

Quasi-Classes

A Basic Fantasy RPG Supplement

Basic Fantasy Website: basicfantasy.org

Release 2

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INTRODUCTION

This supplement describes the use of “Quasi-Classes” with the Basic Fantasy Role-Playing Game rule system. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

QUASI-CLASSES

A Quasi-Class is a set of class-like options that can be layered upon another base-class in order to create additional character archetypes or types of characters that cannot be easily achieved by use of the typical class offerings. Each quasi-class has its own set of requirements and offers unique benefits in exchange for an additional experience point requirement.

The Basic Fantasy Community has a tradition of sharing various iterations of classes written by individuals. Each Game Master is the ultimate arbitrator of which (if any) classes or other supplemental material are used in his or her games. When there exists duplication or overlapping of such topics, there is no “right or wrong”, “official or unofficial”... as all such material is completely optional to begin with.

Archer (quasi-class)

Level	Range	Bonus Damage	Level	Range	Bonus Damage
1	+25%	-	11	+75%	+3
2	+25%	-	12	+75%	+3
3	+25%	+1	13	+75%	+3
4	+25%	+1	14	+75%	+3
5	+25%	+1	15	+75%	+4
6	+50%	+1	16	+100%	+4
7	+50%	+2	17	+100%	+4
8	+50%	+2	18	+100%	+4
9	+50%	+2	19	+100%	+5
10	+50%	+2	20	+100%	+5

The term Archer is used to describe characters who specialize in ranged-weapons. Individuals may refer to themselves by more specific names such as Crossbowmen, Longbow-men, Slingers, and the like depending on their specific chosen weapon type of specialization. Regardless of this weapon choice, all Archers use similar techniques and abilities.

The pursuit of ranged weapon mastery can be utilized by any base class, however the Archer is limited to weapon choices of that base class. In addition to requirements of

their main class, an Archer must have a Dexterity score of 13 or higher. The Archer must also acquire an additional +10% experience in order to advance in levels.

While technically capable of using any allowed armors of their base class, Archers typically limit themselves to light or medium armors (leather or chain mail), as heavy armor generally negates their abilities. Archers are experts in one particular ranged weapon which they have certain benefits with. Archers may use many magical items, including but not limited to appropriate magical weapons and armor, generally only restricted as by their base class.

Archers must select a single ranged weapon type as their chosen weapon. With their chosen weapon an archer's effective range increases (see table above) and they receive a bonus to damage rolls to targets at short range (also above on table). An Archer wearing heavy armor or otherwise heavily encumbered loses the benefits of their chosen weapon.



Archers can take careful aim with any ranged weapon. By standing very still and taking aim they can increase their effective Dexterity bonus 'to hit' by +2. Because they stand still and concentrate intently on their target, the Archer loses any Dexterity bonus to their Armor Class, and they may not move at all during the round.

In addition to the combat related bonuses, Archers are skilled in the craft of their particular weapon choice, whether as a fletcher or the equivalent for other weapons. They are able to craft their own ammunition or even replacement weapons given reasonable resources and time, as determined by the Game Master.

Barbarian (quasi-class)

Level	Barbaric Toughness	Level	Barbaric Toughness
1	+1	11	+3
2	+1	12	+3
3	+1	13	+3
4	+1	14	+3
5	+2	15	+4
6	+2	16	+4
7	+2	17	+4
8	+2	18	+4
9	+2	19	+4
10	+3	20	+5

Barbaric Characters typically come from remote regions, the fringes of society, or sometimes regions where combat is at the center of society. They are consummate survivalists and are very hearty individuals. The defining feature of a barbarian is resilience. Warrior types from these societies is the norm, but individuals of many different classes may also have barbaric roots. Larceny is common to all societies, so Barbaric Thieves are possible. Barbaric Clerics are often rather shamanistic or follow totemic spirituality. Probably rarest are Barbaric Magic-Users, usually found only as hermits, as the societies that barbarians come from usually shun all things arcane.

Characters of barbaric upbringing might belong to any of the standard classes. Each Barbaric Character must abide by all the normal prerequisites and requirements of their base class, and in addition must have a Constitution score of 15 or higher. The Barbaric Character must also acquire an additional +10% experience in order to advance in levels. Barbarians are often a superstitious lot, and the Game Master may require one or more substantial personal taboos that the character must follow.

