circle Hermetic), still furious at the ingenious system of pumps and levies built by the settlers to control the water. He has spent the centuries carefully collecting artworks left behind and tending to the architecture, which he begrudgingly admires. Jooli is a powerful elementalist, able to summon water elementals to defend him if necessary.

The Deep Water Reclamation Society: The Society is devoted to returning to the caverns, and either rebuilding a settlement or salvaging the riches left behind. The Society has begun providing relatively cheap

Potions of Water-breathing, maps, and exploration gear to independent teams that wish to descend into the depths. One of the financiers of the Society, Davos Magan, is a ghul that seeks revenge on Jooli for the horrible results of a Change spell cast long ago. Magan is well-connected with the Alchemists Guild through Journeyman Anne Ylldings (5th level human, 2nd Circle Hedge). He keeps a stock of Potions of Polymorph for when he has to appear in public, and provides Journeyman Ylldings with fresh corpses and odd reagents.

Ered Wastes

Region; wasteland, steppes, some desert and mountains.
Common encounters: gnoles, goblins, hunters, khulek, ogres, orcs, wolves.
Rare encounters: bugbears, demons, Duurans, griffons, harpies, large cats, lindworms, traders, undead, wild horses.

The Ered Wastes are bleak steppes- a wasteland almost entirely devoid of civilization or much else. The ruins of the Longiron road course across the northern part of the Wastes, while more successful trade routes between the eastern Cities of Drohksmere and the rest of Twylos run along the southern, more hospitable part of the Wastes. If anything lives in the Wastes, it is the Duurans, and the associated flora and fauna such as gnoles, goblins, and ogres.

Umslamyr, the Wishing Tree: High within the Wastes, alone atop a hill, stands a huge elm tree- the only tree for miles (the only feature, really, beyond scrub and broken earth). This place, called Umslamyr (OOMS-la-meer), is Duuran hallowed ground- considered so unholy, the Vox Duur take seriously their duty to keep anyone from going to the tree (itself called Umslamyr, the Demon Tree), even if it means killing them to do so. Umslamyr is claimed to be oracular- giving men insights into what they most desire. The Vox Duur, however, believe it is infernal, a demon lord of long ago sealed away in tree form- that the gift isn't one of knowledge but of madness. Subject of a once-popular children's story called "The Wishing Tree".

Coming within 50 yards of the tree (e.g., beginning the ascent up the hill) will set off ancient Duuran magical alarms. This will immediately summon one earth elemental (as the 7th Circle Summon Greater Elemental spell) for each trespasser. Within 1d4 rounds, an ancient Duuran lich, Father Samuel (16th level lich, 8th Circle Faith), will awaken and arise from the hillside to turn away those who seek Umslamyr. Samuel will begin by casting an Earthquake spell (25% chance of opening a chasm; he and the elementals will not fall in any chasms opened by the spell), followed by some summoning spells to bring additional allies. Touching the tree for the first time causes the subject to sleep for three nights. Upon awakening, the subject gains one permanent point in both intellect and presence, and 1d10 skill points to be immediately spent. The greatest boon of the tree is in fact its ability to grant wishes. Umslamyr's power is effectively to cast, once, any single spell desired by the subject- e.g., Resurrection to bring back a lost friend or loved one, Cognizance to gain otherwise-unknowable information, or some manifestation of the Change spell. If Umslamyr is foolishly touched a second time, the subject dies instantly, no resistance check, their soul devoured by demonic lust. It should be noted that the Elemental wards around Umslamyr will activate each time Umslamyr is approached. Furthermore, the Vox Duur consider Umslamyr's 'boon' a great heresy and will seek to destroy any who have had contact with the demon tree.

The Arcanum: Approximately 60 miles from Umslamyr is the site of the original Arcanum, the first Mage School founded by the Lady Aerial Madelaen du Maxinay, Griswuld Morgenstern, Celena Tyrenaeus, and Jonsolon Ahnosses. As exiles from the old Irendi Empire, The Arcanum was the site of much seminal Hermetic research, until it was abandoned due to Duuran pressure just prior to the fall of Irendor. The Arcanum contains a number of traps, wards, and monsters, left by both the old masters of the school and their Duuran enemies, as well as some other creatures that have moved in more recently. Unfortunately, most of the magical lore and artifacts have been removed. The Arcanum was originally based on the Zoran Academy, but was the first real attempt at a secular organization for the instruction of magic. Its precepts and foundations still serve as the major model for most Hermetic schools in modern Twylos. For example, Sense Magic is the first spell learned and inscribed into an apprentice's spellbook.

Gyre (GUY-er)

Major city, decadent home of the Alchemists Guild and the Church of Typhon.
Population: 91,400; 76% human, 12% orc, 2% dwarf, 2% ogre, 10% misc. (including demons, doppelgangers, faeries, gnoles, goblins, undead).
Resources: extremely wealthy, very high magical and technological levels; trade, art, clothwork, woodworking, fishing, agriculture and husbandry, metalworking, shipbuilding, libraries, military and magical academies.
Religion: Typhon, Thainist, Duuran, Aguierre, Ixian, Xeres.
Guilds: Alchemists, Navigators, Slavers, Surveyors.
Government: relaxed; democratic control by the Myrinae Merchant Council, led by Lady Rhiannon Calloway (10th level human), trained army and navy of 2,000.

Gyre is one of the largest and most prosperous cities on Twylos today, rivaled only by Turth in size and populace, but vastly exceeding the Taran city for intrigue and glamour. Built on the edge of a swamp and across a large delta, Gyre is spread over several miles of land and small delta islands. Gyre is world headquarters for one of the four true Guilds of Twylos, the Alchemists' Guild. Gyre is independent of the other nations of Twylos, but has trade alliances with Armech, the Guilds, Vasqueray, and the Ulgan Sceptre. Laws, the militia, and taxation are overseen by a near-anarchic Myrinae Merchant Council, with membership constantly in flux. Lady Rhiannon from the famous Calloway family, a devout member of the Church of Typhon, oversees the Council but rarely interferes with the infighting there. The Council often attracts spectators in the balcony above the main floor due to the brawling (and at least once, spellcasting) that sometimes occurs.

The attractions of Gyre are numerous. The Shaylin Botanical Gardens collects flora from around the world, and has a small zoo of exotic animals. The Order of Ixian maintains Invictus Chapterhouse, an archive for historical documents and old books. Several galleries and curiosity shops are found throughout town, including The Odd End and The Crypt of Morgannon, a large mausoleum-turned-museum.

Without a doubt, Gyre is the heart of Twylos for art, fashion, design, and magical industry. This is fuelled by the immense wealth found throughout Gyre, from the families of Armech, Vasqueray, and Drohksmere that have moved here for retirement or trade opportunities. Fruits and flowers are plentiful. One current trend is lush silk garments, inspired by the dresses of Gabrielle Jeng (6th level human, 3rd Circle Ritual). Jeng is a priestess of the Church of Spring who ran a silkworm grotto in the village of Far Ellsdeep. The Ixians, under Churchman Bach Oulian (7th level human, 4th Circle Faith) and his Hand, have arrested her as a Breyanic witch, and are holding her for trial (and most likely execution) in Jexen Keep, the walled stronghold of 30 Knights of Aguierre led by Master Thelonious (11th level human).

The Church of Typhon: While they fight about everything else, the Ixians and Duurans agree on one thing: that Gyre is also the heart of Twylos' corruption. In part, this is because Gyre is also the center for the Church of Typhon, currently led by Father Orms Dhalgang (19th level human, 8th Circle Hermetic, 5th Circle Ritual). His beautiful nieces,

Sara, Chordelle, and Yllania (all 1st level humans), enjoy a sort of celebrity about town and are often seen at the outrageous Feasts of Typhon thrown by the Mother Church. 'Uncle' Dhalgang, as he's called, leaves the dirty work to two intense demons in his service. Mr. Beasely (12th level grigori demon, 3rd Circle Hermetic) appears as a tall, gaunt man in an overcoat and carrying a doctor's bag; Violet (11th level grigori demon, 5th Circle Faith) is a silent young woman in an expensive gown. They travel together delivering messages and fetching people for Dhalgang and his allies in the Church. The Church is extremely popular in Gyre, as members of the Church act mainly as humanitarians. Although there are Thainists in Gyre, the Typhonae take on the classic role of the Thainists here: helping the sick and poor, engaging and financing public works projects, and the like. The Typhonae are also much more interesting, charming, and funny than the image of the Thainists. There are a few different factions within the Church, differing on views of public exposure, demonic contact and summoning, and the religio-political role of the Typhonae.

The Myrin Dragon: Gyre seems to have a limitless number of bars and restaurants. The Tooth-and-Nail is among the seedier institutions, and contains a pit in the cellar for amateur combat. Often bloody and sometimes fatal, the Tooth-and-Nail recently purchased an enormous crocodile being featured as the 'Myrin Dragon' (double the normal size, health, and combat bonuses listed under the Summon Fauna spell, with +4 modifiers to Physical and Mental Resistance checks, and a 1d4 + 1 armor absorption). So far the Dragon has claimed only a single victim, a drunken elf named Justin Heeger, the only person foolish enough to enter the pit against it.

Zeaven: Zeaven is a drug first developed by Rheyan Procurers that is popular in Gyre. Some Zeavan users claim to have seen demons walking the streets of Gyre, even engaging in transactions with humanoid merchants. Some of these demons appear as black shadow-draped figures, some as fat frog demons, some as walking corpses, and some as featureless piles of gray matter. In reality, moderate doses of some forms of Zeaven, taken by a regular user, will penetrate magical disguises and shape changing spells; several demons and doppelgangers do in fact live in Gyre.

The Oberton Art Community: Outside of Gyre in the fens of Myrinae are a number of villages and communes, including Yberon, Ellsdane and Far Ellsdane, and Burgoney, but most famous among these is Oberton, an artists' commune. Oberton was home to the Oberton Table, a loose collection of artists, writers, and actors. It was here that the Church of Typhon got its start- a minor painter named Geryon Krassus claimed to have divine revelation of two of the Five Keys of Typhon that were signs heralding the death of the gods and the destruction of Twylos. (Krassus is now deceased, and the Church of Typhon owns all his works.) The Court Jester is a run-down tavern and theatre outside of Oberton which is no longer in use. Behind the stage is an old prop storage shack that still contains several moth-eaten costumes and faded set pieces. A partially-collapsed bookshelf contains a stack of loose pages and books, most of which have been eaten by bugs, but under glass a few volumes remain intact, including the odd Book of Spheres (see Appendix I).

Auntie Greensleeves: One of the many games played by children in Gyre is Auntie Greensleeves, a hopscotch-type of jumping game involving rhymes intended for safety and mockery. The real Auntie Greensleeves (9th level troll, 5th Circle Ritual, 57 health points) lives deep in the Myrinae swamps. Her own daughters (4th level trolls, 2nd Circle Ritual or Hedge) lurk closer to civilization and infrequently attempt to steal children left alone in the outer villages. Often a slavish cadre of grindylow will accompany them. Auntie keeps three crocodiles as pets, and possesses several horrible items of power, including Kael's Jawbone, a relic of a Thainist priest that grants a +2 modifier on Mental and Physical Resistance checks. Auntie's Oil, which she brews in her swamp hut, allows her to magically travel through the large mangrove trees found throughout Myrinae (as the 4th Circle Hermetic spell Fold Space).

Aea Convent: About 100 miles southwest of Gyre through the swamps is the remnant of Aea Convent, a former abbey and school for gifted young ladies of Drohkan wealth. The Convent was part of Nadür, essentially an attempt at creating a suburb of Gyre away from the decadence and violence of city life as Gyre began to grow rich. Unfortunately, while Nadür was built in a sunny glade outside of the myre, the swampland grew and the city sank at the beginning of the Third Era. Aea, built on a hill, is now just above water-level, and a few remains of the town (a church spire) can be seen sticking up out of the dark water. Aea Convent was initially constructed collaboratively by Thainists and Ixians, and was a hallmark of new Nadür. It has since been abandoned and largely forgotten.

However, the Convent is now being used secretly by a coterie of Alchemists and members of the Church of Typhon, unknown to almost all within the ranks of both organizations. A cadre of around sixty magically-inclined young women are kept here, brought from all over Twylos and brainwashed with techniques that the Guildsmen stole from the Slavers and Opticians. While these unfortunate young ladies are used for a variety of purposes, generally bizarre or horrific experiments, most of them are kept unconscious or in suspended animation. One group that is not are the twelve Aprill clones (each 7th level human clones, 3rd Circle Hermetic), constructed copies of the daughter of the sorceress Amanda Dawson. Dawson was believed by the Typhonae to have been taught the secrets of Hermetic Magic by the Arcanos themselves. Her infant daughter Aprill was somehow retrieved from Rhauxen in 200 T.E. and brought to Aea, where simulacrums were made of her. The real Aprill died in the process, but about thirty copies were created. Highly intelligent, some of the clones have escaped and fled to quiet and far corners of Twylos. Currently, the Alchemist Master of Aea, Headmaster Asmodean (14th level human; 7th Circle Hermetic, 5th Circle Hedge), is tutoring one of the clones named Abby (3rd level human clone) who, rather than being a powerful magician, is permanently masked with a Greater Magic Shield of 99% efficacy that emits at a radius of 10 feet. This prevents the use of magical items and spell casting within this radius, and blocks the effects of spells and magical devices entering the perimeter. The creation of such persistent anti-magic was the central goal of the Alchemists' Aea project, financed by the Ixians of Sun Keep (without knowledge of the Typhonae involvement in other parts and projects). While Asmodean feels very fatherly towards the girl, he dares not approach her, as Asmodean is horribly disfigured by a past alchemical accident: his face is burned off and his arms are scarred stumps severed at the elbows. He overcomes these deficits by wearing a Mask of Disguise and a custom-made magical armature that gives him two fully-functional prosthetic arms, devices that would be rendered useless in Abby's anti-magical presence.

The New Literature of Twylos: Oberton still has several major artists working there, including Jean Averon (8th level human), possibly Twylos' best painter and owner of The Invisible Gallery, and Maeve Tagente (7th level human), a famous playwright. Ms. Tagente is a playwright and the leader of the Morilund, an avante garde theatre movement. Her newest work is "Mandy and the Wolff", a baudy black comedy about a novice Alchemist (Mandy) stalked by a nightmarish, comical wolf. It ends with a chase through the audience, with Mandy hiding behind members of the audience, and both actors asking the advice of random people. Finally, the audience must decide whether the Wolff devours Mandy or marries her.

Tagente is most famous for "Kiss the Bride", which now travels throughout Twylos with its own devoted entourage. It stars Tagente's protégé, the actress Vivian Calloway (5th level human), claimed to be the loveliest woman in all of Twylos. Some members of the audience know all the lines, and stage their own concurrent performances during the show. The common theme in her work is the belief that theatre should be dynamic, interactive, fantastic, and funny. Prior to "Mandy", Tagente improvised a piece in Bludszech, "Freeing the Slaves", in which she bought three slaves and freed them.

M. M. Umbrage (2nd level human), an author and critic also based out of Oberton, has written that Tagente's "Slaves" is commentary on the work of the other major contemporary playwright, Christopher St. Ives (8th level human); that Morilund is fundamentally about freeing theatre from the slavery of the realist, classicist style. St. Ives works in Bludszech and attended the performance of "Slaves" incognito. Umbrage claims that St. Ives champions the Ars Retis ("Return to Art") style of theatre, with his work focusing on true representations of reality. His hallmark piece, and the most popular play in Twylos today, is "The Book of Days". A full week in real-time length, it has actors eating, sleeping, and living on three separate stages. Real combat, bloodshed, and spellcasting are supposed to be part of the story, which is about the fall of House Ursbridge (a fictional Great House of Irendor). His first work, "Chains", is considered a masterpiece by the Church of Ixus; it involves three characters: a blacksmith, the brother of a Slaver, and a slave who finds meaning in slavery, and is about work, motivation, and personal pride. St. Ives has not published in 10 years, somewhat understandable given that "Book of Days" took about as long to write.

Myrinae

Region; swamp.
Common encounters: brigands, crocodiles, gnoles, goblins, snakes, spiders.
Rare encounters: balaur, carnivorous plants, catoblepas, demons, gorgon, hunters, oozes, trolls, undead.

Myrinae is the giant swamp of southern Twylos. As Gyre is surrounded by the Myrinae swamps on all sides, Gyre is almost always approached by boat. Several dry regions exist within Myrinae, and close to Gyre several communities have been able to survive. Deeper into the swamp are goblin and gnole tribes that harass these villages.

Oolmsdome

Landmark (defiled temple of the Duurans); moderate to high difficulty (levels 8-13).

Once the Duuran shrine of Alumeer, Oolmsdome was corrupted by the madness of Xeres. It is located at the northern edge of the Ered Wastes, about a week's travel from Cevrance. Within the lowest reaches of Alumeer, in the Fane of Irenaeus, the heir to the Imperial Throne Hubener Valstach asked the Duurans for advice in 313 F.E. They summoned an Arcanodaemon, the second of three ever brought to Twylos, which imparted a number of cryptic prophecies. In banishing the demon and deciphering its words, the priests were driven mad, helped along by the arrival of Mouths of Xeres. The Vox Duur, unable to destroy their defiled temple, buried it in the earth. Recent lindworm activity has uncovered the magnificent blue dome, revealed in a chasm in the ground. A small window in the dome is the only real access to the temple, now a pit of Xeran heresy known as Oolmsdome. The copy of the Arcanos' words still exists within the Fane, although the rest of Oolmsdome is filled with horrible spawn of Xeres and the dead Duuran priests. Included in these horrors are four wendigo, a fountain that continually spews shuggoths, a monstrous hydra, and an insane criosphinx named Hieronymous who has discovered in these ruins the legendary Box of Delights, and alternately focuses on solving it or storming the halls in frustration.

The Mouth of Oolmsdome: Xochian Paine (10th level human; 4th Circle Hedge, 4th Circle Ritual) and his familiar, the two-headed crow Edweird, come and go from Oolmsdome. Xochian is the region's Mouth of Xeres. While malicious and psychotic, he is not aggressive, and will seek to interfere with or injure trespassers of Oolmsdome indirectly. Paine possesses one of Oolmsdome's three Wands of Plenty (see Appendix I). These are Duuran wands, originally constructed to be Wands of Plant Growth for agricultural purposes, and uniting together to form a Staff of the Druids. With the coming of Xeres, these Wands have now been corrupted. Xochian's Wand has 1d10 + 10 charges, while the other two Wands (lost elsewhere in Oolmsdome) have 1d20 charges. Xochian is quite eager to use his wand, and will do so if the opportunity arises. However, if confronted in direct combat, he will aim to escape.

The Palace of the Covenant

Small village (Treen) and landmark (castle of the mad Ulgan heir); moderate difficulty (levels 5-9).
Population: 85; 100% human.
Resources: very poor, very low magical and moderate technological levels; some agriculture and husbandry.
Religion: Duuran, Thainist.
Guilds: none.
Government: oppressive and violent; despotic control by Captain John Ulgan V (9th level human), trained army of 34.

The heirs of John Ulgan are among the wealthiest people in modern Twylos; in a matter of a century or so, they have amassed a fortune rivaling that of the Great Houses of Armech. Ulgan died in 151 T.E., leaving behind a large family from a total of three wives and an unknown number of other women. One of these Ulgan heirs, Captain John Ulgan V, has been ostracized from the rest of the family. Taking his fortune and a small private army, he retreated to the wreckage of a castle from the first days of Drohkan colonization. He employed builders to reconstruct the palace, descending deeper into madness, and believes himself to be The Covenant, the legendary future god-emperor of Drohksmere. The story of The Covenant has been popular with soldiers of Drohksmere for many years, especially in the outer reaches such as Thorenze. They believe that a warrior-king will unite the disparate fiefs, steadings, and provinces of Drohksmere, disposing Ulgan and Armechian control to become Emperor of the east, thus succeeding where Caradoc the Antiarch previously failed. Captain John is not The Covenant, but several of his soldiers share his madness and think him their divine ruler. Of the 70 men initially stationed at the palace, only 46 remain, and 12 of these have been imprisoned for sedition, along with five of the remaining 12 architects and workmen. Out of food and desperate, the false Covenant's men have begun to violently demand provisions and other services from the nearby village of Treen. John's advisor and lover, Mazarin (7th level human, 2nd Circle Hermetic) knows that John is sick, but she goes along with his delusions out of sympathy.

Selhark

Major city, the Ulgan Sceptre's main trade center.
Population: 76,000; 85% human, 12% orc, 1% reptilian, 1% dwarf, 1% misc. (including giants, goblins, ogres, ratkin).
Resources: very wealthy, moderate magical and high technological levels; trade, shipbuilding, woodworking, fishing, clothwork, art, agriculture and husbandry, libraries, military and magical academies.
Religion: Thainist, Typhon, Duuran, Aguierre, Ixian, Xeres.
Guilds: none.
Government: relaxed; oligarchical control by the Ulgan Sceptre, managed by Mayor Jereg Ulvins (4th level human) and Armsmaster Cornelian Graye (11th level human), well-trained army and navy of 4,000.

The second of the Ulgan Sceptre's two main cities, Selhark is the larger, crazier, and less-classy of the two. Selhark is a bit larger than Rheyes, and while it doesn't contend with Turth just yet, Selhark is growing faster than any other city save Gyre. By Ulgan mandate, Selhark is closed to the Guilds. The Church of Spring runs the lovely Gyzem Gardens, open to the public. Selhark also boasts a world-class university, Ambherall.

The Gladiator Schools: Selhark is home to Twylos' finest gladiator slavepits. The different schools and camps tend to have colorful names: the Selhark Fleshfarm, the Zolan Fortress, the Guild of Teeth, and the Dead Seven. Gladiator schools have a considerable range in their expense and prestige; some deal mainly with slaves who have no choice but to fight, while others are costly academies for the Drohkan elite. The Shade Moon is one of these high-end schools, with excellent training available for a steep price. Training at the Shade Moon in Resilience, Shield Bash, Stunning Blow, and Unarmed Combat cost one skill point less here, at the expense of two weeks study and 200 sc.

Szondarch (ZON-dark)

Medium-sized city of the giants.
Population: 10,000; 34% ogre, 25% giant, 20% orc, 15% human, 5% dwarf, 1% misc. (including goblins, raktkin, trolls).
Resources: wealthy, moderate magical and high technological levels; mining (most precious and heavy metals), metalworking, stonecraft, trade, some agriculture and husbandry.
Religion: Gothmenes and Tapaan (Duuran).
Guilds: Alchemists, Slavers.
Government: strict; militaristic control by the Szondarch Home Office and Szondarch College of Mines, ruled by Lord Torsten Skint (15th level daitya giant), well-trained militia of 100.

A trading outpost run by the various mining factions of Andukar. Szondarch is a sight to behold- it is the City of Giants, where giants and ogres walk the streets and are more common than humans. The large open-aired Winter Market is where many of the local ranches, mining groups, and tradesmen meet to exchange goods. Szondarch is remarkably peaceful, kept in check by the patrols of Szondarch Home Office, eight fir bolg wearing plate armor and wielding well-crafted swords and large crossbows. The head of the Home Office itself is Lord Torsten Skint, a daitya giant and infamous flesh-eater, occasionally dealing cautiously with the Slavers or Sceptre to provide him with a fresh body or two for an extravagant banquet. The smiths of Szondarch's Ironworks are some of the best in Twylos, using a magically and technologically advanced smelter that employs four fire elementals to help create enchanted arms and armor for a high fee. Lord Skint's Home Office works with the Szondarch College of Mines to manage and collect tariffs from the many mining groups that operate in and around Szondarch.

Headache Clan: Headache Clan is one of several ogre clans living and working the mines and lumberyards in the area. While the chief of Headache Clan is Jun Large (10th level ogre), an incredibly fat and strong ogre, the real leader is Mister Lagos, (13th level ogre, 5th Circle Ritual magic, 4th Circle Faith magic, 18 presence) of Tapaan (Vorn). Due to Lagos' cunning, Headache Clan is one of the biggest and most successful of all the ogre work gangs in Andukar.

Titan Holding Tanks: Szondarch is built over old ruins apparently dating from before recorded history. The depths of these caverns are just beginning to be explored by the College of Mines, due to a large steel door and strange energy field that limited exploration to the upper ice caves. The exploration team of the College is in for a nasty surprise. In metal chambers beyond, six titan slaves of the Arcanos are in stasis in steel canisters, awaiting the return of their masters.

Symestra

Ruined city destroyed by an ancient wyrm, and landmark (Duuran laboratory); moderate to very high difficulty (levels 7-20).
Population: 278; 84% human, 16% orc.
Resources: very poor, low magical and technological levels; salvage.
Religion: Thainist, Duuran. Guilds: none. Government: none; control by Strabo (smok dragon) and Linus Elmut (9th level human, 5th Circle Faith), untrained militia of 23.

Symestra is now a ruined city, just destroyed by the smok dragon Strabo in 211 T.E. Once a quiet town on the Gyre-Ullyade trade route, a mother-lode of precious metals was found in a village of Lochmere by the Surveyor's Guild in 182 T.E. A flood of mercenaries, prospectors, and miners filled Symestra- it was predicted that Symestra was to be the next Zostig. In fact, the town became huge, like Zostig- but not because of the local government (Strauze's disbanding of the militia and local council), but in spite of it (the mayor of Symestra and his advisors couldn't reorganize fast enough to keep up with all the people coming into town). Symestra now is a different story. With the coming of Strabo, Symestra is nothing but a refugee town, a ghost town. Destroyed in Strabo's wake was the small Hermetic school, the School of Lurvynns Vannass.

Strabo, Wyrm of Half-Moon Mountain: Lochmere is the burnt-out remains of a small village in the mountains. It too was a simple community like Symestra until the Boom of 182. Unfortunately, something happened to "awaken" an old smok dragon named Strabo, who lived high within a local landmark- Half-Moon Mountain. Lochmere was destroyed by Strabo in one fell swoop, before the dragon flew south to Symestra. Strabo has now essentially imprisoned the survivors of Symestra and Lochmere, all consolidated in a few intact buildings in Symestra. Initially, ships unwittingly attempting to dock were destroyed; now no ships dare enter the harbor, so the survivors are stuck. Father Elmut, a Thainist and the sole surviving member of his church, tries to keep the villagers hopeful.

The Gold Nugget and the Garden: Half-Moon Mountain unsurprisingly takes the name from its shape (somewhat fin-like). Strabo is the lone Dragon in the area, as he was initially captured in Andukar at the end of the First Era by Naturalist Duurans. The Naturalists brought him to one of their research facilities inside Half-Moon, the Ceynoloth Garden (SAY-no-loth), and kept him in suspended animation for future study. Their studies were interrupted by the arrival of a Mouth of Xeres, and the Garden devolved into madness, lost to the rest of the Vox Duur. During the Boom, many mining groups came to the area. One of these, the Golden Nugget Trading Company, discovered an entrance to Ceynoloth, and accidentally activated an ancient mining apparatus designed to bore through rock. The tunnel borer injured Strabo, awakening him, and caused him to go into a berserk rage. Strabo now extorts payment from the helpless survivors of

the Symestra massacre, using members of the Golden Nugget, now charmed and insane. The most useful ex-miner, a magician named Eliot Bosch (8th level human; 4th Circle Hermetic, 1st Circle Hedge), falsely believes himself to be a vampire, due to his discovery of a Cloak of Shadows in the Garden crypts, along with some Naturalist alchemical recipes that require the use of fresh blood. Bosch periodically visits Symestra to extract payment from the villagers, usually meager amounts of coin, food, and drink, and occasionally tries to drink their blood if he chances on a villager alone at night.

Thorenze

Region; mountains.
Common encounters: bears, brigands, miners, ogres, orcs, traders, hunters, wolves.
Rare encounters: dwarves, Duurans, erinyes, giants, griffons, harpies, imps, lindworms, trolls, undead, wyvern.

Originally settled by prospectors from Thenzor Deep, the Thorenze Valley is one of the richest places in Twylos, containing around two dozen different mines of all sorts- iron, silver, gold, platinum, gemstones, and so on. It is contested by a variety of petty warlords: the Brothers Murdochs (one has a blue and white crest, the other a red and white crest, both depict falling towers; each is 10th level human), the Madame Krindolina Eyrinse of Eyrinskeep (also called "Demonskeep" because of the golden woman-headed erinyes atop the black and white flag; 12th level human, 6th Circle Hermetic), the Baron DuVray of Ouberous (popularly called "Wormskeep" after its black wyvern-bearing red flag; 11th level human), Lord Aerick of Verdansk (sporting a green and brown flag depicting a large tree; 8th level human), the Ulgan Scepter (a thorn in everyone's side), and the miners themselves, who dwell in cavernous communes known as "steadings". War is ever-present, especially between the Brothers, and between everyone and the steading-folk.

Just south of the Thorenze Valley is a hilly wasteland known as Lower Thorenze, plagued with bandits, monsters, and, far to the south, the Vox Duur. Lower Thorenze is home to many small townships: Vrainen (near Ouberous, known for its ranches), Ravenna (far to the mid-south), Cantor (a large township just north of Ravenna, getting bigger due to Ulgan merchant activity), Ersis (a small village low on the road between Ullyade and Thorenze), Dalthros (on the road west between Eyrinskeep and Verdansk), Mercata (a village not too far from Vrainen), and Mercae (just north of Cantor, in the mid-south part of the region). Due to the hostile and bleak terrain, and the economic importance of the region, two armed garrisons have been set up- the Gravel Pit (a few days south of Eyrinskeep, near a mine that was recently abandoned due to the invasion of four lindworms) and the Griffstone Roadhouse (between the Gravel Pit and Ersis, on the road back south to Ullyade). The General Constanze Ulvins (7th level human) is stationed at the Gravel Pit. He is the leader of the civilian militia of Lower Thorenze, sort of by default, and has kept Lower Thorenze thus far free from rule by any of the northern warlords or the Ulgan Sceptre. He has taken it upon himself to ensure that it stays that way. The symbol of Ulvins and his men is a closed gauntlet upon a green and white shield.

The Plight of Eyrinskeep: While Eyrinskeep is nominally named for the Erinyes that plague the area, some know that its' banner depicts not one of those monsters, but rather a Succubus. Madame Krindolina's family has their roots in the Church of Winter. Krindolina herself is a skilled sorceress. For these reasons, the Duurans have long despised Eyrinskeep. It is only in recent times that they have been able to do anything about it: DuVray would happily attack Eyrinskeep, if not for the Eyrinse's old ally in Verdansk. (The Brothers are too busy with their own battles.) However, Lord Aerick's son Thomas (1st level human), his only heir, is a cripple, barely able to walk let alone speak. Thomas' mother, the Lady Kaela (2nd level human), is kindly and loves her son, but Lord Aerick is quite bitter. The local Duurans, led by Father Samuel (9th level human; 4th Circle Ritual), have promised they will heal the boy if Aerick will join the battle on their side against Krindolina. Eyrinskeep will soon be attacked.

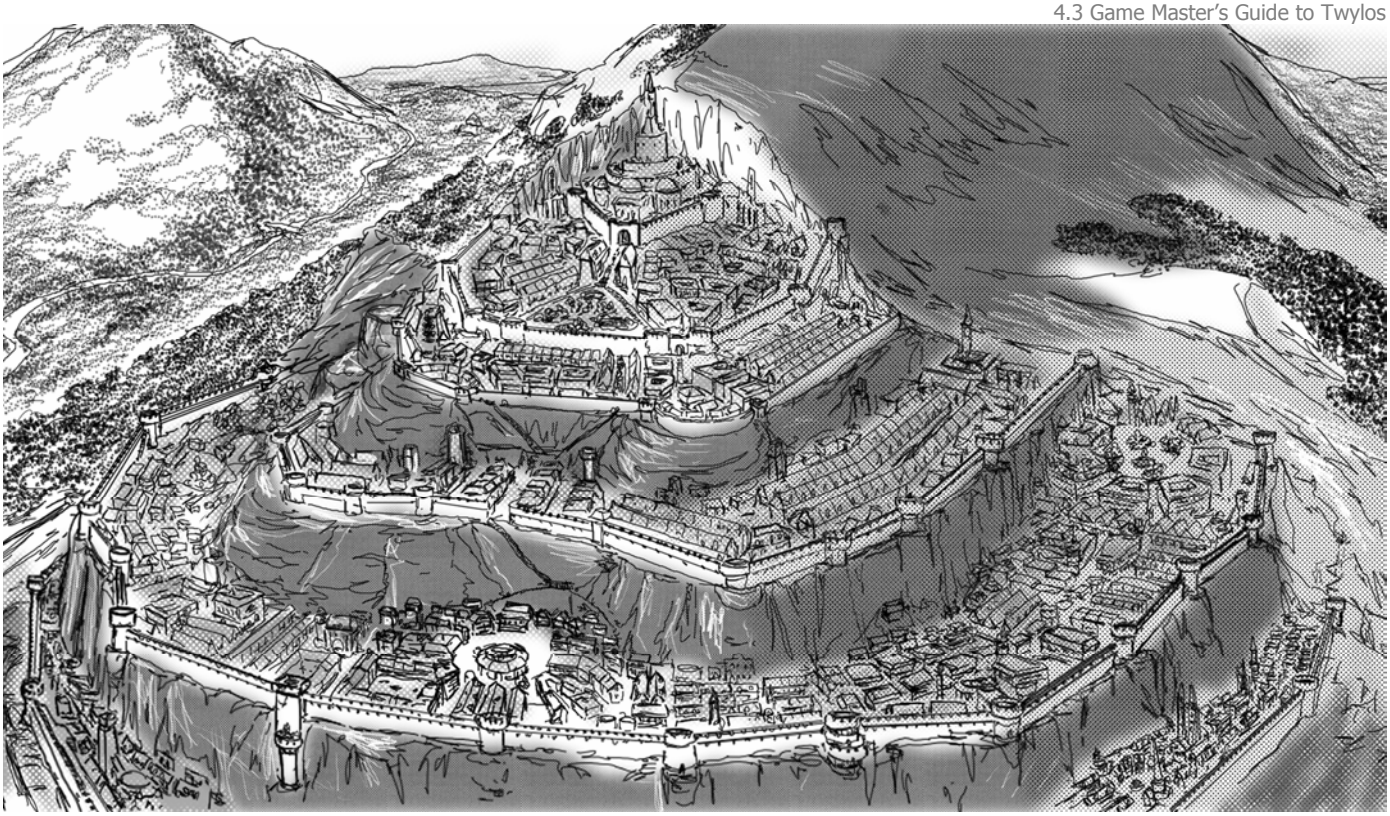
Laern the Dead and the Wicked of Ravenna: Ravenna is small even by Thorenze standards, consisting of just twenty or so people. Ravenna is at the outer limits of Thorenze and civilized Drohksmere, and is obviously a village in decline. Most of the inhabitants are old, as many of the children have left for opportunities elsewhere in the valley and the mines. Compounding these problems is Laern the Dead (7th level human) and his followers, who survive mostly by banditry and hunting. Two years ago, Laern was a slave in Ravenna, who was falsely accused of murdering his master Tomasz Drybohk and lynched by a Ravenna mob. In reality, Drybohk faked his death so that his family might receive insurance money from the Slaver's Guild. Laern was dragged through the streets, drowned in a nearby pool, and left for dead. Three days later, Laern returned to Ravenna wielding the Dravan Tzoul (see Appendix I), and killed Drybohk's family, Drybohk himself (hidden in the cellar), four other townsfolk, and torched the farm. He then retreated into the forested hills a few miles from Ravenna, where he now has six followers, including a young Thainist priestess Melissa (6th level human, 3rd Circle Faith). Soon thereafter, Melissa's older Thainist sisters became Handmaidens, re-consecrated their shrine from Kithain to Zhol, and now in equal parts revere and despise Laern. While they will not lay a hand on the wielder of the Dravan, and will aid him if necessary, the Handmaidens also seek his destruction. They have erected a statue of Laern in the Ravenna commons.

Torsche (TORSH)

Major city, built on ten tiers around a mountain.
Population: 31,000; 85% human, 12% orc, 2% dwarf, 1% misc. (including faeries, goblins, ratkin).
Resources: very wealthy, high magical and technological levels; stoneworking, trade, clothwork, metalworking, agriculture and husbandry, art, libraries, military and magical academies.
Religion: Thainist, Duuran, Ixian, Aguierre, Typhon.
Guilds: Alchemists, Slavers, Surveyors.
Government: strict; militaristic control by the Honorable Friends of Torsche, led by Lord Baalphegor Pheng (actually Reginald Molliphant, 4th level human, 6th Circle Hermetic), trained army of 800.

Torsche is a beautiful city built up and around Mount Vyenze. This large and successful city is divided into ten tiers, a series of stratifications that form a semi-circle around the mountain. The first four tiers form a large sprawl at the base of Mount Vyenze, while the highest six tiers are located in terraces up the mountain itself. Torsche is generally governed by the Honorable Friends of Torsche (sometimes called the Ninth Circle), a conglomerate of four merchant families with loose ties to both Armech and the Sceptre. However, they generally defer to Lord Baalphegor Pheng for the most important decisions. Lord Baalphegor is a powerful mage who lives in a private estate on the tenth and highest tier. Torsche shares many characteristics with Gyre, such as magnificent gardens, and thriving artistic and scientific communities, although Torsche is much smaller, and well under control by the Ulgan Sceptre and the Ninth Circle.

The Strange Case of Lord Baalphegor Pheng: Lord Baalphegor Pheng was schooled at Arosquey prior to its closing, where he was a classmate of Garrison Bones, head of the eponymous Bone Trade. At first friends, they became bitter rivals before graduation. Pheng lately had been experimenting with some ancient machinery acquired in the ice caves beneath Szondarch. Unfortunately, the real Baalphegor Pheng accidentally disintegrated himself after setting off a protective



ward. His manservant, Reginald Molliphant (4th level human) found the ashen remains of Pheng and in a moment of carelessness, put on the device himself. Molliphant now wears an Arcadian Spell Engine (see Appendix I), an infernal artifact pre-dating the First Era, designed by the Arcanos to provide their servants with Hermetic power. Molliphant, with his new gift of powerful magic and surrounded by the trappings of Pheng's manor, believes himself to be Lord Pheng. He has not been seen for several weeks in an attempt to reconstruct his memories. Meanwhile, Molliphant's daughter Winnifred (1st level human) has become worried about her father's disappearance. Winnie lives with her mother, Reginald's estranged wife Gwenna (2nd level human) in a flat on the Fourth Tier.

Ullyade (YOU-lee-ahd)

Major city and home of Ulgan Sceptre.
Population: 40,000; 89% human, 10% orc, 1% dwarf.
Resources: extremely wealthy, very high magical and technological levels; trade, shipbuilding, woodworking, fishing, art, agriculture and husbandry, clothwork, libraries, military and magical academies.
Religion: Typhon, Thainist, Xeres, Duuran, Aguierre, Ixian.
Guilds: Alchemists, Slavers.
Government: strict; oligarchical control by the Ulgan Sceptre, led by Mayor Jen Broghaum (8th level human, 3rd Circle Hedge), trained army and navy of 1,000.

The city of Ullyade is the home city of the Ulgan Sceptre, the extremely wealthy and powerful merchant company that has made a fortune over the second century of the Third Era. They are so rich that they are effectively in control of Drohksmere (excepting those regions not part of Drohksmere proper, e.g., Gyre) and have begun to have a dominating influence over the politics of Armech. The Ulgan Sceptre takes its name from the popular story that Jonnes Olgham and his friend Jamis Bledsoe were both destitute, with Bledsoe ruined by a series of mishaps and poor dealings with the Guilds and the Houses of Armech. Olgham, with his last electrum scepter, bought Bledsoe's entire fleet (two small shipping boats), and began transporting goods up and down the River Ulgos. Within a decade, he had turned it into a massive trade empire and retired. Many of Olgham's heirs still live in Ullyade, even though they were bought out many years ago by the merchant groups now controlling the Sceptre.

The Ulgan Sceptre has recently founded a private Hermetic School called the Guuran Tower. Some powerful magicks in the spheres of Enchantments and Charms have been leaking out of the Ullyade region since the start of the Third Century of the Third Era. Magicians not content with the profits they were making from their discoveries left the Ulgan Sceptre and founded the Alchemists Guild, moving to Gyre to get away from the Guild-unfriendly Sceptre.

Khaedor (KAY-dor)

Also called The Middle Lands, Khaedor is a collection of diverse city-states that bind the north, east, and west of Twylos together. Loosely, Khaedor is divided into the northern region, dominated by Rheyes, and the southern region, mostly controlled by Tzalvas. In actuality, the midlands between them, called The Zhellve, is owned by neither, but patrolled by the Knights of Aguierre out of Bordermarch. Connecting the north and south is the Zhellan Traderoad, a highly-trafficked and somewhat paved highway that cuts through many mountain passes and winds along the beautiful Khaedorian highlands. The Traderoad is surpassed in danger only by the remains of the Longiron Road and the Ered Route from Armech to the Ulgan Sceptre; brigands of all sorts make a fine living preying on the many merchants and caravans that seem to ceaselessly make the journey up (from Tzalvas to Rheyes) or down (from Rheyes to Tzalvas).

Khaedor is a good location for beginning characters, as there are many opportunities for travel, exploration, and escape to the more dangerous east and west. The adventures might start in a small village somewhere on the Zhellan Traderoad, allowing the characters to head off towards either Rheyes and the north, or Tzalvas and the east or south.

Bordermarch

Medium-sized fortress, citadel of the White and Black temples.
Population: 3,100; 90% human, 10% orc.
Resources: modestly wealthy, moderate magical and technological levels; stonecraft, metalworking, trade, military academy.
Religion: Aguierre, Thainist.
Guilds: none.
Government: very strict; militaristic-theocratic control by the Knights of Aguierre, led by Lord Alain Rhauxaire (15th level human, 3rd Circle Faith), well-trained army of 500.

A heavily-fortified keep within the Southern Durve, one of the last great keeps of Old Khaedor. Bordermarch essentially divides the northern, more civilized part of Khaedor from the rougher south. Bordermarch is owned and governed by the Knights of Aguierre, who have one of the two temples in town, the Shrine of Vivianne Sixblades. Sixblades is also known as Whitehall, as it is made of radiant marble, kept sparkling clean by the acolytes of the temple. This also differentiates it from the other temple in Bordermarch, the Black Hall (dedicated to Zhol). Father Ymerash (12th level human, 7th Circle Faith) is the high priest of the Black Hall, attended by two skeletal attendants wearing faceless masks, who carry his box- like a few other priests of Zhol, he has lived for several centuries, but his legs, his right hand, and his left eye are all gone. These two temples flank the thoroughfare through the 'March, and otherwise, Bordermarch is relatively small and unadorned. There is an inn and a small number of shops in the town square for travelers.

The Knights of Arawn: The proximity of the Church of Zhol has swayed some of the paladins of Aguierre. These warriors are the Knights of Arawn, named for the man-at-arms of Sister Vivianne, after whom the Whitehall is named. In the wake of the Vehrlands War in mid-Second Era, Vivianne and Arawn settled here from the west, helped rebuild Bordermarch, and with a small army (partially undead) killed or pacified all of the nearby soldiers. The Knights are a fringe group within Bordermarch and the Church of Aguierre. Usually they are Knights of Aguierre who are indoctrinated into the rites of Zhol after seeing too many friends die; occasionally, members are Thainists who have new need of combat skills.

The Xerichsblade: Along the Traderoad are a number of other fortresses, smaller in stature and historical importance than Bordermarch. One of these, four days north of town and half a day east into Tivers Vale, is Tivenskeep. Tivenskeep is the estate of Voran Aramoor and his family. Unfortunately, Lord Aramoor (8th level human) has progressively gone insane, and now mistakenly believes his wife Julianne (2nd level human), son Alain (1st level human), and closest retainers to have been replaced by doppelgangers. They do not suspect that they are about to be murdered in his madness. Aramoor wields the Xerichsblade (see Appendix I), a cursed two-handed sword.

The Cursed City of Spiders: A week south of Bordermarch is the Tzvali Warbridge. The Warbridge, built by captured Sathar during the Vehrlands War, stretches over a canyon and is besides a waterfall, Brielle's Veil. Within view in the gulch below is Netheril, the City of Spiders. Once a large city of Zhellan stone, Netheril had a large temple to Morday (now called Mordred, the son of Zhol), the Cathedral of Ghent. It was one of the first cities to fall to the Knights of Caradoc during the Purge, as the citizens welcomed the host of the Antiarch as saviors. Mordred cursed the city, causing massive spiders to creep out of the earth and wrap the city in webs, feasting on the damned villagers.

Still today, when the mists are low, Netheril can be seen still encased in silk, and full of the terrible spiders of the dead god. In the main nave of the Cathedral lives the largest of these spiders. The bodies of the Antiarch's men are still encased in silk, their fluids long ago sucked from their husks. One of these bodies still wields the Genes Krystochs, one of the legendary Swords of the Antiarch (see Appendix I).

The Giants of Bordermarch: The paladins of Bordermarch are in a near-continual war with the mountain-dwelling giants native to the region. The forces of Bordermarch have been mostly successful at keeping the giants from harassing travelers along the Zhellan Traderoad, and have pushed back into the mountains in a somewhat-futile attempt at their eradication. A large number of giants (approximately 300, not counting their ogre minions) dwell in the mountains, mostly in cavern-citadels called steadings.

In one of these steadings, the massive fir bolg captain Ongor the Third owns one of the famous Swords of the Antiarch, Vyrrhanos Pyraday (the Flametongue). His family has possessed this weapon for generations, and they have come to be known as the Fire Giants of the Durve. Several years ago, a captured Ixian priest, Urich Vonolan (11th level half-orc, 5th Circle) was tortured into submission, and this priest now serves the Fire Giants as well. The steading of the Fire Giants is far from Bordermarch, and so they rarely come into direct conflict with the Knights anymore.

Brandmoor

Medium-sized village.
Population: 512; 88% human, 10% orc, 2% misc. (3 demons, 4 dwarves, 3 faeries).
Resources: poor, low magical and moderate technological levels; trade, agriculture and husbandry.
Religion: Thainist.
Guilds: Surveyors, Slavers.
Government: strict; oligarchical control by the Brandmoor Transport Authority, led by Surveyor Guildmaster Thompson Delauney (8th level human), militia of 30.

A modest trade-town along the Zhellan Traderoad. Brandmoor is managed by the Surveyors and Slavers, in conjunction with a merchant collective called the Brandmoor Transport Authority, which oversees horses, caravans, and wagons in the area. Brandmoor has a couple sizable ranches to keep the Transport Authority in business. The largest inn in Brandmoor is named Red Pudding, owned by Mrs. Irene Khale (2nd level, 1st Circle Faith). The pudding served at the inn takes its name from the blood of slave girl and barmaid Jaana Eilonwy (1st level), who has scars up and down her arms from preparing the dish. Mrs. Khale applies Heal Minor Wounds spells as needed.

The Halifax Trade Emporium: Brandmoor is notable for the Halifax Trade Emporium, a surprisingly large curio shop that has collected strange goods from passing travelers for the past several decades. In 195 T.E., the Halifax family was killed by three demons with innate shape-shifting abilities, who promptly inserted themselves into the community and took over the Trade Emporium as the 'Halifax Brothers'. These are Henry R. Halifax (common demon, has Cudgel of Demolition), Sterling R. Halifax (lesser demon, 2nd Circle Faith, has Bag of Useful Goods, Nael's Fleshrod, and Dagger of Life-Stealing), and Gregg Halifax, Jr. (greater imp, 5th Circle Hedge). The store is full of black humor, such as an enormous wooden key, painted gaudy gold, inscribed 'The Key of Typhon', and the corpse of a gnome that has been turned into a marionette. The Halifax Brothers do not make much mischief around town; rather, they scour travelers and caravans for magical goods, in hopes of a later theft or ambush down the road, sometimes using Imps and Peryton as allies. The Brothers possess a pair of Portal Boxes (see Appendix I), that they use when traveling abroad, to ensure items they acquire safely and quickly return to their shop. They also search for information, and a number of years ago, obtained Nael's Fleshrod (see Appendix I) from unsuspecting merchants coming down from Rheyes. The Fleshrod was used in 200 T.E. by the Halifaxes to return an Arcanodaemon to life, and has not been used since. The Halifaxes also have a few books for sale, including a copy of "Paedra and the Ogre King" and "Vehrland Travels", written by the Duurans Humboldt and Janessa (Naturalist followers of Petrarch), a light-hearted travelogue in which the couple kill and eat every creature they come across, and discuss its habitat, physiology, preparation, and flavor.

Paedra and the Ogre King: This is an old tale, recently reinvented and popularized in the mid-Third Era. Paedra is a young Zhellan shepherdess, in love with the mayor's son Herrick. When Herrick comes of age, he joins the Navigators Guild and quickly rises to the rank of Apprentice. He leaves to seek his fortune on the seas of Twylos, leaving Paedra in their village. The night before he goes, they promise their love to each other. Paedra gives Herrick a copper ring inscribed with the word 'Truth', and Herrick gives her a similar ring inscribed with 'Faith'.

Unfortunately, Paedra's flock is in a valley plagued by ogres. The ogres begin to harass her and steal her sheep. At first timid, lonely Paedra grows bolder over the year, hiding and throwing rocks, and finally chasing after the ogres and smacking them with her walking stick. Impressed with her bravery, the Ogre King Arak Mourndr watches her from afar, when she sleeps, and tells his subjects to avoid bothering her. As time has passed, letters from Herrick slow and then stop.

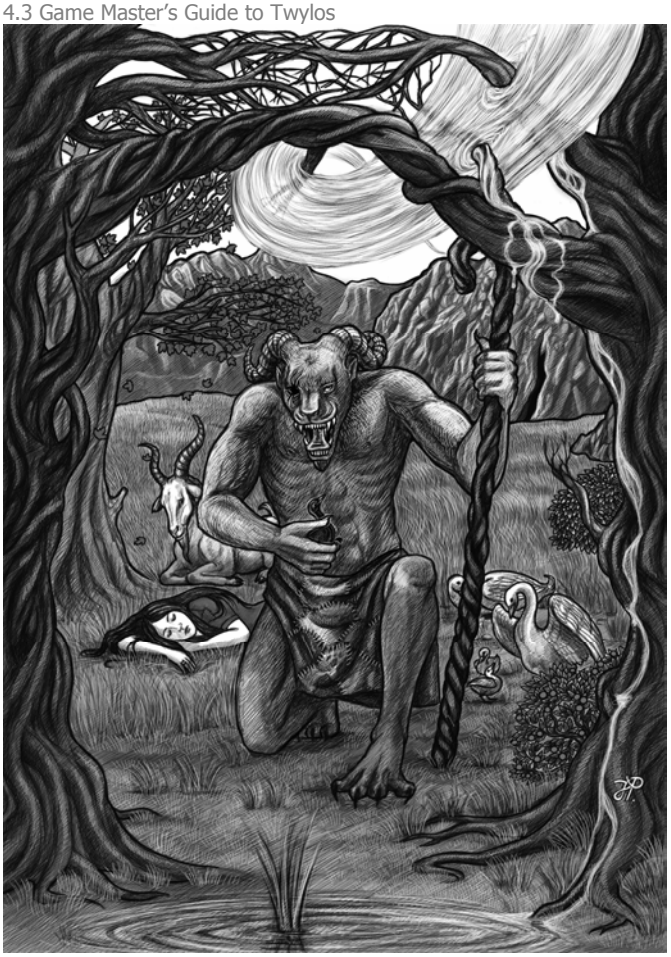
Mourndr is a widower. After another year (the second since Herrick left), the Ogre King comes to Paedra in her cabin at night, and tells her she must marry him, lest his ogres resume stealing her poor sheep. Angry and scared, she refuses. The ogre theft is redoubled, and Paedra begins waging a small war against the ogre bandits.

The third year passes. Mourndr again comes to Paedra, and insists that they marry. He offers her a crown of gold, but she violently rebuffs him. Paedra comes close to killing one of the ogres in a raid on her flock, but stays her hand.

The fourth year. Mourndr comes again, for the last time. He offers her a ring- it is her copper ring that she gave to Herrick, now tarnished, but the making and the word 'Truth' is unmistakable. Distraught, she demands to know where the Ogre King got it. He explains that a traveling merchant, selling the wares of dead sailors, was taken by his clan. Paedra agrees to become the Queen of the Ogres, but on one condition- that she be allowed to return to her village one month each year. The Ogre King agrees and they are wed. In Paedra's despair, it is a loveless, unconsummated marriage. After discovering what the ring is, Mourndr also gives her a ring of stone.

One night, Paedra cannot sleep. It is the next year, and it is her month to be at home. A knock comes to her door. It is Herrick, returned from sea after these five years. Paedra believes him to be a ghost and chases him away. He returns the next morning, but she is in town doing errands. By chance, she runs into the merchant, since released by his ogre captives. She questions him further about Herrick and the ring, and he admits that the ring was sold to him by a drunken sailor, to pay for his gambling and brothel debts. Herrick matches the description of the philanderer. Stunned, Paedra goes into the valley and sleeps.

When she awakens, it is night. She is due to return to the Ogres. She goes home to collect her possessions, where she again meets Herrick, who has been waiting in her cottage for her return. She confronts him about the ring. Arak Mourndr, come to fetch his wife, overhears her accusation and his stammering response. The enraged Ogre King enters the cottage and bludgeons Herrick to death. Paedra removes her own copper ring, and drops both of them on his corpse. She returns to the ogre enclave and does not leave again.



The Ranchers' Problem: A flock of twelve griffons roosts about four miles from Brandmoor, above a valley that used to contain many wild horses. With their food supply gone, the griffons have begun to attack the Brandmoor ranches.

Kandallay (can-deh-LAY)

Small village and landmark (waterfall and oracle).
Population: 116; 90% human, 10% faerie.
Resources: poor, moderate magical and low technological levels; clothmaking, agriculture and husbandry, trade.
Religion: Thainist, Timmorn.
Guilds: Surveyors.
Government: relaxed; monarchical control by the Lady Arwen Jaevis (3rd level human), militia of 10.

A peaceful village, Kandallay is one of the oldest settlements in all of Khaedor. While out of the way, the villagers have several small farms, while the Ames and Vespers families trade well-tailored clothes. Kandallay is also a rich source for comfrey moss, the essential ingredient in the healing herbs prepared by local apothecaries for centuries, and now codified by the Alchemists Guild. Comfrey grows throughout Twylos, and healing herbs are usually common and inexpensive throughout the world.

The Gremlin Princess: Kandallay is owned by the Lady Arwen Jaevis. Her son Harold (2nd level human) has fallen in love with a gremlin princess named Missy Eeks (3rd level gremlin). The 26 gremlins live with a bunch of faeries (11 sidhe, 5 pixies, 7 sprites, and a fat elf shepherd) in a spring-fed cavern about twenty miles from Kandallay. One of the sidhe, Roo the Vermin (4th level sidhe, 1st Circle Ritual), is Missy's occasional lover and finds this hilarious. He and Missy have a bet to see how far she can string him along; she does care for Harold, but doesn't understand the naïve boy's depth of feelings.

Timmorn's Well: Timmorn's Well is a deep pool of water underneath Timmorn's Veil, Twylos' tallest waterfall at 3000 feet. Kandallay is most famous for the Veil, and in ages past was a much larger village to serve the pilgrims that would come in the summer. It was previously a sacred place for the followers of Tamara (the Church of Silence) who believed it to be oracular, when the Church of Silence was still in existence. It's hard to get to- rough terrain through the monster-infested Durvan Range. The only thing to denote the Church's former presence is a marble statue of their Lady off to the side of the pool. Nowadays, a mighty wyvern has moved into the location, feeding on the native deer and caprinae (sheep and goats), as well as making trouble for the Ogre shepherd gang that has long been part of Kandallay history (for both good and ill). The Well is still oracular, though, because of the ageless, nameless sylph priestess (8th Circle Faith) who resides in the pool. She will give helpful but cryptic responses to a single direct question, once in anyone's life.

Lurneslyle (LERNS-lile)

Large village.
Population: 900; 84% human, 12% orc, 4% misc (including dwarves, faeries, ogres).
Resources: moderately wealthy, low magical and moderate technological levels; trade, agriculture and husbandry, stonecraft, metalworking.
Religion: Thainist, Duuran, Ixian.
Guilds: Slavers, Surveyors, Alchemists.
Government: oppressive; monarchical control by Lord Mars Wellings (8th level human), army of 70.

Lurneslyle grew out of a trading community along the Slaveroad between Khaedor and Irendor/Armech. Lurneslyle grew larger during the Second Era. Lurneslyle has had a history of power struggles, although the current Lord Wellings' family has governed Lurneslyle peacefully since just after the beginning of the Third Era.

Guild Sedition: Recently, the Guilds have become interested in controlling Lurneslyle. Guildmasters Orin Brecht (9th level human, Surveyor), Jenna von Errant (10th level human, Slaver), and Sigurd Pentecost (8th level human, 4th Circle Ritual, 1st Circle Hedge, Alchemist) have begun to conspire to depose Wellings and assume governance of town. The Guilds do not want to wage all-out war, but instead have initiated a smear campaign against Lord Wellings. So far this has proved successful, as Lord Wellings already had a reputation for boorishness.

The Guilds plan to deliver some foreign slaves to Lord Wellings, but these 'slaves' will be disguised mercenaries and Guildsmen. Food delivered to Lurness Keep, Lord Wellings' compound, is now laced with steroids to increase the aggressive tendencies of his men. After a few weeks, the Guilds will stage a revolt, triggered by violent treatment of the slaves by Wellings' drugged men. However, unbeknownst to the Guildsmasters, one of the Apprentice Slavers informed of part of the plan is having second thoughts. Sister Courtney Numenor (3rd level human, 2nd Circle Faith) is nominally a Thainist, but is actually a young priestess of Typhon, secretly converted in Tzalvas. Years ago, on her initial trek to Tzalvas, Sister Courtney fell in love with another member of the caravan, Aldredge Wellings (7th level human). Aldredge is a distant nephew of Lord Wellings, and has now returned to Lurnelyle where he is Armsmaster of Lurness Keep. The Armsmaster spurned his young admirer out of hand, and does not remember her. Armsmaster Aldredge will almost certainly be killed in the slave revolt. Sister Courtney is not entirely clear on the plan's details and is debating how best to proceed.

Meers

Small village.
Population: 236; 68% human, 32% orc.
Resources: poor, low magical and moderate technological levels; stonecraft, agriculture and husbandry, trade, metalworking.
Religion: Thainist, Duuran.
Guilds: Slavers, Surveyors.
Government: strict; monarchical control by Princess Allandra of Rheyes, led the Baron Stahlding (7th level human), trained militia of 40.

Meers is a small village along the Zhellan Traderoad between Rheyes and Tzalvas. Like several other such villages, it survives primarily by herding sheep and associated enterprises (e.g., woolen goods). Meers is nominally governed by the Baron Stahlding and his family, quartered at Meercrest, a small castle on a crag above the village. In reality, most of the villagers and the Stahldings slavishly acquiesce to the whims of the town apothecary, Silas Comfrey (4th level human, 2nd Circle Hedge). Comfrey (an assumed surname) possesses a Ring of Appeal (as Necklace of Appeal), obtained four years ago at Brandmoor's Halifax Trade Emporium. He has used this in the time since to obtain influence and favors from the townsfolk. While Master Silas is a petty man, he does not grossly abuse this power. He does not suspect that the Halifax Brothers were well-aware of the Ring's magical properties, have been watching the effects in Meers in amusement, and will soon be coming to take it back.

Moorcrest

Major city, gateway between Khaedor and the old Empire.
Population: 39,000; 81% human, 14% orc, 5% misc. (including dwarves, goblins, ogres).
Resources: wealthy, moderate magical and technological levels; trade, agriculture and husbandry, metalworking, stonecraft, woodworking.
Religion: Thainist, Duuran, Aguierre, Ixian.
Guilds: Surveyors, Slavers, Alchemists.
Government: strict; oligarchical control by the Surveyors Guild, led by Guildmaster Marquessa Allandrohke (13th level human), well-trained army of 2,400.

The city is the fulcrum of trade between Armech and Khaedor. Moorcrest was initially the leading candidate for the Surveyors Guild home city, but internally it was felt the Houses of Armech had too much influence over the trade operations here. This is true- an extraordinary amount of bribe money flows south from Armech into Moorcrest. House silver finances numerous mercenary operations to subvert the trade contracts and caravans of other Houses and independent groups. For this reason, the people of Moorcrest have come to think that they have more to fear from each other, than from the goblin and gnole tribes of Ny'vraen. Even the usually fair Guildmaster herself is not above taking money from the coffers of Armech.

Help Wanted: In recent years, the Surveyors have become interested in establishing a trade route through Myrinae, along the River of Lillies, down into the Gyre delta. This is Guildmaster Marquessa's pet project, although it has been difficult to find workers brave or stupid enough to attempt the long journey through the entire vastness of the swamps.

Ny'vraen Holdings

Region; steppes, forest, and some marsh. The goblin lands.
Common encounters: gnoles, goblins, snakes, wolves.
Rare encounters: bears, Duurans, rhinoceros, spiders, undead.

