

Designed for use with the **Basic Fantasy** Role-Playing Game

ODYSSEYS & OVERLORDS



ADVANCED TOOLS



EXPANDED OPTIONS FOR PLAYERS AND GAME MASTERS



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ODYSSEYS & OVERLORDS

ADVANCED TOOLS

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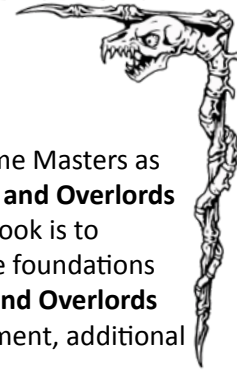

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ODYSSEYS & OVERLORDS

INTRODUCTION

In the ancient times, the Gods watched over humankind. This was a golden age of learning and peace. Humans revered the Gods, living in harmony with the divine and the companion beasts. Magic flowed freely allowing the learned and the faithful to alter their forms, prevent aging, and preserve health. The wild folk were born of this time as humans and companion beasts united in love. While most of the Gods rejoiced at this development, Ragnar, the God of Conquest was jealous and appalled by the humans choosing the animal companions as mates instead of the Gods. This caused a divine war during which the Gods who agreed with Ragnar tried to kill the other Gods. The first casualty of this war was Ember, the Goddess of knowledge. When Ember died, her scholar-priests, the Keepers of the Arcane were caught in a magical backlash creating the spellscorched. This war of Gods, called the Schism, raged for 1000 years, during which time the followers of Ragnar courted the worship and love of as many humans as they could. From these unions, the Abyss-kissed were born. After a long and bloody conflict, Ragnar and his followers were defeated. The Gods who fought them dragged Ragnar's followers into the Abyss where they are believed to still be fighting to this day. Only Ragnar and Chandra, the Goddess of the moon and nature remained among mortals. Declaring a cease fire, Ragnar retreated with a small retinue of cultists to the Tower of Wretched Wroth. Chandra and her highest clerics went to the Crystal Library on the surface of the northern Moon. Mortals were left to determine their own fates. The magic that had bound the souls of humans and the companion beasts shattered, though wild folk were already numerous enough to persevere. The spellscorched taught the ways of arcane magic sparingly, protecting the art nearly to extinction. Clerics of Chandra and Ragnar spoke of worship, but most mortal kingdoms rejected all gods and magic, relying on steel and blood to determine righteousness and rulership.

Now, the mortal lands are divided. A dozen kingdoms lie scattered across the world, separated by dangerous wilds filled with bandits and monsters. The bravest mortals act as adventurers, guiding travelers between the kingdoms, killing monsters to thin their numbers, and plundering ruins in search of the lost treasures of the golden age. This is the world of **Odysseys & Overlords!**

USING THIS BOOK

This book was written for Players and Game Masters as a supplement to the core rules of **Odysseys and Overlords Player's Guide**. Material presented in this book is to help Players and Game Masters build on the foundations already created for the world of **Odysseys and Overlords** with advanced rules for classes, new equipment, additional spells and optional rules for gameplay.

THE SETTING

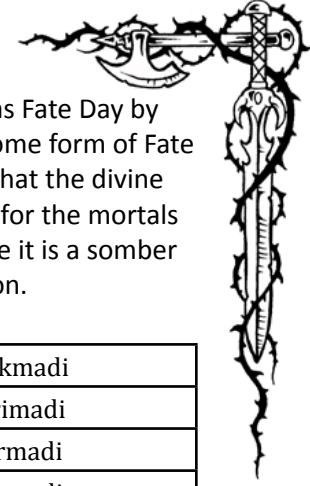
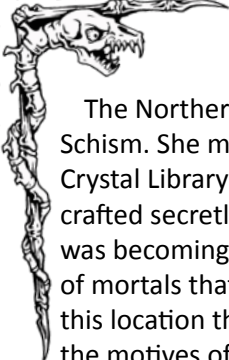
The Beginning:

Prior to the Golden Age, humans were primitive creatures living to survive. With the divine taking interest in the humans, they began to teach them ways to a greater existence. Living alongside humans, the divine shared knowledge allowing the human genus to continue their expansion of their known world. With the coexistence of the divine and humans, the Golden Age began. With humans obtaining the knowledge to create new magic and to harness the powers from the moons, the humans began changing the mortal outlook with the birth of the Wild-folk. Many of the divine were pleased with the human's capability to use acquired knowledge, they stood by watching the mortal world continue to grow. But not all the divine felt the same, and soon the Schism will bring destruction to the mortal world through a thousand years of conflict. The war will reshape the landscape and known sky, leaving mortals separated from the divine beings that once co-existed with them.

One Sun and Two Moons:

All magic and arcane powers once came from the three moons that hung high in the sky above. During the golden age when the divine shared their knowledge and power with humans, rocks from the Moons were given freely as gifts. Traces of these rocks can be found on the surface of the mortal world as remnants of the gifts or fragments left from the Schism. It wasn't until the Schism that the divine would begin using the moons' powers against each other. As their war raged on, they began using materials from the moons as weapons. As centuries passed, resources from the moons continued to fuel the war. Eventually, the ongoing conflict led to the destruction of one of the moons barraging the mortal world with molten rock. During the destruction of the third moon, fragments crashed into the land known as the Untamed Gauntlet, while other pieces of the moon still hover above the world falling at unpredictable times. It was this catastrophic event that led to the gods stopping the war and retreating from the mortal world.

Now the sky has two moons, but only one gets chased by the sun. The moon that stays in the upper hemisphere and can be seen throughout the night and day is called the Northern Moon. The second moon that moves solely through the night sky is called the Primal Moon.



The Northern Moon is where Chandra retreated after the Schism. She maintains watch on the mortal world from the Crystal Library that is made of lucent rock. The library was crafted secretly during Schism to begin preserving all that was becoming lost. The lucent rock contains the memories of mortals that have deceased since it was built. It is from this location that Chandra studies these memories to learn the motives of future mortals and reminisce of a time when all was good.

The Primal Moon is twice the size of its sister and is a major source of magic in the mortal world. The rock of the Primal Moon is iridescent and is always seen at night in different phases.

The Mortal World: What is commonly referred as the mortal world is what most mortals know to be single a continent with neighboring islands. Each area has clearly defined borders and ruled as individual kingdoms, with their own motivation and goals. The area referred to as the Untamed Gauntlet is ruled by none, occupied by scavengers, treasure seekers and adventurers searching for relics lost during the Schism. It is believed that Ragnar's Tower of Wretched Wroth is located deep within the mortal world, but none knows for sure as it is a well-guarded secret among the cult that follows this god.

The Abyss: Located on a different plane of existence that briefly touches the mortal world through rifts is the where all but two gods retreated after the Schism. After the Schism, Chandra and Ragnar both decided that the divine war should be moved into the Abyss to preserve what was left of the mortal world. The gods retreated to the abyss, bringing most of their acolytes to continue the war.

The Abyss has now become the current battleground between these gods as they continue to dispute with each other. Places of the Abyss can mirror the mortal world, while other portions are oddities created by the gods themselves. On this plane comes extreme power that manifests creation along with destruction. With its non-linear existence, it is beyond any mortals' capability to comprehend, as none have been able to tell about.

The Void: The Void is the boundaryless space between the mortal world, moons, and Abyss. Filled with chaotic emptiness and raw power, it was the birthplace of sound, thoughts, and materials. This existence of the Void predates any known god and tales have been told of other beings living in the Void that feed off the dreams of the mortal and divine alike.

The Calendar: The mortals of the world track time by the orbiting of the Primal Moon and positioning of the Sun. This has become the most common form of time keeping and adopted by the mortal kingdoms after the Schism.

By calculation, there are just a little over 24 hours in a day, 8 days in a week, 3 weeks in a month and 11 months in a year. With the days being slightly longer than 24 hours, a calendar year is 265 days. The extra day is not

counted in the calendar and is celebrated as Fate Day by the kingdoms. Every kingdom celebrates some form of Fate Day as a remembrance of the destruction that the divine brought to the world and leaving it behind for the mortals to rule and control their own fate. For some it is a somber day as for others it calls for great celebration.

DAYS OF THE WEEK

Day 1	Sekmadi
Day 2	Primadi
Day 3	Armadi
Day 4	Trecadi
Day 5	Ketvirtadi
Day 6	Penktadi
Day 7	Seetadi
Day 8	Shertadi

MONTHS OF THE YEAR

Month 1	Koudan
Month 2	Fibran
Month 3	Pragan
Month 4	Sawran
Month 5	Haliran
Month 6	Palran
Month 7	Agistran
Month 8	Mautan
Month 9	Atrevan
Month 10	Nedelan
Month 11	Kalovan

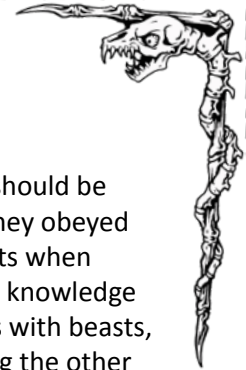
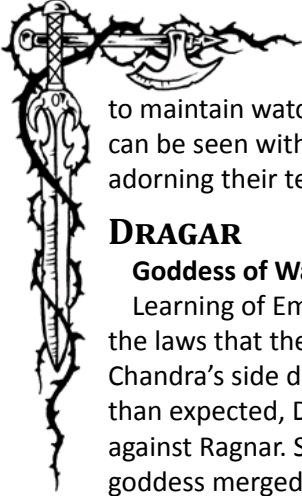
THE DIVINE

The divine war was fought among the gods for over a thousand years, leaving a large portion of the world in ruins and absent from the lives of mortals. Most of the gods have either perished or have been forgotten after the Schism with many mortals rejecting the previous beliefs that once controlled their fates. Only Ragnar and Chandra remain listening to prayers of those that choose to seek guidance. While most of the divine have been forgotten, tales of a few are still told.

CHANDRA

Goddess of the Moon and Nature

Chandra has always believed that mortals should be allowed the liberty to choose and use the magic freely as desired. The unions created between humans and beasts was viewed as a joyous creation and was celebrated by many of the Gods as way for the humans to expand their world. Once the Schism began, Chandra stood against Ragnar and those that aligned themselves with his beliefs. She led the battle against him and his followers, until they were dragged into the Abyss. Now that the Schism is over, she has gone to the Crystal Library on the northern moon



to maintain watch of the mortal world. Clerics of Chandra can be seen with symbols of a crescent moon and tree adorning their temples and holy symbols.