Characters from a barbarian culture are a tough bunch, and those who actually meet the conditions of the quasi-class have a quality called **Barbaric Toughness**. This Barbaric Toughness rating (see table) grants certain benefits.

- Firstly, when wearing light armor (leather) or unarmored, it reduces damage from each physical attack that the character suffers by that amount, down to a minimum of one point of damage from each attack. Non-physical attacks, namely magical effects, are not affected by this damage reduction, explaining much of the barbarian's aversion to magic.

- The Barbaric Toughness rating is applied as a bonus to saves versus Poison, Disease, or Environmental Conditions (such as cold exposure or heat exhaustion).
- The Barbaric Toughness rating is applied as a bonus to healing effects, whether from rest periods or healing spells (applied only once per spell, effect, or rest period).
- Barbarians are skilled outdoors-men and should be able to accomplish most mundane tasks associated with 'roughing it'. When necessary apply the Barbaric Toughness rating to such skill or ability checks as a bonus.

When considering taboos for the Barbaric Character, the taboo should be substantially limiting or otherwise come into play for the character while gaming. Taboos that are inconsequential should be avoided. The behaviors of barbarians often demonstrates why most civilized regions have such skeptical views of them. The player is encouraged to be creative in designing taboos for the character in question. Often the GM may require several taboos over the course of a characters career, one taboo for every five character levels is suggested, but it could be more or less depending on the Game Master and his or her campaign. Some example taboos follow:

- Character may not clean or bathe (often resulting in negative reactions).
- Character cannot have any possessions that he or she cannot personally carry (check encumbrance).
- Character will not utilize metal items (including weapons or armor), always using stone, wood, or bone alternatives.
- Character may not cut one's hair.
- Character may not touch a dead body, person of opposite gender, or certain castes.
- Character may not possess items of a certain color.
- Character makes daily offerings to spirits or totem.
- Character may not imbibe alcohol.
- Character may never ride upon an animal.
- Character has unnatural fear of a common animal.
- Character may not eat a common food type.

Some other odd behaviors to consider:

- Arcane caster must tattoo spell formula upon body instead of keeping spell books.
- Divination spells cast use odd materials such as bones, blood, and/or repulsive behavior.
- Spells of certain type are to be avoided. Choose type (examples: fire spells, summoning, teleportation/travel)
- Thieves may not steal a certain type of valuable (such as gems, certain precious metals, etc).

Bard (quasi-class)

Lvl	Pick Pockets	Listen	Lore	Deciph	Song Slots (max. bonus)
1	30	30	1	10	2 (+1)
2	35	34	5	14	3 (+1)
3	40	38	9	18	3 (+1)
4	45	42	13	22	4 (+2)
5	50	46	17	26	4 (+2)
6	55	50	21	30	5 (+2)
7	60	54	25	34	5 (+2)
8	65	58	29	38	6 (+3)
9	70	62	33	42	6 (+3)
10	74	65	36	45	7 (+3)
11	78	68	39	48	7 (+3)
12	82	71	42	51	8 (+4)
13	86	74	45	54	8 (+4)
14	90	77	48	57	9 (+4)
15	94	80	51	60	9 (+4)
16	95	83	54	63	10 (+4)
17	96	86	57	66	10 (+4)
18	97	89	60	69	11 (+5)
19	98	92	63	72	11 (+5)
20	99	95	66	75	12 (+5)

Pick Pockets	Listen	Lore	Deciph	Penalty or Bonuses
Dex	Wis	Int	Int	+/- 5 per bonus
+10	+10	-	-	Armor, None
-	-	-	-	Armor, Leather
-20	-20	-	-	Armor, Chain
-10	-10	-	-	Shield (+ armor)
-	+5	+5	+5	Race, Dwarf
-	+5	+10	+5	Race, Elf
+5	+5	-	-	Race, Halfling
+5	+5	+5	-	Race, Gnome
-	+5	+5	-	Race, Half-Elf
-	+5	-	-5	Race, Half-Orc
-5	+5	-5	-10	Race, Half-Ogre

Bardic characters are those who have learned history, oral tradition, music, and performance. They travel widely looking for inspiration for the next great ballad or epic poem. Regardless of their base class, such Bards are welcome additions to most adventuring crews, as they have several useful skills to assist other characters. Bardic characters must have a minimum Charisma score of 13 and a Dexterity score of 11. Bards do not have an Intelligence requirement, but they receive some benefits from Intelligence. Bards must pay an additional +10% experience in order to advance levels in their base class.