Between the Valstedt, the Ered Wastes, and the swamps of Myrinae are the goblin lands of Ny'vraen. The goblins are loosely organized into tribes, led by larger, horned goblins called hobgoblins. The hobgoblins practice Ritual magic, and share many customs and characteristics with the early Duurans. The Duurans of the wilds, along with the gnoles, have an uneasy alliance with the Ny'vraen goblins, as each group sees the encroaching humanoid civilization as a threat. Over the centuries, the expansion of the Valstedt to the north, and the Drohkan frontier to the northeast have pushed the goblin tribes deeper into Myrinae. Gnoles and goblins are not necessarily hostile to travelers outside of Ny'vraen, but as no roads and cities are found within the Holdings, they will take a dim view of entry into their lands.

Rheyes (RAYS)

Major city and home of Surveyors Guild. The city of storms.
Population: 51,000; 89% human, 10% orc, 1% misc. (including demons, dwarves, faeries, ratkin, undead).
Resources: modestly wealthy, high magical and technological levels; trade, fishing, shipbuilding, metalworking, woodworking, agriculture and husbandry, art, clothwork, library.
Religion: Thainist, Duuran, Ixian, Agueirre, Typhon, Xeres.
Guilds: Surveyors, Navigators, Slavers, Alchemists.
Government: relaxed but occasionally oppressive; monarchical control by Princess Genevieve Allandra (7th level human; 2nd Circle Hermetic), trained army and navy of 700.

Rheyes is a huge city and major trade center, not just for the Middle Lands but for Twylos as a whole. The flag of Rheyes is a green flag with a black spade (as in cards) in the upper left-hand corner, and a tower (like a rook) in the lower-right. Rheyes is the home city to the Guild of Surveyors, headed by Guildmaster Jon Iosham (11th level human). Rheyes is pretty clean, yet it may be unscrupulous at times, especially about ship docking restrictions. Rheyes is currently ruled by the Princess Genevieve Allandra, latest in the family of descendants of the former House Allande of Irendor. The Princess, her family, and her cohorts reside at Talaslay, a great castle in the center of Rheyes. She is called by her detractors the Queen of Spades, or the Bitch-Queen of Rheyes, as there's a feeling among some of the local merchants that she's re-organized the city militia into gangs of brutal tax-collectors. A nastier and unsubstantiated rumor is that she taxes so harshly and so unpredictably in order to finance her own Zeavan addiction.

The Procurers of Rheyes: Rheyes is infamous for its drug trade. Like most specialized groups who call themselves Guilds, the Procurers' Guilds are not Guilds in the standard sense, but are thuggish gangs of drug peddlers and Alchemists' Guild dropouts. Most Procurers operate out of a single storefront and employ one or a few chemists. Variants of the hallucinogen Zeaven are most popular, with Zeaven usually inducing a dream-like state. Other drugs include Green Ichor, Ammonswake, and Goodnight, and many Procurers also sell poisons to the brigands, mercenaries, and assassins that come to Rheyes.

The Gift of Arosquey: Rheyes once had two famous magicians' schools- one of which was the largest school outside of the Empire, called *Arosquey*, also called "The Thirteen Halls", with a penchant for Necromancy. (The other was a private school called Zieth Cour, Zhellan for "Shade's Courtyard", but is more rumor than reality.) Arosquey was founded in the mid-Second Era during the peak of Rheyan and Sea King prosperity by Queyan magicians from Oolvaunt (headed by the charismatic Nael), and is found on an island just off the coast of Rheyes. The school was extremely lenient about what was permitted, and developed a reputation for experimental magic. Unfortunately, one of these experiments in the Third Era, on weather control, led to the permanent creation of massive storm clouds that still cover the school, the city, the harbor, and the surrounding country for about twenty miles. The torrential rain and lightning has not ceased.

For this reason, Arosquey was shut down in the middle of the Third Era, and Rheyes is now called the City of Storms or the City of Rain. Because of this, Rheyes used to be much larger, but about a third of the populace moved away (largely the middle class, leading to a large wealth disparity today in Rheyes). Arosquey is organized radially, like a clock. The hidden 'Thirteenth' Hall is accessible only by flying to the top of the high center dome, and entering a secret door. The Thirteenth Hall has not been plundered like the rest of Arosquey, and contains a number of dangerous guardians and weird devices (e.g., the Black Quienae Snowglobe of Oolvaunt (see Appendix I)).

Secret Biological Experiments: Just south of Rheyes are several villages. One of them, Ghent, is currently the site of Alchemist Guild agricultural research involving cattle treated with semi-magical steroids and potions to increase their size and fertility. Lately the Ghent experiments have been successful, and a few immense steers have been raised. These studies have been kept quiet to prevent interference by the Duurans- unfortunately, the huge cattle are irresistible to the wolves of the area, who managed to take one down. From eating the meat, these wolves are also beginning to grow large and vigorous.

The Alchemists are also conducting botanical experiments, working to improve the Zeaven Friendship drugs the Slavers use for conditioning and slave training. Production of the hallucinogenic Widdershin mushroom, an important component in Slaver-Alchemist mind control compounds, has thus been increased. Growth of altered Widdershins mushrooms has escaped the Alchemists' greenhouse, though, to the despair of Harold Riley (5th level human, 2nd Circle Hedge, 1st Circle Hermetic), the Alchemist in charge of the project. A nearby unicorn has started grazing on them, causing the unicorn to go insane with rage.

The Wreck of the Mooran Pride: Four days east of Rheyes, along the coast, lies the wreck of the Mooran Pride, a ship from Machontin blown off coast and into the rocks by the Arosquey storms. On board the Pride was Gauntremos Loran, an ambassador from Vamooris bringing news to the Navigators and Surveyors about the impending destruction of Machontin by the minotaurs. Loran's courtier bag is still on-board the ship, containing these encrypted documents along with Loran's spellbook (2nd Circle Hermetic). He also had a well-made Vamooran rapier (non-magically +1 to-hit). The bag was jostled, though, and Loran's defense set off- an illusion of a lanky fir bolg giant called the Red Man. The Red Man has so far kept the ship free from wildlife and bandits, but four giant crabs have taken the hulk as their new abode, and three crewmen, horribly drowned, arose as zombies.

Tarchartus (tah-CART-us)

Small village, home of Ms. Amanda Dawson.
Population: 268; 95% human, 4% orc, 1% misc. (1 demon with Ridlee, 2 other demons).
Resources: poor, low magical and technological levels; agriculture and husbandry, trade, clothmaking.
Religion: Thainist, Duuran, Typhon.
Guilds: none.
Government: relaxed; monarchical control by Princess Allandra of Rheyes, led Mayor Jon Karden (4th level human), militia of 25.

Another of Khaedor's many serene mountain villages. Tarchartus has a few hundred inhabitants, mainly ex-soldiers turned farmers and ranchers. It is a community spread over a broad expanse of land, mostly within three valleys and along the streams therein. Tarchartus is historically important as the birthplace of the witch Amanda Dawson, beloved of the Arcanos and mother of the original Aprill. The Dawson family cottage is now home to Terrence Ridlee, a priest of Typhon (12th level human, 6th Circle Faith), and his manservant Cardiff (a shape-changed charudemon). Ridlee, far from the plottings of the rest of his kind, patiently awaits for signs of Amanda's return. He is visited on occasion by Adlai Andrakkar, another Typhonae (11th level human, 4th Circle Hermetic, 4th Circle Faith). Andrakkar has a sick sense of humor and comes by mainly to keep an eye on Ridlee. The two men are not friends, but former adventuring companions, and concerned about the heresies conducted at Aea Convent in the swamps of Myrinae. Neither is a major religious figure here in the community; Ridlee mainly keeps to himself, while Andrakkar travels across Twylos on Church business. Amanda's house is in a small woods outside of the village itself. The current residents of Tarchartus are unlikely to know its precise whereabouts, but a Local Knowledge proficiency check of 12 or higher will reveal its location.

She Was Just a Quiet Village Girl: Amanda Dawson was a shy, bookish girl. She was sent to a Museum School in Vasqueray, ending up on a Bone Trade expedition out of Gorgos, where Ridlee first met her. Her ship destroyed by the Leviathan, she washed ashore on Lunais and found it strangely disquieting and familiar. Changed by her experience there, she traveled across Twylos, being killed by Duurans in the Ered Wastes and revived by the magic of Umslamyr. She fled to Napres to escape the influence of the Typhonae, and disappeared with the help of Aramach Vox Thrauxes in 199 T.E. Ridlee thinks she is possessed by, or perhaps the reincarnation of, Lady Muriel, and continues to hope that someday she will return.

Tzalvas (ZAL-vas)

Major city and home of Slavers Guild.
Population: 42,000; 74% human, 21% orc, 1% dwarf, 1% reptilian, 3% misc. (including demons, faeries, ogres, ratkin, undead).
Resources: wealthy, high magical and technological levels; trade, stonecraft, fishing, shipbuilding, agriculture and husbandry, metalworking, library, military academy.
Religion: Thainist, Duuran, Typhon, Ixian, Aguierre, Xeres.
Guilds: Slavers, Navigators, Alchemists, Surveyors.
Government: strict; oligarchical control by the Slavers Guild, led by Guildsmaster Mikel Darbo (9th level human), well-trained army and navy of 3,000.

Tzalvas is a gigantic, nasty city. Tzalvas initially was built as a port between the Irendi houses and Vasqueray. The city is mostly an enormous sprawl, with little supporting farmland, and a large, stinking wharf. Half of the city reeks of brine. Tzalvas was once prosperous, but Orcish and Ogre factions ("under the Durve", as they say) have taken mine after mine out of the hands of the Tzalvan people. Tzalvas is home city to the Guild of Slavers, who formally rule the city, and informally control much of southern Khaedor and the Vehrlands. For several decades, the Slavers' Guild would 'conscript' the destitute of Tzalvas and cart them off, either to the North or to Vasqueray. In 185 T.E., for the first two weeks of March, the beggar mobs rallied under Zerin the Younger and sacked the city. The Slavers marshaled lots of help, rounded up all the homeless at a nearby ranch (the Biene Stockyards), and killed them all. This has since been known as the Bienstock Massacre, and it pretty much gave control of Tzalvas to the Slavers. In years since, the Guild has learned how to manage and does so quite well; partially due to this experience, the Guild is less about acquisition and training of slaves as it is about the management of people and countryside.

Guildsmaster Mikel Darbo is the charming head of the Slavers Guild. Of the 40,000 or so citizens of Tzalvas, a significant fraction (around 10%) are Guildsmen. Tzalvas is a center for international trade, and has a number of inns, including the Kind Siren.

The Slave Conditioning Lab: Stygensport is apparently a small fishing village about half a day east from Tzalvas along the coast. Staffed entirely by Guildsmen, it is actually the main entry point for slaves, used to avoid the hassles associated with transporting many prisoners and slaves in and out of a major city. Large underground tunnels from Stygens head for a couple miles into the mountains, to Obroch Slave City. Obroch, named for the metallic demon carvings that adorn its massive citadel gates, is the center of the unpleasant side of the Guild of Slavers business. It is the main location for intense slave conditioning, brainwashing, and lobotomy, and is pioneering some experimental practices in both permanent and reversible mind control. The Obroch Conditioning Tanks (sarcastically called Barrowsreich by some of its staff, in reference to the high body count now coming out of the Conditioning Tanks) are headed by Griminien Orbach (12th level human, 6th Circle Hermetic) of the College of Surgeons, trained at Luksharrow. Orbach has learned of the Aea Convent program, and secretly obtained one of the missing Aprills. Using Optician techniques, he has implanted some of his spells in the girl, effectively turning her into his living spellbook. He has diverted Slaver and Surgeon funding for surgical research into spell creation, disguising his research as surgical procedures upon the poor girl.

Mammon's Point: Just outside of Tzalvas, on top a small cliff jutting out into the sea, is one of the largest formal temples of Typhon, called Mareznoch, or Mammon's Point. Mammon's Point is an exquisite marble tower, 160 feet tall, designed by architect Tellian Aires at no small expense to the Church. There are five levels, each organized around a central circular hall, representing the five keys of Typhon. Tellian's daughter Jessica constructed magical glass murals for each hall; the icons and images seem to move across the glass telling allegorical stories of the Typhonic mythos. The first floor mural depicts a young boy and girl in a lush garden, being tutored by a tall, robed, wolf-headed man. The second mural depicts a young woman, wealthy but apparently bored, pacing back and forth in her unused bedroom; occasionally she sits to write or look wistfully out her window, where the branches of a tree in winter can be seen. The third mural depicts a giant tree atop a hill, surrounded by corpses. The fourth mural is of a small hut, draped in violet light; outside is a small garden tended to by a kindly-seeming skeletal figure. Two moons hang low in the sky against a backdrop of mountains. Finally, the top floor has no mural, but rather is ringed with a giant mirror.

Unsbrecht Keep

Large fortress and home of Knights of Aguierre.
Population: 3,400; 84% human, 16% orc.
Resources: wealthy, high magical and technological levels; mining (few precious metals, some heavy metals), metalworking, stonecraft, agriculture and husbandry, trade, library, military academy.
Religion: Aguierre, Ixian, Thainist.
Guilds: Slavers, Surveyors.
Government: strict; militaristic-theocratic control by the Knights of Aguierre, led by Lady Josslin Devraine (12th level human), well-trained army of 580.

The home city of the Knights of Aguierre, Unsbrecht is where Caradoc the Antiarch was stoned to death as a slave. The Unsgaard is the Knights' huge iron citadel, built into the cliff where Caradoc was killed and reborn. It is here where the Libram Rexus is kept, the holy book of the Paladins. A garrison of 80 Knights and 500 soldiers are stationed here, supported by Unsborg, a town around Ungor Lake.

Zalen Vale

Landmark (oracular dragon lair).

The Zalen Vale is about a day or so south of Rheyes along the main trade route of the Zhellan Road. It used to contain the village of Zalen, back in the First Era; during the Purge of the Antiarch it was destroyed, and a monument was built to Hraan Jaspers, a soldier under Caradoc the Antiarch who was born in Zalen. The obelisk and an old windmill are the only structures left in the Vale.

To the south of the Vale is a dense forest. Just off a branch of the Traderoad, a little-used path, is a slender waterfall that pours out of a hole in the rock cliff face. In the pool it forms is a statue of a woman and a statue of a young man stands off to the side. A path cut into the stone leads up to a cave next to the waterfall, and within the cave, down another flight of stairs, is the lair of the Stonedrake (treat as a wyrm dragon, except the breath weapon is a cloud of dust that petrifies those who fail the Physical Resistance check). A ring of statues are past victims of the Stonedrake's anger. The Drake is considered oracular, and is visited by those who have heard of its wisdom in search of answers. This is because the Drake gains the knowledge of its petrified victims. Usually apathetic or benign, if enraged by stupid or persistent questions, it will not hesitate to attack. The Drake is quite old, and by chance one of its first victims was an Arcanodaemon, Madriganii Illiesse (mah-drih-GA-nee ee-LEESE). That statue is missing, however, although a mark on the stone indicates where one statue used to be. In 200 T.E., when the Halifax Brothers of Brandmoor acquired Nael's Fleshrod, they snuck into the Stonedrake's Lair and let loose Arcanos Illiesse, who proceeded to Rhauxen in search of Amanda Dawson. The Stonedrake is furious about the theft of its statue, but dares not leave its precious lair.

Zhellan Traderoad

Region and landmark (main road); mountainous, with some northern plains and forests, and some southern marshes.
Common encounters: bears, brigands, miners, ogres, orcs, performers, Slavers, traders, hunters, wolves.

Rare encounters: giants, griffons, harpies, imps, lindworms, Surveyors, trolls, wyvern.

The Traderoad is the famous route that links northern and southern Twylos. It runs from Rheyes at the northern end down to Tzalvas in the south, with most of Khaedor centered around the Traderoad in-between. The Traderoad had been in place since the start of the Second Era, but the Surveyors Guild has considerably improved it and help organize defenses and periodic roadhouses, to break up and keep caravan safe along the long trek through the mountains. Bordermarch defends the most dangerous part of the Traderoad from the giant clans that sporadically attack humanoid travelers. From Rheyes, it takes a caravan about a month to make it all the way down to Tzalvas and the warm southern ocean.

News from the Hills: An ogre named Bronson periodically travels up and down the Zhellan Traderoad, bringing news and mail from the 'south' or the 'north'. He wears a large iron strongbox wrapped in chains around his neck, and accepts donations for his courier and news services. Bronson, usually just called 'the ogre' by locals, has a sort of celebrity in the lower class taverns where he delivers his news.

Nycene (NIE-seen)

Twylos' largest island, Nycene became the home of the Church of Ixus when they were exiled from Irendor around 1000 F.E. Most of Nycene is desert and wasteland, and thus only one city, Praxis, has been built on the island. The island remains the center of Ixian faith, and the most devout Ixians attempt a pilgrimage to Nycene once in their lives. Because of Nycene's inhospitability, it is relatively free from monsters; it is mostly free of flora and fauna in general, except for some hardy specimens like cacti, drakes, and large sea birds.

Nycene does not generally make a good starting location for a campaign in Twylos, although it could be a launching-point or end-destination for a game about, or against, the Ixians, respectively.

Praxis

Large village. Original settlement of the Ixians.
Population: 2,800; 86% human, 12% orc, 1% reptilian, 1% misc. (including demons, dwarves, goblins, ogres).
Resources: wealthy, high magical and technological levels; shipbuilding, fishing, mining (some precious and heavy metals), trade, metalworking, stoneworking, some agriculture and husbandry, woodworking, clothmaking, art, military academy.
Religion: Ixian, Thainist.
Guilds: none.
Government: oppressive; theocratic control by the Church of Ixus, led by Brother Jang Yates (15th level human, 7th Circle Faith), well-trained army and navy of 600.

The only real city on all of Nycene, Praxis serves basically as just a harbor for the Church of Ixus. This is the destination for all sorts of people- clergymen, intellectuals, and fanatics. The only non-Ixus/Ixian related shrine on all of Nycene can be found here, the modest Thainist chapel of Hope Less. In 53 T.E., the famous historian and Museum Scholar Vladmir Ozmandian was killed in Praxis by demons that attacked him in bed. Although the Church of Ixus threatened to kill him if he laid foot on hallowed Nycene, they claim it was his own personal demons that killed him, as they predicted- and that it was simply the price such a 'godless skeptic' must pay, coming to the Holy Land.

The Lighthouse of Prandor Vux: The Lighthouse is a pair of enormous bronze forearms and fists (similar to Stalograhd in Saethos), rising 100' out of the sea. The Lighthouse flanks the entrance to the Praxis harbor. It is lit with Ixian flame spells each night, igniting special crystals in the interior of each palm, causing each hand to glow and the top of the knuckles to burn with a golden flame.

Sun Keep

Large cathedral and home of Church of Ixus.
Population: 815; 92% human, 7% orc, 1% misc. (6 demons and 2 giants).
Resources: extremely wealthy, very high magical and technological levels; metalworking, library, magical and military academy.
Religion: Ixian.
Guilds: none.
Government: oppressive; theocratic control by the Church of Ixus, led by the Sun King (1st level human, 1st Circle Faith, 20 presence), well-trained army of 500.

A magnificent gold-hued palace, that glows in the southern sun. Difficult or impossible for non-clergy of Ixus to enter, as this is their main church, on an outcropping overlooking Axan (which they claim is the center of Ixus here on Twylos). A pair of large Bronze Golems stand guard outside the main gate, which is the only entrance to the Sun Keep. The only time these Golems have moved was when Rogan DuLaine returned from Rhauxen, clearly insane; the Golems pulped him before he could step foot within the Keep and defile the Church further. Within the immense temple on the main floor is the Book of Ixus, the holy book of the Church.

The Sun King: The spiritual head of the Church of Ixus is the Sun King. He is a beautiful, golden-haired boy of about 10 years of age. Rituals of the Clergy sorcerers keep the Sun King ageless and forever childlike, as the current Sun King is actually a Queyan slave, 342 years old. The Horologist Ochs Dorv (18th level human, 8th Circle Hermetic, 1st Circle Faith) is responsible for the Sun King's eternal youth via annual casting of the hideous Steal Youth spell.

The Axan Caldera: Sun Keep sits at the brink of the Axan Caldera, the massive remnants of an exploded volcano. A giant lake of lava bubbles at the bottom, and pools of hot mud dot the surrounding earth. Axan, meaning "death" in Irendi, is home to an ancient mud wyrm as well as 40 salamanders.

Orethedron (ore-THED-ren)

The second largest of Twylos' islands, Orethedron is isolated in the southern seas. Orethedron has no civilization or inhabitants, and was not known to the humanoid races of Twylos until the Third Era, when the Vausse Academy's World Map spell revealed its presence and location. Little else was revealed, as Orethedron is intrinsically shielded from Hermetic magic. Orethedron was the base of the Archons, a race of strange and powerful beings that warred with the Arcanos over the fate of the humanoids. Eventually, all the Archons on Twylos were

destroyed by the Arcanos, before the Arcanos themselves were banished from this dimension.

Orethedron is a vast wasteland. A rocky coast, most of which is sheer cliff wall, makes it difficult to approach by ship. Teleportation and Gating are also almost always ineffective, as Hermetic and Hedge magic fails 99% of the time here, and Faith and Ritual magic only have a 50% chance of being successful. Despite its large size, there is surprisingly little of interest on Orethedron.

Orethedron would not make a good starting location for a campaign.

Mogrev Point (MO-grev)

Landmark (beach). Site of the only expedition to Orethedron.

Mogrev was the landing site for the Kayan Pride, the expedition ship sent from Cyndiquist to check out this newly-discovered landmass. Mogrev is at the far western edge of the island. The ship never made it back, but one of the mages on board, a Museum Scholar named Andross Outumn, was able to teleport back to the Bludszech Library a single sheet of paper. It was a page from his spellbook containing the Sense Magic spell (usually the first page in any Hermetic magician's book). On it, in Outumn's handwriting was a broken description of some of the things he supposedly witnessed on Orethedron. He claims to have spoken with a huge metallic head in a cavern, after his expedition was slaughtered by a horde of daemons. After some initial difficulty, the head began to speak bad Queyan and asked him why he had come to Orethedron. It is this passage from which the island takes its name. He finally mentions the presence of a red sun and four horns, and doodles a little bit at the bottom of the page.

Oedron (OH-dron)

Landmark (underground base); very high difficulty (levels 14+). Final retreat of the Archons.

Far below the flats of Orethedron, sealed beneath meters of rock, remain the corridors of the Archons that the magic of the Arcanos could not penetrate. These are the metal halls of Oedron, a radial set of passages and empty rooms. Oedron is fully shielded from all forms of magic; casting anything here is completely ineffective, and magical devices are also rendered inert. Several of the Archons' constructs (such as the metal head described by Outumn) still exist as custodians of Oedron, and communicate rapidly with each other by an odd form of telepathy and an audible set of clicks and buzzes (the Oedric machine tongue). The Archons may have been destroyed, but in a central chamber they encoded a message, warning against the powers of the Arcanos, and a few of their devices can be found in three holding cells.

Saethos (SAY-thows)

Saethos is the largest desert of Twylos. Initially called the Saethan Empire, it was once full of the Sathar, the reptilians. Their trade towns and caravans filled the desert until the Vehrlands war against the humans of the north led to a slow end to the Sathars' reign. The Vehrlands war, actually a thousand year on-again, off-again set of skirmishes and major battles, was first triggered by the murder of the Sathar dragon-king by Verlainen mercenaries in 231 S.E., although the humans of Llesendor denied their involvement. This war also spread east from the Vehrlands into Khaedor, where age-old land feuds between the Vehrlanders and the Zhellans broke out into war. Finally, at the end of the Second Era, the Sathar were horribly crushed and the resources of their once-great state completely exhausted. The Vehrlands Covenant was signed, defining the modern borders of Khaedor, the Zhellve, and the Vehrlands, leaving the sands of Saethos to the reptilians. The Sathar are now a peaceful mercantile race, dealing frequently with other races and the Vehrlands cities, but quite private in their personal lives and preferring to keep to their own kind. Rather than organized in a single kingdom across all of Saethos, the Sathar live and work in different trade Clans, not dissimilar from the merchant Houses of old Irendor.

Saethos would be a good starting location for a campaign based more on the strange religious cults of the desert, or far removed from the machinations of the Northern and Eastern factions. Adventurers might be agents employed by the Bone Trade, or might constitute a street gang trying to survive in the slums of Vussar.

Gossar (GOSS-ar)

Major city.
Population: 39,000; 48% reptilian, 35% human, 14% orc, 3% misc. (including demons, dwarves, khulek, ogres, ratkin, undead).
Resources: wealthy, high magical and technological levels; trade, fishing, shipbuilding, agriculture and husbandry, metalworking, stoneworking, woodworking, clothmaking, mining (some precious and heavy metals), military academy.
Religion: Sathar, Ixian, Thainist, Duuran, Aguierre, Typhon, Xeres.
Guilds: Slavers, Navigators, Alchemists, Surveyors.
Government: strict; theocratic-oligarchical control by Clan Subek, led by Hlethgavi (14th level reptilian, 6th Circle Hermetic), trained army and navy of 1,200.

The original capital of the Saethaen Empire. Gossar is a huge, international port for trade between Tarach, the Vehrlands, Vasqueray, Nycene, and the East- pivotal for any ship making the great journey from the East to the West through the Gulf of Queys. Many of the impressive stone palaces and temples of the Saethan Empire still stand, although with how international and inter-racial Gossar has become, many of these old buildings have taken on a new purpose. Gossar is run by the Sathar of Clan Subek, headed by Hlethgavi, a powerful sorcerer of the Suvan Azule. The heart of Gossar is Anatopis, a walled city within Gossar itself. Anatopis is the center of wealth and trade in Gossar, built around a beautiful oasis and small expanse of dunes.

Rhauxen (RAO-zen)

Landmark (sacred crystal mountain). Location of the lost mage academy sent backwards in time.

Rhauxen is the famed Glass Mountain of Saethos. This is somewhat of a misnomer, as Rhauxen is really formed of thick glassy crystal of unusual hues, in some places cloudy white, green, or blue. Miles in size, the Church of Ixus claim that this mass is really the fallen body of Rhauxes, son of Ixus, come to enlighten Twylos. The Sathar think otherwise, that the mountain is theirs to use- the crystal substance is as hard as stone, and useful for artistic and engineering purposes. On 500 S.E. (the first of the second month, a holy day of the Church), a blazing comet streaked through the sky and impacted in the desert- for hundreds of miles in radius, the sky glowed for days. The high priest Rogan DuLaine, later called the Mad (for his "corruption" by two priests of Xeres who were his advisors) claimed this event was prophesied in the Book of Ixus, and journeyed into Saethos to find it. When he did, he declared it "preordained holy ground, not to be disturbed" to the dismay of the Sathars, worsening their war with the Vehrlenders. A small sect of crazed Ixians follows the testament of DuLaine. They are the *Cult of Rhauxes*, and their symbol is an oddly-shaped glass pyramid. They have officially been declared heretics by the Church of Ixus, and are believed by the Ixians to be corrupted by the madness of Xeres. Members of the cult claim that the writings of

Rogan DuLaine within the Book of Ixus state that Rhauxes is the son of Ix, fallen from the heavens to await awakening and lead mankind to Ix. They believe that the revelations of DuLaine, not the practices of the Church or the Order, are the true path to Ix.

The truth about Rhauxen is somewhat more bizarre. In fact, buried deep within the crystal mountain is the missing Vausse Academy, sent backwards in time by a magical disaster. In 200 T.E., an Arcanodaemon appeared at a part of Rhauxen buried under feet of sand. It blasted a hole in the crystal and penetrated a set of complex magical wards before being banished by a team of rogue Ixians and Duurans who foresaw its arrival. All of the Duurans, and almost all of the Ixians died, but the survivors extracted a baby girl from the ruins, and took her to Aea Convent for study and cloning. Much of the Vausse Academy ruins remain unplundered.

Stalograhd (STAH-lo-grawd)

Landmark (buried statue). Buried god or slave.

Stalograhd is just a huge, ancient sandstone sculpture of a large fist and forearm, in total about 70 feet tall and 20 feet around. Shortly before the Vehrlands War in 200 S.E. there were a small group of Sathar and human cultists who calling themselves the Stalogravans- they believed this monument was their god, Stalos, builder of the world, now sleeping within the deep desert. They lasted one generation before being slain at the start of the war by Sathar fanatics. It is actually a petrified colossus (see Appendix II), a triple-sized but dull-witted titan that the titans raised to help them in their construction of Tharkenge. Some of the titans, seeking to escape, fled with this thing to the middle of Saethos, where they were tracked down and destroyed by their demon masters. The colossus was left buried in the sands, partially as a joke but also as a warning to other slaves who might desire their freedom.

Syeth (SYE-eth)

Small shrine and home of the Suvan Azule. Lair of the comatose dragon-god kept alive by machines.
Population: 68; 88% reptilian, 12% khulek.
Resources: wealthy, very high magical and technological levels; trade, art, library.
Religion: Sathar.
Guilds: none.
Government: strict; theocratic control by the Suvan Azule, led by Master Su Vetch (16th level reptilian, 5th Circle Ritual, 5th Circle Hedge, 3rd Circle Faith), militia of 16.

Syeth is the main temple of the Suvan Azule, and lair of the old dragon gods of Saethos. It is considered an honor to be asked to Syeth as a member of the inner circle of the Suvan Azule, but appointments to the temple are for life; leaving the temple once a member is punishable by death. This is because the high priests hold a great secret, known only to them and the head of Clan Subek, Hlethgavi. Ayrrhannos Izain is the sole Dragon King left in Saethos. Originally five in number (although some sources claim just two or three), including Izain's mate and their brood, the other dragons were slain by Gideon Narhamnes and Isadore Queynoth and their cohorts in 231 S.E., precipitating the Vehrlands War. Unlike all the other faiths of Twylos, in which the gods are somewhat abstract and never visited, seen, or directly communicated with, the god of the Suvan Azule is mortal and embodied in the great wyrm here in Syeth. With the death of his family, Izain went temporarily berserk before lapsing into a stupor. He is now quite old, and the Suvan Azule recognizes that there are no more dragon gods coming after him. Thus they have taken great pains to keep Izain alive indefinitely. Izain is hidden within the depths of the shrine, guarded by six highly-trained khulek assassins and a hydra, in addition to the Suvan priests. The dragon-god is comatose, kept alive by a complex apparatus consisting of many machines, tubes, and pumps, feeding the dragon a mixture of magical and chemical nutrients, prepared by the Suvan Azule masters. Meanwhile, agents of the Suvan Azule scour Twylos looking for a potential mate for their ancient, catatonic god.

Vhog

Landmark (underground hive). Lair of the Sathar insect god.

Vhog is another holy site within Saethos. It is a small oasis above a huge underground reservoir, which is the lair for hundreds of gigantic insects. Vhog itself is this reservoir and the catacombs that surround it, infested with webs and hives. At the heart of Vhog lies a huge cocoon about the size of a building. This is K'Teuva, which some Sathar (called the Spawn of K'teuva, or the Teuvites/Tovites) claim is their sleeping goddess, who has "slept" since the dawn of time, who someday soon will awaken and devour the world in her ravenous hunger. The Church of Typhon covertly keeps a priest in the oasis above, disguised as an Ixian, seeking to verify the cult's apocalyptic claims.

Vussar (VUE-sar)

Major city, slumtown.
Population: 31,600; 62% human, 23% reptilian, 12% orc, 3% misc. (including demons, doppelgangers, khulek, ogres, ratkin, undead).
Resources: poor, moderate magical and technological levels; trade, agriculture and husbandry, metalworking, stonecraft, mining (some precious and heavy metals), woodworking, salvage, library, magical and military academy.
Religion: Ixian, Thainist, Sathar, Duuran, Typhon, Aguierre, Xeres.
Guilds: Slavers, Surveyors, Alchemists.
Government: relaxed but occasionally oppressive; monarchical control by the Lords of Vussar, led by Dr. Tal Ochzanian (11th level human, 4th Circle Hedge), army of 700.

Vussar was once one of Twylos' greatest cities, co-owned by the Sathar and Old Khaedor. During the Vehrlands War, though, Vussar was the first to go, ripped apart by civil war. Since then, it has struggled to recover its past greatness, although ruins of such remain in the sands, and now stands in the shadows of both Gossar and Llesendor. The Vussar Academy, an institution of alchemists and application-based mages, is one such monument. It is still in operation, but much smaller than during its peak. Presently, Vussar is more famous as the home of the Vussail Archaeological Company, a subsidiary of the Bone Trade based out of Mask.

Junktown: Cryban-Loth is the pair of conjoined slum districts that comprises almost half of Vussar. The large walled Junkyards of Cryban-Loth have been accumulating trash and wreckage for centuries, and are guarded by Tom Unger (4th level human), his three sons and 12-man work crew (1-2nd level, humans, orcs, and reptilians), and five vicious wardogs (as wolves). Members of local gangs and urchins sometimes try to sneak into the Junkyards to hunt for discarded weapons, trinkets, or raw materials.

Desert Friends: The reptilian Slath Vessik (3rd level reptilian, 1st Circle Hermetic) is a typical Sathar merchant, although he has left behind the safety of Clan Vessos for the opportunities of Vussar. Slath has a cart of oddities bought from the desert khulek, and keeps as a pet Kaisu Gabbani, a kind of hopping desert mouse that collects water from the flowers of small Otoru cacti. The gabbani rodents are solitary, and cultivate these cacti in their gardens. The Vussail call these gardens Lamchu, the word for friendship (or, more literally, 'desert friends').

Kaisu Gabbani is named for the gabbani mouse of a Sathar brood story, about a mouse tricked by the friendly-seeming scorpion Lam Dieks into playing a game of tag, which ends in Kaisu Gabbani's death by stinging. The Sathar consider this a parable for their relations with the other humanoid races of Twylos: friendly enough, but treacherous and deadly; i.e., 'lamchu'.

The Khulek Tribes: Two clans of khulek (Vekz, containing 53 khulek; and their rivals the Frezzek, containing 41 khulek) live in the sands beyond Vussar. Keeping to themselves, the khulek would not hesitate to attack small groups of travelers or merchants, but they are mainly robbers, not murderers. The khulek were once a slave race of the Sathar. The collapse of the Sathar Empire in the Second Era caused many of the khulek to flee into the wilds of the deep desert. There is some variation in their attitude to their former masters and the other humanoid races of Saethos, ranging from neutrality to violent hatred. It is quite rare, but not unheard of, that some of the khulek venture to border villages and even occasionally into Vussar itself for trade, or perhaps stranger purposes.

Vyuss (VOOSE)

Small village.
Population: 124; 80% reptilian, 12% human, 6% orc, 2% misc. (2 khulek).
Resources: poor, moderate magical and technological levels; trade, fishing, some agriculture and husbandry.
Religion: Sathar.
Guilds: Surveyors, Slavers, Alchemists.
Government: strict; oligarchic control by Clan Hastur, led by Master Ha Izulian (7th level reptilian), militia of 20.

An oasis at Thr'andrise, the large lake at one of the sources of the Savaen River, Vyuss is a small outpost for the Sathar who journey into the deep desert towards Vhog and Rhauxen. It was also the site of a famous Sathar mage school, the Orb of Andrise. The Orb was so-named for its large blue-glass dome, and is buried in the sands several miles from Vyuss.

Tarach (TAH-rock)

Tarach has become a world power within the Third Era, due mainly to two things- a strong economy, and the loss of power from the older nations of Twylos. It was first settled by Irendi colonists and expatriates, turning from a wilderness frontier into a modern nation during the fall of Irendor. It is divided into two provinces- Tharose and Verlaine- and a third region, Southern Tarach, loosely under control of Tharose.

The current King of Tarach is Maraxam Belvaunt, crowned regent three years ago. Belvaunt is the first non-noble to ever rule Tarach, coming to power after a particularly bloody coup now called The Black Rose Rebellion (as the palace of the King of Tarach is called Avenaigh, the Palace of Roses). The Rebellion was led by Belvaunt and lieutenants loyal to him, against the, in their claims, lazy and debauched Aaron Mendhelose, the previous King, whose assassination marked the end of the Rebellion and the end of the Mendhelose dynasty (consisting of eight previous kings: Iraac, Iraac the Younger, Ydrain, Christian, Ellendhore, Christian II, Christian III, and Aaron). Mendhelose and his coterie were given to extravagance, a situation aggravated by the coming of the Church of Typhon who swayed King Aaron and kept him from his duties.

Tarach is the spiritual successor to Irendor, in terms of governmental control. Tarach is organized in a typical feudal system, with local governments and nobles serving the Belvaunt throne. Taxes are levied both nationally and locally; Tharose is more expensive but is considerably better managed and has a well-organized army, as opposed to the small semi-independent militias of Verlaine.

Tharose and Tarach tend to be indistinguishable, and Tharose is the older name for the Irendi colony. Tharose is more urban, compared to rural Verlaine. However, the main difference is that Tharose was mostly settled by Irendor, while the Verlainein tend to be Vehrlenders in origin. Differences in attitude, dialect, aesthetics, and philosophy continue to this day.

Due to the relative young age of Tarach society, and the extent of civilization here today, Tarach is a good starting location for new adventurers.

Aernig's Hollow

Small village.
Population: 218; 87% human, 13% orc.
Resources: poor, moderate magical and technological levels; woodworking, trade, agriculture.
Religion: Thainist, Duuran.
Guilds: none.
Government: relaxed; monarchical control by Lord Belvaunt, led by Mayor Archibald Konig (3rd level human), militia of 30.

A quiet village near Rooksroost forest, the Hollow was settled in the early days of Tharosen colonization, when it was previously called Vhenzvud (VENS-vood). The people of the Hollow raise vegetables and spices, and cull trees for the shipyards of eastern Tarach.

In the mid-Second Era, the magician Aernig Hortenz, a master of the Rooksroost school, discovered the terrible diabolism of the other headmasters. He came to Vhenzvud, organized a group of soldiers, and prepared to attack Rooksroost. Just upon entering the forest outside of his modest home at the outskirts of the village, Master Renseller of Rooksroost ambushed Aernig. Renseller was defeated, but cursed him and his men to remain rooted to the ground for 100 years. Too far to cry for help, Aernig cast a powerful spell which transformed himself and his legion into oak trees, hoping to one day be discovered and returned to flesh after the century had passed. Aernig's note to this effect, left on the ground before him, was devoured by rooks, and the truth behind the Hollow has been lost. The town was gradually renamed to Aernig's Hollow after the disappearance of its beloved, eccentric magician. Aernig (13th level human, 5th Circle Ritual, 5th Circle Hedge) remains to this day in stasis as a tree, along with his 40 men (4th level humans).

Ambrose

Small city.
Population: 800; 92% human, 8% orc.
Resources: wealthy, moderate magical and technological levels; woodworking, agriculture, clothmaking, fishing, trade.
Religion: Duuran, Thainist.
Guilds: Surveyors.
Government: relaxed; monarchical control by Lord Belvaunt, led by Duke Kristoff Markholdt (5th level human), well-trained militia of 55.

A slow-paced city nestled against the Pherell Woods. Basically just a large village, Ambrose supports itself through agriculture and foresting. It is controlled by the Duke Kristoff Markholdt and the Duchess Irena DuMay Markholdt (6th level human), who live outside of town in aristocratic stagnation in the old Dunharrow Hall. Ambrose is built around a stream-fed pond, called the Rosen Shallows. Both the Thainae and the Church of Spring have a strong following, and the Vox Duur have a small holding within the Pherell itself.

Avenaigh Palace (AVE-en-nay)

Large castle and capital of Tarach.
Population: 1,100; 87% human, 12% orc, 1% misc. (including faeries, ogres).
Resources: extremely wealthy, low magical and moderate technological levels; trade, agriculture, stonecraft, library, military academy.
Religion: Thainist, Duuran, Aguierre, Ixian, Typhon.
Guilds: none.
Government: strict; militaristic-monarchical control by King Maraxam Belvaunt (12th level human), well-trained army of 390.

Also called the Rose Palace (and the Palace of Roses), the Palace formerly was the home of the royal Mendhelose family, but is now the abode of the new Lord of Tarach, King Maraxam Belvaunt. Built at the top of the Graydiene (GRAY-dee-en) Falls, the Palace commands a beautiful view over the Tharosen countryside for miles. The design of Avenaigh is allegedly similar (or the same as) the design of Thorneskeep in Vasqueray, although Avenaigh was built first. Construction was begun in 690 S.E. and finished in 718 S.E., and consists of two main structures, the Inner Keep and the Outer Keep. The Outer Keep is fashioned into several petal-like layers, and the Inner Keep looks like a squat cross, with each of the four arms representing the four principles that the Tharosen lords wanted the new nation of Tarach to espouse: life, passion, knowledge, and love.

Maraxam Belvaunt was a popular mercenary captain working for the Surveyors in Fayde Ehlling when Ioethane the Red-Handed murdered Duchess Morgaine. Belvaunt's parents were close to the Morgaines, and he was disturbed by the incident. Turning to the Thainists for guidance, he came under the sway of Karen (5th level human, 2nd Circle Faith) and Mercretius Lazlo (6th level human, 3rd Circle Faith), an older married couple. The Lazlos are actually priests of Typhon, working for Oberon Frost in Turth. Gradually, the Lazlos convinced Belvaunt that Fayde Ehlling had become a debacle, and that it was time to seize the throne of Tarach. They helped him re-invent himself and raise a large army, including several notorious Ehlling assassins. Belvaunt retains the Lazlos as two of his most trusted advisors, unaware of their true faith and loyalty. Oberon Frost was responsible for the exaggerated corruption of Aaron Mendhelose, who in his naivety was helpless against the machinations of the Mother Church.

Bourgansbaine (BOR-gans-bane)

Large village and landmark (Shadowsfall library).
Population: 750; 91% human, 9% orc.
Resources: fairly wealthy, moderate magical and technological levels; trade, woodworking, agriculture, stonecraft, fishing, library.
Religion: Thainist, Ixian, Duuran.
Guilds: none.

Government: relaxed; loose monarchical control by Lord Belvaunt, led by Mayor Hugh Reynolds (3rd level human), militia of 40.

Bourgansbaine is a sleepy, doomed village. It is known for two things: its wine and its library. Bourgansbaine has long been run by a mayor, currently Mayor Reynolds, and the Bourgansbaine Vinter's Association.

The Shadowsfall Library: The library, Shadowsfall Tower, houses an extensive collection of books and historical records from the colonization and founding of Tarach. Staffed by about a dozen Thainists and members of the Order of Ixian, the Tower was formerly the Bourgansbaine Archives, but was recently renamed Shadowsfall. The famous playwright Tabitha Morgan wrote a piece called "A Shadow's Fall", designing the frontispiece herself- a woodcut of a slightly crooked tower, with a smaller subtower jutting up off of the main tower itself. An earthquake caused the Archives to lean a bit, and newer renovations to the upper observation level made the tower appear similar to Morgan's illustration, supposedly hence the change in the name. Her play is prophetic, though, of the coming destruction of the library and most of the town itself. A gentleman named Maedar Arangul (6th level human, 2nd Circle Hermetic), a Museum Scholar from Rauthos, is soon to arrive to conduct some research on the old House Tharose. The unsuspecting Arangul happens to be an avatar of Nergal, the Gray Man Abraxas, and with the innocent help of Assistant Librarian Megan Grimes (2nd level human), will discover clues to his true identity, provoking his transformation. Overnight, the tower will be swarmed with demons and much of the outlying town destroyed. Afterwards, Shadowsfall Tower will be sealed, becoming the home of several obscene monsters. Note that the power level can increase steeply from level to level- the Game Master is encouraged to let the player characters gradually explore the tower over many game sessions, leaving and coming back as need be in order to survive.

The Entrance (level 1): The entrance to the tower will be guarded by a malebranche demon, tethered to a gnarled post by a large iron chain. The first and largest floor was formerly the Lobby and Main Collections. A grand staircase winds up to the second, third, and fourth floors aboveground. It is possible to bypass the second or third floors if desired. A smaller staircase descends to the first underlevel below. A team of 16 gremlins, led by Gremlin Tom (5th level gremlin, 3rd Circle Hermetic), will have moved all of the books to the floor above for their master's feast. Gremlin Tom is sick of his master's yelling and beatings, but eager to dine on humanoid flesh himself. He's got a Net of Ensnaring (see Appendix I) which he himself made from some of the Lady of Whisper's threads.

The Feast of Books (level 2): The second floor was the Kitchens and contained living quarters for some of the staff. A dumbwaiter in the kitchens services the third, fourth, and fifth upper levels, as well as the first, second, and fourth underlevels. In a disgusting dining room, Master Flauxinas the obese T'suggha demon (see Appendix II) dines on pies and custards made from the books of the library. Few if any of the books remain, and Master Flauxinas and his imps will continue to grow hungrier. He is served by the former chef of Shadowsfall Library, Chef Huxton Merriweather (5th level human, 3rd Circle Ritual), now insane and himself ravenous. The infernal magics of the Tower have provided the Chef with Ritual Magic, a collection of poisons and potions, and the enchanted Dagger of Lies (see Appendix I). Chef Merriweather has eaten the two smallest of his slaves, but the other three slaves (each 3rd level human) have gone berserk and wait in ambush in a pantry, armed with cleavers.

The Lady of Whispers (level 3): The third floor was titled the Upper Stacks, and contained more specialized books and scrolls. Almost all the texts will have been sent downstairs for Master Flauxinas by the three demons that first will reside here, only to be devoured by the Lady of Whispers (triple-size giant black widow spider) and her babies: three giant black widows and eight giant spitting spiders.

The Archives (level 4): The fourth floor was the Archives, containing maps, records, and a few old objects. From the Archives, the top floor may be accessed by a small service ladder. This level will be the home for Librarian Ernst Xillian (4th level cacodemon), now a demon who seeks to keep the remaining records free from Flauxinas's kitchen.

The Wife of Abraxas (level 5): The top floor contains the Observatory, and consists only of two rooms: the observatory itself and a small side tower, a separate structure that was built as a later addition onto the main tower. The observation deck is a large domed chamber, now containing only a small window. Three flawless lenses are held in iron cases, along with a treatise on astronomical and horological magic that contains notes on several powerful spells. Also displayed under a glass jar is Tabitha's Music Box (see Appendix I). The side chamber is Head Librarian Grimes' personal library, containing keys for the third and fourth underlevels as well as some personal effects, including the stone ventricles of the Heart of Abraxas stashed in a cotton shirt. While relaxing here, Arangul's wife discovers his infidelity before his transformation; her corpse hangs from the rafters, and at her feet are the ashes of a note. Left here as guardians are two conjuring eyes (see Appendix II).

Undead Staff (underlevel 1): The first underlevel also contained living quarters, for the less important staff. A small staircase winds down to the second, third, and fourth underlevels; using this staircase, the second and/or third underlevels may also be bypassed to reach the fourth level. Many of the Librarians will be killed in their sleep, and lurk here as undead slaves of their god below (a total of two spectres, ten zombies, and a shambling bone pile (as a triple strength and size skeleton).

The Fungus Garden (underlevel 2): The second underlevel held several workshops, including the mushroom and fungus garden of Librarian Rosslyn Grimes. Grimes's gardens will be horribly altered by the advent of Abraxas.

The Crystal Mage (underlevel 3): The third underlevel was called The Vaults, and held a few objects of considerable historical importance to the Librarians and the old Tharosen family members. The entire level is sealed off, and now covered in beautiful glass and strange crystal, similar in appearance to the substance of Rhauxen. The level has been remolded into the Crystal Labyrinth, the abode of the alien Crystal Mage (see Appendix II). It keeps as pets two giant Glass Scorpions whose stingers petrify their victims into glass statues, and is accompanied by a Glass Man (treat as a Stone Golem as the 7th Circle Hermetic spell). The Glass Man wields a Glass Sword and wears Glass Plate armor (see Appendix I). An extra Glass Sword in an ornate crystal scabbard can be found here, along with a Prismatic Wand (5 charges, casts Phantasmagoria) and three beautiful glass flowers. The Crystal Mage's spellbook is also in a side chamber, consisting of a set of four prisms with soft lights floating above them.

The Furnaces (underlevel 4): The fourth underlevel contains a massive experimental furnace that Librarian Konstantin Huygens (5th level zombie) was working on for the Head Librarian, Kanith Grimes. Entrance to this level is also locked. Konstantin will become little more than a zombie slave, feeding the hungry, now animated and malicious furnace.

Abraxas (underlevel 5): The fifth underlevel is not part of the original Shadowsfall Tower, but was carved out by the servants of the Gray Man. Former Head Librarian Kanith Grimes (13th level human, 6th Circle Faith) is now the high priest of Abraxas, trying to placate his master, who alternates between near-catatonic loathing and manic rage. Grimes wields the Mace of Darklens, an unholy weapon of Abraxas (see Appendix I). Abraxas (see Appendix II) and his undead servants here can be destroyed, but the body of the Gray Man continually regenerates unless his Heart is re-formed and destroyed with an enchanted weapon. In the throne room of Abraxas, besides the Gray Man himself and Kanith, are six wraiths, six spectres, two liches (one 5th Circle Hermetic, one 5th Circle Ritual), and a disgusting blood pudding (as black ooze).

The Stone Heart (underlevel 6): The sixth and deepest level is also a new addition, and consists of a tiny chamber past a large cavern. Its entrance on the fifth underlevel is hidden under a flagstone in a short corridor past the throne of Abraxas. In the smaller room, Arangul's ashes and stone atria of the Heart of Abraxas have been placed by Kanith into a wooden box. The remains of Meg Grimes are also here, along with a golden locket Arangul will have given her. Inside are the dried petals of a rose. The larger outer chamber is full of bones, the remains of the rest of the Shadowsfall staff and people of Bourgansbaine. From this chamber of bones, skeletons (a total of 50 at all times) will continually arise to fill the room and bar access to the crypt beyond.

The Conclave: At the Game Master's option, at any time after Maedar Arangul enters the tower and becomes Abraxas, another adventuring group will attempt to explore it. They are the Conclave, based out of Turth. Originally they are six in number: Dyson Gibbs (14th level human, 6th Circle Hermetic), Cyrena Voulanger (12th level human, 5th Circle Faith), Tyndal Randgrove (9th level human), his sister Tarian (8th level human, 4th Circle Hedge), Mags Gray (8th level orc), and Hector Ransumn (9th level human). Gibbs was formerly a student of Garrison Bones', and owns the Staff of Xendor's Wrath (see Appendix I). Hector has two magic swords, the Golgothan White Blade and the Blade of Shadows (see Appendix I). The Game Master can assume that other creatures not listed above previously lived in the tower, but were destroyed by the Conclave. They will have made it, mostly, down to the bottom, where Abraxas and his minions will kill them. Only Hector escaped, and now drinks himself drunk each night in Fayde Ehlling. Tari is the only other survivor, but she has been captured by Gremlin Tom's net. Gremlin Tom is trying to negotiate with Master Flauxinas and the Lady of Whispers for her, but is getting pretty hungry himself. Gibbs and Voulanger are possibly to become liches under Abraxas' and Kanith's control. Hector and Tari might serve as useful allies for parties exploring the Shadowsfall Tower.

The Ambrose Clinic: Just out of Bourgansbaine proper, on the other side of the village from the Shadowsfall tower, is a Thainist-run asylum for those touched by Xeres. The Ambrose Clinic is less a hospital than it is a retirement community. Individuals, beyond the ordinary help of the Thainists, are sent here to for care by Mother Karen and her devoted staff of 11. En route to the Ambrose Clinic is the Circus of Muroch Ookurum (MU-rukh oh-KOO-rum), a traveling Circus of Piedmont that the player characters might meet before they arrive in Bourgansbaine. In addition to the usual odd lot of traveling carnies, the Circus has a madhouse on display, containing seven 'exhibits': the conjoined twins Simon and Simone (mouths of Xeres), the mad dentist Urvin Montross (believes teeth to be a cancer and has removed them all), Wretched Peter (believes he is not mad and has been wrongfully locked-up; will plead tearfully for characters to release him), Blind Ivan (blinded himself after seeing demons everywhere; a side-effect of long-term Zeaven abuse), Princess Jezebel (a 'faerie princess' with tattered paper-and-wire wings), Quillian Quade (the four-armed boy), and the Sybil of Wax (fortune-telling witch who works with candle wax). The Circus will arrive at the Clinic just before Arangul comes to Bourgansbaine. Much like the library, the Clinic will also be hideously transformed by the advent of Abraxas. The former madhouse will become the obscene lair of the members of Ookurum's Circus. The Clinic might serve as a mid-level side adventure for characters taking a break from exploration of the Shadowsfall library.

The Lobby (floor 1): Magical gloom fills most of the transformed Clinic. It is pitch black within; non-magical light sources are cut by 90% and magical light is cut by 67% in terms of illumination radius. The walls of the lobby are wet with a runny yellow liquid (harmless). Down the hall is the elevator shaft to the upper halls of the Clinic. In a side office, Ookurum lies on his back over a desk, his body and face beaten to a bloody pulp. Teeth are everywhere, having been all removed forcefully and clumsily from his mouth. The Lower Elevator Key can be found in the desk under Ookurum's body.

The Elevator: The rickety elevator rises up four levels, but requires a key to operate. The Lower Key allows it to move between floors 1 and 2, the Upper Key allows it to move between floors 1, 3, and 4, and the Cellar Key allows it to descend to the cellar. Attempts to access the higher levels through the concealed ceiling panel (Perception check of 10 to notice) will be opposed by Quillian Quade (as gorilla, but with four attacks instead of two). Quillian has a little nest in a ledge off the elevator shaft. He uses a Chameleon Cloak as a blanket.

The Office of Dr. Montross (floor 2): The walls are covered with faded, cracked wallpaper with a floral design. Faint screams can be heard from an office down the hall, but will end as the characters approach. Inside the waiting room is a large painting of a mouth, wide open and grinning, full of cavities and saliva. The Doctor himself (8th level human) waits in the operating room, crouched behind a toppled cabinet- he will lunge on top of the first character to enter, wielding a bloody set of pliers, and attempt to extract his victim's teeth. He will summon his assistants, four female bugbears, after a few rounds of his patient's struggles. Doctor Montross has the Upper Elevator Key and a collection of teeth, including two golden teeth each worth 100 sc, and a Tooth of Protection (1 point of absorption, not currently being used due to the Doctor's fear of teeth).

Faery Land (floor 3): Mold, mushrooms, and thick grass cover the walls and floor. The air is thick and musty, and filled with mist. Frolicking here in an orgiastic, demented state are five elves, four dark elves, four pixies, and three sprites. The Queen of May (7th level sidhe, 3rd Circle Ritual) and the King of September (6th level sidhe, 3rd Circle Hedge) attend Princess Jezebel (8th level human, 3rd Circle Faith). They will be hostile to those who disrupt their sick garden party. The Queen wields an enchanted trident (+1 to-hit and damage) and carries the Cellar Key. The King carries a golden pistol, three doses of gunpowder, and three golden bullets (each +2 to damage). If attacked in melee, he will resort to using his silver letter opener (as dagger). Jezebel is mostly unaware of what is going on around her, even in combat, mainly grinning and drooling. She will randomly cast spells with equally random targets.

The Waxworks (floor 4): Everything here is covered in a thick but runny tallow. Patrolling this level are eight wax dummies (as flesh golems). The wax dummies will continually re-form every hour or so and attempt to take the crude likeness of anyone who enters the level. In a back office, the Sybil of Wax has been transformed into a huge, obese pile of oozing, seeping flesh (treat as a black ooze combined with a banshee). The Sybil will not be initially hostile to those who approach her, but neither will she help the characters fend off her wax dummy spawn (who form from her drippings). The Sybil will gladly give cryptic, and occasionally wrong, information to curious characters, especially as pertains to the Reticent Chapel and the Shadowsfall Tower. She sits on a pillow, underneath which is another copy of the Cellar Key and a pair of pearl earrings worth 300 sc.

Hell (cellar): Old, gore-encrusted chains hang from the ceiling, and rusted pipes drip and hiss steam. Blind Ivan was right- demons are everywhere in Twylos. The cellar of the Ambrose Clinic, full of small cells, restraining devices, and surgical equipment, is now home to ten manes demons, three malebranche demons, one succubus, and one sphexidemon. The sphexis, Liszt the Kind, uses a magical frost trident in combat (+1 to-hit and damage from cold). Veromínica the succubus wears magical Glasses of Insight (as the 2nd Circle Faith spell, granting a +1 bonus). Three of the manes are being shown by one of the malebranche how to flay skin, using long pieces of Ivan's back flesh to bind a set of four horrible books (being penned by Veronimica in blood and other fluids). Veronimica, being a writer, will flee rather than fight, finding any combat to be a rude interruption of her work. Ivan himself (5th level human) is completely mad and essentially useless. Wretched Peter (9th level human, 4th Circle Hermetic) is a friend of Liszt's, and has free run of Hell. If he recognizes intruders, e.g., from visiting him at the Circus, he might aid the characters if they extended sympathy to him or tried to free him before. Otherwise, he believes the cellars are in fact Hell, and he will happily aid his demon friends, trying to capture, torture, or kill the player characters.

The Reticent Chapel (the Ether): The Chapel exists in the Ether, apart from the rest of the Clinic. Portals to it may occasionally appear within the Clinic, but will close and disappear just as the characters get close. Inventive players might find any of several ways to prevent the portal from closing (such as use of Tabitha's Music Box to temporarily dispel its magic, or horological means to slow its closure), or gain access to the Chapel by other means. The Chapel is a dimly-lit shrine, suspended in the Ethereal void, where Simon (9th level human, 4th Circle Faith) and Simone (9th level human, 4th Circle Faith) hold court. They are attended by two strategoi archons and two basileae archons, each dressed in pale pink. Simon and Simone appear and talk exactly the same. In the Chapel, they are as gods and behave according to their own logic. The twins may deign to help characters who enter their demesne, or seek to obliterate them for some perceived impertinence. If the twins are destroyed, the Chapel will disintegrate into the Ether, and all within (excepting any surviving archons) will be teleported together somewhere randomly in Twylos. Within the Chapel on the altar are one of each color of Incense of Silken Dreams, and "On Suicide", one of the Books of Amagian the Younger.

Covenach (CUH-ve-nock)

Large village.
Population: 1,200; 89% human, 11% orc.
Resources: fairly wealthy, low magical and moderate technological levels; trade, woodworking, agriculture and husbandry, clothmaking.
Religion: Duuran, Thainist.
Guilds: Surveyors.
Government: relaxed; loose monarchical control by Lord Belvaunt, led by Mayor Kael Arneson (6th level human), militia of 60.

Found at the northern tip of the great Willowood, Covenach pays lip service to the King of Tarach, negotiates trade with both Taran and Vehren organizations, and manages to do pretty well for itself. It keeps itself small and safe despite occasional ventures by merchant

companies to expand it, and occasional attacks by the strange things that skulk out of the Willows.

Fayde Ehlling (FADE ehl-ling)

Major city. Center of civil unrest in Tarach.
Population: 66,000; 92% human, 7% orc, 1% misc. (including demons, doppelgangers, dwarves, faeries, goblins, ogres).
Resources: modestly wealthy, high magical and technological levels; mining (some precious and heavy metals), stonecraft, metalworking, woodworking, trade, fishing, agriculture and husbandry, art, library, magical and military academy.
Religion: Duuran, Aguierre, Thainist, Ixian, Typhon, Xeres.
Guilds: Slavers, Surveyors, Alchemists, Navigators.
Government: oppressive; militaristic-monarchical control by Lord Belvaunt, led by Adrian Evensarch (7th level human, 3rd Circle Hermetic), well-trained army and navy of 3,300.

Tarach's second largest city, Fayde Ehlling was once ruled by the Duchess Asantha Morgaine and the royal Morgaine family. It once fostered a prosperous artistic community under her patronage- her villa near the center of town was called the Marble Palace due to the plethora of statuary she kept inside. That was until 203 T.E. On a rainy November day, a priest of Aguierre named Ioethane (later titled "the Red-Handed") publicly accused the Duchess of being a Bloodmaid of Breyana and part of a Church of Winter coterie that controlled the city. He then stormed his way through her mansion, slaughtering all the guardsmen, chasing her through the halls and out into the street where he crushed her skull with a cobblestone before being killed himself by the combined efforts of (reports vary on the exact numbers) eight to twenty city guards.

The Shattered Glass: Since then, the Ehlling hasn't been the same. The city was in full revolt for a number of years, until the new King Belvaunt helped broker peace, in part due to Belvaunt's former connections with Fayde Ehlling. Avenaigh has instituted a new governor, Lord Evensarch, and the city is now heavily patrolled by a contingent of the Tharosen army. However, factions of the Church of Aguierre have tried at least twice in the past few years to take control of the city, acting in conjunction with a local rebellion group called the Shattered Glass. While Fayde Ehlling now seems like a normal town from day to day, according to the Church of Aguierre, the town itself is practically a shrine to the demon goddess Breyana.