DRAGAR

Goddess of War

Learning of Ember's death by Ragnar and his betrayal of the laws that the divine abided, Dragar quickly stood by Chandra's side during the Schism. As the war raged longer than expected, Dragar looked to humans to aid the battle against Ragnar. Searching out the bravest humans, the goddess merged their bodies with mighty steeds to create the first centaurs. Many humans seen this as an honor and once actively sought out Dragar to become part of the half human, half horse army. As Ragnar's cause was slowly being defeated, Dragar led the charge to follow his remaining followers into the Abyss where she remains guarding the passage to the mortal world. The remaining centaurs in the mortal world felt betrayed by their divine creator leaving them behind. Currently the centaurs of the mortal world have turned their back on worshiping gods and vowed to never trust another divine being and to rely on their might to forge their own fate.

EMBER

Goddess of Knowledge

Ember was the first casualty of the war. She died at the hands of Ragnar when he pleaded with her to stop sharing the divine knowledge with mortals and prevent future mortal unions with beasts. After a long-heated debate, Ember went to dismiss him and turned her back. Raged by anger, Ragnar plunged his sword into her body. As she fell to the floor, Ragnar knew that he started something and could not turn back. Ember's death was the start of the Schism. Word spread quickly among the mortals and divine, creating a divide amongst them. With Ember's scholar-priests feeling the emptiness left from the death of their god, they quickly attempted to retain control of the arcane knowledge of the mortal world and looked for ways to preserve it. In their attempts to maintain control over it resulted in the creation of the spellscorched genus.

HUSQUE

God of Death

Husque was one of the many gods that followed Ragnar into battle, standing by his side. Husque was easily persuaded to go to war as he believed the mortals were abusing the knowledge and magic gifted to them to cheat death. During the Schism Husque turned his mightiest followers into wights to go to battle and wreak havoc throughout the land. When it was time to retreat into the Abyss, he left his army of wights to continue roaming the landscape of the mortal world. Husque currently remains in the Abyss, waiting for the right time to return to the mortal world.

RAGNAR

God of Conquest

Ragnar has always believed that mortals should be treated as pets and rewarded them when they obeyed their divine masters and deliver punishments when they did not. Unapproving of the magic and knowledge obtained by mortals and the created unions with beasts, Ragnar quickly expressed his concern among the other gods. He pleaded with the others that the mortals would become less tamable creatures as they mix with beastlike creatures. As his frustrations grew, Ragnar went to Ember (Goddess of Knowledge) and pleaded with her to stop the flow of magic that allowed such unions to occur. Ember did not feel the same way as Ragnar which led to her being murdered by Ragnar. Soon after her death, Ragnar quickly gathered the gods that could be persuaded and began a plan of destruction against anyone that did not side with him. During this war, Ragnar and his allies began a campaign to court with humans creating the Abyss-Kissed genus. As the war continued for 1,000 years, both sides began feeling exhausted. The clerics Ragnar can be spotted wearing purple robes or cloaks with symbols of a skull and circle.

VELENU

Goddess of Poison

Velenu was once the patron deity of snakes who became a casualty of the divine war on top of Mt. Cleatus where she died in battle. The poison that flowed through her body was so strong, after death her body was absorbed into the mountain, poisoning the surrounding lands with her essence. Currently an Abyss-kissed cult makes pilgrimages to the base of Mt. Cleatus, waiting for her rebirth.

CREATING A CHARACTER

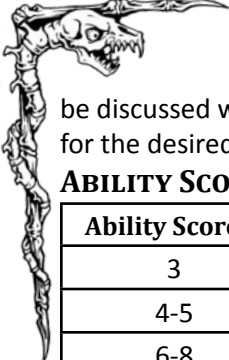
Players take on the role of Player Characters (Characters), each character belongs to a single genus and class that allows them to take heroic actions during gameplay.

Characters can be created and ready to play by following 6 simple steps:

- Roll Abilities
- Select Genus
- Select Class
- Develop Character Details
- Roll for starting Money/ Purchase equipment
- Determine Armor Class (AC) and Attack Bonus (AB) with weapons

ABILITIES

Each character has attributes represented by six ability scores ranging from 3-18 points that help determine their ability to perform heroic feats during game play. These ability scores can be generated by rolling dice or possibly selecting a standard array of numbers (15,14,13,12,10,8). Determining how ability scores are to be generated should



be discussed with the GM to determine the best method for the desired outcome for the world being created.

ABILITY SCORE MODIFIERS

Ability Score	Bonus/ Penalty
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

Strength (Str)

This ability measures the character's physical strength, carrying capacity and making powerful attacks. The strength modifier is used for melee attacks and ability checks involving strength. If modifier is a negative, damage can never be less than one point. Strength is the Prime Requisite for Fighters.

CARRYING CAPACITY

Strength	Light Loaded	Heavy Loaded
3	25	60
4-5	35	90
6-8	50	120
9-12	60	150
13-15	65	165
16-17	70	180
18	80	195

Dexterity (Dex)

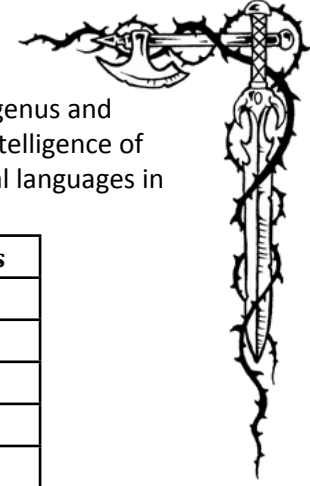
This ability represents a character's agility, aptitude with tools, and the ability to dodge and defend against attacks. The modifier affects armor class, missile (ranged) weapons, Initiative rolls and all checks involving dexterity. Dexterity is the Prime Requisite for Thieves.

Constitution (Con)

This ability reflects a character's overall health, vitality and fight off sickness or poison. The modifier affects hit points, and Poison saving throws. Apply the Constitution bonus or penalty to the characters rolls for saving throws and for hit dice rolled by the character for hit points. Note that a penalty here will not reduce any hit die roll to less than 1 point.

Intelligence (Int)

This ability reflects your character's mental aptitude to learn and apply knowledge with deductive reasoning. The ability bonus for Intelligence is added to all Saving throws against illusions. Intelligence also determined the number of languages the character can read and write; if the character has an Intelligence penalty, they cannot read more than a word or two and will only know their native language. Intelligence is the Prime Requisite for Magic- Users.



Characters speak the languages of their genus and home region by default. Characters with Intelligence of 13 or higher may choose to learn additional languages in additional to the default languages.

Intelligence	Additional Languages
3	0*
4-5	0*
6-8	0*
9-12	0
13-15	1
16-17	2
18	3

* Player Character is unable to Read or Write and can only speak the language of their genus and home region

Wisdom (Wis)

This ability reflects the characters intuition, will power, the ability to make well-considered decisions, and spiritual connection to a deity. The Wisdom bonus or penalty are applied to saving throws vs. magical attacks, particularly those affecting the target's will (charm and other forms of mind control). Wisdom is the Prime Requisite for Clerics and Druids.

Charisma (Cha)

This attribute represents a character's personality and their ability influence or exhibit leadership. Those with high Charisma are well-liked, or at least highly respected. Apply the Charisma bonus or penalty to reaction rolls. Also, the number of retainers a character may hire, and the loyalty of those retainers, is affected by Charisma. Charisma is the Prime Requisite for Bards.

ABILITY SCORE CHECKS

Ability Score Checks are used when a Player Character is using a talent or training to accomplish a task that may not be covered by the rules. The Game Master may ask for the Player Chracter to roll an Ability Score Check based on one of the six abilities that best fits the situation. If it is not noted in the adventure, the GM arbitrary determines the score that needs to be rolled, letting the dice determine the results. The more difficult the task being attempted by the Player Character will usually result in a higher Ability Score Check to be made.

Strength: Climbing, Jumping, Swimming

Dexterity: Balance, Squeezing into tight spaces, Moving quietly, Disabling a device, Concealing objects, Hiding in shadows

Intelligence: Recalling knowledge, Memorization, Writing skills

Wisdom: Religion, Administer first aid, Nature knowledge, Wilderness survival, Knowledge of Poisons

Charisma: Diplomacy, Using disguises, Persuasion

The typically Ability Score Checks table can be referenced.

ABILITY SCORE CHECKS

PC Level	Ability Score Check -Target
1	17
2-3	16
4-5	15
6-7	14
8-9	13
10-11	12
12-13	11
14-15	10
16-17	9
18-19	8
20	7

MORTALS

You should select a mortal genus that best fits your character concept. There are six different genus that can be played in **Odysseys and Overlords** with humans making up the largest population. Examining each one will reveal that they all possess specific traits and abilities that are unique from each other and may have restrictions that limit your desired character creation.

ABYSS-KISSED

During the Divine War, Ragnar and the other Gods that sided with him, began to court with humans creating a new genus of mortals, known as Abyss-kissed. Believing that humans should be choosing divine courtship over beasts, only the most faithful humans were selected. With the war lasting over a thousand years, numerous of humans have been courted, making the Abyss-kissed an established genus living alongside other mortals. With the mortals, giving up on gods and magic after the Schism, most Abyss-kissed's lineage is unknown and they only bare the generational characteristics.

Description: Abyss-kissed have dark hair in purple, red, blue, or black hues and red, green, or purple skin. Slightly smaller than humans, Abyss-kissed stand about 5 and a half to 6 feet tall, and usually weigh between 100-175 pounds. All Abyss-kissed have a strange feature that sets them apart from humans, and many have multiple ones. These features include things like horns, pointed teeth, red eyes, a forked tongue, an odor of burning charcoal, a tail, or even goat legs. No two Abyss-kissed are the same. Players must select 1d4 distinguishing features at character creation. Abyss-kissed usually live around 300 years.