Bards are limited to the weaponry of their base-class, but in addition are limited to one-handed melee weapons of the appropriate types. Bards may use armor and shields if their base-class allows, but are limited to light or medium armor types (leather or chainmail). It is strongly suggested that the Thief Options Supplement be used in conjunction with Bards, as the penalties and bonuses are especially relevant to Bards as well; summarized in the table above. Bards can utilize magical items according to their base-class and may use musical magical items at increased proficiency (as determined by the GM).

Bardic characters have high manual dexterity learned from practicing with various musical instruments. They **Pick Pockets** as a Thief of equivalent level (see table above), but the generally less larcenous Bards often just use the ability in the “sleight-of-hand” sense. Their ear for music grants them the Thief ability to **Listen** at an equivalent level. If the Bard already has these abilities from their base class (for instance, Bardic-Thief), then they receive an additional +10% bonus to those abilities to reflect their extra skill.

Because they travel widely collecting historical details, legends, and various bits of locale lore, Bards have the ability to come up with useful information. Often this **Lore** ability allows a Bard to remember details regarding locales, notable persons, or even details about magical items. In any event, the Game Master is warned not to give out full or detailed information, but rather vague bits of lore that may or may not be entirely accurate. Lore is modified by the Bard's Intelligence Bonus.

This collecting of information from various sources also predisposes a Bard to be able to translate or read various writings (regardless of language used) through comparison, deductive reasoning, and sometimes a bit of guesswork. It takes about 10 minutes to **Decipher** consisting of a page of normal sized handwriting, whether successful or not in translating the script. The Game Master may adjust the chance of success and time requirements for various factors such as size of texts, obscurity of language, or even penmanship. Decipher is modified by the Bard's Intelligence Bonus.

A Bard may learn two additional languages beyond what their race and intelligence score normally allows, however these additional languages are not part of the the beginning set and must be learned during the course of game play.

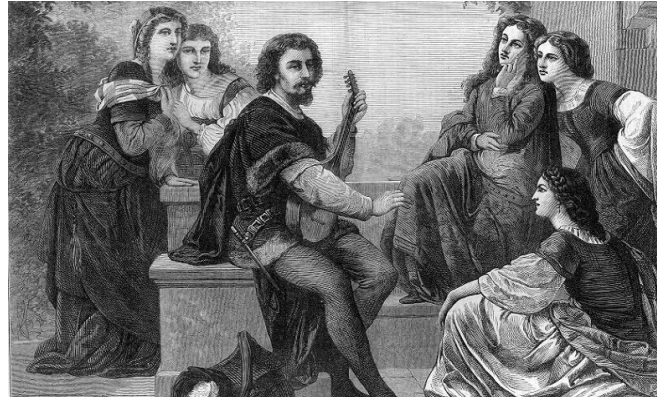
Bards can produce effects collectively called **Bard Songs**, that enhance other characters in various ways, usually by playing of instruments and/or singing (detailed below).

Bardic characters have musical talent enough to play most common instruments at least marginally well, but at 1st level must declare a chosen instrument to master (stringed, bow & stringed, reed horns, brass horns, drums, or rarely keyboards, to name several but not necessarily all). The Bard requires his or her chosen instruments to produce various effects collectively called Bard Songs (detailed below). At each 5th level (5th, 10th, 15th, etc) they may choose another class of instrument to master. Given time and reasonable resources, Bards have the skills to maintain, repair, or even produce instruments they have mastery in.

Occasionally one might find Bardic characters who specialize in other forms of performance such as epic poetry, witty comedy, acrobatics, dance or other more rare displays. The Game Master may have to improvise any particulars of such characters to determine how abilities work in conjunction with these chosen specialties. It is recommended that Bards begin play utilizing the standard types of instruments and learn these other performance techniques later during the course of the campaign.