Fayde Ehlling is the center for arms manufacture in Tarach. The Black Rose Rebellion benefited greatly from the lax oversight and regulations of the Ehlling arms trade, and has since tried to crack down and control the production of weapons by the famous smithies of the town. One of these, Margrove Steel (run by the Margrove family), is attempting to go underground to support the Shattered Glass against Evensarch and the Belvaunts.

Khiriss (KEER-iss)

Region; swamp.
Common encounters: centipedes, gnoles, goblins, rats, snakes.
Rare encounters: banshee, bunyip, crocodiles, faeries, grindylow, hunters, hydra, ooze, shuggoth, sylph, trolls, undead, will o' the wisp.

Khiriss is the large swamp dividing Tharose and Verlaine, home to many dangerous creatures. While the humanoid races have found ways to inhabit almost the rest of Twylos, Khiriss remains uncivilized. Communities on the edge of the marshes would stay away from Khiriss, except that many rare herbs and medicinal plants can be found within. As these plants get collected, it has been necessary for the Alchemists Guild and local apothecaries to search deeper into the fens to find unpicked and virgin specimens.

Mask

Small city. Home of the Bone Trade, built into the pines.
Population: 3,300; 85% human, 9% orc, 6% misc. (including demons, doppelgangers, ratkin, reptilians, undead).
Resources: fairly wealthy, high magical and technological levels; trade, woodworking, agriculture, metalworking, clothmaking, art, stonecraft, fishing, library.
Religion: Duuran, Thainist, Ixian, Typhon, Aguierre, Xeres.
Guilds: Alchemists, Slavers, Surveyors.
Government: relaxed; monarchical control by Lord Belvaunt, led by Mayor Jacobin Naes-Belvaunt (4th level human), and oligarchical control by the Ravensburg Mercantile Association, led by Garrison Bones (16th level human, 8th Circle Hermetic, 1st Circle Ritual), army of 250.

Mask is a more of a large village than a proper city, built around and up into the giant trees that form Durkwood. Mask is run by a corrupt merchant council that manages the city by bribe money and threat of violence. Lord Belvaunt's young brother-in-law Jacobian has been sent to Mask to oversee the council, but is in over his head, and has begun to succumb to avarice and debauchery himself. Mask is famous for fine woodcraft and glassblowing, boasting a large Optics Guild and the trade center of Ravensburg. Near the Hall is a perfumery and spice shop, The Painted Rose, run by three rakshasa who run one of Mask's crime syndicates.

The woods outside Mask, and even the streets at night, are not altogether safe. Outside, a tribe of 84 gnole hunters searches for easy prey with the help of two feral Duuran allies. Within Mask, in addition to several gangs and roving cutpurses, six mylings emerge from the remnants of a burnt-out orphanage, seeking revenge in the black alleys of Mask.

The Bone Trade: Mask is where the Society for the Advancement of Archaeology began, now better known as the Bone Trade. While the largest Bone Trade office is in Vussar, many of the Society's more unusual findings and people call Mask home, due to Mask's relative seclusion. The Bone Trade is an international organization devoted to historical documentation and exploration, particularly of ruins, battlegrounds, cemeteries, and other strange locations. The informal name of the Archaeologists comes from their particular fascination with ancient wars, technology, and crypts (in essence, they are mostly grave-robbers), in addition to the self-styled necromantic leanings of some of the members. It's difficult to know how much necromancy the Society actually uses or espouses, but a few of the more visible members of the Bone Trade certainly play it up- shaved heads, black robes, and undead workmen. This is largely affected, as the Bone Trade is firstly a financial organization. The Bone Trade is well-funded due to their commercial interests. They sell findings and devices to interested parties, including eccentric old aristocrats and members of the School of Names, and also use their discoveries to invent or recreate old weapons, machines, other technological devices, and magical items and spells. In addition to flagrant necromantic showmanship, members often flaunt their personal wealth; a Bone Trader might proudly wear a gaudy ancient golden ring salvaged- or stolen- from a tomb. Some members of the Bone Trade keep as pet small red worms called Reduvius, leech-like animals that feed on blood. The saliva of Reduvius is numbing; this has led to production and marketing of a compound called the Adjuvant of Reduvius as a pain-killer.

The head of the Bone Trade is Garrison Hyule, who goes by the moniker Garrison Bones. Bones was once a powerful and charismatic necromancer who helped lead the Bone Trade into their current position of wealth and prestige. Now, Bones is an old lush, remaining within his mansion in a drunken stupor, and mostly irrelevant and ignorant of the operations of the Trade. He acts as a figurehead leader for the Ravensburg merchants who have long ruled Mask.

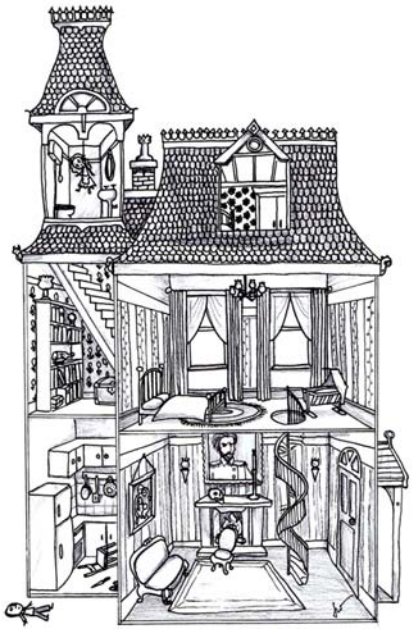
Nies (NIYS)

Small village. Village invaded by doppelgangers.
Population: 173; 100% doppelganger.
Resources: fairly wealthy, moderate magical and technological levels; woodworking, agriculture and husbandry, clothmaking, art, fishing, trade, library.
Religion: Xeres, Duuran, Thainist.
Guilds: none.
Government: relaxed; loose monarchical control by Lord Belvaunt, led by Mayor Dolorous Haze (10th level human doppelganger, 4th Circle Faith), militia of 12.

Nies is a peaceful village like many others scattered across Tarach. What sets Nies apart from other Tharosen villages is the horrible truth about its inhabitants. Nies, over the years, has been completely taken over by doppelgangers. Not a single citizen left is a real person; rather, everyone has slowly been murdered and substituted by an exact, mind-reading, otherworldly double. Aside from that, life proceeds as normal as in any village. The doppelgangers are happy to entertain guests in the local inn and provide goods and services, but woe to them who try to settle down. That aside, Nies is a nice place to visit. One of the interesting features of Nies is an old mill, now converted into a small theatre and chapel of Rhiannon; the waterwheel drives a large organ to produce odd music.

Tabitha Morgan's Dollhouse: A primary reason why the doppelgangers have flocked to Nies over the years is unknown to any of them. Ms. Tabitha Morgan, is (or was, before she was displaced by her doppelganger) a distant relative of the infamous Morgan of the Thousand Maws, a powerful priest of Xeres who subverted Oolmsdome at the end of the First Era. Ms. Morgan has collected a number of curios given to her as tokens of appreciation for her writing. One of these is an elaborate dollhouse. The dollhouse contains a miniature library and a ship-in-a-bottle, within a cabin of which is a strange relic- The Book of Numbers (see Appendix I). This Book, like a few others lost across Twylos, is tainted by Xeres and tends to attract servants of the Mad God to them. The magic of this book is undetectable by normal means, and is clearly only obtainable by magical shrinking and entering the dollhouse and, to an even smaller size, the ship-in-a-bottle. The ship also contains a number of unusual creations, for both ill and good, including an alluring siren and a set of deadly automata. The book will revert to normal size when removed from the dollhouse.

A Shadow's Fall: In the dollhouse library are tiny copies of the original Ms. Morgan's greatest works, including A Shadow's Fall. This is a play in four acts (Spring, Summer, Autumn, and Winter), about Sebastian Ashe, a stranger who comes to the village of Sheltensborg. Ashe the drifter decides to settle in Sheltensborg during Spring, and falls in love with two women, the blonde Jessica Dalgeng and the brunette Tabitha Morgan. During Summer, Ashe becomes a councilman in the town, and due to his persuasiveness and charisma, is a candidate for town alderman. He moves in with Miss Morgan but secretly pursues Miss Dalgeng. In Autumn, his arrogance is overwhelming, and as alderman, lives a life of hedonistic luxury. He leaves Miss Morgan for Miss Dalgeng and neglects the duties to the town, gazing frequently in a large mirror in his manor past which can be seen a shadowy figure. At the end of Autumn, both women expose his embezzling, leaving Ashe and Sheltensborg. In his madness, Ashe kills the four other councilmen and burns the evidence of his crimes. In the weird final act, Winter, the Shadow King and his Court creep out of the mirror and into Sheltensborg, taking over the town as their own. In Ms. Morgan's storage shed behind her house, a collection of trash and papers contains the strange discarded epilogue to "A Shadow's Fall", the Song of the Bone-grinder. A stout man, the only actor, cleans the streets of Sheltensborg, collecting the bodies of the dead and tossing them into a grotesque machine while delivering a rambling, sing-song monologue on the virtues and luxuries of modern living.



Rooksroost

Large village and landmark (lost mage academy).
Population: 1,800; 92% human, 8% orc.
Resources: fairly wealthy, moderate magical and technological levels; woodworking, mining (few heavy metals), agriculture and husbandry, metalworking, trade, library.
Religion: Duuran.
Guilds: none.
Government: strict; loose monarchical control by Lord Belvaunt, led by Baron Shellbourne (5th level human) and Captain Ariel Ingres (8th level human), militia of 200.

Rooksroost refers to three different places: a large forest; a village at the edge of the trees; and a lost Hermetic school deep within the woods. The villagers of Rooksroost are heavily Duuran-influenced, being xenophobic, superstitious, and skeptical of Hermetic magic use. Rooksroost is governed by the Baron Shellbourne and his militia. Visitors from the Vehrlands or the rest of Tarach are rare, and will usually be questioned by the militia captain Ariel Ingres, niece of the old Baron and only surviving heir.

The Rooksroost Mage Academy: The woods are dark and wild, and the villagers do not venture there as it is easy to get lost. Few things live in the woods, although there is a huge flock of rooks, the large ravens from which the village and forest take their names. These rooks are highly intelligent, speak in broken tongue most of the languages of Twylos, and tend to hate intruders into their woods. The largest among them, an old female, alone knows the words to speak that part the mists revealing the Rooksroost Hermetic Academy ("neverill amorvan daq'itan"). The school of Rooksroost disappeared into the Ether at the end of the Second Era, and all inside are now dead. The Rooks were the familiars and pets of these mages, kept in a rookery at the top of the school. Shadows and magical wards still fill the school, and in a hidden conference room in the bottom are the slain corpses of the former heads of Rooksroost. Powerful magicians, they were slaughtered by Abagail Preschon, the leader of the Handmaidens. Her own remains lay in the middle of the room, killed by a bound cherubic angel that still is compelled to defend this room. In her skeletal hand is her weapon, the Axan Morn (see Appendix I). If the ghastly remains of the lords of Rooksroost are defeated, and the cherub destroyed and her sword approached, her spirit, now a wraith, will arise and punish the unworthy. She will ask three questions: Who are you? For what end was the Axan forged? And why must this be so?

Diamond Blue: At the periphery of Rooksroost Forest, about three days north of the village, is Diamond Blue, the City of Imps. Within the treetops, 44 imps (30 lesser and 14 greater) have constructed a village of their own. There they manufacture odd knick-knacks and shoes, which they are hoping to soon trade with the Rooksroost villagers in exchange for their favorite delicacy, the flesh of babies. They are quite serious about their endeavors and will be friendly to visiting travelers. Councilman Lozen (6th level imp, 3rd Circle Hedge), foremost among the imps, oversees this community.

Rothaine (ROW-thane)

Small city.
Population: 4,500; 94% human, 5% orc, 1% dwarf.
Resources: wealthy, moderate magical and technological levels; trade, woodworking, agriculture and husbandry, stonecraft, mining (copper), fishing, library.
Religion: Thainist, Ixian, Duuran.
Guilds: none.
Government: relaxed; monarchical control by Lord Belvaunt, led by Duke Yansecht Ruthien (5th level human), army of 400.

Rothaine is ruled by the old Duke Yansecht Ruthien (YAN-sect RUE-thee-in). The Ruthien family has been ruling Rothaine for a long time; they're an old Valan family, a brach of the Great House Tharach that was exiled from Irendor during the Fall of Irendor around 0 S.E. The usurpation of the Avenaigh throne by Belvaunt has greatly increased the tension in this once-relaxed village. Ruthien is on diplomatic terms with the new king, but Ruthien's ambassador to the throne Mr. Ganterby Giles (3rd level human, 1st Circle Hedge) has heard rumors of an upcoming assassination attempt. Giles has heard correctly, but it is not the Duke himself who is the target. Agents of Oberon Frost, the priest of Typhon behind the Black Rose Rebellion, plan to assassinate the Duke's advisor (and in private, his mistress) Lady Charlotte Daumier (DAW-me-ay; 4th level human, 1st Circle Faith). The Lady Charlotte is a Thainist as well as a priestess of the Church of Spring in Rothaine, the House of Lightall. Her assassins, four Verlainen mercenaries headed by Charles Nox (4th level human), have been working as lumberjacks for the last two months in a camp near town. They plan to frame her as a priestess of Breyana after killing her. To aid them in their mission, Frost has given to the assassins Valhonna's Shame (see Appendix I), wielded by Nox. Nox knows it is highly likely that Frost's agents will attempt to kill him also after the assassination is complete, but has many contacts in Fayde Ehlling who will help him try to escape.

Complicating Rothaine's problems are the gnoles, living in the woods beyond the village lands. Normally, the gnoles keep to themselves, held in check by the Duurans and Church of Spring. The sudden death of the Duuran elder in the area has reduced the Duuran influence on the gnoles, who will soon be preying on the Rothaine woodsmen.

The Cult of the Lotus: Ignorant of Rothaine's other problems is Moloch Streng (2nd level human, 1st Circle Hermetic). Streng's real name is Bartholomew Nivens, newly arrived from Rheyes, eventually in hopes of journeying to Rooksroost. Streng is quite arrogant and believes he has the potential to be a great magician. While making a preliminary investigation of the woods, 'Streng' stumbled across two gnoles out scouting, and has managed to keep casting Friends spells successfully on both of them for the past week. His new (and dangerously temporary) allies have told him about a shrine hidden in a cave in the forest about half a day from town. The shrine, previously undisturbed by the superstitious gnoles, was built in the mid-Second Era by a group of Duurans who called themselves the Cult of the Spider, now deceased. Streng has spent two days investigating the shrine of the Spider Cult, and believes correctly that it was a front for a different group. However, he mistakenly believes he has found the lost mage academy of Rooksroost. In fact, the shrine was home to a small group of Duuran Naturalists who revered the magical properties of Twylos'

lotus plant. This group, the Cult of the Lotus, left behind a preserved Lotus Seed (-5 on the roll for type grown) in the inner sanctum of their temple, but it is guarded by a green man (as the 4th Circle Ritual spell of the same name). The entrance to the inner sanctum, through the false Spider Cult shrine, is protected by a golden spider (as giant tarantula).

Turth

Major city and home of Navigators Guild. Largest city of Twylos.
Population: 110,000; 90% human, 9% orc, 1% misc. (including dwarves, faeries, goblins, ogres, reptilians).
Resources: very wealthy, moderate magical and high technological levels; trade, woodworking, agriculture and husbandry, shipbuilding, metalworking, fishing, clothmaking, art, libraries, magical and military academies.
Religion: Thainist, Ixian, Duuran, Aguierre, Typhon, Xeres.
Guilds: Navigators, Slavers, Surveyors, Alchemists.
Government: relaxed; monarchical control by Lord Belvaunt, led by Duke Yansecht Ruthien (5th level human), army and navy of 5,000.

Turth is the largest and most successful city of Twylos today, numbering over one hundred thousand in population. This reflects its youth, vigor, and prime trading location between the bountiful fields of Tarach and the metals of Armech. Turth is quite wealthy in parts, and is approximately twenty miles on a side. The northern portion of the city proper is divided into two 'quarters'- the Rose Quarter and the Gold Quarter. The Rose Quarter is mainly residential, while the Gold Quarter is more commercial. Almost all of Twylos' faiths find temples, churches, or shrines in Turth. There are three main temples to Kithain, and a lot of smaller, more private Thainist shrines; there are two large temples to Zhol and Nergal; the Church of Spring runs a few small chapels (and the Vox Durr make a showing there, as well as outside of town); and followers of Ixian, Aguierre, and Xeres are all present. The main temple of Zhol, called Ormuura, is under the strong leadership of the Mother Arwena Vorgayne (9th level human, 5th Circle Faith) who has a history of affiliation with the Handmaidens from Murdyne. Among the dozens of inns in town are The Carbuncle's Jewel, The Millstone (a bar frequented by orcs), and The Ye Olde Inne, an establishment run by James "Jimmy" T. Swill III (5th level human), made famous due to its attempted destruction by the psychotic magician Fess. Fess's grave, an orange tree next to a small marker, now lies next to the Olde Inne.

The Surgeons of Luksharrow: Each of the four Guilds maintains a large chapterhouse in Turth. Their profitable dealings have allowed them to finance construction of a new university, called Luksharrow. Some of the Alchemists employed at Luksharrow have recently formed their own internal research group called the College of Surgeons. The Surgeons engage in anatomical and physiological research, and the symbol of the College is a hand with five fingers spread. Luksharrow also contains the temple of Typhon in Turth. Rather new, it has started to attract a large following especially among the students of Luksharrow. The acting head of Luksharrow's Typhonae is Mother Rebecca Sunday (9th level human, 5th Circle Faith), a regal Valan woman from the eponymous village. Among the priests is Oberon Frost (13th level human, 6th Circle Faith, 3rd Circle Hermetic) from the Mother Church of Gyre. Incognito, Frost helped organize the Black Rose Rebellion, although Mother Sunday and most of the other Turth Typhonae have no knowledge of this.

The Tradetongue Project: Luksharrow is also the site for an academic project attempting to create a new, simple language. This language, Guildspeak or Tradetongue, is a blend of simple Taran and Valan words, including some hand gestures that are represented by lines in the written version. Dr. Thomas Anopheles (10th level human, 3rd Circle Hedge), an Alchemist, Thainist, and visible member of the Church of Typhon, is in charge of the language design. The Guilds' eventual goal is to set up a system of public education with Tradetongue as a foundation. In addition to fostering international communication and trade, some members of the Guild secretly hope to control information using Tradetongue. With the new language in place, most commoners and tradesmen will be less likely to learn Valan, Zhellan, or Irendi, thus preventing them from reading books in these languages. The Guilds are planning construction of a printing press to disseminate their own edited versions of historical and technical works.

Jon Ruckles' Gang: Turth, the surrounding countryside, and the outlying villages are more-or-less safe for travelers; most of the danger comes from fellow travelers (highwaymen and brigands) than from rampant beasts. The Gray Hills, though, were once home to early Duurans, and recently a group of dwarven herdsmen and women accidentally discovered an ancient Duuran laboratory several years ago. In the course of their quiet explorations, their leader, Jon Ruckles (2nd level dwarf werejackal), obtained the ability to turn into animal form (in reality, he was poisoned and is now a lycanthrope). Further exploration drove the dwarves mad; they are now somewhat feral, based out of the old laboratory, and have a host of animal servants at their disposal. Low in supplies and in number, they have begun to make raids to acquire food, goods, and breeding partners. Ruckles and his pack have also come into conflict with a village of 20 bugbears several days of travel from Turth.

Loose Lion: A traveling circus has been brought to town by Jimmy Swill to entertain the patrons of The Ye Olde Inne. Unfortunately, some drunken thieves who frequent the Olde Inne stole the keys to the lion cage to tease it, and accidentally let it free. The lion mauled the thieves and escaped into the wilds at night. Swill and the circus owners are understandably eager to find the lion and return it, hopefully alive and uninjured, to the circus. Simultaneously, three bugbear trappers led by Murz Kurdel (2nd level bugbear) have tracked it to its cave, but have not yet decided whether it would be better as a pet or as meat. They will not be favorably inclined towards others interfering with their plans, but might be talked into working together to capture it, with a large enough threat or bribe.

Voon

Landmark (ancient ruin).

The island of Voon is now uninhabited, and is the source of some local superstition. Apparently during the First Era, Voon once held a great city (which is now in ruins and completely overgrown). Near the city is a small tower of basalt, approximately 100 feet tall- this is called the Black Ziggurat by the first explorers to Voon. The Black Ziggurat was the former holding location of the Egg of Voon, a strange relic believed to have resurrection abilities within a large radius of its activation, and obsessively sought by members of the Bone Trade.

Vamooris (vah-MOOR-ihs)

Vamooris is a desolate mountainous island at the northern reaches of Twylos. Similar to Orethedron, Vamooris was discovered in the Third Era by the Navigators Guild after their commission of the Vausse Academy's world map. Volcanoes and glaciers make this an inhospitable place, which is home to the savage Minotaurs. Tharosen and Armechian settlers have tried to survive here, but have continually fought a losing battle against the powerful and seemingly limitless Minotaurs. The Minotaurs have finally struck the winning blow, destroying the two humanoid settlements of Machontin and Stoneskeep. Armech and Tarach, along with the Guilds, are considering using Vamooris as a prison island, to ship undesirables and debtors out of their hands.

Vamooris would be a tough choice for beginning characters, who would find the Minotaurs and the native beasts difficult to escape. Characters might be sent as prisoners, left to their own devices in the ruins of Machontin, or might be Slavers sent to deliver supplies to the survivors, only to be shipwrecked by a storm.

Machontin (mah-CONT-in)

Ruined city. Taran-Valan colony destroyed by the minotaurs.
Population: 99; 74% human, 21% orc, 4% dwarf, 1% ogre.
Resources: very poor, low magical and technological levels; fishing, salvage.
Religion: Duuran, Ixian, Thainist.
Guilds: none.
Government: none; led by Journeyman Bertram Cusp (11th level half-orc, 4th Circle Hedge), militia of 80.

Machontin is a port town, and was the only true city on the island. In past weeks, however, a surge of minotaur barbarians, along with two trained wyverns, have finally decimated the city's defenses, and Machontin has finally fallen. Their harbor destroyed, the hearty survivors of Machontin have taken refuge in the rubble and caverns underneath, attempting to hide their presence from the minotaurs, and find some way to survive, escape, or strike back.

Stoneskeep

Landmark (ancient citadel). Prisons of the minotaurs.

Not to be confused with the citadel of the Handmaidens at Murdyne (itself called Stonekeep), this is a tall granite fortress built above the Angers Gorge. When the humanoid settlers of Machontin first arrived at the start of the Third Era, they found Vamooris strangely devoid of life, and Stoneskeep already standing. An elaborate and immense castle, it was clearly designed for things much larger than the humans, who did not suspect that the minotaurs were dormant in the crypts below. The activity of the settlers disrupted the holding fields on the minotaurs, releasing them to cleanse their homeland of the weaker, unprepared invaders.

The Ice Wyrm: About a week's travel into the northern mountains from Stoneskeep leads to the enormous glacial peaks that flank the upper latitudes of Vamooris. Herein is the lair of Anestheles Sicuriac (ah-NES-tah-leeze suh-CURE-ee-ack), an ancient Ice Wyrm. Currently asleep and partially frozen into the ice, the Minotaurs revere it as a sort of god, and have sacrificed several of their humanoid captives to its majesty. Sicuriac, if awakened, could care less about the Minotaur devotion and will be quite hungry for live food.

Vasqueray (vas-ker-RAY)

The island-nation of Vasqueray consists of two large islands- Cyndiquist Isle and Deimos, and a collection of smaller islands such as Vexin Ley, Vexin Mhon, Montross, and the Tears of Brielle. Collectively, these islands and the nation they form are sometimes referred to informally as the Queys (KAYS). Vasqueray was once a rich dynasty, rivaling the wealth of the former Empire of Irendor, although coming into its own in the century after Irendor's decline. The story of Vasqueray parallels that of Irendor on a smaller scale. The ruling class, a rather inbred aristocracy called the 'Sea-Kings', came to an end a few centuries ago, officially dying off with the death of Lord Ixondr (ix-ON-der) and Lady Muriel. Vasqueray has since floundered in its once-great glory, succumbing to a sort of isolated debauchery, although remains a beautiful sub-tropical location seeped in a rich artistic and culinary tradition.

Vasqueray would be a good location for adventurers of all skill levels. A campaign begun in Vasqueray has the advantages of being out of the way of the rest of the world, and because Vasqueray is a set of islands, the GM can limit access and control the progress of the game. For example, player characters might begin as well-treated slaves working to bury bodies within the Morningstide Tombs. Characters also might start as slaves, freemen, or Apprentice Guildsmen working on a Navigator ship sent to investigate reports of piracy in Oolvaunt.

Cyndiquist (SIN-deh-kist)

Major city and capital of Vasqueray.
Population: 41,000; 85% human, 8% orc, 5% reptilian, 2% misc. (including demons, dwarves, faeries, jinn, undead).
Resources: wealthy, high magical and technological levels; trade, fishing, shipbuilding, woodworking, clothmaking, art, agriculture and husbandry, mining (some precious metals), metalworking, libraries, military and magical academy.
Religion: Thainist, Duuran, Ixian, Aguierre, Typhon, Xeres.
Guilds: Navigators, Alchemists, Slavers, Surveyors.
Government: relaxed; monarchical control by Lady Zhillian Queynoth Venesia (KAY-noth VEN-see-ah, 8th level half-sidhe), army and navy of 900.

Large capital city of the once-powerful Kingdom of Vasqueray, Cyndiquist still has a lot of old money, but in the Third Era Cyndiquist became decadent and lazy. It is home to the school of Queyliene (kay-LEEN), a magician's college with ties to the Guild of Navigators. Also present are two shrines to Rhiannon, the Hall of Joy and Vielense (vee-LENS; "Quiet"), several churches to Kithain, and many expensive boutiques. The architecture of Cyndiquist is distinctive, featuring a lot of white, and large, low buildings with many windows. The Guildhall of the Navigators, Valous, is an exceptional example of Second Era Cyndan construction.

The Zieth Cour: The Zieth Cour was a private school for Hermetic training that covertly supported the Guild of Thorns and the deposition of Ixondr. Ixondr drove them from Cyndiquist, where the surviving members relocated to Rheyes, only to quickly disband and join Arosquey. The Cour, housed underneath a broad villa, is now empty.

The Floating Island of Grabbane: In the waters out of Cyndiquist, there have been reports of a small island not on the Guild maps. However, these reports differ in terms of the whereabouts of the island. These ships have spotted the Floating Island of Grabbane, actually the remnants of a large submersible vessel created in the first days of the Sea Kings. Approximately 100 meters in diameter, the now unmanned vessel floats aimlessly through the seas.

Gorgos

Major city. A floating city of small islands and boathouses.
Population: 21,000; 81% human, 14% orc, 2% reptilian, 3% misc. (including demons, dwarves, faeries, jinn, ratkin, undead).
Resources: very wealthy, high magical and technological levels; trade, fishing, shipbuilding, woodworking, art, some agriculture, mining (few precious and heavy metals), metalworking, clothmaking, stonecraft, fishing, libraries, magical and military academies.
Religion: Ixian, Typhon, Thainist, Duuran, Aguierre, Xeres.
Guilds: Navigators, Alchemists, Slavers.
Government: strict; monarchical control by Lady Venesia, governed by Heinrich Vuillard (9th level orc, 2nd Circle Faith), army and navy of 400.

Gorgos is a somewhat xenophobic city spanning numerous small islands, connected by bridges and an extensive network of small harbor boats. Gorgos is on the largest island, Olgos, of the Tears of

Brielle, a southern archipelago at the outskirts of Vasqueray. Gorgos is very rich and many of the old families of Vasqueray still have island estates here in the Tears. The eccentricity that Queyans are known for is quite apparent in Gorgos- strange foods, architecture, and manners of affect can all be observed on the public islands, not to mention that most Gorgothians seem somewhat paranoid and prefer to keep to themselves, especially if they own or live on the numerous private islands or boathouses.

The Prison Ships: A fleet of decommissioned Ixian vessels floats in the Gorgos harbor. These ships are Zar-Chankor, the prison ships of Gorgos. Land in Gorgos is too precious to be wasted on prisoners, generally debtors and petty criminals. Unusually, Zar-Chankor is managed entirely by the Ixians without Slaver help. There are twelve ships in all, ranging in size from one to three masts, that can collectively hold several hundred prisoners, although generally several dozen prisoners are interred here at any given time.

Velanieh: Recently the Church of Typhon has financed the construction of a large amphitheatre for plays and musical performances. Both the theatre and its island take their name from the original title of Thorneskeep- Velanieh (veh-la-NIE). Velanieh has attracted a lot of major talent from Vasqueray, Gyre, and parts east.

The Dustmen of Piccolo: One of the wealthier islands, open for commerce to the public, is called Orbane. Orbane maintains a relationship with a smaller, closed island draped in mist, called Piccolo. Once per week, the deranged and misshapen inhabitants of Piccolo come to clean the streets of Orbane; in exchange, the people of Orbane often leave money or gifts near their rubbish bins, marked with an asterisk, which is the symbol of these custodians, called the Dustmen or the Guild of Dust (but sometimes erroneously called the Guild of Rust). This includes the small Guild of Optics group that works on Orbane, and reverently offers several good-quality lenses, mirrors, and metal tools to the Dustmen on a regular basis. This is a long-standing tradition, now regarded with superstition among the Orbanesfolk; the island shuts down and they do not go out at night, believing that if they do, the folk of Piccolo will steal them away and make them a Dustman. The Dustmen and townsfolk of Piccolo take their work seriously, and spend their days pouring over their trash and junk to make goods and strange implements. They claim to revere a rust-colored spider goddess, which lives beneath the shrine into which they throw most of their collected junk. In fact, this goddess is an old Ixian machine called a scrivener (see Appendix II)- a giant, multi-armed construct designed to help copy manuscripts and do menial labor, which now spends its time building an ornate web of crystal, metal, and debris for some unknown purpose.

Black Alice: A pirate known as Black Alice has become a sort of local hero. Alice, whose real name is Nadya Alice Rasthavin (6th level human), recently raided and sunk an Ixian patrol ship in the waters around Olgos Island. Rasthavin is originally from Bevan, where she acquired her ship The Southern Cross from its now-deceased previous owner, Zachheus Halfhand. Alice has a small crew of 14 (1st to 3rd level humans and orcs), quite loyal to her, and she duped the Ixians into thinking her ship was a Black Ship of Zhol. The Ixian Governor Heinrich Vuillard wishes to have her tried and executed on charges of piracy and heresy.

The Weather Station: One of the smaller outer islands is the old private estate of the Gorgos Meteorological Institute (GMI). The GMI, a short-lived and forgotten group of mages from the early days of the Sea Kings, attempted to predict and influence weather patterns in the seas around Gorgos, both as an aid for shipping, and as a defense mechanism in case of naval attack. In the course of their investigations, they discovered an Aeryn Stormking, a strange lightning beast (treat as fire elemental) that fried their equipment and killed them all. The Stormking is imprisoned in a furnace-like contraption that powers the magical machinery of the GMI. Successful Arcane Knowledge and Engineering checks (target numbers of 13) will both be required to get the machinery operational again; the GMI should be considered a giant magical artifact that can cast Alter Weather, Rain, Storm, and Wind once per week apiece. In the bowels of the GMI, a pair of scriveners (see Appendix II) guard the Gorgosian Cloudmachine, sealed within a 6" lead box, magically warded, which renders its abilities ineffective while inside.

Lunais (loon-AY)

Landmark (hidden manor of Lady Muriel).

Three small islands, Dawn, Dusk, and Lunais, form an isosceles triangle far out to sea, off of the Navigators' maps. These were the private estates of Lady Muriel, where she retreated when Lord Ixondr began to go mad. Her manor on the largest of the three islands, Lunais, still stands, covered in ivy. In the deep waters around Lunais lives the second and older of Twylos' Krakens, the great Leviathan. Its appearance is heralded by storms and water twisters, and it has wrecked many ships sailing into these parts. On the islands themselves live feral Reptilians, hostile to those that turn up on the shores. The ancestors of these creatures were stranded at the start of the Vehrlands War by the Leviathan's attack, and today they barely communicate in all but savage hisses. They have not dared to enter Muriel's house, and are fearful of it.

Inside the manor is an eclectic collection of rooms and wards. Near the top, in Muriel's bedroom, are a number of simple possessions, but also the remains of her personal library. On a single shelf are a Tome of Understanding, the Scroll of Vriian (see Appendix I), an illustrated children's story ("Timmorn and the Apple Tree") and the Book of Nightmares (see Appendix I).

> **Timmorn and the Apple Tree:** This is a short fable about a blind boy, living happily with his parents. Relaxing under an apple tree one day in late summer, the goddess Timmorn (also called Tamara in Armech and Tarach) happens to be wandering through the grove. Seeing the blind boy, she grants him the gift of sight, pulls an apple off of the tree and leaves, munching on the fruit. The boy, excited by his new ability, runs through the orchard, marveling at all the things to see. He passes by one of the farmhands far off, whom he waves to. The man waves, but seems sullen and distracted. When the boy returns home for dinner, he hears his parents greet him happily, but sees the looks of horror and disgust on their faces; they cannot bear to look at their son. Confused, he keeps silent about his vision, and finishes his dinner. Upon preparing for bed, the story concludes with the boy chancing across his mother's large mirror, and sees his reflection for the first time. He is hideously deformed, ugly and monstrous. The Church of Silence, disciples of Timmorn/Tamara, believed that their goddess took pity on the stupid humanoid races created by the other gods (namely, Vorn, Rhiannon/Breyana, Kithain, and Zhol). She granted them sentience, knowledge, and self-awareness, but at the cost of realizing the awful world that surrounds them.

The Hall of Mirrors: Within the basement, down a circular staircase and past a marble hall with black and white tiles is the Hall of Mirrors. The Hall contains 13 large (12' by 5') mirrors against the walls, each covered by a heavy white cloth, and in the middle is a rectangular pool of still water. Each mirror is a gate to a specific location, as indicated by the Book of Mirrors (see Appendix I) attached by a small golden chain to a podium near the entrance. An inkwell, now dry, also sits on the podium. Use of special magical ink made with Mirror Oil (see Appendix I) allows inscriptions within the Book, which consists of a single metal page and 13 numbered lines. Writing the name of a location on a line opens a permanent gate there. Currently, ten of the lines are used while three lines are still empty. Of those ten, four are

still operational, while the other six are scratched or burnt out, with the corresponding mirrors now dark gray and non-reflective. This includes the central seventh mirror at the back of the room, which was the portal Muriel used to escape Twylos into the Dream Realm created by the Book of Dreams (see Appendix I), the final volume of the Books of Xeres, granting the reader the power to alter reality at their whim. In her Dream Realm, this Book is her only comfort, however illusory.

Oolvaunt

Large village. Built within the huge statues and ruins of Vasqueray's once-glorious capital of the arts.
Population: 5,300; 71% human, 10% orc, 9% reptilian, 5% ratkin, 5% misc. (includes demons, doppelgangers, faeries, jinn, undead).
Resources: fairly poor, moderate magical and technological levels; art, clothmaking, trade, woodworking, metalworking, fishing, salvage, agriculture and husbandry, stonecraft, library.
Religion: Thainist, Typhon, Duuran, Xeres, Ixian.
Guilds: Alchemists, Navigators.
Government: chaotic; monarchical control by Lady Venesia, and oligarchical control by Mouths to Feed led by Mr. Faustinus Orbb (7th level ratkin), militia and navy of 115.

A small ruined city, once prosperous centuries ago under Vasqueray's old Sea King dynasty, until the Guild of Thorns infiltrated the government. The Guild of Thorns was supposedly based out of Oolvaunt- a mysterious group of illusionists and necromancers. Once gorgeous, Oolvaunt is still full of giant statues and old gardens; these monuments are now overgrown and decayed, but have become homes and storefronts. One such place is The Mandrill, a bar set inside a colossal, now leaning statue of one of the old Kings. The upper floors are in the hollowed-out stone remains, and where parts of the statue have collapsed, these are now passages and windows. The bar is located underground, reinforced with wood. The bar takes its name from the mandrills that live inside- partially-domesticated, partially-feral primates that lurk overhead, glaring at customers but generally staying well out of reach. Oolvaunt is run by a loose collection of merchants, called the Mouths to Feed, who are based out of a giant stone head from a massive fallen statue. They are kept well-bribed by thuggish gangs, some of whom still claim heritage to Guild of Thorns anarchists. Oolvaunt is just on the edge of the Valley of Thorns, and on the rare clear day, the spires of Thorneskeep can barely be seen from some of the higher steeples and statues in town.

The King of Rats: In the sprawls and sewers beneath Oolvaunt, beyond the domains and cellars of the thieves, lives Ren the Rat King. The King of Rats is about the size of a small dog, with a human face, and he is quite intelligent if a bit of a creep. Ren is currently inconsolable, his precious Crown having been stolen by agents of Lord Ormas and his Slime God, who live at the very bottom of Oolvaunt's ancient pits. Ormas (6th level human, 3rd Circle Ritual, 1st Circle Faith) is a priest of Xeres. He has offered Ren's Crown (see Appendix I) as a gift to a sentient, filth-covered giant octopus, the God of Slime. He is served by a horde of 24 giant rats, a yellow ooze and 4 thieves (each 4th level ratkin). Even though Ren already possesses most of his Crown's abilities himself (the abilities to speak with and charm ratkind), he still covets it and appreciates its modest presence enhancement. He will gladly trade it for his Cylene Snowglobe (see Appendix I), his only comfort since he lost his Crown.

The Tears of Brielle

Region and landmark (seaside tombs); archipelago.
Common encounters: brigands, gypsies, performers, traders, hunters, snakes, wolves.
Rare encounters: bears, crocodiles, hydra, large cats, octopus, spiders, sharks, undead.

An archipelago at the southern end of Vasqueray, the Tears consist of five main islands far from the rest of the world: Olgos, Lucrenzia, Verbanc, Sellac, and Morningstide. The Tears are named for the daughter of one of the first Handmaidens, distraught over the death of the rest of her family and her mother's decision to take up arms. Olgos contains the largest of the Tears' cities, Gorgos, and essentially keeps the rest of the Tears on the map. Lucrenzia contains a large village, Lukros, known for its visual arts. Verbanc and Sellac are quiet fishing communities that provide mackerel, sea bass, and delicacies made from sunfish and urchins.

The Morningstide Tombs: Morningstide, at the far end of the island chain, is the smallest of the main islands and considerably different than the others. Morningstide is shaped like a crescent, and is connected by a long bridge to another island, Brehve, that contains the settlement of Bevan at the northern end. Morningstide is known for its complex set of tombs at the far southern end. The Morningstide Tombs, first discovered by Sebastian Mordechs, is a large system of cliffside caverns which seem to date from the earliest days of the First Era. The caves were initially used by the first Duurans as burial grounds for heretics and demons, not wanting to defile the corpses, but to get them as far from themselves as possible. The early Vox Duur called this place Barrowsreich. In later years, it has come to be used by the Thainists and Ixians as a mass cemetery for the diseased and insane. The Tombs is managed by a small Thainist outpost, led by Sister Miriam Andallay (3rd level human, 2nd Circle Faith), her man Hrothgar (2nd level human), and her acolytes Brother Tar (1st level human, 1st Circle Faith) and Sister Lara (2nd level human, 1st Circle Faith). Apprentice Slaver Jamis Bled (2nd level human) watches over the slave workers, including Tomasz Fink (1st level human) and Paedra Marsis (1st level human).
The Bone Trade has plans for exploration within Morningstide. However, currently en route to the island is Xaran Moors (3rd level human, 2nd Circle Hermetic), an ex-Museum Scholar who chanced upon the Bone Trade's plotting. Moors is disguised as an Ixian named Rupert Smalls. Smalls/Moors is accompanied by Sister Larissa (2nd level human, 1st Circle Faith), member of the Church of Winter and secretly Typhonae. They seek an artifact called the Deimos Palantir, which they wrongly suspect will be found in the Tombs.

The Bevi Cards: The Bevi were a group of wandering craftsmen and scholars, who eventually settled in what is now called Bevan. Early practitioners of proto-Hedge and Ritual magic, collections of cards known as Bevi Decks can still be bought in Bevan. These were used in fortune telling and casting Ritual magic spells, and the Bevi deck has 13 cards for each of the four suits (Blood or Tears, Spiders or Shards, Brambles or Thorns, Gears or Needles; the alternate names were used by a different set of Bevan families), akin to the Spheres of Ritual magic (Blood, Dreams, Gaea, Stitch), that later became the normal deck of cards used throughout Twylos (Hearts, Diamonds, Spades, and Clubs).

Thorneskeep

Landmark (ruined palace of Ixondr). Former palace of Vasqueray, now a testament to Ixondr's lust and madness.

Thorneskeep, once known as Velanieh, is a beautiful castle, tucked into the fog-filled Valley of Thorns. It is the demesne of Lord Ixondr, the last member of the Sea Kings Dynasty, believed to be dead by the rest of Vasqueray. Velanieh was built in 1153 S.E., modeled after Avenaigh in Tarach. At one time, Velanieh was the pinnacle of Queyan architecture and artistry, and was home to balls, ambassadors, and all manners of court intrigue. Velanieh has gone dark and is regarded with superstition and fear by the Queyans. All windows and doors are sealed, save for one small portal at the base of the Outer Keep.

The Matter of Vasqueray: The story of Ixondr and Muriel is well-known throughout Vasqueray. At the end of the Sea King dynasty during the advent of the Third Era, Lord Valstav Ixondr Markovitch and his sister Lady Muriel Kallanday were the only members of the ruling family left. While most tellings of the story state that Muriel was Ixondr's sister, it is more likely that she was his cousin, half-sister, or possibly a more distant relative. 'Sister' is used here with some Queyan poetic license. The 'Matter' of Vasqueray, rather than describing the legendary origins of the Sea Kingdoms, now generally refers instead to their fall (which seems to be considerably more interesting to contemporary Queyans).

Ixondr was quite outgoing and threw extravagant parties, while his sister was a recluse, and spent most of her time on the island of Lunais. Lord Ixondr became fascinated with his strange younger sister, but Muriel retreated both from his increasingly direct advances and from Vasqueray as a whole, losing herself in her studies of Hermetic magic. While Ixondr and Muriel paid less and less attention to ruling their ancestral kingdom, the Guild of Thorns plotted against them, finally driving Ixondr mad. As Ixondr attempted to force himself upon Muriel, she resisted him one last time and fled, hiding her island of Lunais from discovery, and forcing Ixondr to retreat to Velanieh. Unable to find Muriel, the remnants of Ixondr's sanity crumbled, and contact was lost with both of them. The roses of Velanieh turned to thorns, the palace windows darkened, and Muriel disappeared from Twylos completely.

The Valley of Thorns: Before entering Thorneskeep, one must first make their way through the maze of thorns and brambles surrounding the castle. The Valley is a labyrinth, literally, of giant thorn bushes and brambles, surrounding Ixondr's once-glorious citadel. The brambles surround the castle for a radius of six miles, and sometimes shift at random. Getting to Thorneskeep through the maze requires a character to make a Mental Resistance check with a target number of 18. One check can be made per day, but woe to those caught in the Valley at night. Lurking in the maze are three barghests, a pack of four hellhounds, and six shadows which emerge in the darkness. A wyvern will attack anyone who tries to fly above the maze, at any time of day.

The Outer Keep: The Outer Keep of Thorneskeep is just a empty, decrepit ruin. All doors are bricked over, although the mortar over one small side door is chipped and can easily be removed. This portal opens into a small passageway that leads to the Inner Keep.

The Inner Keep: The main hall is flanked by eight statues, each of a tall, beautiful, but melancholy woman (Muriel), and dominated by a large faded fresco of the same woman clutching a bouquet of flowers. A long staircase leads up- halfway to the top is a landing containing a statue of a tall man, the head of which was broken off long ago and is missing. At the top is a magnificent ballroom, tiled with black and white marble. Along the left wall is a mural depicting a large, fantastic garden next to a mansion. In the garden is the tall man depicted in the statue, whose head is defaced in the mural. He gestures to a crowd of people surrounding him. Alone, in a room in the top of the manor is the woman depicted in the eight statues. The right wall has another mural, this time depicting this ballroom. The people from the garden are here, some of whom are dancing, others talking. At the far end are the man and woman (the man again defaced). The man is gesturing to the woman, but her head is down and she looks away. One of the sole inhabitants of this lonely place is here, Ixondr's valet Dresden Kooms (a crazed basileae archon dressed in a tattered suit). The ballroom opens into the base of the Inner Tower, the domain of Ixondr himself. Off of the Inner Tower are the four wings of the Inner Keep. While previously modeled on Avenaigh's principles of life, passion, knowledge, and love, they have since been corrupted into representing death, despair, violence, and hate.

The Inner Tower is staffed by Ixondr's butler Mr. Armitage (a common demon). Armitage appears as a large black ape-demon, although he is stuffed with wool. Armitage will not initially be hostile, but will welcome guests and show them to their quarters within Despair. If injured or left for dead, he will spend a night stitching himself back together.

Death: The family's quarters are found on the upper floors, including a few private libraries (now mainly empty) and a conservatory for displaying artwork. The familial tombs are located in the basement. As in other such locations, the Game Master should feel free to expand and elaborate upon these locations as necessary.

Despair: Despair contains three floors of expansive guest quarters. As in the rest of Thorneskeep, there are no windows. Anyone who spends even a single night in Despair begins to grow increasingly tired. After every four hours thereafter spent in Thorneskeep, characters must make a Mental Resistance check. The target number starts at 1, but increases by 1 every time. If failed, the character passes out for another four hours.

Violence: Ixondr's workshop is on the top floor, and his laboratories found in the basement. Once the laboratories have been entered, Knowledge checks in Thorneskeep become increasingly difficult, receiving a cumulative modifier of -1 for every 8 hours spent within the castle. Most of the labs are just a mess of burned wood and paper and broken glass. In the back of one of the labs, under a heavy drop cloth, is the Essence Distiller (see Appendix I).

Hate: In the back of the wine cellar is the third and last member of the family, Ixondr's half-cousin Graccus Markovitch (5th level zombified human). Graccus is pinned to the wine cellar wall with an enchanted dagger (+1 to-hit and damage) through his throat, and is still technically alive, due to the cursed Amulet of Lozzo (see Appendix I) he wears around his neck. Graccus cannot speak, even if the dagger is removed.

Lord Ixondr and the Hall of Faces: Lord Ixondr (20th level quasi-human, 8th Circle Hermetic, 20 intellect, 20 presence) still lives in Thorneskeep, stalking its halls in his stark red robes. He wears an unadorned facemask, a now-non-magical Mask of Disguise, to cover his head, completely featureless except for a thin-lipped mouth and eye holes. Ixondr speaks in a slow whisper, with infrequent moments of complete rage. Ixondr's quarters are magically sealed. He keeps a collection of bodies in his closet, as his real body rotted away long ago. Ixondr is trapped within Thorneskeep, as all of these bodies have been cursed by the Guild of Thorns to stay within the palace. Thus Ixondr is obsessed with obtaining a newer body, even at the expense of most of his magical power. Ixondr might come out to greet guests, to make pleasant albeit weird conversation with them, and assess whether any of them might be useful as a new body. Ixondr will be especially interested to talk with artists and their ilk, but in terms of a suitable body, Ixondr needs someone with Hermetic magic (preferably a human male).

It will take Ixondr four hours to complete the ritual to transfer himself into his new body. The victim gains one Circle of Hermetic magic, one point to both intellect and presence, and one grade in each of Extra-planar Knowledge, Hermetic Dweomercraft, and Arcane Knowledge. However, they lose three points of endurance and will have a tendency to be affected by madness (as the 5th Circle Faith spell). Whenever they make a knowledge proficiency check or cast a spell, they must also make a Mental Resistance check (6 + grade or Circle of spell) or undergo the effects of madness for 1d100 rounds.

Both Muriel and Ixondr were interested in mirrors, and paid a group of scientists and magicians a large sum to build elaborate optical devices for them. This group would become the Guild of Optics, and several of their numbers were involved in the Guild of Thorns as well. Initially the Guild was based on the island of Ormav off of Oolvaunt, but after an accident destroyed their laboratory, the Guild moved to Cyndiquist to construct Ixondr's and Muriel's mirrors. Muriel would take her mirrors to Lunais, but Ixondr had his installed in the entrance hall of his sealed personal quarters. There are four large scrying mirrors placed within the room. Treating a mirror with Mirror Oil opens a one-way portal to that location. The mirrors are Transport Mirrors (as Mirrors of Kithain), and depict Zalen Vale, Ormav, Cyndiquist, and Thenzor Deep (although the Game Master may choose different locations if desired).

Taylor

The Vehrlands (VARE-lands)

The Vehrlands is a large expanse of hilly plains, steppes, forests, and farmland that lies between Khaedor to the east, Saethos to the south, and Tarach to the north. The heterogeneity of the Vehrlender population reflects the influences and colonization from all three sources. The Vehrlands was the location of a long series of battles between these three nations, and among itself, that spanned a millennium; collectively called the Vehrlands War, it defined the Second Era and ended with the Vehrlands Covenant, which declared armistice. The Vehrlands then quickly turned from a battle-scorched wasteland into a prosperous and successful collection of communities due to the trade lines that the Covenant established. The people of the Vehrlands (Vehrlenders) tend to be quite house-proud and patriotic of their homelands and lineage. Unlike the large nation of Tarach, or the loose trade confederacies of Saethos or Khaedor, the Vehrlands is divided amongst several large and independent city-states.

The Vehrlands makes an excellent starting location for a new campaign, and adventures can be spun off into any of the neighboring states to the north, east, or south. Beginning characters might be young Duurans from Vesbridge or Handmaidens from Murdyne exploring their religious background, or members of the local Slaver-run town guard in sleepy Ulmsdeep, about to escort Kaila to her wedding, or propositioned by Meeks and Huxley for a trip back to dark Zolace.

Couverton

Large city.
Population: 19,000; 85% human, 14% orc, 1% misc. (including dwarves, faeries, goblins, ogres, ratkin).
Resources: modestly wealthy, moderate magical and technological levels; woodworking, trade, agriculture and husbandry, clothmaking, fishing, metalworking, library.
Religion: Duuran, Thainist, Ixian.
Guilds: Surveyors, Slavers.
Government: strict; monarchical control by Lord Gregor Vonnochs (10th level human), army of 700.

Settled by explorers from Tharose, Couverton is the most Tarachian of the Vehrlands cities. It is quite large, but limited from growing further by the swamps at its northern perimeter. Gregor Vonnochs is the lord of Couverton, and his advisors have recently put a bounty on the goblin tribes that live in the northern swamps (derisively called 'swampies' by the men of Couverton).

Thrave Nil: The hobgoblin wizard Thrave Nil (6th level hobgoblin, 2nd Circle Hermetic, 1st Circle Ritual) lives with a small community of 4 goblins in the swamps near the Stoneaxe Mills, a granary in the village of Blengrave a day from town. These goblins have in the past had peaceful dealings with the millers, and do not suspect that mercenaries will soon be coming for their heads.

Llesendor (ELL-sen-dor)

Large city.
Population: 36,000; 79% human, 17% orc, 2% reptilian, 1% dwarf, 1% misc. (including faeries, ogres, ratkin).
Resources: fairly wealthy, moderate magical and technological levels; trade, agriculture and husbandry, woodworking, mining (few precious and heavy metals), metalworking, stonecraft, art, library.
Religion: Thainist, Duuran, Ixian, Aguierre, Typhon.
Guilds: Surveyors, Slavers, Alchemists.
Government: relaxed; monarchical control by Lady Ashleigh Verona (9th level human, 3rd Circle Faith), well-trained army of 900.

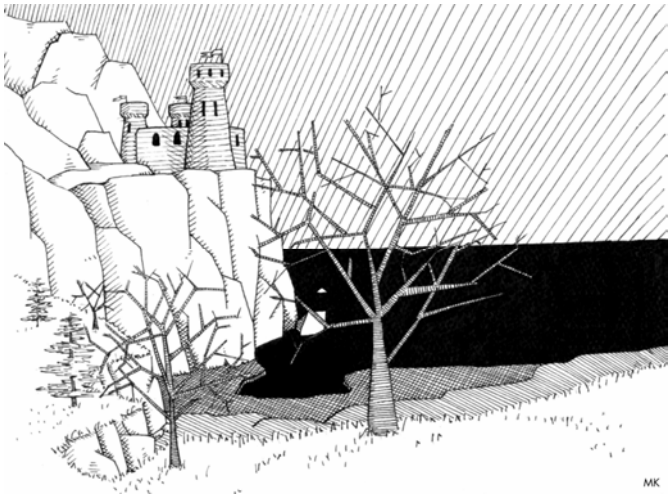
Once the largest city in all of Khaedor or the Vehrlands, Llesendor is a product of the Great War from the Second Era. It was at Llesendor that the final truce was signed (thus starting the Third Era)- the Vehrlend Covenant, which divided up the borders between Khaedor, the Vehrlands, and Saethos that hold to this day, and re-instituted trade between the three nations. Llesendor became and then exceeded what Vesbridge once was- the hub of international trade in western Twylos, as during the First Era and much of the Second, trading was still on a local or neighbor-to-neighbor basis in these parts. Llesendor's size and fame has diminished with the rise of Tzalvas and Vussar, and the resurgence of Rheyes.

The Manticore of Llesendor: An expedition of Surveyors has come to an untimely end due to the presence of a Manticore. This far-ranging beast flew off with Journeyman Grisham, and slaughtered the other Journeyman (Talis Elzabeth) and Apprentices who attempted to come to his rescue. Their corpses, plus the remains of several pack animals and wild cattle litter the Manticore's cave. The creature is now resting, recovering from its wounds inflicted by Journeyman Elzabeth, as she wielded a potent magical blade, Ninvaliir Acidtongue (see Appendix I), now tossed aside in the back of the lair.

Murdyne (MUR-deen)

Small fortress. Home of the Handmaidens.
Population: 450; 90% human, 5% orc, 5% misc. (including demons, faeries, undead).
Resources: fairly wealthy, high magical and technological levels; metalworking, stonecraft, mining (few heavy metals), agriculture and husbandry, fishing, woodworking, fishing, library, military academy.
Religion: Thainist.
Guilds: none.
Government: strict; militaristic-theocratic control by the Handmaidens, led by Mother Sarah Bennet (12th level human, 6th Circle Faith), well-trained army of 400.

Also called Stonekeep, Murdyne is the stronghold of the Handmaidens, the warrior-nuns of Kithain and Brides of Zhol. The Handmaidens are a female sub-sect of Thainists devoted to stopping wars by the rather heavy-handed tactic of killing all participants on both sides. Murdyne itself is a moderately-sized farming community with lots of diversity, due to the Handmaidens' propensity of depositing male children there, sired internationally as part of their selective breeding program. A solid, practically featureless stone fortress sits on a cliff near the coast; it is there the Handmaidens call home, training relentlessly. Geographically and spiritually, the Handmaidens are caught between the seemingly-endless wars between the Vox Duur (who favor the use of Hermetic and Ritual magic) and the Church of Ixus (who believe such magic to be alien and corrupting).



Love, Hope, and Charity: Mother Sarah is the acting head of Murdyne. She is a peaceful woman, but uses a triad of bloodthirsty Handmaidens to achieve her ends: Sisters Love (8th level human, 1st Circle Faith), Hope (9th level half-demon, 2nd Circle Faith), and Charity (8th level human, 4th Circle Ritual). Sister Hope is half-demon, her Handmaiden mother raped by an Oubrodaemon. Because of this, Hope's hair is steel wire, her skin is hard, and her blood and veins are black. Hope wields Balron Deathblade, one of the Swords of the Antiarch (see Appendix I). Sarah is acting head, because the Handmaiden that should be Mother, Sister Joy (9th level human, 3rd Circle Faith), has gone missing. Joy is the blood-daughter of the former Grandmother of Stonekeep, Abagail Preschon. She seeks the location of the Axan Morn, another one of the legendary swords of the Antiarch of Aguierre, as she believes correctly that the nearby Vehrlands Duurans are Breyanic (i.e., infernalists) and seek to oust the Handmaidens from their citadel. Joy is trying to decipher a riddle she received at Timmorn's Well:

Ashes from the smoldered flame
Hair-a-brow, damned mourning dame
Broken feather, blackened jay
Murder's shade turns light of day

Naked skin of ashen fir
The maiden's tears will comfort her
To free yourself from falling far
Drink the milk of morning star

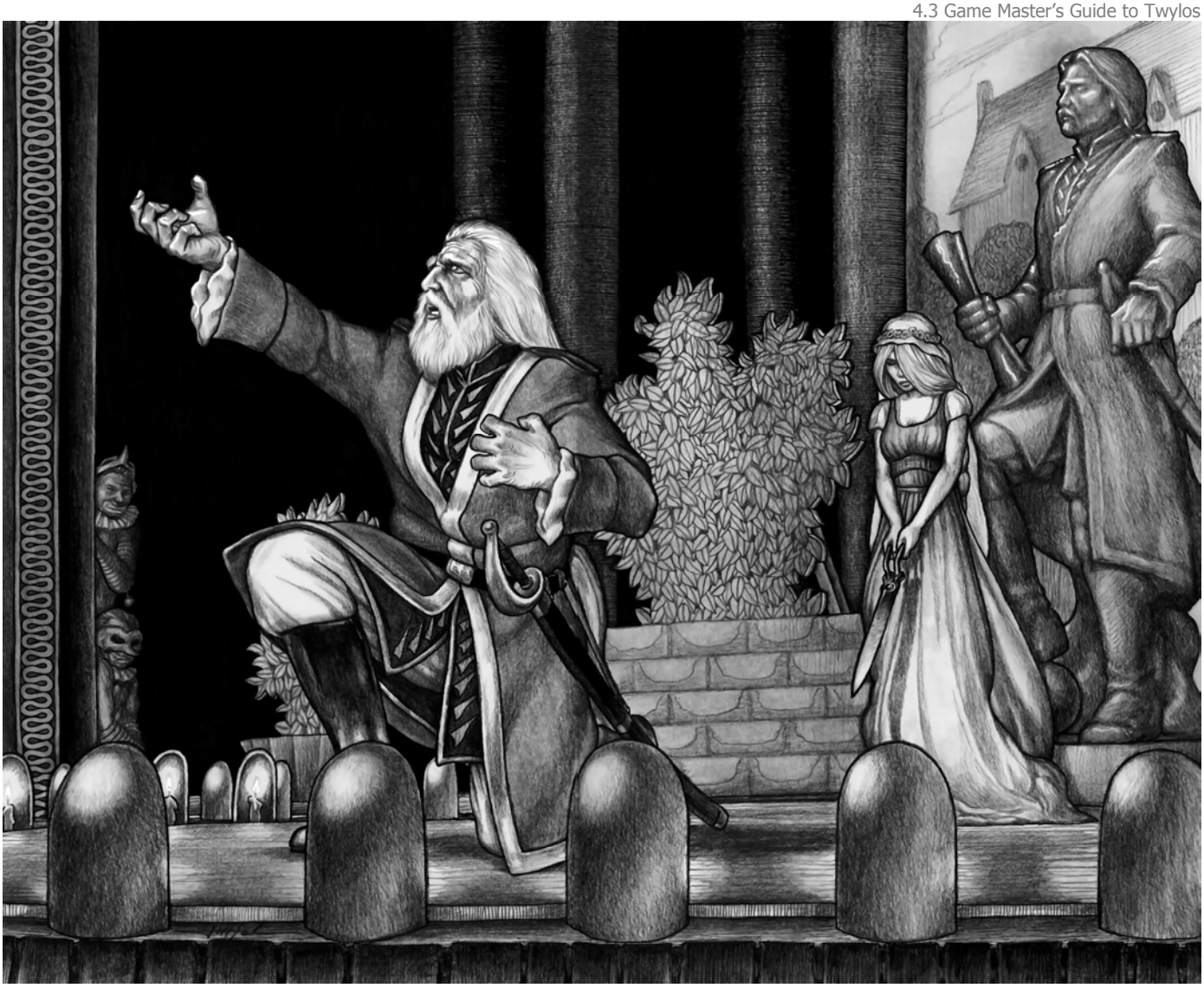
Piedmont

Landmark (ruined resort island and leper colony).

Piedmont itself is a small island just off of the Vehrlen coast. Previously, it was owned by a few wealthy families (either Irendi, or Taran with Irendi ties) who used it as a getaway from the wars and revolts that plagued Irendor at the start of the Fall. Four great manor houses still stand across the island, sealed off long ago. The manor houses are titled 'Gauntre', 'Vlashiele', 'Tauraus', and 'Alaheim', and each is magically sealed in a different manner. Several centuries ago around 300 S.E., Handmaidens from Murdeyne set it up as a leper colony, and shipped as many of Tarach's undesirables there as they could. After a few decades, the town of Piedmont, under "direction" of the Mouth of Xeres, got up and began to travel around the Vehrlands as the Traveling Circus of Piedmont. At first amusing, and then revolting, the circus traveled north, making it as far as Fayde Ehlling before finally being finished off. Since then, the island has been uninhabited, thought of as a terrible place to be. A 'Circus of Piedmont' is an old name for any traveling group of freaks, acrobats, clerics, and thieves that doesn't stay put for too long and puts on performances for the public. To differentiate them from ordinary circuses, a Circus of Piedmont is generally stranger, sicker, and more dangerous than its mundane counterpart. Vladmir Ozmandian wrote that he believed that there's one Circus active at any given time on Twylos, although his student denied this.