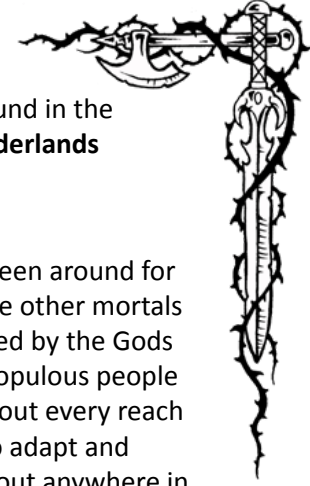
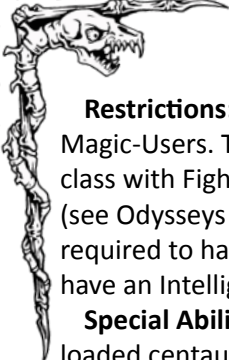
You can uniquely create your own distinguishing, select from the Abyss-kissed Feature table or roll a d20 and letting the dice determine from the table.

d20	Abyss-Kissed Feature
1	A thin tail that extends up to 3 feet.
2	A long tail extending 4 feet with small barbs made of bone growing from the end.
3	A long-forked tongue that can be seen while talking.
4	Straight tall horns similar to a gazelle, come from your forehead.
5	The irises of your eyes are red.
6	Lower part of your body and legs are of a goat.
7	Your body emits an odor of burnt charcoal.
8	Large curled horns resembling those of a ram extend from the side of your head.
9	Short 2-inch horns protrude on top of your forehead.
10	Your mouth is lined with pointed teeth.
11	Your eyes glow red while in complete darkness.
12	Your feet are animal hooves.
13	Small bat like wings, incapable of flight are on your back.
14	The ends of your fingers are black with pointy fingernails.
15	Your tongue has forked ends.
16	Large horns in a spiral patten similarly to an antelope grow from the top of your head.
17	A thick tail up to 5 feet extends from you lower back.
18	Ears come to a sharp point.
19	Your Breath smells of burning sulfur.
20	Obsidian eyes with no pupils or iris.

CENTAUR

The centaurs were originally created by Dragar, the Goddess of War to fight Ragnar and his followers. She took the bravest of humans and merged them with steeds, creating the half human, half horse genus. Toward the end of the war Dragar followed Ragnar's followers into the Abyss, leaving many of the centaur warriors behind. After the Schism, the remaining centaurs banded together to create a kingdom of their own. Majority of the population of the centaurs reside in the Centaur Borderlands but occasionally centaurs can be seen in other parts of the mortal world as traders or an adventurer.

Description: Centaurs appear to be half human, half horse, having the torso, arms and head of a human in the position a horse's head would otherwise occupy. A centaur is as big as a heavy horse, but much taller and slightly heavier; average centaurs are about 7 feet tall and weigh about 2,100 pounds. Most centaurs live around 70 years. Centaurs may charge with a spear or lance just as a human on horseback, with the same bonuses.



Restrictions: Centaurs may become Bards, Fighters, or Magic-Users. They are also allowed to combine any other class with Fighter, as described in Combination Classes (see *Odysseys & Overlords Player's Guide* p. 15). They are required to have a minimum Strength of 9. They may not have an Intelligence higher than 17.

Special Abilities: Centaurs move swiftly. A lightly loaded centaur moves at a rate of 60' while a heavily loaded centaur moves at a rate of 50'. Due to their unique anatomy, centaurs cannot wear full armor, but can still get partial benefit for wearing armor (see Centaur Armor table). Due to their equine build, a light load for a centaur at Strength 9-12 is 200 lbs. A heavy load at Strength 9-12 is 400 lbs. These figures are affected by Strength; each +1 of Strength bonus adds 10% to the capacity of the character.

Saving Throws: Centaurs have no saving throw bonuses.

Special Attack: Centaur Fighters learn to use their hooves in combat, doing 2d6 damage on a hit. Centaurs that are not Fighters roll 2d4 for damage on a successful hit. Centaurs add their Strength modifier to the Attack Bonus, but not to the damage.

Centaurs and Armor: Most centaurs avoid wearing armor as it hinders their movement and prefer to rely on their natural toughness to protect them through battle. Those that do decide to wear armor, do not gain the full protection due to their larger size. The following table should be used as reference if a Player Character chooses to wear armor. Armor restrictions still apply based on the Player Character's class.

				Movement Penalty	
Armor Type	Price	Weight	AC	LL*	HL*
No Armor	0 gp	0	11	0	-10
Padded / Quilted	15 gp	5	11	0	-10
Hide	10 gp	25	11	-10	-20
Leather Armor	20 gp	15	11	-10	-20
Studded Leather	30 gp	20	12	-10	-20
Ring Mail	25 gp	25	12	-20	-30
Chain Mail	60 gp	35	13	-20	-30
Scale	80 gp	45	14	-20	-30
Splint	100 gp	35	14	-20	-30
Banded Mail	200 gp	25	14	-20	-30
Plate Mail	300 gp	45	15	-20	-30
Shield	7 gp	5	+1	-20	-30

*LL = Light Loaded / HL = Heavy Loaded

Note: Due to their size and weight, a centaur in an adventuring party are challenging to balance as a playable race. While it comes with its challenges it doesn't lessen the possible diversity and fun it can add to the party.

More information on Centaurs can be found in the **Odysseys and Overlords: The Centaur Borderlands Gazetteer**.

HUMAN

Humans are the oldest genus and have been around for about 2,000 years. They are from whom the other mortals are drawn from by blessing or curse. Favored by the Gods before the Schism, humans are the most populous people as they have created settlements in just about every reach of the world. Being strong in their ability to adapt and need to conquer they can be found just about anywhere in the world.

Description: Humans come in a broad variety of shapes and sizes. An average human in good health stands between 5 and a half and six and a half feet tall and weighs between 125-200 pounds. Most humans live around 75 years.

Restrictions: Humans may be any single class. They have no minimum or maximum ability score requirements.

Special Abilities: Humans learn unusually quickly, gaining a bonus of 10% to all experience points earned.

Saving Throws: Humans have no saving throw bonuses.

ORC

While the orcs have been around just as long as the human genus, they have chosen to remain isolated from the rest of the world on the island known as the Orclands. They maintain relations to the Kingdom of Luxania and enjoying their solitude from the rest of the world. Few have broken away from their homeland to roam other parts of the mortal world and those that do usually act as ambassadors for peace and nature.

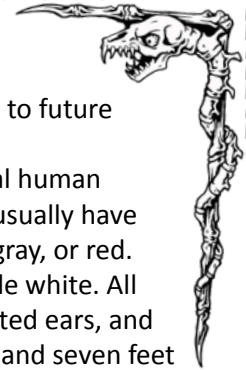
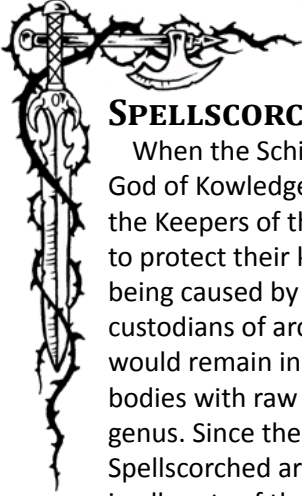
Description: Orcs are tall and muscular from birth. Most of them are at least seven to seven and a half feet tall and weigh about 300-400 pounds. Their typical lifespan is around 60 years, but their shamans tend to live just over a century.

Restrictions: Orcs have no class restrictions but are required to have a minimum Constitution of 9. Due to their huge bodies and heaps of muscles, they may not have a Dexterity higher than 17.

Special Abilities: Once per day, orcs can activate an inner rage within them as an action that lasts for 1 minute. During that time, they add an extra 1d6 to ability checks and saving throws involving Strength or Constitution. The first time an orc is reduced to 0 hit points during this time, they must roll a d20. On a 1-9, they fall unconscious. On a 11-20 they remain with 1 hit point. On a 10 they must reroll.

Saving Throws: Orcs gain a +1 bonus vs Paralysis and Petrify.

More information on Orcs can be found in the **Odysseys and Overlords: The Orclands Gazetteer**.



SPELLSCORCHED

When the Schism began and with the absence of the God of Knowledge, the priests and priestess known as the Keepers of the Arcane went to extreme measures to protect their knowledge. Watching the destruction being caused by the war, they became the self-appointed custodians of arcane knowledge. To ensure that magic would remain in the mortal world, they merged their bodies with raw magic creating the first Spellscorched genus. Since the first merge with the raw magic, the Spellscorched are a well-established genus and can be seen in all parts of the world. Knowing they are descendants of a great gift; they do not take it lightly as they know all too well the toll that sorcery can exact.

Description: Spellscorched are slight of frame and often frail. Spellscorched have skin ranging from pitch black to a muted gray and white or black hair. They have finely chiseled features and pointed ears. Adult spellscorched stand between five and five-and a half feet tall and usually weigh between 110 - 160 pounds. Most have little or no body or facial hair. They have keen eyesight and hearing. Spellscorched are typically inquisitive, passionate, and self-assured, but very cagey and reserved when it comes to discussing magic, which they feel to be incredibly dangerous. Their typical lifespan is about a century.

Restrictions: Spellscorched may become Clerics (though only of Chandra), Fighters, Magic-Users or Thieves; they are also allowed to combine the classes of Fighter and Magic-User, and of Magic-User and Thief (see Combination Classes, below). They are required to have a minimum Intelligence of 9. Due to their generally delicate nature, they may not have a Constitution higher than 17. Spellscorched never roll larger than six-sided dice (d6) for hit points, regardless of class.

Special Abilities: All spellscorched have Darkvision with a 60' range. They are able to find secret doors more often than normal (1-2 on 1d6 rather than the usual 1 on 1d6). A spellscorched is so observant that one has a 1 on 1d6 chance to find a secret door with a cursory look. Spellscorched are immune to the paralyzing attack of ghouls. Also, they are less likely to be surprised in combat, reducing the chance of surprise by 1 in 1d6.

Saving Throws: Spellscorched save at +1 vs. Paralysis or Petrify, and +2 vs. Magic Wands and Spells.

WILD-FOLK

Descendants of a peaceful era in which the company of human and beast was not frowned upon and love ruled over mortals, wild-folk now live with the stigma of being remnants of forbidden love and the agony of being ever separate from the two worlds of their heritage. The magic that allowed the union of beasts and humans is no longer widely used; it did not put an end to the wild-folk existence. They were a well-established genus prior to the Schism and continue

to pass down their beast-like characteristics to future generations.