Bards that have spell casting abilities (such as Bardic Magic-Users or Bardic Clerics) have the unique ability to “play” or perform their spell casting. Their magical words are incorporated into their lyrics or into the music itself and their somatic gestures are incorporated into their playing of instruments. This allows Bards to choose to play Bard Songs or cast as necessary without dropping their instruments. They must still do one or the other, as casting a spell (while performing) will cease any Bard Song they might have in effect. The “playing of magic” is just as easily recognizable as any other sort of spell casting; a Bard has no special talent for hiding spell casting through his or her playing. It simply allows the Bard to adventure without unnecessary switching of gear round to round.

Characters with the Bardic quasi-class are an eccentric bunch, often going by a variety of titles like Minstrels, Troubadours, Skalds, Cantors, Ovates, or simply Bards. Some Game Masters allow certain optional sub-classes in their campaigns, and some of these may be paired with the Bard quasi-class. The Bardic Druid or Bardic Ranger are among these very likely combinations. Some pairs would be very illogical and should be disallowed without a very strong character concept to make their case. Regardless, the GM is the ultimate deciding factor when deciding on inclusion of various optional game materials or if the various combinations of classes using such material are viable options.



Bard Songs

Bards begin play knowing two different Bard Songs plus one additional song for each point of Intelligence Bonus. At 2nd level and each even level afterwards, the Bard receives additional song proficiency which they can use to learn additional Bard Songs or to improve their proficiency with songs they already know. Song Proficiency may not be increased beyond the “maximum bonus” listed according to their level.

Listed below are the basic Bardic Songs available to Bard characters with an explanation of each song’s benefit. The player should be encouraged to come up with his or her own unique song names and perhaps even come up with some sample lyrics or melody for each. Of course, this is not necessary for actual play but may enhance the role-playing aspect of the campaign.

Songs that are played during the course of combat must be played continuously. Regardless of the Bard’s particular playing style, he or she may not utilize a weapon nor use a shield while playing. The Bard may move about defensively, but may not attack during a round that he is playing. If the Bard is struck in combat, the effect is canceled until the Bard’s turn when he or she can resume playing. When Bards are playing on opposing sides of a battlefield, all bonuses and penalties apply, sometimes creating a situation where a “net” bonus/penalty is applied.

Sometimes Bards play together as a duet, quartet, etc. Each Bard must know the same songs to participate in such collective Bardic Song playing. The highest proficiency Bard forms the base bonus and adds one for each participating Bard, up to a maximum of +5 (added to the highest level Bard’s ability). However, any one Bard that is interrupted or fails to continue play will spoil the entire performance for all the Bards.

The Songs

The songs listed below are the most common sort of Bard Songs. Other more rare or unique songs may be developed over the course of play by the Game Master or intrepid players. Any new abilities should mirror the power levels shown by those listed here.

Alertness Song (rondo) – While playing, all allies within 60 feet are less likely to be surprised, reducing the die roll range by 1, down to minimum chance of 1 on d6. Proficiency in this particular Bard Song may not be increased to achieve greater effectiveness.

Battle Song, offense (march) – While playing all allies within 60 feet receive the benefit of +1 on their attack rolls.

Battle Song, defense (strophic) – While playing all allies within 60 feet receive the benefit of +1 on their Armor Class.

Funeral Song (requiem) – While playing this song, undead creatures (or vile beings from netherworld regions) are more easily turned by clerics or those with similar powers. The cleric receives a +1 to his or her Turning attempt.

Healing Rest Song (nocturne) – By playing periodically during the periods of rest, each allied character including the Bard, receives the benefit of an additional point of healing (see p.51 of core rules). A major disruption of the rest period will spoil the effect.

Charms Song (lullaby) – By playing lullaby, a Bard lulls those listening into a drowsy day-dreamy state. Allies are unaffected, but others have a -1 penalty on saves versus sleep, charms, illusions, suggestions and similar effects.

Magic Dampening Song (elegy) – When playing this tune, magical effects are easier to shrug off, granting a +1 to any saving throw versus a magical effect (typically Wands and Spells). However, this song affects both allies

and enemies equally. Only the highest proficiency Bard effect applies when multiple bards might play this song at same time.