House Vlashiele: Vlashiele is completely sealed, and the windows and doors are barred. Vlashiele is home to three monstrous wights that appear as 10' humans with oversized heads. These are the Sange Brothers, Thomas, Michael, and Ignaeus, and they will welcome guests to come and dine with them. Entrance (and exit, although that will not happen) is strictly by permission of the Brothers only (save for powerful magic such as the Change spell), and must be obtained by knocking politely at their front door. It is completely dark in the mansion, and sources of illumination, including magical light, will not work. The Brothers possess a candelabra and a lantern that do seem to function though, and cast awful shadows around the rooms. All the furniture in Vlashiele is covered by dust cloths. Vlahshiele contains a number of sliding and one-way doors that the Brothers will try to use to separate groups of characters who enter their home. Dinner will be one member of the party, if possible; otherwise, it will be sickly-tasting wine, dust and rot, of which the Brothers will gleefully partake. Also in the house is the ghost of Angelene, sister to the Sange Brothers. Angelene's murdered corpse lies preserved in a wine cask, and she will try to have characters who enter Vlashiele give her a proper burial and take revenge on her brothers. The Brothers will continue to regenerate, returning even from the most grievous injuries, until Angelene's ghost has been freed, at which point she will help destroy the Brothers for good. Vlashiele contains a small collection of art objects, including a fat ceramic T'sughha demon. Inside the demon statue is one of the Jewels of Carcodian Asmoday (see Appendix I).

House Gauntre: Gauntre is inhabited by a ghostly librarian, Mr. Abraham (10th level spectre, 4th Circle Hermetic), and his associate, the large wolf-demon Grendel (common demon), who wears an ill-fitting old suit. They are congenial, although Grendel does not speak. Similar to Vlashiele, entrance can be obtained only by knocking. Guests will be greeted cordially albeit abruptly, by Grendel, and greeted by Mr. Abraham. Gauntre was almost entirely looted long ago, except for a library upstairs that is the charge of these two guardians. A small collection of books (around six or so) under glass is all that remains, along with the skeletal corpses- and equipment- of three previous would-be thieves. Three of these books are notable: an original manuscript of Rogan DuLaine's "Gardens of Zil" (a deranged play written by the mad Ixian); a terrible book about demon summoning called The Infernale, and a magical tome titled The Book of Bad Dreams (see Appendix I). Set up near the window is a chessboard; Abraham and Grendel are in the midst of a game of recursive chess. Abraham is happy to explain if asked- games are played to conclusion, but instead of starting anew, the loser takes back the losing move, and the game continues. Once all last losing moves have been played, the loser takes back two moves, and so on. They have been playing for quite a while, and Abraham will modestly confess to 'being ahead' (having won all the sub-games so far). At this, Grendel will grumble and consider the board. In a side room, the corpse of Abraham can be found lying on a simple cot, wearing a Ring of Protection from Charm.



Gardens of Zil: "Gardens of Zil" is a short play in three acts that was written by Rogan DuLaine, the Mad Priest of Ixus, when he was wandering Saethos searching for Rhauxen.

Act I: As the curtains open, there is a stone manor house on one side, cut away in places so that much of the interior is visible to the audience. Outside is a garden, featuring tall tropical plants. There are several statues in the garden, among them one of a man and one of a large fist. Two children, plainly dressed, a boy and a girl, run into the garden, laughing. The gardener Xochian is the first to appear, a huge man with a pair of giant shears, and tells them to leave: "These gardens are not for children."

The play continues with an introduction of the protagonist, Xenous Auerbach, the elderly patriarch of the noble Auerbach family. He was not the founder, but he was the one that led the house to greatness. Now it has only one rival, House Moon, with which it wars incessantly. Xenous sits down at the base of the statue of himself, which shows him as a proud young man. He begins to talk about himself, his life, the wars, and the mercantile business he headed. He notices that he is sitting under the magnificent statue of his former self, seems disgusted with it, spits, and moves to the statue of the fist. He talks about how, now that he's grown older, his statue no longer resembles him. It is now a statue of his son, who bears his same name, and is making the same mistakes, still feuding with House Moon. He fears his son will lead the house to destruction, and must be stopped.

Meanwhile, during this lengthy soliloquy, things have been going on inside the house. The younger Xenous meets his fiancé, his cousin Lady Verbena. Lady Verbena is an artist, sketches the younger Xenous, another addition to the numerous portraits and paintings throughout the house. Old Xenous, brooding about his son, has decided that he must stop him: his son must be assassinated. Old Xenous plots in the garden with Ludmeg, the captain of the guard. Old Xenous leaves the means to him, let it be some accident or incident, preferably without suffering. Ludmeg hesitates, but he admires and respects old Xenous, so he accedes. Throughout the play, gardener Xochian has been constantly trimming the plants, which appear to be rapidly growing throughout the course of the performance. Xochian constantly mutters, a low drone in the background. Likewise, for the first part of the play, servants tend to mill around behind the back of old Xenous Auerbach.

Act II: Young Xenous gets into an argument with his half-brother Martin, a lieutenant in the guard, who questions the virtue of Lady Verbena. The men go outside to the gardens to fight. (The combat is intended to be real in the staging of the play, with healers standing by off-stage.) Martin slashes young Xenous in the stomach, then drives a killing blow into his neck. Young Xenous falls to the ground and drops his sword; nearby, Lady Verbena falls to the ground crying. Old Xenous is in the house when this happens, but Ludmeg is watching. Ludmeg goes into the house, and finds Butler Anaclise cleaning in a

side room. He tells the butler what happened. Old Xenous overhears this, and in a rage, he grasps the nearest heavy object, a candlestick or a statuette, and bashes Ludmeg in the head, and keeps hitting him after he's fallen, until we hear the sound of the skull crack. Then he seizes Ludmeg's sword and kills Anaclise for having witnessed this.

Act III: Xenous is now ranting non-stop, and continues to do so for the duration of the play. With the son dead, the old man mad, the other members of the house go into exile. House Moon will be able to claim victory. Xenous comes out of the house and orders gardener Xochian to dig graves in the gardens, and they bury the three bodies: young Xenous, Ludmeg, Anaclise. Old Xenous then apologizes to Xochian and kills him for having been a witness. By himself he digs a fourth grave and buries the gardener. He goes back to the statue of the fist and continues his monologue. He talks about the futility of action: by trying to save his house, he has instead destroyed it. Now unattended, the gardens begin to grow out of control, eventually filling the stage.

He seems not to know that there is another witness. Lady Verbena, since the death of her betrothed, has gone into seclusion in her tower. She has witnessed the burials. She claims to see visions of her own death at the hands of her uncle. She talks about going down to soothe his madness and rage. At this point both actors are speaking simultaneously, and it becomes harder to make out the words. They are the only two characters left; the other surviving members of House Auerbach have fled. As Verbena begins to speak, Xenous watches as the two children from the beginning return to the gardens, only to be devoured by the plants. It isn't long before the words themselves start to sound like nonsense, words from no recognizable language. The play ends with Xenous noticing Lady Verbena ranting to herself. He picks up the garden shears and stalks purposefully into the house.

"Gardens of Zil" is well-known throughout Twylos, and later editions and copies are not impossible to find elsewhere. Major libraries should possess a copy with 80% chance, while smaller libraries have only a 10% chance.

Port Haras

Small village. Once a port town, now without water.
Population: 56; 86% human, 14% orc.
Resources: poor, low magical and technological levels; some agriculture and husbandry, woodworking, clothmaking, some shipbuilding.
Religion: Thainist, Duuran.
Guilds: none.
Government: relaxed; democratic control, led by Innkeeper Theodore (5th level human), militia of 10.

In the midst of the Vehrlands steppe, Port Haras was once a fishing village of around 400 people on the edge of the bountiful Lake Alharas. In 401 S.E., a Sathar legion attacked Fort Varshe, about 30 miles from Haras. The Sathar unleashed several salamanders through a tunnel and began to burn the wood-fortified stronghold, but Varshe's Duuran magician Braelin Xees summoned the waters of Alharas to put out the flames. His potent ritual was interfered with by Sathar archers in its final moments, and the miscast spell brought the entire lake over the fort, which obliterated the Sathar army and most of Varshe itself.

Haras is thus a port without any water, save a few small wells providing potable water for the villagers. Over the years, most of Haras has left and the buildings gone to ruin, but the many of the 56 remaining inhabitants have moved into the five stout fishing boats left stranded in the dry harbor, one of which is now a boarding house, and another serves as a combined tavern and general store. The tall masts and ships make for a strange site in the middle of the Vehrlands plains.

The Buried Lich: The ruins of Varshe have long been overgrown. The waters triggered a massive mudslide onto the Sathar camp, and the cracked earthen hill still stands next to the southern gate. Buried under feet of now-hardened dirt and plant life is the Sathar sorcerer, now a lich, Threxen Vaes (5th Circle Hermetic) and four zombie salamanders. Encrusted and essentially entombed in the earth, Highlord Vaes will be understandably furious but somewhat relieved if somehow set free. Vaes wears an Amulet of the Burning Sun (see Appendix I).

Ulmsdeep

Large village and landmark (lighthouse).
Population: 1,600; 90% human, 10% orc.
Resources: modestly wealthy, moderate magical and technological levels; fishing, trade, woodworking, agriculture, shipbuilding, library.
Religion: Thainist, Duuran, Ixian.
Guilds: Slavers, Surveyors, Navigators, Alchemists.
Government: strict; monarchical control by Mayor Hubert VIII (T'suggha demon) and oligarchical control by the Slavers Guild, led by Journeyman Obhram Mendelene (6th level human), militia and navy of 30.

Ulmsdeep is a village harboring a terrible secret. The waters of Ulmsdeep are unusually rich in sea-life. In part due to warm ocean currents, but also because three centuries ago, a mighty kraken lived in a cavernous grotto near the modern harbor location of Ulmsdeep, and cultivated and summoned a host of aquatic creatures to serve it and feed it. The Duurans defeated it; unfortunately, a large population of merrow captured some of the kraken's surviving spawn. Recently, the sole survivor of the breeding colony escaped, and the young kraken has taken up residency in the same grotto as its ancestor.

Ulmsdeep is currently experiencing a boom, then, in seafood harvesting: octopus, shark, and fish of all varieties are local specialties, exported across the Vehrlands. Francis "Frank" Burton (3rd level), a local pirate, is currently wanted for plundering a few fishing vessels. Ulmsdeep itself is a modest-sized village, governed by Mayor Hubert VIII from his manor in Ulsmborg Keep, a larger walled city a day's travel inland from the Deep. Like most other cities in the Vehrlands, there is a loose arrangement with the Slavers Guild for management, protection, and taxation. Living here and patrolling Ulmsdeep village out of Aramstide Guildhall are Journeyman Obhram, his Apprentices Inago Ores (3rd level human), Lazlo Vrusk (7th level human), and Dominick Irteth (2nd level human), and his Novices Bertil (1st level human) and Brenna (2nd level). Brenna owns Queyn's Timepiece. It was an heirloom from her mother which she keeps hidden, even though she does not know its power or even that it is magical, as it is kept unwound. Obhram is a widower. His daughter, Kaila Mendelene (2nd level human) is due to be sent to the Keep to marry the Mayor, whom she has not seen since before his transformation.

The Guild has had to fill in more than is normally comfortable for them, in this case because recently the Mayor has retired from the public eye. This is because he has been cursed by his half-sister, Sister Aprill du Maxinay (6th level human clone, 2nd Circle Faith, 2nd Circle Ritual). The Mayor appears to have been polymorphed into the form an immensely fat, disgusting froglike T'suggha demon (see Appendix II). To cover his stench he wears an expensive flowery perfume; it effectively prevents the ill-effects of the T'suggha stench cloud, but still smells awful. Sister Aprill is a Duuran and a priestess of Breyana who lives in ice caves a few days' north of town with her ogre henchman, Tennyson (4th level ogre), who periodically brings giant ice blocks down to the village. She also has a polar bear companion, Urus Orman. In fact, though, neither

Mayor Hubert nor Sister Aprill are what they seem; the Mayor is actually an insane demon who believes himself the Mayor, while Sister Aprill is the last of the few surviving, escaped Aprill clones from the Ixians' failed Aea Project. The Mayor's usual retainers have resigned, and he is now served by an eclectic collection of thugs (Christopher St. John, 4th level human; Balthazar Buchs, 4th level orc; Captain Lars Volger, 3rd level human) and sycophants (Mr. Hendrey Grannich, 2nd level human; Elga Seyan, 1st level human).

The standard of Ulmdeep is a pair of lighthouses on a cliff, with an octopus at the bottom. Ulmsdeep is locally known for its two lighthouses- one in town, and the other on a small rock out at sea. This further lighthouse contains a secret door, leading to an elevator shaft going down. Below the lighthouse is an old Duuran undersea observatory, the Ulmsdeep Subsea Station. It is in two parts: the first section is directly below the lighthouse, while the second section is more distal, across the sea floor, separated by an incredible glass hallway. Guarding this hallway is a large, bored charudemon, Ezekiel. The Subsea Station has not been disturbed in many long years; Ezekiel is happy to talk about it with interested parties, but woe to them who try to enter the hallway- Ezekiel is charged with preventing all access.

The merrow city is built up from the seafloor about thirty miles off the coast. The merrow worship, and are the thralls of, a gigantic jellyfish they call the Jade Goddess (treat as a quadruple-sized water elemental, with extra touch attacks that provoke resistance checks vs. her fatal poison). Low doses of her toxin induce colorful hallucinations, which have been integrated into the merrows' odd religious worship of this thing.

The Vehrlands Ocean Road

Region and landmark (road); plains, some hills, mountains, and forests. Long, lazy traderoad through the Vehrlands.

Common encounters: brigands, gypsies, hunters, miners, ogres, snakes, Surveyors, Slavers, traders, wolves.
Rare encounters: bears, Duurans, giants, harpies, large cats, lindworms, spiders, undead, wild horses.
The Vehrlands plains form a huge agricultural region and trading zone for most of western Twylos. Winding its way roughly east-west is one of the Surveyors Guild's main contributions, the Ocean Road. It was originally named after its chief architect, Guildmaster Iosham of Rheyes; it was this road that led to Iosham's eventual role as Guildmaster for the entire Surveyors Guild. However, most of the people involved in its construction and use misspoke and called it the 'Ocean Road', because of its destination at the western edge of the main Twylos continent. The Ocean Road is safer and less-traveled than the Zhellan Traderoad, and for that reason there are fewer guards and roadhouses posted along it. It is also considerably longer in size, as there are many smaller trails that connect the widely-spread cities to the north and south of the main road.

Vesbridge

Major city.
Population: 34,000; 84% human, 9% orc, 5% reptilian, 2% misc (including dwarves, faeries, ogres, ratkin).
Resources: fairly wealthy, moderate magical and technological levels; trade, agriculture and husbandry, woodworking, metalworking, mining (few precious and heavy metals), stonecraft, art, library.
Religion: Thainist, Ixian, Aguierre, Duuran, Typhon.
Guilds: Slavers, Surveyors, Alchemists.
Government: strict; monarchic control by the Duchess Khellen Zurmeier (9th level human), army of 1,100.

So-called for the massive armored bridge that connects the southern Vehrlands to the north and to Tarach. Vesbridge has a rich and bloody history during the Vehrlands War; as it was the main site for both Taran and Saethan reinforcements, and the Sathar captured it a total of three times, completely destroying it on the third occasion. Vesbridge is now a hotbed of activity for the Bone Trade, due partially to its convenient location on the route between Mask and Vussar, but also because of the vast numbers of impromptu graves and battlefields surrounding Vesbridge. Vesbridge is another one of the Vehrland's quasi-city-states, ruled by the Duchess Khellen Zurmeier.

The Castellan of Woodsmith Hall: In the middle of the plains, ten days from Vesbridge and six miles off the road, a small keep stands from the early days of the Vehrlands War. Called Woodsmith Hall, its previous lord, the eccentric and inventive Lord Stencil, left it in haste when the Great War first broke out. Still tending to the Hall is the Castellan, a spindly wooden automaton (as a Lesser Golem).

Zolace

Landmark (Duuran laboratory and ancient tomb). Surreal domain of Petrarch, greatest of the Duuran hierophants.

The Duurans were among the first to come to the Vehrlands. In the First Era, when the schisms in the Vox Duur began to occur, the Duuran Hierophant Petrarch was one of the main instigators in the philosophical split between the Duurans and the Church of Winter. While the Vox Duur believed that Hermetic magic was infernal, heretical, and corrupting, the Church of Winter saw it as a tool for understanding the world of Twylos. Petrarch and his followers, called the Naturalists, took a middle view, and thought that Hermetic magic was a dangerous gift, but one that should be carefully and controllably explored, to divine just why the Arcanos had left it behind. They believed strongly in the recurrent Voran Cycle Twylos, based on three governing principles: sympathy (self-similarity and repetition of forms),

antipathy (the natural opposition of the elements and predator-prey relations), and entropy (that all things change, fade, and die). Ostracized and in fear of his life, Petrarch fled to the Vehrlands and constructed a complex underground abode, Zolace. He and the Naturalists would travel across the entire reaches of Twylos, collecting and cataloguing the diverse species of plants, animals, stones, monsters, and magic. After Petrarch's death, the Naturalists left Zolace and fled into the wilds, where some of them mated with wolves to spawn the race of Gnoles. Zolace is unknown to most of Twylos, its entrance carefully hidden amongst stone crags in the middle of nowhere.

Zolace: Zolace is a large series of underground chambers. It is found at the far western edge of Twylos, approximately equidistant from Ulmsdeep, Mask, and Murdyne. It remains one of Twylos' greatest secrets, and contains an untapped wealth of information in its archives. Its security was ensured by Petrarch, who came to learn not only about the Arcanos masters of the Cult of Winter, but also the Archons. His revelations led to paranoia, causing him to seal and secret away Zolace, to protect his findings from abuse by the unworthy. Within Zolace are several regions: the Botanical Gardens, the Prisons, the Archives, the Steamworks, and the Zoological Quarantine. These different areas are protected by many of the druids' wards and creatures, and several monstrous specimens remain in stasis in the Quarantine. Zolace also contains Petrarch's masterwork, "The Bestiary", a large tome that contains a description and in some cases, true names, of many species of Twylos.

Meeks and Huxley: Only three times has Zolace been disturbed after it was sealed: once during the Vehrlands War, by four renegade soldiers still imprisoned by one of its traps, and twice by members of the Bone Trade. The same individuals entered it twice: the sorcerer Parsifal Meeks (7th level human, 3rd Circle Hermetic, 1st Circle Faith), the enchanter Glenn Huxley (5th level human, 2nd Circle Hedge), and Brenna Vaust (5th level human). They accidentally detonated one of Petrarch's worst traps, the Horological Recurrence, causing them to be teleported randomly in time, in their case backwards a few years. After finding each other again, they returned to Zolace in 200 T.E., only to set off the same ward and be sent forward to 211 T.E. Now, Meeks and Huxley are about to finally meet again, their brains somewhat addled by the eldritch spell. Neither knows where Miss Brenna might be, but are eager to return to Zolace, possibly assisted by some naïve mercenaries. Meeks and Huxley have no idea what they came across, and each has a different theory: Huxley thinks this is a solipsistic dream world, while Meeks believes he is dead and in the Gray Lands; they have thus become somewhat jaded, confused, and amoral. Their interest now is twofold: the mysteries of Zolace, and also to find their lost friend Brenna.

The Knights of Petrarch: While Meeks and Huxley did not thoroughly explore Zolace, they did mange to make it into the Zolace Steamworks. The Steamworks was one of Petrarch's last constructions before he died and fled to the Dream Realms of his Crypt. Meeks and Huxley accidentally activated it on their first visit, and since 200 T.E., the Steamworks has been constructing one Knight of Petrarch every year. The Knights are Iron Golems that exist to destroy the agents of the Arcanos and Archons. They appear as man-sized suits of full plate armor, wielding dangerous weapons, and have begun to scour Twylos. Generally traveling and acting alone, various Knights are in search of Meeks and Huxley and the Aprill clones of Aea Convent. The Knights continue to be produced by the arcane machines of the Steamworks, which are themselves guarded by two such constructs, one on the ground floor and one above, carrying a metal crossbow. Charged to guard the Steamworks, these guardians will not leave the room in pursuit of intruders.

The Cottage of Sleep: In a far corner of the halls of Zolace lies a small chamber containing a magical transport mirror. This portal is sealed, and can only be opened by a Gate spell or treatment with special Mirror Oil (see Appendix I), not to be found in the rest of Zolace. (Thus characters wishing to proceed further will need to procure this Oil in some way; it is up to the Game Master to decide when and where to provide this substance.) This mirror goes to the same ethereal cottage as in Maerswinter, and was used by the Naturalists for their exploration of Thenzor, and to spy on the evils of Zoran. This strange, quiet place is the entry point to the Crypt of Petrarch, who is a somewhat bored and deranged lich of utmost power, hidden away from Twylos, the Arcanos, and the Archons in a small pocket dimension. The cottage compels those within it to sleep; Mental Resistance checks, at increasingly more difficult target numbers (10, 11, 12, ...) must be made hourly to remain awake here. The cottage is a small, three-level house, floating suspended within the Ethereal void. On the first floor is a closet, where those who travel from Zolace emerge from, as well as an antechamber and a modest kitchen. Upstairs are two bedrooms, and downstairs is an empty cellar. There is a 1% cumulative chance per hour that the charudemon watchman Baruchus will return to cook uninvited guests in his kitchen. Covered up by drywall is a small brick passageway that leads to another mirror. This mirror, like most of the transport mirrors of Twylos and Petrarch's Crypt, also requires Mirror Oil to be applied to it to cause it to open.

Petrarch's Crypt: Travel through the mirror gate deposits those who enter it in one arm of a larger passageway, more grand, and tiled with black and white marble. The hall forms an elongated cross, with a door at each end. The door that leads back to the cottage has a simple wooden frame. The door in the left arm is made of solid steel; around the door are engravings of weapons and scenes of battle, steam leaks from the doorframe, and sounds of machines can be heard behind it. This door leads to the Age of Rust. The door in the right arm is made of opaque, shiny crystal, and an ominous blue glow can faintly be seen at the cracks. This door leads to the Age of Glass. Each door of these three doors is cracked open the smallest amount. Beside each door is a pair of lamps, shining softly. The hall extends down further than the others. At the end is the fourth door, of fine dark wood, engraved with vines and roses, leading to Petrarch's Tomb.

Lining the hall are what seems to be six paintings, each covered with a black cloth. The first painting is an extreme close-up of a grinning, feminine mouth. Teeth are bared. The second painting is of a young woman and two men, one dressed as a stereotypical wizard, one as a court jester. They are sitting around a small table in a cabin, playing cards with a Bevi deck. The third painting is a close-up of a hand. Male, somewhat veiny and wrinkled. It's clutching a knife by the blade, so that the edge has cut into two of the fingertips and two lines of blood run down the canvas. The fourth painting depicts the same three figures, but on a stage in a dark theatre. Apparently a magic trick is about to be performed, as there is a large gaudy cabinet in the middle of the stage. The girl is watching in delight as the jester is being shackled into the cabinet by the older magician. The fifth painting seems to be the aftermath of the fourth painting. The girl has opened the cabinet prematurely, and has a look of shock and horror on her face. Gore pores out of the re-arranged cabinet. The magician holds his head in his hands. The sixth painting is a huge close-up of a dark, bloodshot eye, wide and staring.

The Curious Folio: At the beginning of this hall to the right is a lectern on which sits a folio, open to a gold-leaf page. The folio consists of four gilt plates. Each pair of pages is laid out in the same manner: an elaborate color drawing on the left, and some illuminated text on the right. The first three pages of text are quatrains, the last page is a sonnet.

PAGE 1
The image: The iron door in the hall. Standing next to the door is a jester or juggler, a man in an outrageous outfit. Tasseled hat, holding three knives of different sizes, apparently ready to juggle them. Long thin face, long nose, beady eyes, and a somewhat menacing, intense gaze. In script above the picture, it reads: "Bartleby Ravenous IV".

The text:
When avarice has failed, when the object lesson's lost
When time's past long for pretty givings, for-getting pentecost
When all around is ashes fading, crumbled into Rust
That's when I'll take the final piece, purloin away your trust.

PAGE 2
The image: The glass door. Next to the door is a young woman in a simple, unadorned peasant dress. Long blond hair, mostly uncombed. Her gaze is directed upwards towards three large moths or butterflies fluttering just above her head. In script above the picture, it reads: "Sarah DeVaunet".

The text:
I trusted you to take my heart, to take me by the hand
To show me things before unseen and things grotesque and grand
But these images refracted and these panes now shards of Glass
My hand and heart retracted and my love has come to pass.

PAGE 3
The image: The wooden door. Standing tall next to it is a older man, perhaps in his 40s or 50s, clearly dressed as a wizard. Rune-covered robes and pointy hat, spectacles. A stage magician's cabinet can be seen off to one side, on it rests a skull and one of the wizard's hands. The script reads: "Arcades Shavaat".

The text:
No love within these quiet walls, nor home nor hearth do beat
No child's song has chill'd for long; for stillness we entreat
From silence, violence, passions high and now only to Sleep
Not home nor hearth, greed's masquerade; not cottage but a keep.

PAGE 4
The image: The door at the end of the hall, fine wood covered in ivy, roses, and thorns. Around the edge of the sword can be seen a chain.

The text:
Greetings to one so brave or foolish to come into this space
Around you, calm and nothingness, or maybe waste and desolation
Ruined dreams of what once was in another time and place
Depicting much but meaning little as begets my fascination.
"Enough!" You cry. "And show yourself! Your coward's hands and face!"
"None of this transparent! None of this my destination!"
Oblivious your cries to me. Your dreams and nightmares base.
For this is naught but just a tomb, my final abrogation.

Though something more, alas, unwell, that escaped this cold demesne
Hewed of steel and hope and hate, created for a muse
Or perhaps not, perhaps I knew, just death my lady friend.
Rain, then; and rain again, and rain and rot and rain
No longer mine, nor his, nor hers- "Enough!" you cry "Of clues!"
So it's come to this, it always does, from beginning to The End.

The Age of Rust: The Age of Rust is a pocket dimension which appears as a giant, ruined factory, full of partially built constructs and rusted implements of war. It is a huge enclosed chamber, several miles across, and filled with piles of metal junk. Two bronze golems wielding magical scimitars (+1 to-hit and damage) immediately attack anyone who enters. Deeper inside are four giant brass scorpions that are also hostile. Within the chamber are three buildings made of brick and steel: a chapel, a theatre, and a foundry. In the chapel is a smashed-open and empty glass coffin. Within the coffin is the Song of Sarah DeVaunet (see Appendix I). The theatre contains a broken organ, a large harp, and a curtained stage, on which sleeps a clockwork wyrm (as smok dragon) guarding a locked iron trunk. Inside is the Seal of the Archons. The foundry contains the Steel Smith who, if cleaned up and activated, is quite good at crafting and augmenting enchanted weapons.

The Age of Glass: This pocket dimension seems to be a small village in the mountains, bathed in the violet light of an enormous sun and two radiant moons. There are four buildings here, made of flimsy wood, plaster, and glass: a teahouse (containing four lovely glass flowers), the glassworks (where the Crystal Mage of Shadowsfall manufactured his defenses; this building contains another Glass Man who will attack, along with an enchanted Glass Shield (see Appendix I) and 10 Glass Arrows (see Appendix I), a laboratory (with the recipe and components necessary to make five more doses of Mirror Oil, as well as several other potions), and a tower (guarded by two conjuring eyes and four paintings that individually cast 5th Circle Hermetic, Hedge, Faith, or Ritual magic; the tower contains an annotated copy of Ozmandian's Histories and Theologies obtained Horologically, a Glass Spear (see Appendix I), some sketches and lovenotes to an unnamed woman, and the Seal of the Arcanos). Next to the teahouse is a small garden of a few snapdragons that Petrarch infrequently cultivates. In the middle of the square outside are four Crystal Soldiers (treat as iron golems) that attack anyone but Petrarch.

The Garden of Thorns: Petrarch's tomb is an unreal and lush garden. It cannot be opened unless both the Seals of the Archon and the Arcanos have been destroyed. Petrarch himself can usually be found here (26th level lich, 8th Circle Hermetic, 8th Circle Faith, 5th Circle Ritual, 20 intellect, 20 presence). He carries his Bloodlord Staff (see Appendix I) as a sentimental reminder of his Duuran days, the Ring of the Void, and a Static Egg (see Appendix I). Petrarch has spied Muriel in her Dream Realm but believes her to be his lost love Sarah DeVaunet, or maybe even Lady Kithain, making him wonder if he is Vorn himself (he is not). He will not be hostile to visitors who have made it thus far, but will attempt to persuade them to stay with him here in his Tomb, free from the clutches and domination by the Arcanos and the Archons, one of which he absolutely believes has returned to Twylos. Rather, he suggests destruction of the portals which led here from Zolace, and a life of quiet reflection in his garden.

Appendix I: Special Items of Twylos

This is a listing of magical items, artifacts, and relics specific to the world of Twylos.

Armor

Glass Armor: Glass Armor was forged in the pocket dimension of the Age of Glass. It is not true glass, but made of a flexible crystalline substance similar to that found at Rhauxen. Glass Armor (usually shields and plate armor) absorbs an extra 2 points per attack. (Note that unlike Glass Weapons, Glass Armor is not destroyed upon the first successful blow.)

Artifacts

The Amulet of Lozzo: This is an Amulet of Sustenance which allows the bearer to survive without food or water. It cannot be removed once worn short of an Exorcism spell or similar Benefaction. The bearer continues to age but will not die of natural causes. The Amulet's true magic, however, is in the dreams it imparts. If the wearer is a magic-user, the imp Lozzo will appear in their dreams, and act as a research assistant, granting a +2 on appropriate Knowledge skill checks that might be ruminated on overnight. Lozzo is helpful and obsequious, but somewhat creepy. Over several months or years, Lozzo will gradually prepare his master or mistress for a dream meeting with his true master, Astor Vox Lorranaus, a lich that lives in a shadowy gallery, full of covered paintings and unwritten books, lost within the Dream Realms. The Amulet of Lozzo is worn by Graccus Markovitch in the cellars of Thorneskeep.

Arcadian Spell Engine: This is a greenish-steel metallic belt that confers Hermetic magic abilities upon the wearer, at the cost of their memories. It takes one full night for this process to occur, during which the wearer loses all previous disciplines and proficiencies. In the morning, the user gains Hermetic Magic and 1st-6th Circle disciplines. It also increases intellect by 1 (max. 20, or raises it to 8 if originally 6 or lower), and reduces presence by 2. As the Engine implants part of itself directly in the wearer's lower spine, it cannot be removed without killing its host. Removal generally destroys the magic of the device as well. The Engines were built by the Arcanos in the time before the First Era to give their servants Hermetic abilities. There are only a few (two or three) such devices left intact on Twylos.

The Book of Bad Dreams: This unusual and unique tome is divided into six chapters, each of which cause the reader to fall asleep and enter a horrific nightmare world: unless a certain action is taken and others avoided, the reader gets no rest that night and wakes fatigued (no spells or health points returned, and all attributes are -1 for the day). Initially, before dreaming, players should be told the chapter titles and nothing else. Upon dreaming during the first night, very little information should be imparted, and the player character should be given a single chance to formulate their action or actions. Chapters begin the same night after night, and repeated readings and different actions may reveal more about the workings, mechanisms, and options available with each strange nightmare world. Success in the chapter, however, grants a permanent +1 to an associated attribute score or bonus skill points (that do not count towards the character's level advancement). Each chapter can be solved but once before it loses its magical abilities.

Chapter I, "The Good Son": You are a child, afraid and sent to your room. Today is the day that your father is taken by the Mystics for treason. Locked in your windowless room, with only a trunk of properly folded clothes, the sadness is overwhelming. Your mother, deceased, left behind her closet and her mirror. With your father taken away, the other villagers give up trying to fight against the high taxes and flee, leaving you desperately alone. You, however, are a monstrous ogre, and the solution is to run downstairs and kill the Mystic; thus the rest of the Mystics will leave the village behind in fear. Saving the father grants a +1 to strength (max. 20; if strength is already at 20, 5 discipline points are gained instead).

Chapter II, "The Thing Under the Bed": It is a cold, dark night. It lurks under your bed, waiting for you to fall asleep, or try to sneak out to get some water or use the outhouse. But you are so tired and need to sleep. It will eat you, regardless, unless you scream loudly three times for your mother to come with her lantern and scare it away. Escaping being devoured grants a +1 to endurance (max. 20; if endurance is already at 20, 5 discipline points are gained instead).

Chapter III, "Buried Alive": You awake in darkness. You are buried in a coffin deep within the earth, with nothing to help you. Any action results in madness and slow death, save that of trying to wake up from this horrible dream. Successful realization that this is in fact just a dream grants +1 to intellect (max. 20; if intellect is already at 20, 5 discipline points are gained instead).

Chapter IV, "Vs.": It is the end of a long, gloomy day, and you have traveled since dawn in the rain, into the foothills, across barren wastes, finally to reach the cave. Along with a faithful donkey. For months, the ogre Nysthes has been attacking your village; at first, it was stealing livestock, then robbing peasants. But with the assault and murder of Marissa, your beloved cousin- something had to be done. You are neither the oldest, nor strongest, nor bravest. It was simply that you chose the shortest straw last week. Now you stand at Nysthes' lair. The donkey is laden with supplies and implements of destruction. Good thing too, as through the rain and coming darkness, the massive ogre comes out of the cave, brandishing a gigantic club. The donkey is loaded down with a crossbow, a longbow, bolts and arrows, a hatchet, a long knife, a giant two-handed sword, a sling, some rocks, some rope, a morning star, some flaming oil, and a brick. While all that might sound good, the correct action is to run away. +1 to agility (max. 20; if agility is already at 20, 5 discipline points are gained instead).

Chapter V, "Lost in the Woods": You are alone at night, lost in a dark forest, far from home. All around you are horrible beasts, giant six-legged cats stalking you for their antlered masters, waiting for you to misstep. The realization that you are a Duuran, and can transform into

a bird, solves that problem. +1 to presence (max. 20; if presence is already at 20, 5 discipline points are gained instead).

Chapter VI, "The Wedding": Why is it that on the brightest of days you always feel your worst? The assassins are coming to your seaside inn room, and they will kill you lest you escape out the window, down the alley, duck into the costume shop and disguise yourself as a demon, head through the sewers to the chapel out of town, go past the demons on the groom's side of the aisle, head to the back room and knock out the guard, escape with your betrothed out from the cellar, and smuggle away together on the ship outside your inn. After all this, and a kiss to convince her you're still the one, +10 discipline points.

Cloak of Teauvilliane: This is luxurious red cloak with an orange scorpion embroidered on the back. It confers a +2 modifier to Dodge, and grants the wearer the ability to Fold Space once per week.

The Cylene Snowglobe: The Snowglobe, a lesser cousin to the Quienae Snowglobes, Paralyzes and Enthralls those who watch it for up to one hour. These abilities are evoked together and can be used once per day. It is currently owned by Ren the Rat King in the sewers beneath Oolvaunt.

Essence Distiller: This is a large contraption of wood, glass, and odd machinery, roughly 10' x 10' x 10'. There is a large funnel, similar to a gramophone, about halfway up on the front side, an iron lever next to it, and a spigot and glass beaker just below. The Essence Distiller manufactures potions, and can be used once per day. Ingredients are fed into the funnel, and after all the ingredients have been placed inside, pulling the lever causes the machine to operate. Shaking, steaming, and grinding, it will produce a potion after several minutes. Exactly what potion is produced is up to the Game Master, but is based off whatever is fed into the machine. For instance, giving the Distiller a bird's wing and a bit of hair might create a Potion of Flight or a Potion of Bird Charming. Given the size, complexity, and delicate nature of the device, it cannot be moved. It resides in the basement laboratories of Thorneskeep.

Net of Ensnaring: A magical net used for capturing and containing a single creature of any shape or size less than 12' tall and 800 lbs. in weight. It magically expands or shrinks to completely cover the creature and hold them motionless. The user must make a normal attack roll (vs. the target's dodge), and if successful, the target is captured. The target may not move or act (but could still use innate spell powers, for example) while in the net, but can attempt a Feat of Strength (target number 18) once per round to escape. The net appears as a shimmering white net made from fine threads.

Portal Boxes: Portal boxes are always created as a pair of identical ornate coffers, typically no more than 1 cubic foot in volume. Due to the powerful enchantment upon the boxes, any item placed within one may be drawn from the other regardless of the distance in-between the two. For example, an apple placed within one portal box could subsequently be retrieved from its twin receptacle, thousands of miles away. Portal Boxes do not duplicate the items placed within them. Once an item is drawn from one box, it cannot be found within either. Due to the function of Portal Boxes, they are commonly found individually, the pair being separated by a substantial distance. One Portal Box must be closed in order to draw an item from the other.

The Quienae Snowglobes: The Quienae (KEY-nay) Snowglobes are powerful divination devices built and used by Emiter Quiene (KEEN), a courtier of the Sea Kings and high-ranking member and spy of the Guild of Thorns. Four in number, each contains a different scene; sometimes, small figures can be seen moving about within the Globes. 1st through 5th Circle Alteration and Divination spells can be cast through the Globes (although this can work two-ways). The magic of the Snowglobes is undetectable by Magic Acuity, Sense Magic, or other normal means of magical detection.

The White Snowglobe: The White Snowglobe depicts a pleasant winter's day in a Torsche garden; it is for sale in the Red Pawn (a back-alley Oolvaunt curio shop), and it gives the owner a +1 to all Knowledge checks. It also provides a general sense of direction of where the other three Snowglobes are located.

The Red Snowglobe: This artifact depicts a cluttered toyshop (Ixondr's workshop in Thorneskeep); it confers an additional four Circles of spells or six Ritual magic spell points to its owner per day, and it is found in a cabinet in a shipwreck off the Oolvaunt coast.

The Violet Snowglobe: The Violet Globe depicts a small, desolate mountain village with two moons in the background (The Age of Glass, of Petrarch's Tomb), and sits on a dusty shelf in the Zolace Botanical Gardens; attacks to its owner invoke an automatic Swan Song.

The Black Snowglobe: This Snowglobe is opaque, filled with black ink, and is linked to Cyndiquist's Zieth Cour; it was deposited in a vault in Arosquey and increases the grade of Silent Casting by two.

Staff of Xendor's Wrath: A long 7' staff of dark wood. The Staff currently has 13 charges and can possess a maximum of 20. For one charge, it can cast Shatter (as the 2nd Circle Hermetic spell). For two charges, it can cast Ice Ray (as the 3rd Circle Hermetic spell). For three charges, it can cast a Lightning Bolt (as the 4th Circle Hermetic spell). Each spell can only be used twice per day. Any time a Hermetic or Hedge spell is cast directly at the wielder, there is a 50% chance the Staff will absorb the spell, causing it to be ineffectual. Spells absorbed in this way recharge the Staff, one charge per Circle of the spell. If the Staff ever increases over 20 charges, or is directly broken, it releases all its energy in a massive blast, as a Firestorm (7th Circle Hermetic spell). The wielder and all within 10' have a 50% of being Disintegrated or 50% chance of being randomly Gated away. The Staff is owned by Dyson Gibbs, although most likely it will be in the possession of Abraxas when Gibbs and his team fail to destroy The Gray Man of Shadowsfall.

Static Egg: An extremely rare device that, when activated, disrupts all forms of magic shielding (such as the Magic Shield spell) within 100 feet for 3d6 rounds. The Egg can be used but once. These items were built by the Arcanos to help their servants against the Archons. There are not more than a handful of them left in existence.

Tabitha's Music Box: A small statuette of a dancing girl with three butterflies or moths above her head, suspended on wires connected to the base. When wound, the Box plays a short, sad tune that disrupts all spellcasting and magical effects (treat as Dispel Magic) for six rounds. This is a copy of the Zolace Music Box, made recently by Tabitha Morgan before her murder. It can be used twice per week in this manner- subsequent windings will only play the music without other effect. The Music Box is currently displayed at the top of the Shadowsfall Tower.

Zolace Music Box: This is identical in appearance and function to Tabitha's Music Box, although Tabitha's version is actually a copy of the Zolace Music Box. When wound, the Box plays a short, sad tune. In addition to the magic disrupting abilities, listening to the tune causes all who hear it to be affected by madness (as the 5th Circle Faith spell). It is also used to open one of the gates to Zolace.

Potions

Mirror Oil: This appears as thin oil with the color of steel, containing sparkling crystals. Mirror Oil is used to treat magical transport mirrors, allowing them to open. These transport mirrors are found throughout Twylos, and usually were built by powerful wizards or priests to given them access to all corners of the world. Inactivated transport mirrors appear a dull, non-reflective gray. Covering them with one dose of Mirror Oil causes them to shimmer and ripple, as though made of liquid. Mirror Oil, like the mirrors it is used to activate, is exceedingly rare. The Alchemists Guild has no knowledge of its recipe, let alone that there is such a thing.

Relics

Amulet of the Burning Sun: These are Ixian creations from the mid-First Era, although they have since been co-opted by Hermetic spellcasters to the Ixians' dismay. These devices add a modifier of +1 to all damage done with flame magic and force Resistance checks to these spells at a -2 penalty.

The Books of Xeres: These books are strange and powerful tomes, that are unadorned and non-descript, save for their title on the spine. Each book is quite different in nature, and they have been lost across all of Twylos. They are six in number, and (in order of power) their titles are: the Book of Black Patterns, the Book of Spheres, the Book of Mirrors, the Book of Numbers, the Book of Nightmares, and the Book of Dreams. The magic of these books is undetectable by normal means- Sense Magic and the like will not reveal them to be enchanted.

The Book of Black Patterns: This book is 99 pages in length, divided into two sections. The first shorter chapter of 33 pages contains the plans for creation of an elaborate loom-like torture device, containing a large number of strings, wires, levers, pulleys, needles, retractors, and razors that are to be assembled together in a complex way. A humanoid is to be placed in a cage-like structure in the center, and the implements of pain placed in specific locations, connected to the wires and string to be manipulated by the rest of the horrific device. These plans are written in Duuran in small, precise handwriting. The remainder of the book contains a set of 66 episodes that appear similar to musical scores, one to a page, that direct the reader to 'play' the device in certain ways to evoke specific patterns of torture and agony in the victim. Construction of the device requires an Engineering skill check with target number 13. Performance of one of the scores inflicts 1d4 points of damage on the victim, and takes a full hour. (The victim and the performer cannot generally be the same individual.) Complete performance of all 66 scores on the same victim in a relatively-uninterrupted period grants a Communion (as the 7th Circle Faith spell Commune) with Xeres, for better or worse. At the Game Master's option, playing of other scores individually or in combination may lead to other magical effects, although in general the Book of Black Patterns has no real utility. A copy and interpretation of the second part of the Book was made in the late First Era. With no title and no text, save for the title in Irendi on the first inner page, it consists simply of 66 drawings of a pair of six-fingered but otherwise human hands. On each page, these hands illustrate a number of string games similar to cat's cradle. The various string maneuvers correspond to the operations of the device. Since this odd copy was made, a number of later copies of this book were made, some still to be found in the older libraries of Twylos. The real Book of Black Patterns is in a pocket dimension of the Blood Realms, in the possession of the late Franz Dominer of Aylen.

The Book of Dreams: An item of inestimable power, the Book of Dreams gives the reader the ability to remake reality and create alternate dimensions. It acts as a Change spell, and can be used once per day. Essentially, the reader's language and thoughts become like that of the Arcanos, able to remold the world according solely to one's will. The Book of Dreams is no longer on Twylos, and was taken by Lady Muriel to her Dream Realm so that she might lose herself in the creation of alternate realities.

The Book of Mirrors: Unlike the other books, the Book of Mirrors is connected to a specific place (the Hall of Mirrors in Lunais) and is useless outside of the Hall. It allows a total of 13 inscriptions to be made within it, to permanently open a two-way portal to any other location in Twylos (or, in the last case, to Lady Muriel's Dream Realm). Inscriptions must be made using an ink manufactured from Mirror Oil. In this way, the Transport Mirrors can be operated without further need of the oil. Most of the mirrors are already inscribed, but a few lines remain blank in the book.

The Book of Nightmares: This book contains a collection of horrid stories from Twylos' past. Each time the Book is opened, a different Nightmare is featured. Reading excerpts from the Book imparts the effects of a Revelation Domain Faith magic spell, of any Circle. A random Damnation spell, of the same Circle, comes as a consequence. This Book is found in Lady Muriel's former home on Lunais.

The Book of Numbers: The Book of Numbers is seemingly innocuous, and appears as a faded red-bound book of approximately 200 pages. It is simply a book of infinite pages, with each successive page numbered in series (1,2,3,...). Contemplation of the book has inspired past owners towards poetry, madness, and wonderment, some of which is maintained as scrawled notes from different pens on certain pages, including possibly the inscription of a novel spell or recipe, if the Game Master desires. Almost all of the pages are unmarked though. Opening the book to a random page does just that- the reader opens to a page with a random page number. It is seemingly impossible to turn to the very last page. The Book of Numbers is found tucked away in a miniature library within the ship-in-a-bottle in Tabitha Morgan's Dollhouse.

The Book of Spheres: This book is bound in blue cloth and untitled. It contains 13 pages, each made of thick ivory. Upon each page is a colored circle and a word written in script. Speaking the word while the page is open causes that particular circle to rise off the page and turn into a large, floating sphere of 3' diameter. The sphere can be reached into, and acts as a magical container similar to a Magic Bag. The volume within each sphere is 8' x 8' x 8'. Living things placed

within the spheres go into a state of stasis and do not age or rot. It remains floating above the book and disappears back into the pages if the book is closed, the pages turned, or the word is spoken again. While the Game Master should make up suitable words and sphere contents, here is an example listing:

Page 1: Red sphere, "calumny". Inside is a plain wooden box containing 1d100 sc and 1d4 gems each worth 100 sc.
Page 2: Pale blue sphere, "malodorous". Nothing is inside.
Page 3: White sphere, "carnivorous". Nothing is inside.
Page 4: Orange sphere, "insipid". Nothing is inside.
Page 5: Violet sphere, "cloven". Nothing is inside.
Page 6: Green sphere, "antipathy". Inside is a collection of rations, water, and ale (enough to feed six people for two weeks).
Page 7: Blue sphere, "deltos". Nothing is inside.
Page 8: Pale green sphere, "murderous". Inside is a random wand (roll on the Magic Wands table).
Page 9: Yellow sphere, "vicissitude". Inside is a small jewelry box containing 1d10 gc and a bottle of expensive perfume.
Page 10: Black sphere, "perplex". Nothing is inside.
Page 11: Silver sphere, "parlous". Inside is a plain wooden coffin, holding the corpse of a minor Irendi aristocrat from mid-First Era.
Page 12: Pink sphere, "bereft". Nothing is inside.
Page 13: Gold sphere, "abomination". Inside is a large collection of costumes and clothes, mainly for a tall woman.

Crown of the Rat King: This is the crown of Ren the Rat King, stolen from him for the God of Slime beneath Oolvaunt. Ren's Crown confers the ability to Speak with and Charm ratkin, were-rats, and rats of all sizes. It also grants the wearer a +1 adjustment to presence (max. 20) when in darkness.

Doors of Xendor: The massive iron doors to the tombs of the Irendi emperors were cursed by the last of the Ironguard priests, as their last act before they disbanded. The doors are magically sealed, requiring a Feat of Strength (target number 30) to be opened. They are impervious to spells of less than 5th Circle. Any attempt to open them, either magically or by force, results in all four forms of Glyphs of Ruin (Calamity, Fealty, Insanity, and Wrath) to appear before the intruders. This occurs regardless of whether the attempt was successful or not, and the Glyphs will continue to appear for each subsequent attempt. Physical destruction of the doors is also unlikely, as they should be considered to have 100 health points and armor absorption of 10 points; any attack will also trigger the Glyphs' appearance.

Egg of Voon: The Egg of Voon is a large black stone about the size and shape of a rough-hewn ostrich egg. It is completely covered in strange glyphs, similar to the runes of Hermetic magic, but unintelligible. The Egg of Voon was first found on the island of Voon by explorers in the pay of House Tharose, who did not understand its purpose. It was stolen by Master Reeves of the Guild of Optics in the late Second Era, only to be taken from him by a treacherous demon and deposited in the pits of Xociene, where it remains. The Egg acts as a Ritual Magic battery, storing up to 66 spell points for the casting of death magic (e.g., Create Undead or Steal Life), and extends the duration from which creatures can be returned from the dead up to one year per additional spell point expended. Charging the Egg requires an elaborate sacrificial ritual, with one victim per spell point. The Egg of Voon is one of the Jewels of Cardonian Asmoday, taken to Voon by some of Zoran's Order of Nhull disciples.

The Glabrous Antinomy: This is a large golden ring, which grants use of the Conversational Casting discipline. If the wearer already possesses that discipline, the ring grants a +6 modifier on the proficiency check(s) required to use this discipline. The Antinomy is a Typhonic artifact, whose name derives from the 'three antinomies', or philosophical paradoxes, of the Typhonae scholar Graccus Antony, who struggled with Typhonic theology. The first dealt with men and charm magic: how can someone be charmed, know it, and still act against their nature? The second dealt with demons and summoning magic: are demons and summoned creatures truly here to help? The final antinomy concerned the gods and divination magic: how does divination and prophecy affect the final outcome of an event? And should the Typhonae sit and wait, content with the prophecy alone, or help push things along themselves?

Jewels of Carcodian Asmoday: Each of the Jewels is a black diamond the size of a man's fist. Easily worth 30,000 sc in non-magical value alone, the jewels, also known as the Zoran Keys or Keystones, are part of the magical Gate in the Zoran Academy at the bottom of Thenzor Deep. The Jewels are essentially indestructible, only able to be destroyed by a powerful magical weapon, and only when placed within the Zoran Gate itself. Whether destruction of the Jewels permanently seals the Gate- or opens it- is unknown. One of the Jewels is better known as the Egg of Voon, although its identity as a Zoran Keystone is largely unrecognized. The Egg is deep in the pits of Xociene. One of the other Jewels is lost within the 9th level of Thenzor Deep, in the tomb of Carcodian Asmoday, one of the masters of the old Order of Nhull. The third Jewel is in a gallery in one of the manor houses on Piedmont.

Realmstones: Realmstones are minor magical trinkets, usually incorporated into jewelry such as rings or amulets. They provide Ritual magic practitioners with one additional spell point each day of a given kind. Bloodstones are deep red and provide +1 Blood spell point, Dreamstones are milky violet and provide +1 Dream spell point, Earthstones are brownish-orange and provide +1 Gaea spell point, and Millstones are polished gray and provide +1 Stitch spell point.

The Song of Sarah DeVaunet: This is a piece of sheet music, containing a short elegy to be sung soprano. Singing the music correctly requires a Performance (singing) check of 20. Once per month, when performed correctly, the Song forces all to hear it to make Mental Resistance checks (target number 19). Those who fail the check are killed; those who succeed are affected as if by a Phrenic Trap (as the 5th Circle Hedge spell), but gain a +8 modifier to all Knowledge checks for the remainder of the day. The performer is immune to the effects of the Song herself. If sung more than once per month, or the Performance check is failed, the singer lapses into depression, unable to act except defensively for 1d10 days.

Spade of Gayla: This is an object sacred to the Order of Zhol and the Church of Nergal. They hold that this spade will be used by Gayla, daughter of Zhol, to bury her family members at the end of the Voran Cycle. It is a long, plain spade, with a 5' wooden handle and a rough iron blade. Anyone buried with it has their soul destroyed- they cannot be resurrected, reincarnated, or return as undead. A Change spell could reverse the effects of the Spade, but a second spell would still be required to bring the subject back from the dead.

Scrolls

The Scroll of Vriian: This ancient text is a scroll of terrible ability. It is unique, with the sole Scroll of Vriian currently found in Lady Muriel's manor on Lunais. The Scroll may only be read once before it teleports away somewhere far across Twylos. It summons the demon Vriian,

which appears as a massive swarm of flying insects, that consumes all in its path (akin to the 4th Circle Faith spell Swarm, but Vriian automatically does damage of 1d10, +1 per caster level, each round, to all inside its radius of 10' per caster level, lasts until all creatures within 100 yards are dead or gone, and cannot be dispelled by any natural or magical means save a Banish spell roll of 11 or higher or similar method).

Wands

Nael's Fleshrod: This is a unique item made by Nael, one of the first major sorcerers of Arosquey. The Fleshrod has the ability to undo Petrification when touched to previously living creatures. If touched to inanimate statues, it will bring them to life as per the 7th Circle Hermetic spell Golem. Each use uses one charge, and 1d4 + 1 charges remain in the Rod. Sterling R. Halifax of Brandmoor possesses the Fleshrod.

Wand of Plenty: The ills of Xeres tend to corrupt enchantments and magical items that it contacts, with these Wands serving as a good example. Originally Duuran Wands of Plant Growth, they were defiled by priests of the Mad God and forever changed. Using a Wand now drains one charge and has a random effect, mimicking the magic of other magic wands. The effect of each wand when used is different every time- roll randomly on the Wand chart to determine what a particular usage does. In general, a Wand of Plenty has 1d20 charges.

Weapons

The Arannasblade: A bastard sword with a colorful nickname, the "Bride of Abraxas". It is +1 to-hit and damage, grants a +1 adjustment to presence (max. 20), and allows the wielder to use through it the Steal Vigor spell (4th Circle Ritual magic) three times per day (i.e., a successful melee attack with the Bride allows automatic use of Steal Vigor). It is wielded by Sister Betca of Venoshua, in Armech.

Blade of Shadows: Several of these short swords were crafted for the assassins of Irendor's First Era. Later, three of them turned up in the hands of the Guild of Thorns. The Blade is +1 to-hit and damage, and grants a +2 bonus to Stealth proficiency checks. The owner also possesses Darkvision (as the 2nd Circle Hedge spell, operating continually).

Bloodlord Staff: A rare and powerful staff given to Duuran Bloodlords. It confers a +3 modifier to-hit, and can hold 10 charges. Each successful hit uses one charge, which will cast Steal Vigor on the target. One charge can be returned to it overnight by expending 20 of the owner's health points in a long ritual; these health points are considered to be lost over the course of the night, and cannot be healed until the next day.

Dagger of Lies: A nefarious weapon from the Blood Realms. This dagger confers a +1 modifier to-hit and damage, and on a natural 19 or 20, injects the victim with a poison that reduces their endurance by 1d6 + 2 on a failed Physical Resistance check (target number 16). One point of lost endurance will come back with each day of bed rest.

Glass Weapons: A variety of weapons were made by an alien smith in Petrarch's Age of Glass. These weapons, generally swords, spears, and arrows, are +3 to-hit, but are destroyed upon their first successful hit. Each weapon inflicts critical hit damage (double the normal damage), and on a natural 20 (or 19-20 if the wielder possesses the Critical Hit discipline), inflicts enhanced critical hit damage (triple the normal damage).

Golgothan White Blade: A longsword that is +2 to-hit and damage. Its owner is cursed to suffer from melancholia and despair, granting a -2 adjustment to their presence attribute. It is owned by Hector Ransumn, formerly of the Conclave.

Hammer of Storms: This is a mighty 6' maul. It acts as a Hammer of Thunder (providing a +2 modifier to-hit and can deafen/stun opponents), but has a +4 modifier to damage, and also allows the wielder to Greatstrike with it (or, if the wielder has the Greatstrike discipline, allows Greatstriking up to six times per hour). Additionally, any object hit with it, including shields and armor, must make a resistance check (1d20, target number equal to the amount of damage done) or be Crumbled, as if by the 3rd Circle Hermetic spell.

Mace of Darklens: A unique mace that is made of black iron, and drips what seems to be liquid shadows off the head. It is +2 to-hit and damage, and once per round, casts a Damnation spell of random Circle and nature on its target. Roll 1d8 for the Faith spell Circle and 1d20 for the specific spell, counting the Damnation spells down the list (and repeating again from the top) to determine which spell is applied. (For example, if 5 is rolled for the Circle, and 13 rolled for the spell, the Mace of Darklens inflicts Madness.)

Ninvaliir Acidtongue: The Acidtongue is a unique magical shortsword. It is sentient, but only communicates its abilities and nothing more to its wielder. It offers a +1 modifier to-hit, and continually drips acid when outside of its protective enchanted scabbard. This does an additional 1d4 in damage with every hit, ignoring armor, and on a failed Physical Resistance check (target number 10), the victim continues to take 1 more point of acid damage per round (also ignoring armor) until the acid is washed off or 1d6 rounds have passed. It takes a full round to cleanse the acid, provided suitable materials (e.g., cloth or rags) are available.

The Swords of the Antiarch: Legendary weapons of the lieutenants of Caradoc, the Antiarch of Aguierre. There are seven magical blades in all: Anvullier, Axan Morn, Balron Deathblade, Dravan Tzoul, Gallenstein, Genes Krystochs, and Vyrrhanos Pyraday. These are

weapons of the utmost power, scattered across Twylos and lost to history. The magic of these swords is undetectable by normal means; Sense Magic and similar spells or abilities will not reveal them to be enchanted. Upon visual inspection of a sword, an Ancient History or Martial Knowledge skill check (target number 10) will determine the blade's true identity. However, several of these swords do have distinguishing characteristics- such as telepathic communication with its wielder- that makes it obvious the sword is enchanted.

Anvullier: (ann-VOO-lee-ay) Also called the Dayblade, this shortsword shines with brilliant white light (as the 1st Circle Faith spell Illuminate) when pulled from its scabbard. It was given to the early Martyrs of Caradoc as a weapon against the undead horrors used by the clergy of Mordred. Anvullier is +1 to-hit and +2 damage against most foes, but when used to attack undead creatures, it becomes +3 to-hit and +4 to damage. Once per day, its wielder may use Repel Undead (as the 4th Circle Faith spell), lasting 13 rounds. The Dayblade is now in the possession of an ablocanth that lairs beneath the Nightfalls.

Axan Morn: The Axan Morn ("Mageslayer" in Irendi) is a longsword that grants a +2 modifier to-hit and to damage, with an additional +1 modifier to damage for every Circle of Hermetic and/or Hedge magic the victim possesses (e.g., if the target has 3rd Circle Hedge and 1st Circle Hermetic, the Axan Morn has a total of +6 to damage with each attack on that target). The blade imparts a continuous Greater Magic Shield (as the 8th Circle Hermetic spell), once per round the wielder can use Dispel Magic (as the 4th Circle Hermetic spell), and twice per day the wielder can use Repel Magic (as the 8th Circle Hermetic spell). The Axan Morn is intelligent, but will only telepathically communicate its abilities to its wielder. The sword also continually uses Sense Magic and will usually bring this to its wielder's attention, especially if it is powerful Hermetic magic. While otherwise uncommunicative, the wielder of the Axan Morn will gradually come to loathe Hermetic magic and its practitioners. The Axan Morn is found in the inner sanctum of Rooksroost, still in the dead hand of its last owner, the Handmaiden Abagail Preschon.

Balron Deathblade: This weapon appears as an unfinished claymore of rough iron. The Deathblade is +1 to-hit and damage, and is a permanently polymorphed angel of spite. It is uncommunicative with its wielder. In addition to inflicting damage, each successful attack Strikes the victim, as per the 3rd Circle Faith spell Strike (regardless of whether or not the successful hit itself did any damage after armor absorption), but at the end of each round of combat that Balron Deathblade is wielded, regardless of whether or not it scored a successful hit, the wielder loses 1 health point. Direct damage caused by the blade cannot be healed by magic of less than 5th Circle (although damage done by the Strike spell can be healed in this way, and wounds can be healed naturally through rest). If the damage inflicted by the Deathblade amounts to more than 50% of a victim's total health points, and the Deathblade scores the killing blow, the most terrible power of the sword is revealed: the victim is raised anew three round later (as per the 8th Circle Faith magic spell Resurrect, but leaving the victim only one health point), but is converted and becomes a disciple of Aguierre. Sister Hope of the Handmaidens wields the Deathblade, although she has only recently acquired it and does not know about this final power.