Description: Wild-folk appear to be bestial human hybrids. Males are bearded, while females usually have sideburns. Their hair color is black, brown, gray, or red. Their eyes are brown or black, with no visible white. All wild folk have pronounced canines, long tufted ears, and heavy claws. Wild-folk average between six and seven feet tall and usually weigh between 170 and 250 pounds. Wild-folk usually live around 70 years.

Restrictions: Wild-folk may become Clerics, Fighters, and Thieves. They must have a minimum Constitution of 9. Due to their bestial nature, they have a maximum Intelligence of 17.

Special Abilities: Wild folk have Darkvision with a 100' range. Due to their enhanced bestial senses, they reduce the chance of being surprised by 1 in 1d6. Their claws grant them 1d4 damage in combat and are considered natural weapons which all wild folk are proficient with (wild-folk do not use the standard unarmed combat rules). Wild-folk Fighters learn to become deadly with their claws. Their claws do 1d6 damage and if a wild-folk Fighter is using their claws in combat and wielding no other weapon or shield, they can roll 2d6, keeping the highest result. Wild folk that are not Fighters do 1d4 damage and can roll 2d4, keeping the highest result if they don't use a weapon.

Saving Throws: Wild-folk gain a +1 bonus vs. any Cold effects.

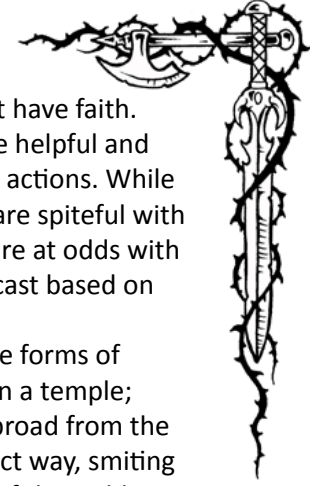
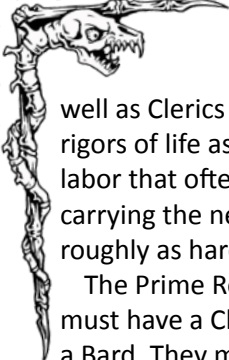
CLASSES

Odysseys and Overlords offers 6 different Character Classes that can be found in core books, with each one filling a unique niche. It is advised that each class should be reviewed to understand any restrictions.

BARD

Bards travel the world seeking lore and sharing tales of daring and heroism. Through adventuring, Bards unearth ancient tales of the time before the Schism while chronicling the new and exciting adventures of their traveling companions. While many Bards are skilled with a variety of musical instruments, performance techniques and styles of oration or writing, each Bard has a signature performance style which they use to inspire friends and win the hearts and minds of foes. Bards fight about as

Class	HD	Requisite	Armor	Weapons
Bard	d8	Cha-9	Non-Metal	Any
Cleric	d8	Wis-9	Any	Blunt Weapons
Druid	d8	Wis-9	Non-Metal	Any
Fighter	d10	Str-9	Any	Any
Magic-user	d6	Int-9	None	Dagger/ Walking Staff
Thief	d6	Dex-9	Non-Metal	Any



well as Clerics and Thieves but not as well as Fighters. The rigors of life as a traveling performer, including the manual labor that often accompanies setting up, tearing down, and carrying the necessary equipment for their art, make Bards roughly as hardy as Clerics.

The Prime Requisite for Bards is Charisma; a character must have a Charisma score of 9 or higher to become a Bard. They may use any weapon but may not wear metal armor as it inhibits movement and interferes with performance, but Bards may use a shield. Leather or Hide armor is also acceptable.

Bards have a special ability called Bardic Inspiration, which is described in the **Odysseys and Overlords Player's Guide**. This special ability allows Bards to bolster and aid their allies on the battlefield through the use of Bard Songs. Any Bard Songs used are regained after a rest similar to a spellcaster regaining spells.

Advanced Rule: Bard Tales

In addition to their Bardic Inspiration abilities, Bards are also known for their tales. A Bard can tell a tale that can frighten, enthuse, or enthrall those around them with lore they have acquired through adventuring and worldly travels. Starting at first level Bards can tell a Bard's Tale that weaves their voice and words into a magical aurora to enact a condition upon an ally or foe. Bards can tell one tale per round and can tell a number of tales equal to their Charisma modifier. Working similar to spells, any expended tales will be regained after a rest.

Courage: One ally that can hear this tale of valor gains +1 to hit on all attack rolls until the end of the Bard's next turn.

Disheartenment: One creature that can hear and understand the Bard's daunting tale must make a save vs. Spells to resist the urge to be paralyzed with fear until the end of the Bard's next turn. The creature effected will become immobile and unable to use any actions, including speech.

Enchantment: One creature that can hear and understand the Bard's captivating tale must make a save vs. Spells to resist the urge to be charmed until the end of the Bard's next turn. The charming effect works similar to the **Charm Person** spell.

Protection: One ally that can hear this heroic tale gains +1 to their Armor Class until the end of the Bard's next turn.

More information on the Bard can be found in the **Odysseys and Overlords Player's Guide** on pages 8-9.

CLERIC

Clerics are champions of their faith and usually dedicate their lives to serving a religious cause. Years prior to the Schism, clerics were plentiful for the deities ruling over multiple domains supplying guidance to mortals. With the deities departing the mortal world through death or retreating to the Abyss, only two gods remain ruling over

all domains supplying dogma for those that have faith. Chandra's acolytes perform actions that are helpful and weave prayers into spells that have healing actions. While those of Ragnar demonstrate actions that are spiteful with spells that are damaging. These two gods are at odds with each other, which limits spells a cleric can cast based on their faith.

Most Clerics spend their time in mundane forms of service such as preaching and ministering in a temple; but there are those who are called to go abroad from the temple and serve their deity in a more direct way, smiting undead monsters and seeking fallen relics of the Golden Age for the glory of their deity. Player character Clerics are assumed to be among the latter group.

Clerics fight about as well as Thieves, but not as well as Fighters. They are hardier than Thieves, at least at lower levels, as they are accustomed to physical labor that the Thief would deftly avoid. Clerics can cast spells of divine nature starting at 2nd level, and they have the power to Turn the Undead, that is, to drive away undead monsters by means of faith alone.

The Prime Requisite for Clerics is Wisdom; a character must have a Wisdom score of 9 or higher to become a Cleric. They may wear any armor but may only use blunt weapons.

Advanced Rule: Orisons (Prayers)

At first level a Cleric can cast an orison during a round as an action. An orison is a prayer granted from their deity allowing them to cast a Level Zero spell. Clerics may cast any of the orisons available equal to one plus their Wisdom modifier, minimum of one. All expended orisons are regained following the same process of gaining Spells from level 1-5.

Example: Leonia is a first level Cleric with a Wisdom of 16. A 16 Wisdom has a modifier of +2, which allows Leonia to cast 3 of any of the five orisons. After casting 3 spells, they will not be able to cast any additional Level Zero spells until a rest has been taken. More information on the cleric can be found in the **Odysseys and Overlords Player's Guide** on page 10.

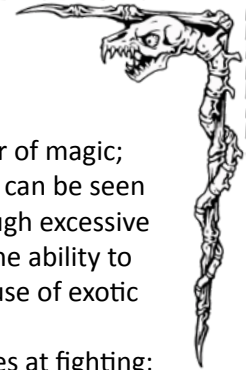
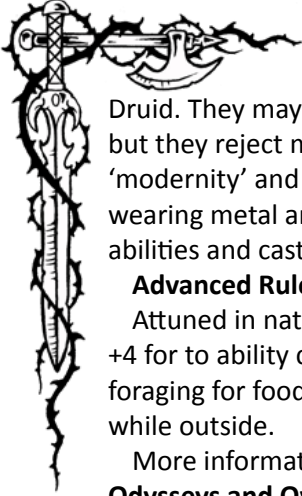
DRUID

To be a druid is to become one with nature. Those that choose to go down that path devote their lives to the protection and the preservation of all things natural. They reject modernism and usually dwell away from civilization in forests, deserts, mountains, caves, and islands.

Druids are not incredibly tough but have developed resistances due to their exposure to nature.

A druid can cast spells of divine nature starting at 2nd level, and they can focus to channel the Call of the Wild which helps them become one with nature depending on how long they focus.

The Prime Requisite for Druids is Wisdom; a character must have a Wisdom score of 9 or higher to become a



Druid. They may use any weapon and wear any armor, but they reject metal armor due to how it symbolizes 'modernity' and straying away from tradition. A druid wearing metal armor cannot use their Call of the Wild abilities and cast spells.

Advanced Rule: Nature Attuned

Attuned in nature and their surroundings the Druid gains +4 for to ability checks made for tracking known creatures, foraging for food and will always know which way is north while outside.

More information on the Druid can be found in the **Odysseys and Overlords: The Orclands Gazetteer**.

FIGHTER

Fighters make up those that have been trained in combat and to never shy away from danger. Either the training received from being a soldier, local guard or cultural style, make them proficient in the use of all weapons and armor.

Fighters are the best at fighting of all the classes. They are also the hardiest, able to take more punishment than any other class. Although they are not skilled in the ways of magic, Fighters can nonetheless use many magic items, including but not limited to magical weapons and armor. Fighters have the highest Hit Die out of all the classes.

The Prime Requisite for Fighters is Strength; a character must have a Strength score of 9 or higher to become a Fighter. Members of this class may wear any armor and use any weapon.

Advanced Rule: Proficient Fighting Styles

Adding to the fighter's combat skills, they can select a Proficient Fighting Style that can better define the technique employed during combat.

Archery: Extensive training with bows have made you an expert with missile attacks using bows. When attacking with short/long bow or light/heavy crossbow you gain an additional +1 to your Attack Bonus.

Berserker: You have trained with the most competent warriors that have taught you that the path of chaos in combat can lead to victory. When you enter in a berserker rage you gain +2 To Hit, + 2 Damage on all melee attacks and -2 to Armor Class. You can enter a Berserker rage to half your levels per day, with a minimum of twice per day.

Shield Master: You have been trained in the arts of using a shield as an added defense mechanism. While using a shield you gain addition +1 to your Armor Class.

Weapon Specialist: Learning the way of melee weapons on the battlefield, you gain an additional +1 to your attack bonus while using any melee weapon during combat.