Magic Destruction Song (crescendo) – When playing this tune, magical effects are much more destructive, granting a +1 to the effective caster level of damaging spells originating within 60' of the Bard, modifying spell effects such as range, damage, and/or duration. This song affects both allies and enemies equally. Only the highest proficiency Bard effect applies when multiple bards might play this song at same time. The empowered caster does not receive additional memorized spells or other level derived benefits, only increased effectiveness with their current allotment of damaging spells.

Travel Song (barcarolle) – By playing a rhythmic tune during the majority of a day's traveling time, the allied group receives the benefit of +10% additional distance after all other factors are figured. Each additional level of proficiency increases this bonus by an additional +10% (up to +50% maximum).

Recall Song (lament) – This calming tune aids concentration and contemplation, allowing a spell caster (including the playing Bard if applicable) to recall a previously cast 1st level spell after a period of 1 hour of meditation while the Bard plays. Neither the Bard nor the spell caster may be interrupted during this time. No one spell caster may benefit from this effect more than once per day, but multiple spell casters may benefit from the effect. Increased proficiency allows spells of higher level to be recalled (up to level 5 spells), but the spell caster may choose lower level spells if desired. Regardless, only one spell can be recalled.

Morale Boost Song (polonaise) – While the Bard plays, allies within 60 feet have the benefit of +1 on morale or saves against fear effects.

Morale Killing Song (caprice) – While the Bard plays, any enemies within 60 feet have a penalty of -1 on morale or saves against fear effects.



Holy Characters (quasi-class)

Lvl	Divine Prot.	Lay Hands & Holy Burst	Lvl	Divine Prot.	Lay Hands & Holy Burst
1	+2	1/day	11	+3	3/day
2	+2	1/day	12	+3	4/day
3	+2	1/day	13	+3	4/day
4	+2	2/day	14	+3	4/day
5	+2	2/day	15	+3	4/day
6	+2	2/day	16	+3	5/day
7	+2	2/day	17	+3	5/day
8	+2	3/day	18	+3	5/day
9	+2	3/day	19	+3	5/day
10	+3	3/day	20	+4	6/day

Holy characters are those who have dedicated themselves to serve the powers of goodness. Regardless of their base class, by adhering to ideals of care, charity, benevolence, and protection of innocence, the deities of goodness grant certain powers to those who prove themselves worthy. The cost is high, as Holy characters must have a minimum Charisma score of 15 and must pay an additional +10% experience in order to advance levels in their base class.

Holy characters must always act in a manner that exemplifies goodness, follow the directives of their religion, and must tithe at least 10% of their earnings toward charitable giving (but never to other player characters). A Holy character may only keep one suit of magical armor (or clothing), one shield, two magical weapons, and a total of five other permanent magical items (charged items such as wands included). The GM may assign other stipulations to suit any campaign, cultural, or regional differences. In exchange, the Holy character gains some measure of divine power so that he or she may defend the weak and battle against the forces of darkness. Any failure to follow the path of goodness will result in the loss of the given powers. Even an inadvertent act of questionable nature must be atoned for at first opportunity, lest the Holy character be stripped of title and ability.

A Holy character may heal wounds by calling upon divine powers and Laying Hands upon the injured individual (or himself). Each application of **Lay Hands** will restore Hit Points equal to the Holy character's level, up to the individual's normal full Hit Point total. The Holy character may use the power a number of times per day according to their level (see chart) plus their Charisma bonus. For instance, a 3rd level Holy Character with a 15 Charisma (+1 bonus) can Lay Hands twice per day. At 4th level the character can do this an additional time each day.

A Holy character may channel divine power in order to combat the forces of darkness. This **Holy Burst** causes damage equal to the Holy character's current level to any creatures of the netherworld or undead, affecting all such creatures within a 10' radius. The Holy character may use the apotropaic power a number of times per day according to their level (see chart) plus their Charisma bonus. For instance, a 3rd level Holy Character with a 15 Charisma (+1 bonus) can produce a Holy Burst twice per day. At 4th level the character can do this an additional time each day. A Holy Cleric may combine this effect with his or her normal Turn Undead ability, but is otherwise usable only once per round.