Dravan Tzoul: The Dravan Tzoul (DRAW-von ZOOL; literally, "the Hand of Zhol", but also called the Widowmaker) is a broadsword of plain and somewhat worn steel. Once it draws blood, the wielder is cursed to always use the Dravan in combat, which will teleport back to its user if left behind. This curse lasts until the wielder dies. It is highly intelligent, communicating telepathically only with its wielder, but only offering information about its own abilities and the 'wickedness' of other humanoids it encounters. The Dravan Tzoul continuously and automatically Senses Life (as the 2nd Circle Faith spell) and uses Familiarity (as the 4th Circle Faith spell) to determine how wicked it believes various people to be. It keeps most of this knowledge to itself, and it will only describe this quantitatively to its user (e.g., someone may be 'rather wicked', 'very wicked', 'extremely wicked'). Almost everyone will be found to be wicked to some degree, with wickedness generally reflecting the amount of violence and death an individual has caused. Most wicked are those who have been raised from the dead. Against any whom the Dravan deems 'wicked', the sword is +2 to-hit and +3 to damage. In the rare chance that someone is not wicked ('innocent' in the sword's view, e.g., young children or pure saints), the Dravan is +4 to-hit and damage, and upon killing them, the wielder benefits from a Heal Minor Wounds (1st Circle Faith spell). The sword is neutral in tendency- it does not compel its user to kill anyone, but merely informs them of their status in the eyes of god. The sword does believe that it and its wielder have a responsibility to kill the wicked. Generally speaking, the sword considers its wielder to be extremely wicked, likely due to the high numbers of humanoids they have slain. The Dravan Tzoul is currently in the possession of Laern the Dead, in the village of Ravenna in the wilds of Drohksmere.

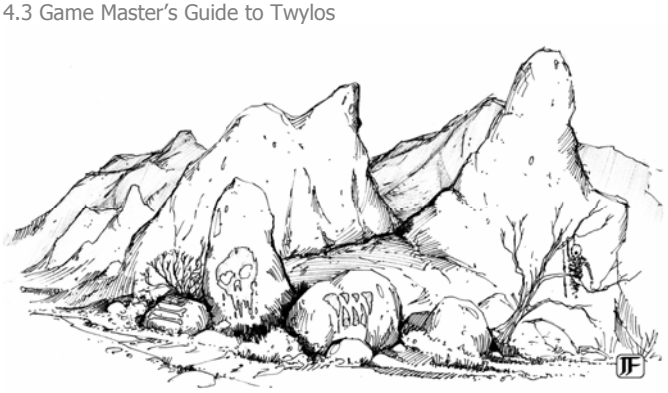
Gallenstein: The Gallenstein (GAL-len-steen) is a shortsword of alien white metal. It is +3 to-hit and ignores all armor and hide absorption. The odd metal of the blade poisons the blood of its target: wounds inflicted by the Gallenstein cannot be healed except through magical means. The Gallenstein was secured and forgotten in one of the numerous old warehouses of Thenzor Deep.

Genes Krystochs: The Genes Krystochs (GHEN-ess KRIS-tock), also known as the Wyrmstongue, is a beautiful silver-gilt greatsword. It has a large jeweled hilt set with three large emeralds. Along the course of the blade is the serpentine body and head of a dragon. The Wyrmstongue is +2 to-hit and damage, and while possessed (although not necessarily wielded), the owner has a +1 adjustment to all attribute scores (max. 20). The Wyrmstongue is encased in silk in the City of Spiders.

Vyrrhanos Pyraday: Vyrrhanos Pyraday (ver-RAN-ohs PIER-a-day) is called the Flametongue, as it bursts into blue flame when removed from its scabbard. This bastard sword is made of red- and blue-flecked steel, and completely covered in tiny Hermetic runes. The Flametongue is +2 to-hit and damage, with an additional +1d6 on damage with each attack from the flames. The Flametongue was taken by the giants near Bordermarch, and resides in one of their steadings.

Valhonna's Shame: This blade dates from the beginning of the Second Era. This shortsword has a +1 bonus to-hit and damage, and protects whoever wears or wields it from magical scrying or detection by 1st-4th Circle spells. It was given to Lady Ariale Valhonna of House Valstach by her lover, the magician Serge van Krassos. van Krassos convinced her to murder her husband, heir to the throne at the time. A week after the deed was carried out, Lady Valhonna killed herself with the same sword, which now bears her name. It eventually wound up in the coffers of the Church of Typhon, and is now in the possession of Charles Nox in Rothaine.

The Xerichsblade: This is a two-handed sword dating from the mid-First Era. The Xerichsblade is cursed so that its user must always carry and wield it in battle. Previous owners have all died hideous and violent deaths, usually at the blades of others. It confers a +2 modifier to-hit and damage. Its owner automatically goes last in battle, but throughout the round, the wielder will get one free counterattack at each opponent who attacked them in melee, at the next initiative segment. (For example, if attacked at initiative 6 and 5, the wielder attacks the first opponent at initiative 5, the second at initiative 4, and takes their own action at the end of the round.) If the wielder possesses the Advanced Counterattack discipline, these attacks are all made at an additional +1 modifier to-hit. The Xerichsblade is currently owned by Lord Voran Aramoor of Tivenskeep.



Appendix II: Creatures of Twylos

This is a listing of creatures, monsters, and demons specific to Twylos.

Abraxas
Dodge: 14
Health points: 66
Intellect: 16
Physical Resist: +10
Mental Resist: +10
Average size: 12' tall, 400 lbs.
Attacks: fist: 2 x 2d4 + 6 and special
To-hit modifier: +10
Hide/armor: 1d4 + 3
Initiative modifier: +6
Movement rate: 210'

Abraxas is The Gray Man, an avatar of Zhol. His advent is loosely prophesied in Tabitha Morgan's play "A Shadow's Fall". A scholar, Maedar Arangul, will be transformed into Abraxas some time after arriving in Bourgansbaine. Abraxas will retain some memories from his former self, particularly about his two former loves, and will remain at the bottom of the Shadowsfall Library, howling in misery.

Abilities: Abraxas is immune to cold, poison, paralysis, disease, mental effects, and spells of the Damnation Domain. Anyone struck by Abraxas, regardless of the amount of damage received, must make a Physical Resistance check of 14 or die. Abraxas will continually regenerate 10 health points each round until his heart is destroyed. Abraxas can cast 33 Circles of Faith magic spells (Damnation Domain only) each day.

Physical description: Abraxas appears as an enormous 12' tall male humanoid, with an enlarged head and hands. His skin is a cold, flat gray. He has thin, lanky limbs, and appears emaciated.

Archon
Dodge: 16
Health points: 80 + 2d10 (90)
Intellect: 18-20
Physical Resist: +7
Mental Resist: +10
Average size: 6' tall, 150 lbs.
Attacks: fist: 2 x 1d4 + 1 or by weapon
To-hit modifier: +6
Hide/armor: none or by armor
Initiative modifier: +3
Movement rate: 180'

The Archons of Twylos are different from the archons listed in the Wayfarers guide. Those latter creatures were a servitor race to the 'true' Archons, who took their masters name and inhabited their cities in the Perditive and Dream Realms when the Archons themselves were destroyed by the Arcanos. The Archons, when they existed, possessed a number of technological devices and weapons, but their main weapon against the Arcanos was their complete immunity to magic. It is likely that, as the Arcanos are the servants and priests of Breyana, the Archons were the servants of Xeres. The statistics of the Archons are given here simply for comparison.

Abilities: Archons are completely immune to all spells and magical effects. Due to their alien physiology, they are also immune to poison, paralysis, disease, and other mental effects. Archons possess all knowledge proficiencies at Grade IV.

Physical description: Archons could take any form they desired due to their sophisticated biological knowledge. They sometimes appeared as disembodied clouds of gas, as angelic humans, or as monstrous tentacle-faced cephalopodic humanoids. Later they tended to appear exactly as Arcanodaemons.

Colossus
Dodge: 15
Health points: 199
Intellect: 5
Physical Resist: +20
Mental Resist: +5
Average size: 100' tall, 20,000 lbs.
Attacks: fist: 2 x 1d10 + 16
To-hit modifier: +6
Hide/armor: 1d4
Initiative modifier: -2
Movement rate: 160'

The Colossus is a triple-sized but dull-witted titan. Several Colossi were used by the titans for menial labor, including the construction of Tharkenge. The sole remaining Colossus on Twylos is petrified, buried under the sands of Saethos where it is worshipped as Stalograhd.

Abilities: The Colossus has no special abilities beyond its capacity to lift large objects and inflict a great deal of damage.

Physical description: The Colossus appears as a stone-gray hairless human male of immense size and muscular build.

Conjuring Eye
Dodge: 30
Health points: 1
Intellect: n/a
Physical Resist: +4
Mental Resist: n/a
Average size: 1" diameter
Attacks: n/a
To-hit modifier: n/a
Hide/armor: none
Initiative modifier: +10
Movement rate: 240'

Conjuring eyes are powerful magical constructs, usually used as guardians. They remain in stasis until their domain is entered, whereupon they begin darting around the room, conjuring a plethora of creatures to deal with the intruders.

Abilities: Conjuring eyes are 90% immune to all magical spells and effects. Each round, an eye can conjure a random creature or creatures. These creatures are not truly summoned; they are made of

magic and will disappear within 24 hours if not destroyed. Their conjuration is random: for each eye, each round roll 1d4: 1: Hermetic, 2: Hedge, 3: Faith, 4: Ritual; then roll either 1d8 (Hermetic or Faith) or 1d4 (Hedge or Ritual) to determine the Circle of conjuration. Choose the creature summoning or creation spell of the appropriate Circle and type of magic; if nothing is applicable, the conjuration fails that round. Due to their small size, they effectively have Stealth Grade II.

Physical description: Conjuring eyes appear as small eyeballs floating in space.

Crystal Mage
Dodge: 15
Health points: 36
Intellect: 20
Physical Resist: +4
Mental Resist: +6
Average size: 7' tall, 200 lbs.
Attacks: strike: 1 x 1d4 + 2
To-hit modifier: +5
Hide/armor: 1d6 + 1
Initiative modifier: see below
Movement rate: 160'

The Crystal Mage is an alien being from the Age of Glass, originating there over a millennium ago. It possesses considerable magical abilities, and uses them to construct an odd workshop and labyrinth for itself. It jealously guards its lair and collected treasures, and is hostile to all humanoids, seeking to obtain their knowledge and possessions. The Crystal Mage does not speak.

Abilities: The Crystal Mage is immune to mind control, paralysis, poison, and disease. The Crystal Mage casts Hermetic spells of 5th Circle with a 20 intellect. As it does not have a mouth, it casts silently with a complex series of gestures. It also has incredible speed, able to cast two spells each round. The first spell is begun at initiative 20, and the second spell is begun at initiative 0.

Physical description: The Crystal Mage is a 7' tall four-armed humanoid apparently made of whitish crystal or glass. It has an insect-like appearance, has six long fingers on each hand, and its head is featureless.

Daemons

Daemons are in a sense the 'true' demons of Twylos, being the direct servants of Breyana and native to the Blood Realms. There are several types of Daemon, three of which are described here: Oubrodaemons, T'sugghodaemons, and the all-powerful Arcanodaemons.

Daemon, Arcanos
Dodge: 15
Health points: 99
Intellect: 20
Physical Resist: +10
Mental Resist: +14
Average size: 8' tall, 240 lbs.
Attacks: strike: 2 x 1d8 + 4
To-hit modifier: +5
Hide/armor: 1d4
Initiative modifier: +6
Movement rate: 160'

Arcanodaemons, usually called Arcanos (ar-KAY-nohs; both the singular and in plural), are the most powerful of Twylos' demons. It is believed that they are six in number, and are the mortal embodiments of the Six Princes of Breyana. Trapped in the Lower Planes, sealed away by the Order of Nhull, only the whispers of the Arcanos have crossed to Twylos. In the earliest days of Duuran recorded history, it was the Arcanos who contacted the Vox Duur and taught them the mysteries of Hermetic magic using their own language. The Arcanos are not necessarily malicious, but seek to return to Twylos, which was their original home. While the Zoran Gate is their main means of permanently returning, three times in the past an Arcanos was summoned to Twylos, only to be quickly imprisoned or banished.

Abilities: Daemons are immune to mental spells and effects, poison, paralysis, and disease. They can see in the dark and see invisible creatures. Furthermore, Arcanodaemons can only be damaged by magical weapons. They are 50% immune to any magical spell or effect in general. The Arcanos are Hermetic spellcasters of utmost power, casting any spell from 1st to 8th Circle innately once per round (with casting time of 0 regardless of Circle). The language of the Arcanos is the language of Hermetic magic, and the words and sentences spoken by these creatures essentially act as Change spells, serving to remake the world. Arcanodaemons have all magic and knowledge proficiencies at Grade IV, and additionally have a bonus of +4 to these rolls. They seem happy, or even eager, to share their knowledge with lesser beings. Due to their presence, they also have Inspire, Intimidate, Leadership, and Persuasion at grade IV.

Physical description: Arcanodaemons generally appear as eight-foot tall wolf-headed humanoids, dressed in long red robes, clutching a massive tome shackled to their wrist, but given their magical skill, they can take any form so desired.

Daemon, Oubroch
Dodge: 12
Health points: 40 + 1d8 (45)
Intellect: 8-12
Physical Resist: +8
Mental Resist: +10
Average size: 5' tall, 300 lbs.
Attacks: strike: 1 x 1d6 + 6 or 2 x by weapon + 6
To-hit modifier: +8
Hide/armor: 3d4
Initiative modifier: +0
Movement rate: 100'

Oubrodaemons, or Oubrochae (OO-bra-kay), are the metallic warrior-servants of the Arcanos, sometimes called by powerful priests of Typhon and the Church of Winter. They fetishize young, pure women, and the Church of Typhon has invented a grotesque Ritual Magic spell effective at calling an Oubroch to Twylos: the Typhonae maintain a camp of brain-dead girls at Aea Convent, and casting this spell has two immediate consequences: one of these women is summoned, and the victim of the spell is compelled to attack and kill her. Upon her death, an enraged Oubroch appears to take its vengeance upon the hapless murderer. These daemons are relatively unintelligent, and play the role of guardians and warrior minions of the greater daemons.

Abilities: Daemons are immune to mental spells and effects, poison, paralysis, and disease. They can see in the dark and see invisible creatures. They are 11% immune to any magical spell or effect in general. Oubrodaemons tend to wield weird bladed weapons. A common weapon is a serrated claymore of demonic steel, non-magically +1 to-hit and damage. Oubrach daemons are skilled warriors, and have the following combat disciplines: Advanced Counterattack, Counterattack, Greatstrike, and Pause and Study.

Physical description: Oubrodaemons appear as short, chitin-like suits of plate armor, with oblong head/helmets and gigantic horns and eyes.

Daemon, T'suggha
Dodge: 10
Health points: 30 + 2d8 (40)
Intellect: 13-18
Physical Resist: +8
Mental Resist: +4
Average size: 7' tall, 400 lbs.
Attacks: strike: 1 x 1d6 + 4 or by weapon
To-hit modifier: +4
Hide/armor: 1d4
Initiative modifier: +0
Movement rate: 100'

T'suggha (t'SUG-gha) daemons are grotesque monsters. Despite their disgusting and hideous nature, they are quite intelligent and eloquent. They are also ravenous, and thrive on fresh humanoid flesh.

Abilities: Daemons are immune to mental spells and effects, poison, paralysis, and disease. They can see in the dark and see invisible creatures. T'suggha daemons are 22% immune to any magical spell or effect in general. The odor of the T'suggha is unmistakable, as these creatures reek of filth and waste. Anyone within 100' can smell the stench of the T'suggha demon, and anyone within 30' must make a Physical Resistance check at the beginning of each round (target number 8 + the number of rounds within 30') or be unable to act that round, overcome with nausea and retching. T'sughha daemons are proficient magicians, able to use 1st-3rd Circle Hermetic and Ritual magic innately (casting time 0). T'sugghadaemons prize riches and signs of wealth, and many of them appear with magical scepters (treat as magic wand for powers). These loathsome creatures have Intimidate and Magic Acuity at grade III, and often have several knowledge proficiencies at grade II or III.

Physical description: The T'suggha daemons appear as immensely fat, disgusting frog-headed humanoids. They are a dark green or greenish-gray in coloration, with mottled and blotched skin. They often carry themselves regally and dress in fashionable, courtly clothes. They have large eyes, each about the size of a child's head, and enormous mouths and tongues.

Metasci
Dodge: 15
Health points: 20 + 3d6 (32)
Intellect: 12-20
Physical Resist: +4
Mental Resist: +6
Average size: 7' tall, 180 lbs.
Attacks: fists: 2 x 1d4 + 2 or by weapon
To-hit modifier: +4
Hide/armor: none or by armor
Initiative modifier: +2
Movement rate: 120'

The Metasci (meh-TAH-see) were one of the many slave races of the Archons, when the Archons fought the Arcanos for dominance of Twylos. Much like their former masters, however, the Metasci have since disappeared from Twylos. Unlike the true Archons, who were exiled and slain by the Arcanos, and unlike the lesser archons, now residing in the Realms, the Metasci remained on Twylos and began to interbreed with humans. The sole survivors of these offspring are some of the members of House Maxinay of Armech.

Abilities: Metasci were accomplished Hermetic magicians (3rd to 7th Circle), but were also themselves somewhat magic resistant (30% immunity to spells and magical effects). Because of their alien physiology, the Metasci were immune to poison and disease. Metasci were highly sensitive to magic, and possessed Magic Acuity grade IV.

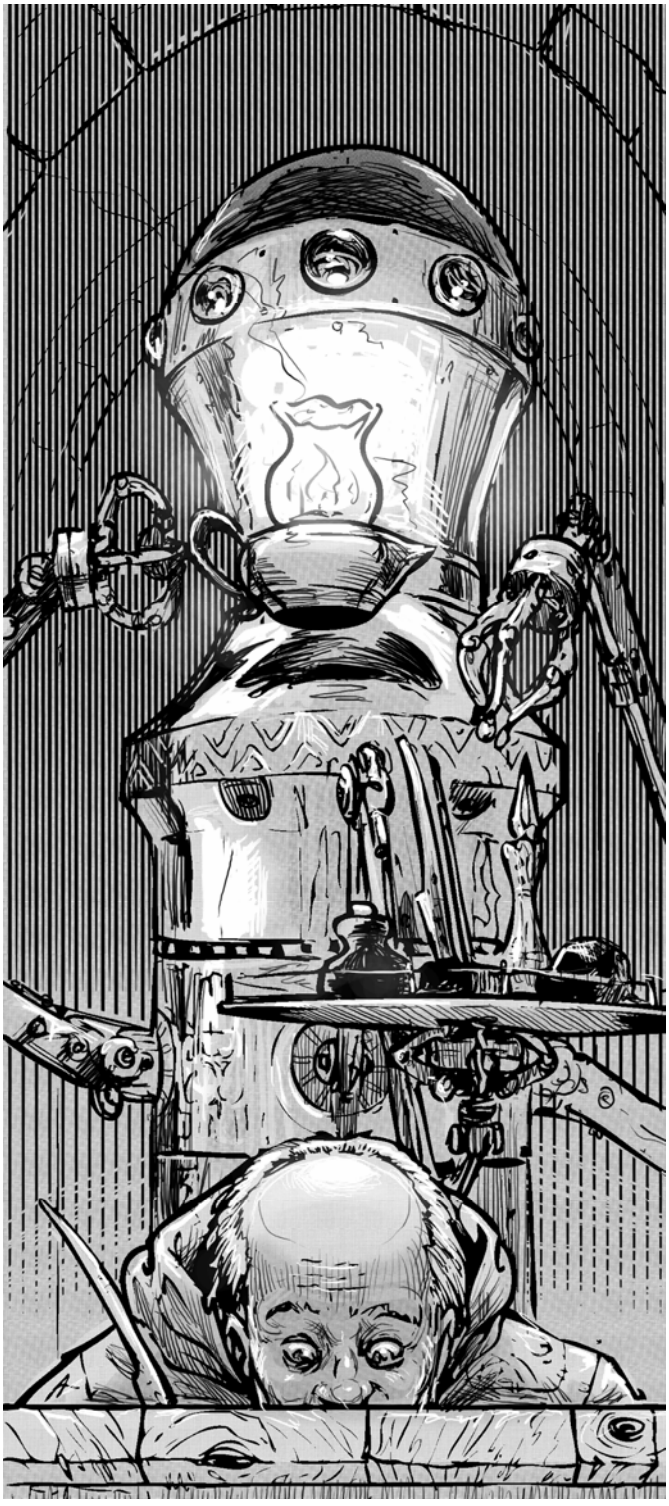
Physical description: Metasci appeared as angelic humans, generally taller and more attractive, but pale, dark-haired, and blue-blooded.

Scrivener
Dodge: 13
Health points: 48
Intellect: n/a
Physical Resist: +8
Mental Resist: n/a
Average size: 4' diameter, 8' tall, 800 lbs.
Attacks: arms: 6 x 1d6 + 6
To-hit modifier: +5
Hide/armor: 1d4
Initiative modifier: +4
Movement rate: 140'

Scriveners are old Ixian constructs from the First Era, built by members of the Church of Ixus to help them copy manuscripts and perform difficult labor. They were built soon after the Ixians first arrived on Nycene, and most of them have succumbed to the ravages of time by now. The art of their construction has been lost, but a few scriveners have survived and still exist today. A few have been obtained by the Alchemists Guild, and one by the Bone Trade, where they have been found to be immensely valuable in the creation of minor magical items. The 'Create Scrivener' Hedge magic spell is named for these automata, although the rickety constructs created by that low-level magic pale in

comparison with the real thing; these creatures are more akin to golems than to wooden writing contraptions.

Abilities: Scriveners are completely immune to all magical spells and effects, and are completely immune to any effect requiring a Mental Resistance check. They take half damage from fire and cold, and are immune to poison, paralysis, and disease. But the original use of a scrivener was not for combat. These machines were built in part to aid in potion brewing (Alchemy) and magic scroll scribing. Both the time and financial costs of these endeavors is cut by 50% when one or more scriveners aid the mage. Additionally, their help adds a +1 bonus to Dweomercraft checks.



Physical description: A scrivener is a large bronze or brass apparatus. It appears as a vertical column of three horizontal disks or wheels, centered around a tall vertical post. A host of spindly arms and appendages emanate from these disks, moved by inner gears. The arms are strong and agile, able to write in script or lift heavy objects.

Spirit-of-the-Land
Dodge: n/a
Health points: n/a
Intellect: 5-15
Physical Resist: +5
Mental Resist: +5
Average size: 30' radius
Attacks: by object (usually 1 x opponent: 1d8 + 2)
To-hit modifier: +4
Hide/armor: n/a
Initiative modifier: +9
Movement rate: none

A spirit-of-the-land is a spiritual presence that inhabits a particular geographical area. These spirits are not undead, but are more similar to elementals. They tend to be malicious and zealous guardians of their land, and will animate different objects within it (e.g., trees, ivy, possibly a building or a scarecrow) to repel and destroy trespassers. These spirits can range in size from 3' radius to an acre. These spirits are difficult to deal with, as they are bound to and part of the earth itself. Destruction of all physical objects is an effective way of neutralizing, if not destroying, a spirit. A Banish spell or similar magic is the only sure means of permanently removing one of these entities.

Abilities: Spirits can simultaneously control many aspects of the environment they control. Treat their land possession ability as an Animate Plant spell (5th Circle Ritual). They cannot be affected directly by weapons or most forms of magic, although such measures are a good way at indirectly fighting back.

Physical description: A spirit-of-the-land has no physical appearance, being a disembodied force.

Appendix III: Example Campaigns

In the first part of this appendix, we show how some of the people and places mentioned in the world guide can be linked together to form the Game Master's private background for a campaign. Little to none of this information ever needs to be revealed to the player characters- rather, the background information serves to motivate the actions of some of the more important NPCs (such as priests of Typhon) that the characters will interact with. The background also serves to set up the themes of the campaign- over-arching concepts such as family, home, loss, death, or annihilation. These themes should not be forced upon the players themselves, excepting once or twice in a campaign. Rather they should be incorporated into the lives and actions of NPCs, so that the players can experience these themes vicariously, but not feel as though the Game Master has given them no control over their characters' fates.

We stress that this is not necessarily the 'true history' of Twylos- there is no such thing. This is simply one narrative out of many possibilities. Additionally, this background information could be turned into the main story of the campaign itself.

The second part of this appendix contains three short introductions to campaigns that could be run in the world of Twylos. These are not meant to be complete. Instead, they are sketches, to be fleshed out by the Game Master before starting and during the course of play.

The Keys of Typhon

Amanda Dawson: It started simply, in the quiet hills of the village of Tarchartus. In the year 195 of the Third Era, Amanda Dawson was reading outside when some mercenaries from Brandmoor happened by. They were hunting some escaped slaves-turned-bandits who had fled to the outskirts of her village. The hunt didn't go well, and one of these strangers, Sterling Halifax, was badly hurt. They ended up convalescing at the Dawson farm, and Amanda befriended them before they left for Rheyes to report back to the Slavers Guild. Before they left, Amanda gave Sterling a copy of her book and helped him learn to read a few passages from it.

These mercenaries were hired by the Bone Trade in Rheyes to escort a caravan heading south down the Zhellan Traderoad to Tzalvas. On the way down, informed of Amanda's intelligence, the Bone Trade flattered the country girl, suggesting that she come to one of their schools in Vasqueray. Amanda packed her things and joined the company. Going along for the journey was Terrence Ridlee, a priest of Typhon, who took to the girl.

Amanda and her escorts boarded the "Quindolean", a ship bound for Gorgos. However, it was blown off-course by a storm, and was destroyed by the Leviathan. Only Amanda and a few others survived the wreck, and washed up on the shores of Lunais. They were five in number- Amanda, Sterling, Father Ridlee, along with Morgannon Auxerre (a mage), and Travious Clay (his bodyguard). They took shelter in Muriel's house. Amanda seemed to recognize the place, and grew increasingly distant and disturbed as the manor was explored. Stealing away from the others one night, she retrieved the Book of Nightmares from its hiding place, and used it to help her friends escape via the Hall of Mirrors.

The Book put Amanda in direct contact with the Arcanodaemon Arcades (ar-CAY-dees) Shavaat, who began to teach her Hermetic magic in her dreams. While Amanda was fascinated with her new abilities, she was afraid to use them due to their sudden appearance and their source. She also began to believe she was Lady Muriel, returned to Twylos. Terrence Ridlee encouraged her gently in both her beliefs and magical skills.

Amanda studied in Gyre, secretly watched by Father Dhalgeng and the Typhonae. Dhalgeng didn't trust Ridlee, and sent Adlai Andrakkar to check up on her as well. After a year or so, she journeyed to eastern Drohksmere to meet her old friends, and then traveled with them to Thorenze. However, on the way they were attacked by Duuran Naturalists, and Amanda was killed in the battle.

At Ridlee's suggestion, Amanda was taken to Umslamyr, where she was reincarnated by the demon tree, into the body of an old childhood friend, Jenny Carmichael. This was too much for the poor girl, and she temporarily retired to Tarchartus, moving back into her old farmhouse (which had since been destroyed, in a fire set by raiders).

Meanwhile, her old friends repeatedly came into conflict with the Duurans, for abusing their own Hermetic powers and for awakening Umslamyr. They sought shelter from the Church of Winter in Thenzor Deep, and Morgannon and Travious eventually converted to the service of Breyana in Zoran. Sterling, concerned for his friends, went to Tarchartus to see if Amanda would help him talk some sense into the others. Not long after they arrived in Thenzor, the Guild of Optics conspired against them, leading the Knights of Aguierre and the Ixians to where Morgannon was searching for one of the Jewels of Carcodian Asmoday. Master Travious was killed in the fight, and his soul damned by the Ixian high priest.

Amanda recalled her own resurrection by Umslamyr, and felt guilty for getting her friends involved in the ancient war between the Duurans, the Church of Winter, and the Ixian forces. She went to Napres to seek the help of Aramach Vox Thrauxes in restoring Master Travious. Vox Thrauxes agreed. But in return, Amanda would serve him for one year.

Her service required her to find the other Jewels of Asmoday and open the Zoran Gate. She left her friends behind, and collected the three keystones. She knew that Morgannon and Travious had rallied support for the ideals of the Order of Nhull at Zoran, and the entire Church at Zoran would oppose her actions. So she asked her old friend Sterling for his help in distracting them. Amanda got to the gate and, with Sterling's help, installed the keystones. Ridlee and Andrakkar, in residence at Zoran, turned on the Church and faced off against the host of Zoran. Morgannon managed to prevent her from destroying the Jewels, and thus opening the Gate, but held off on killing the poor girl. Amanda grabbed two of the stones and teleported away, never to be seen by her friends again.

She took sanctuary with Vox Thrauxes as his thrall, having failed in her service to him. She eventually came to carry his child (at least, so he and later scholars believed, although her daughter was seemingly human instead of cambion). She was now relentlessly pursued by many different factions of Twylos- the Opticians (for having Master Reeve's soulstone in one of the Jewels), the Duurans, the Church of Winter, and the Typhonae. She made the same decision as Lady Muriel, two centuries before her; she fled Twylos for the Ether and Dream Realms with her newborn daughter Aprill.

The First Keys Revealed: Recurrence is a central theme of Twylos. The first two Keys of Typhon, as revealed to Geryon Krassus, were the tutelage of young Ixondr and Muriel by the Arcanodaemon Arcades Shavaat, and the secreting of Muriel within her Dream Realm. Amanda was not the reincarnation of Muriel, but she may as well have been- she was also taught by Shavaat, and eventually left Twylos for the Realms as well. Her resurrection by Umslamyr was the Third Key of Typhon, held in testament by Terrence Ridlee. Father Ridlee was convinced that the assassination of Travious Clay was the Fourth Key, and that Amanda's guilt would propel her towards the Fifth Key, unanimously considered by the inner circle of the Typhonae to be the opening of the Zoran Gate and return of the Arcanos to their rightful home.

Ridlee was wrong, and for this, has lived his life in exile in Amanda's home village of Tarchartus. He feels a fatherly sort of love for her, and has long since given up the machinations of his fellow Typhonae. He is hopeful she will someday return to Twylos.

The Gift of the Archons: She will not. Amanda, ever curious, accidentally chanced upon a horological glitch within the Ether, the lost Vausse Academy. Horological magic is among the worst and most exploitative of the Arcanos' inventions. The Vausse Academy has been periodically returning to Twylos even since before the First Era, in small pieces that appear as comets. By far the largest of these fell during the Second Era, where it fused a massive area of the Saethos desert around it to become Rhauxen.

However, parts of the Vausse Academy, suspended in a horological loop, were also sent back before the First Era of the Twylos humanoids. In Twylos' pre-history, the world was the domain of the Arcanos, the first children of the Thainist and Duuran gods. The servants of Xeres, the Archons, crept into the Tellurian plane from the Ether, and fought the Arcanos for dominance of Twylos. The Archons were destroyed, although their slave races survived- the metasci, the doppelgangers, and those now calling themselves 'archons'. However, some of the original 'true' Archons took shelter in the Academy from the onslaught of the Arcanos. There they killed and ate Amanda Dawson and her daughter, and replaced an Archon soul inside of baby Aprill.

In 200 T.E., the Arcanos Madriganii Illiesse was freed at Zalen Vale by the Halifax brothers, and made its way to Rhauxen. Forcing itself inside, it killed the Archons within and took Aprill as its own. However, an odd team of Typhonae, Duurans, Handmaidens, Ixians, Guildsmen, and independent mages working together- the Rhauxen Pact- ambushed the weakened Arcanos outside Rhauxen, and destroyed its mortal form. The survivors then turned on the Duurans and Thainists and slaughtered them. They then covered up all signs of battle and entry into Rhauxen, and fled to Aea Convent in the lands outside Gyre. There, they began a secret program attempting to reveal Aprill's magical abilities into several clones and constructs.

This program continues to the present day. The 'original' copy of Aprill Dawson was destroyed in the course of scientific research, but many second generation copies still exist. Some of the clones have managed to escape, to the great concern of the researchers at Aea Convent. Aprill occasionally manifested strange anti-magical abilities, as a function of her proxy-Archon identity. The Headmaster of Aea, Asmodean, has pursued this anti-magical effect, distilling it into a third generation clone named Abby.

Sister Joy and the Axan Morn: Aea Convent sees the need for persistent and powerful anti-magic, given the formidable magical abilities of even a single wounded Arcanos. One of the main reasons why they even succeeded in defeating Arcanos Illiesse was due to the assistance of Abagail Preschon, Grandmother of the Murdyne Handmaidens (and the woman whom Abby is named after). Mother Abagail left her young daughter behind in Stonekeep and journeyed to Rhauxen, only having been told of the prophesied return of the Arcanos by the Vehrlands Duurans. Abagail wielded the Axan Morn, the anti-magical Sword of the Antiarch, and was essentially impervious to the spells of the Arcanodaemon.

This was also a problem for the Aea Convent clean-up crew, as they wished to get rid of Abagail and the other surviving Handmaiden (and hopefully claim the sword for themselves). Prepared for this contingency, the Alchemists poisoned Abagail with a massive amount of Zeavan, driving her partially mad. Mother Preschon then tracked down three of her attackers to Rooksroost, still hidden in the Ether. She easily butchered all the mages still working in the hidden school, but was struck down by their angels and Oubrodaemon defenders. Her corpse and the Axan Morn still lie in the depths of Rooksroost.

Her daughter, now of age, took the name of Sister Joy and has left Murdyne in search of her mother. This is partially because the Handmaidens want to recover Abagail's sword, but Joy understandably also has personal reasons for seeking the whereabouts of her mother. She traveled to Timmorn's Well, only to receive a coded message she doesn't yet understand. Joy is quite headstrong and has eschewed help from her sister Brides. Over the course of her travels, she has come to think somewhat poorly of the other Handmaidens.

The Fourth Key: Adlai Andrakkar and Father Dhalgeng were both at Rhauxen for the recovery of Aprill. Initially, Dhalgeng thought Aprill was the fourth key, but has since recanted. Shortly thereafter, Mammon's Point was built in Tzalvas, with young Jessica Aires designing the wondrous murals in the main halls. The Typhonae have come to think that Aires has predicted the Fourth Key correctly, and admire her for her humorous interpretation of the Fifth Key, but do not yet understand what it represents.

The Fourth Key is Petrarch, the Duuran hierophant, awaiting in his tomb beyond Zolace. Petrarch believes absolutely in the Archons, although he's confused now as to which is the worse evil- the Arcanos or the Archons- and thinks that they might be the same creatures. This is due to a revelatory, extra-dimensional text he found in which both an Arcanos and an Archon were depicted exactly the same way. Those who manage to find their way to Petrarch, he will greet warmly, and ask that they stay within his realm, safe from the coming destruction. Petrarch will not think much of killing those who try to leave, as he thinks they're doomed anyway, and he might as well clean up his own mess at this point (although he will not leave his tomb or the Ages). Petrarch has come to believe that the future of Twylos is hopeless, and that the Voran Cycle is about to end, if not actually over.

The Fifth Key: Petrarch is absolutely correct. The Voran Cycle has in fact come to a close, and Twylos has already been destroyed. The Zoran Gate was opened and the Arcanos returned to their ancient home. They began to remake the world to their own desires, turning Twylos into an earthly paradise for most of its inhabitants. Others- the Duurans, Ixians, and their ilk- resisted from the beginning and met a swift destruction.

Abby, however, was a trap. The Arcanos, enamored of Muriel and Amanda, found her irresistible. Seeking her out, they found the only hole in their new world of Hermetic magic. The other clones fell upon the powerless Arcanos and destroyed them, their essence consumed by the Archon within Abby, herself dying in the process. Twylos was now a demonic paradise without its benevolent and restraining masters. Rampant magic use quickly turned the whole of Twylos into a scorched, lifeless wasteland.

The Tears of Muriel: From her Dream Realm, Muriel was horrified at the turn of events. Once again, despite her best intentions, Twylos was destroyed by demons and desire, exactly as the first version of Twylos was destroyed eons ago. The power of Xeres' Book of Dreams had allowed Muriel to create, and re-create Twylos time and time again, permutating small variables and conditions here and there. It is her continued hope that eventually, she'll get it right, and Twylos' bleak destiny can somehow be averted in her next attempt. Amanda was not Muriel reincarnated, but was Muriel re-inserted by herself into the world; only that didn't seem to work out very well. Muriel is not Kithain, but could be, or should be, or effectively is; for the world is her creation and driven by her dreams, hopes, and errors. Muriel has grown tired watching the destruction of Twylos a countless number of times, each time following a slightly different trajectory to the selfsame end, like raindrops down her windowpane. (Her difficulty, in part, comes from her ignorance of the nature of the Fifth Key.) She is tired of watching herself, or a version of herself, or her children, or her previous friends and family fall into corruption, malaise, and death.

Twylos is not a dream; it is real. However, it is not the original Twylos. It is one of many, relegated to corners of the infinitude of the Dream Realms. The true Twylos is now a lonely, empty place, much like Muriel's domain, and has been for eons. Each iteration seems destined for the same fate of the original, and the Dream Realms are littered with dozens of versions, or maybe millions, of empty, ashen Twylos. But what other choices are there? In Muriel's eternal view, delayed destruction is almost a fate worse than a quick end. Still, Muriel tries again, setting up the pieces, reconstructing the world as best she can, and then waiting, always waiting…

Campaign 1: The Egg of Voon

Themes: Death, revenge, friendship, and discovery of a new or changed world. This campaign is better for smaller groups of 2-4 player characters.

Summary: The player characters begin dead, only to be raised by the necromantic magic of the Egg of Voon, years after their deaths. They are test subjects, victims of rogue Alchemists, saved from further experimentation by the Typhonae. From there, they explore the ruins of their home city, or return to their homes in search of answers for their own deaths. In the process, they learn of other Alchemical research connected to Aea Convent.

Background: Characters begin separately, around twenty years in the past (or years equal to 66 divided by the total number of characters). Just before the fall of Zostig would be ideal; as Game Master, you are free to adjust the powers of the Egg of Voon as necessary to bring them all back from 190 T.E. to 213 T.E., or to set the start date differently. Each character is then killed, in short prologue adventures tailored to their specific identity. Play through the prologue, not forcing specific events, but working quickly to the bitter end. Try to control the introduction and quickly get to their capture or death, so as to avoid letting them escape into the night. These introductions are best done apart from the other players. Here are some examples of how they could meet their ends:

The Addict: Another tiresome night in Zostig, or maybe Rheyes. Your friend has acquired something better this time- not just good, but better, different. You head over to partake in the goods. It's soft, greenish, almost like cheese, but tasting of medicine- it's some kind of Zeavan, some unusual kind. Strong stuff. Go ahead and make a Mental Resistance check. Something is being smoked, too, in an incense burner, but they're doing it wrong. Too much smoke. Head feels heavy. Finally the smoke clears. One of the people here, though… you see your two friends, and a couple new guys, but the last guy looks right at you. With all his eyes, he's covered in them. Grinning with all his mouths, covered in them. Leaking saliva, or ichor, onto the stone floor. Tall, too tall, too thin, too rubbery. You start to scream. Your friends have passed out. It's just you and the demon, or monster, or whatever the hell it is. But of course, it gets you. These things always do, you know.

The Duuran: You have been sent to town, to obtain a letter from the head of the Thainist temple. Your sect is small, but you have worked well in the past with the city Thainists. On the road, a beggar stops and stares. "Yer in the Lady's thoughts tonight," he says laughing, before moving off. The trip goes well, and the Thainists welcome you, give you your letter, and send you back on your way. You even almost make it back home. At night, just before leaving the main road to head back to your village, a carriage comes rumbling down the road. It's one of several that has passed in either direction. The coachman's assistant pulls out a crossbow and begins to pelt you with bolts. There's no cover except that of darkness. When you're down, a richly-dressed man steps out of the carriage, walks over to your body, and casually reads the letter. A tall orc escorts a cloaked woman out of the carriage and over to your body. You're not quite dead yet though, so she pulls out a hatpin, says a prayer, and slides it into your eye.

The Guildsman: One more customer, even though you're supposed to be closing. The other novices have already gone home for the night. After looking around, discussing the goods- he leaves. Bastard. Two of his friends outside smoking, laughing, at you? You close up, go back to your flat, have some dinner, and get to bed. They come for you in the night. Grinning face masks, dark cloaks, clubs. One at the window, two to your door. Maybe you make it to the bottom before they knock you down. Haven't even looted the store. They came for you. If you had a spouse, or a child- they're brought downstairs. Nothing special. Killed before your eyes. The place is ransacked but nothing taken. Just you. All goes dark.

The Scholar: You are studying at school, perhaps in training for the magical arts, or in other academic pursuits. Luksharrow in Turth would be appropriate. Perhaps you aren't very scholarly, but your friend's rich father enrolled you too, to protect your childhood friend from bullies or other perceived difficulties. The school is suddenly attacked at night, by Ixians (or someone dressed as Ixians). You are caught unawares in your room, or perhaps late at night visiting your friend in his room. The attackers make quick work of you, pushing a spear into your stomach. Is your friend alive? Dead? One of them? As you gag and die, one of the Ixians, holding a black candle, wipes ash on your forehead then kisses it, closing your eyes with his fingers. Darkness.

The Thief: You are nobody. Maybe a cutpurse, maybe just hired muscle. You are hired by another friend to commit a second-story job, in the better part of town, probably Zostig, or maybe Turth, Fayde Ehlling, or Rheyes. Goes horribly wrong, your friend kills someone in the house, a child, and you are arrested, although your friend escapes. Locked in prison, not much of a trial, sentenced to be killed. A week later, hung at dawn. With rope around your neck, you see your friend, disguised, watching your execution. Neck snaps, but strangely, not dead, although seems like it to all appearances. Unable to move. Also in the small crowd, unnoticed by everyone else, is a priest in brown robes. Watches you intently as everyone else leaves- some spit on your corpse, some cry, some laugh, some shake their head. Friend watches too, until the end, then slinks off. Priest then makes a mark on your chest and leaves. You hang. It rains. A bird lands on your shoulder, tentatively pecks at your neck, painlessly, before flying off. Night comes, the priest in brown returns with three large assistants. Cut your body down, still unable to move. Take you to a dark cellar. Ritual performed- your left hand is cut off. All goes dark.

Narrative: The player characters, all strangers, all killed, awaken into darkness. Everyone has full health points (including regenerated hands), but no equipment save a sheet. It is completely dark, but fumbling around reveals that they are in a stone room, on stone benches, with a single wooden door out. Outside it is mostly dark, except for a faint glow down a corridor, from which low speech, or chanting, can be heard. Then, screams.

The characters are in Xociene, on the island of Zurvoten. A group of ex-Alchemists from Thenzor Deep, together with an assortment of Duurans and priests of Zhol, have discovered the Egg of Voon here and have are currently experimenting with its magical abilities. They have taken to calling themselves the Tavash Morn, and use the eclipsing-moon symbol of the original Tavash, even though they are unaffiliated with the real Tavash Morn still in Zoran. The player characters, along with one other NPC, John Dherin (1st level human), were the first group of successful test subjects, brought back from the dead ten to thirty years after their murders. Each of the characters was preserved with alchemical black ichor, and their bodies still contain a few liters of the stuff, which they will begin to excrete and vomit up over the next week.

Further within Xociene, the screams are coming from a temple one level below the player characters' storeroom. The characters are in a hall that forms a walkway around the upper part of the temple. Down below, priests in brown and black robes fight a losing battle against a small metal demon (an Oubroch) and a horde of spiders. As the players decide what to do, three individuals come down the hall, and stop to regard them. This is Grimlin Khael (4th level human, 3rd Circle Faith), priest of Typhon, and his two assistants/bodyguards. Khael's guards want him to keep moving upstairs, but he'll greet the characters and ask them if they're leaving as well. He won't try very hard to stop them if they insist on heading into the temple to the battle. He will just explain that he and some friends were here to clean up someone else's mess. He won't talk too much until leaving Xociene, whereupon the extended party will be ambushed by a couple of the new Tavash Morn and two skeletons.

Khael will then explain what little he knows of the situation- his master, Mother Ines, is still in Xociene, and he was ordered to flee to report back to Luksharrow. He knows little of the Tavash Morn, other than that they have been operating out of the College of Surgeons at Luksharow, and that the Alchemists somehow seem to be involved. He doesn't know who the characters are, but is amused by their situation, especially given how long they've been 'asleep'. Khael will offer to escort them off the island, now a ruin, if they wish, although he's got something to do in Zostig itself (acquire some Zeaven from a priest of Rhiannon who makes the stuff, who still lives among the ruins). He has a small boat just outside of town, and will head back first to Westgate, to catch a larger vessel ("the Eye of Ammon") back to Turth. Of course, the caverns collapse minutes after leaving Xociene, making re-entry difficult.

The characters will first have opportunity to explore a bit of Zostig in hopes of recovering parts of their past. The Game Master should be somewhat sensitive to characters with high presence or skills such as Contacts; perhaps one of their friends (now much older) is another of Zostig's survivors, or they had some money hidden in their cellar. Likewise, returning to Turth may be a bit of a shock. One or more of the characters may find that doubles, doppelgangers, or simulacrums have taken their place.

Dherin is an assassin from Fayde Ehlling, who had just arrived in Turth when he was captured by the Tavash Morn. He'll be grateful for assistance back home, but finds he no longer knows anyone in town. Still, he'll be looking for some opportunities to get some money and equipment, and might bring some of the player characters along if they're interested.

The characters will then find themselves at the nexus of several overlapping conspiracies and misunderstandings. The surviving members of the new Tavash Morn, largely at Luksharrow, want to silence them and think that they now have their precious Egg. The Tavash Morn, under Zhillian Maars (of House Maars; 7th level human, 3rd Circle Hermetic) will pursue them across Twylos in search of it. However, the Egg was secretly recovered by Maedar Arangul (6th level human, 2nd Circle Hermetic), a Museum Scholar from Rauthos, working with Nichordjan Durang (6th level human, 3rd Circle Hedge) of the Guild of Optics. Durang believes the player characters are part of this new order of Tavash Morn, while Arangul is less sure. They were tipped off to the Egg's whereabouts by Grimlin Khael while in Westgate.

While Arangul takes the Egg and heads for Bourgansbaine with his wife Helena (3rd level human), Durang attempts to contact the Alchemists. He will now have left the Guild of Optics, and begin to be pursued himself by the Opticians under direct orders from Master Reeves to bring him back for questioning. Meanwhile, the real Tavash Morn in Thenzor Deep have now been alerted to the actions of the false Tavash Morn (who were unaware the Tavash still existed in some form). At first, the true Tavash Morn will simply be curious as to the

identity of these pretenders, but come to realize they somehow possess (or possessed) one of their keystones, and will begin to aggressively hunt for the player characters and Zhillian's people. Maars might even approach the party to see about joining forces- she considers them kindred, and also sort of sees them as being her property.

The characters might opt instead to learn more about the Black Rose Rebellion. Khael is an agent of Oberon Frost's, reporting to him in Luksharrow. Or if they find the College of Surgeons of interest, the College could use help in removing Griminien Orbach from Tzalvas, who has grown too powerful and out of control.

Arangul will begin researching the Egg of Voon at the Shadowsfall Library. In this version of the events at Bourgansbaine, his wife will hang herself after discovering his infidelity. Wracked with guilt, he will then attempt to use the Egg to bring her back. At this he will fail. The Zhollan forces now disgusted with the abuse of the Egg, Arangul will be transformed into Abraxas to guard it against further use.

Finally, Durang's message will reach Headmaster Asmodean of Aea Convent, and the conspiracy will come full circle. Maars was Asmodean's student and part of the Rhauxen Pact. A scholar of Amanda and the Arcanos, the Headmaster off-handedly suggested where the Jewels of Carcodian Asmoday might be found while he concerned himself with construction of the Aprill clones. Asmodean will contact Father Dhalgeng of the Church of Typhon and ask that he clean this up. Dhalgeng concurs, and will send his minions to take care of things. Khael, if still alive, is considered expendable.

In the endgame, the player characters might face off against the Typhonae, or Abraxas, or Aea Convent. They might negotiate a kind of truce and retire in peace. Alternatively, they might realize the true function of the Egg of Voon, and attempt to either open the Zoran gate or destroy it forever, ultimately securing Twylos from the return of the Arcanos.

Campaign 2: The Return of Ixondr

Themes: Identity, destiny, revenge, and freedom. This campaign is suited for an average number of player characters (3-5).

Summary: The player characters begin as slaves at the farthest edge of Twylos: the island of Morningstide in Vasqueray's Tears of Brielle. A horrible accident earns them their freedom, but they acquire bitter rivals. As the Ixians prepare for war, they pursue their enemies, or find themselves pursued, to Thorneskeep. Therein, they find that they have been party to a horrible conspiracy to secure the return of Lord Ixondr, and possibly Muriel or the Arcanos as well.

Background: The characters are Ixian slaves, brought to the Tears of Brielle in the southernmost part of Vasqueray. They have no possessions, but Sister Miriam has set aside some money for them (equal to their presence-based starting funds) in a Bevan bank, for when they secure their freedom. Queyan and Ceyneian are appropriate starting languages. Characters who begin as Hedge or Hermetic mages will not begin with a spellbook.

Players' Introduction: While pestilence, strife, and the threat of war weigh heavily on most of Twylos, a few quiet corners remain. One such corner is Morningstide, the old Queyan cemetery in the Tears of Brielle. You've been brought to Morningstide unwillingly, because you are a slave. Whatever life you had before and whomever you knew growing up… these are distant memories and fading dreams. You were caught or captured somehow; in retrospect the details are unimportant, and the Slaver's Guild came to own you. After two hellish months living as an animal in the Praxis Slave city of Unsbourg, you were first transported to Vasqueray, and then to the Brielle archipelago, ending up at the guildhouse at the village of Bevan. There, you were purchased by a Thainist work farm and moved to Morningstide.

You expected endless, tiring workdays and thirsty nights. Instead, you've been treated better than you were even when you were free. Sister Miriam Andallay, head of the small group, has been very kind to you. You have joined a few other slaves to help rebuild the Morningstide docks and occasionally inter a body in the cliffside tombs, an ancient and forbidding place known as Barrowsreich. These labors take at most a few hours out of every day. Some days are spent doing entirely nothing, laying around in the lazy summer sun.

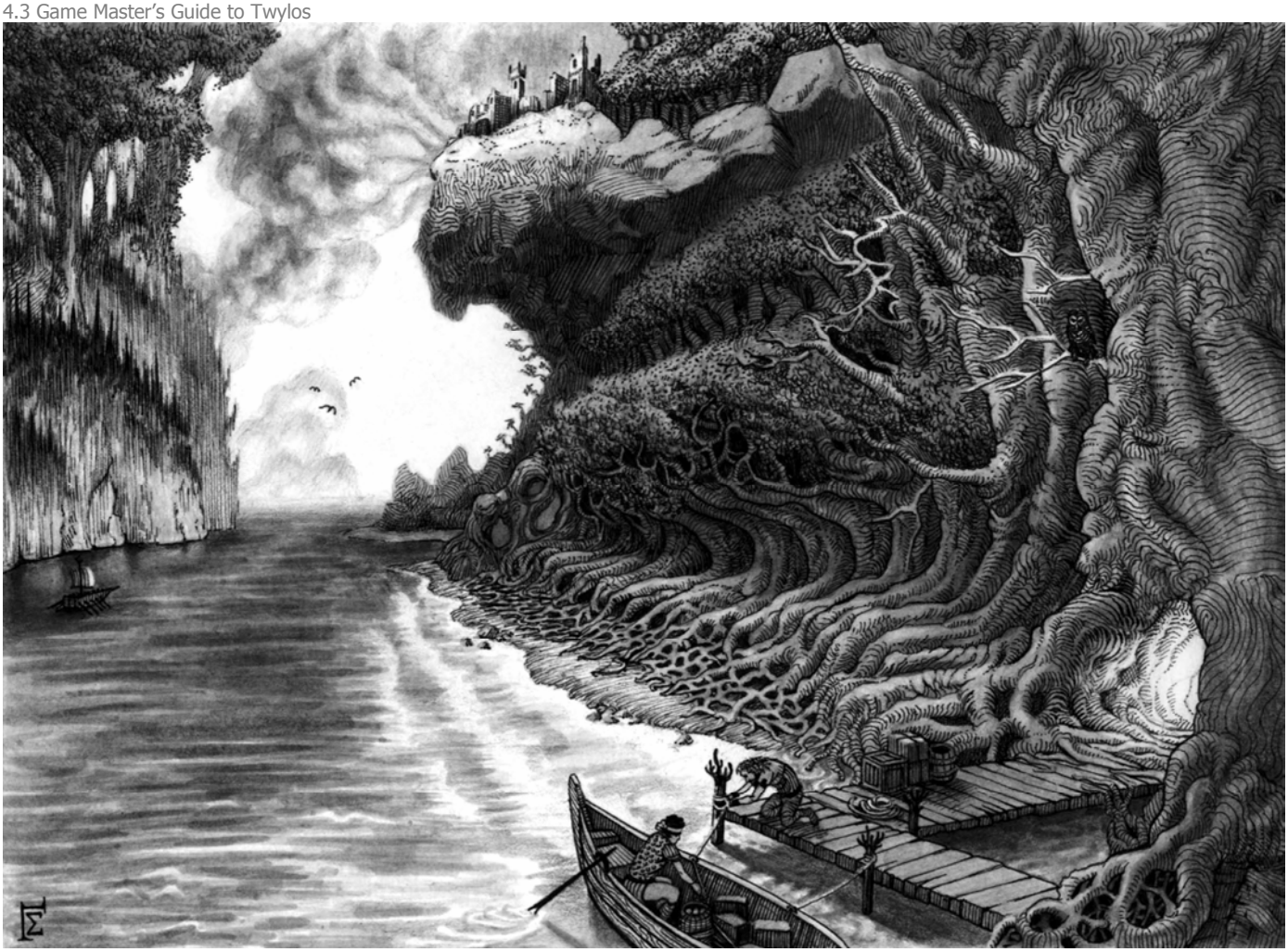
There are eight others, not counting yourself and the other slaves purchased with you who have fast become your only friends. Sister Miriam mentors the three younger Thainists, Sister Lara Morcrest (resident engineer of Morningstide), and Brothers Tar and James Voraan. Tar is the elder at age 21, and is the boatman of the bay. James is 19 and Morningstide's cook. Sister Miriam retains the services of Hrothgar, a somber Easterner who's Ixian and an ex-slave. Hrothgar is her bodyguard and wields one of the only weapons you've seen on the island, a large war axe. His presence seems mostly ornamental though, as there's been almost no bloodshed in the Tears since the Ixians began to take over.

The brunt of the workforce, however, is you and your fellow slaves. There are two other slaves as well, but they've been here from the start (about four years ago)- Paedra Marsis, a nice girl from Gyre, and Tomasz Fink, a swarthy, tattooed Zhellan. Finally, an Apprentice Slaver named Jamis Bled helps out around the compound, and keeps a loose eye on the lot of you. Despite the easy, almost idyllic life, you're still slaves. But just temporarily, you remind yourself. Sister Miriam has promised to free you after two years of service, when Morningstide has been rebuilt and re-established as a joint Thainist/Museum Scholar research institution. So perhaps you can wait it out.

It's the year 213 of the Third Era. You arrived at Morningstide in early April, and since then, the summer days wax and wane. It is now the first day of August. Within the last week, a sudden storm (a frequent occurrence) destroyed one of the landing docks in the bay, and under the supervision of Sister Lara and Hrothgar, you have been working all week to rebuild it. A few days ago, Sister Miriam received word that an Ixian ship would be dropping off a few bodies (an infrequent occurrence) in a month's time. In response, Tomasz Fink and Apprentice Jamis were sent this morning to begin excavation of another part of the Tombs. Yet another workday on Morningstide Island.

It's early afternoon under the hot tropical sun when Fink comes back, running and shouting. "Something happened in the Tomb… Jamis gone… some kinda loud boom, lots of rock fell! Not good…" He looks nervous and continually shakes his head.

Hrothgar quickly takes control and tells Fink to calm down. He fetches Sister Miriam to the docks, and she seems distressed by Fink's report. "Okay," she says. "Everyone, come with me… you too Fink. Hrothgar, you stay here with the acolytes and await Queynoth's shipment." (Queynoth is an old local who delivers dry goods to the camp.) Hrothgar has his doubts. "Don't worry, 'Gar!" She smiles. "There won't be any problems. And if there are, we'll hurry right back." She smiles at the lot of you slaves, beckons with her hand to follow her, and off you go. Along comes Brother Tar, to ferry you across the deep, sparkling blue water. As you head out, you stare across the sea to your destination, the high Morningstide cliffs. It's an hour and a half across the bay and up the bridges to the Barrowsreich Tombs. Stepping into the barge, Sister Miriam squints in the sunlight, saying "Don't worry, friends… The Lady Kithain is with us. I only pray for Mister Bled's safety." Fink mutters "Damn this heat… feels like a storm comin."



Narrative: As described in the Tears of Brielle, the Tombs is managed by Sister Miriam Andallay (3rd level human, 2nd Circle Faith), her man Hrothgar (2nd level human), and her acolytes Brother Tar (1st level human, 1st Circle Faith) and Sister Lara (2nd level human, 1st Circle Faith). Apprentice Slaver Jamis Bled (2nd level human) watches over the slave workers, including Tomasz Fink (1st level human), Paedra Marsis (1st level human), and the player characters.

The adventure begins with Sister Miriam, Brother Tar, Fink, Paedra, and the player characters heading out across the waters, under the burning sun, to Barrowsreich. A sinkhole has opened up inside one of the secondary caverns. Under some rubble is the body of Apprentice Bled, oddly charred. Also within the sinkhole, on the wall, is a faded symbol of a spread hand (a Perception check of 6 will notice that it has six fingers). There are several pillars supporting this room against the walls. Bled has his blade drawn, his Guild-issued leather armor, and a pickaxe lies on the ground near a spade.

Soon, a shade hound (as a war dog) emerges from the shadows and attacks. After four rounds, another one will appear. Miriam and the others will help fend it off. Miriam will cast Wrench using a Breyanic prayer in Irendi; it will manifest as a giant glowing blue hand, and her eyes momentarily will flicker ice-blue. Fink will take the sword and use it if no one else does, and then try to conceal it and bring it back to hide it under his bed. If asked about it, he claims that he'll need something if more of those hounds come back.

Back at the workhouse, Sister Miriam pens a letter to Bled's family in Bevan. The journey there will take two days- the player characters, along with Hrothgar, Fink, and Paedra will take his body back home. The next morning, Hrothgar leads everyone through the woods, the Elmsbreak, to the Morningstide Ferry. Hrothgar has the key to the barges here in his boot- he unlocks them, and everyone ferries across to Anvollier's Island. Stop for lunch, before going up and down some rugged bluffs. Finally, they reach the Bevansford and Queynoth's Watch. The Watch is a resting place built up into the trees over the ford. Two other people will be here- Danvers, currently staffing the Watch, and Apprentice Ghislaine, a Navigator. She has a pony, named Ixondr, tied up on the ground below the Watch. Ghislaine is bound for Morningstide, on private Guild business with Sister Miriam.

That night, a large crow flies around the Watch, before heading north. A Wilderness Lore check of 3 reveals that crows are not native to these parts. (This is actually the Duuran priestess Larissa.) In the morning, Ghislaine and Ixondr are already gone. In late morning, on the road to Bevan, the party will come across a combat in progress. Three riders have ambushed a wagon, fallen down into a small ravine. One of the riders' mounts has also fallen and lies near the wagon, legs broken. Two of the three riders (including the now-dismounted one) are wounded, and they are speaking with Ixian accents. They seem to be fighting a single guard, protecting an old man and a young girl. Soon, they will kill the old man, move to kill the guard, and finally the girl. They will claim she is an escaped murderess. In actuality she is one of the Aprill clones, escaped from Aea Convent, and the older man is a priest of Typhon who has largely exhausted his spell repertoire for the day. Hrothgar seems happy to have a chance to fight, and advises a sort of 'Handmaiden' style of intervention. If they want, the characters should seize the few weapons from the two other dead guards, and join him in knocking out everyone (except the old man and girl). They will first act to kill the Typhonae, but then turn on any other combatants.

As they have horses, they will attempt to escape if possible, one of them yelling in Ixian, telling them if they know what's right, they'll kill the girl themselves.

Aprill will claim that the old man was her Uncle Griv. He wears a silver ring with a Queyan inscription: "Grivener Dhalgeng, Master of the Third Star". Grivener was a relative to the head of the Typhonic church, and fled with the girl in an attempt to hide her at Morningstide. Apprentice Ghislaine, acting on behalf of the Church of Typhon, is delivering a message to this effect. Aprill doesn't really know what to do, but Hrothgar will suggest she come with them first to Bevan, then back to Morningstide. The Game Master can decide to what degree Aprill will play a role in the campaign, based on the actions of the players.

They will arrive at Bevan at dusk, and get a large room at the Silversail. Staying at the 'Sail is Rupert Smalls, his wife Erin, and a few others in his group. He is playing chess against a large raven, apparently his familiar but again the shape-changed priestess Larissa. Smalls is somewhat personable, and will talk of coming from Gorgos; he's on Alchemist Guild business in the Tears. Apparently the Church of Typhon tried to buy an island, but no one would sell them one, so they made their own and built a large theatre called Velanieh (named after Thorneskeep).