Dual Wielding: While fighting with 2 weapons (see two-weapon fighting), before you attack you can declare to use your off weapon defensively and gain+1 to your AC as if you were using a shield.

More information on the fighter can be found in the **Odysseys and Overlords Player's Guide** on page 11.

MAGIC-USER

Seekers of knowledge drawn to the power of magic; Magic-Users come from all walks of life and can be seen in most societies. Gaining their power through excessive studying of lore and the arcane, they gain the ability to cast spells through uttering words and the use of exotic ingredients to weave magic to their whim.

Magic-Users are the worst of all the classes at fighting; hours spent studying massive tomes of magic do not lead a character to become strong or adept with weapons. They are the least hardy, equal to Thieves at lower levels but quickly falling behind. The Prime Requisite for Magic-Users is Intelligence; a character must have an Intelligence score of 9 or higher to become a Magic-User. The only weapons they become proficient with are the dagger and the walking staff (or cudgel). Magic-Users may not wear armor of any sort nor use a shield as such things interfere with spellcasting. A first level Magic-User begins play knowing read magic and one other spell of first level. These spells are written in a spellbook provided by their master, academy, or ancestral tome.

Advanced Rule: Cantrips

A Magic-user can learn a number of Cantrips equal to their Intelligence modifier in addition to their normal spells. Along with being able to cast **read magic** at-will starting at first level the Magic-User knows a number of cantrips (Zero Level Spells). Cantrips are spells so ingrained in their memory that they do not need their spell book to memorize and take little effort to cast.

Example: Meeka is a first level Magic-User with an Intelligence score of 17 (+2). At first level they will know read magic and 2 additional cantrips that they can cast at-will, in addition to their spells in their spellbook.

More information on the Magic-user can be found in the **Odysseys and Overlords Player's Guide** on pages 12.

THIEF

Not all Thieves come from insidious backgrounds, but they all exhibit the same cunning actions that have given them that reputation. Either it be picking locks, disarming traps, or sneaking through shadows, all Thieves come with unique skills.

Thieves fight better than Magic-Users but not as well as Fighters. Avoidance of honest work leads Thieves to be less hardy than the other classes, though they do pull ahead of the Magic-Users at higher levels. The Prime Requisite for Thieves is Dexterity; a character must have a Dexterity score of 9 or higher to become a Thief. They may use any weapon but may not wear metal armor as it interferes with stealthy activities, nor may they use shields of any sort. Leather armor is acceptable, however.

Thieves have several abilities allowing them to perform tasks. The adjustments to the thief's abilities can be implemented to better enhance game play.

Advanced Rule: Thief's Abilities

Allowing for a bit of customization the thief's special abilities can be adjusted based on their ability score modifier with adding or subtracting 5% for every positive or negative modifier attributed to the score.

Thief Ability	Ability Score
Open Locks	Dexterity
Remove Traps	Intelligence
Pick Pockets	Dexterity
Move Silently	Dexterity
Climb Walls	Strength
Hide	Dexterity

Example: Lance the party's thief of level 2, is attempting to open a lock. Lance has a 30% chance based on the Thief Abilities table. Since he has a 16 Dexterity (+2), he adds 10% to the 30%, making it a 40% chance to Open Locks. In a scenario were Lance only has an 8 for Intelligence (-1), it will decrease his chances to Remove traps by 5%. Subtracting the 5% from the Thief Abilities table decreasing his abilities to Remove Traps from 25% to 20%.

More information on the thief can be found in the **Odysseys and Overlords Player's Guide** on pages 13-14.

CHARACTER DETAILS

Your character's name and physical description might be the first things that other players at the table learn about you. Building on these details can help create a picture of your character and make them uniquely yours.

Name

As the dominant mortals are humans, names of mortals reflect the variety of types of people they are. With years of migration and assimilating into different cultures everyone can have a name uniquely different to fit their desired character. Names in *Odysseys & Overlords* are used for individual identity and not for regional or national identification.

Gender

There are no hinderances to playing a specific gender as in most cases it is irrelevant as humans have been utilizing magic for reproduction for hundreds of years. They maintained that knowledge after the Schism and use it when needed or desired.

Height and Weight

You can determine your character's height and weight by using the information provided in the genus descriptions of Mortals section or roll dice using the random height and weight table.

The dice rolled in the Height Modifier column determines the extra inches added to character's Base Height (in inches). The number rolled for the Height Modifier is multiplied by the dice rolled in the Weight Modifier column to determine the character's extra weight (in pounds), added to the character's base weight.

Genus	Base Height	Base Weight	Height Modifier	Weight Modifier
Abyss-Kissed	4'9"	95	4d4	x2d4
Centaur	6'4"	2050	2d6	X2d4
Human	4'10"	115	2d10	x2d4
Orc	6'7"	280	3d4	X2d6
Spellcorched	4'7"	80	2d4	x2d4
Wild-Folk	5'10"	160	2d6	x3d4

Example: Lance who is an Abyss-kissed, has a Base Height of 4 feet 9 inches plus the height Modifier of 4d4 inches. Lance rolls 4d4 and gets a total of 10 and adds 10 inches to their base height, making Lances total height of 5 feet 6 inches. Lance now uses the number rolled for determining the Height Modifier, which was 10 and multiplies it by the Weight Modifier 2d4 pounds. Lance rolls 2d4 and gets a total of 6, which means that Lance adds 60 pounds to their base weight of 95 pounds. Lance is 5'6" and 155 pounds.

$$\begin{aligned}(\text{Base Height}) + (\text{Height Modifier}) &= \text{Total Height} \\ (\text{Base Weight}) + (\text{Height Modifier} \times \text{Weight Modifier}) &= \\ &\text{Total Weight}\end{aligned}$$

OTHER CHARACTERISTICS

You choose you character's age, color of hair, eyes and skin. Players can apply additional uniqueness to their character by adding physical characteristics such as a limp, scars, or tattoos.

Background

Creating a background helps reveal where the character came from, what aspirations they have, their fears and why they have turned to the life of adventuring. The story you choose only enhances the character make them more uniquely your creation.

Languages

Characters speak the languages of their genus and home region by default. Characters with Intelligence of 13 or higher may choose to learn additional languages and may select from the Standard Languages of the mortal world.

COINAGE AND EQUIPMENT

There are five coins that make up the currency with the most common monetary value processed in gold pieces (GP).

Coin	CP	SP	EP	GP	PP
Farthings	1				
Rosebud	10	1			
Throne	50	5	1		
Scepter	100	10	2	1	
Crown	500	50	10	5	1

1 platinum piece, called a **crown** (pp) = 5 gold pieces (gp)

1 gold piece, called a **scepter** (gp) = 10 silver pieces (sp)

1 electrum piece, called a **throne** (ep) = 5 silver pieces

(sp)

STANDARD LANGUAGES

Abyssal	This abstruse language is difficult to comprehend to the untrained ear as it consists of missing vowels and slurring words together. Spoken by all Abyss-kissed.
Embskript	Few remember the god that this language was named after but spoken by many, with each kingdom developing its own dialect from it. Embskript is known as the common language; Chandra's Haven, Estria, and Madrea can communicate with each other since they all share the same dialect.
Giant	This the language that all giantkin speak and is the main language for the people of Gianthome.
Goblin	Spoken by all goblinoids (Bugbear, Goblin, Hobgoblin, Urgoblin)
Necron	Spoken by the people of the Shard, this language is also known as the language of the dead. All undead can speak Necron or understand it if they cannot speak.
Orcish	Primary language spoken by the inhabitants of the Orclands.
Spellspeech	Spoken by the people of Luxania and all spellscorched.
Wildtongue	Learned instinctually by Wild-folk and Centaurs, this language consists of vocal grunts, snarls, arm and hand gestures. Many verbal sounds can have different meanings based on the position of the arms or gesture created by the hands

1 silver piece, called a **rosebud** (sp) = 10 copper pieces (cp)

Copper pieces are called **farthings**.

While playing with encumbrance rules and for game mechanic purposes, assume that one coin weighs 1/10th of a pound (10 coins = 1 pound), and that five coins will "fit" in a cubic inch of storage space (not literally accurate, but works well enough when applied to a box or chest).

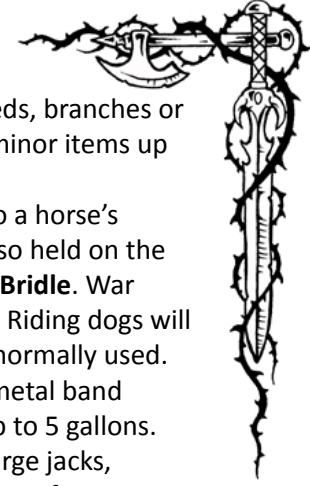
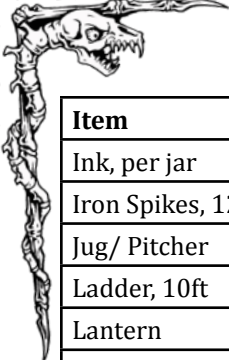
First level characters generally begin the game with common clothing and 3d6 x 10 gp. Another option instead of doing the generic 3d6x10 roll, starting wealth can be determined by class (rolling or taking the average for starting gold pieces).

Class	Starting Wealth	Average
Bard	4d4x10	105 gp
Cleric	4d4x10	100 gp
Druid	3d4x10	75 gp
Fighter	5d4x10	125 gp
Magic-User	3d4x10	75 gp
Thief	4d4x10	100 gp

EQUIPMENT

This list represents common adventuring equipment at average prices. Prices and availability may vary depending on setting, campaign or GM discretion. Weights are expressed in pounds. Items marked * weigh very little; ten such items weigh one pound. Items marked ** have almost no weight and should not be counted. All items (including ammunition such as arrows and bolts) are sold individually unless otherwise noted. Descriptions for items that may be needed for clarification have been included.