Holy characters benefit from **Divine Protection**, a sort of permanent version of the protection from evil spell, which surrounding their body. This protection, which cannot be dispelled, grants a +2 bonus to Armor Class and Saves, but does not offer the secondary effects of that spell (see Protection from Evil spell). At level 10 the bonus increases to +3, and at level 20 the protection again increases to +4. Although the effect is intended to protect the character from creatures of the netherworld, undead, or extreme cases of malicious beings, the GM has final say in what exactly constitutes 'evil'. Many creatures, while capable of being quite nasty at times, are not inherently evil, even if they have diametrically opposing views than that of typical character races.

Holy characters are known by several terms, often tied to specific campaigns or cultures, with each term typically associated with specific class combinations. The use of such titles are not obligatory and are only offered to encourage appropriate role-play ideas. The traditional Holy Fighter is typically called a Paladin, while a Holy Magic-User usually takes on the the title of Theurge. Already known as holy men, especially devout Clerics are known as Templars. While seemingly contradictory, Holy Thieves are possible, using their roguish skills against vile and evil organizations or creatures. These noble rogues often call themselves Avengers.

Some Game Masters allow certain optional subclasses in their campaigns. The GM may allow Holy characters on certain class combinations. Holy Knights (Crusaders) and Holy Rangers (Guardians) are likely combinations. Some optional classes should not be allowed in any case due to their obvious contradictory natures, such as Necromancers or Assassins. In any case, the GM is the ultimate deciding factor on all optional class options.

Sage (quasi-class)

Level	In Special Category	In Major Field	In Minor Field	Outside Fields
1	60 %	50 %	30 %	-
2	64 %	54 %	34 %	4 %
3	68 %	58 %	38 %	8 %
4	72 %	62 %	42 %	12 %
5	76 %	66 %	46 %	16 %
6	80 %	70 %	50 %	20 %
7	82 %	72 %	52 %	22 %
8	84 %	74 %	54 %	24 %
9	86 %	76 %	56 %	26 %
10	88 %	78 %	58 %	28 %
11	90 %	80 %	60 %	30 %
12	91 %	81 %	61 %	31 %
13	92 %	82 %	62 %	32 %
14	93 %	83 %	63 %	33 %
15	94 %	84 %	64 %	34 %
16	95 %	85 %	65 %	35 %
17	96 %	86 %	66 %	36 %
18	97 %	87 %	67 %	37 %
19	98 %	88 %	68 %	38 %
20	99 %	89 %	69 %	39 %

Sages are scholars and collectors of esoteric information, often sequestering themselves in libraries containing obscure information. Regardless of their base class, a Sage is a valuable resource for most adventuring parties. Sage characters must have a minimum Intelligence score of 13 and must pay an additional +10% experience in order to advance levels in their base class.

Fields of specialty must be chosen. A Sage has one Major field of study with three Special Categories within that major field. In addition, the Sage has two Minor Fields of study, but they do not choose special categories within these minor fields. Because of their general academic background, they have been exposed to a variety of topics that go beyond their chosen fields.

The basic chance to know the answer to a general question is listed in the table above. The chance of success is modified by the character's Intelligence bonus. Simply roll d% and if the result is less than the listed chance (modified by Intelligence bonus), then the character knows some relevant information with regards to the query. When the question is more specific, apply a -20% penalty. A question that is very exacting in its nature has a -40% penalty. The Game Master may further modify the chance of success (either up or down) to reflect specific prior experience, previous research in

the same subject matter, or other considerations. For instance, if the situation requires the Sage to utilize a library located in a foreign land, with texts often utilizing language or dialects unfamiliar to the Sage, then the Game Master may penalize the character substantially.