Meanwhile, Hrothgar and Paedra take Bled's body to his family and stop by the Thainist temple. The Thainists in town, led by Brother Kendrick, are not close to Sister Miriam and think that her operation in Morningstide is a bad idea. Hrothgar also buys some supplies.

The trip back to the Tombs is uneventful; the party will stay again at the Watch, and this time old Queynoth is at the desk. Working on the docks the next day, wrecked by storms again. Around noon, a ship appears, and seems to drop anchor in the harbor. About 30 minutes later, a boat rows up to shore, containing Rupert Smalls, his wife Erin, Sister Larissa, and Smalls' three companions from the Silversail (Thaddeus, Grischcombe, and Eugene). They seem friendly enough, and claim to have papers from the Alchemists Guild and Bone Trade for exploration of Barrowsreich. These are forged; Smalls has been led here by Larissa, hoping to find something called the Deimos Palantir which does not really exist.

Everyone comes over, and Smalls and Miriam discuss things privately for a few minutes. Then she has Tar ferry them over to Barrowsreich, expressing her doubts about the quality of their characters and their ideas. After a few hours, Tar has not returned. Sister Miriam asks Fink and the player characters to check on Tar. Fink gets a lantern (and maybe his sword), and they head over to the Tombs as a mist begins to roll in.

Fink is a fairly good tracker. If the player characters cannot, he can track them inside Barrowsreich, down the sinkhole, and through a secret door near the hand emblem. Through the door is an old temple of the Church of Winter. It opens into another circular chamber, containing two murals, one of a blindfolded girl in a garden, the second of an enormous pair of eyes and mouth. The mouth is also an archway, opening into a staircase headed down. At the bottom is a heavy stone door, currently sealed by Smalls' magic. More interesting is a corridor off to the side, with faint light at the end. It is flanked by three pairs of statues, each of the same woman holding different objects (first pair: a branched candelabra, a child to her breast; second pair: hand on heart and spade under feet, a spool of thread; last pair: a mirror, a rose). At the very end, holding a lantern enchanted with a magic candle spell and a broadsword, is Grishcombe, slumped on the ground. Seems like he's just been killed as he's still warm, apparently with a sword wound, but there are claw and burn marks as well. He also has a pouch with some money, and a letter from the Tears of Ozmandian pawn shop in Gorgos, owned by Fredicker Voyns, giving them the name of a Bevan ship and captain (also dead in the ship) that can take them covertly, quickly, and cheaply to the Tombs, and wishes them all well.

As the characters are investigating this, they will be charged by Erin, Thaddeus, and Eugene. Erin will draw her blade and fiercely attack, while Thaddeus pulls out a wand and uses it to form a wall of unbreakable glass across the corridor. Eugene shakes his head in disgust, as they have effectively walled off Erin with everyone else.

Erin should die here. As a last resort, Fink's blade can be poisoned, and she might die a slow death. Thaddeus and Eugene go fetch Larissa and Smalls, and bring them to the wall. Smalls will first berate Thaddeus and take the wand back. He will then see his dead or dying wife and go into shock. Larissa will shake her head sadly, watching Smalls closely. Thaddeus and Eugene also look sad. Smalls will ineffectually try to get past the glass wall, before being led away by Larissa. She says something to Thaddeus and Eugene who wait at the wall with weapons drawn.

Then a cloud of darkness comes, and the magic candle and all other light goes out. As the light fades, Thaddeus turns and stares at the PCs with a look of complete horror on his face, mouthing words as he disappears from view into the darkness. After some time, Fink will re-light the lantern. Thaddeus and Eugene have been destroyed, left in a bloody mess, and a six-fingered, taloned bloody handprint is on the glass wall. After another 20 minutes or so, the wall will be dispelled and the characters are free to go.

They might explore deeper in the temple, or head back to Morningstide. Everyone is dead, but possibly Paedra and/or Hrothgar are missing. The place can be looted, although if they stick around too long, a shadow and four manes will attack them as well.

Of course, it is possible that the player characters try to escape, especially when they reach Bevan. Their only choice is by boat, and it will be possible for them to find a captain to take them, likely to Gorgos. As he's not a Guildsman, his ship will be searched leaving the ports, so they'll have to hide in barrels in the cargo hold. However, this ship will be hired by Smalls to detour back to Morningstide, where it will sit until attacked by the manes and shadow freed by their efforts. The characters will emerge from the hold to find themselves back in Morningstide, everyone else killed by the shadow and manes except for Smalls and Larissa.

At this point, the characters are free to do as they wish. They might investigate the temple of Breyana, or inquire after Voyns in Gorgos. In any case, Smalls/Moors hates them for murdering his wife, and will pursue them, using his wand to keep himself alive when necessary. Of course, the characters aren't truly free, as they're still the property of the Slavers Guild. In a couple days, an Ixian ship will come to Morningstide with some bodies- finding everyone dead, it will head to

Bevan to give a report. The player characters are the suspects, and Journeyman Slaver Gregory Celles will hunt them down with a team of guards. Hrothgar will be with them if he survived the demonic destruction of Morningstide. They will likely be apprehended at a port with the help of the Navigators, as in Vasqueray, most transport is done by ship. They will go back for sale, and Smalls/Moors will end up purchasing one or two of them. They will be tortured. Maybe not all of them will be captured- perhaps at least Fink will get away. If not, Aprill or Paedra could be around, and see whoever was bought by Smalls. They will buy the others back from the Guild, and help rescue whoever Smalls is torturing. Smalls and Larissa will be out of their cellar apartment when the raid occurs though, leaving only a few guards, possibly returning near the end of the battle only to flee once more.

The campaign then turns to Gorgos. To hasten their departure, the characters should hear news of the growing Ixian presence in the Tears. There are signs of imminent war, with the Ixians planning on invading Vasqueray, and the Bevan ports will be among the first to close. On a lighter note, a group of traveling entertainers (a Circus of Piedmont) calling itself the Guild of Dreams is planning on performing "Gardens of Zil" at Velanieh. The head of the Guild of Dreams, an odd lanky man named Zeb Ohls, will give a flyer to one of the player characters, when they are at a tavern. It advertises their show, and with some additional colorful language ("we bring fantasees to life! we're whats under your bed!"). After handing it over, his glass eye will fall out, into the character's drink. Ohls will stumble around blindly, searching for it. If returned, Ohls will be grateful and give them free tickets (just a piece of parchment that says TICKITS on it, but apparently does the trick). If kept, it acts as a sapphire ioun stone. The Guild travels on a ship called the S.S. Pinochle.

In Gorgos, the Guild of Optics will be busy installing their new telescope. Meanwhile, Smalls/Moors is searching for the magic of the Guild of Thorns. He is guided in this by Sister Larissa, who additionally plans on steering him eventually to Thorneskeep. Smalls and Larissa will be in attendance at the theatre. Their contact Voyns knows this and can point the characters in the right direction. At the theatre, Smalls and a new set of hired guards (including the Ixian twins Zara and Piotr Vogels) are there to assassinate the Lady Yvesa Vauntrec. They will stage it to look like the Cult of Winter has attacked her, thus giving the Ixians leverage to act in seizing control of Gorgos and the ports. This will upset the Church of Typhon which has worked hard on their image in Gorgos. During the play, characters must make Mental Resistance checks to avoid being entranced during the final act. Eventually, they will notice ivy growing over everything and everyone, and hear Smalls' voice in the box seat below them. He and Larissa are immune to the soporific aspects of the Guild of Dreams, and are about to act to kill the Lady. In the aftermath, the Ixians, the local government of Gorgos, and the Church of Typhon will all be distraught. The Guild of Dreams set sail, leaving another poster behind for their next performance: "The Vile Orphans" in Oberton.

Next stop is Oolvaunt, if the characters wish to leave Vasqueray at all. Here the Ixian invasion will finally catch up with the player characters. The Sun King himself will arrive in Oolvaunt, with many Ixian ships blocking the ports. The Ixians will raid the town, just as the player characters stumble on the inn where Smalls and Larissa and a few others are staying. Smalls and company will flee the city through the sewers, eventually opening out into the wilds outside Oolvaunt, where they will head into the brambles surrounding Thorneskeep.

Inside Thorneskeep, Smalls will suddenly realize the terrible mistake he made in trusting Larissa. She essentially gives him over to Ixondr. The rest of their companions might seek the player characters' aid in escaping, although the hatred that fills the castle will eventually cause them to come to blows with each other. Prior to that, they might be invited to join Ixondr at his dining table. Through a small window, they can watch as a comet destroys Oolvaunt. After some time spent in preparation, Ixondr will take Smalls' body. Now free of the curse, Ixondr will leave Thorneskeep to seek Muriel in Lunais, although he first will rest for quite some time to regain his strength and abilities.

It is suggested that the player characters escape Thorneskeep, after Ixondr leaves, through one of the Transport Mirrors. Moving the campaign to Zalen Vale at this point might open up several different possibilities. The characters might hasten down to Tzalvas to determine what has become of Smalls/Moors/Ixondr and Larissa, or to aid in the battle between Vasqueray and the Ixians, who will begin to conquer Saethos and sweep up into the Vehrlands. Otherwise, they might be done with that arc, and decide to explore Armech or Tarach. If players have expressed more interest in Hermetic magic itself, than its abuse by Smalls/Moors/Ixondr, moving them to Thenzor Deep would provide many possibilities.

Assuming that the characters move to Tzalvas, the end of the campaign might rely on Aprill. She will still be hunted, by both the Ixians and the Typhonae, but will begin to recover her memories of Aea Convent. On the road down to Tzalvas, they might meet Terrence Ridlee and Adlai Andrakkar in Tarchartus, who will be surprised to see one of Amanda's daughters. (Or, strictly, one of the clones of the daughters of Aprill's simulacrum.) Andrakkar knows of Abby, and might eventually suggest obtaining her to deal with Ixondr's potent magical abilities. He would come along for amusement, wanting first to detour to obtain the Scroll of Vriian as a backup plan, in case an assault against Aea Convent goes horribly wrong.

It probably will. The Convent is well-defended by the combined forces of an odd collection of Typhonae, Ixians, and Alchemists, not to mention the girls themselves. Asmodean is mostly a helpless old man, who mainly wants to see no harm come to his precious Abby. Andrakkar- or preferably one of the player characters- will summon Vriian to destroy the legions that swarm to Aea after it is entered; Vriian will eat the whole of the Convent. Only those protected by Abby's anti-magical shielding will be immune to Vriian's devastation.

Lastly then, to Lunais, where Ixondr will be entering Muriel's Dream Realm to fetch his beloved sister. The characters will be pursued to Lunais by the remnants of the Rhauxen Pact and the interested parties behind the Aea Convent project. They will kill Abby if possible. Inside Muriel's Dream Realm, though, Ixondr's magic will be useless. Enraged, he will attempt to murder anyone who tries to prevent him from seeing, and finally killing, the Lady Muriel. With Ixondr dead, and the portal to Muriel's Realm open, the campaign comes to a close. The characters can stay safe in her Dream Realm, or another of their own creation. Or perhaps Muriel is too tired, and returns to Twylos to experience it first-hand. Or maybe she is dead, and the end result is the same- her re-creations of the doomed world will finally cease to be.

Campaign 3: The Idylls of Ulmsdeep

Themes: Home, family, memory, and love. This campaign is suited for an average or large number of player characters (3-8).

Summary: The player characters are Slavers, the town guard in Ulmsdeep. The discovery of old magics casts them into another version of Muriel's Twylos in which they never existed. They then find themselves in the middle of a war and two love triangles. In the end, Petrarch's Zolace seems to be the source of their problems.

Background: As explained in the Guidebook, Ulmsdeep itself is a modest-sized village, governed by Mayor Hubert VIII from Ulsmborg Keep, a larger walled city a day's travel away from the village. The Slavers Guild manages the village itself, acting essentially as the local guards and militia. Living here and patrolling Ulmsdeep village out of Aramstide Guildhall are Journeyman Obhram (6th level human), his Apprentices Inago Ores (3rd level human), Lazlo Vrusk (7th level human), Dominick Irteth (2nd level human), and the player characters. In addition there are two Novices, Bertil (1st level human) and Brenna (2nd level, owns Queyn's Timepiece although is unaware of its abilities). Obhram is a widower, with one daughter, Kaila Mendelene (2nd level human), of whom the Journeyman is very protective, even though Kaila often wishes to partake in the patrols and exercises of the Slavers. She keeps to herself, riding her horse alone through the hills outside Ulmsdeep.

Player characters all begin knowing each other, as Apprentices in the Slavers Guild (with according bonuses). Characters with Hedge or Hermetic magic will also have a joint appointment in the Alchemists Guild (also with those Guild bonuses, including reductions in the cost of Hedge magic), and will begin with a simple spellbook. Characters with Faith or Ritual magic will be acolytes in the local chapel, Vespers, run by Prefect Yannan Mathers (3rd level human, 2nd Circle Ritual). In addition to their starting funds, characters will each have a suit of leather armor, a shield, a club, and a dagger. Larger weapons are not permitted in town, and in fact it is their job to enforce that rule. The Journeyman has a stock of more lethal armaments though, just in case of an emergency. Starting funds will represent each character's savings. Characters are encouraged to have other jobs and families, as their Guild Apprenticeship is really just part-time work in Ulmsdeep. The starting language is Zhellan.

Players' Introduction: You live a quiet life in the Ulmsreich, on the western shores of the Vehrlands, in the small port town of Ulmsdeep. This is where you and your friends have grown up, with families, friends, and honest work. You're Guildsmen- Apprentice Slavers to be precise. As such, you're all part of the informal militia and government of Ulmsdeep, although this is more in title than in deed. There's hardly any trouble in Ulmsdeep, thanks to the able governing of the Ixians based out of Ulmsborg Keep, about a day to the south.

Today, though, is different. There's a tension in the air and a sort of a visceral feeling of excitement. It's the first autumn rain after a long, dry summer. More to the point, in late morning, Journeyman Obhram, the old captain of the Ulmsdeep militia, calls you all out to the field, where you can see arms and implements being cleaned and prepared by Inago, a big Ixian man and fellow Slaver. You're standing in the mud and drizzling rain, waiting for his command. Obhram pauses, looks at you sternly, and tells you to grab the weapons and ready yourselves… it's training day again for the Ulmsdeep Slavers.

You live in Ulmsdeep, a small harbor town at the far western edge of Verlaine (part of the Vehrlands) on the world of Twylos. Verlaine has no central government; instead it is a loose collection of regions under local control. Ulmsdeep is part of the province of Ulmsreich, containing one other larger city: Ulmsborg Keep, overseen by Mayor Hubert VIII. Together these regions are also known colloquially as Ulmsdeep. Ulmsbourg is managed by a council of merchants (Councilmen Allana, Ganterby, and Hortes) working with the Guild.

Historically, "the Guild" is the Slaving Guild, although slavery is now only a small part of your day-to-day affairs. You are all part of the Guild, being part of the Ulmsdeep militia. The other Guildsmen (and thus Slavers and militia members) are: Journeyman Obhram Mendelene, Apprentices Lazlo Vrusk, Inago Ores, and Dominick Irteth, and Novices Brenna and Bertil. Traditionally, Guild rankings are: Master, Journeyman, Apprentice, and Novice, but the number of Masters is quite low (especially in these parts), so Osham is acting guildsmaster of Ulmsdeep. You are Apprentices, meaning you act with some autonomy but still receive orders and are stationed in Ulmsdeep. There is a larger Guild in the Keep, where the two other guilds also operate: the Navigators and Alchemists Guilds.

Perhaps you were born and raised in Ulmsdeep, or maybe you are a transplant from elsewhere in Verlaine. You might have a family. Inago, for instance, came to Ulmsdeep four years ago with his wife Mina. Journeyman Obhram himself is a widower, with a daughter Kaila. You may also have a job or a house. Militia work is part time for some. If you are a mage, you're likely apprenticed to the apothecary, Landerin Wehr. As a priest, you may work and live at the Thainist shrine in town, Vespers, overseen by Prefect Yannan Mathers. Working either place would be fine for non-spellcasters as well. Regardless, once a week, you train, work, and live in the Guildhall, Aramstide.

Ulmsdeep is a village of a few hundred people, and over a thousand live in the Keep itself. It is located on a river, feeding into the western ocean, and situated between two cliffs. The flag of Ulmsdeep is white on brown, depicting two lighthouses with an octopus underneath. The lighthouses are local landmarks- one on shore (Daalian Ley) and one out to sea (Daalian Mhon). Octopus is a local delicacy, and the fishing is quite good. Aside from seafood, Ulmsdeep is supported by agriculture and lumbering, surrounded by farmlands to the south and east and forests to the north.

Although Verlaine has no official ruler, it is nominally controlled by the Church of Ixus and their god-incarnate the Sun King. The Ixians originate on a barren southwestern island, Nycene. Therefore, in addition to being citizens of Ulmsdeep and Slavers, you are also Ixians, at least geographically, if not spiritually or politically. While Obhram is not Ixian in more than name, Mayor Hubert's family had ties to the Church, and so it is that Obhram's daughter Kaila will be wed to the Mayor in the days to come. The eccentric Mayor has no other surviving family, except a half-sister (or maybe cousin), Aprill, a Duuran witch now in exile from Ulmsdeep. Fortunately, although Aprill may be gone, her ogre workman Tennyson still comes down from the northern caves every few weeks to bring huge slabs of ice, just the thing to keep cool in the hot Ulmsdeep summer.

Narrative: The campaign starts slowly. We suggest that several sessions be used to set the feel of Ulmsdeep and give the players some sense of Ulmsdeep as their home. It first begins on training day for the Ulmsdeep Slaves, using wooden weapons; the player characters spar against each other. Inago breaks Journeyman Obhram's leg; Prefect Mathers can heal it somewhat, but Obhram needs to be off his feet for a few weeks. Around town, Kaila is being prepared to go to Ulmsborg Keep for wedding to the now-reclusive mayor, Hubert VIII.

Later that day, Obhram gets a message from the Navigators Guild, delivered by arrogant ex-Guildsmen Armand Hollander. The infamous pirate and smuggler Francis "Frank" Burton is coming through town, and they have to apprehend him tomorrow night. Lazlo freaks out at this ("there's not enough time, not enough hours in the day… and I can't take it") and disappears into the woods in the night. If apprehended, he remains silent and brooding, but will try to escape his pursuers.

The next night, Frank's boat (the 'Maidenhead') sails directly into the docks, apparently unmanned. Talk of "Black Ship of Zhol" by locals. Obhram orders the Apprentices and Novices to take real weapons, and go aboard and get Frank Burton. He's down in the main cabin below decks, standing motionless but staring at a music box on the floor, everything in disarray, with three other sailors also all motionless. Two other sailors with crossbows are waiting in ambush in the back. Dominick approaches with shackles, reading Frank the statement of his arrest. Frank's eyes slowly focus on him. As he touches Frank, before the shackles are attached, Frank grabs a letter opener and stabs Dominick through the cheek. Melee. Everyone first turns on Dominick, and it's okay if in the course of combat, he's killed.

Responsible for the ship's crash and the sailors' psychoses is the Zolace Musicbox (see Appendix I). In addition to the music box, there are some papers describing transport of some unspecified goods from Ellsdeep in the north down to Ulmsdeep, signed by "S. Lovejoy" of the Alchemists Guild, and promising a large payment (500 sc). The name Lovejoy is unfamiliar. Obhram will take the music box, and consider it into the night. (He will seem very tired the next morning.)

Later that night, celebrating victory outside the local tavern, a comet streaks overhead. Perception checks of 8 to notice it. Brenna sees it. Bertil complains he never sees shooting stars. A couple nights a week, everyone sleeps together in the Aramstide Guildhouse barracks, including tonight. Everyone dreams that night. Here are four example dreams:

The Ball: You are ready to go to costume ball, in a gown of finest purple silks and lace. Your escort, a tall older man, in a brown raincoat and carrying a large old doctor's bag, comes to collect you. No, you're not going to a party, you're preparing to flee the castle. The winds pick up. You sneak down a back stairs, and head into the woods. Your dress is ruined in the rain. You end up at a dark cabin deep in the woods. But the trees are all fake here, like bad theatrical props- leaves tied on with little strings. You are alone now, and quietly head to the door. You open it and peek inside. Seated around table are an old magician, a court jester, and the young woman from the music box found on the Maidenhead, all dressed as lumberjacks. No, wait, this is all wrong too…

The Bucket: You wake up in your cell, vomiting. But you are not you, and you are not speaking Zhellan but it's still your native tongue. All this is oddly familiar. Your roommate, a timid girl, is making wooden dentures. Soon, a horned demon comes to collect you- time to go to work. But there's a hole in your bucket. The demon scoffs at you. "You'd just better go and get another one then, you dolt." Damn, and your roommate won't share hers. You leave your room into the massive stone halls of the castle. Tiptoe down to the galley, to ask for a new bucket from the disgusting cook- a huge, obese demon, with a humanoid torso, arms, and head growing out of his side, wearing a 'Kiss the Cook' apron. For your impertinence, your failure, or just your presence, he flies into a rage and smashes your head into the counter, then into the floor. He grabs a cleaver and cuts you up. You'll be soup for sure.

The Cabin: You follow Lazlo out of town into woods to cabin at night. He's there playing poker game with three others. Behind Lazlo is a statue, life-size but really small at same time, of a really angry demon. One man vomits, chokes, and dies. Lazlo and the third man are shocked, while the fourth man steals a card and winks at you. Lazlo gets up to go, but you draw your weapon to hold him back- a brief melee, and you stab Lazlo through the gut, killing him.

Piece By Piece: You must make Physical and Mental Resistance checks (although it doesn't matter what the character rolls). The night terrors come, paralyzing you in your bed. You are not dreaming, as you are not asleep. You hear a voice, very far away, softly singing- or is it just the wind? The voice gets louder, slowly increasing as something comes closer. You then see a tall, black, spindly shadow thing creep in through window. It crawls across the floor, up onto your bunk; slowly, softly singing to itself "piece by piece, piece by piece, change of pace, change of face". All the while, it climbs onto your chest, reaches in your mouth, and wrenches out a tooth. It inserts it into its own mouth and leaves through the window. (Yes, the character will be missing a tooth if they check in the morning. Brenna and Bertil will claim that this character lost it in a horse-riding accident several months ago.)

These dreams do not necessarily refer to anything in particular, although some elements (Lazlo, the cabin, Mr. Beasely, and the three figures from Petrarch's Curious Folio) may be referenced in the campaign in adventures to come. Dreams in Twylos are more stylistic, to set the mood and tone, and to provide players with the motivation to pursue specific interests that they otherwise might not care about.

Bertil dreams he can fly. Brenna doesn't talk about dreams, as she thinks they're personal. Her grandmother's family was Queyan, and she called dreams 'muares', visions of the Gray Lands.

Some free time to be had in Ulmsdeep- Kaila is due to be taken down to Ulmsborg Keep in three days. Additionally, Obhram will have the characters escort Frank Burton to the Ulmsborg jail. If a player character is an Apprentice Alchemist, the Apothecary Wehr tells him to pick up two new lenses from the Opticians when they go to Ulmsborg. In the meantime, several events occur as the Game Master wishes. If he has one, Prefect Mathers tries to teach his player character acolyte about animal summoning, deep in the woods one evening. A large wolf appears and kills the Prefect. The wolf then speaks to the character, offering his services, and that he hopes he too can eat the character some day. Mathers, on his body, will have a key previously unseen by the character, which opens a chest in the basement containing a Duuran prayer book and some sacred earth.

The first day. It starts to storm. A fishing boat reports that the far lighthouse (Daalian Mhon) light is still on. Hunter's dog finds severed leg off in woods… Lazlo's? Tracking "Lazlo" reveals a cabin in woods, but no Lazlo. It's similar to the cabin in the dreams. No one inside. In the woods, the characters might run into a pair of gnole scouts, who will be hostile but cautious.

The second day. Obhram has them check out the lighthouse, along with Inago and the Novices. There's a trail of blood leading up to top, where lighthouse master Jexen Mazerik is dead in his study. Lighthouse master clearly killed by Lazlo, who's also dead down near the entrance. Lazlo, however, has burn marks and claw marks, and his arm was ripped off. Lazlo's corpse is found through a secret door down in cellar. Through the secret door, is another door, this one made of mysterious metal. It is sealed- it doesn't budge and is marked with curled shell-like nautilus symbol (really the eclipsing-moon symbol of the Tavash Morn).

So what happened here? Lazlo had realized that events were recurring in a similar manner as he remembered from the first two times that Meeks and Huxley set off the Zolace trap. Lazlo wrongly thought that Mazerik was involved and came here to kill the mage before it could happen again. However, Mazerik was able to activate one of the Lighthouse's defenses, and summoned a lesser demon to kill Lazlo. After fulfilling its task, the demon disappeared.

Back in town, on the morning of the third day, Frank Burton in the Aramstide jail is conscious. He curses intelligibly to children throwing mud at him through his little window at the top of the cell. He has no memory of the music box, the shipment, or his voyage.

Obhram thinks it's time the characters took Kaila and Burton to Ulmsborg Keep. He gives them 5 sc apiece to have some fun, and suggests staying at the Sign of the Singing Fish. Again, Wehr reminds his student to pick up lens from Guild of Optics, and gives them an extra 1 ec, as he heard that some interesting spices and compounds have come up from Saethos. Finally, they should buy some ice blocks from Tennyson and take them along to Ulmsborg. It's a day of travel to the small, walled keep. They leave Ulmsdeep, with Kaila in a hired carriage, and the player characters walking alongside a Slaver caravan holding Burton in chains.

Kaila rather reluctantly goes off to meet her new husband, although she's met not by the Mayor, but by Sir Garen Arvaith, a noble from the nearby city of Ellsdeep. Arvaith kisses her hand and escorts her into the Keep, away from the player characters, who are not allowed inside. Charmed, Kaila forgets a small satchel inside her carriage. In the satchel, is her diary. It contains the notes of a frustrated girl, not allowed to participate in what she sees is the fun, exciting life of the Apprentices, who seem to be Obrham's 'real children'. Also within are a long string of numbers, systematically varied, with a small note saying that "of course, it's her birthday". These are her attempts to crack Obhram's wall safe, in which are contained several papers (and the music box). Her birthday is 7-13-94, which indeed is the combination.

Drop Frank off to the Navigators Guildhouse. There, a husband and wife team of Slaver conditioners take over. Posters are advertising the Harvest festival of Ulmsborg. That night, they stay at the better of the two inns in town, the Sign of the Singing Fish. There, Bertil and Brenna get quite drunk and hang over each other. Bertil goes to get another pitcher, and the player characters might notice he's been gone a long time. He's talking to strangers about the Lighthouse, the murders, and the strange door they discovered. A few strangers listen bemusedly. They will spend the night at the Sign, and head back to Ulmsdeep in the morning with the empty Slaver wagon.

If one of the characters has to fetch the lenses, they must go to the Alchemists Guildhall, with which the Opticians in town are associated. The Guild of Optics is located in a set of rooms in the cellars below Ulsmborg, down a long white hall. In the entrance chamber, a bald, androgynous clerk will be distinctly unhelpful. As the character tries to get the lenses, Guildmaster Edrac Reeves arrives in town, pushed in a wheelchair, accompanied by Journeyman Ebryes Adelsen among many others. They are all dressed in the strange high-collar robes of the Opticians, which rises above their mouths and nostrils. Fortunately, Ebryes is an old classmate of Wehr's, and will leave off Reeves' entourage to fetch the lenses for his old friend. The entrance clerk is an experimental proto-simulacrum named Jen, created by the Guild to help out around the office.

Two days after being back home, two Alchemists with the Vussar Archives (the Bone Trade) will arrive in Ulmsdeep, seeking to talk to Obhram. These are Glenn Huxley (5th level human, 3rd Circle Hedge) and Parsifal Meeks (7th level human, 3rd Circle Hermetic, 1st Circle Faith). Bertil and Brenna will initially be out doing chores. In Obhram's office, they ask about the Lighthouse door, and show papers from the Guild authorizing them to explore. When the Novices return from outside, they will blatantly stare at Brenna. Huxley does most of the talking, being rather friendly and obsequious. Meeks scowls a lot. They will take a room at the inn. Obhram will ask that the player characters accompany them, along with Inago and Bertil- mainly to keep an eye on these suspicious fellows. Obhram will exclude Brenna from going along, to Brenna's consternation- she will storm out of the Guildhouse. Bertil will chase after her, only to be told to "piss off". The next morning, back to the Lighthouse. The Alchemists will ask why Brenna isn't coming along, and seem concerned about it, but they are unable to find her.

Huxley's spell will open the metal door, revealing a circular staircase down. At the bottom is a bluish-metal elevator room, that will descend deep into the sea. Underneath the Lighthouse is a small living quarters and some empty offices, and a glass tunnel leading across the seafloor into a domed chamber. This is the Mhon Aquarium. Meeks and Huxley will head purposefully down the corridor, as if they've been here before. Through the glass, the characters can see a ruined ship sunk in the sea bed, and a giant chambered nautilus, the size of a horse, floating serenely in the waters, watching them with its giant eyes. In the Aquarium, Meeks and Huxley busy themselves trying to open a combination lock. The player characters are sent to explore another set of living chambers, to make sure there's nothing there that might attack them and disrupt their concentration. In these other chambers are sealed metal canisters containing several formless bodies, but the characters will be unable to open them. When the characters return, Meeks and Huxley have opened the door, revealing a glass wall, sealing off a small office. A quick Perception check (target 6) reveals that the flame of a candle within is motionless. Huxley pulls out the Zolace Music Box, which they stole from Obhram's office the night before, and winds it. The glass wall shimmers and disappears. A tall wolf-headed figure rises from a large chair facing away from the characters; Meeks and Huxley exchange a worried glance, and Huxley manages to say 'well, that's different'. The wolf-headed figure traces a small glowing rune in the air, similar to the U-shaped nhul rune (in fact being the zhul rune, that of annihilation). As all goes white, the characters hear a soft, powerful voice in their heads saying "thank you my children- there is much work to be done". Everyone passes out.

This is a simulacrum of the Arcanodaemon Madriganii Illiesse, created before Illiesse journeyed to talk to the Stonedrake, and then imprisoned here by the Duuran Naturalists. In this version of Twylos, Illiesse's recovery leads to the world's end, and thus Muriel recreates Twylos again. Illiesse's simulacrum sent himself and the others into the new version of Twylos, into which the player characters will now awaken. The Naturalists that once built and lived here in the Mhon Aquarium were first enamored of the Tavash Morn, and were avid infernalists. Gradually, however, the discovered Archon technology in their final days, and the 'octopus' symbol on the flag of Ulmsdeep actually represents the dead kraken they found in the sea. Misusing their powers, they turned themselves into pseudo-doppelgangers now waiting in the holding tanks, and managed to sabotage the Arcanos simulacrum to distort its motives. They will have awakened just prior to Illiesse's sending magic, and will be sent along to the new Twylos. They will take the player characters' forms and scatter throughout Twylos.

As an alternative, the player characters might in fact be these doppelgangers, having stolen the memories and identity of their real selves before the sending spell was finished. As the campaign evolves, it is probably best if the true identities of the characters, and what happened in Ulmsdeep, be kept secret, with different investigations suggesting different answers.

The room the Arcanos simulacrum was in also contains a Mirror of Kithain, leading to Zolace. Meeks and Huxley, along with a woman who was Brenna's mother, have used this entrance twice to get into Zolace. However, in this iteration of Twylos, the Duuran Naturalists did things a little differently, and tried to defend their master's tomb with an extra defense- the corrupted Arcanos simulacrum. They have been eager to find Brenna, as both Meeks and Huxley are in love with her. But, once in the Lighthouse, their curiosity will get the better of them, and they figure they can return later to find Brenna and figure out what happened.

Afterwards, the player characters, along with Bertil and Inago, will awaken on a boat, all feeling quite sick. All physical stats are equal to 1, and intellect and presence are adjusted by -3 (min. 1). An

Alchemist, Apprentice Huyss Mannings, found them on the Lighthouse island, and is taking them back to town. There's no sign of Huxley, and Meeks is convalescing below decks, and should not have visitors. It is late at night, and Mannings drops the characters off in the Ulmsdeep docks before sailing south. The characters are still wearing their Ulmsdeep guard armor and regalia, and a light is on in Aramstide.

However, Ulmsdeep is different. Most of the people are the same, but do not recognize or remember the player characters. If they return to Aramstide, Brenna and a strange woman are in the main room. Brenna will look shocked, and the other woman will get the other Apprentices, including a very surprised and alive Lazlo, the others all unknown to the player characters. They will be arrested for impersonating Guildsmen and locked in the jails below. Bertil and Inago of course know them, but are equally confused as to what is going on.

Lazlo will be killed again, and Burton will be captured again and placed in the cells with them in the next day. He will not recognize the characters either, but be rather friendly to them, seeing as how they're all in the same situation. Spellcasters will be kept poisoned with Slaver drugs. In jail, the characters will have the same dreams as before, although some of the details may be different, and one of the characters may find that they cannot sleep.

The next day, Kaila departs, but the prisoners do not go with her, as they need to get a larger caravan to hold all the prisoners. Three days later, everyone is loaded into the larger caravan and sent towards Ulmsborg. Attribute points are recovering at the rate of one per day. It is pouring rain. Loaded over capacity, the Slaver caravan gets stuck in the mud at the top of a hill. Meanwhile, the Illiesse simulacrum has returned to Ulmsdeep, and has begun summoning a horde of lesser demons as a defense against the kraken beneath the town. Many of these demons have escaped the control of their flawed master, and invade Ulmsdeep. The horses are startled by the arrival of some of these demons, unseen by the prisoners in the back, and the caravan slides downhill, killing animals, driver, and one of the guards. The other guard checks on the slaves, then limps away to town, to be killed shortly by demons. Starts to really pour. Night falls.

A demon slowly approaches the back of the caravan while the player characters are still chained up. It is a short, cloaked, alligator-headed figure, grinning. It smashes a side of the cart before it is seen, then comes into view in the back. It grabs Inago's arm off through bars; he screams, gasps in pain, and the arm finally pops off. The demon regards it, and takes it with it as it leaves. Inago takes awhile to die, saying his wife's name repeatedly, as his blood fills the floor of the caravan, given the angle, warming the cold feet of the player characters. Bertil screams. Burton curses in disbelief.

The smashed caravan makes escape possible, depending on the skills of the characters. Anyone with a vantage can see smoke coming from Ulmsdeep, which is burning. Perception checks reveal a pack of wolves entering the town. Fortunately, the Slaver caravan driver and guards had equipment that can be salvaged. Burton suggests heading to Ulmsborg. On the road, Bertil finally breaks down and can't take it. Burton tells him to "grow a pair".

The characters are stopped at the Ulmsborg gate as before, but now the flag is different- green with leaping frog. Frank Burton doesn't want to meet authorities; rather, he's going to meet a friend, Illyian Vanderish (who's missing- been killed). Most likely hauled in front of Mayor Hubert VIII, who's now an enormous, grotesque frog demon. He wears a sickly-sweet smelling Alchemical perfume to mask his true disgusting odor. The court of the Mayor has fallen into disarray; his ministers have fled, and his court is now staffed with thugs. In attendance are Christopher St. John, Balthazar Buchs, Kaila Mendelene, Captain Lars Unger, and Mister Hendry Grannich. Kaila appears on a balcony over the throne room, and regards the characters. The player characters are vagabonds; if they talk about demons destroying Ulmsdeep, the Mayor yells in anger, cursing his sister. The Mayor gives them living quarters, amounting to the guards locking them in basement cells. St. John and Buchs accompany in the back bickering about their card game. The Mayor apologizes for the imprisonment, but must first verify the information.

Early in the morning, Kaila, now wife-to-be, comes and visits one of the characters (whoever has the highest presence, or was nicest to her in the beginning of the campaign) and asks who they are. From her spies, knows they're slaves- her man destroyed the evidence, and they seem familiar to her- she has the feeling of resentment, as if they brought her to her fate, although she knows otherwise. She brings food, clothes, and blankets. Seems resigned to be sad… asks the player characters to bring her evidence of her father's survival or death. She tells them that the Mayor will be sending them back to the ruins of Ulmsdeep, now an empty, burned ruin. Asks that they hide or destroy the prayer book the Mayor will ask them to find.

The Mayor lets them out the next day; also tells them they're probably the slaves escaped from an abandoned cart. Mayor thinks his sister, Sister Aprill du Maxinay is responsible- she's the one that cursed him, and she's a witch of Breyana. He has a proposition for them if they want to be respectable. Fetch from the Thainist temple in Ulmsdeep the Prefect's prayer book and chalice. The wedding was supposed to be in Ulmsdeep, but failing that, the temple trappings should be rescued from the demons. He'll provide a healer, so that all attribute points are recovered in just two more nights. He'll also offer money to purchase basic equipment around town (50 sc per character). Also, they'll be given better quarters in a tower of his keep. Two guards will go with them. Alternatively, he will turn them over the Slavers Guild, as he understands that they have good conditioners there now. Burton will go too, if they contact him before leaving.

Kaila has a vague recollection of the characters from her dreams. Her impression is mainly negative, because her last interaction with them in the previous Twylos was their delivery of her to her awful husband-to-be. Journeyman Ebryes Adelsen is the only NPC who might actually remember the characters, and will express his condolences for the destruction of Ulmsdeep. Adelsen remembers this precisely because he is Illiesse's simulacrum, now shape-changed to dwell among the humans.

Looters have already arrived in Ulmsdeep, although the town will be empty when the characters arrive. There are corpses and burned buildings- the people and places the characters remember. Glenn Huxley (with three to five mercenaries from Ellsdeep) seems cautiously

happy to see the player characters, but then suddenly Glenn wants to kill them, and will attack for a few rounds before using a Fold Space potion to disappear if the battle turns against him. The Prefect is still alive, but driven mad by two manes demons still in attendance. The book is there, covered in gore, and the chalice untouched. No sign of the other demons. Mundane equipment can be taken around town, and in the ruins of Aramstide, good equipment can be found in Obhram's safe. A spellbook could be made available at the apothecary.

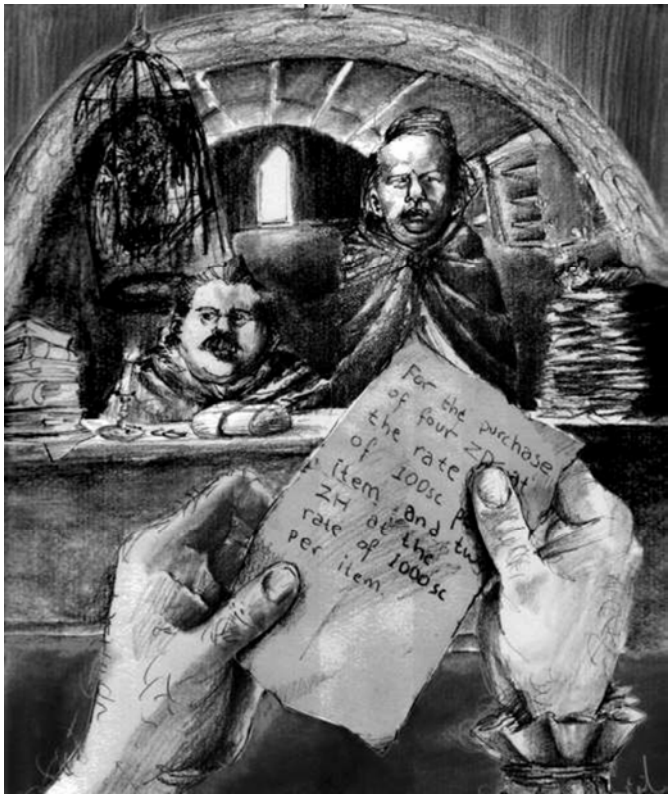
When they return to the Keep, the Mayor will likely be pleased with them, and treat them well. He will also ask that at some point, they head back into the forests around Ulmsdeep and kill his sister, hopefully to end his curse. Brenna will also show up. She had to go south for her brother's death, and now she's heard the news about Ulmsdeep, and come back to mourn her friends and fellow Guildsmen. She is now well on the road to becoming a Handmaiden later in the campaign. Bertil will try to talk to her, but she has no memory of him, and projects the death of her friends onto the player characters' arrival in town. Bertil will be confused and heartbroken.

Frank Burton has a simple theft job lined up if one of the characters is obviously roguish. (Typical Frank dialogue: "You been to prison before? I have, in and out just like I was payin by the hour. Let's do this thing.") The wedding preparations begin. The Mayor was a modest request, for them to get wedding present for Kaila from a larger city nearby; his magistrate suggests they also get a present of their own, for Mayor and also for Kaila. Kaila absolutely does not want to get married, and keeps her distance from the disgusting Mayor. Kaila confides in the characters to test their loyalty, and see if she can get them to do something somewhat mild, but clearly against the Mayor's interests. The Mayor will ask if Kaila asked them to do anything special for her.

At the pre-wedding party, Sir Garen Arvaith will again make an appearance. He and Kaila are secretly planning on eloping. Parsifal Meeks also shows up, and tells the characters that he's sorry they aren't dead. He's angry with Huxley also, and doesn't want to discuss what happened in the Lighthouse. Later, they might run into Huxley, who is much more talkative. Huxley will explain that he thinks that he keeps going back in time, while his associate believes something a bit more cynical- that these are the Gray Lands, and everyone here is dead, so it doesn't really matter how he acts. Huxley might even be persuaded to tell the whole story, about Zolace and Brenna. (Although the Brenna he knows is in fact the current Brenna's mother, sent back in time by the horological trap in Zolace.)

After the wedding, Sir Arvaith and Kaila will flee to Elmsdeep, where they will work to contact the Duurans. The Mayor will ask the characters to assassinate Arvaith and bring back his wife. He will promise them Journeyman positions in the Guilds. However, regardless of their actions, the forces of Elmsdeep will join with the Duurans to attack Ulmsborg Keep, and wage a war of attrition to oust the Mayor. They will keep the city surrounded. In one terrible show of force, a skeleton will pull in a cart containing the dead bodies of an Ulmsborg patrol caught outside in the beginning of the war. It will enter the throne room, where it delivers a message about Elmsdeep and the Duurans, and say that the Handmaidens will be joining them as well. It then will start casting Wake Dead once each round, raising the dead soldiers to attack the throne room from within.

The characters can side with the Mayor, and aid in the battle against Elmsdeep, the Duurans, and the Handmaidens. Unfortunately, the Mayor's promise of Journeyman status is empty, as the Guildsmen will all flee from Ulmsborg before the battle begins. Most likely the battle will conclude with the Duurans destroying Ulmsborg Keep. The Mayor might try to wed a female character, claiming that his city needs hope now more than ever, although he will not push the issue. If the characters escape, the Mayor will feel betrayed. He will survive and escape, to return later to a secret room beneath the ruins of his old castle. He will have Buchs and St. John capture the characters and bring them to him. He will kill them. Two years later, Aprill will return to the castle, reincarnating the dead characters into the bodies of the Mayor's servants, and dominate them into killing the Mayor. Of course, they could side with Kaila and possibly Sister Aprill from the beginning. Through Aprill, they might work their way backwards to Aea Convent, although Aprill's memories are fractured from her time before coming to Ulmsdeep.



Thus concludes the first part of this campaign. Ulmsdeep will start to be re-settled, and problems with the merrow off-shore will begin. The characters might aid in the reconstruction of their home and face off against the ogres, only to discover the kraken in the depths beneath the town. Brenna will head into the Vehrlands and find work as a mercenary. Bertil will still try to see her, to force her to remember him. Huxley and Meeks will once again attempt to enter Zolace, this time finally succeeding in bypassing the early traps to reach the Ages and Petrarch's Tomb. Their actions will be monitored by Illiesse's simulacrum, by now fully converted into an Archon proxy. Between the kraken, Illiesse, and the Knights of Petrarch, Ulmsdeep will have more than its share of problems, if the player characters are at all concerned about their old home.

In the end, Illiesse and Petrarch will both seek out Lady Muriel. Petrarch sees in her his former love, Sarah DeVaunet, the moth-girl (depicted in the music box statuette); indeed, DeVaunet was a version of Muriel inserted into Twylos long ago to keep Petrarch from opening the Zoran gate himself, turning him instead to found the Naturalists. Illiesse does not want her return to Twylos (as the Arcanos would desire) or to join with Petrarch in his Tomb (as he desires). Instead, he aims to destroy her and take back the Book of Dreams. With the destruction of the Book and of Muriel, Twylos' endless cycle of recurrence can finally come to rest.

Appendix IV: Glossary

Abby: Last of the Aprill clones and Archon nhul-magic proxy.

Abraxas: Avatar of Zhol. False Fourth Key of Typhon.

Aea Convent: Ruined school in Nadur, outside of Gyre. Currently the base of research on the Aprill clones.

Aguierre: God of vengeance and justice. Served by the Knights of Aguierre.

Aguierre, Antiarch of: Title of Caradoc, slave-priest that resurrected the dying religion of Aguierre in the mid-First Era. His legions fought against and deposed the priests of Mordred to become the official religion of the Empire of Irendor. First step in the Fall of Irendor.

Aguierre, Knights of: Official priesthood of Aguierre. Formerly the main religion of Irendor. Based in Bordermarch.

Aires, Jessica: Daughter of Tellian Aires, architect of Mammon's Point. Supposed prophet of the Fourth Key.

Amana: Paths of life in the classic Ixian tradition. Guiding principles based around a central code or art.

Alchemists, Guild of: Powerful organization of Hedge magic users and tradesmen. One of the four true Guilds of Twylos. Based in Gyre.

Andukar: Northern region of Twylos, between Drohksmere and Armech. Considered to be the land of the giants and ogres. Also, the name of the language of the Andukar giantkind.

Antiarch: See Aguierre, Antiarch of.

Antiarch, Purge of: Destruction of the Church of Mordred by the Antiarch of Aguierre and his followers, starting in 822 F.E.

Aprill clones: Simulacrum daughters of Amanda Dawson. Raised and trained by a secret coterie of Typhonae, Ixians, and Alchemists in Aea Convent to be powerful mages.

Arangul, Maedar: Scholar who will become Abraxas in Bourgansbaine.

Arcanodaemon: See Arcanos.

Arcanos: The former demonic masters of Twylos. First children of the gods. Appear as tall, wolf-headed humanoids in red robes clutching a huge spellbook. Taught the first Duurans to use Hermetic magic. Sealed within the Blood realms behind the Zoran gate by the first humanoid priests.

Arcanum, The: First secular school of magic. Founded in the First Era in the Ered Wastes by exiled magicians from Irendor.

Archons: Antitheses of the Arcanos. Non-magical soul-eating servitors of Xeres.

Archon Proxy: A creature corrupted by the Archons, gradually brainwashed into behaving in ways to subvert the intentions of the Arcanos.

Armech: Northern nation consisting of Valstach and the Valstedt. Formerly the Empire of Irendor.

Arosquey: A now-closed mage school on an island off the coast of Rheyes. Responsible for the permanent stormclouds around Rheyes.

Asmoday: One of the six demonic princes of Breyana.

Asmoday, Carcodian: First Era priest of Breyana. Creator of the Zoran Gate. Unrelated to the demonic prince Asmoday.

Asmoday, Jewels of Carcodian: The three keystones to the Zoran Gate that keeps the Arcanos from entering Twylos. The Egg of Voon is one of the Jewels.

Asmodean: Headmaster of Aea Convent, and father-figure to Abby.

Bael: One of the six demonic princes of Breyana.

Barrowsreich: Officially refers to the massive tomb complex of Morningstide in Vasqueray. Also used disparagingly to refer to the Slavers' Obroch Conditioning Tanks of Tzalvas.

Belvaunt, King Maraxam: Ruler of Tarach. Formerly a mercenary captain of Fayde Ehlling. Helped to the throne by Typhonic agents in Tarach.

Black Rose Rebellion: In 209 T.E., deposition of the Mendhelose family by Maraxam Belvaunt and his mercenaries. So-called due to the burning of the rose-emblem flags of Avenaigh.

Bone Trade: Officially, the Society for the Advancement of Archaeology. Merchant organization dedicated to the recovery of ancient artifacts and magic. So-called due to their image as grave-robbers, and the tendency of some members to pretend to be necromancers. Led by Garrison Bones (born Hyule).

Bones, Garrison: See Hyule, Garrison.

Breyana: Goddess of life, pain, death, demons, winter, and revenge. Part of the Duuran tradition. Served by the Church of Winter. Sister goddess or malign aspect of Rhiannon.

Caradoc: See Aguierre, Antiarch of.

Ceyneian: Language of Nycene and the Church of Ixus. One of the main languages throughout the South and the Vehrlands.

Covenant, The: Legendary champion of western Drohksmere, destined to free its people from under control of the Houses and the Ulgan Sceptre. Captain John Ulgan V is not The Covenant.

Dawson, Amanda: Peasant girl from Tarchartus and Third Key of Typhon. Mother of the original Aprill. May be Muriel's persona in the reconstructed Twylos.

Dawson, Aprill: Daughter of Amanda Dawson. The original Aprill from which the Aea Convent clones were manufactured. Replaced in the lost Vausse Academy with an Archon proxy.

DeVaunet, Sarah: The moth-girl; lover of Petrarch. Avatar of Gayla in the original Twylos, and persona of Muriel in the reconstructions.

Drohkan: Language of Drohksmere and Gyre.

Drohseck: See Drohkan.

Drohksmere: Eastern nation of Twylos. Large trade conglomerate loosely ruled by the Ulgan Sceptre.

DuLaine, Rogan: Infamous high priest of the Church of Ixus. He and two advisors- covert priests of Xeres- journeyed into Saethos after the formation of Rhauxen in 508 S.E. DuLaine went mad and returned to Sun Keep in 517 S.E., where he was destroyed by the golem guardians. Author of the play "Gardens of Zil".

Durvan Range: The large mountain chain in central Twylos. Stretches from Tzalvas and the eastern Vehrlands up to Armech and Andukar.

Duuran: General name for a member of the Vox Duur. Also refers to the private, ancient runic language of the Duurans.

Ered Wastes: Scrubland, steppes, and plains found between Armech and Drohksmere.

Fleshtongue: Common vulgar name for the outdated Slaver's Cant.

"Gardens of Zil": Play written by Rogan DuLaine while in Saethos, about the futility of action.

Gayla: Goddess of annihilation and the end of the world. In the Thainist mythos, she is the daughter of Zhol. Her symbol is a spade, which she will use to bury her family members at the end of times.

Gossick: Main language of Gossar and the Saethan Desert. Common in the South.

Guild of Thorns: Revolutionary secret society dedicated to deposing Ixondr from Vasqueray.

Guilds: Loosely, a collection of craftsmen. Strictly speaking, there are four 'true' Guilds, which are wealthy international corporations: the Alchemists, the Navigators, the Slavers, and the Surveyors.

Grey Lands: Underworld of Twylos, where the dead reside. Portion of the Realms of Perdition overseen by Nergal, brother of Zhol.

Gyre: The so-called 'jewel of Twylos', and home city to the Church of Typhon. Independent city-state at the edge of the Myrinae swamps between Drohksmere and Khaedor. Second largest city in Twylos, after Turth.

Halifax Brothers: A trio of demon merchants who took their name from Sterling Halifax, formerly of Brandmoor.

Halifax, Sterling: A soldier from Brandmoor, priest of Xeres, and friend of Amanda Dawson. Disappeared shortly after she did, to look for her in vain. After his disappearance, several demons set up shop in Brandmoor, calling themselves the Halifax family.

Handmaidens: See Zhol, Brides of.

Houses: The ruling families of former Irendor and present-day Armech. The Great Houses are the most prestigious and wealthy, and second only to the Imperial House Valstach. The Lesser, or Minor Houses are numerous and constantly jockeying for position.

Hyule, Garrison: President of the Society for the Advancement of Archaeology (the Bone Trade). Goes by the moniker 'Garrison Bones'. Powerful sorcerer and figurehead leader of Mask.

Illiesse, Madriganii: Arcanodaemon kept in Zalen Vale by the Stonedrake. Freed by the Halifax Brothers. Journeyed to Rhauxen to collect Amanda and Aprill Dawson, but destroyed by the Archons and the Rhauxen Pact.

Irendi: Language of the Empire of Irendor. No longer in use; replaced by the modern language of Valan.

Irendor, Empire of: Former Empire of Twylos during the First Era, and original source of humanoid civilization. Fell during the Second Era, and reformed under the Great Houses into the current nation of Armech.

Irendor, Fall of: Gradual decline in international prominence of the Empire of Irendor at the end of the First Era and into the Second Era. Irendor would later become the modern nation of Armech.

Iron Throne, The: Ruling parliament of Armech. Made up of representatives from the Great and Lesser Houses.

Ix: Primordial, unknowable life-force within each humanoid. Worshipped as the god-head by the Ixians. Ix is a core passion, fueling hate, lust, and ambition.

Ixian: Generally refers to any member of the Order of Ixian, the Church of Ixus, any of their agents, or anyone from the territories controlled by the Church or the Order. In a different context, also refers to a specific aspect of Ix governing self-control and intelligence. The Order of Ixian reveres this aspect, believing it to be the 'higher' component of Ix, as opposed to the 'lower' more basal Ixus. Finally, used informally to also refer to Ceyneian, the language of the Ixians and Nycene. Source of much linguistic confusion.

Ixian, Order of: Priests and scholars devoted to self-discipline, meditation, and study. Initially a splinter sect of the Church of Ixus, but now usually seen as an academic wing of the Church of Ixus itself.

Ixondr: See Markovitch, Lord Valstav Ixondr.

Ixus: The knowable, achievable component of Ix.

Ixus, Church of: Priests of Ixus. Based out of Sun Keep on Nycene, where they were exiled from Irendor during the early First Era. Have a deserved reputation for fanaticism. The Church is planning on conquering Vasqueray and southern Twylos, to help them fight the heresies of the east. Believe the Church of Typhon and priests of Xeres are Twylos' greatest evils. Duurans, and the associated Duuran religions (specifically, the priests of Breyana) also have earned their enmity. Unforgiving and catholic. Often use fire magic.

Izain, Ayrrhannos: Last Dragon-King of the Suvan Azule. Found in the Crypts of Syeth, kept alive, but catatonic, by an alchemical life-support system.

Kala: One of the six demonic princes of Breyana.

Kallanday, Lady Muriel: Sister of Lord Ixondr. Last of the Sea Kings of Vasqueray. Beloved of the Arcanos, specifically Arcades Shavaat. Fled her brother's madness with the Book of Dreams, to hide alone in her Dream Realm. First and Second Keys of Typhon.

Khaedor: Proper name for central Twylos- a loose collection of mountainous city-states and valley towns. One of the first colonial areas of Irendor.

Kithain: Goddess of life, fate, and the natural order. Mythological wife of Zhol. Worshipped officially by the Thainists, and unofficially by everyone of Twylos. Symbol is a mirror. Personified by Lady Muriel in the Matter of Vasqueray.

K'Teauva: Insect goddess of the Sathar. Sleeping in her giant cocoon at Vhog. Worshipped by the Spawn of K'Teauva.

K'Teauva, Spawn of: A depraved apocalypse cult of the Sathar. Worships K'Teauva, the insect goddess of destruction.

Liira: One of the six demonic princes of Breyana.

Lotus: A magical plant now found almost nowhere in Twylos.

Luksharrow: New university of Turth, funded by the Church of Typhon.

Maids' Misery: The battle of Vesbridge during the Vehrlands War between the Handmaidens of Zhol and the combined forces of the Vehrlands and the Sathar.

Markovitch, Lord Valstav Ixondr: Last of the Sea Kings of Vasqueray, and mad lord of Thorneskeep. Brother of Lady Muriel. First Key of Typhon.

Maxinay, House: Conniving and secretive Great House of Armech. Descendents of the metasci. Largely a family of inbred mages.

Metasci: Slave race of the true Archons. Inter-bred with humans to found House Maxinay.

Middle Lands: General term for the central expanse of Twylos, consisting of the eastern Vehrlands, Khaedor, and the Zhellve. Sometimes includes Rheyes, Tzalvas, and the western part of the Valstedt.

Moloch: One of the six demonic princes of Breyana.

Morday: See Mordred.

Mordechs, Sebastian: Mid-Second Era explorer. Discoverer of Tharkenge and Barrowsreich.

Mordred: God of slaughter and warfare. In the Thainist mythology, the son of Zhol. During the First Era, deposed the Knights of Aguierre to become the official theology of the growing Empire of Irendor. Later destroyed by the Antiarch of Aguierre and his legions.

Muriel: See Kallanday, Lady Muriel.

Museum Scholars: See Vrayne, Scholars of Pavis.

Morgan, Tabitha: Famous Taran playwright. Author of "A Shadow's Fall". Lives in Nies, where she was killed by a doppelganger, who has now assumed her identity and continues to write.

Name Scholars: See Vrayne, Scholars of Pavis.

Napres: Island off the coast of Zostig. Former home to the Vausse Academy, and current home to Aramach Vox Thrauxes.

Naturalists: A group of Duurans under Petrarch. Explored much of Twylos. Attempted to completely characterize the flora and fauna of Twylos. After Petrarch's death, became extremely reactionary and anti-infernalism.

Navigators, Guild of: One of the four true Guilds of Twylos. Controls sea travel and shipping, except for throughout Drohksmere. Based out of Turth.

Nergal: God of the Grey Lands, the underworld and afterlife of Twylos. In the Thainist mythos, the brother of Zhol. Zhol is death itself, while Nergal oversees and manages the dead.

Nhul: One of the countless runes of Hermetic magic. The nhul-rune is the anti-magic rune.

Nhull, Order of: First Era splinter sect of the Church of Winter from Zoran. Devoted to preventing the Arcanos from returning to Twylos. Opposed to the Tavash Morn.

Nycene: Island domain of the Ixians in the southern ocean. A barren, desolate place.

Ny'ryeth: Old goblin tongue of the Valstedt and the Nyvraen Holdings.

Obroch: Slaver conditioning tanks outside Tzalvas. Not to be confused with Oubroch.

Old Saethan: A primitive, glyph-based tongue from the old Saethan Empire. No longer in use, except by the clergy of the Suvan Azule.

Optics, Guild of: Crypto-magical society of physicists and tradesmen. Led by the immortal Edrac Reeves. Paranoid and semi-mystical. Opposed to almost all other organizations of Twylos, including the Duurans, the Ixians, the Knights of Aguierre, the Church of Winter, the Typhonae, the Bone Trade, and the Museum Scholars.

Orethedron: Island wasteland in the southern ocean. Last stronghold of the Archons on Twylos.

Oubroch: Warrior and guardian daemons. Devoted to virginal girls, a fact exploited by the Typhonae.

Oubrodaemons: See Oubroch.

Ozmandian, Vladmir: Historian of Twylos' Third Era. Mentor of Pavis Vrayne. Killed by demons in Praxis.

Petrarch: Greatest of the Duuran Hierophants, and founder of the Duuran Naturalists. Now a lich. Lives beyond Zolace in his Dream Realm tomb. Eventual Fourth Key of Typhon.

Piedmont: Island enclave and retreat of the exiled Great Houses in far western Twylos. Still contains four great manor houses, sealed by

protective magics. Later a Thainist leper colony and site of Xeres heresy.

Piedmont, Circus of: Originally, a leper colony on Piedmont tended by the Thainists. Infiltrated by priests of Xeres, attracted to the older magics still on Piedmont. The lepers formed a traveling circus and spread disease, filth, and madness across much of western Twylos. Now refers to any strange sideshow attraction, but usually with some taint of Xeres.

Praxis: First city of the Ixians, and the only city on Nycene.

Queyan: Main language of the South. Native tongue of Vasqueray; also spoken in the East.

Reeves, Edrac: Master of the Guild of Optics. Immortal due to prior experimentation with the Egg of Voon. Regrets his immortality, and is trying to find a way to die.

Rexor: One of the six demonic princes of Breyana.

Rhauxen: Enormous glass mountain in the middle of the Saethan desert. Holy site of the Church of Ixus, and where Rogan DuLaine went mad. Formed in 508 S.E. In 200 T.E., the Archon-proxy Aprill Dawson was retrieved from Rhauxen and stolen away to Aea Convent, another False Fourth Key of Typhon.

Rhauxen, Pact of: Collection of priests, sorcerers, and devotees of the Order of Nhull. Met in Rhauxen in 200 T.E. after several prophetic visions of the return of the Arcanos. Defeated Madriganii Illiesse and took Aprill Dawson to Aea.

Rheyes: The 'city of rain' in northern Khaedor. Forever surrounded by stormclouds thanks to the mages of Arosquey.

Rhiannon: Goddess of life, birth, nature, youth, and spring. Part of the Duuran tradition. Served by the Church of Spring. Sister goddess or benign aspect of Breyana.

Rooksroost: Lost mage academy of western Twylos.

Saethos: The desert of southwestern Twylos. Once the location of the great Sathar Empire.

Sea Kings: See Vasqueray, Sea Kings of.

"Shadow's Fall, A": Recent famous play by Tabitha Morgan of Nies. Somewhat prophetic of the advent of Abraxas.