Item	Price	Weight
Abacus	1 gp	*
Arrows (10)	1 gp	*
Backpack	4 gp	*
Ball bearings (bag of 1,000)	1 gp	2
Barrel	2 gp	5
Basket	4 sp	1
Bedroll	1 gp	7
Bell	1 gp	**
Belt Pouch	1 gp	*
Bit and bridle	15 sp	3
Blanket	1 gp	3
Bucket	5 cp	1
Caltrops	1 gp	2
Candles, 12	1 gp	*
Chain (10 feet)	5 gp	15
Chalk, small bag of pieces	2 gp	*
Chest	5 gp	25
Cloak	2 gp	1
Clothing, common	4 gp	1
Clothing, fine	15 gp	2
Crossbow Bolt (5)	1 gp	*
Crowbar	2 gp	5
Flasks, metal	2 gp	1
Glass bottle or vial	1 gp	*
Grappling Hook	2 gp	4
Holy Symbol	25 gp	*
Holy Water, per vial	10 gp	*
Horseshoes & shoeing	1 gp	10
Hourglass	25 gp	1



Item	Price	Weight
Ink, per jar	8 gp	1/2
Iron Spikes, 12	1 gp	1
Jug/ Pitcher	2 cp	3
Ladder, 10ft	1 gp	20
Lantern	5 gp	2
Lantern, Bullseye	14 gp	3
Lantern, Hooded	8 gp	2
Magnifying glass	100 gp	*
Manacles (without padlock)	6 gp	4
Map / Scroll case	1 gp	1/2
Mirror, small metal	7 gp	*
Oil (per flask)	1 gp	1
Padlock (with 2 keys)	1 gp	1
Paper (per Sheet)	1 gp	**
Pole, 10' wooden	1 gp	10
Pouch	5 sp	*
Quill	1 sp	**
Quill Knife	1 gp	*
Quiver/ Bolt Case (20)	1 gp	1
Rations, dry, one week	10 gp	14
Rope, hemp (50ft)	1 gp	5
Rope, silk (50ft)	10 gp	2
Sack, Large	1 gp	*
Sack, Small	5 sp	*
Saddle, Pack	5 gp	15
Saddle, Riding	10 gp	35
Saddlebags, pair	4 gp	7
Scale, merchant's	5 gp	3
Sling - Stone (15)	-	*
Sling - Bullet (10)	1 gp	*
Spellbook	25 gp	1
String/ Twine (100ft)	2 sp	*
String/ Twine - Silk (100ft)	1 gp	**
Tent, Large (ten people)	25 gp	20
Tent, Medium (two person)	15 gp	10
Tent, Small (one person)	5 gp	5
Thieves' picks and tools	25 gp	1
Tinderbox, flint and steel	3 gp	1
Torches, 6	1 gp	1
Whetstone	1 gp	1
Whistle	1 gp	**
Wineskin / Waterskin	1 gp	2

Spilling **Ball Bearings** from their pouch can cover 10-foot square leveled area. A creature moving across the covered area has a 1 in 6 chance of slipping and falling.

A typical **Basket** is usually made from reeds, branches or other natural material and meant to hold minor items up to 5 pounds.

Bit and Bridle: A **Bit** is the device put into a horse's mouth; the reins are tied to this and it is also held on the horse's head with leather straps called the **Bridle**. War rams can use a modified bit and bridle too. Riding dogs will not take a bit in the mouth, but a bridle is normally used.

Most **buckets** are made of wood with a metal band holding them together, intended to hold up to 5 gallons.

Caltrops are metal spikes that look like large jacks, shaped so that there is always one sharp point facing up. One bag can be scattered over a 5' area. If a creature moves through or spends a round fighting in an area scattered with caltrops, there is a 2 in 6 chance it will step on one. Heavy boots reduce the chances of stepping on a caltrop to 1 in 6. Stepping on a caltrop deals 1 point of damage and reduces the creature's walking speed by half for 24 hours or until it receives some form of healing. If the creature is attempting to move or charge through the caltrops and it steps on one, the pain forces it to stop, unless the creature is mindless or cannot feel pain.

A **Chain** used for securing items, creatures or other possessions can be broken by doing 10-hit points of damage.

Most **Chests** are wooden boxes with metal hinges with a mechanism to attach a lock.

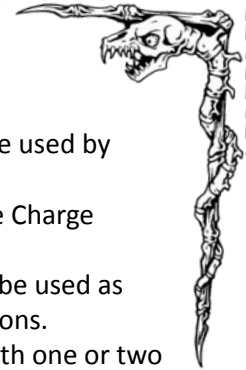
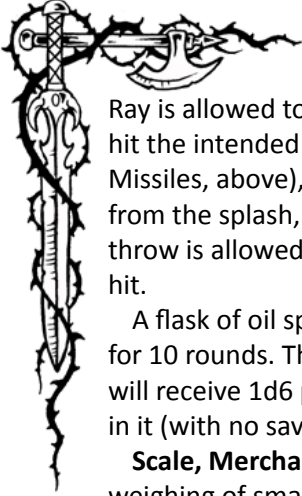
Crowbar: A bar of iron with a curve at one end the end is flattened and split to help pull nails out of a board. The other end is flattened without a split, this end used to pry one piece of wood from another. Using a crowbar's leverage grants +2 to Strength checks made while using it.

Metal Flask, containers that hold between 8 and 12 oz. of liquid. Includes a cork stopper.

Manacles. These metal restraints are intended to bind and restrain a humanoid creature. Escaping the manacles requires breaking them by doing 15 points of damage.

A Flask of **Oil** usually comes in a clay flask that holds 1 pint. A flask of oil can be used as a grenade-like missile. The oil must be set afire in order to inflict damage; otherwise the oil is just slippery. Assuming some means of igniting the oil is at hand, a direct hit to a creature deals 1d8 points of fire damage, plus in the next round the target takes an additional 1d8 points of damage, unless they spend the round extinguishing the flames by some reasonable means. The GM must judge the method used; rolling on the floor (assuming it's not oily also) or covering the flames with a wet blanket are good methods, for instance, while pouring or splashing water on burning oil does little good. In any event, a flask of burning oil only causes damage for two rounds at most.

If the oil is ignited by some sort of wick or fuse, then all other creatures within 5 feet of the point of impact receive 1d6 points of fire damage from the splash. A save vs. Death



Ray is allowed to avoid this damage. If the flask does not hit the intended target (as described under Grenade-Like Missiles, above), then that creature may still take damage from the splash, and receives a saving throw. No saving throw is allowed for a creature which has received a direct hit.

A flask of oil spilled or splattered on the ground will burn for 10 rounds. Those attempting to cross the burning oil will receive 1d6 points of fire damage each round they are in it (with no saving throw in this case).

Scale, Merchant's. This scale used in the precision weighing of small objects comes with a assortment of weights up to 2 pounds.

Weapons

A melee weapon is used to attack a creature/ target within 5 feet and missile weapons are used to attack a creature/target at a distance.

Melee Weapons use the Character's Strength modifier in addition to any attack bonuses they may already have to all attack and damage rolls.

Special Notations

B = Blunt: Weapons in this category can be used by Clerics.

C = Charge: Weapons capable of using the Charge movement.

T = Thrown: Signifies which weapons can be used as Melee Weapons or thrown as Missile Weapons.

V = Versatile: This weapon can be used with one or two hands in melee combat. When using two hands, damage value is noted in the Special section of the weapon table.

** : The wielder of the lance, while on foot, has -5 to any creature attacked within 5 feet. While mounted only one hand is needed to wield the lance.

Weapon Size

Size of weapons determine if Player Characters need both hands to wield it properly or have the ability to use it as an off-hand attack during two weapon fighting. Player characters must wield Large weapons with both hands but may use Small or Medium weapons in one hand. Some weapons must be used with both hands by design, such as

bows and crossbows. Characters wielding a Small melee weapon can choose to use Dexterity or Strength modifier to their Attack Bonus, but still use their Strength modifier for damage.

Missile Weapons use the Character's Dexterity modifier in addition to any attack bonuses they may already have to all attack rolls. Each time you attack using a weapon that uses **ammunition**, the weapons expends one piece of ammunition. Drawing ammunition from the quiver or case is part of the attack. You can only reclaim ammunition that has hit a creature. Based on the distance the missile weapon is used additional modifiers will need to be added to the Player Character's attack bonus for the weapon. (**Odysseys and Overlords Player's Guide** - page 16)

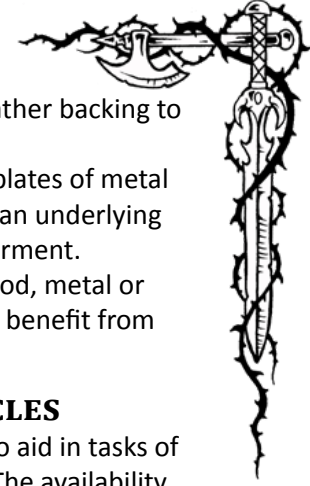
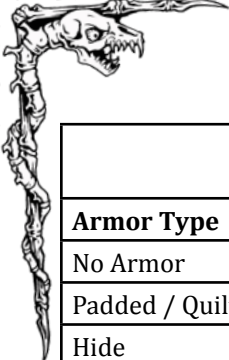
Silvered Weapons

Some creatures can only be damaged of weapons made of silver. A single weapon or ten pieces of ammunition can be silvered for 25gp plus the normal cost of the weapon or ammunition.

Armor and Shields

Every Player Character starts with an Armor Class (AC) of 11 plus their dexterity modifier. Based on the Player Character's class, purchasing armor or a shield enhances their AC. Depending on the type of armor worn by the Player Character, it may impact their movement based on their weight encumbrance.