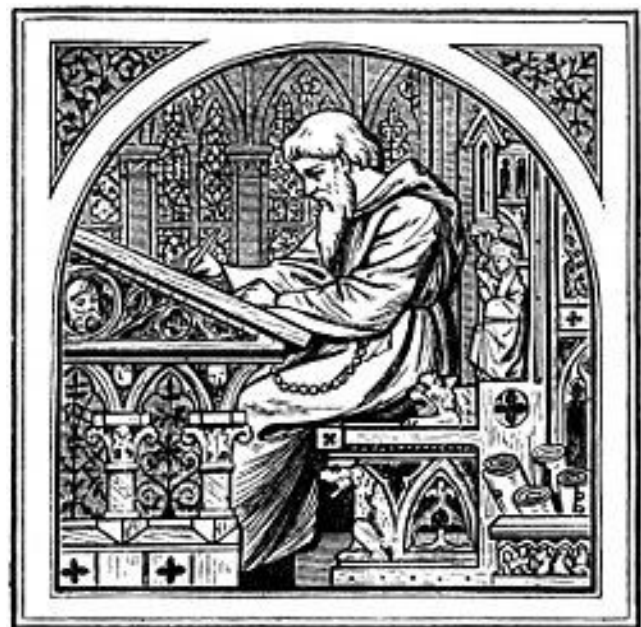
Examples of the different types of questions:

General: Do humanoids inhabit the region north of the Great Mountains?

Specific: Do hobgoblins of the Three Skulls tribe live in the region north of the Great Mountains?

Exacting: Do the hobgoblins of the Three Skulls tribe living in the region north of the Great Mountain possess the dread artifact known as "The Great Spear of Kaliban"?

While a successful Sage check should provide some relevant information, the Game Master should be careful not to provide information that does not exist in the campaign. For instance, in the typical pseudo-medieval based campaign there will not be scientific knowledge of electronics, nuclear engineering, carbon-composite materials, or other modern advances. Even a rudimentary firearm is just not possible in a setting where, at the very best, rough black powder is a recent invention. Any attempts to divine topics outside of the milieu will fail utterly, regardless of the player's best rationale or argument for such meta-game information.



Sage Fields of Study

Each Field of Study is followed by example Special Categories that may be chosen. The list of fields and the subsequent special categories are not exhaustive. Some Fields of Study may overlap into other fields of study. Fields are in **bold type**, while sub-categories are normal type.

The Sage Character must choose one Major Field of Study with 3 sub-categories within that field. In addition, the sage selects two Minor Fields, but does not select any sub-categories within these fields.

**Humankind (by country/region), Demi-Humans
Humanoids, & Giant-kind
(by specific race, each as a separate field of study)**

Anatomy & Physiology
Art & Music
History
Heraldry & Symbolism
Languages
Legends & Folklore
Law & Customs
Medicines & Herbalism (non-magical)
Philosophy & Ethics
Politics & Genealogy
Populations & Demography
Psychology & Sociology
Social Structure
Theology & Myth
Warfare (history/tactics)

Physical Universe

Architecture & Engineering
Astronomy
Chemistry
Geography
Geology & Mineralology
Mathematics
Meteorology & Climatology
Oceanography
Physics
Topography & Cartography

Planar Environs (by plane/dimension)

Accessing and Departing Plane (travel to/from)
Denizens & Societies
Ecological Regions & Environmental Concerns
Fauna of Plane
Flora of Plane
Geography of Planes (topography & cartography)
Monstrosities of Plane
Physical Sciences & Differences from Prime
(chemistry, physics, geology, etc.)

Fauna (natural)

Amphibians
Arachnids
Avians
Cephalopods & Echinoderms
Fish, Crustaceans & Mollusks
Insects
Mammals & Marsupials
Reptiles

Fauna (monstrous)

Aquatic (including fishlike, crustaceans & mollusk)
Arachnoid & Insectoid
Avians & Skydwelling
Cephalopods & Echinoderms
Draconian Studies (dragons and draconic beings)
Mammals & Marsupials
Reptiles (non-draconic)

Flora

Bushes & Shrubs
Flowers
Fungi, Molds, & Slimes
Grasses & Grains
Herbs & Weeds
Mosses & Ferns
Trees
Unnatural, Strange, Magical, & Monstrous Flora

Supernatural & Unusual

Astrology, Numerology, and Portents
Afterlife, Ghosts, and other Spirits
Cryptography & Codes
Dweomercraft (item crafting)
Faerie, Fey, Sidhe and related topics
Heraldry, Signs & Sigils
Magical Studies – Divination
Magical Studies – Transmutation
Magical Studies – Necromancy
Magical Studies – Evocations
Magical Studies – Conjurations
Magical Studies – Enchantments
Metaphysics & Planar Interactions

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INTRODUCTION

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