Shavaat, Arcades: Arcanodaemon mentor of Lord Ixondr, Lady Muriel, and Amanda Dawson. His mortal form is trapped behind the Zoran Gate in the Blood realms, but he could whisper into the dreams of his students. First Key of Typhon.

Silence, Church of: Priesthood of Timmorn. Was based out of Khaedor, but membership dwindled into non-existence.

Slavers, Guild of: First of the four true Guilds of Twylos, and still the most powerful. Based out of Tzalvas, which the Guild also governs. Now focused more on prison and resource management than acting as a true slave-taking organization.

Spring, Church of: Religious order of Rhiannon. Closely related to the Vox Duur and affiliated with the Thainists.

Sun Keep: The cathedral of the Church of Ixus, on the Axan Caldera in Nycene.

Sun King: The head of the Church of Ixus. Formerly the high priest of the Church, until the madness of Rogan DuLaine. Now the title of a beautiful, ageless boy.

Surgeons, College of: Organization of doctors and physiologists at Luksharrow in Turth.

Surveyors, Guild of: Third of the four Guilds of Twylos. In decline. Based out of Rheyes.

Suvan Azule: The Sathar priesthood. Worships Ayrrhannos Izain, the last of the Dragon-Kings.

Tamara: See Timmorn.

Tarach: Large, wealthy western nation of Twylos. Originally a colony settled by the exiled members of House Tharose. Ruled for centuries by the Mendhelose family before usurpation by Belvaunt during the Black Rose Rebellion.

Tarachian: See Taran.

Taran: Language of Tarach. Derivative of Irendi.

Tavash Morn: The 'children of magic'. First Era society within the Church of Winter at Zoran who were dedicated to re-opening the Zoran gate.

Teauvites: See K'Teauva, Spawn of.

Thainists: Priests of Kithain, and to some degree Zhol. Largest and most popular religion of Twylos. By default, everyone is loosely a Thainist. Benign, but often considered ineffectual by the other, more proactive and fanatical clergies.

Tharkenge: Tallest point of Twylos, found deep in the Andukan mountains. Storehouse and tombs of the Arcanos, built by their titan slaves.

Tharose, House: Former Great House of Irendor. Exiled to Tarach, where they started the Mendhelose line and ruled for generations.

Thenzor Deep: Large underground city of Armech. Contains rich mines controlled by the Great Houses. Site of much infernalism.

Thorneskeep: See Velanieh.

Timmorn: Goddess of knowledge and insight. Worshipped by the now-defunct Church of Silence.

Tovites: See K'Teauva, Spawn of.

Turth: Main city of Tarach and largest city of Twylos.

Typhon: God of absolute destruction. Believed by the Typhonae to be the eater of the gods at the end of the universe. Symbol is a circular dining table that appears identical to the loom of Kithain and the wheel of the Voran cycle.

Typhon, Church of: Priests of Typhon. Based out of Gyre. Wealthy, out-going, and diabolical.

Typhon, Feast of: Large, usually decadent, sometimes debased parties to celebrate life. Thrown by the Church of Typhon to initiate new members into the Church, and to display their wealth and generosity.

Typhon, Keys of: In the Typhonic mythos, the five signs of the apocalypse before Typhon devours the gods and the multiverse. Initially revealed to a minor artist of the Oberton Table, Geryon Krassus. Several previous events have been postulated to be Keys by overly-eager priests of Typhon; these are called 'False Keys'. The First Key was the training of Ixondr and Muriel by Arcade Shavaat. The Second Key was the retreat of Muriel to her Dream Realm with the Book of Dreams. The Third Key was the reincarnation of Amanda Dawson by Umslmyr. The Fourth Key will be the discovery of Petrarch in the Age of Glass. The Fifth Key will be you.

Typhonae: General name for members of the Church of Typhon.

Tzalvas: Large slum-city of the Slavers Guild in southern Khaedor. Was worse before the Slavers took over.

Ulgan Sceptre: Large merchant corporation that controls Drohksmere. Founded by John Ulgan (born Olgham). The Sceptre does not manufacture anything themselves, but governs shipping routes across eastern and southern Twylos. In competition with the Navigators Guild.

Umbrage, Mirtil Michaeloid: Literary critic residing in Oberton.

Umslamyr: Demon tree of the Ered Wastes. Formerly an Arcanodaemon transformed by the Duurans. Site of great heresy and the Third Key of Typhon, in the reincarnation of Amanda Dawson.

Valan: Main language of Armech (the old Empire of Irendor).

Valstach: The Imperial family of Irendor. Also the name of the mountainous region of Irendor/Armech. Generally controlled by the Great Houses.

Valstedt, The: The lowlands of Irendor/Armech. Generally managed by the Lesser Houses.

Vamooris: Northern island of Twylos, and home of the minotaurs. Possibly to become an island prison of Tarach and Armech.

Vasqueray: Island nation in the southern sea of Twylos. Formerly prominent during the Second Era, under the rule of the mage-lords of the Sea King Dynasty.

Vasqueray, Matter of: The story of the fall of the Sea King Dynasty of Vasqueray. In particular, the story of the madness of Lord Ixondr and the sadness of Lady Muriel. Originally referred to the story of the founding of the Sea King dynasty, but the colorful events of the Fall have overshadowed the origins story.

Vasqueray, Sea Kings of: Centuries-long Markov dynasty that ruled Vasqueray during the Second Era. Derived from House Maxinay and House Markov of Irendor's First Era. Ended with the seclusion of Lord Ixondr and Lady Muriel.
Vausse Academy: School of magic founded in 170 T.E. by Gauston Vausse on the island of Napres near Zostig. Suddenly vanished four years later. Giant floating citadel, where world-scope magic was invented, funded by the Guilds to create a complete map of Twylos. Now suspended in a horological loop in the far Ether. Pieces have been periodically falling back to Twylos since the pre-historical period, including the largest section which became Rhauxen.
Vehrlands, The: Large plains of western Twylos.
Vehrlands War: Not referring to a single battle, but rather a massive series of on-going land wars throughout the Second Era between Tarach, Saethos, Khaedor, and several churches, including the Ixians, the Duurans, the Handmaidens, the Church of Mordred, and the Knights of Aguierre.
Velanieh: The beautiful rose palace of the Sea Kings of Vasqueray. Based on the design of the Tharosen palace of Avenaigh. Corrupted during the madness of Ixondr, and transformed into Thorneskeep.
Verlainen: Old language of Khaedor and the Vehrlands.
Verlyhne: See Verlainen.
Voon: Island off of Tarach containing ancient ruins.
Voon, Egg of: One of the Jewels of Carcodian Asmoday.
Voran Cycle: The pattern of eternal recurrence in the Duuran tradition. Similar to the turning of the seasons, Twylos periodically rises and falls, with different nations or races coming into prominence before dying off. Usually depicted as a wheel.
Vorn: First god of Twylos. The earth, nature, the universe, and Twylos itself. Worshipped by the Vox Duur.
Vox Duur: The 'Voice of the Land'. Priests of Vorn. Usually called Duurans. See themselves as the protectors of Twylos. An early schism in the Vox Duur led to two main factions- those that see Breyana and the demonic races as potentially helpful, and those that see them as the main threat to Twylos.
Vox Thrauxes, Aramach: Demon sorcerer of Napres. Master of Amanda Dawson in her last days.
Vrayne, Pavis: Head of the reorganized Irendor Museum of Hereditary Virtues and Lineage (also called the Museum Scholars of Pavis Vrayne, or the School of Names). Student of Vladmir Ozmandian.
Vrayne, Scholars of Pavis: Also called Museum Scholars or Name Scholars. Based out of the Irendor Museum of Hereditary Virtues and Lineage in Bludszech. Genealogists. Initially kept records of Imperial marriages, births, and deaths, to help decide questions of inheritance, especially regarding the Irendor Throne.
Vriian: Powerful demon of hunger and destruction.
Vussan: Language of Vussar, eastern Saethos, and the southern parts of Khaedor and the Vehrlands.
Winter, Church of: Clergy of Breyana. Generally regarded, correctly, as cave-dwelling demon worshippers.
Winter, Cult of: Disdainful term for the Church of Winter.
World-Scope Magic: Hermetic magic with an extremely large area of effect (all of Twylos). Created by Marachs von Ehlling at the Vausse Academy. Only used once, to create the world map of Twylos.
Writ of Coins, The: Established in 192 T.E. Allows sharing of personnel and resources between the four Guilds of Twylos.
Xeres: God of madness. Also god of art, disease, and corruption. Source of much of Twylos' ills, including the original Archons and doppelgangers. No official clergy, but served by priests called Mouths of Xeres and the occasional Circus of Piedmont.
Xeres, Mouth of: General term for a priest of Xeres, regardless of whether the priest is 'out' or masquerading as a priest of another clergy.
Zeaven: A hallucinogenic and euphoric drug, popular in Khaedor and Gyre.
Zelan: See Zhellan.
Zhellan: Main language of the Middle Lands, Khaedor, and the Vehrlands.
Zhellan Traderoad: Long road that runs roughly north-to-south between Rheyes and Tzalvas across Khaedor.
Zhellve, The: Eastern part of the Middle Lands; essentially the central stretch of the Durvan Range.
Zhellvish: See Zhellan.
Zhol: God of death. In the Thainist mythology, the husband of Kithain. Sometimes viewed by sailors as the god of the seas as well.
Zhol, Black Ships of: Undead vessels in the seas of Twylos. An ill omen.
Zhol, Brides of: Matriarchal society of warrior-monks. Usually called the Handmaidens of Zhol, or just 'the Handmaidens'. Based out of Stonekeep in Murdyne. Founded by six widows at Murdyne, destroying the forces of both Aguierre and Mordred. Began by trying to end the Vehrlands War, taking on all factions and mercilessly slaughtering anyone in their way. Now usually fight against the Duurans and the Ixians.
Zolace: Last refuge of the Duuran Hierophant Petrarch. The name reflects Petrarch's bad sense of humor.
Zoran Academy: The bottom of Thenzor Deep. Stronghold of the Church of Winter and House Maxinay. Location of the Zoran Gate, where the Arcanos were banished from Twylos. Possible site of the Fifth Key of Typhon.

Appendix V: Final Words

Here we offer some advice on being a Game Master.

The most important thing to do is know your players. Even the most experienced players, having played a wide range of characters, will still be remarkably invariant in their basic responses to challenging encounters. Thus it can be useful, especially when running a game with a new set of players, to test them with some non-lethal challenges early in the campaign. For example, the first battles in example campaigns 2 and 3 are designed to give the Game Master a high degree of control over the flow of the battle. The first battle in campaign 2 is a combat-in-progress, against enemies already eager to escape, and with a friendly, competent NPC on the players' side. The first battle in campaign 3 is explicitly a test, with the player characters fighting each other with fake weapons.

The main challenge of Game Mastering is to let the players believe they are in control of their characters' fates, or at least believe that their fates are left to chance. Great players will actively engage with the world and make it easy for you to tell a story; great players will provide new avenues and elements you wouldn't have thought up yourself; but remember that it is always your story. A good analogy is that a Game Master is like a stage magician. It doesn't matter what the story really is, as long as the players see amazing things, are entertained, and believe what you want them to believe.

Names are all-important. A name alone can define a place, a character, or an item. For example, consider the 2nd level mage Bartholomew Nivens in Rothaine, and form an image of him in your mind. Then form an image of a mage named Moloch Streng. It becomes obvious, if somewhat cliché, why Nivens would change his name to Streng, even though he's still just 1st Circle. The converse case is that of Xaran Moors in the second example campaign; Moors changed his name to Rupert Smalls, to seem more innocuous and less of a threat. We strongly suggest keeping a name list handy so that the local tavern, blacksmith, and assistant to the bandit chief all can have identities established as soon as your players ask what their names are. It's alright to sometimes go over the top with names (e.g., Moloch Streng, Sister Hope, and Bartleby Ravenous IV), but you shouldn't make

a habit of it. Also, try to have some regional consistency, but again, don't overdo it.

Things to do:

Roll your dice out in the open, so that the players can see your rolls. This establishes their trust in you, and simultaneously makes combat seem a bit more real- there's no room to fudge rolls in anyone's favor, to save characters. Of course, you should routinely cheat in every other way possible. You are free to use whatever combat modifiers, saving throw modifiers, and amount of health points necessary for combat to be tough and exciting.

Take combat personally. The players do, and so should you. Cheer on your NPCs and monsters (your 'side'). Pretend to be annoyed when your side rolls poorly. Laugh when your side scores a critical hit. This will make the combat that much more realistic and satisfying for the players.

Lie religiously. Remember that you are telling the players only what their characters are perceiving, not the real nature of things. Give all distances and encounter numbers in approximate values, and often provide over-estimates.

Introduce NPCs who allow you to influence the campaign indirectly. Do not add an all-knowing, all-powerful wizard who sets them on a quest. Instead, rather than knowing the real secrets of the campaign, provide NPCs that have deep-seated beliefs that are patently false.

In our experience, the most useful and interesting NPC to add to a party is a friendly, evil priest (e.g., a priest of Typhon in Twylos). They provide healing for free, which is a safe route to the players' hearts. They can set the players on interesting courses of action; knowing where some ruins are, or the location of an item they are interested in. Importantly, they never disguise the fact they are demon-worshippers, but are adept at nicely talking around the issue, being moral relativists. Remember that most player characters, at a basic level, are thieves and murderers. Most roleplaying game systems are about characters engaging in dangerous combat for the pursuit of objects that aren't theirs. The priest of Typhon merely courts and exploits this fundamental principle of the game. The NPC priest is invaluable for parties that do not have their own healer, and the Game Master should feel free to discourage player characters from being priests.

Likewise, smaller parties can often use NPCs who are mercenaries. We've also found it useful to provide an NPC warrior type who is easy-going, somewhat blood-thirsty, combat-happy, and rather dense when it comes to strategy. There may be encounters you've designed that require the players to be creative, careful, and thoughtful to survive. However, adding NPCs who provide useful strategies takes the glory of victory away from the players, and they will rightfully feel cheated. Instead, NPCs who gleefully provide bad ideas (e.g., "let's just charge them… that always works!") cues the players that they should think things through more carefully.

Make combat dangerous. The player characters should find themselves low in health and spells by the end of the battle, if not completely devoid of magic with several members unconscious. Every combat doesn't need to be challenging, but most of them should be difficult. When the characters become higher level, however, it is occasionally fun (once or twice, total) for the player characters to fight a much easier combat, perhaps similar or identical to one of their first battles. This will give the players a feeling of accomplishment in the campaign.

Allow for chance. Let the dice fall where they will. Often allow dice rolls to determine things that otherwise might be meaningless. In one of the Twylos campaigns, a throwaway NPC villager became a campaign-long major ally of the PCs and an important story element, just because her intellect score was randomly determined and happened to be maximal (natural 20 on 5d4).

Understand the mechanics. Keep combat going quickly and smoothly. Remember that 20s (critical hits) kill PCs. Players tend to play smart and defensively, but forget that critical hits happen, and if a PC has just a few health points left, double damage can easily sink the character into deep negatives. For this reason, it's generally best to avoid giving NPCs the Critical Hit discipline. However, if you want to up the odds of having one NPC kill another, Critical Hit might come in handy.

Things not to do:

Split up the party. This generally just means that most of your players will be sitting around bored.

Have an NPC in the party for the sole purpose of betraying the player characters later. This is a specific case of the more general rule: do not have too much faith in any single one of your NPCs.

Force player characters to believe something or behave in a particular manner. In most games, player characters wander the world, killing things and looting them. This is not generally 'normal behavior'. The philosophical concepts and social norms of your world should be expressed, and only expressed, through NPCs. Players will usually do a good job of picking up certain ideas after some exposure. For instance, in Twylos, generally the more powerful a magic-user became, the crazier they were. This was especially true, historically, for those casters who possessed more than one kind of magic, such as both Faith magic and Hermetic magic. PCs did not have to abide by this rule, but those few players who acquired multiple forms of magic tended to play more bizarre characters. As another example, resurrection was largely taboo in Twylos. There were stories, such as that of Sweet Ellery, about the psychosis of the newly-raised. Again, PCs were not held to this. They heard stories from a priest early in the campaign, and possibly witnessed first-hand a Duuran resurrection ritual with disastrous consequences, and then could decide for themselves if or how their characters were altered by the experience of dying.

Love and loss are major themes of Twylos. Let the players experience this through NPC-NPC romances and deaths. If a player is interested, they will seek it out for themselves in the game; otherwise, assume your players are just interested in having fun, killing things, and seeing strange sights, rather than getting married and having their families victimized.

Be too generous with treasure and magical items. Players want to be challenged, and feel like they've overcome the challenges in the game in spite of you, not because of you. As a general heuristic, we provide the first enchanted weapon around 5th or 6th level, usually just +1 to-hit and damage. In general though, giving a weapon or item a minor ability, a unique name, and a colorful history makes up for lack of power (e.g., Ninvaliir Acidtongue).

We've seen several games in which the main motivation of the players has been nothing more than to obtain better equipment and spells. This is more than adequate- as long as something in the game world is motivating to them, you can get them to do almost anything. In the course of trying to obtain more power, they will invariably make a number of enemies and commit a variety of crimes, some of which can have lasting consequences (sometimes spanning more than one campaign in the same game world).

As a corollary, be stingy with the Hermetic spells you provide to player character mages. Some spells will permanently change the campaign when they are acquired: Teleportation is the best example of this. We suggest that acquisition of another spellbook should be extremely rare. We also suggest that mages start out with just two or three spells such as Sense Magic, Friends, and Illuminate.

Spells that increase the characters' mobility and chance for escape (e.g., Fly and Teleport) greatly change the dynamics of the game. In our experience, teleportation in particular instantly reverses the control of the game flow, from Game Master to players. This is not a bad thing, but it is hoped that by the time the characters achieve the ability to teleport, the game is sufficiently advanced enough that the players have an extensive agenda and can drive the plot of the game on their own. Teleportation allows the player characters to revisit old locations, friends, and enemies; at once, the entire world is open to them.

Likewise, use of divination magic and scrying gives the players much more information, and thus control, over the structure of the game. We have found most players are scry-happy, and make extensive use of this magic. The best course of action is to assume other magic-using characters basically behave similarly to the player characters- if scrying is commonplace, so should scry-shielding and use of protective magics.

Players will usually try to create spells that are at least as powerful as the best spells of a given Circle. Be extremely critical of player-created spells, especially spells that deal damage directly. Ensure that the average damage and damage range of a given spell is equal to or weaker than the spells in the Wayfarers spell list. In our view, the rules for spell and magic item creation make it clear why these things are best left to NPCs, rather than PCs with limited time and resources.

You can generally break each of these rules once per campaign. More than that, and we have found that players lose interest. For example, if you've been overly stingy with treasure and magical items, offering them an overpowered weapon (e.g., one of the Swords of the Antiarch) might seem like a trap to the players, making for an interesting game dynamic.

The Map of Twylos

World of Twylos high resolution map available at: http://yeoldegamingcompanye.com/wotmap.htm

Appendix to Wayfarers

Creature Encounters

In most circumstances, it is assumed the GM will select all creature encounters, carefully considering the environmental conditions, the game narrative and the power of the player characters. However, even the most inexperienced characters can stumble upon a giant. Conversely, powerful players are not exempt from the occasional encounter with gremlins or centipedes. The following section provides some useful tables to enable the Game Master to quickly generate an indiscriminate creature encounter based upon the local terrain.

As a general rule, it is not advised that creature encounters be determined randomly. That being said, the Game Master may occasionally wish to present one or more creatures, not as a plot device, but simply as a product of the particular environment. In such cases random determination may be useful. The following tables represent the frequency of encountering specific creatures based upon the terrain conditions in a typical campaign setting. If use of these tables does not provide satisfactory results, the GM is encouraged to re-roll, or to simply select a creature.

The number of creatures encountered should always be determined by the Game Master. In most cases, the grouping behavior of each particular species is noted in the creature description.

Table A1.1.1: Random creature determination I

Creature	Artic, Tundra d100	Forest d100	Plains, Savannah d100	Mountain, Hills d100	Desert, Scrub d100
Amphiptere		1-2			
Banshee		3	1	1	
Basajaun		4		2	
Basilisk		5			
Bear, Cave				3-4	
Bear, Grizzly		7-8	2-3		
Bear, Polar	1-7				
Behemoth			4		1-2
Boar		9-10	5-6		
Boruta		11			
Bugbear				5	
Cougar	8-12	12-13	7	6-7	3-5
Lion			8-9		
Saber-tooth			10	8	
Tiger	13-14	14	11		
Centaur		15	12-13		6-7
Centipede, Giant		16-18			8-11
Chimera	15	19	14	9	12
Cockatrice		20			
Manes				10	
Imps, Lesser		21		11	
Domovoi		22			
Doppelganger		23	15	12	13
Brownie		24-25	16-17		
Dwarf	16-17	26	18-19	13-16	14
Dvergar				17	
Gnome		27-28	20-22	18-19	
Eagle, Giant			23-24	20-21	15-17
Elephant			25-26		
Erinyes	18-20	29		22	
Elf		30-34	27	23	
Elf, Dark				24	
Half-elf	21	35-36	28	25	18
Pixie		37-38			
Sidhe		39-40		26	
Sprite		41-42			
Cyclops		43		27-28	19-23
Diatya	22-25	44	29-30	29-30	24-26
Ettin		45-46	31-33	31-32	27-29
Fir Bolg	26-28	47	34	33-35	
Jotun		48	35	36-37	
Ogre	29-33	49	36-38	38-39	30-33
Titan				40	
Gnoles		50-51	39-41	41	34-37
Goblin	34-37	52	42-45	42-43	38-40
Gremlin		53	46	44	
Half-orc	38-39	54	47	45	41
Hobgoblin	40	55	48	46	42
Orc	41-44	56-57	49-52	47-49	43-45
Gorgon				50	
Medusae				51	
Griffon			53-54	52-53	
Harpy				54-55	
Hippogriff			55-56		
Horse			57-61		
Human	45-55	58-62	62-66	56-61	46-53
Hydra		63			
Khulek			67-68		54-58
Kobold				62-63	
Lindworm		64	69		
Werebear	56-58	65	70	64	
Werejackal			71		59
Wererat		66		65	
Werewolf	59-60	67	72		
Mammoth	61-68				
Manticore		68		66-67	
Minotaur				68-69	
Naga		69			
Dryad		70-71			
Olagheri	69-71			70-71	
Ooze, Green		72			
Ooze, Yellow				72	
Oread				73-74	
Pegasus			73		
Peryton			74	75	60-62
Phoenix				76	63
Piasa					64-67
Rakshasa	72	73	75	77	68
Rat, Giant		74-75	76-77	78	69-71
Reptillian		76	78-79		72-77
Rhinoceros			80		
Roc				79-80	
Satyr		77-78			
Faun		79			
Scorncloud			81		78
Scorpion, Giant		80			79-82
Shedu			82	81	83
Cobra, Giant		81			84-86
Constrictor, Giant		82-83			
Rattlesnake, Giant			83-84		87-89
Black Widow, Giant		84-85	85		90
Spitting Spider, Giant		86	86	82	91
Tarantula, Giant			87		92-93
Strix				83-84	
Sylph			88	85-87	
Troll	73-75	87	89	88-89	94
Barghest	-	88	90		
Myling		89	91	90	
Skeleton	76-77	90-91	92	91	95-97
Wendigo	78	92	93	92	98
Zombie	79-80	93	94	93	99
Unicorn			95		
Valkyrie		94	96	94-95	
Will o' the Wisp		95-96			
Wolf, Common	81-87	97-98	97-98		
Dire Wolf	88-92	99	99	96	
Wyvern	93-94	100	100	97	100
Yeti	95-100			98-100	

Table A1.1.2: Random creature determination II

Creature	Swamp, Marsh d100	Jungle d100	Cave, Tunnel d100	Coastal, Marine d100	Lake, River d100
Ablocanth			1-2		1-5
Amphiptere		1-3			
Balaur	1-4	4-5			6-12
Banshee	5-6	6-7	3		
Basilisk		8			
Bear, Cave			4		
Boar		7-9			
Boruta		10-11			
Bugbear		12-13	5-6		
Bunyip	7-9				13-18
Caetlwig			7-8		
Cambion			9		
Catoblepas	10-13				
Cougar		14-16			
Centipede, Giant		17-22	10-12		
Cephlocid			13-14		
Chimera	14	23			
Cockatrice		24			
Crocodile, Common	15-18				19-26
Crocodile, Saltwater				1-9	27-28
Manes			15		
Imps, Lesser			16-17		
Imps, Greater			18		
Doppelganger	19	25	19		
Drepsid	20		20-23		
Dwarf		26	24-27		
Dvergar			28-29		
Gnome		27-29	30		
Eagle, Giant	21			10-14	29-33
Erinyes	22-23	30-31			
Elf	24	32-34			34
Elf, Dark			31-32		
Half-elf	25	35			35
Pixie	26	36			
Sidhe		37-39			
Cyclops	27	40-41	33-34		
Ettin	28-30	42-43	35-37		
Fir Bolg	31	44	38		
Jotun	32		39		
Ogre	33	45-46	40		36
Gnoles	34-35	47	41		
Goblin	36-38	48-50	42-43		37
Gremlin	39-40		44		
Half-orc	41	51	45		38
Hobgoblin	42	52	46		
Orc	43-45	53	47-48		39
Gorilla		54-56			
Gorgon			49		
Medusae			50		
Griffon				15-19	
Grindylow	46-48				40-44
Harpy				20-23	
Hippocamp				24-30	
Human	49-53	57-61	51-53	31-40	45-51
Hydra	54-55	62			
Hyraeth			54-55		
Kappa	56-58				52-56
Kobold	59		56-58		
Kraken				41-42	

Creature	Swamp, Marsh d100	Jungle d100	Cave, Tunnel d100	Coastal, Marine d100	Lake, River d100
Leyak			59		
Lindworm		63	60		
Lithian			61		
Werebear	60	64	62		
Wererat	61-62	65	63-65		
Werewolf	63	66	66		
Manticore	64-65	67	67		
Mermen				43-48	57-60
Merrow				49-54	61-62
Minotaur			68-69		
Mycoloid	66	68-69			
Naga	67	70			
Näkki					63-69
Dryad		71-72			
Lampade			70-71		70
Oceanid				55-60	71-75
Octopus, Giant				61-65	
Olagheri	68				
Ooze, Black			72		
Ooze, Green	69	73			
Ooze, Red	70			66-67	76
Ooze, Yellow			73		
Oread			74		
Rakshasa	71	74	75	68	77
Rat, Giant	72-74	75-76	76-78		
Reptillian	75-77	77-78			
Roc				69-71	78-79
Rusalka		79	79-80		80-82
Satyr		80			
Faun		81			
Scorpion, Giant		82	81		
Selkie				72-77	
Shark, Bull				78-83	
Shark, Great white				84-88	
Shark, Tiger				89-91	
Shuggoth	78-81	83			
Siren				92-96	83-86
Cobra, Giant		84			
Constrictor, Giant	82-85	85-87			
Rattlesnake, Giant		88			
Aqua. Spider, Giant					87-91
Black Widow, Giant	86-87	89	82-83		
Spitting Spider, Giant	88	90			
Tarantula, Giant		91-92	84		
Strix			85		
Stone Frogs	89				92
Sylph				97-99	
Troll	90-92	93	86-87		93-94
Barghest		94			
Draugr			88		
Mummy			89-90		
Skeleton	93-94	95-96	91-93		95-97
Spectre			94		
Vampire			95		
Wendigo			96		
Wraith			97		
Zombie	95	97	98-99		98-99
Will o' the Wisp	96-99	98-99	100		
Wyvern	100	100		100	100

Spell Glossary

The following section provides a quick reference to spells and their general effects.

1st Circle Hermetic Magic Spells

Command: Sting: Inflicts 1 health point of damage upon one creature.
Combust: Sets one small non-living object (less than 2 lbs.) on fire.
Darkness: Creates an area of unnatural darkness centered upon a point or object chosen by the caster.
Extinguish: Instantly extinguishes any non-magical fire up to 3' cubic volume.
Fog: Creates a dense fog, roughly 30' in diameter and 20' tall, at a point within range of the caster.
Flare: Creates a brilliant and blinding flash of light centered upon a point chosen by the caster.
Force Bolt: Delivers a red glowing bolt inflicting 1d6 + 1 point per Circle of the caster.
Friends: Induces one or more creatures to treat the caster in an amiable, friendly manner.
Ignore: Induces creatures to ignore the presence of the caster, so long as he or she does not directly affect the recipient.
Illuminate: Creates an area of soft light centered upon a point or object chosen by the caster.
Magic Bag: Enchants one normal pouch or sack so that its volume is five times its actual outer dimensions.
Magic Vestment: Creates an aura of magical protection around the caster.
Minor Enchantment: Imbues a non-living object, no larger than 20 pounds in weight with a slight magical quality.
Morgan's Vigilant Sentinel: Summons a 6" tall demon to keep watch for the caster.
Nael's Magical Trace: Causes an object to produce a magical liquid only the caster may see.
Penetrating Sight: Enables the wizard to see through any non-living material up to 1' thick.
Preserve: One non-living object will cease to decay, deteriorate, or be affected by age for one year.
Quicken: Causes up to 2 creatures to become slightly faster than normal.
Retrieve: Enables the wizard to summon any one free object up to 10 lbs. into his extended hand.
Seal Portal: Creates a magical lock or seal upon one closed door or similar portal.
Sense Magic: Enables the caster to perceive magical enchantments upon items or effects of a magical nature.
Thought Projection: Enables the caster to transmit his thoughts into the minds of those within range of the spell.
Vermin: When cast, the wizard summons 1d4 + 1 small disgusting creatures to serve him.
Water Walk: Enables one recipient to walk upon water as though he or she were walking upon solid ground.

2nd Circle Hermetic Magic Spells

Abridge: Halves the duration of the next spell the wizard casts or halves the duration of an active spell.
Apportation: The caster may teleport one non-living object up to 1lb. in weight to any location within a 100' radius.
Blink: Constantly alters the caster's position by up to 1' in any horizontal direction.
Climb: Enables one creature to climb vertical surfaces much like a fly or spider.
Command: Deaf: Renders one creature completely deaf for 4 rounds.
Control Descent: Enables the caster to alter the rate of his or her descent due to gravity.
Darkvision: Enables the affected creature to see in complete darkness just as in daylight.
Enrage: The Enrage spell forces the spell's recipient into a violent rage.
Force Weapon: Invokes a glowing implement of energy, in the form of any standard melee weapon.
Leap: Enables the wizard to make one jump up to 60' upward, and/or up to 120' forward, and to land safely.
Might: Imbues a target creature with unnatural strength.
Minor Timeportation: Sends one creature forward in time 1 to 10 rounds.
Mylo's Shocking Aura: Surrounds the caster in a powerful field of electrical activity.
Percule's Exploding Missile: Enchants one small non-magical object so it explodes upon impact.
Protection from Cold: Renders a creature completely immune to all non-magical sources of cold.
Protection from Heat: Renders a creature completely immune to all non-magical fires or sources of heat.
Reveal Enchantment: Enables a wizard to understand the nature and/or function(s) of enchanted items.
Rust: Causes one non-magical ferrous metal object of up to 200 lbs. in weight to instantly oxidize.
Share Sight: Enables the wizard to alternate between his own visual perspective and one creature within range.
Shatter: Shatters all non-magical glass within a 10' cubic volume.
Summon Lesser Monsters: Brings forth a small number of fiendish creatures to serve the wizard.
Thwart Magic: Interrupts another caster's spell, as it is cast, and blocks that spell's effects.
Water-breathing: Enables one creature to breathe water as if breathing air.
Wind: Creates a powerful wind within the area of effect.

3rd Circle Hermetic Magic Spells

Armor Cutting: Enchants a weapon so that armor does not absorb physical damage inflicted by the weapon.
Compel: Enables the wizard to force one creature into performing one specific action.
Command: Blind: Renders one creature completely blind for 4 rounds.
Crumble: Reduces one non-magical stone or metal object to dust.
Delay Spell: Delays the effect of the next spell the wizard casts.
Design: Enables the wizard to alter the initiative order of two creatures for the next 3 combat rounds.
Diminish Magic: Causes all spells cast within the affected area to be reduced in efficacy.
Earth Walk: The caster may move through earth, metal or stone at a rate of 60' per round.
Function: Places the motion of one mechanical device under the direction of the caster.
Growth: Triples the proportions of one creature or object.
Ice Ray: Causes a ray of cold to streak out from the caster's fingertips, freezing or causing damage.
Levitation: Grants one creature the ability to levitate.
Projection: Instantly sends the wizard to any place that lies within sight of the wizard, and within range of the spell.
Quick Casting: For the duration of the spell, all spells are cast in half of their casting time.
Repel Projectiles: Renders the caster temporarily immune to all sorts of missiles that inflict kinetic damage.
Scry: Enables the wizard to both see and hear events at another place.
Seeker: Summons an imp to be used as a scout which can report visual sensory information to the caster.
Silence: Creates an area of magical silence, within 20' cube, centered upon a non-living object chosen by the caster.
Sleep: Induces up to 4 creatures to fall into a magical slumber.
Slow: Reduces the speed of one creature's actions by one half.

Steam Cloud: Creates a small cloud of hot vapor centered upon a spot of the caster's choosing.
Summon Lesser Elemental: Brings forth one minor elemental to serve the wizard.
Telekinesis: The wizard may move one object or creature of up to 500 lbs. through the air by concentration alone.

4th Circle Hermetic Magic Spells

Beckon: Instantly teleports up to 2 creatures from their current position to within 10' of the wizard.
Command: Halt: Renders one creature unable to move from its place for 2-4 rounds.
Counterspell: Interrupts another caster's spell as it is cast, and cancels that spell's effects.
Dancing Weapon: Enchants one melee weapon or similar object less than 20 lbs. to animate and attack.
Dispel Magic: Cancels any one spell that is currently in effect.
Divide Magic: Enables a caster to divide one spell within his or her repertoire into two spells of lesser Circles.
Enmity: Causes the spell's recipient to instantly and utterly loathe one chosen individual.
Explosive Ward: Creates a magical seal that when broken, causes a fiery explosion.
Fess' Vacuum: Completely removes all air from a 20' cubic volume.
Fly: Imbues one creature with the ability to fly.
Fold Space: Creates a door to any place the wizard chooses within range of the spell.
Invisibility: Renders one creature and all its equipment completely invisible.
Lightning Bolt: Sends a bolt of lighting out from the caster's extended hand, inflicting 4d8 points of damage.
Panic: Induces up to 4 creatures chosen by the caster into a frenzied state of hysteria.
Propel: Each round the wizard may telekinetically hurtle one non-living object of up to 20 lbs. in weight through the air.
Psychometry: Enables the wizard to view any event that took place within 20' of an object over a recent period of time.
Reprisal: Any creature striking the wizard will be injured as if they had been struck by the same weapon.
Scry Shield: Renders a creature and its carried equipment completely immune to all forms of divination or scrying.
Shield: Creates an invisible field of protection directly in front of the wizard.
Stone Spray: Sends numerous fist-size stones out from the caster's pointed finger at great speed.
Summon Monsters: Brings forth a small host of fiendish creatures to serve the wizard.
Time Cube: Those within the cube experience 8 hours of time. For those outside the cube, 1 hour of time will pass.
Wall of Fire: Invokes a large rectangular wall of flame.

5th Circle Hermetic Magic Spells

Animate Plants: A wizard may control plants as if they were sentient beings.
Banish: Returns any creature or creatures magically summoned to their resident plane of existence.
Call Object: A wizard may teleport one predetermined object (of less than 20lbs. weight) to himself instantly.
Command: Mute: Renders one creature unable to speak for 4 rounds.
Creation: The wizard may instantly create any non-magical object up to 50 lbs. and remains as long as he remains in contact with it.
Destroy Water: Instantly disintegrates any amount of water, up to a 20' cubic volume.
Extension: Doubles the duration of the next spell the wizard casts.
Fireball: Sends an exploding fireball streaking out from the caster's fingertips, inflicting 6d8 points of damage.
Inscribe: The wizard can create a magic scroll, imbued with the power of a particular spell.
Locate: A wizard is able to know the specific location of one item or creature, wherever it may be.
Magic Cache: Enables the wizard to cast and store one spell so it might be cast innately at a later point of his or her choosing.
Misdirect: All creatures physically harming the wizard must make a Mental Resistance check or attack another creature.
Nael's Spell Battery: Enables the caster to temporarily store spell-power within a vessel.
Polymorph: Enables the caster to change himself, or any one creature into a creature of a different type.
Shadow Form: The caster may partially shift himself and all of his equipment into shadow.
Shrink: Reduces one creature or object to one-tenth its normal size.
Speed: Enables one creature to act at twice normal speed.
Summon Elemental: Brings forth one elemental to serve the wizard.
Swap: Causes either two creatures or two inanimate objects to switch locations with each other.
Throw: Enables the caster to telekinetically toss any number of objects or creatures within 6' of each other.
Timeportation: Sends one creature forward in time 1 to 10 minutes.
True Strike: When cast upon a weapon, the weapon will automatically hit its next two targets.

6th Circle Hermetic Magic Spells

Alchemy: By means of the spell, the wizard can create magic potions and elixirs.
Control: Effectively puts one creature under complete control of the wizard for the duration of the spell.
Command: Confuse: Renders one creature befuddled for 1d3 + 1 rounds.
Destroy Matter: Instantly disintegrates any type of non-living, non-magical matter, up to a 10' cubic volume.
Enfeeblement: Reduces one creature's endurance by 3d4 and its strength by 5d4, each to a minimum of 1.
Ethereal Shift: Transforms the caster and his equipment into a vaporous ethereal form.
Explode: Causes one non-magical, non-living object to shatter in an explosive nature.
Extra-planar Protection: Renders creatures immune to all attacks made by undead or creatures from another plane.
Incinerate: Causes a column of intense heat to rise instantly from the ground at a point chosen by the caster.
Isolate: The wizard and one creature are teleported to a white featureless extra-dimensional plane for 3 rounds.
Lesser Golem: Enables the caster to enchant an automaton created from wood, flesh, or any previously living matter.
Magic Drain: Drains 1d6 + 1 spells from one caster's repertoire.
Melt: Causes one non-magical metal object (up to 50lbs. in weight) to instantly heat to the point of liquefaction.
Minor Goetia: Summons forth a lesser malevolent demon to serve the wizard.
Minor Magic Shield: Provides the wizard with minor protection against spells of the 4th Circle or lower.
Multiple Targets: Doubles the number of targets affected by the next spell the wizard casts.
Read Mind: Enables the wizard to extract information from one person or creature.
Summon Greater Monsters: Brings forth a small host of fiendish creatures to serve the wizard.
Teleportation: Instantly transports the caster and up to 5 other creatures to a specific locale within the same plane.

Time Shelter: Those within the cube experience 1 day of time. For those outside the cube, 1 month of time will pass.
Time Skip: The spell's recipient will disappear, and only exist in every other round for the next 10 rounds.

7th Circle Hermetic Magic Spells

Age: Causes one creature to instantly age 4d6 years.
Alter Weather: The wizard can change the weather over the course of several hours.
Animate Corpse: Causes one dead creature to animate and follow the commands of the wizard.
Baalphegor's Spell Trigger: Delays the effect of the next spell the wizard casts until the occurrence of one specific event.
Command: Stun: Renders one creature unable to act for 2d4 rounds.
Confine: Magically imprisons one creature inside a small glass bauble.
Enchantment: By means of the spell, the wizard can create magical weapons, armor or wands.
Firestorm: Brings a burning rain down upon everything within a 100' cubic volume.
Goetic Ward: Creates a magical seal that when broken, causes a lesser malevolent demon to be summoned.
Golem: Enables the caster to enchant an automaton created from earth or stone.
Implode: Creates a small void within the body of one target living creature.
Improved Psychometry: Enables the wizard to view any event within 20' of an object within the last 100 years.
Magic Shield: Provides the wizard with minor protection against spells of the 6th Circle or lower.
Mass Dispel: Cancels the effects of all spells currently in effect within a 100' radius, centered upon the caster.
Mass Hysteria: Induces up to 30 creatures chosen by the caster into a frenzied state of hysteria.
Optimize Magic: Maximizes the damage and/or duration of the next spell the wizard casts.
Petrify: Turns one creature to stone.
Perturbation: Enables the wizard to select the initiatives of up to five creatures for the following 2 combat rounds.
Portal: Opens a temporary gate between two locations.
Summon Greater Elemental: Brings forth one greater elemental to serve the wizard.

8th Circle Hermetic Magic Spells

Antithesis: Creates one exact copy of a creature within the spell's range, with the goal of destroying its original.
Artifact: The wizard can create a variety of magical items, as well as unique magical weapons and armor.
Change: Enables the wizard to alter reality in some real, permanent way.
Cognizance: The caster may uncover any discrete fact or article of information that he or she wishes to know.
Command: Die: Kills one creature with less than 40 health points.
Consolidate Magic: Enables a caster to combine two spells within his or her repertoire into one spell of a greater Circle.
Disintegration: Instantly reduces any creature to a small amount of dust.
Domination: Puts one creature under absolute control of the wizard.
Essence Conversion: Enables the wizard to permanently alter the physical and mental attributes of one humanoid.
Gate: Transports the caster and up to 5 other creatures to another plane of existence.
Goetia: Summons forth a malevolent demon to serve the wizard.
Greater Golem: Enables the caster to enchant an automaton created from iron or bronze.
Greater Magic Shield: Provides the wizard with a magical aegis against spells of all Circles.
Invulnerability: For 30 seconds, the wizard is completely immune to any harm, magical or otherwise.
Muriel's Void: Creates a 20' radius hemisphere that is completely devoid of magic.
Perpetuation: Renders the duration of the next spell the wizard casts permanent.
Repel Magic: All hostile spells directed specifically at the wizard are instead redirected at the caster of the spell.
Revisit: Sends the caster back in time one 10-second round.
Steal Youth: Causes one creature to instantly age 4d6 years, and another to grow the same number of years younger.

1st Circle Hedge Magic Spells

Clamor: Makes a creature become boisterous and noisy.
Courage: Imbues one creature with a strong feeling of self-confidence and fearlessness.
Create Scrivener: The caster creates a magical scribe that can copy non-magical texts and scrolls.
Darkness: Creates an area of unnatural darkness centered upon a point or object chosen by the caster.
Despair: Imbues a creature with a strong feeling of apprehension and doubt.
Double: The alchemist creates an illusory body double that appears 2' away to his side.
Enchant Armor: Temporarily imbues armor with a magical dweomer, improving its protection.
Fix: Enables the caster to mend one broken, cracked or torn non-magical item of up to 200 lbs. in weight.
Friends: Induces one or more semi-intelligent or intelligent creatures to treat the caster in an amiable, friendly manner.
Fumble: Forces the affected creature to drop any thing held within its hands or similar appendages.
Illuminate: Creates an area of soft light centered upon a point or object chosen by the caster.
Klutz: Causes a creature become temporarily awkward, clumsy, and generally off balance.
Leopold's Compass: Causes a small enchanted rod to point in the direction of one object or creature.
Magic Candle: Enchants a small flame so that the next 24 hours the flame burns, but does not consume any fuel.
Minor Phantasm: The alchemist creates an illusion of one creature or object no larger in volume than a 3' cube.
Noise: Creates an auditory illusion, centered upon a point chosen by the caster.
Palm: Enables the Alchemist to cause one hand-held item (up to 20 lbs.) to disappear so long as it remains in hand.
Perplex: Causes an affected creature to feel somewhat distracted and to have difficulty concentrating.
Phantom Sight: Enables the alchemist to project his vision along any path within the spell's range.
Scintillating Wall: Invokes a two-dimensional wall of bright shimmering lights at a point determined by the alchemist.
Sense Charm: Enables the caster to perceive if creatures are under the effects of magical charm or spiritual possession.
Sense Deception: Enables the alchemist to perceive verbal falsehoods or physical deception.
Sense Magic: Enables the caster to perceive magical enchantments upon items or effects of a magical nature.
Water to Wine: Enables the alchemist to transmute 1 cubic foot of any non-magical liquid into any other.

2nd Circle Hedge Magic Spells

Animate Fire: Enables the caster to cause one torch-sized flame to move independently at his will.
Appeal: Imbues one target creature with unnatural magnetism and charm.
Babble: Renders a creature unable to speak coherently.
Buoyancy: Reduces the weight of an object or creature to 20% of its original weight.
Captivate: Induces one or more intelligent creatures to view the caster to be a compelling, appealing personality.
Charm Animal: Places one natural animal (i.e. bird, fish, fox, bear, etc.), completely under the control of the alchemist.
Climb: Enables one creature to climb vertical surfaces much like a fly or spider.
Darkvision: Enables the alchemist to see in complete darkness just as in daylight.
Disguise: Enables the alchemist to alter his appearance, seeming taller, shorter, heavier or lighter than he actually is.
Enchant Weapon: Temporarily imbues the weapon with a magical dweomer that improves its effectiveness.
Enrage: Forces the spell's recipient into a violent rage.
Function: Places the motion of one mechanical device under the direction of the caster.
Hesitate: Imparts a -6 modifier to the initiative rolls of all creatures affected.
Hide: Renders one non-living object (up to 1000 lbs. in weight), temporarily undetectable by non-magical means.
Imbuement: Imbues any small trinket with the ability to contain a 1st Circle spell, cast by the same alchemist.
Jasper's Straw Man: Animates a scarecrow or similar figure constructed of cloth and grasses.
Leopold's Mark: Causes one creature to attract non-magical missile weapons and projectiles.
Reveal Enchantment: Enables an alchemist to understand the nature and/or function(s) of enchanted items.
Reveal Invisibility: Causes all invisible creatures and objects within 60' of the caster to be instantly rendered visible.
Rob: Enables the caster to pilfer an item within plain sight.
Shimmering Armor: Creates shifting planes of light that move about the caster's person, improving his dodge.
Swiftness: Causes up to 3 creatures to become more nimble and fleet of foot.
Terror: Imparts upon a creature an overwhelming fear of the caster.
Translation: The alchemist can comprehend spoken languages, and read non-magical texts written in unfamiliar script.

3rd Circle Hedge Magic Spells

Amnesia: Enables the alchemist to remove a memory from the mind of the affected creature.
Break: Causes one non-magical device constructed of metal or wood to instantly fail.
Brittle: Causes one non-living non-magical object to temporarily become as fragile as pottery.
Caldwell's Horseless Carriage: Enchants one cart to move as if lead by a number of high quality beasts in its harness.
Chameleon: Causes the color of the caster and his equipment to rapidly change, so as to match his background.
Compel: Enables the alchemist to force one creature into performing one specific action.
Doubt: Causes an individual to become unduly cautious and diffident when attacking.
Dancing Weapon: Enchants one melee weapon or similar object less than 20 lbs. to animate and attack.
Frailty: Imparts a -8 modifier upon the Mental and Physical Resistance of those creatures affected.
Growth: Triples the proportions of one creature or object.
Heavy: Causes one non-living, non-magical object originally up to 200 lbs. to become unnaturally heavy.
Improved Enchant Armor: Temporarily imbues armor with a magical dweomer that improves its protection.
Ioun Stone: Enchants a rare gemstone providing a temporary +1 modifier to any one attribute.
Levitation: Grants one creature the ability to levitate.
Neophyte: Temporarily removes three random disciplines from a creature.
Pariah: Makes one creature intolerable, despised, and generally avoided by all.
Phantasm: Enables the alchemist to create an illusion of one creature or object no larger in volume than a 10' cube.
Refraction: Bends light reflecting off of the recipient, so the creature does not appear to be in the place it actually is.
Scry: Enables the alchemist to both see and hear events at another place.
Silence: Creates an area of magical silence, centered upon a non-living object chosen by the caster.
Sleep: Induces a number of creatures to fall into a magical slumber.
Trace: The alchemist may reveal the path of one creature within the last 24 hours.
Turn Shadow: Animates a creature's shadow, which then turns upon its material self.

4th Circle Hedge Magic Spells

Aptitude: Improves one of the alchemist's proficiencies, or imbues him with one new proficiency of his choosing.
Distort Space: Causes a volume of space to appear warped, making it difficult to gauge spatial relationships within.
Doppelganger: Creates a double of one creature, completely under the control of caster.
Efficacy Shield: Any attack made upon the alchemist requires two to-hit rolls, the lower result of the two dice is used.
Enmity: Causes the spell's recipient to instantly and utterly loathe one chosen individual.
Facsimile: The alchemist is rendered invisible upon casting of the spell and replaced by an illusionary likeness of himself.
Fly: Imbues one creature with the ability to fly.
Improved Enchant Weapon: Temporarily imbues a weapon with a magical dweomer that improves its efficacy.
Inscribe: The alchemist can create a magic scroll, imbued with the power of a particular spell.
Invisibility: Renders one creature and all its equipment completely invisible.
Isaac's Permutable Garment: Enchants one set of worn clothing, so it may transform into any non-magical apparel.
Mastery: Improves one of the alchemist's existing disciplines by two grades, or imbues him with one new discipline.
Mirage: Creates an illusion that spans a large area, and may affect a great number of creatures.
Outwit: Decreases the efficacy of the alchemist's foes, and improves the efficacy of the alchemist.
Panic: Induces those creatures chosen by the caster into a frenzied state of hysteria.
Phantasmal Armor: Creates an illusory aegis that protects the alchemist.
Phobia: Imparts an overwhelming fear of one type of creature or object, such as spiders, gnomes, bells, water etc.
Precedence: The alchemist adds a +10 modifier to his or her initiative rolls.
Prey: Renders one creature the target of all hostile creatures of intellect score 5 or less.
Psychometry: The alchemist may view an event that took place within 20' of an object over a recent period of time.

Shout: Causes all creatures within 60' and in front of the alchemist to suffer an earsplitting roar.
Sloth: Reduces the speed of creatures' actions by one half.
Witches' Ointment: Enchants an inert riding device, such as a broomstick or carpet with the ability of flight.

5th Circle Hedge Magic Spells

Alchemy: By means of the spell, the alchemist can create magic potions and elixirs.
Bogeyman: Causes one creature to be attacked by a hideous shadowy phantom.
Clone: Creates an exact clone of the caster.
Control: Puts one creature under complete control of the alchemist for the duration of the spell.
Dream: The alchemist decides if the following round is real, or if it did not occur.
Fool: Immediately reduces one creature's intellect score to 2.
Gambit: Improves a creature's efficacy, but improves the alchemist's efficacy more so.
Greater Phantasm: Enables the alchemist to create an illusion no larger in volume than a 30' cube.
Jasper's Mud Man: Enables the caster to enchant an automaton created from clay, dirt or loam.
Locate: The alchemist is able to know the specific location of one item or creature, wherever it may be.
Luck: All dice rolls made on behalf of the alchemist may be voluntarily discarded and re-rolled once.
Mimic Magic: Enables the alchemist to cast an illusory version of any spell cast in his presence within the last hour.
Misdirect: Creatures physically harming the alchemist must make a Mental Resistance check or attack another creature.
Misfortune: All dice rolls made on behalf of the affected creature are rolled twice, and the less desirable result is used.
Object: Enables the caster to transform himself and all his equipment into an inanimate object between 1-100 lbs.
Phantasmagoria: Induces intense disorienting visual and auditory hallucinations in all creatures within its area of effect.
Phrenic Trap: Causes a state of mental confoundment, rendering victims comatose until the conundrum is resolved.
Polymorph: Enables the caster to change himself, or any one creature into a creature of a different type.
Shrink: Reduces one creature or object to one-tenth its normal size.
Simulation: Causes one creature to become temporarily illusory.
Split: Causes the alchemist to split into two images of himself, each with the same health points, abilities and equipment.
True Strike: When cast upon a weapon, the next two attacks with that weapon will automatically hit its target.

1st Circle Faith Magic Spells

Allay: (B) Restores 1 health point to the creature targeted, and reduces physical damage by 1 point.
Courage: (B) Imbues one or two creatures with a strong feeling of self-confidence and fearlessness.
Heal Minor Wounds: (B) Replaces health points equal to 2d4 + 1 per Circle of caster to the spell's recipient.
Invisibility to Undead (B): Makes the priest temporarily undetectable by undead.
Resilience: (B) Imbues one creature with a deep feeling of confidence and resolve.
Spiritual Armor: (B) Imbues one creature with a minor spiritual aura of protection.
Blindness: (D) Strikes one creature completely blind.
Dishearten: (D) Fills one to four creatures with an overwhelming feeling of uncertainty and morose.
Fright: (D) Causes one creature to become overwhelmingly afraid of the priest.
Hurt: (D) Inflicts damage upon a creature equal to 1d4 + 1 per Circle of caster.
Stun: (D) Renders one creature unable to act for 1d3 rounds.
Weakness: (D) Reduces the strength of a character by 1d4 + 4 points (min. 1).
Clairaudience: (R) Enables the priest to listen to any locale within the spell's range as if he or she were actually there.
Empathy: (R) The priest may sense the emotions of all sentient creatures within range of the spell.
Guide: (R) Provides the caster with an accurate sense of direction towards one object or creature the caster has seen.
Sense Charm: (R) Enables the priest to perceive if creatures are under the effect of a magical charm or spiritual possession.
Sense Deception: (R) Enables the priest to perceive verbal falsehoods or physical deception.
Sense Magic: (R) Enables the caster to perceive magical enchantments upon items or effects of a magical nature.
Calm Animal: (T) Causes one natural animal (i.e. bear, insect, fox, wolf, etc.), to become pacified.
Darkness: (T) Creates an area of unnatural darkness centered upon a point or object chosen by the caster.
Illuminate: (T) Creates an area of soft light centered upon an object targeted by the caster.
Persuade: (T) Enables the priest to temporarily convince one or two creatures of a particular idea, whether it is true or not.
Seal Portal: (T) Magically seals one closed door or similar portal.
Water Walk: (T) Enables the caster to walk upon water or similar liquids as though he were walking upon solid ground.

2nd Circle Faith Magic Spells

Cure Blindness: (B) Cures non-magical or magical blindness.
Inspirit: (B) Imbues up to four creatures with a strong feeling of courage and assuredness.
Mend: (B) Quickly replaces health points equal to 2d4 + 1 per Circle of caster to the spell's recipient.
Protection from Charm: (B) Renders a creature completely immune to all magical forms of charm or possession.
Protection from Cold: (B) Renders a creature completely immune to all non-magical sources of cold.
Protection from Heat: (B) Renders a creature completely immune to all non-magical fires or sources of heat.
Aphasia: (D) Renders one creature completely mute.
Cripple: (D) Causes one appendage of a creature to become twisted and cadaverous, so as to be nearly unusable.
Fear: (D) Causes up to three creatures to be overwhelmingly frightened of the caster.
Scourge: (D) Enables the priest to channel the wrath of his deity through his weapon, inflicting 1d4 extra points of damage.
Wane: (D) Causes a creature to lose 1 health point per round until reduced to zero health points.
Wrench: (D) Inflicts a creature with a sharp stabbing pain, causing 1d4 points of damage and impairment.
Farsight: (R) Enables the priest to see all things within three miles in clear detail as long as line-of-sight exists.
Insight: (R) The priest applies a +1 modifier to all intellect-related proficiency checks for each Circle of Faith magic.
Sense Life: (R) Enables the priest to determine the location and number of all living creatures within 300' of his person.
Sight: (R) Enables the priest to see in complete darkness just as in daylight.
Telepathy: (R) Allows the caster to communicate, as if he were speaking, directly to the minds of those within range.
Tongues: (R) The priest can comprehend all spoken languages, and may be understood by all intelligent creatures.

Call Lesser Fauna: (T) Recruits a small number of natural creatures to serve the priest.
Charm Animal: (T) Places one natural animal (i.e. bird, fish, fox, bear, etc.), completely under the control of the priest.
Enthrall: (T) Induces one or more intelligent creatures to view the priest as a persuasive, amiable personality.
Plant Growth: (T) Instantly accelerates the growth of all plants within a 20' cubic volume.
Sustenance: (T) Enables one creature to survive for two days without hunger or thirst.
Wind: (T) Creates a powerful wind within the area of effect.

3rd Circle Faith Magic Spells

Divine Favor: (B) Enables the affected creature to apply a +10 modifier to one Resistance check made within the spell's duration.
Exorcism: (B) Instantly absolves a creature from all forms of magical charm, possession, or mental affliction.
Heal Wounds: (B) Replaces health points equal to 4d4 + 1 per Circle of caster to the spell's recipient.
Protection from Undead: (B) Renders creatures immune to attacks made by lesser undead.
Remove Poison: (B) Instantly neutralizes all forms of non-magical poison.
Talisman: (B) Enables the priest to temporarily bless one holy symbol or trinket with protective magic.
Confuse: (D) Confuse causes one creature chosen by the caster to become perplexed and panic-stricken.
Curse: (D) Causes one creature chosen by the caster to become temporarily vexed.
Disease: (D) Causes one creature to immediately suffer from a debilitating affliction.
Paralyze: (D) Temporarily renders one creature's limbs rigid and numb.
Strike: (D) A priest may partially invoke the wrath of their patron deity upon one living creature, inflicting damage.
Torment: (D) Causes one targeted creature to suffer from an ever-growing, intense, mental anguish.
Clairvoyance: (R) Enables the priest to see events at another place.
Enlighten: (R) The creature affected applies a +1 modifier to all intellect-related proficiency checks for each Circle of priest.
Hindsight: (R) Enables the priest to view any event that took place within 50' of his person over a recent period of time.
Message: (R) Allows to the priest to send a short, verbal message to any familiar creature within the same plane.
Reveal Enchantment: (R) Enables a priest to understand the nature and/or function(s) of enchanted items.
Sense Illusion: (R) Renders the priest immune to all illusions, visual or otherwise.
Plant Form: (T) Enables the caster to transform himself and his equipment into an equal mass of living vegetation.
Rain: (T) Causes immediate precipitation to fall upon a large area, centered upon the priest's location.
Shatter: (T) Shatters all non-magical glass within a 10' cubic volume.
Silence: (T) Creates an area of magical silence, centered upon a point chosen by the caster.
Summon Lesser Fauna: (T) Conjures a small number of natural creatures to serve the priest.

4th Circle Faith Magic Spells

Benediction: (B) Improves a creature's efficacy and provides protection.
Cure Disease: (B) Instantly cures all forms of non-magical disease, mental or physical.
Death's Door: (B) The priest may restore life to any one creature that has perished within in the same or previous round.
Delivery: (B) The recipient may roll any Mental or Physical Resistance check twice, and use the most desirable result.
Repel Undead: (B) Renders the priest completely immune attacks to made by undead, and drives them away.
Scry Shield: (B) Renders a creature and its carried equipment completely immune to all forms of divination or scrying.
Agony: (D) Causes one targeted creature to be wracked with an intense crippling pain, decreasing its efficacy.
Atony: (D) Reduces the strength scores of up to 3 creatures by 3d4 points (to a minimum of 1).
Choke: (D) Renders one creature unable to breathe.
Maim: (D) Inflicts damage upon a creature equal to 3d4 + 1 per Circle of caster.
Pestilence: (D) Imbues one area with a continued curse that affects all creatures within it.
Dominion: (R) Enables the priest to effectively block 1st-3rd Faith or Ritual magic cast within an area centered about his person.
Familiarity: (R) Provides the priest with basic knowledge of all sentient creatures within range.
Anticipate: (R) The priest may predict occurrences immediately before they take place, improving his reaction time.
Predict Magic: (R) The priest is aware of all spells cast within range and of the nature of the spells as they are being cast.
Psychometry: (R) Enables the priest to view any event that took place within 20' of an object over a recent period of time.
Read: (R) The priest may instantly absorb and understand any written tome or script he touches.
Animate Plants: (T) A priest may control plants as if they were sentient beings.
Call Fauna: (T) Recruits a small number of natural creatures to serve the priest.
Conflagration: (T) Instantly creates a large ground fire, approximately 20' x 20' in area.
Move Water: (T) A priest may shape and move a 5' x 5' x 5' volume of water in any manner he or she wishes.
Summon Lesser Avatar: (T) Brings forth a minor spirit or patron to aid the priest.
Swarm: (T) Invokes a swarm of flying insects, centered upon any point chosen by the caster.

5th Circle Faith Magic Spells

Banish: (B) Returns any creature or creatures magically summoned to their resident plane of existence.
Heal Severe Wounds: (B) Replaces health points equal to 5d4 + 2 per Circle of caster to the spell's recipient.
Regenerate: (B) Causes one creature to heal at the rate of 1 health point per round.
Repel: (B) Creates an invisible barrier of protection about the priest that drives off any creatures he or she so chooses.
Sanctuary: (B) Creates an unmovable cube of protection centered upon a point chosen by the caster.
Failure: (D) Enables the priest to cause one creature to fail at any three unique actions during the spell's duration.
Haunt: (D) Imbues one area with a continued hex that affects all creatures within it.
Madness: (D) Causes one creature chosen by the caster to go insane.
Pain Touch: (D) Any creature touched by the priest suffers 2d8 points of damage, or 1d8 if a Physical Resistance check is made.
Smite: (D) Enables a priest to invoke the wrath of his patron deity upon one living creature, inflicting 4d6 points of damage.
Wall of Pain: (D) A large rectangular barrier of swirling mist inflicting damage upon those who pass through it.
Channel: (R) The priest may communicate with the spirit of a creature whom has died somewhat recently.