Weapon	Price	Size	Weight	Damage	Special*
Axe, Battle	7 gp	M	7	1d8	V-1d10
Axe, Great	14 gp	L	15	1d12	
Axe, Hand	4 gp	S	5	1d6	T
Club/ Cudgel	2 sp	M	1	1d4	B
Dagger	10 gp	S	1	1d4	T
Flail	8 gp	M	2	1d8	
Heavy Crossbow	50 gp	L	14	1d8	
Lance	10 gp	L	10	1d10	**
Light Crossbow	30 gp	M	7	1d6	
Longbow	60 gp	L	3	1d8	
Longsword	10 gp	M	4	1d8	V-1d10
Mace	6 gp	M	10	1d8	B
Maul	10 gp	L	16	1d10	B
Pole Arm	9 gp	L	15	1d10	C
Quarterstaff	2 gp	L	4	1d6	B
Scimitar	10 gp	M	4	1d8	
Scythe	7 gp	L	10	1d8	
Shortbow	25 gp	M	2	1d6	
Shortsword	6 gp	S	3	1d6	
Sickle, hand	2 gp	S	2	1d6	
Sling	1 gp	S	-	1d4	B
Spear	5 gp	M	5	1d6	V-1d8, T,C
Two-Handed Sword	18 gp	L	10	1d12	
Warhammer	4 gp	S	6	1d6	B, T
Walking Staff	2 sp	M	1	1d4	B
Whip	3 gp	M	2	1d4	



				Movement Penalty	
Armor Type	Price	Weight	AC	LL*	HL*
No Armor	0 gp	7	11	0	-10
Padded / Quilted	15 gp	10	12	0	-10
Hide	10 gp	30	13	-10	-20
Leather Armor	20 gp	15	13	-10	-20
Studded Leather	30 gp	25	14	-10	-20
Ring Mail	25 gp	30	14	-20	-30
Chain Mail	60 gp	40	15	-20	-30
Scale	80 gp	55	16	-20	-30
Splint	100 gp	45	16	-20	-30
Banded Mail	200 gp	35	16	-20	-30
Plate Mail	300 gp	50	17	-20	-30
Shield	7 gp	5	+1	-20	-30

*LL = Light Loaded / HL = Heavy Loaded

Padded Quilted: is created from layers of cloth placed on top of each other. It is often ceremonial rather than functional but does offer minimal amounts of protection.

Hide: The process of creating hide armor involves curing the beast's hide or fur and sewing it to clothing. It is often hot and itchy but offers protection like regular leather armor.

Leather Armor: This armor is made of pieces of hardened leather, boiled, and shaped to protect the wearer. The leather pieces are sewn to a cloth undergarment for maximum flexibility.

Studded Leather: Flexible leather with metal plates, studs or rivets are attached to the garment to supply added protection to the wearer.

Ring Mail: Consisting of rings of steel directly sewn to an undergarment. The rings themselves offer great flexibility and supply moderate protection. The underlying garment is usually soft and supple leather which can withstand mild punishment.

Chain Mail: Linking small rings of metal that create flexible protective mesh. Chain mail is worn over a padded undergarment that adds to the protection.

Scale: Made of metal scales directly woven to an undergarment that offers flexibility and protection.

Splint Mail: A form of chain mail where small strips of metal are interwoven amongst the rings of the mail. These strips of metal offer excellent coverage and better protection than regular chain mail at the price of additional weight and less flexibility.

Banded Mail: Armor that is layered with overlapping bands of metal connect with leather, woven silk or rivets.

The bands of metal are attached to a leather backing to provide additional protection.

Plate Mail: Consisting of interlocking plates of metal that encase nearly the entire body with an underlying suit of chain mail and a padded undergarment.

Shield: A Shield can be made from wood, metal or hides to be carried in one hand. You can benefit from only one shield at a time.

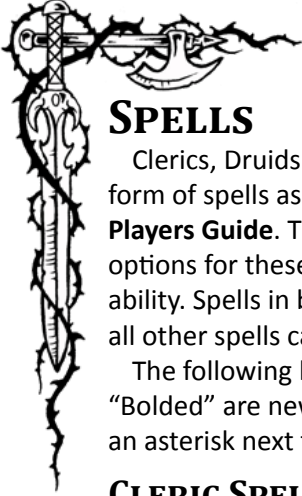
ANIMALS, MOUNTS AND VEHICLES

Player Characters can utilize animals to aid in tasks of guarding, carrying or as riding mounts. The availability will vary based on locations and would be at the GM's discretion on the availability of procuring an animal. Gaining an animal may require an animal handler or training to be retained. A mount and vehicle can help Player Characters carry and move efficiently from one point to another. The price for acquiring the mount does not include the equipment to ride or the cost for caring for them. Additional expenditures will be needed to maintain the care for mounts. The following contains additional animals, mounts and vehicles as described in

Odyssey and Overlords Players Guide, Page 17.

Animal	Price
Camel	100 gp
Cat, Hunting	1,000 gp
Donkey/Mule	40 gp
Dog, Guard	25 gp
Dog, Hunting	20 gp
Elephant, Labor	200 gp
Elephant, War	500 gp
Goat	1 gp
Horse, Draft	120 gp
Horse, War	200 gp
Horse, Riding	75 gp
Ox	15 gp
Pony	40 gp
Pony, War	80 gp
Wolf	1,000 gp

Vehicle	LxW	Wt	Cargo	Mvt	HP	Cost
Cart	15'x 4'	500	500 lbs	40'(20')	8/10	50 gp
Chariot	15'x 6'	300	750 lbs	60'(10')	10/10	400 gp
Coach	30'x 8'	1,000	2,000 lbs	40'(15')	6/12	1,500 gp
Wagon	35'x 8'	2,000	4,000 lbs	40'(15')	6/16	500 gp



SPELLS

Clerics, Druids and Magic-users utilize their magic in the form of spells as described in the **Odysseys and Overlords Players Guide**. This section provides additional spells and options for these spellcasters to add to their spellcasting ability. Spells in bold are new spells found in this section, all other spells can be found in the core books.

The following list are spells available and those that are "Bolted" are new spells found in this section. Spells with an asterisk next to them are reversible.

CLERIC SPELLS

Receiving spells through dedication of faith and prayer, the cleric receives spells after a getting the adequate resting time and performing the proper observances to their deity daily.

ZERO LEVEL CLERIC SPELLS (ORISONS)

1	Cure Minor Wounds
2	Detect Poison
3	Guidance
4	Resistance
5	Mend

FIRST LEVEL CLERIC SPELLS

1	Cure Light Wounds*
2	Detect Evil
3	Detect Magic
4	Light
5	Protection from Evil *
6	Purify Food and Water
7	Remove Fear*
8	Resist Cold
9	Sanctuary

SECOND LEVEL CLERIC SPELLS

1	Bless*
2	Charm Animal
3	Find Traps
4	Hold Person
5	Resist Fire
6	Silence 15' Radius
7	Speak with Animals
8	Spiritual Hammer
9	Zone of Truth

THIRD LEVEL CLERIC SPELLS

1	Continual Light*
2	Cure Blindness
3	Cure Disease*
4	Growth of Animals
5	Locate Object
6	Remove Curse*
7	Speak with Dead
8	Striking

FOURTH LEVEL CLERIC SPELLS

1	Animate Dead
2	Create Water
3	Cure Serious Wounds*
4	Dispel Magic
5	Neutralize Poison*
6	Protection from Evil 10' radius*
7	Speak with Plants
8	Sticks to Snakes

FIFTH LEVEL CLERIC SPELLS

1	Commune
2	Create Food
3	Dispel Evil
4	Insect Plague
5	Healing Aura*
6	Quest*
7	Raise Dead*
8	True Seeing
9	Wall of Fire

SIXTH LEVEL CLERIC SPELLS

1	Animate Objects
2	Blade Barrier
3	Find the Path
4	Heal*
5	Regenerate
6	Restoration
7	Speak with Monsters
8	Word of Recall



DRUID SPELLS

Druids receive their spells through devotion to nature and their ancestral customs. After a rest, generally in the morning, a Druid must meditate or pray for at least five turns in order to prepare spells. A Druid may prepare any Druid spell of any level they are able to cast.

FIRST LEVEL DRUDIC SPELLS

1	Beast Bond
2	Cure Light Wounds
3	Entangle
4	Purify Food and Water
5	Resist Cold
6	Resist Lightning

SECOND LEVEL DRUDIC SPELLS

1	Charm Animal
2	Clairvoyance
3	Resist Fire
4	Speak with Animals
5	Warp Wood
6	Web

THIRD LEVEL DRUDIC SPELLS

1	Cure Disease
2	Growth of Animals
3	Locate Objects
4	Speak with Plants
5	Water Breathing

FOURTH LEVEL DRUDIC SPELLS

1	Create Water
2	Cure Serious Wounds
3	Growth of Plants
4	Neutralize Poison
5	Polymorph Self

FIFTH LEVEL DRUDIC SPELLS

1	Commune
2	Create Food
3	Insect Plague
4	Resist Poison
5	Wall of Fire

SIXTH LEVEL DRUDIC SPELLS

1	Conjure Elemental
2	Heal
3	Regenerate
4	Reincarnate
5	Restoration



MAGIC-USER SPELLS

Magic-Users are able to cast spells from the knowledge they have acquired through years studying and understanding the ways of magic. At first level a magic-user will be able to cast **read magic** at-will, plus a number of cantrips equal to their Intelligence modifier in addition to the appropriate leveled spells in their spellbook. Every Magic-User has their own distinctive spellbook written in a magic script, which is used to record the spells they have learned. It is through this spellbook which allows Magic-Users to prepare spells after resting and has the adequate time to memorizing the spells.

ZERO LEVEL SPELLS (CANTRIPS)

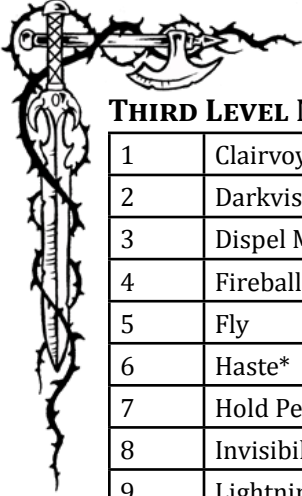
1	Clean
2	Flare
3	Mage Hand
4	Minor Illusion
5	Read Magic

FIRST LEVEL SPELLS

1	Charm Person
2	Detect Magic
3	Floating Disc
4	Hold Portal
5	Light*
6	Magic Missile
7	Magic Mouth
8	Protection from Evil*
9	Read Languages
10	Shield
11	Sleep
12	Ventriloquism

SECOND LEVEL MAGIC-USER SPELLS

1	Continual Light*
2	Detect Evil*
3	Detect Invisible
4	ESP
5	Invisibility
6	Knock
7	Levitate
8	Locate Object
9	Mirror Image
10	Phantasmal Force
11	Web
12	Wizard Lock



THIRD LEVEL MAGIC-USER SPELLS

1	Clairvoyance
2	Darkvision
3	Dispel Magic
4	Fireball
5	Fly
6	Haste*
7	Hold Person
8	Invisibility 10' radius
9	Lightning Bolt
10	Protection from Evil 10' radius*
11	Protection from Normal Missiles
12	Water Breathing

FOURTH LEVEL MAGIC-USER SPELLS

1	Charm Monster
2	Confusion
3	Dimension Door
4	Growth of Plants*
5	Hallucinatory Terrain
6	Ice Storm
7	Massmorph
8	Polymorph Other
9	Polymorph Self
10	Remove Curse*
11	Wall of Fire
12	Wizard Eye

FIFTH LEVEL MAGIC-USER SPELLS

1	Animate Dead
2	Cloudkill
3	Conjure Elemental
4	Feeblemind
5	Hold Monster
6	Magic Jar
7	Passwall
8	Telekinesis
9	Teleport
10	Wall of Stone

SIXTH LEVEL MAGIC-USER SPELLS

1	Anti-Magic Shell
2	Death Spell
3	Disintegrate
4	Flesh to Stone*
5	Geas*
6	Invisible Stalker
7	Lower Water
8	Projected Image
9	Reincarnate
10	Wall of Iron

NEW SPELLS

BEAST BOND

Druid 1

Range: Touch

Duration: 10 rounds/ level

You establish a telepathic link with one beast you touch that is friendly to you or charmed by you. The spell fails if the beast's HD is 2 or higher. Until the spell ends, the link is active while you and the beast are within line of sight of each other. Through the link, the beast can understand your telepathic messages to it, and it can telepathically communicate simple emotions and concepts back to you. While the link is active, the beast gains advantage on attack rolls against any creature within 5 feet of you that you can see.

CLEAN

Magic-User 0

Range: Touch

Duration: 1 round

When casting this spell, you can clean or polish a non-living object or surface no larger than 1 cubic foot.

CURE MINOR WOUNDS

Cleric 0

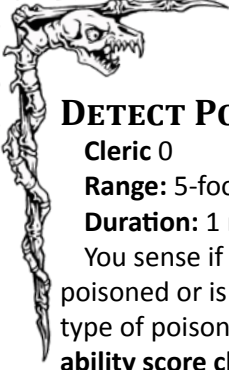
Range: 30'

Duration: Instantaneous

You utter words of prayer honoring your deity and an injured creature that can hear you is healed for one point of damage.

The reverse of this spell, **cause minor wounds**, causes one point of damage to the creature that can hear the words of the prayer.

Undead are affected by this spell and its reverse in opposite fashion; they are injured by **cure minor wounds** and healed by **cause minor wounds**.



DETECT POISON

Cleric 0

Range: 5-foot cube

Duration: 1 round/level

You sense if a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a Wisdom ability score check (See **ability score check**).

The spell can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

ENTANGLE

Druid 1

Range: 100 ft

Duration: 3 rounds/level

This spell causes grasses and vines to sprout from the ground and grasp any creature in a 20-foot square area from a point that can be seen. All Creatures in the area must make a save vs. Spells or be entangled with vegetation, reducing their movement to half.

FLARE

Magic-User 0

Range: 10 feet

Duration: instantaneous

Casting this cantrip causes a brief flash of light, small flame, or spark to appear with 10 feet of the caster.

GUIDANCE

Cleric 0

Range: Touch

Duration: 1 round

You touch one creature and surround them with an aurora of divinity from your deity, granting them +1 to hit to all attacks

trace of the former damage. The spell cannot mend broken magic rods, staffs, or wands, nor does it affect creatures (including constructs).

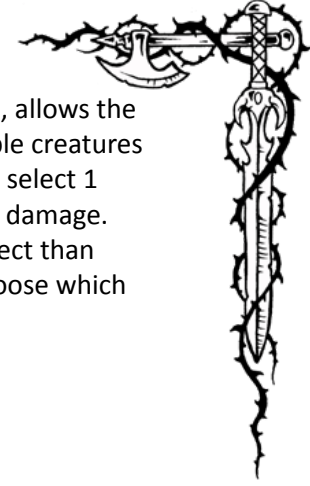
HEALING AURA

Cleric 5

Range: 10'

Duration: Instantaneous

Channeling the energy of Chandra, an aurora of light emits from you in a 10-foot radius. This spell allows the caster to create an effect equivalent to the spell cure light wounds affecting multiple creatures within a 10-foot radius. The spellcaster can select 1 creature per level to be healed 1d6+1 points of damage. If more creatures are within the area of effect than the caster can heal, then the caster must choose which creatures receive the healing. Undead affected by this spell suffer damage rather than receiving healing; saving throw vs. Spells to resist this damage. On a successful save the undead creatures take half damage.



The reverse of this spell, Inflicting Aurora, allows the caster to cast cause light wounds on multiple creatures within a 10-foot radius. The spellcaster can select 1 creature per level to cause 1d6+1 points of damage. If more creatures are within the area of effect than the caster can damage, the caster must choose which creatures receive the damage.

MAGE HAND

Magic-User 0

Range: 20 feet

Duration: 10 rounds

Casting this spell conjures a spectral hand to appear within range. This hand can manipulate an object within range and hold or push up to 10 pounds.

MEND

Cleric 0

Range: Touch

Duration: 3 rounds/level

This spell repairs a single break or tear in an object you touch, such as a broken chain link or two halves of a small object. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage. The spell cannot mend broken magic rods, staffs, or wands, nor does it affect creatures (including constructs).

MINOR ILLUSION

Magic-User 0

Range: 30 feet

Duration: 1 round/level

When you cast this spell, you create an image of an object, it must be no larger than a 5-foot-cube within range that last for the duration. The object can be anything from a chair, footprints, or a small chest. The image can't create sound, light, smell, or any other sensory effect. Physical interaction with the image dispels the illusion.

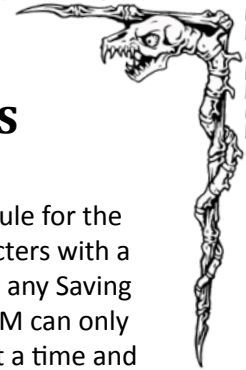
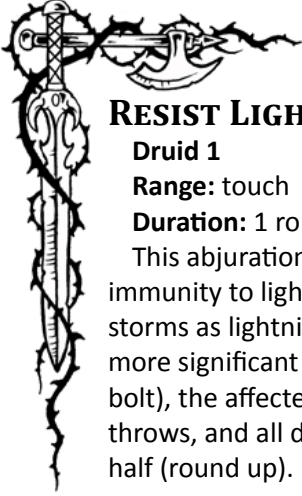
RESISTANCE

Cleric 0

Range: Touch

Duration: 1 round

You touch one creature and surround them with an aurora of divine protection, granting them +1 to all saving throws.



RESIST LIGHTNING

Druid 1

Range: touch

Duration: 1 round/level

This abjuration grants a creature temporary limited immunity to lightning. The creature is unphased by great storms as lightning strikes will always miss them. Against more significant surges of lightning (such as a lightning bolt), the affected creature gains a bonus of +3 on saving throws, and all damage from such attacks is reduced by half (round up).

RESIST POISON

Druid 5

Range: Touch

Duration: 1 round/level

This abjuration grants a creature temporary limited immunity to poison. Minor poisons (such as nauseating smells or alcohol) are ignored by the affected creature. Against more potent doses of poisons (such as a poison spell or attacks from creatures/monsters), the affected creature gains a +3 bonus on saving throws, and all damage from such attacks is reduced by half (round up).

SANCTUARY

Cleric 1

Range: Touch

Duration: 1 round/level

A creature touched by this spell becomes warded from attacks. Any opponent attempting to attack or cast a spell on the warded creature must roll a Saving Throw vs. Spell. If the saving throw is successful, the attacking creature/monster can act against the warded creature and is unaffected by the spell. If the saving throw is failed, the opponent ignores the warded creature for the duration of the spell. This spell does not prevent area effect attacks, similar to fireball or ice storm. While the warded creature is protected by this spell, the subject cannot take attacks or actions that may harm opponents without breaking the spell but may use nonattack spells or act in any way that is non-threatening to its opponents.

WARP WOOD

Druid 2

Range: Touch (5 feet/2 levels)

Duration: Permanent

While casting this spell you cause the volume of wood to bend or warp, permanently destroying the straightness, form, and strength. For every 2 levels the 5 square feet of wooden material can be affected. Warping ranged weapons become worthless and wooden melee weapons have -4 on all attacks. Using this spell to on a door can force it open or make it become stuck or on a boat/ship it can cause it to spring a leak.

OPTIONAL COMBAT RULES

HERO ROLL

Your Character is a hero and an optional rule for the Game Master is to reward the Player Characters with a hero roll which is 1d6, that can be rolled for any Saving Throw, Attack or Ability Score Check. The GM can only reward one hero roll per Player Character at a time and can be rewarded for heroic actions, exciting chances taken or when great role-playing moments occur. The Hero Roll never expires but a Player Characters can only have one die at a time.

ROLLING 1 OR 20

During combat when the d20 is used to determine if an attack hits or misses, rolling a 1 will always miss and 20 will always hit (regardless of the creature's AC).

TWO-WEAPON FIGHTING

Fighters and Thieves can wield a second weapon in their off hand and get one extra attack per round with that weapon. The Player Character will suffer a -2 penalty with the primary hand attack and a -4 to the attack with the offhand when fighting this way. Dexterity modifiers will always be applied to the offhand attack, regardless of weapon type.

DEXTERITY MODIFIER FOR MISSILE WEAPONS

A character's Dexterity can help in uses of agility and balance to aid them during missile attacks to attack a creature in a vital position. Striking a creature in a vital area allows the character to apply their Dexterity Modifier to damage done by missile weapons.



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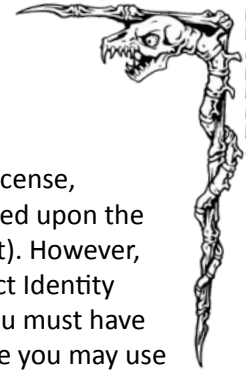
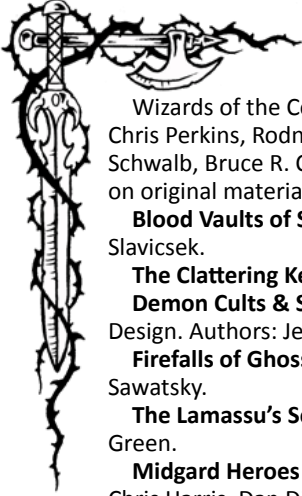
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