Clarity: (R) Renders the priest immune to magical charm, possession or illusion, and confers a +3 modifier to Mental Resistance checks.
Locate: (R) A priest is able to know the specific location of one item or creature, wherever it may be.
Project: (R) Enables the priest to remain in one place, while sending a spiritual form to any other within the spell's range.
Replenish: (R) A priest may restore his or her daily repertoire of spells within one hour's time.
Animal Form: (T) Enables the priest to physically transform into any natural animal.
Crumble: (T) Reduces one non-magical stone or metal object to dust.
Lightning Strike: (T) Invokes a stroke of lightning from the sky, inflicting 4d8 points of damage.
Sandstorm: (T) Creates a powerful, sand-laden cyclone within the spell's area of effect.
Summon Fauna: (T) Conjures a small number of natural creatures to serve the priest.
Wind Walk: (T) The caster shifts himself and his equipment into vapor-like form, and may move at a high rate of speed.

6th Circle Faith Magic Spells

Aura of Protection: (B) Creates a spiritual aegis of 20' diameter, affecting all allies of the priest.
Eye of God: (B) The priest invokes a powerful blessing upon all those that fight for his cause.
Immunity: (B) Creates an aura of protection about the priest that renders him immune to poison, disease, or mental charm.
Pacify: (B) Induces as many as three creatures to lose all feelings of hostility, and to thereafter avoid conflict.
Mitigate: (B) Creates a powerful aura of protection about the priest that lessens physical blows by ½.
Spirit Form: (B) Enables the priest to transform into a ghost-like, incorporeal figure.
Control: (D) Puts one creature under complete control of the priest for the duration of the spell.
Enfeeblement: (D) Reduces a creature's endurance by 4d4 and its strength by 4d4, each to a minimum of 1.
Glyph of Ruin: (D) Creates a seal that when opened, causes the creature opening to be cursed, injured, or diseased.
Immolate: (D) Causes a creature to burst into flames, suffering 4d8 + 4 points of damage.
Soul Snare: (D) Encapsulates the soul of one creature into a totem or charm carried by the priest.
Anamnesis: (R) Enables the priest to observe past events at a locale as if he or she were a bystander at the time.
Impart Skill: (R) The priest may imbue one creature with any one discipline or proficiency the priest possesses.
Improved Psychometry: (R) Enables the priest to view any event that took place within 20' of an object within 200 years.
Read Mind: (R) Enables the priest to extract information from one person or creature.
Vision: (R) Enables the priest to see all current events within a one mile radius.
Alter Weather: (T) The priest may change the local weather over the course of several hours.
Call Greater Fauna: (T) Recruits a small number of natural creatures to serve the priest.
Freeze: (T) Creates an intense chill within a 40' cubic volume, centered upon a point chosen by the caster.
Storm: (T) The priest may instantly conjure extreme weather.
Summon Avatar: (T) The spell summons a divine advocate to provide aid, defend the priest, or attack the priest's foes.

7th Circle Faith Magic Spells

Annul: (B) Enables the priest to completely resist any one attack or insult, be it magical or otherwise.
Consecrate: (B) Imbues one area with a continued blessing that affects all allies of the priest within it.
Cure: (B) Instantly restores one creature to its maximum number of health points and removes all afflictions.
Destroy Undead: (B) Completely reduces to dust up to 10 undead with an intellect score of 3 or less.
Holy Might: (B) Imbues one creature with incredible strength and fortitude, raising strength and endurance scores to 20.
Drain Life: (D) Instantly removes 4d8 health points from one creature, and at the same time, heals the priest for the same.
Harm: (D) Instantly reduces one creature to zero health points.
Implore: (D) Summons forth a daeva, demon or ifrit to serve the priest.
Mass Hysteria: (D) Induces up to 20 creatures chosen by the caster into a frenzied state of panic.
Mindblank: (D) Temporarily removes up to four random disciplines and up to four random proficiencies from one creature.
Awareness: (R) Imbues the priest with total awareness of all events and circumstances within 200' of his or her person.
Commune: (R) Enables the priest to directly query his deity for information regarding a matter of great importance.
Ego Incarnation: (R) Enables the priest to remain in one place, while sending a quasi-material self out of his own body.
Savant: (R) The priest may raise the scores of all proficiencies skills the creature possesses to their maximum grade.
Theurgic Replication: (R) Enables the priest to cast any Ritual, Hedge or Hermetic magic spell cast within the last 10 rounds.
Animate Earth: (T) Gives life to a large mass of earth or stone, which appears in most respects as a large earth elemental.
Elemental Form: (T) Enables the priest to transform himself and his equipment into a large elemental figure.
Elemental Wall: (T) Enables the priest to invoke a wall composed of earth, fire, water or wind.
Reincarnate: (T) The priest can bring one dead humanoid back to life, but transfers its spirit into another living form.
Summon Greater Fauna: (T) Conjures a small number of natural creatures to serve the priest.

8th Circle Faith Magic Spells

Magic Resistance: (B) Provides the priest with an aura of protection against all magic spells.
Relic, Holy: (B) The priest can create a variety of magical items, including unique magic armor, and possibly weapons.
Restore: (B) Restores one creature to its maximum health points, removes afflictions, and restores spell power.
Resurrect: (B) The priest can bring one dead creature back to life.
Damnation: (D) Instantly transfers the soul of one creature into the possession of a greater demon.
Relic, Unholy: (D) The priest can create a variety of magical items, including unique magic armor and weapons.
Winterkill: (D) Causes an intense chill, destroying plant life and inflicting 6d6 points of damage.
Wrath: (D) Invokes the unholy fury of the priest's deity upon one individual creature, with varied consequences.
Imbue: (R) The priest may imbue one creature with the ability to cast 4 Circles of Faith magic as if cast by the priest.
Link: (R) Enables two creatures to use each others disciplines and proficiencies for a short duration.
Recall: (R) Enables the caster to replenish up to 7 Circles of spell-power in his daily repertoire.
Relic, Vatic: (R) The priest can create a variety of magical items. However, vatic items rarely include armor and weapons.

Steal Skill: (R) The priest may remove any one discipline or proficiency a creature possesses, and gain it.
Earthquake: (T) Causes a violent tremor within the earth over an area of 400' in diameter.
Everday/Evernight: (T) Causes one area 20 miles in diameter to remain in daylight (or night-like) conditions for one week.
Plague: (T) Imbues one area with a continued curse that affects all creatures within it.
Relic, Telluric: (T) The priest can create a variety of magical items, including unique magic armor and weapons.
Summon Greater Avatar: (T) Summons a divine advocate to provide aid, defend the priest, or attack the priest's foes.

1st Circle Ritual Magic Spells

Beguile: (DS) Induces one semi-intelligent or intelligent creature to treat the caster with deference and admiration.
Blindness: (BS) Strikes one creature completely blind.
Blaze: (GS) Causes one torch-sized flame to flare violently, scattering burning embers over a 10' radius.
Blood Swap: (BB) Allows the caster to exchange one attribute point of endurance for two points in any other attribute.
Catechize: (BS) Applies a -4 modifier when resisting the mystic's spells, and augments the effects of some beneficial spells.
Deafness: (BS) Renders one creature unable to hear.
Drift: (DG) Enables the caster to float up to 1' above the ground and to move horizontally at a movement rate of 120'.
Familiar: (DG) Summons forth a small creature to indefinitely serve the mystic.
Fog: (GG) Creates a dense fog, roughly 30' in diameter and 20' tall, centered upon a point within range of the mystic.
Hunger: (BS) Causes one creature to become overwhelmed with an insatiable desire to eat.
Infect: (GS) Causes one wounded creature to develop a malignant infection, immediately losing additional 1 health point.
Invisibility to Undead: (DG) Makes one creature temporarily undetectable by undead creatures.
Pest: (GS) Brings forth an over-sized insect or pest to serve the mystic.
Pillage Spirit: (BS) Enables the mystic to gain 3 Blood or Stitch spell points when he physically slays a creature.
Resilience: (BS) Imbues one creature with confidence and resolve; mimics the Last Stand discipline.
Sense Charm: (BD) Enables the mystic to perceive if creatures are affected by a magical charm or spiritual possession.
Sense Undead: (DS) Enables the mystic to determine the location and number of undead creatures within 500' of his person.
Steal Tongue: (BS) Removes 3 presence and 1 intellect points from a creature, and adds these to the mystic's attributes.
Tangle: (GS) Tangle causes the flora near one creature to animate and quickly entwine it.
Thin Skin: (BS) Causes creatures to become increasingly susceptible to damage, suffering 1 additional health point per injury.
Thorn Growth: (GS) Causes a 30' x 30' square of the vegetation to become a thick thorn-covered bramble.
Transfuse: (BB) The mystic transfers up to 4 of his own health points into one creature.
Weakness: (BS) Reduces the strength of a character by 1d4 + 4 points (min. 1).
Wind: (GG) Creates a powerful wind within the area of effect.

2nd Circle Ritual Magic Spells

Alter Temperature: (GGG) The mystic may raise or lower the temperature within a 20' cubic volume up to 60° Fahrenheit.
Aphasia: (BSS) Renders one creature mute.
Blood Armor: (BBG) The mystic sacrifices two points of endurance to be surrounded by an aura of protection for one day.
Blood Doll: (BGS) The next successful attack on the mystic leads to the creation of blood dolls that will attack the opponent.
Blood Rage: (BBG) The mystic temporarily sacrifices two points of endurance to increase his strength score by +4 (max. 20).
Charm Animal: (DDG) Places one natural animal (i.e. bird, fish, fox, bear, etc.), completely under the control of the mystic.
Chill: (GGS) Targeted creature feels an intense chill and suffers 1d6 + 2 points of cold damage. Chill freezes liquids and objects.
Corrupt Insect: (DGS) Transforms normal insects or arachnids into large aggressive creatures to serve the mystic.
Drink Deep: (BDS) Enables the mystic to replace lost spell points via the ritual sacrifice of a living humanoid creature.
Essence Drain: (BBS) One creature suffers 1d6 points of damage, and the caster gains that same amount of health points.
Fear: (DSS) Causes up to three creatures to be overwhelmingly frightened of the caster.
Heat: (GGS) The Heat spell causes one non-magical, non-living object (up to 40 lbs.) to quickly heat to a searing temperature.
Misery: (BDS) Instills up to two creatures with a feeling of hopelessness and gloom, and decreases the creature's efficacy.
Protection from Undead: (DGS) Renders one creature immune to all physical or magical attacks made by lesser undead.
Refute: (BDS) Enables the mystic to sacrifice endurance points in order to modify any Mental or Physical Resistance check.
Remedy: (BBB) Accelerates the natural healing rate of one creature to three times normal for the next 24 hours.
Sense Life: (DGG) Enables the mystic to determine the location and number of all living creatures within 200' of his person.
Splinter: (GGS) Shatters one non-magical wooden item of no more than 200 lbs. in weight.
Steal Strength: (BBS) Enables the mystic to remove 4 points of strength from a creature, and add these to his own strength.
Summon Lesser Monsters: (DGS) Brings forth a small number of fiendish creatures to serve the mystic.
Torpor: (BBD) Induces a target creature to fall into death-like slumber.
Tremor: (BDS) Imbues one creature with uncontrollable fits and spasms.
Wane: (BSS) Causes a creature to lose 1 health point per round until reduced to zero health points.
Wither: (GGS) Causes all flora within a 30' x 30' area to immediately wilt and dry.

3rd Circle Ritual Magic Spells

Blood Pact: (BBBD) Allows the caster to exchange one to three points of endurance for points in any other attributes.
Brute: (BBDS) Temporarily transforms one creature, reducing its intellect, but imbuing it with unnatural strength.
Clairvoyance: (BDDG) Enables the mystic to see events at another place.
Corrupt Earth: (GGGS) Causes an area of ground to extend numerous knife-like broken and jagged extrusions of rock.
Curse: (BDSS) Causes one creature chosen by the mystic to become temporarily vexed.
Dead Zone: (GGSS) Causes all air within a 20' cubic volume to become non-breathable.
Disease: (BBSS) Causes one creature to immediately suffer from a debilitating affliction.
Draw Blood: (BBDS) Allows the caster to exchange six attribute points of endurance for an equal number of spell points.
Exorcism: (BDDS) Instantly absolves a creature from all forms of magical charm, possession, or mental affliction.
Hex: (BDSS) Causes the targeted creature to suffer a -4 penalty to all to-hit and initiative rolls.

Mesmerize: (DDDS) Induces one or more intelligent creatures to view the mystic to be a compelling, appealing character.
Paralyze: (BDSS) Temporarily renders one creature's limbs rigid and numb.
Rain: (GGGG) Causes immediate precipitation to fall upon a large area, centered upon the mystic's location.
Repel Undead: (DGSS) Renders the caster immune to all attacks made by undead with an intellect score of 3 or less.
Roots: (BGSS) Causes magical vines to spring forth from the earth and to entangle the legs of up to three creatures.
Serpent Staff: (DGGS) Temporarily transforms one wooden stick, pole or staff of 6' to 8' in length into a large snake.
Steal Magic: (BDDS) Enables the mystic to remove up to 4 Circles of spell-power from one magic-using creature.
Stone Skin: (BBGG) Causes the mystic's skin to become hardened, improving damage absorbance.
Summon Lesser Fauna: (DGGG) Conjures a small number of natural creatures to serve the mystic.
Summon Lesser Undead : (DGSS) Brings forth one or two minor undead to serve the mystic.
Talisman: (BBDG) Enables the mystic to temporarily sanctify one charm or trinket, imbuing it with beneficial magic.
Torment: (DDSS) Causes one targeted creature to suffer from an ever-growing, intense, mental anguish.
Wake Dead: (BDGS) Causes one corpse to animate and follow the commands of the mystic.

4th Circle Ritual Magic Spells

Animal Form: (BBGGG) Enables the mystic to physically transform into any natural animal or insect.
Atony: (BBDSS) Reduces the strength scores of up to 3 creatures by 3d4 points (min. 1).
Batter: (BBSSS) Each successful melee attack made by the mystic upon a creature applies a cumulative +1 damage modifier.
Blood Strike: (BBBSS) Enables the mystic to sacrifice endurance attribute points to increase the damage of melee attacks.
Corrupt Animal: (DGGSS) Transforms non-magical, living animals into twisted aggressive creatures to serve the mystic.
Futility: (BDDSS) Any creature affected suffers a -5 damage modifier when physically attacking the mystic in melee.
Green Man: (DDGGG) Calls forth a humanoid creature wholly composed of vegetation to serve the mystic.
Hallow Ground: (DDGGG) Imbues one area with a continued aura that benefits the mystic whenever he or she is within it.
Pestilence: (DGGSS) Imbues one area with a continued curse that affects all creatures within it.
Plant Walk: (BDGGG) Enables the caster to move through any form of living vegetation as though it were immaterial.
Possess: (DGGSS) Puts one creature under control of the mystic for the duration of the spell.
Quicksand: (GGGSS) Causes a 30' x 30' square of earth to become water-logged silt or quicksand.
Reprisal: (BBDSS) Any creature striking the mystic will be injured as if they had been struck by the same weapon.
Reveal Enchantment: (DDDDG) Enables a mystic to understand the nature and/or function(s) of enchanted items.
Simulacrum: (BBDGS) Enables the mystic to enchant an automated likeness created from clay.
Sleep: (BDDDS) Induces up to 3 creatures to fall into a magical slumber.
Spirit Link: (BBDSS) Entwines two target creatures such that, when one creature suffers damage, the other suffers half as much.
Steal Vigor: (BBBSS) Causes one creature to suffer 2d4 points of damage. The caster gains half the amount in endurance.
Summon Monsters: (DGGSS) Brings forth a small host of fiendish creatures to serve the mystic.
Swarm: (DGGSS) Invokes a swarm of flying insects, centered upon any point chosen by the mystic.
Totem: (DGGGS) Enables the mystic to temporarily enchant one figurine of a natural non-humanoid animal.
Vexation: (DDSSS) All Resistance or proficiency rolls made by a creature must be rolled twice, and the less desirable result used.
Voodoo Doll: (BBDSSS) Enables the mystic to enchant one doll or puppet to confer upon it a magical link with one humanoid.

5th Circle Ritual Magic Spells

Afflict: (BBBSSS) Strikes up to five creatures completely blind and deaf.
Animate Plants: (DDGGGS) A mystic may control plants as if they were sentient beings, commanding them to perform tasks.
Blood Shield: (BBBBGS) Enables the mystic to sacrifice endurance points to prevent the damage of one or more physical attacks.
Channel: (BDDDGS) The mystic may communicate with the spirit of a creature whom has died within a year's time.
Control Undead: (DDDGSS) Places one to five undead creatures completely under the control of the mystic.
Create Undead: (DDGGSS) Enables the mystic to create an undead servant.
Death's Door: (BBBBBD) The mystic may restore life to any one creature that has perished within in the same or previous round.
Fiend: (BBDGGS) Summons forth a lesser daeva or malevolent demon to serve the mystic.
Fly: (BDDGGG) Imbues the mystic with the ability to fly.
Haunt: (DDDGSS) Imbues one area with a continued hex that affects all creatures within it.
Madness: (BDDSSS) Causes one creature chosen by the mystic to go insane.
Polymorph: (BBBGGG) Enables the mystic to change any one creature into a creature of a different type.
Regenerate: (BBBBDG) The affected creature heals from all wounds at the rate of 1 health point per round.
Spirit Form: (BBBDDD) Enables the mystic to transform into a ghost-like, incorporeal figure.
Split Earth: (GGGGSS) Causes a large fissure to appear upon any surface of stone, earth or ice.
Steal Life: (BBBSSS) Restores life to a creature that has perished within the last 24 hours via the sacrifice of another creature.
Storm: (DGGGGS) The mystic may conjure extreme weather.
Summon Fauna: (DDGGGG) Conjures a small number of natural creatures to serve the mystic.
Summon Undead: (DGGSSS) Conjures forth a small number of lesser undead to serve the mystic.
Swan Song: (BBDSSS) When the caster is reduced to 0 or less health points, the attacker's health points are reduced to the same.
Syncopsis: (BBBDDG) If the mystic would normally die due to damage, he or she will instead enter a state of torpor.
Wrack: (BBBSSS) Causes one targeted creature to suffer an intense crippling pain, greatly decreasing its efficacy.

Chickens: Roll 1d6 three times. The first roll represents your chicken's agility (dodge score). The second roll represents your chicken's endurance (health points). The third roll represents your chicken's charisma (this is very important). Chickens roll 1d6 for initiative and 1d6 to-hit. Their mighty beaks inflict 1d6 points of damage. Name your chicken. Challenge your opponent's chicken. The winning chicken heals after combat. The losing chicken is lost forever. Keep a tally of your chicken's victories and talk a lot of trash.

Useful Lists

Part of being a successful Game Master is creating new and interesting environments for the players to explore. At times this can become a demanding task. However, often a simple keyword is all that is necessary to spur the imagination. In this section, we provide lists of some items and places that might help the Game Master in dressing his or her campaign setting.

Table A1.3.1: Furnishings

Furnishings			
Altar	Curtain	Glass	Screen
Basin	Chair	Lamp	Shelf
Basket	Chandelier	Mirror	Spittoon
Bed	Chest	Mug	Sofa
Bench	Coat-tree	Painting	Statue
Bookcase	Desk	Pillow	Stool
Bust	Figurine	Plates	Stove
Cabinet	Fireplace	Pew	Table
Candelabra	Footstool	Rocking chair	Tapestry
Cauldron	Fountain	Rug	Vase

Table A1.3.2: Tools and instruments

Tools and instruments			
Abacus	Comb	Key	Quill
Anvil	Cork	Knife	Rags
Barrel	Corkscrew	Lock	Rolling pin
Beaker	Crate	Lock-pick	Rope
Bell	Dice	Magnet	Saw
Bottle	Dish	Manacles	Scale
Bowl	Dress form	Magnifying glass	Scroll case
Box	Fan	Millstone	Sextant
Bucket	Flask	Mop	Spectacles
Buttons	Flint	Mortar and pestle	Spice
Brand	Forceps	Music box	Spinning wheel
Brush	Fork	Musical instrument	Spoon
Broom	Funnel	Nails	Stamp
Cage	Hammer	Needles	Telescope
Candles	Hook	Oil	Thimble
Cards	Horseshoe	Parchment	Thread
Chalk	Ice-pick	Pick	Torch
Chain	Incense	Pipe	Washboard
Chisel	Ink	Pliers	Wax
Clock	Jar	Pry-bar	Whetstone

Table A1.3.3: Precious materials and jewelry

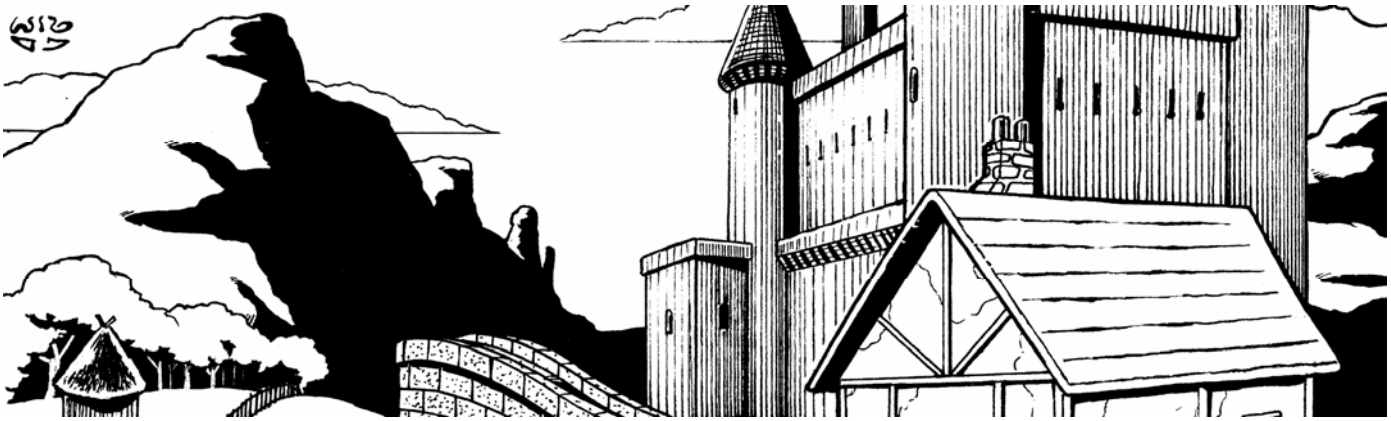
Precious stones and materials		Jewelry	
Amber	Malachite	Amulet	Hairpin
Amethyst	Onyx	Armlet	Locket
Aquamarine	Opal	Bracelet	Medal
Diamond	Pearl	Brooch	Medallion
Emerald	Ruby	Buckle	Necklace
Hematite	Sapphire	Cameo	Pendant
Ivory	Spinel	Chatelaine	Pin
Jade	Tiger's-eye	Choker	Prayer beads
Jasper	Topaz	Crown	Ring
Lapis lazuli	Turquoise	Earring	Tiara

Table A1.3.4: Environment and Terrain

Environment and terrain			
Archipelago	Dunes	Knoll	Riverbed
Atoll	Field	Lagoon	Salt flats
Badlands	Fjord	Lake	Sea
Bay	Forest	Levee	Shore
Bayou	Geyser	Marsh	Sinkhole
Bluff	Glacier	Mesa	Spring
Bog	Glen	Mountain	Steppe
Caldera	Gorge	Oasis	Strait
Canyon	Grotto	Peninsula	Swamp
Cave	Hill	Plateau	Taiga
Cliff	Hot springs	Pond	Tar pits
Crater	Ice cave	Prairie	Tundra
Creek	Island	Ravine	Valley
Delta	Isthmus	Reef	Volcano
Desert	Jungle	River	Waterfall

Table A1.3.5: Civilized places

Civilized places			
Apothecary	Cottage	Laboratory	Shipyard
Archives	Courthouse	Library	Shrine
Arena	Courtyard	Lighthouse	Silo
Armory	Dam	Mansion	Slaughterhouse
Asylum	Depot	Market	Smithy
Auction house	Dock	Mausoleum	Spa
Bank	Dormitory	Maze	Square
Barn	Dungeon	Mill	Stables
Barracks	Estate	Mine	Studio
Brewery	Factory	Mission	Tavern
Bridge	Farm	Monastery	Temple
Brothel	Forge	Monument	Tent
Camp	Fort	Museum	Theatre
Carnival	Gallery	Observatory	Tomb
Casino	Gallows	Orchard	Tower
Castle	Garden	Orphanage	Town
Cathedral	Garrison	Outpost	Trading post
Cellar	Gatehouse	Pier	Tunnel
Cemetery	Gazebo	Prison	University
Chapel	Glass smithy	Pyramid	Vault
Chateau	Greenhouse	Quarantine	Village
Church	Guildhall	Quarry	Vineyard
Circus	Hamlet	Ranch	Warehouse
Citadel	Hospital	Reliquary	Watchtower
City	Hut	Salon	Wharf
Clock tower	Inn	Schoolhouse	Windmill
College	Jail	Sewer	Woodshop
Convent	Junkyard	Shed	Zoo



Quick Reference Charts & Tables

The following section provides some of the most lists most referenced while playing the Wayfarers game. Feel free to copy these lists to create even more convenient reference-sheets.

Table A1.4.1: Attributes

	Attribute Score										
Agility	**1**	**2-3**	**4-5**	**6-7**	**8-9**	**10-11**	**12-13**	**14-15**	**16-17**	**18-19**	**20**
Initiative modifier	-4	-3	-2	-1	-	-	+1	+2	+3	+4	+5
Off-hand weapon to-hit*	-12	-11	-10	-9	-8	-7	-6	-5	-4	-3	-2
Agility skill modifier	-4	-3	-2	-1	-	-	-	+1	+2	+3	+4
Endurance	**1**	**2-3**	**4-5**	**6-7**	**8-9**	**10-11**	**12-13**	**14-15**	**16-17**	**18-19**	**20**
Health points/Skill level†	-3	-3	-2	-1	-	-	+1	+2	+3	+4	+5
Endurance-related skill modifier	-4	-3	-2	-1	-	-	-	+1	+2	+3	+4
Intellect	**1**	**2-3**	**4-5**	**6-7**	**8-9**	**10-11**	**12-13**	**14-15**	**16-17**	**18-19**	**20**
Bonus 1st Circle Hedge/Hermetic spells	n/a	n/a	n/a	n/a	-	-	+1	1	2	2	3
Bonus 2nd Circle Hedge/Hermetic spells	n/a	n/a	n/a	n/a	-	-	-	1	1	2	2
Bonus 3rd Circle Hedge/Hermetic spells	n/a	n/a	n/a	n/a	-	-	-	-	1	1	2
Bonus 4th Circle Hedge/Hermetic spells	n/a	n/a	n/a	n/a	-	-	-	-	-	1	1
Bonus 5th Circle Hedge/Hermetic spells	n/a	n/a	n/a	n/a	-	-	-	-	-	-	1
Initial languages‡	n/a	n/a	1	1	1	2	2	2	3	4	5
Intellect-related skill modifier	-4	-3	-2	-1	-	-	-	+1	+2	+3	+4
Presence	**1**	**2-3**	**4-5**	**6-7**	**8-9**	**10-11**	**12-13**	**14-15**	**16-17**	**18-19**	**20**
Bonus 1st Circle Faith magic spells	n/a	n/a	-	-	-	-	1	1	2	2	3
Bonus 2nd Circle Faith magic spells	n/a	n/a	-	-	-	-	-	1	1	2	2
Bonus 3rd Circle Faith magic spells	n/a	n/a	-	-	-	-	-	-	1	1	2
Bonus 4th Circle Faith magic spells	n/a	n/a	-	-	-	-	-	-	-	1	1
Bonus 5th Circle Faith magic spells	n/a	n/a	-	-	-	-	-	-	-	-	1
Bonus Ritual spell points	n/a	n/a	-	-	-	-	1	2	3	4	5
Presence-related skill modifier	-4	-3	-2	-1	-	-	-	+1	+2	+3	+4
Strength	**1**	**2-3**	**4-5**	**6-7**	**8-9**	**10-11**	**12-13**	**14-15**	**16-17**	**18-19**	**20**
Melee weapon damage modifier[a]	-4	-3	-2	-1	-	-	-	+1	+2	+3	+4
Missile weapon damage modifier[a,#]	-2	-2	-1	-1	-	-	-	+1	+1	+2	+2
Armor impedance adjustment	-5	-4	-3	-2	-1	-	+1	+2	+3	+4	+5
Feat of Strength modifier	-10	-8	-6	-4	-2	-	+2	+4	+6	+8	+10

* Unless they possess the Ambidexterity discipline, characters fighting with two weapons automatically suffer a -1 to-hit penalty with their on-hand, regardless of their agility score.

† Characters with a -1 to -3 health point modifier may not earn health points when achieving a new skill level. If a character's adjusted health points per skill level are 0 or less, none are earned. These characters may purchase additional health points with skill points, however.

‡ Characters with an intellect score of 3 or less may not verbally communicate effectively. Characters with an intellect of 5 or less may not read or write. Characters with an initial intellect of 10-13 may begin with 2 languages, or with 1 language and the Literacy discipline. Characters with an initial intellect score of 14 or higher automatically begin with the Literacy discipline.

[a] Regardless of a negative strength damage modifier, any successful hit will inflict no less than one point of damage. For example, a character with a strength score of 4 (-2 damage modifier) wielding a short sword (2-5 damage), will inflict 1-3 points of damage with a successful hit.

[#] Damage from thrown weapons, slingshot, or arrows fired from composite bows may be modified by a character's strength. Bolts fired from crossbows, or arrows from normal or 'self' bows do not apply this modifier.

Table A1.4.2: Feat of Strength target numbers

Strength Task	Feat of Strength target number	Strength Task	Feat of Strength target number
Break a broom handle	1-4	Lift a cask of wine	15-18
Break a chair	5-7	Break open an oaken door	19-22
Break open a wooden crate	8-10	Bend prison bars	23-26
Break open a simple door	11-14	Lift a portcullis	27-30

Table A1.4.3: Physical or Mental Resistance modifier

Agil. + str. + end. or pre. + end. + int.	1-9	10-16	17-21	22-25	26-28	29-32	33-35	36-39	40-44	45-51	52-60
Physical or Mental Resist. mod.	-5	-4	-3	-2	-1	-	+1	+2	+3	+4	+5

Table A1.4.4: Armor impedance

Total impedance score	Dodge score adjustment	Initiative roll modifier	Agility proficiency modifier	Movement/swimming rate adjustment	Jumping distance adjustment	Hermetic/Hedge casting failure modifier
0	-	-	-	-	-	-
-1	-1	-1	-1	-10′	-1′	-1
-2	-2	-2	-2	-20′	-2′	-2
-3	-3	-3	-3	-30′	-3′	-3
-4	-4	-4	-4	-40′	-4′	-4
-5	-5	-5	-5	-50′	-5′	-5
-6	-6	-6	-6	-60′	-6′	-6
-7	-7	-7	-7	-70′	-7′	-7
-8	-8	-8	-8	-80′	-8′	-8

Table A1.4.5: Disciplines

Discipline	Skill point cost	Prerequisite	Discipline	Skill point cost	Prerequisite
Advanced Counterattack	16 skill points	Weapon mast. II (melee)	Language	3 skill points	Intellect >3
Ambidexterity	16 skill points	None	Last Stand	6 skill points	None
Armor Use	4 skill points x grade	None	Literacy	3 skill points	Intellect >6
Backstab	8 skill points x grade	None	Magic Potency	3 skill points x grade	Hedge, Herm. or Ritual
Bash	6 skill points	Weapon mast. I (A, B)	Magic Resistance	5 skill points per grade	None
Blindfighting	5 skill points	None	Multiple Attacks	10 skill points + (2 x grade)	Weapon mast.* (any)
Calculated Strike	12 skill points	Multiple att. I (melee)	Parrying	10 skill points	Weapon mast. I (E)
Combat Archery	8 skill points	Weapon mast. I (J, K)	Pause and Study	14 skill points	None
Combat Casting	10 skill points	None	Prayer	6 skill points	Magic: Faith
Counterattack	10 skill points	Weapon mast. I (melee)	Precise Shot	8 skill points	Multiple att. I (J, K, L)
Critical Hit	12 skill points	Weapon mast. I (melee)	Quick Draw	5 skill points	None
Disarm	10 skill points	Weapon mast. I (melee)	Quick Shot	6 skill points	Weapon mast. I (J, K, L)
Extra Spell	3 skill points x Circle	Hedge, Herm. or Faith	Resilience	8 skill points	None
Evasion	10 skill points	Feint	Ritual Magic Potential	25 skill points	None
Extra Spell Point	3 skill points	Ritual	Savant	3 skill points x grade	None
Faith Magic Potential	35 skill points	None	Shield Bash	6 skill points	None
Feint	8 skill points	None	Shield Use	4 skill points	None
Greatstrike	12 skill points	Weapon mast. II (melee)	Silent Casting	4 skill points x grade	Any magic potential
Guard	6 skill points	None	Spell Circle (Hedge)	9 skill points + (3 x Circle)	Hedge
Health Point	2 skill points	None	Spell Circle (Hermetic)	10 skill points + (3 x Circle)	Hermetic
Hedge Magic Potential	25 skill points	Literacy	Spell Circle (Faith)	8 skill points + (3 x Circle)	Faith
Hermetic Magic Potential	35 skill points	Literacy	Spell Circle (Ritual)	9 skill points + (3 x Circle)	Ritual
Improved Dodge	8 skill points x grade	None	Split Attacks	10 skill points	Weapon mast. I (melee)
Improved Initiative	4 skill points x grade	None	Stunning Blow	8 skill points	Weapon mast. I (melee)
Increased Accuracy	5 skill points x grade	None	Unarmed Combat	6 skill points + (3 x grade)	None
Increased Attribute	(score – 5) skill points	None	Vital Strike	4 skill points x grade	Weapon mast. I (melee)
Increased Physical Resist.	3 skill points per grade	None	Weapon Mastery	8 skill points + (2 x grade)	None
Increased Mental Resist.	3 skill points per grade	None	Whirlwind Attack	12 skill points	Multiple att. II (melee)

* The prerequisite for the Multiple Attacks discipline is the same grade in Weapon Mastery in the same weapon class. For example, Weapon Mastery I in weapon class A must be purchased before acquiring Multiple Attacks I in weapon class A.

Table A1.4.6: Proficiencies

Proficiency	Skill point cost	Attribute	Proficiency	Skill point cost	Attribute
Acrobatics	3 skill points per grade	agility	Leadership	2 skill points per grade	presence
Agriculture	1 skill point per grade	intellect	Local Knowledge	1 skill point per grade	intellect
Ancient History	2 skill points per grade	intellect	Lock-picking	2 skill points per grade	agility
Animal Handling	2 skill points per grade	intellect	Magic Acuity†	4 skill points per grade	intellect
Arcane Knowledge	4 skill points per grade	intellect	Martial Knowledge	2 skill points per grade	intellect
Artistic Ability	2 skill points per grade	intellect	Perception	3 skill points per grade	intellect
Armor-making†	3 skill points per grade	intellect	Performance	2 skill points per grade	presence
Climbing	2 skill points per grade	agility	Persuasion	2 skill points per grade	presence
Contacts	2 skill points per grade	presence	Regional Knowledge	2 skill points per grade	intellect

Disguise	3 skill points per grade	presence	Religious Knowledge	4 skill points per grade	intellect
Distract	2 skill points per grade	presence	Riding	1 skill point per grade	agility
Dweomercraft (Hedge)†	4 skill points per grade	intellect	Rope Use	2 skill points per grade	agility
Dweomercraft (Hermetic)†	5 skill points per grade	intellect	Running	2 skill points per grade	endurance
Engineering	2 skill points per grade	intellect	Seamanship	1 skill point per grade	intellect
Extra-planar Knowledge	6 skill points per grade	intellect	Sleight-of-hand	2 skill points per grade	agility
Gambling	2 skill points per grade	presence	Stealth	3 skill points per grade	agility
Healing†	4 skill points per grade	intellect	Swimming	2 skill points per grade	endurance
Heraldry	1 skill point per grade	intellect	Tracking	2 skill points per grade	intellect
Herbalism	2 skill points per grade	intellect	Trade Skill	1 skill point per grade	intellect
Inspire†	4 skill points per grade	presence	Weapon-making†	3 skill points per grade	intellect
Intimidate†	4 skill points per grade	presence	Wilderness Lore	2 skill points per grade	intellect
Jumping	2 skill points per grade	agility	World Knowledge	4 skill points per grade	intellect

† Proficiency checks in these proficiencies may not be attempted by non-proficient characters.

Table A1.4.7: Proficiency check target numbers

Difficulty of task	Proficiency target number	Difficulty of task	Proficiency target number
Average, straight-forward	5-9	Unlikely, complicated	15-19
Difficult, involved	10-14	Incredible, amazing	20+

Table A1.4.8: Armor

Armor type	Physical damage absorbed	Impedance score	Average cost	Armor type	Physical damage absorbed	Impedance score	Average cost
Shield†	1	-1	1-15 sc	Splint	1d3	-5	160 sc
Leather	1	-1	40 sc	Scale	1d3	-6	170 sc
Padded	1	-2	32 sc	Banded	1d4	-6	300 sc
Studded leather	1d2	-2	80 sc	Plate	1d6	-7	800 sc
Ring	1d2	-3	100 sc	Full plate	1d8	-8	1200 sc
Chain mail	1d3	-4	200 sc				

† The damage absorbance and impedance scores of a shield are cumulative with worn armor. For example, a character wearing ring armor and employing a shield would have a damage absorbance of 1d2 + 1, and an impedance score of -4.

Table A1.4.9: Melee weapons

Melee weapon	Damage	Approx. length	Weapon class	Average cost	Melee weapon	Damage	Approx. length	Weapon class	Average cost
Axe, hand‡	1d4 + 1	2′	A	15 sc	Pike*	1d8	10-14′	D	20 sc
Axe, battle*	1d8	3-4′	B	25 sc	Scimitar	1d8	3′	E	60 sc
Axe, pole*	1d8	5-7′	B	20 sc	Spear*	1d6	5-8′	D	16 sc
Cestus‡[@]	+1	-	-	12 sc	Staff, wooden*	1d4	6′	B	2 sc
Club‡	1d4	2-3′	A	2 sc	Staff, iron-shod*	1d4 + 1	6′	B	8 sc
Dagger‡	1d4	1′	C	18 sc	Sword, bastard*[a]	1d8/2d4[#]	4-5′	E,F	70 sc
Flail‡	1d6	2′	A	40 sc	Sword, broad	1d6 + 1	3′	E	50 sc
Halberd*	1d8	6′	B	32 sc	Sword, claymore*	1d10	6′	F	94 sc
Hammer‡	1d4 + 1	2′	A	4 sc	Sword, falchion	1d6 + 1	3-4′	E	65 sc
Hammer, maul*	1d6 + 1	3-4′	B	10 sc	Sword, long	1d8	3-4′	E	65 sc
Knife‡	1d3	6″	C	6 sc	Sword, rapier	1d6	4′	E	60 sc
Lance, light†	1d8 + 1	10-12′	D	60 sc	Sword, short‡	1d4 + 1	2′	C	38 sc
Lance, heavy†	3d4	12-14′	D	80 sc	Sword, great*	1d8 + 1	6′	F	90 sc
Mace	1d6 + 1	3′	A	25 sc	Trident*	1d8	5-7′	D	24 sc
Machete	1d4	2-3′	A	13 sc	Unarmed[§]	1d2	n/a	U	-
Morning star	1d8	4′	A	28 sc	Whip	1	10-16′	H	2 sc

* These weapons require two hands to use effectively and may not be used by characters employing a shield.
† Lances may only be used effectively from horseback or similar steed.
‡ May be used as an off-hand weapon.
[a] When wielded with two hands, bastard swords are considered weapon class F.
[#] Bastard swords inflict 1d8 damage when wielded in one hand, or 2d4 when wielded with two hands.
[@] Cestus increase the damage inflicted by unarmed attacks by +1.
[§] Characters with the Unarmed Combat discipline may inflict more damage with unarmed attacks.

Table A1.4.10: Missile weapons

Missile weapon	Damage	Approx. length	Short range	Medium range	Long range	Weapon class	Average cost
Arrow, shortbow*†	1d6	2′	10-40′	41-120′	121-320′	J	5 cc
Arrow, longbow*†	1d6 + 1	2-3′	10-60′	61-160′	161-360′	J	1 sc
Axe, hand‡	1d4 + 1	2′	5-20′	21-60′	61-100′	A	15 sc
Bolt, light crossbow*	1d4 + 1	1′	10-40′	41-100′	101-220′	K	5 cc
Bolt, heavy crossbow*	2d4	1′	10-60′	61-120′	121-280′	K	1 sc
Dagger‡	1d4	1′	5-20′	21-60′	61-120′	C	18 sc
Hammer‡	1d4 + 1	2′	5-20′	21-60′	61-120′	A	4 sc
Javelin‡	1d4 + 1	3-4′	5-40′	41-100′	101-200′	D	14 sc
Knife‡	1d3	6″	5-20′	21-60′	61-120′	C	6 sc
Spear‡	1d6	5-8′	5-40′	41-100′	101-180′	D	16 sc
Stone or shot, sling*‡	1d3	2″	10-40′	41-100′	101-220′	L	1 bc

* These weapons require two hands to use effectively and may not be used by characters employing a shield.
† If shot from a composite long or short bow, the missile weapon damage modifier due to strength is applied to the arrow's damage.
‡ The missile weapon damage modifier due to strength is applied to this weapon's damage.

Table A1.4.11: Hermetic magic spells

1st Circle	School	2nd Circle	School	3rd Circle	School	4th Circle	School
Command: Sting	*evoc.*	Abridge	*meta.*	Armor Cutting	*art.*	Beckon	*astro.*
Combust	*evoc.*	Apportation	*astro.*	Compel	*charm*	Command: Halt	*evoc.*
Darkness	*alt.*	Blink	*astro.*	Command: Blind	*evoc.*	Counterspell	*meta.*
Ignore	*charm*	Climb	*alt.*	Crumble	*annih.*	Dancing Weapon	*art.*
Illuminate	*alt.*	Command: Deaf	*evoc.*	Delay Spell	*meta.*	Dispel Magic	*meta.*
Extinguish	*annih.*	Control Descent	*alt.*	Design	*horo.*	Divide Magic	*meta.*
Flare	*evoc.*	Darkvision	*alt.*	Diminish Magic	*meta.*	Enmity	*charm*
Fog	*evoc.*	Enrage	*charm*	Earth Walk	*astro.*	Explosive Ward	*evoc.*
Force Bolt	*evoc.*	Force Weapon	*evoc.*	Function	*art.*	Fess' Vacuum	*annih.*
Friends	*charm*	Leap	*alt.*	Growth	*alt.*	Fly	*alt.*
Magic Bag	*astro.*	Might	*alt.*	Ice Ray	*evoc.*	Fold Space	*astro.*
Magic Vestment	*abjur.*	Minor Timeportation	*horo.*	Levitation	*alt.*	Invisibility	*alt.*
Morgan's Vigilant Sentinel	*summ.*	Percule's Exploding Missile	*art.*	Projection	*astro.*	Lightning Bolt	*evoc.*
Minor Enchantment	*art.*	Mylo's Shocking Aura	*evoc.*	Quick Casting	*meta.*	Panic	*charm*
Nael's Magical Trace	*art.*	Protection from Cold	*abjur.*	Repel Projectiles	*abjur.*	Propel	*astro.*
Penetrating Sight	*divin.*	Protection from Heat	*abjur.*	Scry	*divin.*	Psychometry	*divin.*
Preserve	*horo.*	Reveal Enchantment	*divin.*	Seeker	*summ.*	Reprisal	*abjur.*
Thought Projection	*alt.*	Rust	*annih.*	Silence	*alt.*	Scry Shield	*abjur.*
Quicken	*horo.*	Share Sight	*divin.*	Sleep	*charm*	Shield	*abjur.*
Retrieve	*astro.*	Shatter	*annih.*	Slow	*horo.*	Stone Spray	*evoc.*
Seal Portal	*abjur.*	Summon Lesser Monsters	*summ.*	Steam Cloud	*evoc.*	Summon Monsters	*summ.*
Sense Magic	*divin.*	Thwart Magic	*meta.*	Summon Lesser Elemental	*summ.*	Time Cube	*horo.*
Vermin	*summ.*	Water-breathing	*alt.*	Telekinesis	*astro.*	Wall of Fire	*evoc.*
Water Walk	*alt.*	Wind	*evoc.*				

5th Circle	School	6th Circle	School	7th Circle	School	8th Circle	School
Animate Plants	*alt.*	Alchemy	*art.*	Age	*horo.*	Antithesis	*evoc.*
Banish	*abjur.*	Command: Confuse	*evoc.*	Alter Weather	*alt.*	Artifact	*art.*
Call Object	*astro.*	Control	*charm*	Animate Corpse	*art.*	Change	*alt.*
Command: Mute	*evoc.*	Destroy Matter	*annih.*	Baalphegor's Spell Trigger	*meta.*	Cognizance	*divin.*
Creation	*evoc.*	Enfeeblement	*alt.*	Command: Stun	*evoc.*	Command: Die	*evoc.*
Destroy Water	*annih.*	Ethereal Shift	*alt.*	Confine	*abjur.*	Consolidate Magic	*meta.*
Extension	*meta.*	Explode	*annih.*	Enchantment	*art.*	Disintegration	*annih.*
Fireball	*evoc.*	Extra-planar Protection	*abjur.*	Firestorm	*evoc.*	Domination	*charm*
Inscribe	*art.*	Incinerate	*evoc.*	Golem	*art.*	Essence Conversion	*alt.*
Locate	*divin.*	Isolate	*astro.*	Implode	*annih.*	Gate	*astro.*
Magic Cache	*meta.*	Lesser Golem	*art.*	Improved Psychometry	*divin.*	Goetia	*summ.*
Misdirect	*charm*	Magic Drain	*meta.*	Magic Shield	*abjur.*	Greater Golem	*art.*
Nael's Spell Battery	*art.*	Melt	*annih.*	Mass Dispel	*meta.*	Greater Magic Shield	*abjur.*
Polymorph	*alt.*	Minor Goetia	*summ.*	Mass Hysteria	*charm*	Invulnerability	*abjur.*
Shadow Form	*astro.*	Minor Magic Shield	*abjur.*	Optimize Magic	*meta.*	Muriel's Void	*abjur.*
Shrink	*alt.*	Multiple Targets	*meta.*	Perturbation	*horo.*	Perpetuation	*meta.*
Speed	*horo.*	Read Mind	*divin.*	Petrify	*alt.*	Repel Magic	*meta.*
Summon Elemental	*summ.*	Summon Greater Monsters	*summ.*	Portal	*astro.*	Revisit	*horo.*
Swap	*astro.*	Teleportation	*astro.*	Summon Greater Elemental	*summ.*	Steal Youth	*horo.*
Timeportation	*horo.*	Time Shelter	*horo.*	Goetic Ward	*summ.*		
Throw	*evoc.*	Time Skip	*horo.*				
True Strike	*art.*						

Table A1.4.12: Hedge magic spells

1st Circle	School	2nd Circle	School	3rd Circle	School	4th Circle	School	5th Circle	school
Clamor	*jinx.*	Animate Fire	*alt.*	Amnesia	*charm*	Aptitude	*alt.*	Alchemy	*art.*
Courage	*charm*	Appeal	*alt.*	Break	*jinx.*	Distort Space	*illus.*	Bogeyman	*illus.*
Create Scrivener	*art.*	Babble	*jinx.*	Brittle	*alt.*	Doppelganger	*illus.*	Clone	*art.*
Darkness	*alt.*	Buoyancy	*alt.*	Caldwell's Horseless Carriage	*art.*	Efficacy Shield	*illus.*	Control	*charm*
Despair	*charm*	Captivate	*charm*	Chameleon	*illus.*	Enmity	*charm*	Dream	*illus.*
Double	*illus.*	Charm Animal	*charm*	Compel	*charm*	Facsimile	*illus.*	Fool	*jinx.*
Enchant Armor	*art.*	Climb	*alt.*	Dancing Weapon	*art.*	Fly	*alt.*	Gambit	*alt.*
Fix	*art.*	Darkvision	*alt.*	Doubt	*jinx.*	Improved Enchant Weapon	*art.*	Greater Phantasm	*illus.*
Friends	*charm*	Disguise	*illus.*	Frailty	*jinx.*	Inscribe	*art.*	Jasper's Mud Man	*art.*
Fumble	*jinx.*	Enchant Weapon	*art.*	Growth	*alt.*	Invisibility	*alt.*	Locate	*divin.*
Illuminate	*alt.*	Enrage	*charm*	Heavy	*alt.*	Isaac's Permutable Garment	*art.*	Luck	*alt.*
Klutz	*jinx.*	Function	*art.*	Improved Enchant Armor	*art.*	Mastery	*alt.*	Mimic Magic	*illus.*
Leopold's Compass	*art.*	Hesitate	*jinx.*	Ioun Stone	*art.*	Mirage	*illus.*	Misdirect	*charm*
Magic Candle	*art.*	Hide	*illus.*	Levitation	*alt.*	Outwit	*charm*	Misfortune	*jinx.*
Minor Phantasm	*illus.*	Imbuement	*art.*	Neophyte	*jinx.*	Panic	*charm*	Object	*alt.*
Noise	*illus.*	Jasper's Straw Man	*art.*	Pariah	*jinx.*	Phantasmal Armor	*illus.*	Phantasmagoria	*illus.*
Palm	*illus.*	Leopold's Mark	*jinx.*	Phantasm	*illus.*	Phobia	*charm*	Phrenic Trap	*charm*
Perplex	*jinx.*	Reveal Enchantment	*divin.*	Refraction	*illus.*	Precedence	*alt.*	Polymorph	*alt.*
Phantom Sight	*divin.*	Reveal Invisibility	*alt.*	Scry	*divin.*	Prey	*jinx.*	Shrink	*alt.*
Scintillating Wall	*illus.*	Rob	*illus.*	Silence	*alt.*	Psychometry	*divin.*	Simulation	*illus.*
Sense Charm	*divin.*	Shimmering Armor	*illus.*	Sleep	*charm*	Shout	*alt.*	Split	*illus.*
Sense Deception	*divin.*	Swiftness	*alt.*	Trace	*divin.*	Sloth	*jinx.*	True Strike	*art.*
Sense Magic	*divin.*	Terror	*charm*	Turn Shadow	*illus.*	Witches' Ointment	*art.*		
Water to Wine	*alt.*	Translation	*divin.*						

Table A1.4.13: Faith magic spells

1st Circle	Domain	2nd Circle	Domain	3rd Circle	Domain	4th Circle	Domain
Allay	*benef.*	Cure Blindness	*benef.*	Divine Favor	*benef.*	Benediction	*benef.*
Courage	*benef.*	Inspirit	*benef.*	Exorcism	*benef.*	Cure Disease	*benef.*
Heal Minor Wounds	*benef.*	Mend	*benef.*	Heal Wounds	*benef.*	Death's Door	*benef.*
Invisibility to Undead	*benef.*	Protection from Charm	*benef.*	Protection from Undead	*benef.*	Delivery	*benef.*
Resilience	*benef.*	Protection from Cold	*benef.*	Remove Poison	*benef.*	Repel Undead	*benef.*
Spiritual Armor	*benef.*	Protection from Heat	*benef.*	Talisman	*benef.*	Scry Shield	*benef.*
Blindness	*damn.*	Aphasia	*damn.*	Confuse	*damn.*	Agony	*damn.*
Dishearten	*damn.*	Cripple	*damn.*	Curse	*damn.*	Atony	*damn.*
Fright	*damn.*	Fear	*damn.*	Disease	*damn.*	Choke	*damn.*
Hurt	*damn.*	Scourge	*damn.*	Paralyze	*damn.*	Pestilence	*damn.*
Stun	*damn.*	Wane	*damn.*	Strike	*damn.*	Maim	*damn.*
Weakness	*damn.*	Wrench	*damn.*	Torment	*damn.*	Animate Plants	*tellur.*
Calm Animal	*tellur.*	Call Lesser Fauna	*tellur.*	Plant Form	*tellur.*	Call Fauna	*tellur.*
Darkness	*tellur.*	Charm Animal	*tellur.*	Rain	*tellur.*	Conflagration	*tellur.*
Illuminate	*tellur.*	Enthrall	*tellur.*	Silence	*tellur.*	Move Water	*tellur.*
Persuade	*tellur.*	Plant Growth	*tellur.*	Shatter	*tellur.*	Summon Lesser Avatar	*tellur.*
Seal Portal	*tellur.*	Sustenance	*tellur.*	Summon Lesser Fauna	*tellur.*	Swarm	*tellur.*
Water Walk	*tellur.*	Wind	*tellur.*	Clairvoyance	*rev.*	Anticipate	*rev.*
Clairaudience	*rev.*	Farsight	*rev.*	Enlighten	*rev.*	Dominion	*rev.*
Empathy	*rev.*	Insight	*rev.*	Hindsight	*rev.*	Familiarity	*rev.*
Guide	*rev.*	Sense Life	*rev.*	Message	*rev.*	Predict Magic	*rev.*
Sense Charm	*rev.*	Sight	*rev.*	Reveal Enchantment	*rev.*	Psychometry	*rev.*
Sense Deception	*rev.*	Telepathy	*rev.*	Sense Illusion	*rev.*	Read	*rev.*
Sense Magic	*rev.*	Tongues	*rev.*				

5th Circle	Domain	6th Circle	Domain	7th Circle	Domain	8th Circle	Domain
Banish	*benef.*	Aura of Protection	*benef.*	Annul	*benef.*	Magic Resistance	*benef.*
Heal Severe Wounds	*benef.*	Eye of God	*benef.*	Consecrate	*benef.*	Relic, Holy	*benef.*
Sanctuary	*benef.*	Immunity	*benef.*	Cure	*benef.*	Restore	*benef.*
Regenerate	*benef.*	Mitigate	*benef.*	Destroy Undead	*benef.*	Resurrect	*benef.*
Repel	*benef.*	Pacify	*benef.*	Holy Might	*benef.*	Damnation	*damn.*
Failure	*damn.*	Spirit Form	*benef.*	Drain Life	*damn.*	Death	*damn.*
Haunt	*damn.*	Control	*damn.*	Harm	*damn.*	Relic, Unholy	*damn.*
Madness	*damn.*	Enfeeblement	*damn.*	Implore	*damn.*	Winterkill	*damn.*
Pain Touch	*damn.*	Glyph of Ruin	*damn.*	Mass Hysteria	*damn.*	Wrath	*damn.*
Smite	*damn.*	Immolate	*damn.*	Mindblank	*damn.*	Earthquake	*tellur.*
Wall of Pain	*damn.*	Soul Snare	*damn.*	Animate Earth	*tellur.*	Everday/Evernight	*tellur.*
Animal Form	*tellur.*	Alter Weather	*tellur.*	Elemental Form	*tellur.*	Plague	*tellur.*
Crumble	*tellur.*	Call Greater Fauna	*tellur.*	Elemental Wall	*tellur.*	Relic, Telluric	*tellur.*
Lightning Strike	*tellur.*	Freeze	*tellur.*	Reincarnate	*tellur.*	Summon Greater Avatar	*tellur.*
Sandstorm	*tellur.*	Storm	*tellur.*	Summon Greater Fauna	*tellur.*	Imbue	*rev.*
Summon Fauna	*tellur.*	Summon Avatar	*tellur.*	Awareness	*rev.*	Link	*rev.*
Wind Walk	*tellur.*	Anamnesis	*rev.*	Commune	*rev.*	Recall	*rev.*
Channel	*rev.*	Impart Skill	*rev.*	Ego Incarnation	*rev.*	Relic, Vatic	*rev.*
Clarity	*rev.*	Improved Psychometry	*rev.*	Savant	*rev.*	Steal Skill	*rev.*
Locate	*rev.*	Read Mind	*rev.*	Theurgic Replication	*rev.*		
Project	*rev.*	Vision	*rev.*				
Replenish	*rev.*						

Table A1.4.14: Ritual magic spells

1st Circle	Formula	2nd Circle	Formula	3rd Circle	Formula	4th Circle	Formula	5th Circle	Formula
Beguile	*DS*	Alter Temperature	*GGG*	Blood Pact	*BBBD*	Animal Form	*BBGGG*	Afflict	*BBBSSS*
Blindness	*BS*	Aphasia	*BSS*	Brute	*BBDS*	Atony	*BBDSS*	Animate Plants	*DDGGGS*
Blaze	*GS*	Blood Armor	*BBG*	Clairvoyance	*BDDG*	Batter	*BBSSS*	Blood Shield	*BBBBGS*
Blood Swap	*BB*	Blood Doll	*BGS*	Corrupt Earth	*GGGS*	Blood Strike	*BBBSS*	Channel	*BDDDGS*
Catechize	*BS*	Blood Rage	*BBG*	Curse	*BDSS*	Corrupt Animal	*DGGSS*	Control Undead	*DDDGSS*
Deafness	*BS*	Charm Animal	*DDG*	Dead Zone	*GGSS*	Futility	*BDDSS*	Create Undead	*DDGGSS*
Drift	*DG*	Chill	*GGS*	Disease	*BBSS*	Green Man	*DDGGG*	Death's Door	*BBBBBD*
Familiar	*DG*	Corrupt Insect	*DGS*	Draw Blood	*BBDS*	Hallow Ground	*DDGGG*	Fiend	*BBDGGS*
Fog	*GG*	Drink Deep	*BDS*	Exorcism	*BDDS*	Pestilence	*DGGSS*	Fly	*BDDGGG*
Hunger	*BS*	Essence Drain	*BBS*	Hex	*BDSS*	Plant Walk	*BDGGG*	Haunt	*DDDGSS*
Infect	*GS*	Fear	*DSS*	Mesmerize	*DDDS*	Possess	*BDDDS*	Madness	*BDDSSS*
Invisibility to Undead	*DG*	Heat	*GGS*	Paralyze	*BDSS*	Quicksand	*GGGSS*	Polymorph	*BBBGGG*
Pest	*GS*	Misery	*BDS*	Rain	*GGGG*	Reprisal	*BBDSS*	Regenerate	*BBBBDG*
Pillage Spirit	*BS*	Protection from Undead	*DGS*	Repel Undead	*DGSS*	Reveal Enchantment	*DDDDG*	Spirit Form	*BBBDDD*
Resilience	*BS*	Refute	*BDS*	Roots	*BGSS*	Simulacrum	*BBDGS*	Steal Life	*BBBSSS*
Sense Charm	*BD*	Remedy	*BBB*	Serpent Staff	*DGGS*	Sleep	*BDDDS*	Split Earth	*GGGGSS*
Sense Undead	*DS*	Sense Life	*DGG*	Steal Magic	*BDDS*	Spirit Link	*BBDSS*	Storm	*DGGGGS*
Steal Tongue	*BS*	Splinter	*GGS*	Stone Skin	*BBGG*	Steal Vigor	*BBBSS*	Summon Fauna	*DDGGGG*
Thin Skin	*BS*	Steal Strength	*BBS*	Summon Lesser Fauna	*DGGG*	Summon Monsters	*DGGSS*	Summon Undead	*DGGSSS*
Tangle	*GS*	Summon Lesser Monsters	*DGS*	Summon Lesser Undead	*DGSS*	Swarm	*DGGSS*	Swan Song	*BBDSSS*
Thorn Growth	*GS*	Torpor	*BBD*	Talisman	*BBDG*	Totem	*DGGGS*	Syncopsis	*BBBDDG*
Transfuse	*BB*	Tremor	*BDS*	Torment	*DDSS*	Voodoo Doll	*BBDSS*	Wrack	*BBBSSS*
Weakness	*BS*	Wane	*BSS*	Wake Dead	*BDGS*	Vexation	*DDSSS*		
Wind	*GG*	Wither	*GGS*						

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Note: The index does not include terms from the World of Twylos campaign setting.

Name:		Race:	Age:	Sex:
Height:	Weight:	Hair Color:	Eye Color:	Handedness:
Skill Level:	Total Skill Points Earned:	Unspent Discipline Points:	Unspent Proficiency Points:	

Attributes	base	adjusted
Agility		
Endurance		
Intellect		
Presence		
Strength		

	base	adjusted
Health Points		
Dodge		
Physical Resistance Modifier		
Mental Resistance Modifier		
Feat of Strength Modifier		
Initiative Roll Modifier		

	base	adjusted
Armor Impedance		
Movement Rate		
Swimming Rate		
Encumbrance Class		

Disciplines	grade

Proficiencies	grade	modifier

Worn Armor	damage absorbance	impedance score
Total Absorbance/Impedance		

Weapons	class	damage	to-hit modifier	damage modifier	attacks per round

Equipment, Spells, and Notes: