

# THE SLAYERS

d20  
system



# THE SLAYERS



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### DESIGNER'S NOTE

*Sick and wrong.*

*That's bound to be someone's first impression on seeing the rules for Slayers d20. Sick and wrong. I mean, the power scale is way, WAY off. Compatible with other d20 games? Yeah, so long as you don't mind the relationship between the Slayers-based character and the regular d20 characters being something akin to a hero and his trusty servants. Heck, the Mazoku out-dragon the d20 dragons in many ways for sheer nastiness, and the magic system doesn't exactly lead players toward conservation of resources.*

*There is a reason for everything, though.*

*You see, our mission was to make the game hew as close as possible to the Slayers anime series, in both letter and spirit. I like to believe that's exactly what we've done.*

*In a monty-haul, min-maxing sort of game, players find bad guys, beat them up, and take their stuff. In Slayers... well, Lina and company find bad guys, beat them up, and take their stuff. Bad guys also find them. Sometimes the bad guys have no stuff to take, and sometimes the group of treasure-seekers (a valid term for Slayers player characters) just has to be satisfied with having saved the world and getting dinner at the best restaurant Atlas City has to offer. That's the way life is in the Slayers series. Therefore, that's the way the game is too.*

*Designing the system for Slayers d20 was interesting, because it necessitated taking d20 in a direction it doesn't normally go. We basically took all the rules for d20 game design, looked at them carefully, and began considering whether to toss them out or not in an attempt to bring a comedic, anime feel to a system that is usually far more strait-laced. Most of them we kept, but a few got the boot.*

*Feats only have a positive effect? That one got tossed early on, and some feats were given comedic "downsides" as well. Prestige classes should be narrowly focused, often tied to an organisation or group with a specific goal? Not possible given the source material, so away that one went too. Limits on spells cast per day? Nope, just cast them until you wear yourself out.*

*While the game system sounds overpowered or unbalancing in a lot of ways, it really isn't. It is overpowered in many ways as compared to the standard d20 system, but we believe it to be balanced within itself. It is not so much unbalanced as rebalanced — recalibrated and reset to accurately represent the source material from which it was drawn.*

*In truth, we could have toned down the power level a lot. We could have found a way around giving some feats a negative side. We could have made a larger effort to make the spells fit into the traditional magic system. In the end, though, that wouldn't have been Slayers. That would have been d20 with some Slayers-inspired classes or races. Frankly, if all you want is regular d20 in the Slayers universe, you can do that yourselves. Our job was to give you something more, and that's what we tried to do.*

*Playing Slayers d20 requires the players and GM to enter into the game in the spirit of high-powered, blow-'em-up-and-let-Prince-Phil-sort-'em-out exuberant play. If you're ready to toss caution to the winds and just have a good time, then we think that you will really enjoy this system. After all, it's all about the good fun, baby. That's why we're here.*

*In the end, we weren't out to tear anything down, but to transform and rebuild. In the words of the beautiful sorcery genius, Lina Inverse, "The world you want isn't created after destruction. We build it, every day, step by step." Have fun adding your own subdivision; I know we did.*

## THE SLAYERS HANDBOOK

*Where monsters rampage, I'm there to take them down! Where treasure glitters, I'm there to claim it! Where an enemy rises to face me, victory will be mine!*

— Beautiful sorcery genius Lina Inverse

Good, you're here! We've been waiting for you and — Hey, hands off that food! That's mine!

Now that we have that straight, we're glad to welcome you to the *Slayers* Universe, a colourful world filled with crude bandits, dashing swordsmen, beautiful sorceresses, glittering treasure, and a host of restaurants to suit any taste. This book covers the rules and guidelines needed to play in the *Slayers* Universe. This product uses the d20 System and requires the use of the *Player's Handbook* and *DMG*, version 3.5.



*Slayers* is a unique setting in that it seems almost custom made for use with the d20 System. If you're looking for a fun game capable of both low humour and high drama, you need look no further than this book. In the rules that follow, we've attempted to keep true to both the system and setting. Where the two diverge in letter if not spirit, we have gone with the terminology of the setting over the system in order to stay true to the series that inspired us to make this book from the beginning. We have tried to stay close to the core of the d20 System, and yet at the same time bend it into a bit more of an anime-inspired configuration, taking humour from being merely the skin-deep diversion it appears as in many games to a bred-in-the-bone structural component of the system, making it a source of role-playing, character development, and even drama instead of just a passing joke.

This book will cover new races, classes, skills, and feats specific to the *Slayers* setting. It will introduce a new magic system, as well as changes in combat and other areas that will allow a greater role for comedic play. In addition, alignment, religion, money, and equipment will all be discussed, allowing the GM to give his or her game that extra *Slayers* touch. A listing of common monsters will be given as well, giving the GM plenty of baddies to throw at an intrepid group of treasure-seekers... er, upholders of justice, that is.

## CHARACTER CREATION IN SLAYERS

Creating a character in *Slayers* is much like creating a character for any other game, except that in the *Slayers* Universe, being based on a stereotype or cliché is a good thing. This is not to say that every *Slayers* character should be



a mere caricature — far from it. It is, however, a good reminder that the world of *Slayers* is based on both humour and drama, and one of humour's primary tools is a broad brush with which everyone can be painted.

*Slayers*'s characters should be a mixture of humorous and serious sides. Characters in this game don't have multi-page backgrounds detailing their lives before the game's inception. Parents, siblings, education, or former lovers rarely rate mention unless they somehow figure into the plot. Treasure hunting, cooking, and getting a good price on that mystical doo-hickey that could save the world are what drive these people, none of which require a detailed history to establish. At most, there will be one significant event that drives a character forward, but even that isn't always necessary. For example, Zelgadis seeks a way to return his body to normal after being turned into a Chimera by his ancestor and nemesis, Rezo. Gourry Gabriev, on the other hand, is just your average 17-year-old swordsman, looking for a pretty girl to impress and a good restaurant with an all-you-can-eat buffet and affordable prices. Both are equally valid concepts for this setting, though the latter is usually funnier than the former.

## COMEDY IN CHARACTER DESIGN

When designing a character, one of the most important decisions to make is "how much drama (or comedy) do I want?" As with the example above, Gourry is a far more comedic individual than Zelgadis. Amelia is far more humorous than Sylphiel. The latter two have their moments as well, but they stick more closely to the drama side of the scale than comedy. The difference between the two has as much to do with their concepts as anything else.



Amelia, as an example, is a princess with an over-developed sense of hero worship and a desire to follow in her darling father's footsteps. Her black-and-white philosophy and earnest portrayal of stereotypical "lawful-good" behaviour, combined with her cute appearance and naiveté, make her amusing to watch at all but the most serious moments. Sylphiel, on the other hand, is a shrine maiden who worships the holy tree Flagoon and secretly loves Gourry. She has little to draw her out of the realm of the ordinary as far as her personality goes, allowing her to be overshadowed by the antics of her companions until a dramatic twist brings her abilities to the fore.

Humour is created by making stereotypes and walking clichés, then poking fun at them when they inevitably trip over obstacles of their own making. By incorporating those elements into *Slayers* characters, the player can decide in advance how much comedy or drama a given character will attract, outside of what may be generated by the GM's plot or storyline. Decide what is appropriate for you as a player, then set about making a character that will best suit that style of play.

### HA-HAH! TIME TO MAKE THE FUNNY!

When creating a comedic character, don't be afraid to include incongruous or oppositional elements in his or her personality or background. Amelia is passionate about justice, but eternally naive about people. Lina is a powerful sorceress who throws tantrums when she doesn't get her way. Gourry is a strong and skilled fighter who is dumb and continuously kicked around by Lina. Including those oppositional elements is one way of creating humour, a natural reaction to seeing the juxtaposition of things that should be at odds, but aren't.

In addition, the clichés or stereotypes that most games urge players to avoid are right at home in *Slayers*, and only serve to increase the humour potential of a character. A big, strong fighter who is dumb as a brick? Check. Wizen old wizard who knows too much? Check. Mind-blowingly intelligent spellcaster with no social skills? Check. Cute thief who'll steal the party blind but can't stand up to a dust bunny by herself? No problem.

Add the two types of elements listed above, and you'll have a guaranteed recipe for funny. Don't over think the concept, and don't be afraid to run with things once you've chosen them. This game (and anime in general) is far more reliant on visual, slapstick humour than it is on clever puns or other word games. Remember to incorporate these things, and a comedic character will be yours in no time.

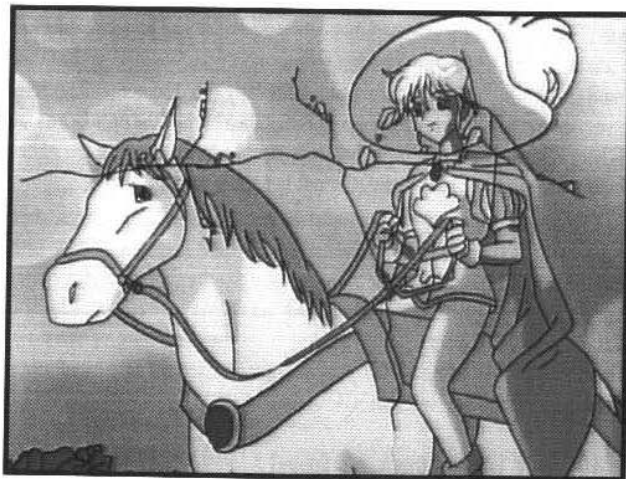
## ANIME CONVENTIONS

In order to keep that anime feel to *Slayers* characters, there are some conventions for the genre as a whole that are useful to keep in mind. These themes below are very prevalent in *Slayers*. They are held true to a greater or lesser extent throughout most comedic anime series, though they are not always present to the same degree.

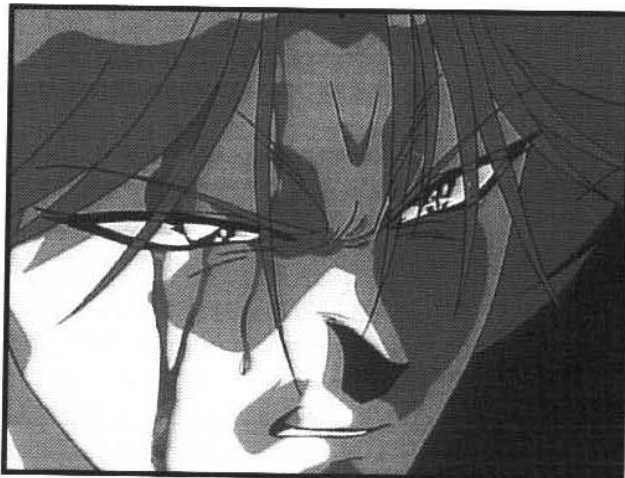
### NAMES (HEROIC VS. VILLAINOUS)

In anime in general, and specifically in *Slayers*, a character's name is intrinsically tied to his or her personality. Heroes have heroic-sounding names, villains have villainous-sounding names. Heroic names tend to use the vowels A, E, I and Y, and are often traditional names or names that sound similar to something that has a heroic connotation. Gourry's last name, for example, is Gabriev — a relatively close match to Gabriel. Villainous names often use V, Z, and R, with vowels of O and U present. As an example, Rezo is

initially described as being a wise priest with the name of a villain. Vrumugun is a villain, as is Zangulus for all of the first season.



While there are no rules regarding naming characters, the NPCs of the world may well decide a hero with a possibly villainous name is truly a villain and act accordingly, or vice versa. A comedic setting such as *Slayers* is superficial in many ways, with the truth of the situation often being readily apparent to the audience, if not the characters themselves. It succeeds by presenting obvious types and situations and then turning them on their collective ear. Playing to that sort of obvious typecasting (or ignoring it, and then providing amusement with the hijinks that result) can be fodder for a campaign's worth of running jokes and plot hooks. A player should consider it, however, and be prepared for the situations that may follow.



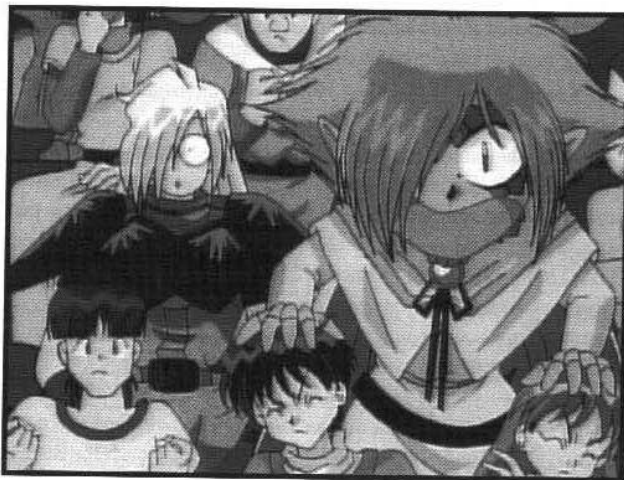
## UNUSUAL HAIR AND EYE COLOUR

A common trope in anime is for a person with unusual powers to have that represented in their appearance. This happens especially often in comedic anime, though serious series aren't immune to the phenomenon. In *Slayers*, it can be seen in a number of places. Lina's status as a preternaturally gifted sorceress is apparent in her red eyes, an aspect she shares with Halcyform. Rezo's purple hair says there's something odd about him, more than just his wisdom or spellcasting ability. The Copy Rezo has mismatched irises, again indicating his "false" nature and setting him apart from the real Rezo.

If your character has unusual ancestry, is a magical construct such as a copy or chimera, has a contract with a Mazuko or is otherwise supernaturally touched in some way, it would be appropriate to choose a strange hair or eye colour to reflect this. NPCs do not typically notice such things unless one's appearance is truly monstrous, but it is appropriate to the setting and can evoke a definite anime feel.

## POINT OF ORIGIN

The first question that a player needs to ask when creating a *Slayers* character is, "Which side of the barrier am I from?" The magical barrier that has separated the subcontinent from the rest of the world for a thousand years has created some pretty significant cultural and technological changes on both sides. The divergence has presented options for technology on one side and magic on the other, with very little crossover between them. It is important that a player know what is in store for a beginning character given his or her native lands.



Inside the barrier, in the subcontinent, magic is the predominant form of technology. Entire cities are planned around its laws and rituals, such as Seyruun and Sairaag. Sorcerers research esoteric magical subjects such as copying living beings, melding creatures, the secrets of life and death, and the nature of the universe. Powerful people keep wizards for bodyguards, and establish magical corps of spellcasters for their armies to deal death to their enemies.

Outside the barrier, in the outer world, magic is considered little more than a side show or special effect. Its practitioners are considered entertainers more than keepers of arcane secrets. On the other hand, the development of gunpowder and advanced engineering techniques have given mundane technology a significant advantage over its counterpart in the sub-continent.

While all the core classes listed in the *Classes* chapter (page 17) are available on both sides of the barrier (with the base arcane class, Wizard, being somewhat less common in the Outer World with fewer spells readily available), the availability of prestige classes varies greatly depending on location. When creating a character, remember to take into account not only where the character is from, but where and when the campaign will be set and whether the barrier will be in place at that time, so as to make sure that your concept is possible in the upcoming campaign. The prestige classes will include sections on availability in their descriptions.

## RACES

*Well, too bad for you, but you see my body is part rock golem and... B- Oh!*  
 — Zalgadis, after bouncing a cannonball off his head

Races in *Slayers* are a bit different than in your standard d20 System fantasy game. The following races from the *PHB* are unavailable: dwarves, elves, gnomes, halflings, half-elves, and half-orcs. The cosmology of the *Slayers* universe (page 57) is such that a GM could allow a character of one of the aforementioned races to cross in from a plane where such things are available, but doing so would be highly unusual (planar travel is largely unknown in *Slayers*) and would subject the character to a significant amount of attention — not all of it necessarily desirable. Extra-planar magic users would suffer other effects as well. See *Magic*, page 57 for more information.

## CORE RACES

In the *Slayers* universe, there are only a few core races found universally. The following are the races available for player character use in *Slayers*.

### BEASTMEN

Beastmen are creatures formed from a combination of human and animal attributes. There are numerous types of Beastmen, ranging from bear to fish, and goat to wolf. Nearly every type of animal known to man is represented, though only a few are seen in enough quantity to merit consideration as a significant group. Most come from predatory, carnivorous or omnivorous animals, though the occasional herbivore has been seen as well. Some even include attributes or traits from magical or mythical animals, though those are very rare.



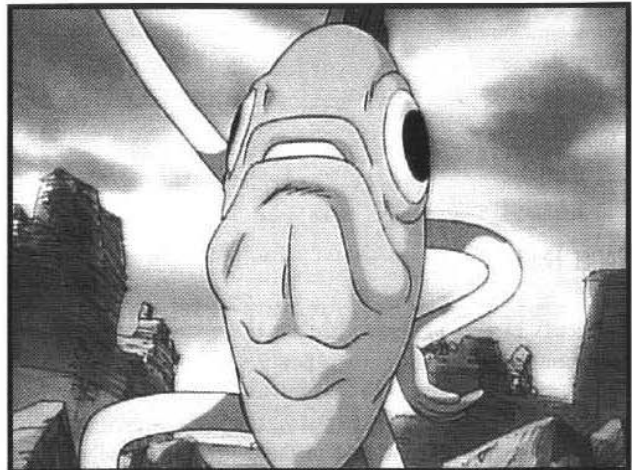
### PERSONALITY

Beastmen vary in personality much as humans do. There is very little in the way of an overriding culture to colour their attitudes and actions, though what culture there is seems to be tribal in nature. Consequently, Beastmen lean toward a culture where “might makes right,” and the strongest rule by force of arms.

### PHYSICAL DESCRIPTION

Beastmen (or man-beasts, if you want to be insulting to them) come in all shapes and sizes. They range in height from 5 to 8 feet tall, depending on

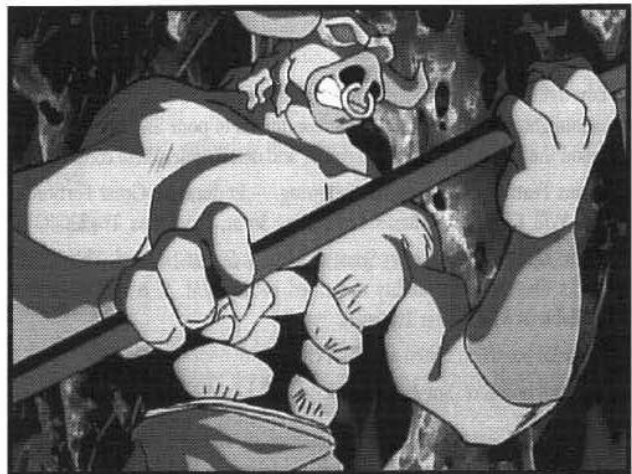
an individual’s base animal type. Coloration varies as well, ranging across natural colours for a given animal species and moving into blue, green, purple, and other unusual hues. They typically have fur or scales as appropriate to their base animal type, and many have some variety of horn or horns even if their base animal type would not possess such things. Males are typically taller and heavier than females.



Fish people differ widely from other Beastmen in appearance, having the body of a fish (a perch, specifically) and human-like arms and legs. They are roughly five to six feet long, from head to tail, and five to six feet in height as well. Body colour for males is usually some shade of blue or green, with vertical stripes in a darker shade of the same colour. Females range from red to pink to purple, with similar dark vertical stripes.

### RELATIONS

Beastmen are insular by nature. They are looked down upon by the dominant Human population as monsters and savages (at least in Lina’s homeland). They are rarely found in or among Human settlements, unless as raiders, bandits, or bodyguards for sorcerers. By the same token, they seem to have little use for the trappings that Humans value, preferring a more austere, primitive existence. They are capable of great loyalty to those who find a way for them to be productive, but their respect has to be earned, and is often reserved for the individual who proves him or herself to be the strongest or most capable.





## ALIGNMENT

Beastmen can be of any alignment.

## ENVIRONMENT

Beastmen are found on both sides of the barrier. The fox breed is especially populous outside the barrier, with full-fledged settlements and farms. The fish breed is found both in and near water, in both freshwater and oceanic environments. They must immerse themselves in water periodically to keep their skin from drying out. Aside from the fish breed, there are no specific terrain types that Beastmen prefer.

## EXAMPLE NAMES

**MALE:** Dilgear, Gravos, Honar, Jillas, Noonsa, Paulu, Rahanimu.

**FEMALE:** Lila, Greele, Treena, Miran, Selian, Willemeena, Peelar.

## RACIAL TRAITS

Racial ability adjustments among Beastmen vary depending on an individual's base animal type. The table below lists the racial ability adjustments for the different breeds of Beastmen available. If a player wishes to create a Beastman character based on an animal other than the ones listed below, we recommend that the player take the racial ability modifiers for the animal below that seems closest to the desired breed, adjust them appropriately (keeping the same ratio of bonuses and penalties), and have the finished breed approved by the GM for that game.

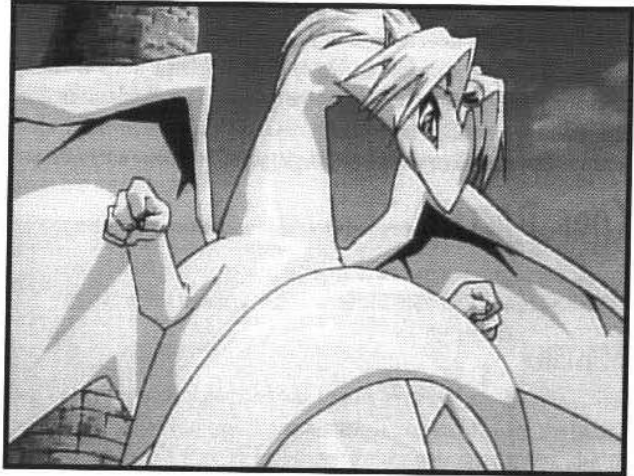
ANIMAL TYPE	ABILITY ADJUSTMENT	FAVOURIED CLASS
Bear	Str +4, Con +2, Int -2, Cha -4	Warrior
Boar	Str +2, Con +2, Wis -2, Cha -2	Warrior
Bull	Str +6, Con +2, Int -4, Cha -4	Warrior
Dog	Dex +2, Wis +2, Int -2, Cha -2	Bounty Hunter
Fish	Dex +2, Int -2	Bandit
Fox	Dex +2, Int +2, Str -2, Con -2	Rogue
Goat	Con +2, Int +2, Wis -2, Cha -2	Bandit
Lizard	Str +2, Con +2, Int -2, Cha -2	Bandit
Raccoon	Dex +4, Int +2, Str -2, Con -2, Wis -2	Rogue
Wolf	Dex +2, Con +2, Wis -2, Cha -2	Bounty Hunter

All Beastmen receive the following additional racial traits:

- **Medium:** As Medium creatures, Beastmen have no special bonuses or penalties due to their size.
- **Beastmen base land speed is 30 ft.**
- **Low-light vision:** Beastmen can see twice as far as a Human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish colour and detail under these conditions.
- **Bonus Feat:** Choose from the following — Endurance, Great Fortitude, Iron Will, Lightning Reflexes, Loyal, Run, Scent, Toughness, Track.
- **Scent:** Beastmen may select Scent as a bonus feat at 1st level. This ability works like the scent ability described in the *MM*. It is not otherwise available as a feat (after 1st level).
- +2 racial bonus on Listen and Spot checks.
- +2 racial bonus on Survival checks.

## DRAGON

The smallest of dragonkind, Golden Dragons are considered the wisest and most powerful of all dragons, and are the only ones known to be able to change their forms. They regularly appear as humans when interacting with non-dragonkind, for ease in communication, if nothing else. Although dragons can communicate telepathically with humans while in their true dragon form, assuming a human appearance and speaking normally allow mortals to more easily adapt to and accept the dragon as a peer.

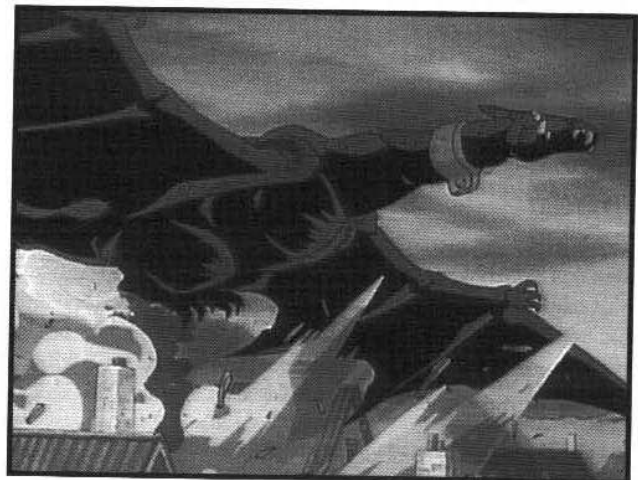


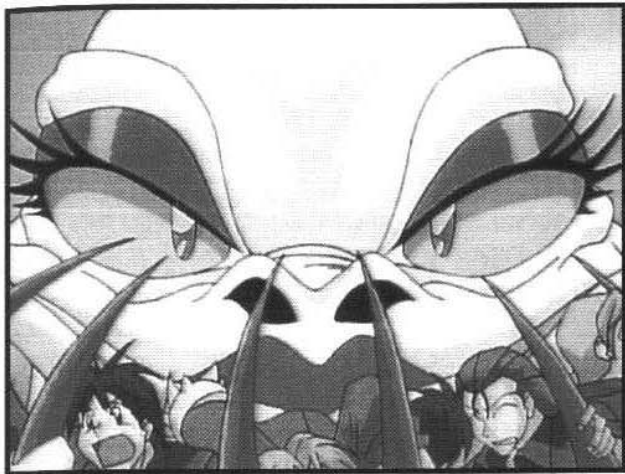
The Dragons worship the Gods of the *Slayers* universe; the Water Dragon King and the Fire Dragon King are both specifically mentioned, with the followers of the Water Dragon King largely living within the sub-continent and the Katahto Mountains. Followers of the Fire Dragon King live to the south of the Desert of Destruction, outside the Barrier.

Dragons are corporeal creatures, giving birth and raising young within their culture. Dragons are hatched from eggs, but those eggs are rare and treasured by their parents. Dragons have family groups just like other races.

## PERSONALITY

Just as Monsters/Mazoku are the servants of the Dark Lords, the Dragons are the servants of the Gods. Each are a lesser reflection of the forces that created them. Dragons are lords of the light, of peace and harmony and order. They are not necessarily good, however, at least not in the way that humans might think of "good." Good for a Dragon could mean serving his or

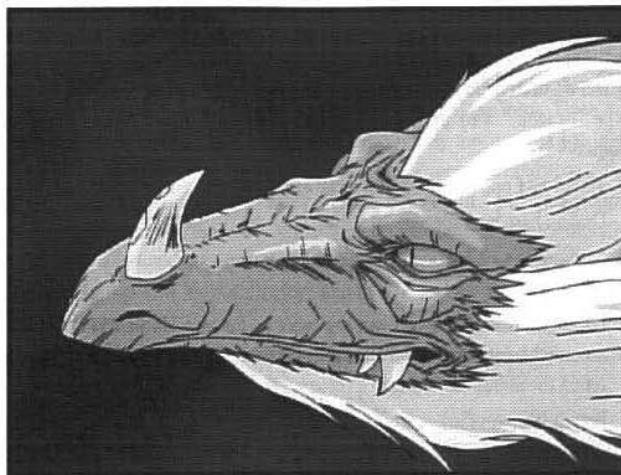




her god, sacrificing one world to save another, fighting a dangerous foe, or betraying a lesser being (a human, for example) for the greater good. They are perfectly capable of cold-blooded, unspeakable acts if they believe those acts are for the benefit of the world as a whole.

In keeping with their nature as a reflection of the Gods, Dragons lack the ability to empathise with an individual's dark impulses. It can be argued that they are as incapable of feeling negative emotions as the Mazoku are of feeling positive ones — able to experience them in a fleeting, superficial

way, but never deeply or intimately. They are incapable of despair. Their anger is closer to righteous fury; their sadness closer to pity. They are often bemused by the actions of Humans or Beastmen, finding them incomprehensible, as the lesser races have motivations that the Dragons cannot understand or experience.



## PHYSICAL DESCRIPTION

Dragons are extremely long-lived, to the point of near-immortality. They do age, but very slowly. Monsters do the same. Both can be killed, but only rarely do they die of natural causes. In dragon form, Golden dragons are a light, bright shade of gold. Eye colour varies from gold to brown to blue. Hair colour is typically gold, though they can have brown hair as well, or can even be bald. Males typically have beards, especially older males with status among the Dragon race.

In human form, Dragons are always attractive. Their hair and eye colour remain constant between forms, as do any signature items (Filia's headband and pink bow, for example). They are usually seen wearing the robes of their chosen deity, though they can choose to wear other clothing as well. They will appear as a human of the same relative age as their dragon form.

## RELATIONS

Dragons hate Mazoku and monsters of all forms, not only due to their antithetical natures, but also from the legacy of the War of the Monster's Fall, a conflict that is still fresh in the minds of both races. Due to that, they hate and revile all Mazoku, and will only deal with them under the most strained circumstances. They have little to do with the short-lived races, such as Humans and Beastmen, but harbour no such ill feelings toward them. They are distrustful of those races, thinking of them as "lesser" and inconstant, but are willing to give an individual the benefit of the doubt, so long as he or she is not evil.

## ALIGNMENT

Golden Dragons can be any non-chaotic and non-evil alignment.

## ENVIRONMENT

Dragons exist on both sides of the Mazoku barrier. They seem to prefer mountains or high craggy areas for homes, places where they can see all around and soar into the sky at a moment's notice. They rarely spend any significant amount of time in human settlements, having little need for human food or water. Dragons have their own culture and cities, and are descended from the Gods of the *Slayers* universe.

## VAL OF THE ANCIENT DRAGONS

There was one other type of intelligent, shape-shifting dragon. They were known as the Ancient Dragons, and were far more powerful than even the Golden Dragons. They were wiped out long ago, in a genocidal war begun by the golds in an effort to win possession of a great and terrible weapon. At the time of the *Slayers* series, there are no Ancient Dragons left in the world.

Sort of.

The exception to this, of course, is Valgaav, formerly Val of the Ancient Dragons. Val was wounded in the war between the dragons. He would have died of his wounds, but Gaav, the Demon Dragon King found him. Gaav offered him a chance to survive in exchange for service. Val agreed, and Gaav ran him through, letting him be "reborn" as a member of the Monster race and effectively making him half-Mazoku, half-Dragon until the end of *Slayers Try*, when he is truly reborn as a baby Ancient Dragon, stripping away his corrupted Mazoku side.

In this game, we have not included the racial abilities for Ancient Dragons for two reasons. First, they are extinct throughout most of the world for hundreds of years before the beginning of the series, making characters unlikely to run into them. Second, it is extremely difficult to determine what the abilities of an Ancient Dragon might be, given that Val is actually Valgaav for all but a few minutes of his time in the series. Establishing what might come from his Mazoku nature and what might come from his Dragon nature cannot be done with any certainty, given the small number of specimens we have to observe.

Given those two aspects, we have chosen not to include Ancient Dragons as player character races. For those who feel that an Ancient Dragon player character would be an asset to their game, we suggest that you use Golden Dragon statistics, possibly increasing strength, spell resistance and damage resistance as the GM feels is appropriate.

## EXAMPLE NAMES

**MALE:** Bazzard, Milgasia, Selvaria, Talis, Val.

**FEMALE:** Filia, Kaly, Rilenia, Criana, Mirai.

**SURNAMES:** Ul Copt, Ul Bradt, Il Misar, Al Isden.

## RACIAL TRAITS

The racial traits given below are for Golden Dragons, and may not reflect accurately on other breeds of dragons. Dragons are considered to be type "dragon," and are not affected by spells that specifically target humanoids.

- +6 Str, +2 Con, +2 Int, +2 Cha racial ability adjustments.
- Dragon base land speed is 30 ft.
- Medium: As a Medium creature, a Dragon gains no bonuses or penalties due to size.
- Low-light vision: Dragons can see twice as far as a Human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish colour and detail under these conditions.
- Breath Weapon (Su): A Golden Dragon has two types of breath weapons, laser breath and diflasher. Laser breath and diflasher are both single target attacks and allow a Reflex save (DC 10 + half the Dragon's character level + the Dragon's Con modifier) to avoid damage; laser breath shoots a 100-ft.-line of searing energy that inflicts 1d8 points of fire damage per character level of the dragon.

Diflasher shoots a sphere of sparkling golden astral energy that deals 1d10 points of damage per character level to outsiders or other creatures susceptible to astral damage. Overworlder creatures are not affected by this attack.

- Alternate Form: Golden Dragons have an alternate dragon form which they can assume at will, making a Control Shape check (see below). Changing forms takes a standard action. The dragon form of a golden dragon is size Huge. The dragon's speed improves to 40 ft. and he or she gains a fly speed of 200 ft. (poor). Apply the standard modifiers for changing size (see the *MM*). Thus, a golden dragon in dragon form gains +16 Str, -4 Dex, +8 Con, +5 natural armour, -2 size penalty to attacks and AC.
- Dragon Magic (Ex): Dragons receive a +5 racial bonus to all checks for White magic spells.
- Hunger Resistance: Dragons are resistant to hunger and thirst. They can go twice as long as a Human without food or water, and only have to make checks for starvation or dehydration every two hours, instead of every hour.
- Dragons have Spell Resistance equal to 11 plus character level.
- Damage Reduction: Dragons have DR 10/magic.
- All Golden Dragons have Control Shape (Con) as a class skill. They must make a Control Shape check (DC 15) to change from one form to another. The GM can require a check in stressful or provoking situations to see if the character can retain his or her human form (DC 20 or higher, depending on the situation).
- Dragon Faith. A golden dragon priest does not need a staff to call on that class's abilities.
- Favoured Class: Priest. A multiclass dragon's priest class does not count when determining whether he or she takes an experience point penalty.
- Level Adjustment: +6.



## HUMAN

Humans are the most populous race in the *Slayers* universe by far. Less powerful than monsters or dragons, their ability to work together and adaptability have allowed them to establish great cities and make amazing strides in both magical and technological studies. It is they who provide the political framework upon which nations stand, as well as the overriding cultural and artistic sensibilities for the land in which they live. They are constantly exploring, using their skills to test their boundaries and learn more about the world around them. With this in mind, it is small wonder that the majority of adventurers are human.

## PERSONALITY

Humans are diverse in their habits, outlooks, experiences, and talents. They are usually tolerant of others who are unlike themselves, at least until or unless they feel threatened. Customs and habits will vary from region to region, and person to person.



## PHYSICAL DESCRIPTION

Adult Humans range in height from 4 and a half feet tall to nearly 7 feet tall. They weigh from 90 lbs. to nearly 300 lbs., with the exact weight depending on frame and lifestyle. Males are usually taller and heavier than females, although not significantly so. Skin shades vary from dark to light; hair goes from black to blond in a variety of textures (straight, curly, wavy), with odd colours occasionally occurring such as red, blue, purple, green, or aqua. Adult males also

grow facial hair that typically matches their overall hair colour. Questions of dress and hairstyle vary according to nationality, region, and profession.

## RELATIONS

Humans mix well with other races. They are more easily influenced by appearances than some races, so most other races that can adopt a human guise do so when travelling in human cities. The more alien a creature appears, the more likely humans are to shun or be aggressive towards that individual.



## ALIGNMENT

Humans can be of any alignment.

## ENVIRONMENT

Humans are found in nearly every environment. Even in barren wastelands, Humans can find a way to make a living and support families. Only in aquatic environments are they unable to thrive, since they cannot breathe water for any length of time, even with the aid of magic.

## EXAMPLE NAMES

Humans use surnames, but the nature of those names varies depending on kingdom and culture.

**MALE:** Eruk, Gourry, Halley, Phillionel, Randy, Rodimus, Zeligadis.

**FEMALE:** Amelia, Cally, Lina, Lily, Lulu, Lala, Martina, Paula.

## RACIAL TRAITS

Racial traits for Humans can be found in the *Player's Handbook*, Chapter 2.



## RACE TEMPLATES

Unlike many other d20 games, *Slayers* has relatively few races available for characters to play. This seeming dearth of choices, however, is alleviated by the presence of race templates, a tool for creating some of the more esoteric types found in the *Slayers* universe.

*Slayers* is home to a number of oddly mixed characters: Dilgear is a half-troll Beastman; Zeligadis is a Chimera: part human, part golem, and part demon. Vrumugun is a Copy (or many Copies), as is Copy Rezo. These are only the ones we see regularly — there are certainly more, given the high levels of magic and cultural interaction between the races. The purpose of the templates is to allow a player to vary his or her abilities and background while staying within the feel of the *Slayers* series. Some of these templates could have a far-reaching effect on a campaign, so we highly recommend that a player obtain GM approval before taking any of these templates during character creation.

### MAZOKU, OR THE MONSTER RACE

*While Xellos, a main character in the Slayers Try and Slayers Next series, is a pure-bred member of the Mazoku, we feel that opening up Mazoku as a full-fledged player character race is not in keeping with the spirit of the series. This is not a question of the Mazoku being "too powerful" for the other characters — after all, we're allowing Dragons as a character race. Instead, it goes back to the idea of Slayers as a light-hearted fantasy with dramatic moments. The goal of the Mazoku is to plunge the world into primordial Chaos, destroying it. Mazoku literally feed on terror, pain, and any other negative emotion you can think of. "Light-hearted" just really isn't a part of their repertoire, with attempts at it inevitably coming across as creepy rather than appealing. It is simply an alien concept to them.*

*Pure-bred Mazoku are not born as other races are. Instead, they are created by more powerful Mazoku, brought into being as a servant for their creator with a very specific purpose and place in the Mazoku hierarchy. The idea of one randomly leaving the Mazoku and running around doing good is nearly inconceivable — Mazoku are incapable of doing so, being crafted out of the pure stuff of chaos, hate, and terror. Should one manage to do so, he or she could never act on it. His or her actions would surely be noticed by the Mazoku and dealt with in swift order, as they would threaten to undermine the very goals the Mazoku have pursued for years. Even Gaav, who wished to rule the world, was considered a traitor to the Monster race and hunted down.*

*An alternate way of inserting a Mazoku as a player character would be as an operative for the Monster Race as a whole, acting through agents on his or her master's orders. In the end, however, this pits one player against the rest of the group, and again serves to undermine the comedic sensibilities of the series as a whole. Xellos may help the group on occasion because it serves his purposes, but that does not mean he would not be just as happy to frighten them all into submission and turn them into a light snack, his plans notwithstanding. In truth, his semi-constant efforts to undermine, belittle, and inconvenience the party are a plain indicator of his personal tendencies. The same could be said for Saygram or any other Monster.*

*For those players and GMs who feel that Monster Race player characters would be an asset to their game instead of a liability, the rules for creating Mazoku on page 220 of the Bestiary chapter can easily be adapted to creating a player character. Alternatively, we have included half-Mazoku and half-troll templates for use. These can allow a player to dabble in the dark side, as it were, without being chained into the Mazoku hierarchy or nature.*

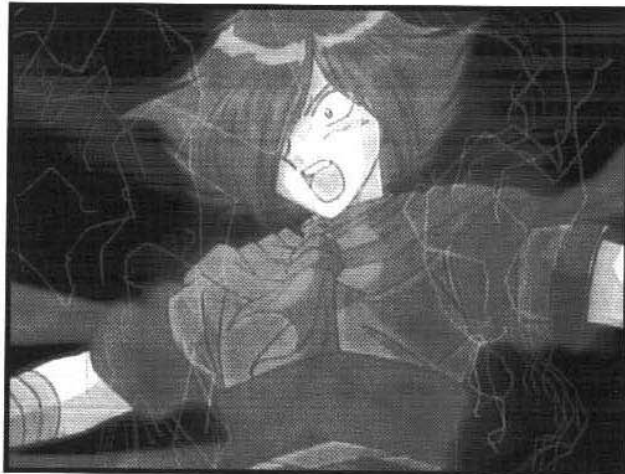


## CHIMERA

Chimeras are a type of magical creature, created from blending two or more other types of creatures into a new entity. Chimeras are created from black sorcery, and are a speciality of those who devote themselves to studying black magic and its sources. The science of chimera creation is closely related to that of copying, both concerning themselves with the effects of Mazoku-powered magic melding with living beings.

To create a Chimera, the body of a base creature type is blended with the best features of one or more other creatures. The best known case, Zalgadis Greywords, was initially a human who was combined with a rock golem and a demon. Valgaav, a dragon that became part-Mazoku, was created by the Demon Dragon King, Gaav. The process is a complex one, taking extremely powerful magic to accomplish. Only the most skilled sorcerers or powerful Mazoku can create Chimeras. Their creations are naturally expected to serve them, as very few black magic practitioners would go to the trouble and expense of creating a Chimera strictly for altruistic reasons. Most will have some sort of a control trigger built in, to allow their creator to bring the Chimera under control should it ever run amok.

Chimeras are primarily created from creatures that are considered non-intelligent or semi-intelligent. Beastmen are commonly used as the base race for Chimeras, as are Monster-kin such as trolls. Humans are rare in Chimeras, if only because their strong sense of self tends to make controlling them difficult.



## CREATING A CHIMERA

In order to create a Chimera, take one of the core races for *Slayers* as your base race. Other templates may then be added using the half-creature templates listed below. The Chimera package allows you to pick up any number of acquired or inherited templates. It also allows the integration of typically unavailable types, such as magical constructs, outsiders, and non-corporeal creatures. Any templates added to a Chimera are considered acquired templates.

Templates are applied normally, adding their effects and level adjustments (see Chapter 4, *MM*). Where the same special attack or special quality is included in more than one template, only the best value is used. When more than one template included in the Chimera changes its type, the Chimera is considered to be of both types.

Each template used in the creation of a Chimera takes up an equal share of the creature's essence. Thus, a Chimera created by adding the half-demon and half-troll templates to a Beastman is one-third Beastman, one-third demon, and one-third troll.

Chimeras may be created using templates other than the ones listed below. The GM must approve any template before use.



## COPY

Among the wonders of the *Slayers* Universe is a magical technique known as copying. Using a series of arcane procedures, magical rituals, samples of hair or tissue from a living being, and a magical device called a copy cultivator, an individual can be completely replicated, creating a living copy with the memories and abilities of the original person, or donor. The art of making Copies is largely the realm of black magic sorcerers, with its secrets closely related to those of making chimeras. There are very few who are able to do it, and even large cities with wealthy sorcerers' guilds may not have the capability to create Copies.

Copy cultivators are never for sale, though one might be able to obtain a copy of oneself by volunteering as a test subject in the guild's research — an arrangement not without risk. If someone wished to purchase a Copy of him or herself, there is no way to predict what the price might be. A sorcerer who can create Copies would probably not wish to advertise the fact, as many regions take a dim view of copying living creatures. Someone with such power is unlikely to be in need of money, either, as the resources needed to build and maintain a copy cultivator ensure that its owner is beyond worrying about

cost. It is far more likely that any fees for such a service would be astronomical, tens of thousands of gold pieces at the least, or would take the price of favours or quests.

The current level of magical technology allows full Copies to be made of any ordinary individual, with all the skills, abilities and memories the original possessed at the time the sample was taken. In other words, anyone with no levels or levels in NPC classes only can be fully replicated, with all abilities and skill levels intact. Copies are intelligent, and while their base personalities are those of the donors, time and experiences can mould them into very different people.

Copies seem to be created with the knowledge that they are not the original person. It is unknown at this time whether continued environmental stimulus could disabuse Copies of this information, convincing them that they were the originals instead of the creations. While Copies could be activated at any time, they act as independent agents and are not bound by the will of the original. Mind controlling magic may be used to keep a copy under the donor's (or creator's) control, but such procedures are expensive and take a high degree of effort. More commonly, a sample is preserved until the death of the donor, whereupon a Copy is made. The inconvenience of dealing with another identical individual trying to accomplish the same thing is simply not worth having a loose copy around.

Physically, Copies seem to be near-perfect replicas of the people from whom the sample tissue or hair was taken. There are often small differences, such as a subtle change in eye colour or a slightly different scar, or a minor deformities, such as Vrumugun's pupil-less eyes. These small quirks are rarely debilitating in any way, sometimes escaping notice altogether. Research into whether or not an ill or maimed person would create a copy who shares their handicap is still pending. It takes very little tissue to create a Copy, meaning that a large sample could create any number of copies over time. Tissue from a Copy cannot be used to create another Copy.



To determine the level of a Copy, take the number of levels of the donor and divide by 2, rounding up. The resultant number is the Copy's starting level. In the case of donors who were multiclassed, the Copy may split those levels among the classes the donor possessed. It is not held to the same distribution the donor had, but the Copy may not possess a level in any class higher than the original's level in that class. Copies are an inherited template. The following restrictions apply to creating a Copy character:

- Beginning Copies cannot exceed the class level the original held in any specific class.
  - Beginning Copies have the same physical Abilities (Strength, Dexterity, and Constitution) as the original at the time the sample was taken. For mental Abilities (Intelligence, Wisdom, Charisma), roll 3d6 for each Ability. Add the original's Ability Modifier to the result to get the Copy's Ability. Note that if the result exceeds the original's corresponding Ability, it must be set as equal to the original's Ability score.
- For example, Copy Rezo rolls 3d6 for Intelligence and gets a 12. He adds +5 (the original Rezo's Intelligence was a 20), getting a 17. If he had rolled a 15 or higher, he would have been limited to a 20 (equalling Rezo's Intelligence at the time the sample was taken).
- Beginning Copies have the appropriate skill points and feat slots for their starting levels, to be spent choosing from among the skills and feats the original possessed.
  - No beginning Copy may exceed the skill point total possessed by the donor at the time the sample was taken.
  - Copies have access to all the spells the original character knew, but get none of the class-based spellcasting bonuses the donor may have possessed unless they also have levels in the appropriate classes.
  - A Copy's skill or class levels may be raised past what the donor possessed through experience, but cannot exceed the donor at the time of creation.



## CREATING A COPY

Copies take a day and a night to make, and one must have access to the arcane machinery necessary to create them — a copy cultivator, which is a very large arcane machine and cannot be moved. The process cannot be successfully rushed.

When a Copy is created, it possesses the memories the original had at the time the tissue or hair sample was taken. At this time, it is impossible to create a copy that has the full range of skills and abilities of a highly skilled or experienced individual.

## EXAMPLE COPY

*Miwan, a Warrior 3/ Wizard 3/ Loremaster 1, wishes to have a Copy created. Once created, the Copy Miwan would be 4th level, and could spend those levels in Warrior, Wizard, Loremaster or all three. Given that Miwan was 3rd level in two classes, Copy Miwan could freely take three levels in either Warrior or Wizard. He would be limited to one level of Loremaster, however, and would be forced to spend the additional levels elsewhere. Copy Miwan would then choose his skills and feats, as appropriate for his classes, from the ones possessed by the original Miwan. At no time could he exceed the level of points the original possessed in any one skill.*

## HALF-DEMON

Demons are the lesser creations of pure-bred Monsters, or Mazoku. They belong to the Monster race, but only as one of the hordes of Monster-kin that flooded the world after the War of the Monsters' Fall. They have no society or culture, instead acting as servants or pawns at the beck and call of more powerful, pure-bred Mazoku. For more information on demons, see page 212.



Demons are true Monsters, meaning that they possess an astral body that can manifest in the physical world. They are typically green or grey in colour, with leathery wings and hairless skin. They are innate spellcasters, making up what they lack in intelligence or wits with natural ability.

Half demons rarely share the physical aspects of their demonic ancestor. While it is not impossible that a demon might pair with a mortal to produce offspring, it is far more likely that a half-demon individual is a chimera or is somehow possessed by a demon.

### CREATING A HALF-DEMON

"Half-Demon" is an inherited template that can be added to any Beastman or human character. He or she uses all the core race's statistics and special abilities except as noted here.

**SIZE AND TYPE:** The base creature's size and type remain unchanged.

**SPECIAL ATTACKS:** A Half-Demon retains all the special attacks of the base creature and gains those described below.

**Spells:** Half-Demons may cast all Common spells following the normal spell casting rules, regardless of class. Advanced White, Black, and Shamanistic spells are only available if the Half-Demon takes the appropriate classes to acquire them.

**SPECIAL QUALITIES:** A Half-Demon retains all the special qualities of the base creature and gains those described below.

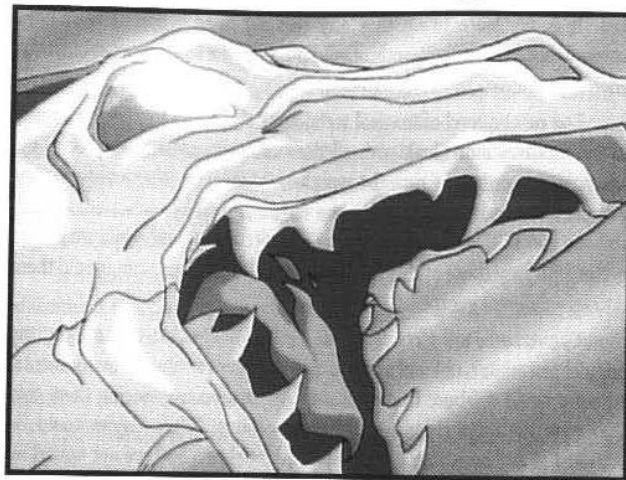
**Intuitive Magic (Ex):** Half-Demons gain a +2 racial bonus to all Fortitude saving throws and any control checks made to cast spells.

**Spell Resistance (Ex):** Half-Demons have spell resistance of 10 + character level.

**ABILITIES:** Increase from the base creature as follows: Dex +2, Con +2.

**SKILLS:** +2 racial bonus to Spellcraft, Summoning, and Use Magic Device checks.

**LEVEL ADJUSTMENT:** Same as base creature +2.



## HALF-DRAGON

Dragons are the servants of the Gods, lesser forms of the entities that embody all the positive qualities of life. They are the mirror of the Mazoku, with each race holding the same role in their respective pantheons, the light versus the dark, order versus chaos. Dragons are explained in more detail on page 213.

As Dragons are corporeal creatures that can mate and create offspring, a character can have a dragon parent. The dragon was likely in human form at the time of conception, so the other parent may not have known about his or her partner's draconic nature. Half-Dragons can be included in Chimeras, but are more likely to be of black dragon, blue dragon, lake dragon or sea dragon stock.

### CREATING A HALF-DRAGON

"Half-Dragon" is an inherited template that can be added to any core race. He or she uses all the core race's statistics and special abilities except as noted here.

**SIZE AND TYPE:** The base creature's size and type remain unchanged.

**SPECIAL ATTACKS:** A Half-Dragon retains all the special attacks of the base creature and gains those described below.

**Breath Weapon (Su):** Half-Dragons may use the laser breath of dragons. This is a single target attack that allows a Reflex save (DC 10 + half the character's level + the character's Con modifier) to avoid damage. Laser breath shoots a line of searing energy that inflicts 1d6 points of damage per character level of the Half-Dragon.

**SPECIAL QUALITIES:** A Half-Dragon retains all the special qualities of the base creature and gains those described below.

**Damage Reduction (Ex):** A Half-Dragon has damage reduction 5/magic.

**Low-Light Vision (Ex):** Half-Dragons receive low-light vision.

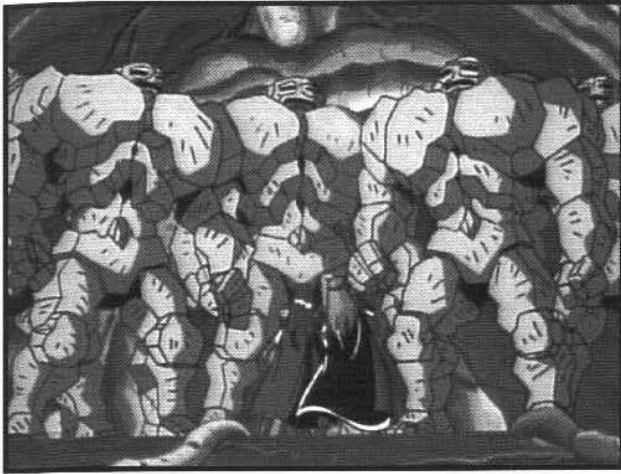
**Hunger Resistance (Ex):** Half-Dragons are resistant to hunger and thirst. They can go twice as long as a Human without food or water, and only have to make checks for starvation or dehydration every two hours, instead of every hour.

**Intuitive Magic (Ex):** Half-Dragons gain a +2 racial bonus to all Fortitude saving throws and any control checks made to cast White magic spells.

**Spell Resistance (Ex):** Half-Dragons have spell resistance of 5 + character level.

**Abilities:** Increase from the base creature as follows: Str +4, Cha +2.

**LEVEL ADJUSTMENT:** Same as base creature +2.



## HALF-GOLEM

Golems are the creations of magic users, though typically only sorcerers. They can be created out of stone or metal, though golems formed from stone, called “rock golems,” are far more common. They are unnatural creatures — magical constructs whose only purpose is to serve the will of their creator. They have no will of their own, and are often set to remain dormant until a certain event triggers them to perform their assigned duty. For more information on golems, see page 217.

Golems have no culture or society. They are unable to mate, being only magically animated stone. A character with the half-golem template is, by necessity, either a chimera or some other magically changed individual. It is not possible to have a rock golem parent.

### CREATING A HALF-GOLEM

“Half-Golem” is an inherited template that can be added to any core race. He or she uses all the core race’s statistics and special abilities except as noted here.

**SIZE AND TYPE:** The base creature’s size and type remain unchanged.

**ARMOUR CLASS:** Natural armour improves by +4.

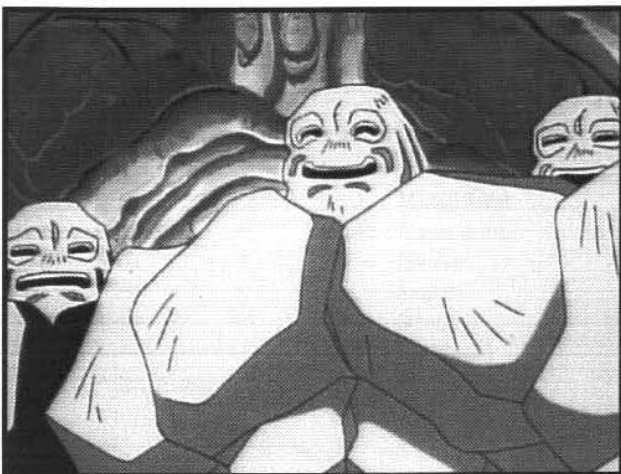
**SPECIAL QUALITIES:** A Half-Golem retains all the special qualities of the base creature and gains those described below.

*Damage Reduction (Ex):* A Half-Golem has damage reduction 10/magic.

*Immunities (Ex):* Half-Golems are immune to poison and disease.

**ABILITIES:** Increase from the base creature as follows: Str +4.

**LEVEL ADJUSTMENT:** Same as base creature +2.



## HALF-MAZOKU

The Mazoku are the Monster Race, the pure-bred Monsters who battled the Dragons during the War of the Monsters’ Fall, who serve the Dark Lord Shabranigdo (at least in theory) and embody all the negative aspects of existence, such as pain, terror, hatred, sorrow, and jealousy. Monsters are truly alien in appearance, often keeping to a general humanoid shape but with any number of monstrous qualities, such as tentacles, elemental forms, or elongating appendages. They can also take on other forms, including those of the core races. They often possess powers over certain aspects of existence, such as the ability to create pocket dimensions or manipulate elements. For more information on the Mazoku, see page 220.

In the *Slayers* universe, the Mazoku do not appear to be able to mate with humans, Beastmen, or dragons. Mazoku do not seem to mate at all, in fact, with new Monsters being created asexually, summoned into existence by their master/creator to serve a set goal. Mazoku are also generally too powerful to be bound into a Chimera, having a will of their own and no small degree of power to prevent such a thing from occurring.

The one thing that does occur to Mazoku, however, is being bound into human form, to be reborn as a human again and again with no knowledge of its former life. As an example, Gaav was bound into human form for centuries before finally escaping. One of the seven parts of Shabranigdo was also bound into a human, into Rezo’s eyes to be exact. The nature of a Mazoku can tend to corrupt the vessel who holds the malign creature, but it is possible that the individual could display monstrous powers, and possibly come to an understanding with the Mazoku trapped inside.



### CREATING A HALF-MAZOKU

“Half-Mazoku” is an inherited template that can be added to any core race. He or she uses all the core race’s statistics and special abilities except as noted here.

**SIZE AND TYPE:** The base creature’s size remains unchanged. Type changes to outsider (native).

**ARMOUR CLASS:** Half-Mazoku receive their Charisma modifier (if positive) as a deflection bonus to their Armour Class.

**SPECIAL QUALITIES:** A Half-Mazoku retains all the special qualities of the base creature and gains those described below.

*Damage Reduction (Ex):* A Half-Mazoku has a damage reduction 10/magic.



**Darkvision (Ex):** Half-Mazoku can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and Half-Mazoku can function just fine with no light at all.

**Hunger Resistance (Ex):** Half-Mazoku are resistant to hunger and thirst. They can go twice as long as a Human without food or water, and only have to make checks for starvation or dehydration every two hours, instead of every hour.

**Immunities (Ex):** Half-Mazoku are immune to poison and disease.

**Spell Resistance (Ex):** Half-Mazoku have a spell resistance of 15 + their character level.

**Astral Phasing (Su):** Half-Mazoku have the ability to shift from the Material Plane to the Astral Plane and back again at will. They can shift once per day for every two full character levels the individual possesses. If the character wishes, he or she may bring extra people along in exchange for giving up one phasing opportunity that day. The accompanying characters must be touched by the Half-Mazoku in order to be phased along with the Half-Mazoku, and must stay in contact the entire time.

Characters on the Astral Plane can make a Vision check (DC 25) to see and hear events or individuals on the Material Plane. One can travel through the Astral Plane, covering long distances almost instantly; the Astral Plane is home to countless Mazoku of all types, however, and most of them are hostile to trespassers or those with different allegiances.

**ABILITIES:** Increase from the base creature as follows: Str +2, Dex +2, Con +2, Int +4, Cha +4.

**SKILLS:** Half-Mazoku receive Vision as a class skill, regardless of their actual class. They receive a +2 racial bonus on Bluff, Intimidate, and Summoning checks.

**LEVEL ADJUSTMENT:** Same as base creature +4.



## HALF-TROLL

Trolls are one of the Monster-kin, lesser breeds of Mazoku that live in the *Slayers* universe. They are brutish creatures, with a rudimentary society. They are often used as grunts by bandits or sorcerers. They have amazing healing capabilities, and are extremely large and tough. For more information on trolls, see page 225.

A half-troll character could have either a troll parent or be a chimera, with the abilities of a troll magically blended with that of another race. Either background is appropriate.

### CREATING A HALF-TROLL

“Half-troll” is an inherited template that can be added to any core race. He or she uses all the core race’s statistics and special abilities except as noted here.

**SIZE AND TYPE:** The base creature’s size and type remain unchanged.

**ARMOUR CLASS:** Natural armour improves by +2.

**SPECIAL QUALITIES:** A Half-Troll retains all the special qualities of the base creature and gains those described below.

**Recovery (Ex):** A troll’s — or in this instance half-troll’s — ability to heal itself is unsurpassed in the *Slayers* universe. Tremendous innate magical energies are constantly devoted to healing any injury the troll might sustain. For a half-troll, this power works as though a *recovery* spell is constantly in place, healing either lethal or nonlethal damage at a rate of one-half the character’s level plus one-half his or her Constitution bonus in hit points per round (round down). For more information on the *recovery* spell, see page 94.

**ABILITIES:** Increase from the base creature as follows: Str +4, Con +4, Int -2, Cha -2.

**LEVEL ADJUSTMENT:** Same as base creature +1.

# CLASSES

*Soulless fiend who thrives on evil! Taste now the swift sword of Justice!*  
 — Amelia Wil Tesla Seyruun, princess of Seyruun

Sorceress. Swordsman. Shrine Maiden. Wizard. Priest. Bounty Hunter.

These are only a fraction of the professions to which treasure seekers can aspire in the *Slayers* universe. From bandits to witches, priests to warriors of justice, there's a job with a time-honoured tradition behind it for anyone with a taste for adventure.

The following chapter is divided up into two halves: core classes and prestige classes. The core classes are available from character generation on, and are seen as the most basic types of adventurers in *Slayers d20*: bandit, bounty hunter, loremaster, priest, rogue, warrior, and witch/wizard. Prestige classes are likely more familiar to fans of the series, and consist of cleric/shrine maiden, master-at-arms, pistoleer, shaman, sorcerer, swordsman, and warrior of justice. Multiclassing is handled as per the *Player's Handbook*.

## THE DEVIL'S IN THE DETAILS

When we were writing this, we ran onto a number of small, yet significant problems where naming is concerned. A sample conversation was as follows:

Michelle: "Okay, Gourry is called both a warrior and a swordsman, and this other guy is called a warrior too. I guess we need to call that class 'Warrior.'"

David: "But there's already an NPC class in d20 called Warrior."

Michelle: "Well, dang."

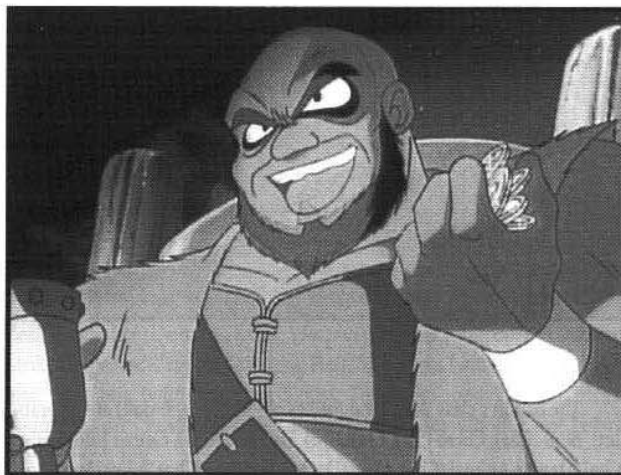
A tad bit on the tame side, but still indicative of the problems we faced. In the end, we decided that the nomenclature of *Slayers* should take precedence over that of the *PHB* and *DMG* where the two collide. Due to this, we encourage the reader to cast off any assumptions they might have of the nature of the rules based solely on the names they see. Our sorcerer is nothing like the one from the *Player's Handbook*. The same goes for the warrior and cleric. Things in other sections have been changed as well, such as altering the way certain feats will work in *Slayers* without changing their name or basic function. While this may prove confusing to long-time d20 players, we felt in the end that it was the only way to stay true to the source material — *Slayers*. We ask you to bear with us, and hope that this will not impede your enjoyment of this game.

## CLASS ABBREVIATIONS

Bdt	Bandit	ShM	Shrine Maiden
BnH	Bounty Hunter	MrA	Martial Artist
Lrm	Loremaster	MaA	Master-at-Arms
Nbl	Noble	Plr	Pistoleer
Pri	Priest	Sha	Shaman
Rog	Rogue	Sor	Sorcerer
War	Warrior	Swd	Swordsman
Wiz	Witch/Wizard	Woj	Warrior of Justice
Clr	Cleric		

# CORE CLASSES

Given both the level of detail in the *Slayers*, *Slayers Next*, and *Slayers Try* anime series and the sheer amount of information provided through the 78 episodes, we decided to use this opportunity to move away from the core classes as listed in the *Player's Handbook* and instead focus on classes that were more in tune with the series as a whole. As a result, the core classes in the *PHB* are not available in *Slayers d20*, with the exception of the Rogue. That class has been altered to fit the setting better, and so the variant listed in this chapter should be used instead of the standard version.



## BANDIT

*It's days like this that make me glad I'm a bandit!*

— The leader of the Dragon Fangs, after throwing handfuls of gold coins to his gang.

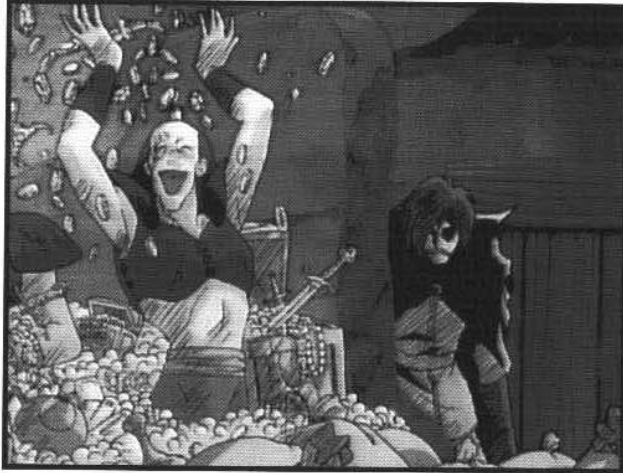
Some people live off the land — bandits live off the people of the land. Most bandits are thugs and brigands waiting in the wilderness to assault travellers. Others use their straightforward and brutish manner in claiming the treasures of ancient tombs and temples. Bandits care little for anything beyond their own comfort, wealth, and reputation. Unfortunately for them, comfort, wealth, and reputation are often hard to come by for a bandit. Thus, a bandit is often resigned to take those things where he or she can, regardless of the consequences. While most bandits are career criminals, many are



willing to leave a life of banditry behind should a better opportunity present itself. Until then, though, there are people to rob, guards to avoid, and treasure to steal around the next turn.

**ALIGNMENT:** Any non-lawful

**HIT DIE:** d10



## CLASS SKILLS

The bandit's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Disguise (Cha), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Move Silently (Dex), Profession (Wis), Reputation (Cha), Search (Int), Sleight of Hand (Dex), Survival (Wis), Swim (Str), Taunt (Cha), and Use Rope (Dex)

**SKILL POINTS AT 1ST LEVEL:** (6 + Int modifier) x 4

**SKILL POINTS AT EACH ADDITIONAL LEVEL:** 6 + Int modifier

## CLASS FEATURES

All of the following are class features of the bandit.

**WEAPON AND ARMOUR PROFICIENCY:** Bandits are proficient in the use of all simple and martial weapons, and with light armour and shields (but not tower shields).

**OUTCAST [EX]:** As outcasts, bandits are shunned and feared by the common people. Bandits gain a +2 competence bonus to all Intimidate skill checks.

**SURVIVOR [EX]:** Bandits learn to rely on themselves and to survive without the benefit of civilisation. All bandits get a +2 bonus on Survival skill checks.

**GANGING UP [EX]:** Bandits learn early in their careers how to make best use of their superior numbers in horde tactics. When a bandit of 2nd level or higher performs the Aid Another option in combat, he or she provides double the normal bonus — +4 to attack or AC against that specific opponent.

**SNEAK ATTACK:** This ability functions like the rogue ability of the same name.

**GET 'EM! [EX]:** Bandits are used to working in groups to defeat their enemies. At 4th level, bandits learn to take advantage of numbers and manoeuvrability to gain a greater flanking bonus against opponents. Any flanking bonus gained by a bandit of 4th level or higher increases from +2 to +4.

**BAND:** At 8th level, a bandit can gather a band of followers. The bandit may collect a cohort and followers as if he or she had the Leadership feat. If the bandit already has this feat (or gains it later), his or her leadership score is increased by +2. Followers gained by this ability (additional followers gained if the character also has Leadership) are in it for the money. They are not immediately loyal to the bandit, but if he or she treats his or her followers well they may become so.

## THE BANDIT

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	DEFENCE BONUS	SPECIAL
1	+0	+2	+0	+0	+1	Outcast, survivor
2	+1	+3	+0	+0	+1	Ganging up
3	+2	+3	+1	+1	+2	Sneak attack +1d6
4	+3	+4	+1	+1	+2	Get 'em!
5	+3	+4	+1	+1	+3	-
6	+4	+5	+2	+2	+3	Sneak attack +2d6
7	+5	+5	+2	+2	+3	-
8	+6/+1	+6	+2	+2	+4	Band
9	+6/+1	+6	+3	+3	+4	Sneak attack +3d6
10	+7/+2	+7	+3	+3	+5	-
11	+8/+3	+7	+3	+3	+5	Gang
12	+9/+4	+8	+4	+4	+5	Sneak attack +4d6
13	+9/+4	+8	+4	+4	+6	-
14	+10/+5	+9	+4	+4	+6	Mob
15	+11/+6/+1	+9	+5	+5	+7	Sneak attack +5d6
16	+12/+7/+2	+10	+5	+5	+7	-
17	+12/+7/+2	+10	+5	+5	+7	Clan
18	+13/+8/+3	+11	+6	+6	+8	Sneak attack +6d6
19	+14/+9/+4	+11	+6	+6	+8	-
20	+15/+10/+5	+12	+6	+6	+9	Ravening hordes

**GANG:** At 11th level, a bandit's leadership score increases by +2. This bonus stacks with the previous bonus for the band class ability.

**MOB:** At 14th level, a bandit's leadership score increases by +2. This bonus stacks with the previous bonus for the band and gang class abilities.

**CLAN:** At 17th level, a bandit's leadership score increases by +2. This bonus stacks with the previous bonuses for the band, gang, and mob class abilities.

**RAVENING HORDES:** At 20th level, a bandit's leadership score increases by +2. This ability stacks with the previous bonuses for the band, gang, mob, and clan class abilities.



## BOUNTY HUNTER

*I've worked hard up till now following them all over creation for that money you promised me, but from here on out I'm fighting for my own reasons!*

— Zangulus, leaving the service of Eris and Copy Rezo.

Bounty hunters live by their ability to track their prey. Bounty hunters usually work for themselves, tracking down criminals for the rewards offered. Other times, they work for criminal, legal, or community organisations using their skills to find people and things that need to be found.

Bounty hunters are skilled and dangerous combatants and have a variety of abilities that may be useful. They specialise in working alone, or with small groups of characters with different skills. A bounty hunter may flourish when supported by the skills and abilities of other characters, but they prefer to avoid other bounty hunters except when tracking the most difficult and dangerous of foes. They have pride in their accomplishments and are protective of their missions.

**ALIGNMENT:** Any

**HIT DIE:** d8

### CLASS SKILLS

The bounty hunter's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Profession (Wis), Reputation (Cha), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex)

**SKILL POINTS AT 1ST LEVEL:** (6 + Int modifier) x 4

**SKILL POINTS AT EACH ADDITIONAL LEVEL:** 6 + Int modifier

### CLASS FEATURES

All of the following are class features of the bounty hunter.

**WEAPON AND ARMOUR PROFICIENCY:** Bounty hunters are proficient with all simple and martial weapons, and with light armour and shields (but not tower shields).

**TRACK:** Bounty hunters receive Track as a free feat at 1st level.

**WILD EMPATHY [EX]:** A bounty hunter can improve the attitude of an animal. This ability functions just like a Diplomacy check to improve the attitude of a person. The bounty hunter rolls 1d20 and adds his or her bounty hunter level and Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the bounty hunter and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. Generally, influencing an animal in this way takes 1 minute, but, as with influencing people, it might take more or less time.

**BONUS FEATS:** At 2nd level and every 4 levels thereafter, bounty hunters gain a bonus feat. This bonus feat must be selected from the following list. Code, Combat Expertise (Improved Disarm, Improved Trip), Dramatic Zeal, Endurance (Diehard), Exotic Weapon Proficiency, Improved Unarmed Strike (Improved Grapple, Stunning Fist), Skill Focus (with any class Skill), Skill Speciality (with any class Skills), Toughness, and Weapon Focus. Bounty hunters must still meet all prerequisites for a bonus feat before selecting that feat.

**UNCANNY DODGE [EX]:** Starting at 3rd level, a bounty hunter can react to danger before his or her senses would normally allow him or her to do so. The character retains his or her Dexterity bonus to AC (if any) even if caught flat-footed or struck by an invisible attacker. He or she still loses any Dexterity bonus to AC if immobilised.

If a bounty hunter already has uncanny dodge from a different class, he or she automatically gains improved uncanny dodge (see below) instead.



**TRAP SENSE [EX]:** At 5th level, a bounty hunter gains an intuitive sense that alerts him or her to danger from traps, granting a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the bounty hunter reaches 10th level, to +3 when he or she reaches 15th level, and to +4 when he or she reaches 20th level.

Trap sense bonuses gained from multiple classes stack.

**IMPROVED UNCANNY DODGE (Ex):** A bounty hunter of 8th level or higher can no longer be flanked.

This defence denies a bandit or rogue the ability to sneak attack the character by flanking him or her, unless the attacker has at least four more levels than the target does.

If a character already has uncanny dodge from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum bandit or rogue level required to flank the character.

**SWIFT TRACKER (Ex):** Beginning at 8th level, a bounty hunter can move at his or her normal speed while following tracks without taking the normal -5 penalty. He or she takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

**EVASION (Ex):** At 9th level and higher, a bounty hunter can avoid even magical and unusual attacks with great agility. If the character makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he or she instead takes no damage. Evasion can be used only if the bounty hunter is wearing light armour or no armour. A helpless bounty hunter does not gain the benefit of evasion.

**FAST MOVEMENT (Ex):** At 12th level, a bounty hunter's land speed increases from the norm for his or her race by +5 feet. This benefit applies only when he or she is wearing no armour or light armour. Apply this bonus before modifying the bounty hunter's speed because of any load carried or armour worn. At 16th level, the bounty hunter's land speed increases an additional +5 feet, for a total increase of +10 feet.

## LOREMASTER

*As long he has wisdom and a fighting spirit, nothing is impossible for a man!*  
— *The secret master of dragon cuisine to his student, Ashford.*

Steeped in the lore of the ages, the loremasters of *Slayers* possess knowledge beyond the ken of most mortals. Most are specialised in a tightly focused area of study, such as magic items, the creation of Copies, or the delicacies of dragon cuisine. Loremasters, however, are hardly limited to being scribes locked in a dusty tower. Many subjects require active experiences, travel, or even dragon-slaying as a matter of course. Those who wish to unlock the mysteries of the universe have to be able to handle whatever comes their way in order to master their chosen fields of study.

**ALIGNMENT:** Any

**HIT DIE:** d6



## THE BOUNTY HUNTER

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	DEFENCE BONUS	SPECIAL
1	+1	+2	+2	+0	+1	Track, wild empathy
2	+2	+3	+3	+0	+1	Bonus feat
3	+3	+3	+3	+1	+2	Uncanny dodge
4	+4	+4	+4	+1	+2	-
5	+5	+4	+4	+1	+3	Trap sense +1
6	+6/+1	+5	+5	+2	+3	Bonus feat
7	+7/+2	+5	+5	+2	+3	Improved uncanny dodge
8	+8/+3	+6	+6	+2	+4	Swift tracker
9	+9/+4	+6	+6	+3	+4	Evasion
10	+10/+5	+7	+7	+3	+5	Bonus feat, trap sense +2
11	+11/+6/+1	+7	+7	+3	+5	-
12	+12/+7/+2	+8	+8	+4	+5	Fast movement +5
13	+13/+8/+3	+8	+8	+4	+6	-
14	+14/+9/+4	+9	+9	+4	+6	Bonus feat
15	+15/+10/+5	+9	+9	+5	+7	Trap sense +3
16	+16/+11/+6/+1	+10	+10	+5	+7	Fast movement +10
17	+17/+12/+7/+2	+10	+10	+5	+7	-
18	+18/+13/+8/+3	+11	+11	+6	+8	Bonus feat
19	+19/+14/+9/+4	+11	+11	+6	+8	-
20	+20/+15/+10/+5	+12	+12	+6	+9	Trap sense +4

## CLASS SKILLS

The loremaster's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int), Use Magic Device (Cha), and Vision (Int).

**SKILL POINTS AT 1ST LEVEL:** (10 + Int modifier) x 4

**SKILL POINTS AT EACH ADDITIONAL LEVEL:** 10 + Int modifier



## CLASS FEATURES

All of the following are class features of the loremaster.

**WEAPON AND ARMOUR PROFICIENCY:** Loremasters are proficient with simple weapons, but not with armour or shields.

**LOREMASTER KNOWLEDGE:** A loremaster picks up a lot of stray knowledge while wandering the land and learning stories and secrets from other loremasters. The character may make a special loremaster knowledge check with a bonus equal to his or her loremaster level + Intelligence modifier to see whether he or she knows some relevant information about local notable people, legendary items, or noteworthy places. If the loremaster has 5 or more ranks in Knowledge (history), he or she gains a +2 synergy bonus on this check.

A successful loremaster knowledge check will not reveal the powers of a magic item but may give a hint as to its general function. A loremaster may not take 10 or take 20 on this check — this sort of knowledge is essentially random. The GM can determine the DC of the check by referring to the table below.

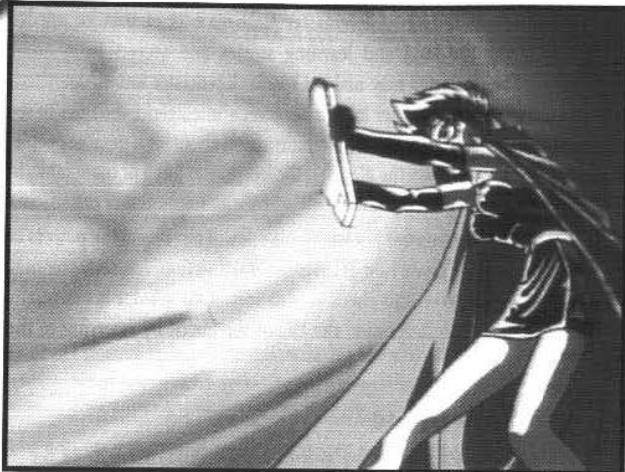
DC	TYPE OF KNOWLEDGE
10	Common, known by at least a substantial minority of the local population.
20	Uncommon but available, known by only a few people in the area.
25	Obscure, known by few, hard to come by.
30	Extremely obscure, known by very few, possibly forgotten by most who once knew it, possibly known only by those who don't understand the significance of the knowledge.

**SECRET:** In their studies, loremasters stumble upon all sorts of applicable knowledge and secrets. At 2nd level and every two levels afterward (4th, 6th, 8th, etc.), the loremaster chooses one secret from the list below.

**Applicable Knowledge:** The loremaster gains any one feat for which he or she meets the prerequisites. This secret may be learned more than once.

## THE LOREMASTER

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	DEFENCE BONUS	SPECIAL
1	+0	+0	+0	+2	+1	Loremaster knowledge
2	+1	+0	+0	+3	+1	Secret
3	+1	+1	+1	+3	+2	-
4	+2	+1	+1	+4	+2	Secret
5	+2	+1	+1	+4	+2	-
6	+3	+2	+2	+5	+3	Secret
7	+3	+2	+2	+5	+3	-
8	+4	+2	+2	+6	+3	Secret
9	+4	+3	+3	+6	+4	-
10	+5	+3	+3	+7	+4	Secret
11	+5	+3	+3	+7	+4	-
12	+6/+1	+4	+4	+8	+5	Secret
13	+6/+1	+4	+4	+8	+5	-
14	+7/+2	+4	+4	+9	+5	Secret
15	+7/+2	+5	+5	+9	+6	-
16	+8/+3	+5	+5	+10	+6	Secret
17	+8/+3	+5	+5	+10	+6	-
18	+9/+4	+6	+6	+11	+7	Secret
19	+9/+4	+6	+6	+11	+7	-
20	+10/+5	+6	+6	+12	+7	Secret



**Lore of Advanced Casting:** The loremaster gains access to one type of advanced magic. Choose either sorcery, shamanism, or white magic spells. The loremaster can now learn spells of this type (see *Learning Spells*, page 60). This secret may be learned more than once, but its effects do not stack. Each time the loremaster may learn a new type of advanced spells.

**Lore of Auras:** The loremaster can see the auras of magic items, and may use the Search Skill to identify the basic properties of any item he or she encounters, or the approximate power level of any spells or effects currently on the item. See the Search skill (page 44) for details. This secret may only be learned once.

**Lore of Common Knowledge:** The loremaster may select any one cross-class skill. That skill becomes a class skill for the loremaster, and he or she gains a +2 bonus on checks with that skill. This secret may be learned more than once, but its effects do not stack. Each time, it applies to a different skill.

**Lore of Defence:** The loremaster gains a +1 dodge bonus to AC. This secret may be learned more than once, and its effects stack.

**Lore of Magical Power:** The loremaster may select a type of magic (common, shamanistic, sorcery, or white magic). When casting spells of that type, he or she gains a +5 bonus to Fortitude saving throws and control checks. This secret may be learned more than once, but its effects do not stack. Each time the bonus applies to a different type of spells.

**Lore of Skills:** The loremaster gains 4 additional skill points. These skill points may be spent normally. This secret may be learned more than once, and its effects stack.



**Lore of Spells:** Loremasters may learn additional spells, just as wizard or sorcerer can. A loremaster who learns the lore of spells may increase his or her maximum number of spells known by three per loremaster level. Additionally, the loremaster adds his or her loremaster level to control checks just as for any other spellcasting class (see *Casting Spells*, page 62). This secret may only be learned once.

**Lore of Weapons:** The loremaster gains a +1 bonus on attack rolls. This secret may be learned more than once, and its effects stack.

**Nerve Bundle Strike:** The loremaster can make a special attack once per day, either to kill or paralyse the victim. This special attack is made with a normal melee weapon. He or she must declare the special attack before any dice are rolled. If the attack hits, the target must make a Fortitude saving throw (DC 10 + damage actually dealt by the attack). If this saving throw is failed the target is killed, or paralysed for 1d6 minutes plus 1 minute per loremaster level. If the saving throw succeeds, the target takes normal damage from the attack. This secret may be learned more than once. Each time the loremaster may make one additional special attack per day.



**Secret Strike:** The loremaster learns to make a secret strike. Once per day, he or she may make a secret strike with one normal melee attack. The loremaster adds his or her Intelligence bonus (if any) to the attack roll and deals one extra point of damage per loremaster level. This secret may be learned more than once. Each time, the loremaster may make a secret strike one additional time per day.

## NOBLE

*A prince is dignified, refined, and really handsome, too!*

— Lina Inverse, referring to Crown Prince Philonel of Seyruun.

The *Slayers* universe is full of traditional fantasy lands, most of which necessarily involve a ruling class that lives in castles, has fabulous wealth, a long heritage and princes on white horses who sweep beautiful maidens off their feet. This class is designed to represent people who were raised to rule the land. Born diplomats, generals and scholars, the noble is intended to be a leader of men and the epitome of his or her people's culture and values. Nobles are expected to carry themselves with dignity and grace, though many find ways to escape the pressures of palace life and wander the world for a time.

**ALIGNMENT:** Any

**HIT DIE:** d8



## CLASS SKILLS

The noble's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Perform (Cha), Profession (Wis), Reputation (Cha), Ride (Dex), Sense Motive (Wis), Swim (Str), and Taunt (Cha)

**SKILL POINTS AT 1ST LEVEL:** (6 + Int modifier) x 4

**SKILL POINTS AT EACH ADDITIONAL LEVEL:** 6 + Int modifier

## CLASS FEATURES

All of the following are class features of the noble.

**WEAPON AND ARMOUR PROFICIENCY:** Nobles are proficient with all simple and martial weapons, and with light and medium armour and shields (but not tower shields).

**FASCINATE [SU]:** A noble with 3 or more ranks in a Perform skill can use a speech to cause one or more creatures to become fascinated with him or her. Each creature to be fascinated must be within 90 feet, able to see and hear the noble, and able to pay attention to him or her. The noble must also be able to see the creature. The distraction of a nearby combat or other dangers may prevent the ability from working. A noble can target one creature per class level at a time with this ability.

Nobles usually use Perform (Oratory), or sometimes Perform (Sing). At the GM's discretion, other types of performances may be used to fascinate.

**INSPIRE COURAGE [SU]:** A noble with 3 or more ranks in a Perform skill can use a speech to inspire courage in allies (including the noble), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the noble. The effect lasts for as long as the ally hears the noble and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm, domination, and fear effects and a +1 morale bonus on attack and weapon damage rolls. At 8th level, and every six noble levels thereafter, this bonus increases by 1 (+2 at 8th, +3 at 14th, and +4 at 20th).

Nobles usually use Perform (Oratory), or sometimes Perform (Sing), to inspire their allies. At the GM's discretion, other types of performances may be used to inspire.

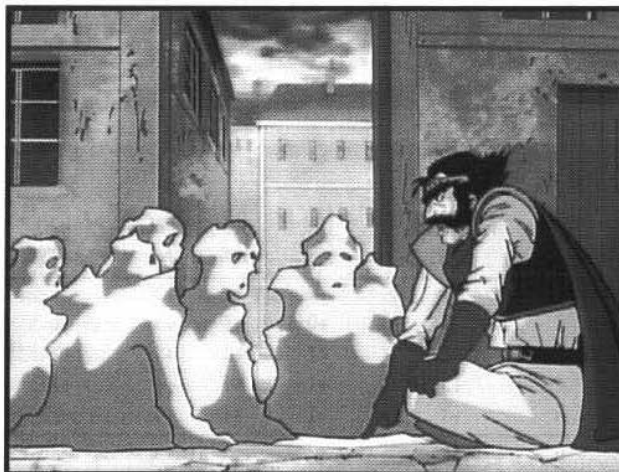
**RECOGNITION:** Nobles are better known throughout the world than other people are. Their faces and names are regularly recognised by others. A noble may make a Reputation check as a free action. If the Reputation check result is less than 10, he or she does not suffer a penalty (but gains no bonus). Nobles often use this recognition to gain special favours or get around rules that hinder other characters.

**INSPIRE COMPETENCE [SU]:** A noble of 3rd level or higher with 6 or more ranks in a Perform skill can use a speech to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the noble. The noble must also be able to see the ally. Depending on the task that the ally has at hand, the noble may use a speech to lift the ally's spirits, to help him or her focus mentally, or in some other way. The ally gets a +2 competence bonus on skill checks with a particular skill as long as he or she continues to hear the noble. The effect lasts as long as the noble concentrates, up to a maximum of 2 minutes. A noble can't inspire competence in him or herself.

Nobles usually use Perform (Oratory), or sometimes Perform (Sing), to inspire their allies. At the GM's discretion, other types of performances may be used to inspire.

**LINE OF CREDIT:** A noble of 4th level or higher may rely on his or her line of credit. This allows nobles to make purchases, including food, travel expenses, and gear, even when they do not have money on hand. In areas near or within the noble's home, this line of credit is automatic. Further away, or in hostile kingdoms, the line of credit may be more difficult to use (requiring the use of Diplomacy or Intimidate skill checks) or may be unavailable altogether. Similarly, if the character is a noble of a bankrupt or destroyed kingdom (such as Xoana) he or she may experience problems using his or her line of credit.

The GM must decide what constitutes a reasonable expense to be put on a line of credit. In any event, the debts incurred on a line of credit will still come due. The noble, or his or her family or kingdom, will later be required to pay the debt. Nobles who run up large debts for their kingdoms may find themselves in an uncomfortable situation when those debts come back to haunt them.



**LEADERSHIP:** A noble gains Leadership as a bonus feat at 5th level, regardless of prerequisites.

**IMPRESSIVE ARGUMENT:** A noble of 6th level with 9 or more ranks in a Perform skill can use a speech to instill a desire in his or her audience to do as he or she asks or commands. The noble must have already fascinated the target of this ability. A Will saving throw (DC 10 + 1/2 noble's level + noble's Charisma modifier) negates the effect. This ability affects only a single creature, and if following the noble's suggestion puts the target at risk, he or she may attempt another saving throw (with a bonus of +2 to +4 if appropriate).

Nobles usually use Perform (Oratory), or sometimes Perform (Sing). At the GM's discretion, other types of performances may be used to argue.



**INSPIRE GREATNESS [SU]:** A noble of 9th level or higher with 12 or more ranks in a Perform skill can use a speech to inspire greatness in himself or a single willing ally within 30 feet, granting him or her extra fighting capability. For every three levels a noble attains beyond 9th, he or she can target one additional ally with a single use of this ability (two at 12th level, three at 15th, four at 18th). To inspire greatness, a noble must be able to speak and an ally must hear him or her. The effect lasts for as long as the ally hears the noble and for 5 rounds thereafter. A creature inspired with greatness gains 2 bonus Hit Dice (d10s), the commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice), a +2 competence bonus on attack rolls, and a +1 competence bonus on Fortitude saves.

Nobles usually use Perform (Oratory), or sometimes Perform (Sing), to inspire their allies. At the GM's discretion, other types of performances may be used to inspire.



**INSPIRATIONAL LEADER [EX]:** Nobles of 12th level or higher may inspire their cohorts and followers for greater effect. When using any inspire class ability on his or her followers, the effect is increased by 50% (round up). For example, a 14th-level noble inspiring courage in allies grants those allies a +5 morale bonus on appropriate saving throws and attack and weapon damage rolls, rather than the usual +3. When the same noble inspires greatness in his or her cohort, that cohort gains 3 bonus Hit Dice, with the appropriate hit points, a +3 competence bonus on attack rolls, and a +2 competence bonus on Fortitude saves.

Nobles usually use Perform (Oratory), or sometimes Perform (Sing), to inspire their allies. At the GM's discretion, other types of performances may be used to inspire.

**INSPIRE HEROICS [SU]:** A noble of 15th level or higher with 18 or more ranks in a Perform skill can use a speech to inspire tremendous heroism in him or herself or a single willing ally within 30 feet, allowing the target to fight bravely even against overwhelming odds. For every three noble levels the character attains beyond 15th, he can inspire heroics in one additional creature. To inspire heroics, a noble must be able to speak and an ally must hear him or her for a full round. A creature so inspired gains a +4 morale bonus on saving throws and a +4 dodge bonus to AC. The effect lasts for as long as the ally hears the noble and for up to 5 rounds thereafter.

Nobles usually use Perform (Oratory), or sometimes Perform (Sing), to inspire their allies. At the GM's discretion, other types of performances may be used to inspire.

**GREAT LEADERSHIP:** A noble of 18th level or higher gains even more followers than nobles of lower levels. He or she may have an additional cohort, and twice as many followers of each level.

## THE NOBLE

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	DEFENCE BONUS	SPECIAL
1	+0	+0	+2	+2	+1	Fascinate, inspire courage +1, recognition
2	+1	+0	+3	+3	+1	
3	+2	+1	+3	+3	+2	Inspire competence
4	+3	+1	+4	+4	+2	Line of credit
5	+3	+1	+4	+4	+2	Leadership
6	+4	+2	+5	+5	+3	Impressive argument
7	+5	+2	+5	+5	+3	
8	+6/+1	+2	+6	+6	+3	Inspire courage +2
9	+6/+1	+3	+6	+6	+4	Inspire greatness
10	+7/+2	+3	+7	+7	+4	
11	+8/+3	+3	+7	+7	+4	
12	+9/+4	+4	+8	+8	+5	Inspirational leader
13	+9/+4	+4	+8	+8	+5	
14	+10/+5	+4	+9	+9	+5	Inspire courage +3
15	+11/+6/+1	+5	+9	+9	+6	Inspire heroics
16	+12/+7/+2	+5	+10	+10	+6	
17	+12/+7/+2	+5	+10	+10	+6	
18	+13/+8/+3	+6	+11	+11	+7	Great leadership
19	+14/+9/+4	+6	+11	+11	+7	
20	+15/+10/+5	+6	+12	+12	+7	Inspire courage +4



## PRIEST

*Rezo, the Red Priest, who clothes himself in the robes of the priesthood and bears with him all the respect of the Great Shrine. He travels through all lands helping people; one of the five Wise Men of the Age.*

— Lina Inverse, describing Rezo the Red Priest.

Priests are the servants of the gods in *Slayers*, devoting themselves to a simple life of reflection and service. Most priests are not held to a specific shrine or temple, and very few set out to convert others to their faith. Instead, they wander through the world, attempting to help those in need as they learn more about the gods. Some can use magic and some cannot, but all are equally respected. Actions, not titles, are what give a priest his or her reputation among the people. High level priests are considered Wise Men and are generally accorded great respect.

Dragon priests are unusual in that they prefer to serve the gods directly, working at a temple. They do not concern themselves with the welfare of other races and are unlikely to choose the life of a wandering priest.

**ALIGNMENT:** Any

**HIT DIE:** d6

### CLASS SKILLS

The priest's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Knowledge (local) (Int), Knowledge (religion) (Int), Listen (Wis), Perform (Cha), Profession (Wis), and Sense Motive (Wis), Spellcraft (Int)

**SKILL POINTS AT 1ST LEVEL:** (4 + Int modifier) x 4.

**SKILL POINTS AT EACH ADDITIONAL LEVEL:** 4 + Int modifier



### THE PRIEST

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	DEFENCE BONUS	SPECIAL
1	+0	+0	+0	+2	+1	Detect evil, smite evil 1/day, staff
2	+1	+0	+0	+3	+1	Divine grace, lay on hands
3	+1	+1	+1	+3	+2	Divine health
4	+2	+1	+1	+4	+2	-
5	+2	+1	+1	+4	+2	Smite evil 2/day
6	+3	+2	+2	+5	+3	Remove disease 1/week
7	+3	+2	+2	+5	+3	Bonus feat
8	+4	+2	+2	+6	+3	-
9	+4	+3	+3	+6	+4	Remove disease 2/week
10	+5	+3	+3	+7	+4	Smite evil 3/day
11	+5	+3	+3	+7	+4	Spellcasting
12	+6/+1	+4	+4	+8	+5	Remove disease 3/week
13	+6/+1	+4	+4	+8	+5	Bonus feat
14	+7/+2	+4	+4	+9	+5	-
15	+7/+2	+5	+5	+9	+6	Remove disease 4/week, smite evil 4/day
16	+8/+3	+5	+5	+10	+6	Longevity
17	+8/+3	+5	+5	+10	+6	-
18	+9/+4	+6	+6	+11	+7	Remove disease 5/week
19	+9/+4	+6	+6	+11	+7	Bonus feat
20	+10/+5	+6	+6	+12	+7	Smite evil 5/day

**CLASS FEATURES**

All of the following are class features of the priest.

**WEAPON AND ARMOUR PROFICIENCY:** Priests are proficient with simple weapons, but not with armour or shields.

**DETECT EVIL [Sp]:** At will, a priest can sense the evil in another person. This requires a Sense Motive check (DC 15). The target may oppose this check with a Bluff skill check of his or her own. Success on the Sense Motive check allows the priest to discern whether the individual is a good or evil person.



**SMITE EVIL [Su]:** Once per day, a priest may attempt to smite evil with one normal melee attack. The priest adds his or her Charisma bonus (if any) to the attack roll and deals 1 extra point of damage per priest level. If the priest accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day.

At 5th level, and at every five levels thereafter, the priest may smite evil one additional time per day, to a maximum of five times per day at 20th level.

**STAFF:** The priest's staff is a symbol of his or her service. The staff of a priest is usually adorned near the top with bells, but other decorations are possible and a priest's staff need not be adorned at all. The priest's staff is required for the use of his or her class abilities. If the priest loses the staff or sets it aside to leave the life of a priest, he or she cannot use any priest class abilities. The staff does not always have to be in hand, but must be kept with the priest.

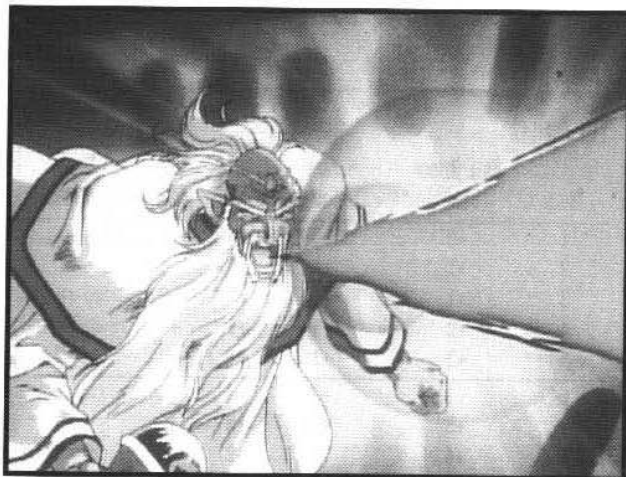
**DIVINE GRACE [Su]:** At 2nd level, a priest gains a bonus equal to his or her Charisma bonus (if any) on all saving throws.



**LAY ON HANDS [Su]:** Beginning at 2nd level, a priest with a Charisma score of 12 or higher can heal wounds (his or her own or those of others) by touch. Each day the priest can heal a total number of hit points of damage equal to his or her priest level times Charisma bonus. A priest may choose to divide this healing among multiple recipients, and he or she doesn't have to use it all at once. Using lay on hands is a standard action.

**DIVINE HEALTH [Ex]:** At 3rd level, a priest gains immunity to all diseases, including supernatural and magical diseases.

**BONUS FEATS:** At 7th level and every 6 levels thereafter, priests gain a bonus feat. This bonus feat must be selected from the following list. Code, Dignified, Dramatic Zeal, Iron Will, Loyal, Skill Focus (any class skill), Skill Speciality (any two class skills), and Weapon Focus (staff).



**REMOVE DISEASE [Sp]:** At 6th level, a priest can remove the diseases from another once per week. He or she can use this ability one additional time per week for every three levels after 6th (twice per week at 9th, three times at 12th, etc.).

**SPELLCASTING:** At 11th level, a priest is considered a spellcaster. He or she may learn additional spells, just as a wizard or sorcerer can. A priest may increase his or her maximum number of spells known by four per priest level above 10th. Additionally, the character adds his or her priest level - 10 to control checks (see *Casting Spells*, page 62). A priest may only learn white magic spells.

**LONGEVITY:** Upon reaching 16th level, priests age more slowly. The priest ages only one year for every five years that pass.

## ROGUE

*I don't really care if anyone steals the jewels on my shoulders since they're fakes, but it's not my fault if they explode when you remove them.*

—Lina Inverse, after inadvertently blowing up Martina.

Rogues are the urban equivalent of bandits. Though they vary in their particular specialities, all rogues seem to share a common quickness and adaptability. They make their way by finding what they want and taking it, whether by force, guile, or cunning. Rogues usually have more Skills and other abilities than any other adventurers, as well as the disposition to put them to good use.

**ALIGNMENT:** Any

**HIT DIE:** d8

### CLASS SKILLS

The rogue's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Reputation (Cha), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Taunt (Cha), Tumble (Dex), and Use Rope (Dex)

**SKILL POINTS AT 1ST LEVEL:** (8 + Int modifier) x 4

**SKILL POINTS AT EACH ADDITIONAL LEVEL:** 8 + Int modifier

### CLASS FEATURES

Rogues have all the class features of the rogue class except as listed below. See the *Player's Handbook* for more information on rogue class abilities.

**WEAPON AND ARMOUR PROFICIENCY:** Rogues are proficient in light armour and in the use of all simple weapons.



## WARRIOR

*Look out sea dragon! I will slay you with one blow!*

—The great hero Volun, slayer of villains and monsters without number, whose name resounds throughout the heavens!

A warrior is an adventurer who lives by the strength of his or her weapons. Warriors are found in every place, in every walk of life. From town militias to city guards, from bodyguards to mercenaries: they fight for money, love, or loyalty, proving themselves daily by means of blood and steel. They specialise in the use of arms as a profession, typically hiring on with those who need either protection or a strong arm to do their fighting for them, taking each new challenge as a way of testing their skills against the world.

**ALIGNMENT:** Any

**HIT DIE:** d10

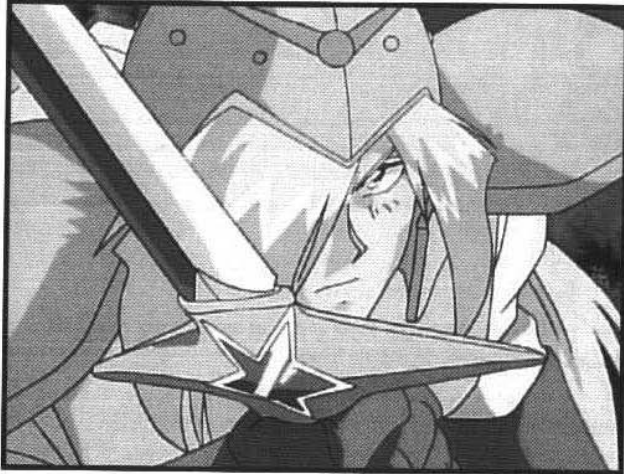
THE ROGUE						
LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	DEFENCE BONUS	SPECIAL
1	+0	+0	+2	+0	+2	Sneak attack +1d6, trapfinding
2	+1	+0	+3	+0	+3	Evasion
3	+2	+1	+3	+1	+3	Sneak attack +2d6, trap sense +1
4	+3	+1	+4	+1	+4	Uncanny dodge
5	+3	+1	+4	+1	+4	Sneak attack +3d6
6	+4	+2	+5	+2	+5	Trap sense +2
7	+5	+2	+5	+2	+5	Sneak attack +4d6
8	+6/+1	+2	+6	+2	+6	Improved uncanny dodge
9	+6/+1	+3	+6	+3	+6	Sneak attack +5d6, trap sense +3
10	+7/+2	+3	+7	+3	+7	Special ability
11	+8/+3	+3	+7	+3	+7	Sneak attack +6d6
12	+9/+4	+4	+8	+4	+8	Trap sense +4
13	+9/+4	+4	+8	+4	+8	Sneak attack +7d6, special ability
14	+10/+5	+4	+9	+4	+9	-
15	+11/+6/+1	+5	+9	+5	+9	Sneak attack +8d6, trap sense +5
16	+12/+7/+2	+5	+10	+5	+10	Special ability
17	+12/+7/+2	+5	+10	+5	+10	Sneak attack +9d6
18	+13/+8/+3	+6	+11	+6	+11	Trap sense +6
19	+14/+9/+4	+6	+11	+6	+11	Sneak attack +10d6, special ability
20	+15/+10/+5	+6	+12	+6	+12	-

## CLASS SKILLS

The warrior's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Profession (Wis), Ride (Dex), Spot (Wis), Swim (Str), Taunt (Cha), Tumble (Dex), and Use Rope (Dex)

**SKILL POINTS AT 1ST LEVEL:** (4 + Int modifier) x 4

**SKILL POINTS AT EACH ADDITIONAL LEVEL:** 4 + Int modifier



## CLASS FEATURES

All of the following are class features of the warrior.

**WEAPON AND ARMOUR PROFICIENCY:** Warriors are proficient in the use of all simple and martial weapons, and with all armour (light, medium, and heavy) and shields (including tower shields).

**STYLE [Ex]:** At 1st level warriors select a favoured style. Examples include single weapon, two-weapon fighting, weapon and shield, thrown weapons, or crossbows. Each time the warrior gains the style bonus, it may be applied either to attack rolls, damage rolls, or AC. These bonuses apply only while fighting in the selected style, and characters may apply each style bonus to the same style or different styles. AC bonuses gained from style are dodge bonuses and only apply when the warrior is fighting with that style.

Once a particular style bonus has been selected and applied, it may not be changed later. The GM must approve the style selected.

For example, at 1st level Gourry selects a favoured style of single weapon. He applies his +1 bonus to attack rolls. At 7th level, he gains another bonus and may apply this to attack rolls (increasing his bonus to +2), to damage rolls (gaining a +1 to all damage rolls while fighting in this style), or to AC (improving his armour class while fighting in this style). Alternatively, he may select a different style with which to apply the bonus (perhaps gaining a +1 on attack rolls with two-handed weapons).

**BONUS FEAT:** At 2nd level and every three levels thereafter, warriors gain a bonus feat. This bonus feat must be selected from the following list. Blind-Fight, Combat Expertise (Improved Disarm, Improved Feint, Improved Trip, Whirlwind Attack), Combat Reflexes, Dodge (Mobility, Spring Attack), Exotic Weapon Proficiency, Improved Critical, Improved Initiative, Improved Shield Bash, Improved Unarmed Strike (Improved Grapple, Deflect Arrows, Snatch Arrows, Stunning Fist), Mounted Combat (Mounted Archery, Ride-By Attack, Spirited Charge, Trample), Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Manyshot, Shot on the Run, Improved Precise Shot), Power Attack (Cleave, Great Cleave, Improved Bull Rush, Improved Overrun, Improved Sunder), Quick Draw, Rapid Reload, Two-Weapon Fighting (Two-Weapon Defence, Improved Two-Weapon Fighting, Greater Two-Weapon Fighting), Weapon Finesse, Weapon Focus (Weapon Specialisation, Greater Weapon Focus, Greater Weapon Specialisation). Warriors must still meet all prerequisites for a bonus feat before selecting that feat.

## THE WARRIOR

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	DEFENCE BONUS	SPECIAL
1	+1	+2	+0	+0	+2	Style +1
2	+2	+3	+0	+0	+3	Bonus feat
3	+3	+3	+1	+1	+3	-
4	+4	+4	+1	+1	+4	Judge opponent
5	+5	+4	+1	+1	+4	Bonus feat
6	+6/+1	+5	+2	+2	+5	-
7	+7/+2	+5	+2	+2	+5	Style +2
8	+8/+3	+6	+2	+2	+6	Bonus feat
9	+9/+4	+6	+3	+3	+6	-
10	+10/+5	+7	+3	+3	+7	-
11	+11/+6/+1	+7	+3	+3	+7	Bonus feat
12	+12/+7/+2	+8	+4	+4	+8	-
13	+13/+8/+3	+8	+4	+4	+8	Style +3
14	+14/+9/+4	+9	+4	+4	+9	Bonus feat
15	+15/+10/+5	+9	+5	+5	+9	-
16	+16/+11/+6/+1	+10	+5	+5	+10	-
17	+17/+12/+7/+2	+10	+5	+5	+10	Bonus feat
18	+18/+13/+8/+3	+11	+6	+6	+11	-
19	+19/+14/+9/+4	+11	+6	+6	+11	Style +4
20	+20/+15/+10/+5	+12	+6	+6	+12	Bonus feat



**JUDGE OPPONENT [Ex]:** A skilled warrior can determine the extent of another's skills just by watching him or her fight (or by fighting against the opponent personally). A judge opponent check is  $d20 + \text{the warrior's level} + \text{Int modifier}$ . By making this check at a DC of 15, a warrior can determine if the opponent is better, worse, or about the same skill as him or herself. With a check at DC 20, a warrior can determine an opponent's total attack bonus and AC. A judge opponent check at DC 25 can determine other characters' identities (even when in disguise), where they learned to fight or where they're from.

As a guide to determine which combatant is better, compare the total of their total attack bonus (with the weapon used at the time) and AC. If the two characters' totals are within 3 points, their skills are roughly equal. An opponent who wishes to conceal this information may oppose the judge opponent check with a Bluff check.

Judge opponent may also be used on a character who is not in combat (by observing the opponent's stance or how he or she moves). Making a check to judge a character not in combat incurs a -10 penalty on the check.

If the character has judge opponent as a class ability in another class, add the levels of both classes to the check.

## WITCH/WIZARD

*Even an idiot can learn one trick. You can't be the best without knowing the big and the small spells.*

— Lina Inverse

Witches and wizards are basic spellcasters: those who have not yet learned to master any of the more powerful and complex forms of magic. Few spellcasters remain witches or wizards for their entire career, choosing instead to seek out greater skill and power by specialising. Those who remain as witches and wizards, however, can be capable and well-rounded spellcasters. They often seek employment as bodyguards or advisors in small towns or cities, or else set up shop on their own, working for those with a middling amount of coin. The average townspeople is far more likely to have encountered a witch or wizard than anyone in one of the more specialised spellcasting classes.

Witches and wizards typically go on to become sorcerers (or shamans) and are often called sorcerers, whether or not they actually have any sorcerer levels. For more skilled spellcasters, being called a witch or wizard can be a serious insult, indicating someone who has not completed training or who is unskilled.

**ALIGNMENT:** Any

**HIT DIE:** d6

## CLASS SKILLS

The witch's and wizard's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Knowledge (arcana) (Int), Knowledge (all skills, taken individually) (Int),

THE WITCH/WIZARD						
LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	DEFENCE BONUS	SPECIAL
1	+0	+2	+0	+2	+1	Spellcasting, magical training, bonus feat
2	+1	+3	+0	+3	+1	Defence barrier +5
3	+1	+3	+1	+3	+2	-
4	+2	+4	+1	+4	+2	-
5	+2	+4	+1	+4	+3	Bonus feat
6	+3	+5	+2	+5	+3	Defence barrier +10
7	+3	+5	+2	+5	+3	Advanced casting
8	+4	+6	+2	+6	+4	-
9	+4	+6	+3	+6	+4	-
10	+5	+7	+3	+7	+5	Bonus feat, defence barrier +15
11	+5	+7	+3	+7	+5	-
12	+6/+1	+8	+4	+8	+5	-
13	+6/+1	+8	+4	+8	+6	-
14	+7/+2	+9	+4	+9	+6	Defence barrier +20
15	+7/+2	+9	+5	+9	+7	Bonus feat
16	+8/+3	+10	+5	+10	+7	-
17	+8/+3	+10	+5	+10	+7	-
18	+9/+4	+11	+6	+11	+8	Defence barrier +25
19	+9/+4	+11	+6	+11	+8	-
20	+10/+5	+12	+6	+12	+9	Bonus feat

Profession (Wis), Reputation (Cha), Search (Int), Spellcraft (Int), Spot (Wis), Swim (Str), Use Magic Device (Cha), and Vision (Int)

**SKILL POINTS AT 1ST LEVEL:** (4 + Int modifier) x 4

**SKILL POINTS AT EACH ADDITIONAL LEVEL:** 4 + Int modifier

### CLASS FEATURES

All of the following are class features of the witch and wizard.

**WEAPON AND ARMOUR PROFICIENCY:** Witches and wizards are proficient with all simple weapons, but are not proficient with any armour or with shields.

**SPELLCASTING:** Witches and wizards are spellcasters. A witch or wizard may increase his or her maximum number of spells known by four per witch or wizard level. Additionally, witches and wizards add their level in this class to control checks (see *Casting Spells*, page 62).

Unless the witch or wizard gains a class ability from another class that allows him or her to learn more advanced spells, he or she may only learn common spells (see *Learning Spells*, page 60).

**MAGICAL TRAINING:** Witches and wizards are trained to use common spells. They may add their witch or wizard level to Fortitude saves made to cast common spells (see *Casting Spells*, page 62).

**BONUS FEAT:** At 1st level and every 5th level thereafter, witches and wizards gain a bonus feat. This bonus feat must be an item creation feat, metamagic feat, or Spell Mastery.

**DEFENCE BARRIER:** At 2nd level, witches and wizards learn to establish a defence barrier to protect themselves against magical attacks (see *Defence Barriers*, page 68). As the witch or wizard progresses in levels, the defence barrier increases in effectiveness.

**ADVANCED CASTING:** At 7th level, witches and wizards may select one type of advanced magic (shamanist, sorcery, or white magic). The character may now learn spells of that type. The benefit of magical training does not apply to these advanced spells.



## PRESTIGE CLASSES

While the core classes cover most of the active adventuring professions available in the *Slayers* universe, there are a number of specialised fields to which treasure seekers aspire. In *Slayers d20*, these professions are represented as prestige classes. Some of these classes do have organisations associated with them, but only in the most nebulous terms. There are sorcerers' guilds for sorcerers to join and temples for clerics and shrine maidens, as examples. The exact relationship between these groups and the people who hold those titles is never strictly defined, but is instead left to the GM to specify as needed.

In addition, there are other classes that have no associated organisations to speak of. Swordsmen, for example, have no overriding guild or committee to which they must answer. The only thing that determines whether a swordsman is worthy of the title is his or her skill. Pistoleers, shamans, and warriors of justice are much the same: it is their actions that grant them the right to be called by that name. Despite the lack of organised and defined tasks and hierarchies, though, the prestige classes all convey a very real status within the world of *Slayers* and should not be taken lightly.



### CLERIC/SHRINE MAIDEN

*Blessed, humble hand of God, life and breath of Mother Earth. I pray thee come before me. Show your great compassion to this person and deliver them.*

— Sylphiel, incanting a spell to heal Lina.

Throughout the Known World, temples to all manner of good and ancient forces abound, from the holy tree Flagoon in Sairaag to the Fire Dragon King's temple in the Outer World. Each of these temples require people to staff it, people well versed in the rituals and magic required to venerate the gods, honour the magical forces present, and help worshippers lead better and more fruitful lives. These people are known as clerics, or shrine maidens.

While priests are also individuals who are devoted to the service or veneration of a god, they are often itinerant and unattached to any specific temple. Many are very wise, but their wisdom comes from independent study and meditation. They take the world as their holy text and derive lessons from it accordingly. Clerics and shrine maidens come from a completely different set of needs: those of organised religion.

Clerics and shrine maidens must both study for their positions, passing

a series of tests or being chosen at a young age for their vocation. Most spend at least a short time in another vocation before preparing for a religious life. A shrine maiden or cleric is expected to perform various functions within the faith including defence of the temple or god, fulfilment of assigned tasks, providing succour and sanctuary when asked, and otherwise serving the community according to the will of his or her superior. He or she is tied to a specific temple, more often than not, and rarely is allowed to leave unless duty to the god demands it.



**HIT DIE:** d6

## REQUIREMENTS

To qualify to become a cleric or shrine maiden, a character must fulfil all the following criteria.

**ALIGNMENT:** Any nonchaotic

**SKILLS:** Diplomacy 5 ranks, Knowledge (religion) 8 ranks, Sense Motive 5 ranks

## CLASS SKILLS

The cleric's and shrine maiden's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Spellcraft (Int), Summoning (Int), Use Magic Device (Cha), and Vision (Wis)

**SKILL POINTS AT EACH LEVEL:** 4 + Int modifier

## CLASS FEATURES

**WEAPON AND ARMOUR PROFICIENCY:** Clerics and shrine maidens gain no proficiencies with any weapon or armour.

**DEFENCE BARRIER:** A cleric or shrine maiden learns to establish a defence barrier to protect him or herself against magical attacks (see *Defence Barriers*, page 68). As the character progresses in levels, the defence barrier increases in effectiveness.

**GREAT FAITH:** The character adds his or her cleric or shrine maiden level as a bonus to all Fortitude saving throws made to cast white magic spells. Additionally, the character no longer needs his or her staff to access any priest class abilities, if he or she also has levels in that class.

**SPELLCASTING:** Clerics and shrine maidens are spellcasters. A cleric or shrine maiden may increase his or her maximum number of spells known by six per cleric or shrine maiden level. Additionally, clerics and shrine maidens add their level in this class to control checks (see *Casting Spells*, page 62).

Clerics and shrine maidens may learn any type of spells (common, shamanist, sorcery, or white magic). White magic and common spells are their speciality, however, and a cleric or shrine maiden learning a shamanist or sorcery spell must dedicate one additional spell slot to each of those types of spells he or she learns. For example, a shrine maiden learning the *dragon slave* must dedicate four spell slots to that spell.

**BONUS FEATS:** At 2nd, 6th, and 10th level clerics and shrine maidens gain a bonus feat. This bonus feat must be selected from the following list. Augment Summoning, Code, Holy Magic, Loyal, Spell Mastery, or any item creation or metamagic feat.

**SENSE AURA:** The cleric or shrine maiden can see the auras of magic items, and may use the Search Skill to identify the basic properties of any item he or she encounters, or the approximate power level of any spells or effects currently on the item. See the Search skill (page 44) for details.

**SENSE EVIL:** Through their great faith and divine connection, clerics and shrine maidens have the holy power to sense the presence of evil. This ability allows the cleric or shrine maiden to determine if any Mazoku are in his or her area, or in what direction the nearest powerful evil aura lies. The character can also gain a sense of the power level of the evil, but only in the most general terms (weak, strong, powerful, overpowering). Sense evil cannot be used to determine anything about any particular person — it is only effective at determining areas in which an evil presence lies.

THE CLERIC/SHRINE MAIDEN						
LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	DEFENCE BONUS	SPECIAL
1	+0	+0	+0	+2	+1	Defence barrier +15, great faith, spellcasting
2	+1	+0	+0	+3	+1	Bonus feat
3	+1	+1	+1	+3	+2	Sense aura, sense evil
4	+2	+1	+1	+4	+2	Defence barrier +30
5	+2	+1	+1	+4	+2	-
6	+3	+2	+2	+5	+3	Bonus feat
7	+3	+2	+2	+5	+3	Defence barrier +45
8	+4	+2	+2	+6	+3	-
9	+4	+3	+3	+6	+4	-
10	+5	+3	+3	+7	+4	Bonus feat, defence barrier +60





## MARTIAL ARTIST

*This is an enchanted fan! And you've seen our martial arts skill! So if you're gonna leave, now's the time!*

— Mimi and Nene, martial artists extraordinaire and singing sensations.

Martial artists are warriors who have abandoned traditional fighting techniques and instead use unusual weapons and unarmed fighting techniques to defend themselves and others. Many martial artists are women, though by no means all of them. Bounty hunters and rogues are the most common martial artists. Warriors also make good martial artists if they are willing to learn to fight without weapons. Some use their skills to wrest lost secrets from ancient ruins, while others travel and defend the weak and helpless wherever they may be. While martial artists are rare in the Sub-Continent, they do exist. The Outer World is also a wild and mysterious place, and many masters of unknown arts may thrive in the wild places beyond the Barrier.

**HIT DIE:** d10.

### REQUIREMENTS

To qualify to become a martial artist, a character must fulfil all the following criteria.

**BASE ATTACK BONUS:** +5

**SKILLS:** Climb (8 ranks), Jump (8 ranks), Tumble (8 ranks)

**FEATS:** Improved Unarmed Strike, Weapon Focus (unarmed strike or grapple), Weapon Specialisation (unarmed strike or grapple)

### CLASS SKILLS

The martial artist's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Diplomacy (Cha), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Reputation (Cha), Spot (Wis), Swim (Str), Taunt (Cha), and Tumble (Dex)

**SKILL POINTS AT EACH LEVEL:** 6 + Int modifier

### CLASS FEATURES

**WEAPON AND ARMOUR PROFICIENCY:** Martial artists gain no proficiencies with any weapon or armour.

**UNARMED DAMAGE:** A martial artist deals more damage with his or her unarmed strikes than a normal person would. The unarmed damage for martial artists is listed on the table below.



**EVASION [Ex]:** Martial artists can avoid even magical and unusual attacks with great agility. If he or she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he or she takes no damage. Evasion can be used only if the martial artist is wearing light armour or no armour. A helpless martial artist does not gain the benefit of evasion.

**HIEN SEN PUUDA [Ex]:** Once per day, a martial artist may attempt to make a hien sen puuda attack with any normal melee attack. The martial artist adds his or her Wisdom bonus (if any) to the attack roll and deals 1 extra point of damage per martial artist level. Every three levels, the martial artist may make an additional hien sen puuda attack per day.

### THE MARTIAL ARTIST

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	DEFENCE BONUS	UNARMED DAMAGE	SPECIAL
1	+0	+2	+2	+0	+2	1d6	Evasion, hien sen puuda 1/day
2	+1	+3	+3	+0	+3	1d8	Spell resistance, uncanny dodge
3	+2	+3	+3	+1	+3	1d8	Ho-oh ranbu kick
4	+3	+4	+4	+1	+4	1d10	Hien sen puuda 2/day
5	+3	+4	+4	+1	+4	1d10	Improved uncanny dodge
6	+4	+5	+5	+2	+5	2d6	Improved evasion
7	+5	+5	+5	+2	+5	2d6	Hien sen puuda 3/day
8	+6	+6	+6	+2	+6	2d8	Ki strike
9	+6	+6	+6	+3	+6	2d8	Embu toh-ketsu ha!
10	+7	+7	+7	+3	+7	2d10	Hien sen puuda 4/day

**SPELL RESISTANCE [SU]:** A martial artist of 2nd level or higher learns to protect him or herself from magical attacks. The character gains spell resistance equal to his or her martial artist level + 15.

**UNCANNY DODGE [EX]:** A martial artist of 2nd level or higher can react to danger before his or her senses would normally allow him or her to do so. The character retains his or her Dexterity bonus to AC (if any) even if caught flat-footed or struck by an invisible attacker. He or she still loses any Dexterity bonus to AC if immobilised.

If a martial artist already has uncanny dodge from a different class, he or she automatically gains improved uncanny dodge instead.

**HO-OH RANBU KICK [EX]:** At 3rd level, the martial artist gains Stunning Fist as a bonus feat, and may make a Stunning Fist attack once per day per martial artist level, plus once per day for every four levels in other classes. Additionally, when he or she makes a Stunning Fist attack, the target's Fortitude save DC is increased by +2.

**IMPROVED UNCANNY DODGE [EX]:** A martial artist of 5th level or higher can no longer be flanked.

This defence denies a bandit or rogue the ability to sneak attack the character by flanking him or her, unless the attacker has at least four more levels than the target does.

If a character already has uncanny dodge from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum bandit or rogue level required to flank the character.

**IMPROVED EVASION [EX]:** At 6th level, a martial artist's evasion ability improves. This ability works like evasion, except that while the martial artist still takes no damage on a successful Reflex saving throw against attacks, he or she henceforth takes only half damage on a failed save. A helpless martial artist does not gain the benefit of improved evasion.



**KI STRIKE [SU]:** At 8th level or higher, a martial artist's unarmed attacks are empowered with ki. His or her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

**EMBU TOH-KETSU HA! [SU]:** The embu toh-ketsu ha! allows the martial artist to make a ranged attack by projecting a bolt of energy from his or her hands or other weapon. The character makes a ranged touch attack and if the attack hits, the target takes damage equal to the martial artist's normal unarmed damage. This attack has a range increment of 20 feet.

## MASTER-AT-ARMS

*Clear the mind and nothing will defeat you.*

— Rodimus, during his evening meditations.

In every fighting force, there are the officers who direct the course of battle and the men who make those plans happen. The masters-at-arms are the ones who make things happen. Experienced in fighting, masters-at-arms are no-nonsense warriors who specialise in beating bad-guys and staying alive while doing so. They don't seek the glory of swordsmen or fight for mere gold, like bounty hunters. Instead, masters-at-arms fight for loyalty and honour. No mere gold is worth their blood: only a person or cause is worth dying for. This prestige class commonly attracts warriors, bandits, and bounty hunters.

**HIT DIE:** d12



### REQUIREMENTS

To qualify to become a master-at-arms, a character must fulfil all the following criteria.

**BASE ATTACK BONUS:** +8

**FEATS:** Armour Proficiency (Light, Medium), Martial Weapon Proficiency (any), Power Attack, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus, and Weapon Specialisation

### CLASS SKILLS

The master-at-arms' class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Profession (Wis), Reputation (Cha), Ride (Dex), Spot (Wis), Swim (Str), Taunt (Cha), and Use Rope (Dex)

**SKILL POINTS AT EACH LEVEL:** 4 + Int modifier

### CLASS FEATURES

**WEAPON AND ARMOUR PROFICIENCY:** Masters-at-arms are proficient with all simple and martial weapons, and with all armours and shields (including tower shields).

**ARMOUR COMPATIBILITY:** Masters-at-arms retain half their defence bonus (round down) even when wearing armour.

**BONUS FEAT:** At every 2nd level, masters-at-arms gain a bonus feat. This bonus feat must be selected from the following list. Cleave (Great Cleave), Improved Bull Rush, Improved Critical, Improved Overrun, Improved Shield Bash, Improved Sunder, Mounted Combat (Ride-By Attack, Spirited Charge, Trample), Toughness, Weapon Focus (Weapon Specialisation, Greater

Weapon Focus, Greater Weapon Specialisation). Masters-at-arms must still meet all prerequisites for a bonus feat before selecting that feat.

**STYLE:** This is exactly like the warrior ability of the same name, except that a master-at-arms may only apply his or her style bonuses to two-handed weapons or weapon and shield styles.

**JUDGE OPPONENT:** This is exactly like the warrior ability of the same name. If the master-at-arms already has this ability from another class, he or she gains a +2 competence bonus on any judge opponent checks.

**IMPROVED ARMOUR COMPATIBILITY:** Masters-at-arms learn to make the best use of their mobility in armour to protect themselves from attack. Upon reaching 9th level, a master-at-arms retains his or her full class-based defence bonus even when wearing armour.



way in the world in style. Even a non-skilled pistoleer will find that his skills are worth money to the right employer. People in many different professions are attracted to the life of a pistoleer, though spellcasters from the Sub-Continent tend to disdain guns as being a poor-man's-fireball.

**HIT DIE:** d8

## REQUIREMENTS

To qualify to become a pistoleer, a character must fulfil all the following criteria.

**BASE ATTACK BONUS:** +5

**SKILLS:** Craft (gunsmithing) 9 ranks

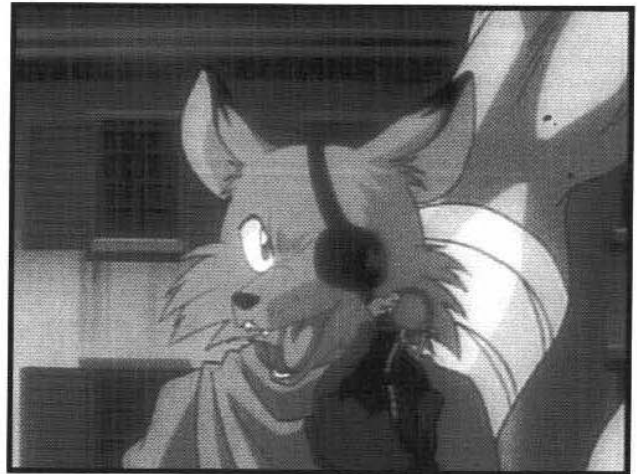
**FEATS:** Exotic Weapon Proficiency (firearms), Weapon Focus (any firearm), and Weapon Specialisation (any firearm)

**SPECIAL:** Bombs, firearms, and gunpowder are normally only available in the Outer World. The character must have access to these resources to become a pistoleer.

## CLASS SKILLS

The pistoleer's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Disable Device (Int), Gather Information (Cha), Intimidate (Cha), Jump (Str), Listen (Wis), Profession (Wis), Reputation (Cha), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Taunt (Cha), and Use Rope (Dex)

**SKILL POINTS AT EACH LEVEL:** 6 + Int modifier



## PISTOLEER

*Anyone who doesn't want to die had better clear out!*

— Jillas

In the Outer World, firearms have replaced magic as the martial weapon of choice. Swords are great for close combat and self-defence, but nothing equals a well-placed pistol or rifle shot for mowing through the opposition. Pistoleers are warriors who have embraced the firearm and made it their weapon of choice, mastering the secrets of gunpowder and putting it to use in new and ever-more-destructive ways. A skilled pistoleer can always find his

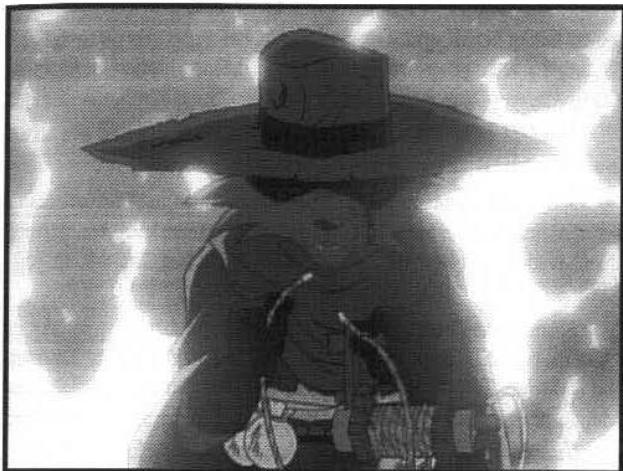
### THE MASTER-AT-ARMS

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	DEFENCE BONUS	SPECIAL
1	+1	+2	+0	+2	+1	Armour compatibility
2	+2	+3	+0	+3	+1	Bonus feat
3	+3	+3	+1	+3	+2	Style +1
4	+4	+4	+1	+4	+2	Bonus feat
5	+5	+4	+1	+4	+3	Judge opponent
6	+6	+5	+2	+5	+3	Bonus feat
7	+7	+5	+2	+5	+3	Style +2
8	+8	+6	+2	+6	+4	Bonus feat
9	+9	+6	+3	+6	+4	Improved armour compatibility
10	+10	+7	+3	+7	+5	Bonus feat

## CLASS FEATURES

**WEAPON AND ARMOUR PROFICIENCY:** Pistoleers gain no proficiencies with any weapon or armour.

**BONUS FEAT:** At 1st level and every other level thereafter, pistoleers gain a bonus feat. This bonus feat must be selected from the following list. Dodge (Mobility), Improved Critical, Improved Initiative, Mounted Archery, Point Blank Shot (Far Shot, Precise Shot, Rapid Shot, Manyshot, Shot on the Run, Improved Precise Shot), Quick Draw, Rapid Reload, Weapon Focus (Weapon Specialisation, Greater Weapon Focus, Greater Weapon Specialisation). Pistoleers must still meet all prerequisites for a bonus feat before selecting that feat.



**TRICK SHOT:** Pistoleers learn to make ranged attacks in the most unlikely of situations. Reduce any penalty to a ranged attack roll, whether from long range or other circumstances, by one-half the pistoleer's class level (round down). In addition, at 2nd level the pistoleer no longer provokes an attack of opportunity from the target of his or her attack for making a ranged attack in a threatened area. Other enemies threatening the area may make an attack of opportunity normally, and a pistoleer who provokes an attack of opportunity for any reason other than making a ranged attack suffers the attack of opportunity as usual.

**STYLE:** This is exactly like the warrior ability of the same name, except that a pistoleer may only apply his or her style bonuses to ranged combat styles.



**DESTRUCTIVE GENIUS:** At 6th level, a pistoleer may add his or her class level to any check made to design, build, or use explosives. This bonus applies to Craft (gunsmithing) checks to make bombs and gunpowder, but not to attack rolls made when throwing hand-held bombs. Using destructive genius, a pistoleer may construct a makeshift rocket with the same destructive force as the most powerful spells. The GM may also rule that this ability is useful in designing other types of destructive devices (such as orihalcon tanks).

**PORTABLE ARMOURY:** Most of a pistoleer's weapons need to be reloaded after a single shot, and pistoleer's focus on ranged combat. Consequently, a pistoleer can be caught at a disadvantage if he or she does not have enough weapons at hand. Master pistoleers overcome this weakness with a portable armoury. At 10th level, the pistoleer is never without a weapon (or several), except in the most extreme circumstances. He or she seems to have an untold number of bombs and small firearms tucked away under cloaks, in boots and belts, and all manner of other locations. This portable armoury does not slow the character down, nor is it visibly obvious to others looking at him or her. The character can reveal his or her portable armoury when attempting to Intimidate an opponent and may receive a bonus to the Intimidation check (GM discretion).

Extended battles may exhaust even the pistoleer's portable armoury. If the character relies on his or her portable armoury extensively without time to rearm him or herself, the GM may decide a Sleight of Hand check is required to continue to produce new weapons. The DC of such checks may be as low as 20 for a long day of battle, or as high as 40 when the character has gone months without a reasonable chance to restock.

### THE PISTOLEER

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	DEFENCE BONUS	SPECIAL
1	+1	+0	+2	+2	+2	Bonus feat
2	+2	+0	+3	+3	+3	Trick shot
3	+3	+1	+3	+3	+3	Bonus feat
4	+4	+1	+4	+4	+4	Style +1
5	+5	+1	+4	+4	+4	Bonus feat
6	+6	+2	+5	+5	+5	Destructive genius
7	+7	+2	+5	+5	+5	Bonus feat
8	+8	+2	+6	+6	+6	Style +2
9	+9	+3	+6	+6	+6	Bonus feat
10	+10	+3	+7	+7	+7	Portable armoury



## SHAMAN

*What we need here ... is that spirit spell with all the spirit! The Rah Tilt's our only hope!*

— Gourry Gabriev, displaying his grasp of shamanist magic.

Shamans are the least structured of any of the advanced spellcasting classes. They call upon elemental forces with their spells, staying deeply tied into the earth and its spirit. The Astral Plane is the source of their magic, allowing them to walk a line of careful neutrality between the Gods and Mazoku, owing allegiance to neither, obeying only their own hearts. They are the most likely of all the spellcasting classes to pursue different career paths in addition to their spellcasting class, seeking to experience as much of life as possible. Witches and wizards are often drawn to shamanist magic, as are loremasters. In addition, non-spellcasters who seek to gain magical understanding will often end up shamans as well.

**HIT DIE:** d6

### REQUIREMENTS

To qualify to become a shaman, a character must fulfil all the following criteria.

**SKILLS:** Knowledge (nature) 5 ranks, Spellcraft 8 ranks

**SPELLS:** Able to cast at least 12 common spells or 1 shamanist spell

**SPECIAL:** Advanced magic is rare in the Outer World. The character must have access to shamanist lore or a qualified teacher to learn advanced shamanistic magic.

### CLASS SKILLS

The shaman's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Heal (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Listen (Wis), Profession (Wis), Ride (Dex), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Summoning (Int), Survival (Wis), Swim (Str), Use Magic Device (Cha), and Vision (Wis)

**SKILL POINTS AT EACH LEVEL:** 4 + Int modifier

### CLASS FEATURES

**Weapon and Armour Proficiency:** Shamans gain no proficiencies with any weapon or armour.

**DEFENCE BARRIER:** A shaman learns to establish a defence barrier to protect him or herself against magical attacks (see *Defence Barriers*, page 68). As the character progresses in levels, the defence barrier increases in effectiveness.

**SHAMANIST FOCUS:** The character adds his or her shaman level as a bonus to all Fortitude saving throws made to cast shamanist spells.

**SPELLCASTING:** Shamans are spellcasters. A shaman may increase his or her maximum number of spells known by six per shaman level. Additionally, shamans add their level in this class to control checks (see *Casting Spells*, page 62).

Shamans may learn any type of spells (common, shamanist, sorcery, or white magic). Shamanist and common spells are their speciality, however, and a shaman learning a white magic or sorcery spell must dedicate one additional spell slot to each of those types of spells he or she learns. For example, a shaman learning the *dragon slave* must dedicate four spell slots to that spell.

**BONUS FEATS:** At 2nd, 6th, and 10th level shamans gain a bonus feat. This bonus feat must be selected from the following list. Augment Summoning, Code, Dignified, Spell Mastery, or any item creation or metamagic<sup>2</sup> feat.

**SENSE AURA:** The shaman can see the auras of magic items, and may use the Search Skill to identify the basic properties of any item he or she encounters, or the approximate power level of any spells or effects currently on the item. See the Search skill (page 44) for details.

### THE SHAMAN

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	DEFENCE BONUS	SPECIAL
1	+0	+0	+0	+2	+1	Defence barrier +10, shamanist focus, spellcasting
2	+1	+0	+0	+3	+1	Bonus feat
3	+2	+1	+1	+3	+2	Sense aura
4	+3	+1	+1	+4	+2	Defence barrier +20
5	+3	+1	+1	+4	+3	-
6	+4	+2	+2	+5	+3	Bonus feat
7	+5	+2	+2	+5	+3	Defence barrier +30
8	+6	+2	+2	+6	+4	-
9	+6	+3	+3	+6	+4	-
10	+7	+3	+3	+7	+5	Bonus feat, defence barrier +40

## SORCERER

*Darkness beyond twilight, crimson beyond blood that flows. Buried in the stream of time is where your power grows. I pledge myself to conquer all the foes who stand against the mighty gift bestowed in my unworthy hand.*

— incantation for the Dragon Slave

Sorcerers are the magicians most people think of when the word “magic” is used. Secretive and obsessed with their research, sorcerers call upon the dark forces in the universe to power their spells. Sorcerers are not evil, regardless of the entities with whom they align themselves, but they are the most morally flexible of all advanced spellcasters. The secrets of creating copies and clones rest with sorcerers alone, and the more ambitious ones have even been known to sign pacts with Mazoku in exchange for power.

Nearly every major city has a sorcerers’ guild present where magical research is carried out. The apparatus for creating copies and clones are typically found within the guilds, as few sorcerers are wealthy enough to have their own. Witches and wizards are more likely to become sorcerers than any other class, though loremasters are a common leap to this class as well.

**HIT DIE:** d6

### REQUIREMENTS

To qualify to become a sorcerer, a character must fulfil all the following criteria.

**ALIGNMENT:** Any nonlawful

**SKILLS:** Knowledge (arcana) 5 ranks, Spellcraft 8 ranks

**SPELLS:** Able to cast at least 12 common spells or 1 sorcery spell

**SPECIAL:** Advanced magic is rare in the Outer World. The character must have access to sorcerous lore or a qualified teacher to learn advanced sorcery magic.

### CLASS SKILLS

The sorcerer’s class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Craft (Int), Disguise (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Profession (Wis), Reputation (Cha), Search (Int), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), Summoning (Int), Taunt (Cha), Use Magic Device (Cha), and Vision (Wis)

**SKILL POINTS AT EACH LEVEL:** 4 + Int modifier



### CLASS FEATURES

**WEAPON AND ARMOUR PROFICIENCY:** Sorcerers gain no proficiencies with any weapon or armour.

**DEFENCE BARRIER:** A sorcerer learns to establish a defence barrier to protect him or herself against magical attacks (see *Defence Barriers*, page 68). As the character progresses in levels, the defence barrier increases in effectiveness.

**SORCERY FOCUS:** The character adds his or her sorcerer level as a bonus to all Fortitude saving throws made to cast sorcery spells.

**SPELLCASTING:** Sorcerers are spellcasters. A sorcerer may increase his or her maximum number of spells known by six per sorcerer level. Additionally, sorcerers add their level in this class to control checks (see *Casting Spells*, page 62).

Sorcerers may learn any type of spells (common, shamanist, sorcery, or white magic). Sorcery and common spells are their speciality, however, and a sorcerer learning a shamanist or white magic spell must dedicate one additional spell slot to each of those types of spells he or she learns. For example, a sorcerer learning the *rah-tilt* must dedicate four spell slots to that spell.

**BONUS FEATS:** At 2nd, 6th, and 10th level sorcerers gain a bonus feat. This bonus feat must be selected from the following list. Augment Summoning, Bold, Dramatic Zeal, Spell Mastery, or any item creation or metamagic feat.

**SENSE AURA:** The sorcerer can see the auras of magic items, and may use the Search Skill to identify the basic properties of any item he or she encounters, or the approximate power level of any spells or effects currently on the item. See the Search skill (page 44) for details.

THE SORCERER						
LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	DEFENCE BONUS	SPECIAL
1	+0	+0	+0	+2	+1	Defence barrier +5, sorcery focus, spellcasting
2	+1	+0	+0	+3	+1	Bonus feat
3	+2	+1	+1	+3	+2	Sense aura
4	+3	+1	+1	+4	+2	Defence barrier +10
5	+3	+1	+1	+4	+3	-
6	+4	+2	+2	+5	+3	Bonus feat
7	+5	+2	+2	+5	+3	Defence barrier +15
8	+6	+2	+2	+6	+4	-
9	+6	+3	+3	+6	+4	-
10	+7	+3	+3	+7	+5	Bonus feat, defence barrier +20

## SWORDSMAN

*If I gave you my name, you'd get it dirty.*

— Gourry Gabriev

For those warriors who are truly skilled in the art of swordplay, who desire a new level of challenge, who wish to use their skills for the greater (or at least high profile) good — the class of swordsman is the answer to their aspirations. Swordsmen are masters of attack and defence, parry and riposte; for them, it is as much an art as a style of combat. Many swordsmen dream of glory and seek out high-profile jobs as a means of honing their skills and gaining prestige in the eyes of others swordsmen. Warriors and bounty hunters are naturals for this prestige class, though many rogues have been known to find their way among its ranks as well.

**HIT DIE:** d12



### REQUIREMENTS

To qualify to become a swordsman, a character must fulfil all the following criteria.

**BASE ATTACK BONUS:** +8

**SKILLS:** Reputation 5 ranks, Taunt 5 ranks, Tumble 5 ranks

**FEATS:** Combat Reflexes, Dodge, Martial Weapon Proficiency (any sword), Weapon Focus (any sword), Weapon Specialisation (any sword)

### CLASS SKILLS

The swordsman's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Profession (Wis), Reputation (Cha), Ride (Dex), Spot (Wis), Swim (Str), Taunt (Cha), and Tumble (Dex)

**SKILL POINTS AT EACH LEVEL:** 6 + Int modifier

### CLASS FEATURES

**WEAPON AND ARMOUR PROFICIENCY:** Swordsmen gain no proficiencies with any weapon or armour.

**GLAMOROUS REPUTATION:** Swordsmen are well-regarded as master warriors. All swordsmen gain a +2 bonus on all Reputation checks.

**EVASION:** At 2nd level a swordsman can avoid even magical and unusual attacks with great agility. If the character makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save (such as a fireball spell), he or she takes no damage. Evasion can be used only if the swordsman is wearing light armour or no armour. A helpless swordsman (such as one who is unconscious or paralysed) does not gain the benefit of evasion.

**STYLE:** This is exactly like the warrior ability of the same name, except that a swordsmen may only apply his or her style bonuses to two-handed weapons, single weapon, or two-weapon styles when using any type of sword.

**BONUS FEAT:** At 4th, 8th, and 10th levels, swordsmen gain a bonus feat. This bonus feat must be selected from the following list. Combat Expertise (Improved Disarm, Improved Feint, Improved Trip, Whirlwind Attack), Improved Critical, Improved Initiative, Mobility, Spring Attack, Two-Weapon Fighting (Two-Weapon Defence, Improved Two-Weapon Fighting, Greater Two-Weapon Fighting), Weapon Finesse, Weapon Focus (Weapon Specialisation, Greater Weapon Focus, Greater Weapon Specialisation). Swordsmen must still meet all prerequisites for a bonus feat before selecting that feat.

**JUDGE OPPONENT:** This is exactly like the warrior ability of the same name. If the swordsman already has this ability from another class, he or she gains a +2 competence bonus on any judge opponent checks.

**IMPROVED EVASION:** At 6th level, a swordsman's evasion ability improves. This ability works like evasion, except that while the swordsman still takes no damage on a successful Reflex saving throw against attacks, he or she henceforth takes only half damage on a failed save. A helpless swordsman does not gain the benefit of improved evasion.

### THE SWORDSMAN

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	DEFENCE BONUS	SPECIAL
1	+1	+2	+2	+0	+2	Glamorous reputation
2	+2	+3	+3	+0	+3	Evasion
3	+3	+3	+3	+1	+3	Style +1
4	+4	+4	+4	+1	+4	Bonus feat
5	+5	+4	+4	+1	+4	Judge opponent
6	+6	+5	+5	+2	+5	Improved evasion
7	+7	+5	+5	+2	+5	Style +2
8	+8	+6	+6	+2	+6	Bonus feat
9	+9	+6	+6	+3	+6	Price of fame
10	+10	+7	+7	+3	+7	Bonus feat

**PRICE OF FAME:** Master swordsmen are famous, but that fame comes with a price. Young hotshots and experienced warriors alike consider a fight with a master swordsman to be an honour and an opportunity. Though these challenges need not be to the death, it can be inconvenient to have others constantly hounding the character for the chance at a glorious showdown.

Since master swordsmen become used to fending off the attacks of eager, wild-eyed warriors, they become adept at defending themselves. When using the total defence option in combat, a swordsman of 9th level or higher may use his or her base attack bonus to defend him or herself. He or she makes a 1d20 roll + base attack bonus + Dex modifier + 6 dodge bonus for total defence. If the result of this check is higher than the character's normal AC, this becomes the character's effective AC against melee attacks for one round. The use of this ability does not affect the character's AC against ranged attacks.



## WARRIOR OF JUSTICE

*Villain whose body hosts evil! Prepare to die!*

— Prince Philionel, charging into battle.

Within the breasts of a chosen few beat hearts devoted to love, peace, and justice. Idealism is the food which nourishes their souls, and they spend every waking moment locked in the struggle to make the ideal reality for everyone they meet. Righting wrongs, bringing evil to justice, spreading love to all mankind — some call them rebels, dreamers, or idiots, but they have another name for themselves: warriors of justice.



Warriors of justice do not belong to an overriding organisation, though the capital city of Seyruun is home to a surprising number of them. Instead, each warrior of justice finds him or herself drawn to the occupation in answer to their heart's inexorable call. Blinded by the beauty of love, peace, and justice, they make the pursuit of these ideals their occupation as naturally as drawing breath. Their unshakeable belief in these cornerstones of existence allows them to access inner reserves of power that would otherwise remain untapped.

**HIT DIE:** d10

### REQUIREMENTS

To qualify to become a warrior of justice, a character must fulfil all the following criteria.

**ALIGNMENT:** Lawful Good

**BASE ATTACK BONUS:** +5

**SKILLS:** Intimidate 5 ranks, Jump 5 ranks, Perform 5 ranks, Tumble 5 ranks

**FEATS:** Improved Unarmed Strike, Iron Will, Weapon Focus (unarmed strike or grapple)

**SPECIAL:** Warriors of justice are obsessed with love, peace, and justice, and must have an appropriate obsession selected for the Iron Will feat.

### CLASS SKILLS

The warrior of justice's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Gather Information (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Reputation (Cha), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), Taunt (Cha), and Tumble (Dex)

**SKILL POINTS AT EACH LEVEL:** 4 + Int modifier

### CLASS FEATURES

**WEAPON AND ARMOUR PROFICIENCY:** Warriors of justice gain no proficiencies with any weapon or armour.

**OPTIMISM OF JUSTICE [Ex]:** Warriors of justice are imbued with extraordinary optimism. A warrior of justice always believes that justice will triumph, and refuses to accept any alternative. Due to their persistent optimism, warriors of justice are immune to fear caused by psychological attacks. He or she is still subject to magical or supernatural fear effects.

**SPECIAL ATTACK [Ex]:** At every level, a warrior of justice gains a new special attack. These special attacks focus the power of love, peace, and justice into the character's actions and enable him or her to accomplish amazing things. Multiple special attacks cannot be combined in a single attack, though a warrior of justice can use more than one special attack with different attacks in the same round.

A warrior of justice may make a number of special attacks per day equal to his or her warrior of justice class level. Some special attacks may be selected more than once, but no special attack may be selected more than three times.

*All Men Brothers, Hand in Hand:* The warrior of justice may make an additional unarmed strike attack at his or her full base attack bonus, but all of his or her attacks (both normal and the additional attack) suffer a -2 penalty on the attack roll. The warrior of justice may select this special attack more than once. Each time, he or she may make one additional attack at his or her full base attack bonus during his or her action, and all attacks made during the round suffer a -2 penalty per additional attack made. For example, a



warrior of justice who has selected this special attack three times may make three additional attacks in a round, but all attacks (the normal attacks and the additional attacks) suffer a -6 penalty on their attack rolls.

**Benevolent Giant Swing:** This special attack may only be used during a grapple. The warrior of justice swings his or her opponent around in a circle and throws the enemy. The warrior of justice makes a grapple check with a bonus equal to twice his or her class level. The result of this check is the distance in feet that the opponent travels. For every 10 feet travelled, the victim suffers 1d6 damage on impact. The warrior of justice may select this special attack more than once. Each additional selection grants a +10 bonus on the grapple check made to throw an opponent. The benevolent giant swing is a full-round action and ends the grapple.



**Ghost Touch:** The warrior of justice's unarmed strikes and grappling attacks gain the ghost touch ability. Ghost touch attacks deal damage normally against incorporeal creatures. An incorporeal creature's 50% chance to avoid damage does not apply to attacks with ghost touch. This ability affects all of the character's unarmed attacks, including other special attacks. Use of ghost touch is automatic and does not count against the warrior of justice's daily limit on special attacks.

**Goodwill Towards Men Smash:** This special attack grants the warrior of justice Stunning Fist as a bonus feat, regardless of prerequisites. Goodwill towards men smash attacks work as described in the Stunning Fist feat, except that the targets Fortitude save DC is increased by +2. Stunning attacks made



with this special attack do not count against the number of Stunning Fist attacks usable per day. The warrior of justice may select this special attack more than once. Each time, the Fortitude save DC of the special attack is increased by +2.

**Hammer of Justice:** The hammer of justice never fails to find its mark. This special attack is resolved as an unarmed strike with +1 on the attack roll per warrior of justice class level.

**Joyful Reunion Bearhug:** This special attack grants the warrior of justice Improved Grapple as a bonus feat, regardless of prerequisites. When making a joyful reunion bearhug attack, the warrior of justice does an additional 4 points of damage with his or her grapple attack. The warrior of justice may select this special attack more than once. Each time, his or her grapple damage for the special attack increases by 2.

**Justice Shoulder Attack:** The justice shoulder attack allows the warrior of justice to embrace his or her love of justice and use that power to enhance his or her strength. The character gains an enhancement bonus to Strength equal to his or her class level. This bonus lasts for one round. This attack may be used to start grapples, during a bull rush or overrun attempt, or as an attempt to force open an obstacle. The warrior of justice may select this special attack more than once. Each additional selection of this special attack extends the duration of the effect by one round.

**Kindness to All Creatures Kick:** This special attack focuses the warrior of justice's love of kindness and benevolent feelings for all creatures into a devastating unarmed strike against an unjust creature. The kindness to all

## WARRIOR OF JUSTICE

LEVEL	BASE ATTACK BONUS	FORT SAVE	REF SAVE	WILL SAVE	DEFENCE BONUS	SPECIAL
1	+0	+2	+2	+2	+2	Optimism of justice, special attack
2	+1	+3	+3	+3	+3	Special attack
3	+2	+3	+3	+3	+3	Fists of justice, special attack
4	+3	+4	+4	+4	+4	Special attack
5	+3	+4	+4	+4	+4	Optimistic aura, special attack
6	+4	+5	+5	+5	+5	Special attack
7	+5	+5	+5	+5	+5	Combo attack, special attack
8	+6	+6	+6	+6	+6	Special attack
9	+6	+6	+6	+6	+6	Fists of joyous parting, special attack
10	+7	+7	+7	+7	+7	Special attack

creatures kick is resolved as an unarmed strike, with base damage of 1d6 for every three levels of the warrior of justice (round up), up to 4d6 base damage for a 10th level warrior of justice.

**Pacifist Crush:** The pacifist crush renders an opponent peaceful by smashing them senseless. This special attack is resolved as an unarmed strike with +1 damage per warrior of justice class level.

**Royal Special Thunder:** The royal special thunder ability may be used to enhance any normal melee attack or special attack. The warrior of justice may choose to subtract a number from the attack roll (up to -5) and add double that number as a bonus to the damage roll. A special attack modified with the royal special thunder ability counts as two uses of the warrior of justice's special attacks for the day.

**Seyruun Tornado:** The Seyruun tornado attack is a spinning leap kick that focuses all of the warrior of justice's righteous fury into a single slow but powerful attack. The warrior of justice makes a Jump check and leaps towards his or her opponent. If this attack hits, the target suffers the normal unarmed strike damage plus 1d6 damage for every 10 feet of height the warrior of justice attained in his or her jump. The warrior of justice also suffers 1 point of damage for every 10 feet of the jump. The Seyruun tornado attack is a full-round action. Note that if the warrior of justice jumps more than his or her base speed during the Jump check, he or she will not be able to complete the attack until landing in a subsequent round.

**Smashing Burst Jump:** The smashing burst jump is not an attack in the usual sense. It allows the warrior of justice to display a burst of speed and jump farther and faster. Generally, this special attack is used to charge unjust persons or creatures. When using the smashing burst jump, the warrior of justice doubles his or her base speed and gains a +5 bonus to his or her Jump skill per class level. These bonuses last for one round. The warrior of justice may select this special attack more than once. Each additional selection of this special attack extends the duration of the effect by one round.



**FISTS OF JUSTICE (Su):** At 3rd level or higher, a warrior of justice's unarmed attacks are empowered with his or her love of justice. The character's unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

**OPTIMISTIC AURA (Ex):** At 5th level, the warrior of justice is imbued with an infectious optimism that has a tendency to spread to those around him or her. Nearby characters friendly to the warrior of justice gain a +4 morale bonus on checks or saves against fear.

**COMBO ATTACK ("PEACE AND LOVE DOUBLE IMPACT!!!"):** Warriors of justice learn how to work and fight together. A warrior of justice of at least 7th level may make a combination attack with another warrior of justice. Each character gains a +2 bonus to the attack and damage roll. A combo attack may be made as a special attack, but both warriors of justice must make the same special attack in that case. Only one of the two characters needs to have this ability. A warrior of justice may make a combo attack three times per day.



**FISTS OF JOYOUS PARTING:** The warrior of justice can use his or her unarmed attacks to rid the world of creatures that do not belong. Any time the character strikes an outsider with an unarmed attack, the creature must make a Will save (DC 10 + 1/2 warrior of justice's class level + warrior of justice's Wisdom modifier). If this save is failed, the outsider is banished and returned to its place of origin. It may not return for a number of hours equal to the difference between its Will save result and the DC, either through its own abilities or through Summoning.

## CODE OF CONDUCT

A warrior of justice must be of lawful good alignment and loses all class abilities if he or she ever willingly commits an unjust act. Additionally, a warrior of justice's code requires that he or she respect legitimate authority, act with honour (not lying, not cheating, not using poison, and so forth), help those in need (provided they do not use the help for unjust ends), and punish those who harm or threaten innocents.

## ASSOCIATES

While he or she may adventure with characters of any good or neutral alignment, a warrior of justice will never knowingly associate with evil characters, nor will he or she continue an association with someone who offends his or her moral code.

## EX-WARRIORS OF JUSTICE

A warrior of justice who ceases to be lawful good, who wilfully commits an unjust act, or who grossly violates the code of conduct loses all class abilities. He or she may not progress any further in levels as a warrior of justice. He or she regains his or her abilities and advancement potential if he or she atones for his or her violations, as appropriate.

# SKILLS

*You're pretty resourceful in a pinch.*

— Gourry Gabrielv, as Lina goes fishing for lunch

Skills are learned abilities that characters develop through study, practice, and training. Each class is skilled in different areas. The table below lists which Skills are class or cross-class Skills for each class. A character may spend a maximum number of Skill points on any Skill equal to his or her level + 3. For class Skills, each Skill point buys 1 rank. For cross-class Skills, every two Skill points buy 1 rank in the Skill.

## USING CURRENT SKILLS

Most Skills in *Slayers* work just as they do in other d20 games. Where these Skills are different, the changes have been noted here. As a note, the Speak Language skill is not used in *Slayers d20*. The peoples of both the

subcontinent and the outer world all seem to speak, read, and write the same language, suggesting that although other racial or cultural dialects may exist, they are so rare as to be of negligible effect. For suggestions on how to handle rare or ancient dialects or writings, see the Decipher Script Skill, page 43.

## BLUFF [CHA]

In addition to the normal uses of Bluff, characters can use this Skill to disguise spellcasting.

**CHECK:** If a spellcaster chooses not to use either incantation or naming, he or she may attempt to “fake out” an opponent by using the incantation of a different spell. This imposes a -5 circumstance penalty on the Fortitude save and any control checks made with the casting (see *Casting Spells*, page 62). The spellcaster makes a Bluff check, the result of which becomes the DC for any Spellcraft checks to identify the spell being cast (see *Spellcraft*, below).

The Bluff skill may also be used in psychological warfare (see *Psychological Warfare*, page 101).

**TRY AGAIN:** When the Bluff Skill is used to change the attitude or behaviour of another character, the normal penalty applies for bluffs that put the target at risk (or go against their nature, such as an attempt to convince Lina to give up a valuable magical statuette). If the Bluff fails, but the difference between the Bluff check and the corresponding Sense Motive check was less than the penalty, the target believes the bluff but is reluctant to go along because of the risk or cost. In this case, the character may try to Bluff again with a cumulative -2 penalty to retries.

The character may continue to “push the bluff” until he or she succeeds or until the margin of failure exceeds the penalty for risk. Failing by more than the penalty for risk or cost means the character can no longer push the bluff as the target has seen through it.

**SYNERGY:** A character with at least 5 ranks of Spellcraft gains a +2 synergy bonus on Bluff checks to disguise a spell.

## SKILL SYNERGIES

5 OR MORE RANKS IN... GIVES A +2 BONUS ON...

Craft (Cooking)	Craft (Poison) checks
Craft (Cooking)	Bluff checks (for appropriate targets)
Craft (Cooking)	Diplomacy checks (for appropriate targets)
Craft (Cooking)	Gather Information checks (for appropriate targets)
Craft (Cooking)	Intimidate checks (for appropriate targets)
Intimidate	Taunt checks
Knowledge (history)	Loremaster knowledge checks (class feature)
Reputation	Reputation checks with any other Reputation
Search	Decipher Script checks to decipher a code
Spellcraft	Bluff checks to disguise a spell

SKILL	BDT	BwH	LRM	NBL	PRI	ROG	WAR	WIZ	SKILL	BDT	BwH	LRM	NBL	PRI	ROG	WAR	WIZ
Appraise	C	cc	C	cc	cc	C	cc	cc	Listen	cc	C	cc	cc	C	C	C	cc
Balance	cc	C	cc	cc	cc	C	cc	cc	Move Silently	C	C	cc	cc	cc	C	cc	cc
Bluff	C	C	cc	C	cc	C	cc	cc	Open Lock	cc	cc	C	cc	cc	C	cc	cc
Climb	C	C	cc	cc	cc	C	C	cc	Perform	cc	cc	cc	C	C	C	cc	cc
Concentration	cc	C	C	cc	C	C	cc	C	Profession	C	C	C	C	C	C	C	C
Craft	C	C	C	C	C	C	C	C	Reputation	C	C	cc	C	cc	C	cc	C
Decipher Script	cc	cc	C	cc	cc	cc	cc	C	Ride	cc	cc	cc	C	cc	cc	C	cc
Diplomacy	cc	cc	C	C	C	cc	cc	C	Search	C	cc	C	cc	cc	C	cc	C
Disable Device	cc	cc	cc	cc	cc	C	cc	cc	Sense Motive	cc	C	C	C	C	C	cc	cc
Disguise	C	cc	cc	C	cc	C	cc	cc	Sleight of Hand	C	cc	cc	cc	cc	C	cc	cc
Escape Artist	cc	cc	cc	cc	cc	C	cc	cc	Spellcraft	cc	cc	C	cc	C	cc	cc	C
Forgery	cc	C	C	cc	cc	C	cc	cc	Spot	cc	C	cc	cc	cc	C	C	C
Gather Information	C	C	C	C	C	C	cc	cc	Summoning	cc	cc	cc	cc	cc	cc	cc	cc
Handle Animal	C	C	cc	cc	C	cc	C	cc	Survival	C	C	cc	cc	cc	cc	cc	cc
Heal	cc	cc	C	cc	C	cc	cc	C	Swim	C	C	cc	C	cc	C	C	C
Hide	C	C	cc	cc	cc	C	cc	cc	Taunt	C	cc	cc	C	cc	C	C	cc
Intimidate	C	C	cc	C	cc	C	C	cc	Tumble	cc	C	cc	cc	cc	C	C	cc
Jump	C	C	cc	cc	cc	C	C	cc	Use Magic Device	cc	cc	C	cc	cc	cc	cc	C
Knowledge (arcana)	cc	cc	C	cc	cc	cc	cc	C	Use Rope	C	C	cc	cc	cc	C	C	cc
Knowledge (religion)	cc	cc	C	cc	C	cc	cc	cc	Vision	cc	cc	C	cc	cc	cc	cc	C
Knowledge (all skills)	cc	cc	C	C	cc	cc	cc	C									

cc = Cross Class, C = Class

## CONCENTRATION [CON]

It is distracting to maintain a spell with a duration of “concentration.” Trying to cast any other spell while concentrating to maintain another requires a Concentration check (DC 10 + 10 per spell being maintained). Spells with a duration other than concentration do not require the Concentration skill to maintain them, and do not require a check before casting another spell. See *Concentration and Spells* (page 64) for more information.

Characters may also cast spells defensively, to avoid provoking an attack of opportunity. Doing so requires a Concentration check (DC 15 + one-fifth spell’s DC). For example, casting a *flare arrow* defensively requires a Concentration check (DC 20).



## CRAFT [ALCHEMY] [INT]

Alchemy is a quasi-magical field of study, but it does not require a character already know magic or spells. Characters in *Slayers* can learn and use Craft (alchemy) even if they have no spellcasting class levels.

Craft (alchemy) is also used to work the metal orihalcon.

## CRAFT [COOKING] [INT]

The ability to cook well is a popular one in *Slayers* and some loremasters choose to focus their abilities on this Skill.

**SYNERGY:** A character with at least 5 ranks of Craft (Cooking) gains a +2 synergy bonus on Bluff, Diplomacy, Gather Information, and Intimidate



when any of these Skills are used against either characters with the Great Fortitude feat or any character who has an obsession with food.

A character with at least 5 ranks of Craft (Cooking) gains a +2 synergy bonus on Craft (Poison) checks.

## CRAFT [GUNSMITHING] [INT]

The ability to craft guns, gunpowder, and explosives is all but unknown inside the Mazoku barrier, except for special effects used in theatre productions and celebrations. It is relatively common in the outer world, though. This Skill is used to make gunpowder, firearms, and explosives. Construction of these types of weapons follows the same procedure as other forms of Craft.

ITEM	CRAFT SKILL	CRAFT DC
Bomb	Gunsmithing	15
Cannon	Gunsmithing	30
Gun	Gunsmithing	20
Gunpowder	Gunsmithing	15
Rifle	Gunsmithing	25
Smoke Bomb	Gunsmithing	18

## CRAFT [POISON] [INT]

Many poisons can be extracted from animals or plants and used directly with effective results. Other types require processing or synthesis to work properly, and some poisons are fashioned entirely from safe or inert materials.

**CHECK:** This Craft Skill works much like any other, including the calculation of cost. The most rare and dangerous poisons require the most rare and expensive reagents. The base DC for the Craft (Poison) check is equal to the poison’s DC + 10. Contact poisons are more difficult to create — the DC to make a contact poison is increased by +5.

**SYNERGY:** A character with at least 5 ranks of Craft (Cooking) gains a +2 synergy bonus to Craft (Poison) Skill checks.

## DECIPHER SCRIPT [INT; TRAINED ONLY]

Most writing in *Slayers* shares a common language. For those rare writings in other languages, characters use the Decipher Script Skill. Sometimes, however, messages are written in a code rather than another language. Deciphering (and creating) these codes is also the province of Decipher Script.

Characters with Decipher Script can create a code to use in any written document. The DC of the code is the result of the Decipher Script check. A character attempting to decipher this code later must beat the DC.

**ACTION:** A Decipher Script check to create a code takes 10 minutes. This does not include the time to write out the document after the code has been devised. A Decipher Script check to decipher a code takes 1d4+1 hours, not including the time required to actually read the coded writing.

**SYNERGY:** A character with at least 5 ranks of Search gains a +2 synergy bonus to Decipher Script checks to decipher a code.

## DIPLOMACY [CHA]

The Diplomacy skill may be used in psychological warfare (see *Psychological Warfare*, page 101).

## INTIMIDATE (CHA)

The Intimidate Skill allows characters to browbeat and bully others, to frighten opponents, or to interrogate.

**CHECK:** Use of the Intimidate Skill can change the behaviour of other characters. This application of the Skill works exactly as described in the Players Handbook.

Intimidate may also be used to demoralise opponents in combat. This option is described in *Psychological Warfare* (see page 101).

**ACTION:** Varies. Changing another's behaviour requires 1 minute of interaction. Using Intimidate for Psychological Warfare is a standard action.

**TRY AGAIN:** Yes, but each additional attempt after a failed Intimidate suffers a cumulative -4 circumstance penalty.

**SPECIAL:** Characters gain a +4 circumstance bonus on Intimidate checks for every size category they are larger than their target. Characters suffer a -4 circumstance penalty on Intimidate checks for every size category smaller they are than their target.

A character immune to fear (such as a character with the Bold feat) cannot be intimidated, nor can non-intelligent creatures.

**SYNERGY:** A character with at least 5 ranks of Bluff gains a +2 synergy bonus to Intimidate checks.



## JUMP (STR; ARMOUR CHECK PENALTY)

Use this skill to leap over pits, vault low fences, or reach a tree's lowest branches.

**CHECK:** In *Slayers*, jumping is a common and effective means of moving from place to place. There is no maximum jump distance, though especially long jumps might still take more than one action to finish.

**Long Jump:** The DC of a long jump is one-half the distance to be covered, in feet. This DC assumes the character has a running start. Without a running start, the Jump DC is doubled.

**High Jump:** The DC of a high jump is equal to the distance to be covered, in feet. This DC assumes the character has a running start. Without a running start, the Jump DC is doubled.

**Hop Up:** A character may jump onto an object as high as his or her waist with a DC 10 Jump check. Doing so does not take any of his or her movement, so he or she may hop up and still move his or her full normal movement allowance.

**Jumping Down:** A character jumping down takes no damage on a successful Jump check. On a failed check, the character takes damage normally.

## SEARCH (INT)

The Search Skill is used to find details and irregularities. It can also be used to find information within books and libraries.

**CHECK:** Search can be used to do research when a character has access to a library (or a particular book if a more detailed search is required). If a character is familiar with the book or library in question, the Search check is DC 10. For research in an unfamiliar or especially complex source, the DC can be anywhere from 15 to 25 or higher.

A character with the appropriate class ability or spell can also use Search to examine and interpret the magical aura surrounding an enchanted item (or other item, creature, or area with an active spell, curse, or magical effect on it). The character can tell what type of magic is involved (some items may have more than one type) and its general power with a Search check (DC 20).

TYPE OF MAGIC	— AURA POWER —			
	Faint	Moderate	Strong	Overwhelming
Active Spell (DC)	0-25	30-35	40-45	50+
Curse (magnitude)	1-2	3-4	5	-
Magic Item (caster level)	0-5th	6th-11th	12th-20th	21st+ (artefact)

Additionally, the character can determine the properties of the item. The DC of the Search check depends on the subtlety of the magic being investigated. Obvious powers and properties — such as the enhancement bonus of magical weapons or armour, or the basic use of a wondrous item — usually require a check at DC 20. Secondary powers, esoteric magic, or obscure or hidden abilities — such as the special attack of the Howling Sword or the exact effects of a cursed item — generally have a DC of 30 or more. In general, the DC of the Search check to identify a power is equal to the DC of the Use Magic Device check to activate a power.

Characters can continue to examine auras in to learn all the properties of a magic item. In effect, the character takes 10 or 20 on a Search check to determine each property in turn until they can learn no more. Each attempt to examine an aura requires a full-round action (20 rounds when taking 20)

Naturally occurring magical effects cannot normally be examined in this way — understanding such effects requires the Spellcraft Skill. Magical devices created by Mazoku or the Gods (such as Gorun Nova) have inscrutable auras and will require special means to discern their secrets (GM discretion).

**SYNERGY:** A character with at least 5 ranks of Search gains a +2 synergy bonus to Decipher Script checks to decipher a code.



## SPELLCRAFT [INT; TRAINED ONLY]

In *Slayers*, there are no spells to read magical writing, identify magic items, or detect the use of magic. These abilities are gained using Spellcraft.

**SYNERGY:** A character with at least 5 ranks of Spellcraft gains a +2 synergy bonus on Bluff checks to disguise a spell.

SPELLCRAFT DC	TASK
Automatic	Identify any spell if the name is used or a familiar spell if the incantation is used. No action required. This does not require the Spellcraft Skill.
15	Identify a familiar spell being cast if neither incantation nor naming is used. No action required.
20	Identify a familiar spell already in place and in effect. The character must be able to see or otherwise sense the effects of the spell. No action required. No retry.
20	Draw a magic circle (such as those used in Summoning or spell casting). Time required varies, depending on the size and complexity of the magic circle.
25	Identify an unfamiliar spell already in place and in effect. The character must be able to see or otherwise sense the effects of the spell. No action required. No retry.
25	After rolling a saving throw against a familiar spell targeted on the character, determine what spell that was. No action required. No retry.
30	After rolling a saving throw against an unfamiliar spell targeted on the character, determine what spell that was. No action required. No retry.
15-30 or higher	Identify an unfamiliar spell being cast if the spell's incantation is used. No action required.
20-40 or higher	Identify an unfamiliar spell being cast if neither incantation nor naming is used. No action required.
30 or higher	Understand a strange or unique magical effect, such as a naturally occurring magic aura, or areas and items blessed by the Gods. Time required varies. No retry.
Spell's DC	Learn a new spell from a book. Retries are allowed, but each attempt requires 10 minutes. Bluff check result Identify a disguised spell being cast (must still beat the normal DC to identify the spell).



knowing exactly what it does, but doing so is more difficult. If a character does not know the power he or she is trying to activate, a -10 penalty applies to the Use Magic Device check.

The GM may decide that powerful magic items are simpler to activate (if the creator wished them to be easy to use) or more difficult (if only powerful and skilled characters were meant to use the power).

**ACTION:** Activating a talisman requires a standard action. Activating other magic items may require a standard or full-round action or their activation may be part of another action, depending on the item.

**SPECIAL:** The DC of the Use Magic Device check to activate an item's power is the same as the DC of a Search check to identify the power with the sense aura class ability.

## NEW SKILLS

Some Skills used in *Slayers d20* are unique to this setting. We have added them in an effort to better represent unique aspects of the *Slayers* universe, specifically as regards both social interaction and magic use.

### REPUTATION [CHA; TRAINED ONLY]

The character's name and exploits are known and respected by others. This added weight can help give weight to his or her words, whether others are fearful, admiring, or amused.

Like Craft, Knowledge, Perform, and Profession, Reputation is actually a number of separate Skills. A character might have a reputation as a great

## USE MAGIC DEVICE [CHA]

In *Slayers*, the Use Magic Device Skill is used to activate magic talismans or call on the power of magical devices. A few talismans and many miscellaneous magic items function on their own and require no Skill check to activate.

**CHECK:** Some magic items, particularly magic talismans and weapons with special attacks, require skill to activate. Each time a character wishes to activate such an item, he or she must make a Use Magic Device check. A natural 1 is not an automatic failure, and carries no special penalties.

Once activated, the magic item will function normally for its standard duration — generally instantaneous for special attacks or a few rounds for talismans. A character may activate a magic item or talisman without



warrior, as a bandit killer, or as a heartless mystic swordsman. Each Reputation must be purchased as a separate Skill.

**CHECK:** When making a Reputation check, a character refers to his or her name or Reputation. The recognition and reaction of others adds weight to the character's words, making the famous (or infamous) character more believable and intimidating than he or she might otherwise be.

By making a Reputation check (DC 10), a character can gain a bonus with his or her next Skill check with Bluff, Diplomacy, Gather Information, Intimidate, Perform, or Taunt. This bonus can also be applied to any other check that the GM feels is appropriate to the situation.

Characters in a foreign area where none of the locals have heard of them will suffer a circumstance penalty to Reputation checks. Similarly, when dealing with groups or people inappropriate to their Reputation or who do not care about their particular Reputations, characters will also suffer penalties.

If the Reputation check fails ("Yeah...? Never heard of you.") the character suffers a -2 circumstance penalty on his or her next check with any of the affected Skills. It is hard to impress others when they think you are already overly impressed with yourself.

RESULT	BONUS
Less than 10	-2
10-14	+1
15-19	+2
20-24	+3
25-29	+4
30 or higher	+5

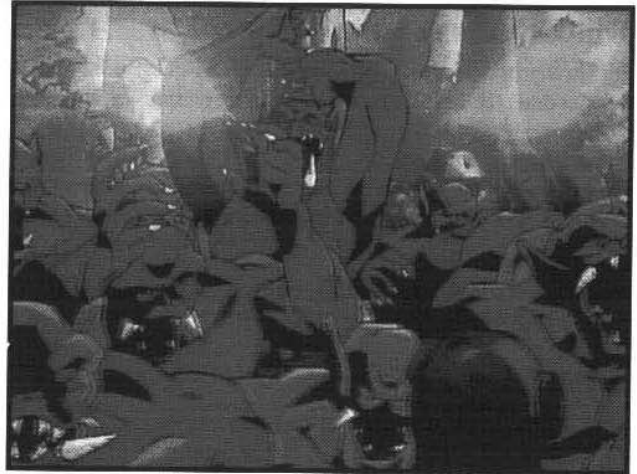
**ACTION:** Making a Reputation check is usually a standard action, but may take longer if the situation warrants.

**TRY AGAIN:** Usually, no. It is hard to overcome a first impression.

**SPECIAL:** Nobles can make Reputation checks more easily and more effectively than other characters (see *Noble*, page 22).

If a character has the Leadership feat, his or her highest Reputation bonus (ranks + Cha modifier) determines the maximum level of cohort and the number of followers he or she may attract.

**SYNERGY:** A character with at least 5 ranks of Reputation gains a +2 synergy bonus on Reputation checks made with any other Reputation. These bonuses stack. This synergy bonus also applies to attracting a cohort and followers with the Leadership feat.



## SUMMONING (INT; TRAINED ONLY)

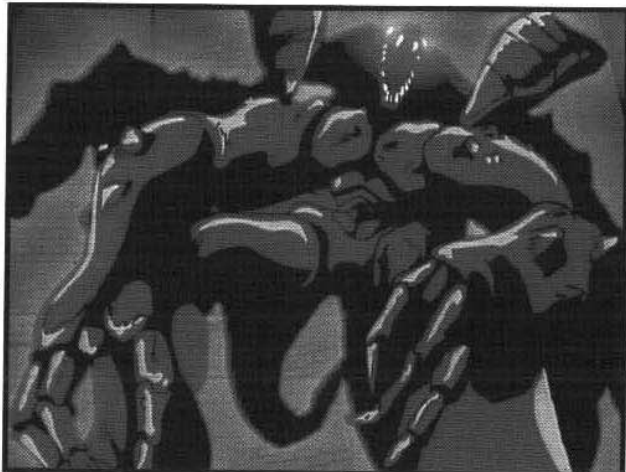
Summoning is the ability to call on supernatural creatures, whether of Mazoku or Godly nature, or powerful creatures from other worlds. To summon a specific creature, the summoner must know the creature's name. Otherwise, the summoner must know the particular type of creature he or she wishes to summon.

**CHECK:** A Summoning check can be made to call astral creatures (generally outsiders) to the presence of the character, often to a specially-prepared magic circle (see "Spellcraft," page 45). Summoning physical creatures, such as animals or humans, requires a specific spell, not the Summoning skill.

The DC of a Summoning check depends on the power and number of creatures to be summoned. The table below lists the DCs for Summoning different types and numbers of creatures.

CREATURE TYPE	DC	BASE DRAIN
Lesser demon, divine minion, etc.	15	1d6
Bras demon, magic beast, etc.	20	2d6
Mazoku, lesser	25	3d6
Mazoku, master	30	5d6
Mazoku, noble	35	7d6
Dark Lord or a God	50 or higher	10d6
Single creature	+0	x 1
Pair	+5	x 1
Gang (3-6)	+10	x 2
Mob (7-15)	+15	x 3
Swarm (16-30)	+20	x 4
Horde (more than 30)	+25	x 5
Summoning from another world (overworlder)	+10	x 2
Specific creature	+ creature's level	x 1

Obviously, if a specific creature is being summoned no more than one can appear. If a type of lesser creature is being summoned, the number summoned may add to the DC of the Summoning check. More powerful creatures (most Mazoku and all Dark Lords and Gods) can only be summoned individually, and generally require specific methods to summon them. If the GM wishes, individual creatures may be allowed to make a level check to resist the Summoning. Summoning an individual creature adds the creature's class levels (or Hit Dice above the base Hit Dice for a creature of that type) to the DC of the Summoning check.



Whether the Summoning check succeeded or not, a Fortitude save must also be made at the same DC as the Summoning check. Depending on the result of the Fortitude save, the character will take an amount of nonlethal damage based on the base drain of the Summoning. The type and number of creatures summoned determine the base drain. For example, the base drain for Summoning a gang of lesser demons is 2d6.

FORT SAVE RESULT	DRAIN DAMAGE
DC + 10 or higher	One-half base damage
DC or higher	Base damage
DC — 10 or higher	Double base damage
Lower than DC — 10	Double base damage

Once summoned, the target creature is free to act as it chooses. Most Mazoku are open to bargaining with their summoner; many of the lesser creatures fear and respect the power of a summoner enough to be easily intimidated. More powerful creatures may react unpredictably.

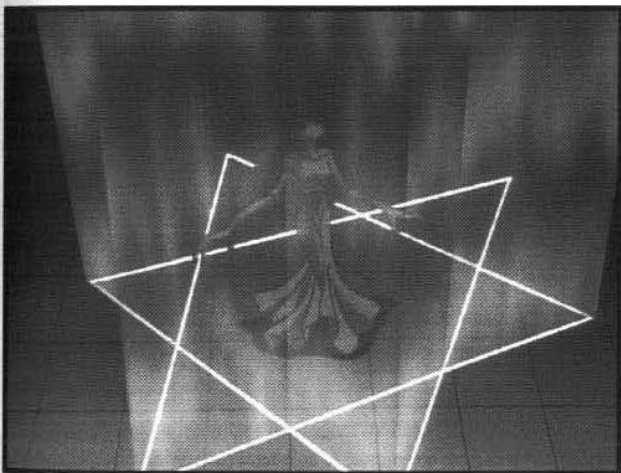
**ACTION:** Summoning requires a standard action.

**TRY AGAIN:** Yes.

**SPECIAL:** A Mazoku has a +4 racial bonus on Summoning checks used to summon demons, lesser monsters, and other Mazoku.

A character using a part of a specific creature to summon it, or something created with its power, gains a bonus to the Summoning check. This bonus may also be gained on the Fortitude save following a Summoning, at the GM's discretion.

If the character uses Spellcraft to draw a magic circle before making the Summoning check, he or she may add a +1 bonus to the Summoning check for every five full points by which he or she beat the Spellcraft check (DC 20).



A magic circle also offers resistance against the attacks of summoned creatures. This can be used to protect a summoner inside the circle or to attempt to contain the summoned creatures. In the latter case, the creatures are summoned into the magic circle and must destroy the circle before moving outside of it. The circle has spell resistance, damage reduction, and hit points equal to the Spellcraft check result used to make it.



## TAUNT (CHA)

Taunt is used in psychological warfare as a method of distracting and embarrassing enemies.

**CHECK:** Making a Taunt check allows a character to embarrass an enemy (or a friend!) using psychological warfare (see page 101).

A Taunt check can also be used to cause a spellcaster to lose their concentration on a spell. In this case, the Taunt check is opposed by the spellcaster's Concentration check.

**ACTION:** Making a Taunt check requires a standard action.

**TRY AGAIN:** Yes, but each additional attempt after a failed Taunt suffers a cumulative -2 circumstance penalty.

**SPECIAL:** A character immune to embarrassment (such as a character with the Oblivious feat) cannot normally be Taunted, nor can non-intelligent creatures.

**SYNERGY:** A character with at least 5 ranks of Intimidate gains a +2 synergy bonus to Taunt checks.

## VISION (WIS; TRAINED ONLY)

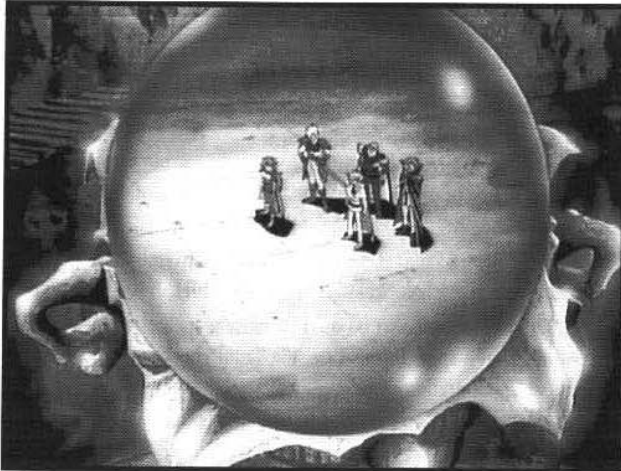
Wisdom, mystic power, and divine favour may all grant a character the ability to foresee places and events, whether separated by time or distance. Characters skilled in Vision may descry distant places, tracking their enemies and allies, or tell powerful prophecies of the future.





**CHECK:** A Vision check may be used in an attempt to gain information, to sense a distant location, or to foretell the future. The DC of the check varies depending on how well known the target of the Vision is to the character, or how distant in the future and specific a prophecy is to be.

Characters attempting to gain information through Vision use some form of divination, such as automatic writing, praying to the Gods, or knocking over a mace and hoping it points the right way. Characters may perform this type of divination unconsciously as well, gaining foresight as to possible dangers or a “feeling” for where his or her companions are. Simple Vision checks also allow Mazoku to get a glimpse of the material world from the astral and to more easily travel between the worlds with accuracy.



Vision checks used to descry other locations are easier if the scrying character has a connection to the target. If scrying for a specific person, a strong emotional connection (love or hate) or possessing something that belongs to the target makes the check easier.

Prophesying is a more difficult form of Vision. It is generally held that the Gods give prophecies only to their devoted servants. A Vision check is easier if the prophecy is about something specific and immediate. More general, vague, or distant prophecies become increasingly difficult.



A specific prophecy is one in which the character asks a particular question. Vague or general prophecies are called for when characters seek guidance but have no clear question in mind. Generally, if the character is making a Vision check to prophesy while looking for an answer to a problem



he or she is facing, that prophecy is a specific one. Prophecies given as guidance or warnings of the future in general are considered vague.

Prophecies tend to be cryptic or poetic, and may be difficult to interpret, but they should give clues as to their meaning. For example, the meaning of the Prophecy of Destruction became clear when it was important that Lina take action to stave off the prophesied end of the world.

#### DC VISION RESULT

- |    |  |
|----|--|
| 20 | Minor divination (“Which passage should we take?”).  |
| 25 | Major divination (“Galvraya is definitely in this direction!” or “where is Amelia now?”). Scrying an immediate location (on the other side of the door, into the material plane from the astral) or scrying a nearby location (in the same city) with a strong connection. |
| 30 | Scrying a nearby location or a distant location (in the same country) with a strong connection.  |
| 35 | Scrying a distant location, or scrying a remote location (on the same continent) with a strong connection.   |
| 40 | Scrying a remote location. Specific short-term prophecy (what will happen if we enter the temple?).  |
| 45 | Vague short-term prophecy (what should we do from here?) or specific long-term prophecy (how can the kingdom of Xoana be rebuilt?).  |
| 50 | Vague long-term prophecy (the Prophecy of Destruction).  |

**ACTION:** Varies. Divinations range from a standard action to one minute. Scrying can take from one minute to an hour. Prophesying may take as little as a standard action, but might also take days or weeks. The Gods do not always give prophecies when they are requested.

**TRY AGAIN:** Varies. Divinations and scrying can be tried again, but prophecies generally cannot. If the Gods do not grant a vision, asking again normally does not help.

**SPECIAL:** The GM can make Vision checks for the characters when they should not know of the success or failure of the check. The GM may decide that Vision checks failed by 10 or more lead to misleading or dangerous results, rather than simply being ineffective or inconclusive.

## FEATS

*Keeping starving people from eating after they finally make it to land is inexcusable and worthy of divine punishment!*

— Lina Inverse, suffering from the darker side of the Great Fortitude feat

Feats are one of the most entertaining parts of the d20 system, a flexible method of differentiating characters and adding colour to a possibly otherwise bland background. We've taken advantage of that for *Slayers* and have used feats to bring some of the more entertaining quirks of the series into the game.

Some feats are not used in *Slayers*, either because they are inappropriate to the setting and system, or because other feats or rules have replaced them.

The general feats that are not used in *Slayers* are Acrobatic, Agile, Alertness, Animal Affinity, Athletic, Deceitful, Deft Hands, Diligent, Eschew Materials, Extra Turning, Improved Counterspell, Improved Turning, Investigator, Magical Aptitude, Natural Spell, Negotiator, Nimble Fingers, Persuasive, Self-Sufficient, and Stealthy.

The following item creation feats and metamagic feats are also not used: Craft Rod, Craft Staff, Craft Wand, Forge Ring, Scribe Scroll, Silent Spell, and Still Spell.



## USING CURRENT FEATS

Many feats used in *Slayers* function differently than in other d20 games. These feats are noted here.

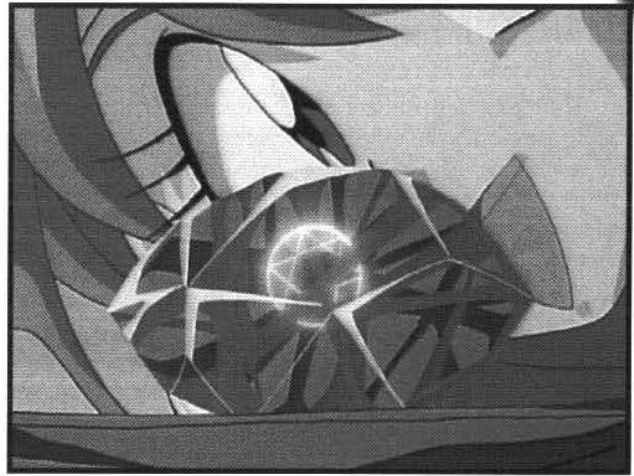
### AUGMENT SUMMONING [GENERAL]

Summoned creatures are more powerful than normal.

**PREREQUISITE:** Summoning 1 rank.

**BENEFIT:** Each creature the character summons gains a +4 enhancement bonus to Strength and Constitution. This bonus only applies for one scene, but creatures summoned before battle to lay a trap should be able to retain this bonus until after the ambush. This feat affects creatures summoned through the Summoning skill or through specific spells (such as *ferious breed*, *golem*, or *zelas goto*).

**SPECIAL:** This feat only affects creature types summoned. Specific creatures summoned do not gain the bonus (see Summoning, page 46).



### BREW POTION [ITEM CREATION]

The character can create magical potions, which are a physical form of a spell.

**PREREQUISITE:** Caster level 3rd.

**BENEFIT:** This feat allows characters to create a potion of a spell they know. The effects of the spell are applied directly to whomever drinks the potion. The base price of a potion is the spell's base DC times 50 gp. To brew a potion, a character must spend 1/25 of this base price in XP and use up raw materials costing one-half this base price.

### CRAFT MAGIC ARMS AND ARMOUR [ITEM CREATION]

The character can create magic weapons, armour, and shields.

**PREREQUISITE:** Caster level 5th.

**BENEFIT:** With this feat, characters can create magic weapons, armour, or shields. Enhancing a weapon, suit of armour, or shield takes one day for each 1,000 gp in the price of its magical features. To enhance a weapon, suit of armour, or shield a character must spend 1/25 of its features' total price in XP and use up raw materials costing one-half of this total price.

Characters can also mend a broken magic weapon, suit of armour, or shield if it is one they could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place.

### CRAFT WONDROUS ITEM [ITEM CREATION]

The character can create a wide variety of magic items, such as crystal balls or a lantern that sheds magical light.

**PREREQUISITE:** Caster level 3rd.

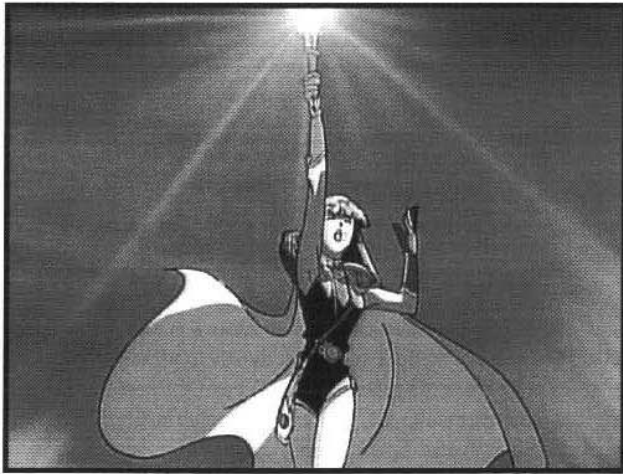
**BENEFIT:** Characters with this feat can craft miscellaneous magic items. Enchanting a wondrous item takes one day for each 1,000 gp in the price of its magical features. To enchant a wondrous item, a character must spend 1/25 of the item's base price in XP and use up raw materials costing half of this price.

Characters can also mend a broken wondrous item if it is one that they could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place.

## EMPOWER SPELL [METAMAGIC]

Spells can be cast for greater effect.

**BENEFIT:** All numeric effects of an empowered spell are increased by one-half. An empowered spell does half again as much damage as normal, recovers half again as many hit points per round, and so forth, as appropriate. For example, an empowered fireball deals 1-1/2 times its normal damage (roll 1d6 per caster level and multiply the result by 1.5). Saving throws and opposed rolls are not affected, nor are spells without numeric effects. The base DC of an empowered spell is increased by +10.



## ENLARGE SPELL [METAMAGIC]

Spells can be cast at greater range.

**BENEFIT:** The range of an enlarged spell is doubled. A spell may be enlarged more than once, and each time it increases the range by the original range value (a spell enlarged twice has triple range, a spell enlarged three times has quadruple range, etc). Spells whose ranges are not defined by distance cannot be enlarged. The base DC of an enlarged spell is increased by +5.

## EXOTIC WEAPON PROFICIENCY (FIREARMS) [GENERAL]

The character has learned how to use firearms effectively.

**PREREQUISITE:** Base attack bonus +1

**BENEFIT:** The character may make attack rolls with guns and rifles normally.

**NORMAL:** A character who uses a weapon with which he or she is not proficient suffers a -4 penalty on attack rolls.

**SPECIAL:** This feat is rare inside the Mazoku barrier, and the GM may restrict its use.

## EXTEND SPELL [METAMAGIC]

Spells may be cast to make them last longer.

**BENEFIT:** An extended spell lasts twice as long as normal. Most spells that have a duration of concentration, instantaneous, or permanent are not affected by this feat. Attack spells with an instantaneous duration are cast as sustained spells (duration concentration) if extended (see *Casting Spells*, page 62). The base DC of an extended spell is increased by +5.

## GREAT FORTITUDE [GENERAL]

The character is healthy and resilient.

**BENEFIT:** Great Fortitude grants a +4 bonus on all Fortitude saving throws.

**SPECIAL:** Characters with Great Fortitude have a healthy appetite. They must eat three times as much food as normal. If a character cannot eat enough in a day, he or she loses the benefit of this feat. Additionally, characters with this feat suffer a -4 penalty to all Constitution checks to resist starvation and thirst.

## GREATER SPELL FOCUS

Choose a type of magic to which the character has already applied the Spell Focus feat. The character's spells of that type are now even more potent than before.

**PREREQUISITES:** Spell Focus with selected type of magic

**BENEFIT:** Add +2 to the DC for all saving throws against spells from the type of magic selected. This bonus stacks with the bonus from Spell Focus.

**SPECIAL:** Characters may gain this feat multiple times. Its effects do not stack. Each time the character takes this feat, it applies to a different type of magic to which the character has already applied the Spell Focus feat.

## GREATER WEAPON FOCUS [GENERAL]

Choose one type of weapon, such as a greataxe, for which you have already selected the Weapon Focus feat. You can also choose unarmed strike or grapple as your weapon for purposes of this feat. You are especially good at using this weapon.

**PREREQUISITES:** Proficiency with selected weapon, Weapon Focus with selected weapon, base attack bonus +8.

**BENEFIT:** You gain a +1 bonus on all attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including the one from Weapon Focus.

**SPECIAL:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

## GREATER WEAPON SPECIALISATION [GENERAL]

Choose one type of weapon, such as a greataxe, for which you have already selected Weapon Specialisation. You can also choose unarmed strike or grapple as your weapon for purposes of this feat. You deal extra damage when using this weapon.

**PREREQUISITES:** Proficiency with selected weapon, Greater Weapon Focus with selected weapon, Weapon Focus with selected weapon, base attack bonus +12.

**BENEFIT:** You gain a +2 bonus on all damage rolls you make using the selected weapon. This bonus stacks with other bonuses on damage rolls, including the one from Weapon Specialisation.

**SPECIAL:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

## HEIGHTEN SPELL [METAMAGIC]

Spells may be cast with more power in order to defeat the natural defences of the target.

**BENEFIT:** The DC of any saves against a Heightened spell is increased. Also, the spellcaster gains a bonus on his or her caster level with the spell — this bonus also applies to a caster level check to penetrate the target's spell resistance (if any). For every +1, the base DC of the heightened spell is increased by +5. The DC and caster level are both increased by the same number.

## IRON WILL [GENERAL]

The character has considerable determination and strength of will.

**BENEFIT:** Iron Will grants a +4 bonus on all Will saving throws.

**SPECIAL:** Characters with Iron Will have zealous focus and obsessive personalities. Their will and determination are sharpened through their focus on a particular goal, event, or object (such as restoring themselves to human form or serving a fictitious monster). The subject of the character's obsession must be selected when the feat is taken, though it may be later changed with the GM's permission. If a character with Iron Will ignores or turns away from his or her obsession (GM's discretion), the benefit of this feat is lost.

## LEADERSHIP [GENERAL]

A character with Leadership has learned how to get others to follow him or her.

**PREREQUISITE:** A character must be at least 6th level to take this feat.

**BENEFIT:** Having this feat enables the character to attract loyal companions and devoted followers, subordinates who assist him or her. The number of followers and experience level of the character's cohort depends on his or her highest Reputation plus Charisma modifier.

REPUTATION TOTAL	COHORT LEVEL	NUMBER OF FOLLOWERS BY LEVEL					
		1ST	2ND	3RD	4TH	5TH	6TH
1 or lower	-	-	-	-	-	-	-
2	1st	-	-	-	-	-	-
3	2nd	-	-	-	-	-	-
4	3rd	-	-	-	-	-	-
5	3rd	-	-	-	-	-	-
6	4th	-	-	-	-	-	-
7	5th	-	-	-	-	-	-
8	5th	-	-	-	-	-	-
9	6th	-	-	-	-	-	-
10	7th	5	-	-	-	-	-
11	7th	6	-	-	-	-	-
12	8th	8	-	-	-	-	-
13	9th	10	1	-	-	-	-
14	10th	15	1	-	-	-	-
15	10th	20	2	1	-	-	-
16	11th	25	2	1	-	-	-
17	12th	30	3	1	1	-	-
18	12th	35	3	1	1	-	-
19	13th	40	4	2	1	1	-
20	14th	50	5	3	2	1	-
21	15th	60	6	3	2	1	1
22	15th	75	7	4	2	2	1
23	16th	90	9	5	3	2	1
24	17th	110	11	6	3	2	1
25	17th	135	13	7	4	2	2
Above 25	+2 per 3 levels	+25 per 1 level	+2 per 1 level	+1 per 1 level	+2 per 3 levels	+1 per 3 levels	+1 per 3 levels

**SPECIAL:** The GM may increase or decrease the character's effective Reputation based on circumstances in the game. Any changes made will not directly cause the character to lose followers (though he or she may be unable to attract new followers), but some of his or her followers will become less loyal.



## LIGHTNING REFLEXES [GENERAL]

The character has amazing reflexes and can react without having to think about it.

**BENEFIT:** Lightning Reflexes grants a +4 bonus on all Reflex saving throws.

**SPECIAL:** Characters with Lightning Reflexes can react quickly, often quicker than they can think. At times, these "highly sensitive" reflexes lead characters to react to nothing at all, or to over-react to stimuli. Others interpret these times as bouts of clumsiness. On a natural 1 on any movement-related dice roll (Reflex saves, attacks, some Skill checks, etc) they will drop their weapon, trip & fall over, accidentally cut their pants so they fall, etc. The GM may decide that such situations can cause embarrassment (see *Psychological Attacks*, page 101).



## MAXIMISE SPELL [METAMAGIC]

Spells may be cast to maximum effect every time.

**BENEFIT:** All variable, numeric effects of a spell modified by this feat are maximised. A maximised spell deals maximum damage, etc. For example, a maximised fireball deals 6 points of damage per caster level (up to a maximum of 60 points of damage at 10th caster level). Saving throws and opposed rolls are not affected, nor are spells without random variables. The base DC of a maximised spell is increased by +15.

### QUICK DRAW [GENERAL]

Weapons may be drawn and readied with startling speed.

**PREREQUISITE:** Base attack bonus +1.

**BENEFIT:** The character can draw a weapon as a free action instead of a move action. A character who has selected this feat may throw weapons at his or her full normal rate of attacks. Similarly, if the character has enough firearms available, he or she may use them to make a full attack, gaining his or her full normal rate of attacks by rapidly drawing and shooting multiple weapons.

**NORMAL:** Without this feat, a character may draw a weapon as a move action, or (if his or her base attack bonus is +1 or higher) as a free action as a part of movement.

### QUICKEN SPELL [METAMAGIC]

Spells can be cast with a moment's thought.

**BENEFIT:** Casting a quickened spell is a free action. A character can perform another action, including casting another spell, in the same round as casting a quickened spell. Only one quickened spell may be cast per round. The base DC of a quickened spell is increased by +20. Quickened spells do not provoke attacks of opportunity.

**SPECIAL:** When casting a quickened spell, the character cannot use incantation or naming — there isn't time.

### RAPID RELOAD [GENERAL]

Characters with Rapid Reload can reload firearms more quickly than normal.

**PREREQUISITE:** Exotic Weapon Proficiency (firearms).

**BENEFIT:** A character with Rapid Reload may reload one barrel of a gun or rifle as a move action. If this feat is selected twice, firearms may be reloaded as a free action. In this case, the character may use a single firearm to make a full attack, gaining his or her full normal rate of attacks by quickly reloading the firearm and shooting.

**NORMAL:** Reloading a single barrel of a firearm normally takes a standard action.

### SPELL FOCUS

Choose a type of magic, such as common or sorcery. The character's spells of that type are more difficult to resist.

**BENEFIT:** Add +2 to the DC for all saving throws against spells from the type of magic selected.

**SPECIAL:** Characters may gain this feat multiple times. Its effects do not stack. Each time the character takes this feat, it applies to a different type of magic.

### SPELL MASTERY

The character has mastered a handful of spells, and is better able to cast and manipulate those spells.

**PREREQUISITE:** Int 12.

**BENEFIT:** Each time the character takes this feat, select a number of spells equal to his or her Intelligence modifier that he or she already knows. When casting any of these spells, the character gains a +5 bonus to Fortitude saves and control checks.

**SPECIAL:** Characters may gain this feat multiple times. Its effects do not stack. Each time the character takes this feat, it applies to different mastered spells.

### TOUGHNESS [GENERAL]

The character is tougher than normal.

**BENEFIT:** A character with Toughness gains +1 hit point per character level. The benefit of Toughness is gained when he or she increases levels as well — as the character gains levels, the number of additional hit points gained from this feat increases as well.

**SPECIAL:** Tough characters don't have to worry about things, and don't bother with "minor" details. Consequently, characters with Toughness can be a little forgetful. Whenever the character tries to recall details or important information, the GM may call for an Intelligence check (DC 10) to see if the character can remember.

A character may gain this feat multiple times. Its effects stack. Each additional Toughness feat gained increases the DC of required Intelligence checks by +1.



### WEAPON SPECIALISATION [GENERAL]

Choose one type of weapon, such as a greataxe, for which you have already selected the Weapon Focus feat. You can also choose unarmed strike or grapple as your weapon for purposes of this feat. You deal extra damage when using this weapon.

**PREREQUISITES:** Proficiency with selected weapon, Weapon Focus with selected weapon, base attack bonus +4.

**BENEFIT:** You gain a +2 bonus on all damage rolls you make using the selected weapon.

**SPECIAL:** You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

### WIDEN SPELL [METAMAGIC]

Spells can be cast to affect a greater area.

**BENEFIT:** The area of effect of a widened spell is doubled. A spell may be widened more than once, and each time it increases the area or range by the original value (a spell widened twice has triple area or radius, a spell widened three times has quadruple, etc). For example, a fireball spell (which normally detonates in a 20-foot radius) that is widened now fills a 40-foot radius. The base DC of a widened spell is increased by +15.

Spells whose areas of effect are not defined by distance cannot be widened.

## NEW FEATS

There are several feats used in *Slayers d20* that are unique to this setting.

### BARBED TONGUE [GENERAL]

Some people really know how to hit where it hurts.

**PREREQUISITE:** Taunt 1 rank

**BENEFIT:** Characters with a Barbed Tongue deliver clever and embarrassing jibes with great flourish. When doing embarrassment damage, the character suffers only a -2 penalty on his or her Taunt check and delivers 2d6 + Cha modifier embarrassment damage (see *Psychological Warfare*, page 101).

**Normal:** Normally, characters suffer a -4 penalty to Taunt checks made to cause embarrassment damage, and cause only 1d6 + Cha modifier points of embarrassment damage.



### BEAUTIFUL [GENERAL]

Some people are naturally beautiful. This may result from superficial looks or a deep inner beauty. In either case, Beautiful characters seem to have an easier time in life and a social life to be envied.

**BENEFIT:** Beautiful characters gain a +2 bonus to appropriate social Skill checks. This bonus generally applies to Bluff, Diplomacy, Gather Information, and Reputation. The GM must decide if the situation allows a Beautiful character to apply the bonus.

**SPECIAL:** Beautiful characters get noticed. Usually, they enjoy this attention, but it can make life difficult sometimes. Beautiful characters suffer a -2 penalty on any attempts to avoid drawing attention to themselves, such as Disguise and Hide Skill checks. Some uses of the Bluff Skill will suffer this penalty instead of the normal bonus, at the GM's discretion.

### BESTOW CURSE [ITEM CREATION]

Characters with this feat have learned how to curse their opponents, using magical powers to bring misfortune, ruin, or general unpleasantness down on the heads of their enemies.

**PREREQUISITE:** Caster level 1st.

**BENEFIT:** The character must make a Spellcraft check to Bestow Curse. The result of the Spellcraft check is the DC for any saving throws made to resist the effects of the curse.

Curses are rated in magnitude, generally from 1 to 5. The magnitude of the curse is based on the effect the curse has on the target, the area, or the targets who might be affected by the curse (or who trigger the curse's effect). When bestowing a curse, the character's Spellcraft check suffers a penalty based on the magnitude of the curse. The penalty is -2 per point of magnitude above 1 (thus, -2 for magnitude 2, -4 for magnitude 3, -6 for magnitude 4, and -8 for magnitude 5).

#### MAGNITUDE SAMPLE EFFECTS

- |   |   |
|---|---|
| 1 | -1 to all checks; target emits a foul smell that nauseates others; target suffers one-half the damage he or she causes.                     |
| 2 | -3 to all checks; other characters dislike or avoid the target; target suffers the same damage he or she causes; victim attacks the target. |
| 3 | -5 to all checks; target suffers half again as much damage as he or she causes.   |

#### MAGNITUDE SAMPLE AREA OR TARGETS

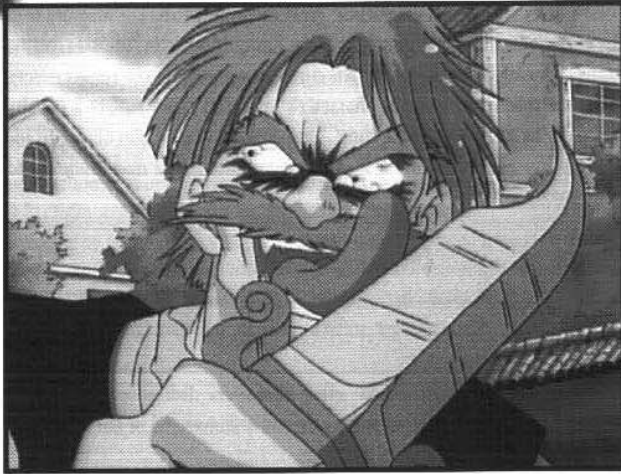
- |    |   |
|----|---|
| 0  | A particular person or small group is affected (members of a certain family, shrine maidens of a certain temple, etc.); victim is affected only in restricted areas or circumstances (on holy ground or when wearing a particular colour of clothes). |
| +1 | A large group is affected (members of the opposite sex, an entire race, etc.); victim is affected in larger areas or circumstances (when in a given country or during the day or night).  |
| +2 | Everyone is affected; victim is always affected.  |

For example, a curse that forces all members of the opposite sex to avoid the victim has magnitude 3, while one that causes everyone to avoid the victim is magnitude 4. Similarly, a curse that inflicts on the victim the same damage he or she inflicts on any other creature is magnitude 4, while one that causes the victim to suffer half-again as much damage is magnitude 5. A curse that imposes a -1 penalty on the victim's checks each night is magnitude 2, while a curse that imposes a -5 penalty at all times is magnitude 5.

For curses that cause the victim to suffer some direct effect (such as a penalty to checks), the target is allowed a Will saving throw to avoid the effect. Curses that affect others around the character allow the affected individuals a Will saving throw to avoid the effect. Curses that cause damage normally allow a Fortitude saving throw for half damage. The character is allowed a saving throw each time he or she might be affected by a curse (each day, each time he or she is forced to attack, etc.).

If a curse would force a character to act against his nature (such as a pacifist forced to kill or a shopkeeper having to stand up to his wife), he or she may be allowed a new saving throw. In extreme circumstances, this new saving throw may be made at a bonus (GM's discretion).

Characters are encouraged to be inventive when creating curse effects, but the overall power of a curse should be kept in line with the examples presented. A curse placed on an area or a creature may be broken, either through the *flow break* spell, similar magic, or some other method appropriate to the curse (such as retrieving the personal item used in bestowing the curse). Most curses should also allow a Will save on a daily basis to break the effect. If the character wishes to create an "unbreakable" curse, he or she should create a cursed item (see "Cursed Items," page 73).



Characters may also create “untargeted” curses. These incomplete curses can take the form of any small object, which must then be attached to the intended victim, or some part or property of the victim. As soon as the curse is attached in this way, the victim must make a save or begin suffering the curse’s effects.

**SPECIAL:** Curses have a ritual component, requiring some object belonging to the victim, a part of the victim, or rely on the target of the curse willingly accepting some token to establish the effect.

Curses are a magical effect and may be examined by the sense aura class ability or appropriate spells.

## **BOLD** [GENERAL]

Bold characters are courageous, facing down the most fearsome opponents without losing their nerve.

**BENEFIT:** A Bold character is immune to fear caused by psychological attacks. He or she cannot become shaken, frightened, or panicked, except by magical or supernatural fear effects and as noted below.

**SPECIAL:** Nobody’s perfect, and even the boldest adventurers are afraid of something. A Bold character must select a phobia, such as slugs, spiders, or heights. When confronted with this phobia, the character is automatically shaken. Every round that the character is faced with his or her fear, he or she must make a Will saving throw (DC 20 or higher). If this check fails, a shaken character becomes frightened, a frightened character becomes panicked, and a panicked character passes out.

When the object of a character’s phobia is removed, he or she will recover quickly. It takes 1d4+1 minutes for a passed out character to regain consciousness, and only 1 minute each to recover from panicked to frightened, frightened to shaken, and shaken to normal.

## **CODE** [GENERAL]

Some people refuse to break their word, or turn their back on those in need. Such characters have a Code, and their adherence to this code grants them resolve and determination when times grow dark.

**BENEFIT:** Characters with a Code gain a +1 to all attacks, Skill checks, and saving throws made in support of their code. The GM must decide when this bonus applies, and it will depend on the specific Code. A character sworn to uphold justice, for example, gains the bonus whenever he or she is pursuing criminals or fighting to right some wrong or correct an injustice. Characters who follow a Code of chivalry gain the bonus when defending the weak or helpless.

Additionally, characters with a Code are less likely to break that Code. This feat grants a +4 bonus to all saves or checks to avoid being forced to break the Code. This can be a Will saving throw against magical domination or control, a Skill check, or whatever else the GM decides is appropriate.

**SPECIAL:** If a character with a Code breaks the Code, he or she suffers a -1 penalty to all attacks, Skill checks, and saving throws until he or she can make amends (GM discretion).

## **CRAFT TALISMAN** [ITEM CREATION]

The character can create magical talismans that protect against magic, or increase the magic powers of a spellcaster.

**PREREQUISITE:** Caster level 3rd.

**BENEFIT:** Characters with this feat can craft magic talismans. Enchanting a talisman normally takes one day for each 1,000 gp in the price of its magical features. To enchant a talisman, a character must spend 1/25 of the item’s base price in XP and use up raw materials costing half of this base price.

Characters can also mend a broken talisman if it is one that they could make. Doing so costs half the XP, half the raw materials, and half the time it would take to craft that item in the first place.



## **CUTE** [GENERAL]

Some people are just cute. They may have innocent looks or just be unbearably endearing. Cute characters are endearing and often have an easier time getting what they want if they know how to take advantage of it. They are also more easily overlooked or ignored than others.

**BENEFIT:** Cute characters gain a +2 bonus to appropriate Skill checks. This bonus generally applies to Bluff, Diplomacy, Hide, and Taunt. The GM must decide if the situation allows a Cute character to apply the bonus.

**SPECIAL:** Cute characters have a more difficult time getting others to take them seriously, and suffer a -2 penalty to any checks to impress others, such as Intimidate or Reputation Skill checks.

## **DIGNIFIED** [GENERAL]

Some characters are more difficult to frighten or embarrass because of their dignity.

**BENEFIT:** Dignified characters gain a +4 bonus on all checks to resist confusion, embarrassment, or fear (see *Psychological Warfare*, page 101).

**SPECIAL:** A Dignified character is more difficult to embarrass, but when he or she becomes embarrassed, it hurts. The penalty due to embarrassment

increases from -2 to -3 for Dignified characters. Embarrassment damage suffered is also increased by one-half (round down).

If a character is both Dignified and Touchy, he or she suffers a -1 penalty instead of -3 for being embarrassed. The benefit of Touchy still applies. Embarrassment caused by the Touchy character's sensitive subject is treated normally, with a -3 penalty and no benefit from Touchy.



## DRAMATIC ZEAL [GENERAL]

When life gets hard, some characters just get tougher and fight back. These characters have Dramatic Zeal, and it allows them to overcome all the little difficulties and triumph when it is most important. It may be sheer endurance and brawn that carries them through, or determination and willpower. The effect is the same.

**BENEFIT:** Once per day, the character may ignore penalties due to certain conditions. A character may use Dramatic Zeal to ignore the effects of being abashed, addled, befuddled, checked, cowering, dazed, dazzled, disabled, distracted, exhausted, fatigued, flat-footed, flustered, frightened, mortified, nauseated, panicked, shaken, sickened, staggered, or stunned.

To use Dramatic Zeal, the character must make a Constitution or Wisdom check (DC 10) as a free action. If this check fails, the character does not overcome his or her condition. If the check succeeds, the character may ignore his or her condition for 3 rounds plus one round for every point by which he or she beat the DC.

Whether the use of Dramatic Zeal fails or succeeds, the character cannot make another attempt until a significant amount of time has passed (GM's discretion).

## FAST LEARNER [GENERAL]

Some individuals have the gift of picking up new abilities seemingly without effort.

**BENEFIT:** Fast learners are able to take what they know and apply it to new situations or actions, giving them a headstart on learning new things. A character with this feat suffers only a -2 non-proficiency penalty for using a weapon with which he or she is not proficient, assuming the character has seen it used at least once. In addition, a Fast Learner can use any skill untrained after minimal exposure to the use of that skill (GM's discretion).

Fast Learners also add +5 to any Spellcraft checks made to learn or invent spells (see *Learning Spells*, page 60).

**Normal:** Characters who are not proficient with a given weapon suffer a -4 penalty on attack rolls. Some skills cannot be typically be used untrained.

## FORK SPELL [METAMAGIC]

Spells may be cast to affect a greater number of targets.

**BENEFIT:** The number of targets of a forked spell is doubled. A spell may be forked more than once, and each time it doubles the number of targets (a spell forked twice has quadruple the number of targets, a spell forked three times has eight times as many targets, etc.). For example, a *flare arrow* spell (which normally affects only one target) that is forked now affects two targets. The base DC of a forked spell is increased by +10, per fork.

Spells whose areas of effect are not defined by a number of targets cannot be forked.

## GLIB [GENERAL]

The character comes up with witty retorts and can deliver them with less effort than most.

**BENEFIT:** Glib characters may make a psychological attack as a move-equivalent action (see *Psychological Warfare*, page 101).

**Normal:** Psychological attacks require a standard action.



## HOLY MAGIC [GENERAL, METAMAGIC]

The character knows how to cast the most powerful white magic spells — holy magic!

**PREREQUISITE:** Wis 13, Cha 15, cleric or shrine maiden level 1st.

**BENEFIT:** Characters with this feat can learn and cast holy magic spells.

**Normal:** Without this feat, the character cannot learn any holy magic spells.

**SPECIAL:** This feat is generally unavailable inside the Mazoku barrier, and the GM may restrict its use.

## HOMING SPELL [METAMAGIC]

Spells may be cast to overcome the resistance of targets.

**BENEFIT:** Homing Spell causes a targeted spell to home in on the target. If the target is able to dodge aside or deflect the attack, it comes back for another try. The target of a homing spell must make two saving throws and use the worst of the two results. A spell may have this feat applied more than once, and each time it increases the number of saving throws required by one. The target must always use the worst of the saving throws rolled. The base DC of a homing spell is increased by +10, per use.



Spells that cannot be cast at a range cannot be made into homing spells. Spells that do not allow or require a saving throw cannot be made into homing spells. If the spell used affects an area (such as a fireball), only the direct target of the spell must make more than one saving throw. Characters caught in the blast but who are not the centre of the effect do not roll additional saving throws.

## LOYAL [GENERAL]

The character is dependable and trustworthy, and may make a better follower than a leader.

**BENEFIT:** The Loyal character gains a +2 bonus to all saving throws.

**SPECIAL:** Loyal characters always attach themselves to another person or group, whom they feel is worthy of their devotion. To gain the benefit of this feat, the Loyal character must declare with whom their loyalty lies. If he or she fails to role-play this loyalty, the GM is free to remove the benefit of this feat. The character may change their loyalties if the situation calls for it (such as the death of his or her old boss, or falling in love).

When attempting to use the Skills Bluff, Diplomacy, Gather Information, Intimidate, and Sense Motive on the target of his or her loyalty, the Loyal character suffers a -2 penalty to his or her Skill checks.

## MAGICAL BLOOD [GENERAL]

Some people are born with a touch of magical blood. This special nature gives them an advantage in using powerful magic, but it can also leave visible marks. Characters gaining this feat late in their career may just be learning how to tap into their latent magical potential.

**BENEFIT:** Characters with Magical Blood gain a +2 bonus to all checks made to cast spells, including Fortitude saves to resist drain, control checks, and Concentration checks used during spellcasting.

**SPECIAL:** Magical Blood leaves a mark on the character. Most often, this changes the character's hair colour to something unusual and unnatural. Blue, green, maroon, or other bizarre colours are possible. This mark may affect the character's dealings with normal people, at the GM's discretion.

## OBLIVIOUS [GENERAL]

Oblivious characters always seem to miss the obvious. When others make fun of them, they usually join in the laughs and don't even know who or what the joke is about.

**BENEFIT:** An Oblivious character is immune to embarrassment caused by psychological attacks, and cannot normally become flustered, abashed, or



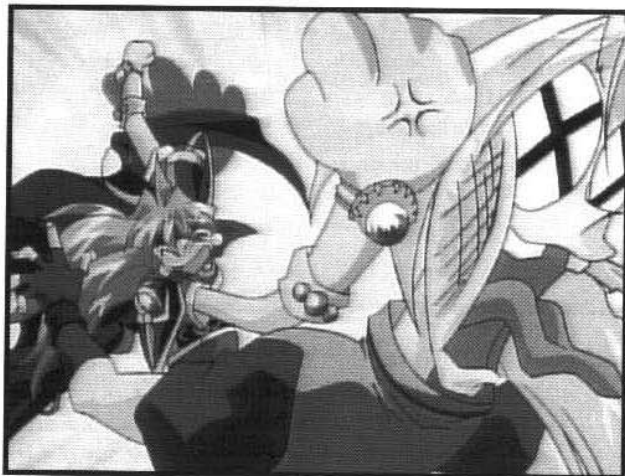
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mortified (see *Condition Summary*, page 104), except as noted below. Furthermore, the character cannot suffer embarrassment damage (see *Psychological Warfare*, page 101).

**SPECIAL:** The character gains the benefit of Oblivious because he or she doesn't know any better. He or she suffers a -4 penalty to all checks made to resist confusion (see *Psychological Warfare*, page 101).

Even Oblivious characters draw the line somewhere. A character who is Oblivious must choose a subject about which he or she is particularly sensitive. The character is subject to embarrassment normally with regard to this sensitive subject.

A character may not have both Oblivious and Touchy.



## SKILL SPECIALITY [GENERAL]

The character may choose two Skills in which to specialise.

**BENEFIT:** The character gains a +2 bonus on all checks involving those Skills.

**SPECIAL:** Characters may gain this feat multiple times. Its effects do not stack. Each time the character takes this feat, it applies to two different Skills.

The effects of Skill Speciality stack with Skill Focus.

## TOUCHY [GENERAL]

Some people just don't know how to take a joke. Touchy characters don't like being teased; it makes them want to hit things.

**BENEFIT:** Taunting and embarrassing a touchy character makes them angry instead of embarrassed. Whenever a Touchy character becomes embarrassed, the -2 penalty to attack rolls does not apply, and he or she does not try to run away or hide. Instead, the character gains a bonus on all melee attack rolls for the duration of the embarrassment effect (see *Psychological Warfare*, page 101). When a Touchy character is flustered, he or she gains a +1 bonus to all melee attack rolls. While abashed, he or she gains a +2 bonus to all melee attack rolls, and while mortified the bonus increases to +3.

When a Touchy character suffers embarrassment damage, all of his or her melee damage rolls for the next round gain a bonus equal to the damage he or she suffered.

**SPECIAL:** Touchy characters are especially sensitive about something in particular. The character must select a subject about which he or she is most sensitive. Any embarrassment caused by the subject of this sensitivity is unaffected by Touchy.

A character may not be both Oblivious and Touchy.

## MAGIC AND RELIGION

Magic and religion are central to the action in the three series. Heroes and villains alike make use of powerful spells to defeat their foes, while warriors who cannot cast magic still have mighty enchanted weapons. The eternal struggles between the Gods and the Mazoku form the basis of religion and lay the deep background for the unfolding stories. Over the course of 78 episodes, the three seasons of the *Slayers* reveal much about the nature of the universe, its origins and themes. Where they do not explain things directly, they drop hints that allow a viewer to make reasonable guesses. This section thus discusses the magical and religious universe of the *Slayers*.



## COSMOLOGY

According to the Claire Bible, everything began as one infinite sea of formless chaos. In that sea intelligence and self-awareness came into existence in a being called the "Lord of Nightmares." This being, for reasons unknown, created a series of universes, each with multiple planes and each ruled by a God and a Mazoku. In Lina's universe, this was Fire Dragon King Ceiphied and Ruby Eye Shabranigdo. In the Overworld, the divine rulers were Volphied and Dugradigdo, the Dark Lord also known as "Darkstar." In each of the Lord of Nightmares's creations, God battled Mazoku for mastery of the universe.

The *Slayers* cosmology focuses on the struggle of creation versus destruction, order against chaos. It is an eternal struggle in which both Gods and Mazoku are trapped by the will of their "mother," the Lord of Nightmares. In the middle is humanity, which struggles to take the best from both sides and just survive.

Although the series mentions only Ceiphied's universe and the universe of the Overworld, Lina's explanation to Gourry in *Dash! Run For It! My Magic Doesn't Work?!* implies that there are many universes, each with their own ruling God and Dark Lord. Each universe sits atop a staff — the same staff that was the source of the Philosopher's Stone Rezo so coveted — and rest there like a plate or an egg on a fork. Travel between them is possible, but not at all common.

## PLANES WITHIN PLANES

A universe itself comprises many planes. There is the astral plane, the plane where a person's or object's spiritual counterpart resides. This "astral body" may not be the soul, as such, but a spiritual or ideal counterpart for

every person and thing in the physical world. The power of the astral body seems tied to the magical power of the physical being: when battling a Mazoku, Zelgadis comments in shock that his astral body must be huge, for a Ra Tilt spell had almost no effect.

The fact that Hellmaster Phibrizzo rules over the souls of the dead implies that there is a place they go after their bodies die. The ghosts laid to rest by Amelia in *LOVELY! Amelia's Magic Training!* and Filia in *Pandemonium! Terror Of The Cursed Jar!* hint at the same thing. Although Phibrizzo's title was "Hellmaster," there is nothing to suggest that his plane is solely a place of damnation. The events of *Sinister Trap! The Mysterious City of Ghosts!* show that he has dominion over the souls of all the victims of Sairaag, even the saintly Eruk. Other Lords among the Mazoku — and, presumably, the Gods — likely have planes of their own, too.

## SERVITORS

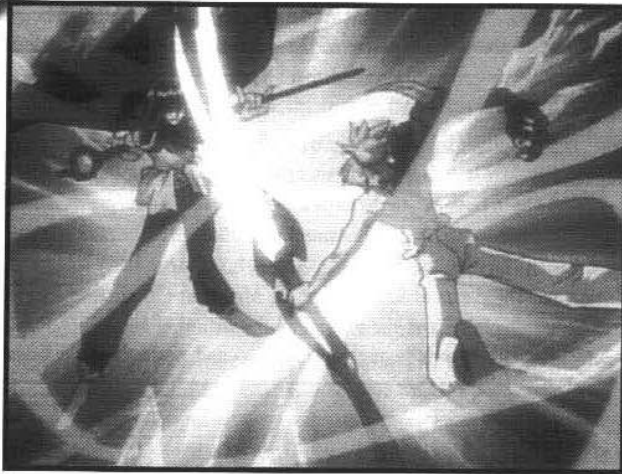
To aid them in their work, the God and the Dark Lord of each plane created servants to carry out their will. Even if this being is defeated, the servants would remain to carry out its will. In the Overworld, the God Race carries on the work of Volphied to preserve their world. In Lina's world, Ceiphied and Shabranigdo both created servitors. Though few are named, Auntie Aqua reveals that she is the incarnation of the memories of the Water Dragon King, implying that this servant of Ceiphied had been defeated and perhaps killed.

Shabranigdo created five Mazoku to serve him, although only three are named. Gaav, the Demon Dragon King, probably governed war and violence, while Hellmaster Phibrizzo ruled the dead. While Lord Beastmaster is mentioned, her role is unclear. From her title, it is likely she governs the wild creatures of the wilderness, or that she is the patron of the Beastmen. After Ceiphied defeated Shabranigdo and divided him into seven parts, his servants, the Mazoku, carried on the battle and made several attempts to revive him.



## SORCERY

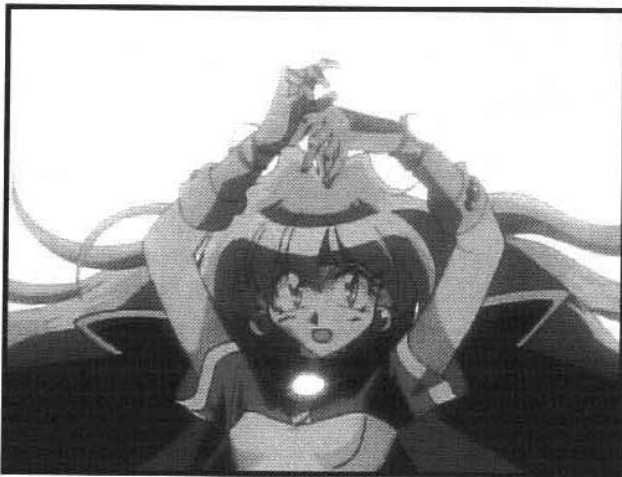
Sorcery is the name applied to the working of magic in general, whatever its type or origin. In the lands that are the setting of *The Slayers* and *Slayers Next*, it is a force more powerful than armies, able to destroy cities and slay gods. Workers of magic are powerful, respected, and feared — the last being most true in the lands of the Outer World, where sorcery is weaker.



## TYPES OF MAGIC

There are five types of magic in the *Slayers* setting. Black Magic is the magic of hate, anger, fear, and destruction — all things loved by the Mazoku. Magicians skilled in Black Magic are fierce in combat. There is White Magic, which is the magic of healing and growth. Temple priests, shrine maidens, and holy men practice it. Shamanist Magic deals with the elements and does its work by invoking spirits. Its most powerful spells, such as Ra-Tilt, are the equal of the most damaging Black Magic spells.

The fourth magic, Holy Magic, is unknown in the lands behind the Mazoku Barrier, for knowledge of it was lost at the time of the War of the Monsters' Fall. It appears to be a higher form of White Magic, with very powerful spells. The only known practitioners are the Gold Dragons of the Fire Dragon King Temple. It is unknown if the Dragons of Dragon Peak retain knowledge of Holy Magic. Judging from Milgasia's failure to use it during the battle with Gaav, probably not.



The fifth magic, Fusion Magic, is thought to be impossible. It is a blending of Black or Demonic Magic and Holy Magic believed able to defeat the most powerful Mazoku. It was accomplished once by bringing the artefacts of Alto and Baritone together. Lina then successfully cast a Fusion spell by having Filia and Xellos feed her their magic power to defeat Valgaav. It is likely a way of recreating some of the magical power of the Lord of Nightmares without summoning that being directly.

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## THE PRINCIPLES OF MAGIC

Magic in the *Slayers* universe operates by certain laws that all practitioners must obey, whether they are weak conjurers of the Outer World, or a living force of destruction like Lina. They apply to all types of magic, whether Black, White, Shamanist, or Holy.

For magic to affect a target, that target must have an astral body present in the astral plane. Magic appears to work by affecting the astral body of the target — destroying it then destroys or kills the physical body. Surprisingly, this is true even with gross destructive spells like Fireball. When Lina realises in shock that her magic has no effect on the Overworlders in *Slayers Try*, it is explained that their astral bodies reside on the astral plane of their own world. They are thus immune to most magical attacks when on Lina's plane. Presumably, she would be immune to their magical attacks were she to venture to the Overworld.

Another principle concerns Black Magic, specifically. In *Give Up! But, Just Before We Do, The Sure Kill Sword Appears!*, Lina incorrectly tells Gourry that Mazoku are immune to magic. The truth is that they are affected by Shamanist Magic, and probably White and Holy Magic, but Black Magic is an exception.



The incantations of Black Magic are really prayers to the Lords of the Mazoku, Ruby Eye Shabranigdo and his five servants. The sorcerer makes his or her request using the ancient formula and, if the Dark Lord agrees, the spell works. When a Black Magic spell works against a Mazoku, it is because his lord agreed to it. As Shabranigdo and Gaav explain in their separate confrontations with Lina, hurling Black Magic at them is essentially asking them to hurt themselves.

Why would the Lords of the Mazoku ever do this? Why would they let their servants be hurt? They do this because, to a Mazoku, all the violent emotions — hate, jealousy, anger, terror — are like a fine wine. They feed on them. The terror a Mazoku feels as he is about to be destroyed must be especially sweet to a demon lord. This same lord may also let the mortal feel like he or she is winning, so the eventual defeat produces even more intense emotions.

The third principle of sorcery is that the magic of the Lord of Nightmares trumps everything. No matter which universe a being comes from, the Lord of Nightmares can affect them with her power. Being the creator of all, she can also destroy all. She drives Hellmaster Phibrizzo to madness and kills him with minimal effort. Magic cast by a mortal that draws on her power is also effective. Against Shabranigdo, Lina uses the *giga slave*: Black Magic that called on his power could not harm him, but drawing on that of his creator succeeds. Lina uses the *ragna blade* against both Gaav and Almayce. Since it summoned the Lord of Darkness' power it could harm these beings even though one was a demon lord and the other was not even from Lina's universe.

## RELIGION

Religion in the *Slayers* universe is important, but it plays mostly a background role. Most people are either ignorant of the overall cosmology or simply don't care about it. Organised religion is at most a minor presence in the daily lives of the common people. To the extent they think about religion, most people conceive of it in nebulous terms of "good" and "evil." This section discusses religion in the setting and the role of temples and priests. It also talks about humanity's place in the universe.

### OF CULTS AND PRIESTS

Priests in the *Slayers* setting have very different roles from those to which most residents of Europe and North America are accustomed. They are not parish priests, rabbis, ministers, or imams who minister to their congregation as shepherds would to a flock. They do not make sermonising a priority, nor do they emphasise converting the unbeliever. Priests and priestesses in Lina's world have very different roles to play.

Cults and their priests exist to fulfil the aims and goals of their patron god. This may or may not include the activities described above, but they are not necessary to the role of a priest. The relationship of a priest to his god is like a contract: in return for aiding the god's aims and performing the required worship, the god will use his power to benefit the priest and his followers in an appropriate way. The god of war will make them skilful in battle, or the god of agriculture will keep rats away from the grain. In return, the war priest brings his god glory through victory and captured loot, while the priestess of the agriculture god offers a portion of the first harvest on a bonfire and teaches the people to appreciate the bounty of the earth.

Some priests and cults have little to do with the outside world: the interests of their divine master involve other priorities. For example, the Temple of the Fire Dragon King in the Outer World is far from any settlement and appears to have no parishioners. The temple exists for the glory of Ceiphied and his priests do his work, regardless of the needs of the average mortal. Their lesser concerns are of little consequence to the cult's overall goals.

It is not even necessary to be formally inducted into a cult. Simply living a holy life in devotion to one or more gods may make one a priest. Many wandering holy men lead pious lives, travelling from town to town performing miracles and living on the charity of others. Rezo the Red Priest began this way, and it is not clear that he belonged to any particular cult.

### HUMANITY'S PLACE

One function of religion is to explain Man's place in the grand scheme of the universe. When Gods, Mazoku, and beings from other planes of existence surround humans on all sides, what role do humans have?

Lina and Valgaav answer this question in their final confrontation at the end of *Slayers Try*. Valgaav reveals the truth to the question that Xellos said was forbidden to ask: why are the Gods and the Mazoku locked in an eternal struggle? The answer is that they do not know anymore, but they fight on endlessly. Not so different from each other, they both see humans as little more than game pieces to be played against the opponent. In the end, humans are insignificant.

Lina counters that man plays an important role. By combining both darkness and light, by making mistakes, getting up, and trying again, humans improve themselves with each hard-learned lesson. Unlike the Gods and Mazoku, they ask "why" and seek answers. In the complex creation of the Lord of Nightmares, humans are the lone creative force and it is their role to reconcile the two polar opposites of God and Mazoku, creating their own dynamic fusion.

## MAGIC

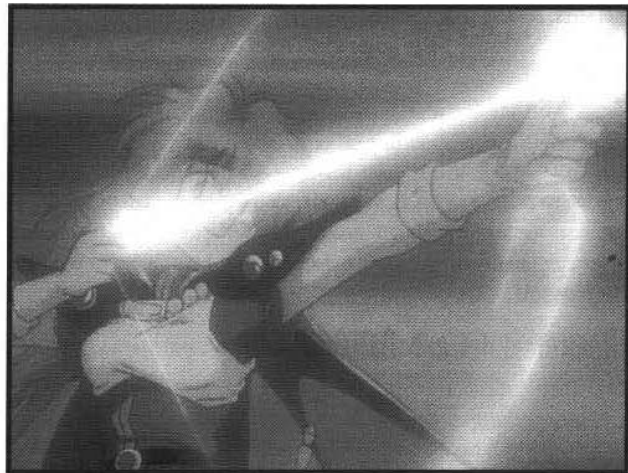
*Brat? A third-rate wizard who can't tell the difference between a light spell and a fireball can't call me a brat!*

— Lina Inverse, taunting Zoff.

Magic is an important part of *Slayers d20*. Most characters can learn one or two spells, and experienced shrine maidens, shamans, and sorcerers are among the more powerful characters in the Known World. The most prevalent form of magic is spells, whether of common or advanced magic. There are other forms of magic as well, however, including protection from magic, magical skills, talismans to empower a character's spells, and other enchanted items.

### TYPES OF MAGIC

There are four types of spells in *Slayers*. Common magic may be known by anyone, but the advanced magic of sorcery, shamanism, and clerical spells are more complex and rare. In addition to these types of spells, there are other skills and abilities whose use involves magic. The most stable and permanent form of magic is enchanted items, such as magic talismans and the Howling Sword.



### COMMON MAGIC

Common magic is the basic repertoire of spells available to almost all spellcasters. Common spells are generally the easiest to learn and cast, as well as the easiest to resist. What they lack in power, however, they make up in versatility, as common magic covers a variety of useful functions. *Flare arrow*, *levitation*, *lighting*, and *projection* are all common spells. Casting common spells relies on the character's Constitution modifier.

All common spells also belong to one of the three categories of advanced magic. A *flare arrow* spell is both common and sorcery. It may be regarded as either type of magic at any time.

### BLACK MAGIC (SORCERY)

Black magic is also known as sorcery. It draws its power from negative emotions and aggressive feelings. In this, sorcery shares a common source of power with the Mazoku and many sorcery spells call on the power of specific Mazoku. Sorcery magic is most useful in attacks, and includes a variety of devastating attack spells that do damage over a wide area. *Damu bras*, *dragon slave*, *flare lance*, and *mega brando* are all black magic spells. Casting sorcery spells relies on the character's Intelligence modifier.

## ELEMENTAL MAGIC [SHAMANISM]

Shamanistic magic draws its power from natural elements and the astral (or spirit) plane. Due to this, the spells of shamanistic magic specialise in dealing with the astral plane and astral creatures, and many attack spells of this type use astral energies. *Assha dist*, *behfis bring*, *demonia crystal*, and *rah-tilt* are all shamanist spells. Casting shamanist spells relies on the character's Wisdom modifier.

Shamanist spells that draw on the power of the natural world (as opposed to astral power) generally require the caster to be in contact with the earth or open air to function properly. The character may connect symbolically with something drawn from earth — such as glass made from melted sand. Shamanist spells cast when the character has no such symbolic link to elemental forces may be more difficult to cast, or impossible, at the GM's discretion.

## WHITE MAGIC [CLERICAL]

White magic, or clerical magic, draws on the power of the gods and specialises in restoring the natural order of things. White magic spells are commonly used for healing and exorcism. The few white magic spells that serve as attack spells are generally effective only against low- to mid-level monsters. *Blade of justice*, *elmekia lance*, *flow break*, and *recovery* are all white magic spells. Casting white magic spells relies on the character's Charisma modifier.

A special type of white magic also exists: holy magic. Holy magic spells are powerful, ancient spells that call upon the power of the gods. The use of holy magic inside the Mazoku barrier is all but forgotten — perhaps impossible because of the barrier — but some clerics and shrine maidens outside of the barrier know how to use this powerful form of magic. In order to learn or cast holy magic spells, a character must have the Holy Magic feat (see page 55).

## MAGICAL SKILLS AND ABILITIES

There are some types of magic that are not strictly covered by spellcasting. The Spellcraft skill allows characters to draw magic circles. The Summoning skill can be used to bring monsters or other creatures to the character. Use Magic Device allows characters to wield the unusual powers of magical devices. Vision enables characters to have prophetic dreams, or simply find guidance. Most spellcasters also know how to erect a defence barrier to protect themselves and their allies against hostile magic.

These other magical abilities are often referred to as spells, but they do not function as do normal spells. Anyone can learn the appropriate skill to use these types of magic (though the character must have levels in a spellcasting class to gain the defence barrier class ability).

## ENCHANTED ITEMS

Enchanted items can mimic the powers of any other type of magic, though magic items usually cannot compete with the powers of the most potent spells. Potions are spells in liquid form, and take effect on whoever drinks the potion. Weapons and armour can be enchanted to function better, or provide other useful abilities. Wondrous items can be enchanted with a variety of useful effects — possibly offering benefits that no commonly known spell can match. Talismans are generally concerned with spells, both protection against spells and enhancing a character's spellcasting ability. See *Magic Items*, page 68, for more details.

## CHIMERAS AND COPIES

The rules presented in *Slayers d20* do not provide for the creation of chimeras or copies by player characters. Why not? Well, because the *Slayers* series never really explains the process of creating either creature, except that they require a full laboratory, time, and a great deal of expertise. The creation of chimeras and copies functions well as a plot device, best left in the hands of the GM. As such, we decided it best to not create a system to make either type of creature.

If the GM wants to allow his or her players to create chimeras or copies, he or she is, of course, free to do so. Craft (alchemy) and Knowledge (arcana) should be required, and probably a special "item creation" feat, as well. Naturally, a character wanting to create a chimera or copy would also have to have the requisite laboratory — and time — that such activities necessitate.

Note that in the series, characters who create chimeras and copies are not necessarily skilled spellcasters and often spend years studying how to perform their chosen craft.

## LEARNING SPELLS

Learning a new spell is not a difficult process, but the character must have access to the spell (preferably in written form) or a teacher who already knows the spell. Learning the new spell requires a Spellcraft check (DC equal to the spell's base DC - 10), and each attempt requires 10 minutes.

If the character has the help of an instructor (who must know the spell), learning spells is somewhat easier. The character gains a bonus on his or her Spellcraft check equal to one-half the instructor's total Spellcraft bonus (ranks, Intelligence modifier, plus any miscellaneous modifiers).

## PARTIALLY LEARNING SPELLS

At the GM's option, characters may partially learn a spell. That is, if a character fails to learn a spell, but fails by 10 or less, he or she learns enough to try the spell anyway. After a character has partially learned a spell (such as Lina learning the *ragna blade*), he or she may attempt to cast the spell.

Casting a partially learned spell is handled in the same manner as normal spellcasting (see below), except that the Fortitude save to resist drain suffers a -5 penalty and the character suffers double the normal drain. Casting a partially learned spell can be dangerous and difficult, but it is often the only way a spellcaster can learn the more difficult spells.

For every two points (round up) by which the character failed the Spellcraft check to learn the spell, he or she must successfully cast the spell once. After the character has successfully cast the spell enough times, the spell is fully learned and the penalties for a partially learned spell no longer apply.

For example, Lina fails her Spellcraft roll to learn the *ragna blade* by 7 points. Since Xellos destroys the only copy of the spell she had, she cannot retry the check, but she has learned enough to try the spell, anyway. Since she failed her Spellcraft check by 7, she must successfully cast the *ragna blade* four times before the spell will be fully learned. Each time she casts it, she suffers the -5 penalty to the Fortitude save and double normal drain. Of course, if she can find another way to finish learning the spell before successfully casting it four times, she can get around this little difficulty.

Characters may only learn common spells unless they have a class ability that allows them to learn another type of magic. In order to learn any spell, the character must have enough available spell slots (see “Maximum Number of Spells” below).



## INVENTING SPELLS

Characters may sometimes decide they want a spell that is not described in *Slayers d20*. This is just fine, as wizards and sorcerers throughout the Known World are often engaged in research and experimentation to expand their knowledge of magic. Inventing a spell requires a laboratory (or similar workshop for the experimentation of magic).

A player who wants his or her character to invent a new spell must create the spell's description (probably with the assistance of the GM). The GM will then consider the spell and assign the base DC. The character must then spend one week for every five full points of the spell's DC researching the spell in a laboratory environment. At the end of this time, the character must make a Spellcraft check at a DC equal to the spell's base DC.

If this check succeeds, the character has successfully created the new spell. If this check fails, the character must spend an additional week experimenting to determine where he or she went wrong. After this additional week, the character may try the Spellcraft check again with a +2 circumstance bonus. If this check also fails, the character can keep trying. Each additional week the character works on the spell, he or she makes another check and the bonus increases by +2 each time.

The character may continue working on the spell for one additional week per caster level. For example, Zolf's caster level is 12. If his first attempt to invent a spell fails, he can continue working on it for up to an additional 12 weeks (gaining up to a +24 circumstance bonus). If he or she cannot invent the spell in that time, the character is simply not yet experienced enough to figure out the spell. When the character's caster level increases, he or she may try to invent the spell again (with a maximum number of additional checks equal to his or her new caster level).

For example, Zolf wants to invent a spell. The GM has assigned the new spell a base DC of 35, and Zolf will have to make a Spellcraft check (DC 35) to invent it. Zolf spends seven weeks (one-fifth of the DC in weeks) experimenting with his ideas to try to create the spell. At the end of this time, he makes a Spellcraft check. His total Spellcraft skill bonus is +20, and he rolls a 10. The result is  $10 + 20$  Spellcraft = 30, a failure.

Zolf may continue working for up to 12 additional weeks (his caster level is 12). For each additional week, he makes another Spellcraft check (DC

35) with a cumulative +2 circumstance bonus. That is, after the first additional week, he gains a +2. After the second extra week, a +4, etc. At the end of the twelfth additional week (nineteen weeks total time), his circumstance bonus will be a +24. If that check fails as well, the spell is simply beyond him and he must wait until he reaches caster level 13 to try to invent the spell again.

## MAXIMUM NUMBER OF SPELLS

The maximum number of spells (of any type) that a character may know is equal to his or her Intelligence bonus. Gaining levels in a spellcasting class (such as witch/wizard, shaman, or sorcerer) will increase this number. The amount by which this maximum number of spells is increased is described in the relevant class abilities for those classes.

Note that even characters of “non-spellcasting” classes can learn spells if they have an Intelligence bonus. Characters with no levels in spellcasting classes may have difficulty resisting the drain of the spells and controlling the magical energy released, but they are free to learn a spell and try, if they like.

Some spells take up more than one “slot” for purposes of the maximum number of spells a character may know. These complicated spells are learned using the same method for other spells, but they take more time and dedication to master. The number of spell slots a given spell requires to learn is indicated in the spell description. For example, the *dragon slave* is the equivalent of three common spells.



Furthermore, spellcasters attempting to learn spells outside their area of expertise have more difficulty. Any character may learn common spells without penalty, but characters who are focused in one type of magic (that is, clerics, shrine maidens, shamans, and sorcerers) have difficulty learning spells outside of their focus. For each advanced spell not of their speciality, characters of these classes must pay one additional spell slot. For example, a shrine maiden learning *dynast bras* must dedicate three spell slots to that spell.

If a character has another class that allows him or her to learn the appropriate type of advanced magic, he or she can avoid this penalty. For example, a shrine maiden who also has levels in loremaster and has learned the lore of advanced casting (sorcery) can learn common, sorcery, and white magic spells without penalty. Each shamanist spell she learns, however, requires one additional spell slot.



## CASTING SPELLS

Casting spells in *Slayers* is a simple process that requires no more than a simple thought — and a standard action. When a spellcaster learns a spell, he or she has the ability to cast that spell as often as desired without fail. Of course, casting spells is draining on the spellcaster, and most people will become worn out after a prolonged session of working magic.

If a character casting a spell might be distracted, he or she must make a Concentration check normally. Any damage suffered while casting the spell, either from an attack of opportunity or a readied action, constitutes a distraction, as can weather or on-going spell effects.

### OPTIONAL RULE: THAT TIME OF THE MONTH

*"Oh, I see. It's that time of the month."*

*"Let's not talk about this!"*

*"It's that time of the month girls don't like to talk about. When all the priestesses and sorceresses start losing all of their powers."*

**\*SMACK\***

— *Lina and Gourry talking about That Time of the Month*

Even Gourry Gabriev knew that during That Time of the Month, sorceresses lose their powers. The exact reasons why are a mystery to Gourry (and many others), but it seems to be common knowledge that during That Time of the Month, girls just can't work magic like they usually can.

To reflect this difficulty, the GM can declare that female spellcasters suffer a -20 circumstance penalty to all magic-related skill checks, Fortitude saves for drain, and control checks during That Time of the Month. The character also loses any defence barrier class ability she may have had.

That Time of the Month lasts for two or three days each month for human or beastmen characters. Dragons are not affected by That Time of the Month.

This is an optional rule, and the GM must decide if using That Time of the Month is appropriate for his or her game. If this rule is used, we recommend that female spellcasters be given an additional magic-related feat at 1st level, such as Augment Summoning, Bestow Curse, Magical Blood, Skill Speciality with an appropriate skill, Spell Mastery, or a metamagic feat.

There are other types of magical effects, such as use of the Summoning or Vision skills, or the defence barrier class ability. Though these effects do not function as spells in the normal sense, they are generally referred to as spells. The rules below apply only to the use of true spells. For information on the use of magical skills, see the *Skills* chapter. The defence barrier class ability is explained under *Magical Defence*, page 66.

## DRAIN

When a character wishes to cast a spell, he or she simply declares his or her intent and the spellcasting begins. One or two checks are necessary, however, to successfully finish a spell. The first is a Fortitude save to determine how well the character resists the strain of magic. The DC of the Fortitude save is the base DC of the spell the character attempts to cast plus modifiers for any metamagic feats applied.

The base drain of the spell is also determined by the spell's total DC (as modified for any metamagic feats applied). The result of the Fortitude save determines exactly how much drain the character suffers (see table below). Furthermore, if the character fails his or her Fortitude save by 10 or more, he or she becomes fatigued as well. If the character was already fatigued, he or she becomes exhausted instead.



The drain caused by casting spells is normally nonlethal damage. A character who casts a spell while he or she is exhausted suffers drain damage as lethal damage, instead. The character does not gain the bonus to spellcasting rolls associated with voluntarily taking lethal drain (see *Lethal Drain*, below). A character who becomes exhausted as a result of casting a spell does not suffer lethal drain for casting that spell — all future spellcasting is affected, until the character is no longer exhausted.

The drain damage — whether lethal or nonlethal — is part of casting the spell and does not require the spellcaster to make a Concentration check, as other damage does. Furthermore, a character does not suffer the drain damage until after the spell is cast. If that damage is sufficient to render the character unconscious, he or she can finish casting the spell before collapsing from the effort.

Common spells are part of more than one type of magic. For example, *fireball* is both a common and sorcery spell. Multi-classed spellcasters may use the highest class-based Fortitude save bonuses when casting the spell. Thus, a wizard 6/sorcerer 2 casting *fireball* gains a +6 Fortitude save bonus from his wizard class's Magical Training ability. If the same character later advances to a wizard 6/sorcerer 10, he gains a +10 Fortitude save bonus from his sorcerer class's Sorcery Focus ability when casting a *fireball*.

## SPELLCASTING FORTITUDE SAVES

CHECK RESULT	EFFECT
Pass by 10 or more	1/2 base drain (round down), no control check required
Pass by less than 10	Base drain, no control check required
Fail by less than 10	Double base drain, control check required
Fail by 10 or more	Double base drain, control check required, spellcaster fatigued

## SPELL DRAIN

SPELL DC	DRAIN
20	1d6
25	1d8
30	1d10
35	2d6
40	2d8
45	2d10
50	4d6
55	4d8
60	4d10
65	8d6
70	8d8
75	8d10
80	16d6
85	16d8
90	16d10

## SPELL TYPE ABILITY MODIFIERS

SPELL TYPE	RELEVANT ABILITY
Common	Constitution
Sorcery	Intelligence
Shamanism	Wisdom
White Magic	Charisma

## LOSING CONTROL

If the Fortitude save is failed, the spell may still be successfully cast. A control check is required to determine if the spell is still effective. A control check is 1d20 + the character's total caster levels + the relevant ability modifier for the spell. The DC of this check is the spell's DC - 10. The ability modifier applicable to different types of magic is listed above. Common spells use the higher of the character's Constitution modifier or the appropriate modifier for the spell's type.

If the control check is successful, the spell is successfully cast. If the check fails, the spell fails as the magical energy goes uncontrolled. In simple spells (generally speaking, those that require only one spell slot to learn), this simply means the spell is ineffective, such as Sylphiel's attempts at *flare arrow*. With moderately complex spells, there may be side effects or game penalties for loss of control, such as leaving the spellcaster dazed, stunned, or knocked down. In either case, the effects of a loss of control should be more amusing or embarrassing than actually harmful.

When dealing with the most powerful spells, such as the *dragon slave* or the *giga slave*, loss of control could be far more dangerous.

## SPELLCASTING OPTIONS

While the basic process of casting spells is quite simple, spellcasting can still be a difficult task to accomplish. There are several options the dedicated sorcerers, shamans, shrine maidens, and wizards have developed to assist with the casting of spells. Naming, incantation, and lethal drain may all be used to make spellcasting easier on the character. The character can also attempt to disguise his or her spell, but this makes casting a spell quite a bit more difficult.



## NAMING

When casting a spell in *Slayers d20*, it is customary to declare the name of the spell as part of the process. This adds no time to the spellcasting — it still requires only a standard action — but it makes it clear to any nearby opponents what the character intends to cast.

When utilising naming, the character simply shouts the name of his or her spell as part of casting. Doing so alerts everyone who can hear the character as to what spell is being cast. When making the Fortitude save to resist drain and any necessary control check, however, the spellcaster gains a +5 bonus.

## INCANTATION

Every spell comes with an incantation. "Power beyond the twilight and crimson blood that flows. Buried in the stream of time is where your power grows. I pledge myself to conquer all the foes who stand against the mighty gift bestowed in my unworthy hand." Some spells may have variations on their incantations, and each is equally effective. By using an incantation associated with a spell, the character can make the process of casting the spell easier.

When using an incantation, the character must take a full-round action to cast the spell. In addition, anyone who can hear the incantation and recognises it will immediately know what spell the character is casting. If the GM is uncertain whether a particular character would recognise the incantation, a Spellcraft check may be made. The DC of this check depends on how likely the character is to have knowledge of that spell, and may range from DC 15 up to DC 30 or more for truly obscure magic.

The advantage of using an incantation is that the character gains a +5 bonus to the Fortitude save to resist drain, and to the control check (if one is required). This bonus stacks with the bonus for naming (the two are often used together). In addition, the DC of saving throws against the spell are increased by +2 if incantation is used (see *Spell Effects*, page 65).



### LETHAL DRAIN

When the situation demands it, a spellcaster can focus all of his or her strength on a spell, drawing power from the character's own life force as necessary to help. By choosing to take drain damage as lethal, as opposed to nonlethal, damage the character gains a +5 bonus to the Fortitude save and control check with that spell. This bonus stacks with the bonuses for naming and incantation, if those options are used.

A character who is exhausted when he or she begins casting a spell suffers all drain damage as lethal damage and gains no bonus for it. Magic can only be pushed so far before it hurts.

### CO-OPERATIVE SPELLCASTING

Some spells are just too difficult to handle alone. Others are simply more effective if two characters can cast them at once. These are instances of co-operative spellcasting.



### COMBINATION CASTING

Two or more characters combining their effort to cast a single spell must declare a primary spellcaster. The group then casts the spell, using the primary spellcaster's Fortitude save and control check. The primary caster, however, gains a bonus on these checks equal to the caster level of his or her assistant. If a second assistant helps as well, the primary caster also gains a bonus equal to one-half the second assistant's caster level. No more than two assistants (three characters total) can help cast a single spell.

For example, Amelia and Zalgadis work together to cast a *rah-tilt*. Zalgadis is better at casting shamanist spells, so he is the primary spellcaster. When casting the spell, he gains a bonus on his Fortitude save and control check equal to Amelia's caster level of 9. If another assistant were available to help, only one-half of his or her caster level would be added.

When more than one character is work together to cast a single spell, the drain of casting the spell is divided as evenly as possible between them. Any extra drain damage is suffered by the primary spellcaster.

### BOOSTING THE SPELL

Other times, one spellcaster wants to help boost the effect of another character's spell. In this case, the spell must already be in effect and sustained. The character who wants to help boost the spell must make a Spellcraft check (DC spell's base DC - 10). If the Spellcraft check fails, there is no effect.

If the check succeeds, one of two things will happen. First, the spell's effect may be increased by one-half the new assistant's caster level. Second,

the assistant may apply the effect of any single metamagic feat he or she has (such as Empower Spell or Heighten Spell). If applying a metamagic feat to a sustained spell, the DC increase of the feat cannot be higher than the assistant's caster level.

The drain of the sustained spell is divided as evenly as possible among the character who cast the spell and any others who boost the effect. Any extra drain damage is suffered by the primary spellcaster.

This method can also be used to boost defence barriers (see "Defence Barriers," below).

Note that characters can also boost the effect of magical skill use, but this follows the normal rules for aiding another (see "Combining Skill Attempts" in the *Player's Handbook*).

### MULTIPLE SPELLS

Multiple characters capable of casting the same spell may combine their attempts for greater effect. Each character must cast the spell separately, making appropriate checks and suffering drain individually. When multiple spells are cast at the same target, however, the effect is significant.

The area of effect of the combined spell is doubled (tripled if three spells were cast, quadrupled for four, etc.), if its effect is measured by an area. The spell's damage is also doubled (or tripled, quadrupled, etc). If the area of effect or damage of the two (or more) spells are different, use the larger of each value. The spell's DC (if any) is equal to the highest DC of the individual spells, plus the appropriate Ability modifiers of the other caster(s). For purposes of penetrating spell resistance, the effect has a caster level equal to the total of the two (or more) character's caster levels.

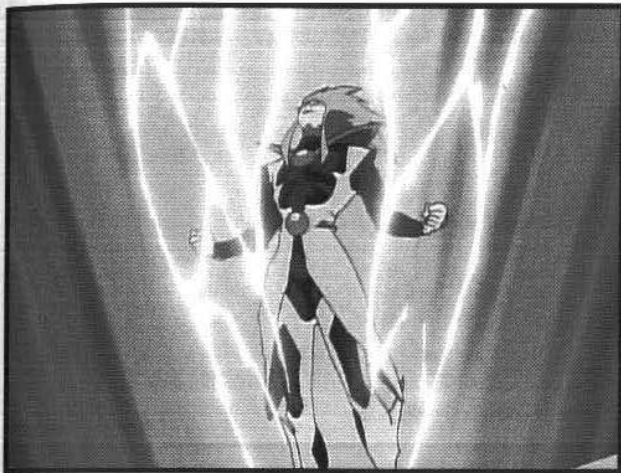
For example, Lina is a 17th-level caster and Sylphiel is a 10th-level caster. When both their *dragon slaves* are targeted at Phibrizzo, the effect has double the power of Lina's *dragon slave*. The spell's DC is  $10 + 10 (1/5 \text{th the DC of } \textit{dragon slave}) + 5 (\text{Lina's Int modifier}) + 1 (\text{Sylphiel's Int modifier}) = 26$ .



### CONCENTRATION AND SPELLS

Some spells last only as long as the spellcaster concentrates on them. These are also called sustained spells. This means that the character can hold the spell indefinitely if he or she wishes, but it also makes casting other spells more difficult while the character is concentrating on the sustained spell. A sustained spell continues its effect each round, so long as the character maintains concentration. In the case of attack spells, the spell continues to do damage each round for as long as the spellcaster maintains concentration.

Casting a spell while maintaining a sustained spell is difficult. The character must make a Concentration check (DC 10 + 10 per sustained spell). If this check fails, the character cannot cast the new spell. Any time a character suffers distraction (from damage, weather, Taunt, or any other source), he or she must not only make a Concentration check for any spell he or she was currently casting, but also for each spell the character is maintaining by concentration. Each spell maintained requires a separate Concentration check. If the character loses concentration on a maintained spell, the spell effect simply ends — there is no special penalty associated, and additional control checks are never required for a spell being maintained by concentration.



Sustained spells continue to drain the character for as long as they are sustained. Every round, the character must make a new Fortitude save, just as if he or she was casting the spell again. This save has the same DC as casting the spell being maintained, and all the same bonuses apply to the roll (including naming, incantation, etc.). If the Fortitude save fails, the character suffers one-half the base drain of the spell. If the save succeeds, the character suffers no drain that round.

For example, Lina casts *levitation*, which has a duration of concentration and a base DC of 20. After casting the spell, she has to make a Fortitude save (DC 20) each round to maintain the spell. If she fails the Fortitude save for maintaining the spell, she suffers one-half the base drain of *levitation*. While she is levitating, she decides to cast a *flare arrow* and must make a Concentration check (DC 20) to do so.

## DISGUISED SPELLS

Sometimes a clever trick is better than a powerful spell. For those times, it is possible to disguise a spell so that it appears to be something entirely different. The character makes a Bluff check to attempt to disguise his or her spell as a different spell. This check is opposed by the Spellcraft check of any observing characters.

Disguising a spell is difficult, and imposes limitations. First, the character may not use either naming or incantation while disguising a spell, as it is necessary to use a false incantation or name to effect the disguised spell. Second, the Fortitude save and control check for the spell are made at a -5 penalty. The character may still elect to suffer lethal drain to offset this penalty.

While there is no direct benefit for disguising a spell, it is possible to catch opponents off-guard in this manner, or to intimidate lesser opponents into fleeing without having to expend the energy to cast a truly powerful spell.

## METAMAGIC FEATS

Spellcasters also have access to a variety of metamagic feats. These feats offer options for spellcasting like increased effectiveness, range, or the ability to strike multiple targets. In exchange, casting the modified spell is more difficult. Using a metamagic feat on a given spell takes no additional time (in the case of *Quickened Spell* it actually takes less time), but the DC of the spell is increased as described under the individual feats (see the *Feats* chapter). This increase in DC affects both the Fortitude save to resist drain and the control check (if necessary), as well as increasing the drain caused by casting the spell.

A character can use multiple metamagic feats on a single spell if he or she wishes. The effects of the feats stack (even multiple uses of the same feat, if appropriate), but the DC increases from each feat also stack. For example, a character with the *Maximise Spell* and *Quicken Spell* feats may choose to cast a maximised, quickened spell but the DC of the spell is increased by a total of +35!



## SPELL EFFECTS

After the Fortitude save to resist drain and the control check (if necessary), the spell takes effect. The caster suffers the appropriate drain damage, and even if he or she loses consciousness as a result, the spell works normally.

Most spells either require the caster to make an attack roll or allow a saving throw to reduce or negate the spell's effect. The DC of saving throws against common spells is 10 + one-fifth the spell's base DC + spellcaster's Constitution modifier. The DC of saving throws against spells of advanced magic is 15 + one-fifth the spell's base DC + appropriate ability modifier. In addition, if the caster used an incantation with the spell, the DC of any saving throw is increased by +2.

For example, Lina casts a *flash* spell. The DC of a saving throw against the effect is 10 + 4 (one-fifth the spell's base DC) + 3 (Lina's Constitution modifier) = 17. When she casts a *gaav flare*, using the incantation, the DC of the saving throw is 15, +9 (one-fifth the spell's base DC), +5 (for Lina's Intelligence modifier), +2 (for using the incantation) = 31.

## SPECIAL EFFECTS

Spellcasting is usually accompanied by a variety of impressive or merely unusual special effects. These can be visual displays such as light, fog, shadow, or a strong wind or colours swirling around the caster. These effects have no particular game effect, but represent the spellcaster's connection to the

magical forces he or she is summoning and controlling. These visible and tangible effects are related to the magical style or speciality of the character, such as Lina's speciality with light and fire effects.



When a character first begins to learn magic and spells, he or she should select a speciality. Choosing a speciality has no game effect, but can influence the sort of special effects that may accompany his or her spellcasting. The special effects that accompany a spell vary in magnitude with the power and difficulty of the spell. Weaker magic might result in a brief nimbus of light around the character, while more powerful spells are accompanied by a strong, vibrant halo of fiery energy during the incantation.

Nothing prohibits the character from learning other types of spells, but most spellcasters prefer to learn spells related to their specialities. A spellcaster's speciality normally relates to his or her personality. For example, a cold and unfeeling character might choose ice, while a temperamental and vibrant personality prefers to work with light or fire. If the character's personality or relationship to magic later changes, his or her speciality should change to reflect that.



## EXAMPLES OF SPELLCASTING

Zolf is attacked by a troll and decides to cast *flare arrow* to encourage it to leave him alone. A magical wind blows around him and a faint glow of light surrounds Zolf as he begins his spell. *Flare arrow* is both a common and a sorcery spell. Zolf is better with common spells, so he decides to cast this spell

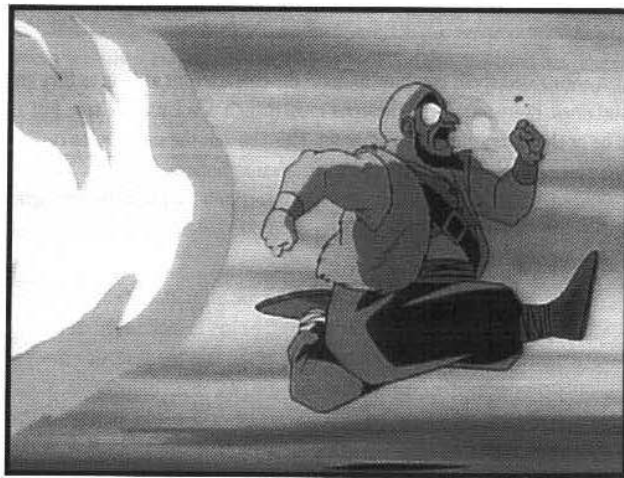
as such. Since *flare arrow* is not a difficult spell, he decides to forego the incantation, but he does use naming to enhance his spellcasting.

"Flare Arrow!" Zolf rolls his Fortitude save to resist the drain of *flare arrow*. His Fortitude save is +10, +2 for Magical Blood, +6 for magical training as a wizard, +5 for Spell Mastery, +5 for naming = +28. The spell's base DC is only 25, and Zolf rolls a 19.  $19 + 28 = 47$ , which exceeds the base DC by more than 10. Zolf suffers only one-half the spell's base drain (one-half of 1d8). If Zolf makes his ranged touch attack (to hit the troll), the troll will be struck by the *flare arrow* and suffers 5d6 damage.

Later, Zolf faces the Dark Lord Shabranigdo. Convinced of the superiority of human magic, Zolf scoffs at the Dark Lord and prepares his *dragon slave*! The *dragon slave* is the most difficult spell Zolf knows, so he decides to use both incantation and naming to make the spellcasting easier.

"DRAGON SLAVE!" Zolf rolls his Fortitude save to resist the drain of the spell. His Fortitude save is +10, +2 for Magical Blood, +6 for sorcery focus, +5 for Spell Mastery, +5 for incantation, +5 for naming = +33. The spell's base DC is 50, and Zolf rolls a 13;  $13 + 33 = 46$ . Zolf fails his Fortitude save and must make a control check to successfully cast the spell. He also suffers double the spell's base drain as nonlethal damage (8d6).

Zolf's control check is +12 (his caster level), +3 for Intelligence, +2 for Magical Blood, +5 for Spell Mastery, +5 for incantation, +5 for naming = +32. The control check DC is the spell's base DC of  $50 - 10 = 40$ . Zolf rolls an  $13 + 32 = 45$ . He maintains control of the spell and hits the Dark Lord with his *dragon slave*. Of course, Ruby-Eye Shabranigdo cannot be so easily harmed by sorcery, as Zolf quickly learns....



## MAGICAL DEFENCE

With the prevalence of spells and magic in the *Slayers* universe, it's only natural that creatures and characters there have developed some methods to protect themselves from it. Some creatures are born with innate resistance to magic, known as spell resistance. Others study magic in order to learn how to actively counter spells, or to learn to use defence barriers.

## SPELL RESISTANCE

Spell resistance is a passive, natural form of magic resistance that is generally effective against common spells. When casting a common spell at a creature with spell resistance, the character must make a caster level check in order to penetrate the target's spell resistance. For example, when Lina casts a *fireball* spell at a black dragon, she rolls  $1d20 +$  her caster level, and if her check result equals or exceeds the spell resistance of the dragon, the spell penetrates the creature's resistance and takes effect normally.

A spell that penetrates spell resistance functions normally. When a spell fails to penetrate a creature's spell resistance, the spell still *seems* to function normally — that is, the spell is cast and its visible effects are as normal. The creature with spell resistance, however, may completely ignore the direct effects of any spell that fails to penetrate its spell resistance. For example, a half-demon unharmed by a *fireball* spell can still have the ground under its feet destroyed magically and might fall into the newly opened pit but it suffers no damage from the magical ball of flame.



## ACTIVE DEFENCE

Characters who know spells themselves can use their own spells to defend themselves. In *Slayers* any character can attempt to distract a spellcaster. A spellcaster can use an “opposite” spell to cancel the effect of another magical effect (usually another spell). It is also possible, however, to combat a spell with itself, though this can be dangerous....

## DISTRACTIONS

A character can ready an action to disrupt a spellcaster attempting to cast a spell. This distraction could be an attack or anything else that might sufficiently distract a spellcaster to prevent him or her from completing the spell, such as an Intimidate or Taunt skill check. If the attack hits, or the distraction otherwise reaches the spellcaster, he or she must make a Concentration check as normal. If this check is failed, the spell is lost with no ill effects and the caster does not suffer drain for the spell.



## OPPOSITES DETRACT

Two spells that are opposed to one another, such as *flare arrow* and *freeze arrow*, cancel each other out. This is only possible if the spellcaster has a readied action with which to cancel a spell, as both spells must be cast at the same time. He or she simply casts an opposing spell of roughly the same power and targets the incoming spell effect.

The GM is encouraged to be lenient when deciding whether a spell is sufficiently opposed to cancel out a spell effect. Attack spells of various types are regularly used to protect the caster by directly combating an incoming attack spell, though two spells with the same descriptor (such as *flare arrow* and *flare lance*) cannot cancel one another. If the attacking spell is significantly more powerful than the blocking spell, it is proportionally reduced in effectiveness. When deciding the approximate power level of a spell, the spell's DC (after modifications for metamagic feats) should be used as a guide.

For example, Zolf casts a *fireball* at Lina, who responds by casting a *freeze arrow*. Since *fireball* has a DC of 30 and *freeze arrow* has a DC of only 25, Zolf's spell is reduced to only 1/6 effectiveness — though the GM can decide to simplify matters by just declaring the spells cancel each other completely.

Note that both spellcasters must successfully cast their spells. If the opposing spell fails to work, the opposing spell is unresisted and functions normally.



## FIGHTING FIREBALL WITH FIREBALL

When two castings of the same spell coincide, they explode with twice the power. Though this is often used when attacking a powerful opponent, bold spellcasters can also use it as a form of protection against hostile spells. By casting the same spell an opponent uses, a character can cause the two spells to meet somewhere between the two spellcasters (causing significant destruction at the point of impact). In this way, the attacking spell never reaches its target. For example, when attacked by a *fireball* spell, Lina may decide to cast her own fireball to prevent the enemy spell from reaching her.

The effect of this type of defence is covered under “Co-operative Spellcasting,” above.

Though this type of active defence is normally only used with damaging spells, it can work with non-damaging spells as well, such as *domination*. Such a situation may result in opposed Will saves (or other save, as appropriate) with the victor cancelling the other's spell while his or her own spell takes effect. For non-damaging spells, the effect of the spell should not be boosted.

### CREATIVE SPELL USE

In some cases, a spellcaster will try to use a spell for something completely different. For example, a shaman might attempt to use *bom di wind* to deflect an incoming attack (or spell effect if he or she feels lucky!). Since this is entirely in the spirit of *Slayers*, such attempts are encouraged. The GM will have to adjudicate the results of the attempt using the rules above and common sense as a guide.

### DEFENCE BARRIERS

Some spellcasting classes gain the ability to put up defence barriers. A defence barrier is a magical force field that protects a spellcaster (and sometimes his or her companions) from harm. Erecting a defence barrier (also referred to as a "protection spell") requires a standard action. A defence barrier can protect against damage from spells, spell-like effects, or the physical or supernatural attacks of magical or summoned creatures. Defence barriers are designed to protect against any type of magical threat, and it is up to the GM to decide whether a barrier protects against any given attack.



When a magical attack is directed at a character protected by the barrier, any damage from the attack is reduced by the value of the defence barrier. For example, Lina has a defence barrier +30 and is struck by a *fireball* spell that does 36 points of damage. The defence barrier absorbs the first 30 points of damage, and Lina is only subject to 6 points of damage from the *fireball*, with a Reflex save for half damage. Note that the defence barrier reduces the full, base damage of the attack before any saving throw is applied.

Each round that a defence barrier takes damage, its effectiveness is reduced by 5. This applies whether or not the damage was sufficient to penetrate the defence barrier, and whether there was one attack or several during the round. The defence barrier's value is reduced immediately prior to the spellcaster's initiative. A defence barrier is destroyed when its value is reduced to 0, but the spellcaster may use a free action to end the effect early if he or she wishes. In either case, a new defence barrier cannot be erected the same round. The character must spend at least one round with no defence barrier in place.

A defence barrier is not a spell, but it is a magical effect that requires concentration to maintain. A character wishing to cast a spell while maintaining a defence barrier must make a Concentration check to do so (see "Concentration and Spells," above). A character inside a defence barrier may cast a damaging spell at a target outside the defence barrier but any damage inflicted by his or her spell is reduced by the defence barrier's value. Further,

the barrier is treated as if it took damage and thus its effectiveness is reduced by 5 for the following round. He or she could, however, use healing spells or *heh'fis bring* without any detrimental effect to both the spell and the barrier.

By default, a defence barrier protects only the spellcaster who erects it. By reducing the effectiveness of his or her defence barrier by 5, however, a spellcaster can extend the protection to one other character. For example, Lina has defence barrier +30 (+15 from her witch class levels and +15 from her sorcerer class levels). She can use her defence barrier to protect herself at +30, or herself and Gourry at +25.

Similar to boosting the effects of conventional spells, characters may combine their defence barriers as well. In this case, one character must establish a defence barrier normally. Then, other characters capable of using a defence barrier add their power. Each additional character adds only one-half the value of their defence barrier (round up to the next multiple of 5). If one of the boosting characters stops maintaining his or her defence barrier, the barrier is reduced by the amount that character contributed.

For example, Lina creates a defence barrier +25 over herself and Amelia. When Amelia boosts Lina's defence barrier with her own (normally +35), she adds +20 (one-half of +35 = 17.5, rounded up to +20). The defence barrier becomes a +45. If the barrier suffers damage for two rounds (reducing its effectiveness to +35) and Amelia loses concentration, the barrier drops to +15.



### MAGIC ITEMS

This section describes the magic items found in *Slayers*. Each of the types of magic items is covered, including methods of creating that type of magical item (if possible). Lastly, a list of sample magic items can be found at the end of the section.

### TYPES OF MAGIC ITEMS

A number of magic items can be found in *Slayers*, ranging from cursed knives to the Sword of Light, from amulets of protection made with flawed rubies to powerful talismans that call power from the lords of the Mazoku. There are potions, talismans, magical weapons and armour, wondrous items, cursed items, and powerful artefacts just waiting to be found and used.

In major cities, shops specialising in dealing with magic items may be found. Such shops are often run by loremasters or retired spellcasters who are best equipped to deal with the variety of bizarre powers that magic items can possess. Such characters also have an easier time determining the properties and value of any enchanted items they come across.

Magic items are usually associated with one or more types of magic. While a *+1 long sword* might have only faint common magic, *Gorun Nova* is a powerful item of black magic created by the Mazoku Dark Star and would have an overwhelming aura of sorcery. The type of magic associated with a magic item is generally related to the item's abilities or the item's creator. Such magical associations are normally visible only to those with the sense aura class ability, or supernatural creatures like the Mazoku.

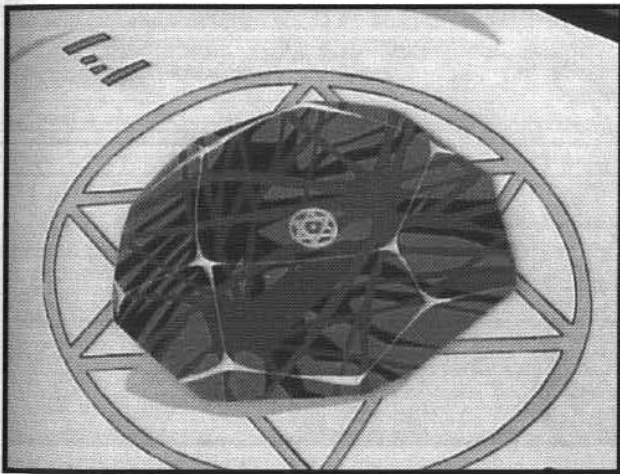
## POTIONS

Potions are spells in liquid form, just as in other d20 games. Potions are normally made to function when they are drunk. Variant potions can exist, however, that take effect when they are spread over a surface or object. Potions might even be created as a potent gas that takes effect on whatever target breathes the magical vapours. Potions may only be made to duplicate the effects of common spells.

Potions are use-activated magic items and require no Use Magic Device check.

## TALISMANS

Talismans are a type of magical jewellery created to either enhance spellcasting and magical skills or protect against hostile spells. Talismans that enhance spellcasting do so in one of two ways: either they add a bonus to the spellcaster's Fortitude save and control check when casting a spell, or they add the effect of a metamagic feat with a reduced penalty to those checks. Talismans that protect against spells are often referred to as amulets of protection and provide spell resistance.



### SPELL BONUS TALISMANS

These types of talismans offer a bonus to all checks made to cast spells (Fortitude saves for drain and control checks if necessary). Activating a spell bonus talisman requires a standard action and a Use Magic Device check (DC equal to the bonus provided + 10). The talisman remains active for one round per point of Charisma bonus (minimum of one round). Any spell the character casts during that time receives the bonus.

Spell bonus talismans may provide their bonus with any or all of the four types of spells (common, shamanism, sorcery, and white magic). One talisman might provide the bonus only to common spells, another could assist with common spells and white magic, while a third might help with all but common spells. The types of magic the talisman boosts and the value of its bonus determine the base price of the talisman, and therefore how much the talisman costs to create.

Talismans of this type often have an incantation that accompanies their activation. Reciting this incantation is the "spell" that activates the talisman, and is part of the standard action required.



### METAMAGIC TALISMANS

These talismans are similar to spell bonus talismans, except that rather than making the character better at something he or she can do anyway (casting a spell), they allow the use of a metamagic feat the character may not have. Activating a metamagic talisman requires a standard action and a Use Magic Device check (DC equal to the normal DC penalty of the metamagic feats provided + 10). The talisman remains active for one round per point of Charisma bonus (minimum of one round). Any spell the character casts during that time receives the bonus.

Like spell bonus talismans, metamagic talismans may provide their bonus with any or all of the four types of spells. The vast majority of metamagic talismans provide the benefit of only one metamagic feat, but it is possible for a single metamagic talisman to be created with more than one such feat. In this case, when activated all of the talisman's feats are active — the character cannot choose to activate only one feat of a talisman with two or more metamagic feats.

Metamagic feats incur a penalty to the character's spellcasting checks (Fortitude saves for drain and control checks if necessary). The same penalty applies when using a metamagic talisman, but the talisman may be enchanted to reduce or eliminate that penalty. The types of magic the talisman boosts, the specific metamagic feat(s) provided, and the degree to which the associated penalty is reduced all affect the base price of the talisman, and therefore how much the talisman costs to create.

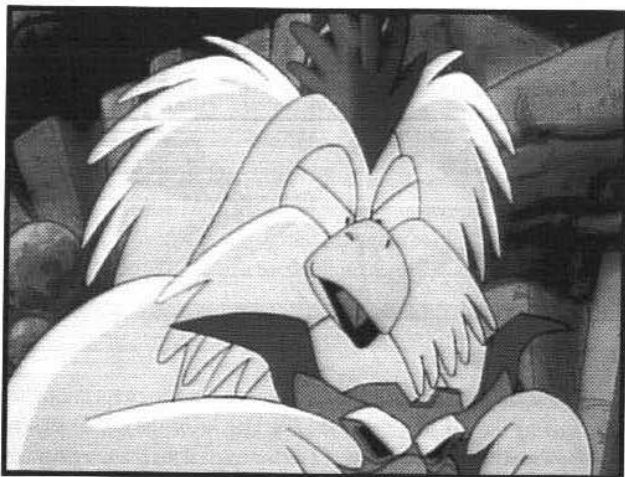
Talismans of this type often have an incantation that accompanies their activation. Reciting this incantation is the "spell" that activates the talisman, and is part of the standard action required.

### MAGICAL SKILL TALISMANS

Magical skill talismans grant a bonus to the use of a magic-related skill, such as Summoning or Vision. Even skills such as Knowledge, Spellcraft, and Use Magic Device could conceivably be boosted. In practice, such talismans are indistinguishable from wondrous items that provide a bonus to a skill. In fact, wondrous items can be made to boost the same skills that any talisman can enhance. Talismans, on the other hand, can only provide bonuses to skills related to magic. Magical skill talismans are use-activated — their use is part of another action, and they do not require an action or Use Magic Device check to activate.

## AMULETS OF PROTECTION

Amulets of protection are unlike the other types of talismans. While the other types provide bonuses to spellcasters, amulets of protection may be used by anyone to protect themselves from hostile spells — whether or not the character can cast spells. An amulet of protection provides spell resistance. The spell resistance of these talismans is only effective against common spells, but its effect is constant when worn and needs no action to activate.



## WEAPONS AND ARMOUR

Magical weapons and armour function just like normal items of their type, except for the magical enhancement placed within them that make these items more effective — or offer other abilities. The magic weapons and armour of *Slayers* are very similar to those of other d20 games. Magic weapons in *Slayers* do not shed light unless they are enchanted with a spell effect to do so.

Weapons and armour are use-activated and do not normally require a Use Magic Device check. Weapons or armour with special powers, however, may require a check to activate those powers.

## WONDROUS ITEMS

Wondrous items can have a wide variety of useful, amusing, or dangerous powers. Crystal balls that can reveal distant places, magical masks that change the wearer's appearance, small gems or stones that shed magical light, or clothes or jewellery that enhance the wearer's physical abilities can all be found in the Known World. Many wondrous items are useful and practical in an everyday sense, making the chores of daily life a little easier, or the dangers of travel a little safer.

The method of activation of wondrous items varies. Typically, a spell effect or power that is not always in use requires a Use Magic Device check to activate. Wondrous items that provide skill bonuses or other constant effects require no skill check to activate.

## CURSED ITEMS

Cursed items may take many forms. There are not many cursed items in *Slayers*, but enough to make characters a little wary of unknown magic. A cursed item may take any form, including those of other types of magic items (potions, weapons, wondrous items, etc.). Cursed items are generally not activated on purpose and do not require a Use Magic Device check.

## ARTEFACTS

Artefacts are the rarest type of magical items in the Known World. The Sword of Light (or Gorun Nova), the Philosopher's Stone, and the Claire Bible are just a few. Artefacts are wondrously powerful relics of ancient times or powerful beings. The powers and abilities of any artefact may be subtle, outlandish, or world-shaking, depending on the purpose for which the particular artefact was created.

Possession of any artefact tends to land a character in a lot of adventures. There are always others who want to take the artefact for themselves, and its owner might have to regularly defend him or herself. Of course, even if a character does not own an artefact, the quest to find it can still shape the course of his or her life for years....

Many artefacts require Use Magic Device check to use properly. Some can function perfectly well on their own and require no check.

## MAGIC ITEM CREATION

This section describes how to create magic items. Characters must meet the prerequisites to create any magic item, and must pay the appropriate cost — both in gold and experience points.

## SPECIAL MATERIALS

Some of the special materials available in other d20 games are also found in *Slayers*. Dragonhide, cold iron, and silver weapons are all possible. The magical metal orihalcon is a unique feature of *Slayers*.



## ORIHALCON

Orihalcon is a magical material about as strong as steel. It can be used to fashion golems, armour, and weapons, as well as more artistic items. Orihalcon is an anti-magical metal. Its resistance to magic can be used to create items that repel common spells, or are used to seal in magical power (such as the Philosopher's Stone).

Raw orihalcon has spell resistance 14. As part of making an item with orihalcon, the character may make a separate Craft (alchemy) check (DC 20) to refine and enhance the magical resistance of the material. If this check succeeds, the spell resistance of the orihalcon is increased to 15. For every two full points by which the check result beat the DC of 20, the orihalcon's spell resistance is improved an additional +1. For example, Jillas crafts a piece of orihalcon to make armour that can protect him against spells. After finishing the armour normally, he makes a Craft (alchemy) check to see how well he did. His check result is 26. The orihalcon armour has spell resistance 18.

When used to seal magical powers, the orihalcon's spell resistance reduces the effective caster level of any magic sealed within it. In addition, its spell resistance functions against any detection spells trying to identify or locate the sealed magic.

Orihalcon has 30 hit points per inch of thickness and hardness 15.

Weapons or armour fashioned from orihalcon are always masterwork items as well. The masterwork cost is included in the prices given below.

TYPE OF ORIHALCON ITEM	ITEM COST MODIFIER
Light armour	+1,000 gp
Medium armour	+4,000 gp
Heavy armour	+9,000 gp
Shield	+1,000 gp
Other items	+500 gp/lb.
Any	+100 gp per point of SR above 14

## MAGIC ITEMS WITH SPELL EFFECTS

Many magic items in *Slayers* produce effects similar to spells. For example, the *Howling Sword* produces a swirling vortex of destruction much like sorcery spells. Some of these items are use-activated or are constant in effect. Others require activation through the Use Magic Device skill.

Enchanting a magic item with a spell effect requires a caster level of one-fifth the spell's DC (modified for any metamagic feats). The item's spell effects are cast at this caster level or the minimum caster level for the item's other powers, whichever is greater. For example, a +5 *short sword* (CL 15th) that can cast *flare arrow* (DC 25) has a caster level of 15th. A +1 *staff* (CL 3rd) that casts an Empowered *fireball* (DC 30 + 10) has a caster level of 8th (the *ITAL ON* *fireball's* DC of 40/5). The caster level of the spell effect cannot be modified except by the use of metamagic feats — Heighten Spell is often used for this purpose.

The cost for creating items that require activation is given in the table below. Effects not listed in the table below have the same base price as listed in the *DMG*.

## POTIONS

Creating a potion requires the Brew Potion feat. A character can attempt to create a potion for any spell he or she knows, but potions generally take effect on anyone who drinks them, and spells whose affects are measured by

an area may not be appropriate for a potion. The GM will decide what spells may be made into potions.

The creator must know the spell being placed into the potion. The act of brewing the potion is the same as casting the spell. When the potion is finished, the character must make the Fortitude save against drain as normal for casting that spell. Since the character is not actually casting a spell, however, he or she does not have to make a control check, even if the Fortitude save fails. The drain of brewing a potion is nonlethal damage, just as with casting a spell. If the spell effect in a potion has a duration of concentration, the character drinking the potion must maintain concentration to continue the effect.



The base price of a potion is the spell's base DC x 50 gp. If the character wants to brew a potion with the benefit of a metamagic feat, the DC is adjusted accordingly. The character must spend 1/25 of this base price in XP and use up raw materials costing one-half this base price. If the character's work is significantly interrupted, the raw materials are wasted, but the XP is not spent.

Brewing a potion requires one day. During that time, however, the character can brew multiple doses of a potion if he or she wishes. The maximum number of potions that can be created in one day is equal to the character's Constitution bonus (minimum of one). The character may substitute the appropriate Ability modifier for the spell's type (Intelligence for common sorcery spells, Wisdom for common shamanist, and Charisma for

## ESTIMATING MAGIC ITEM GOLD PIECE VALUES

SPELL EFFECT	BASE PRICE	EXAMPLE
Activated (common)	Spell DC x 500 gp	Cloak of levitation
Activated (other)	Spell DC x spell slots x 1,000 gp	Boost bolt
Single use, use-activated (common only)	Spell DC x 50 gp	Exploding gems
Use-activated or continuous	Spell DC x spell slots x 2,000 gp	Jewels of control
Talisman	Base Price	Example
Spell bonus talisman	Bonus squared x potency x 1,000 gp	Talismen of the Dark Lords
Metamagic talisman	Feat DC x potency x 1,000 gp plus bonus squared x potency x 750 gp	Empowered amulet
Magical skill talisman	Bonus squared x 100 gp	Crystal ball
Amulet of protection (SR 13 minimum)	10,000 gp per point over SR 12	Ring of warding
Special	Base Price	Example
Reduced activation DC	Bonus squared x 50 gp	Black magic sword



common white magic). If the character is brewing multiple doses, he or she must make a separate Fortitude save for each at the end of the day, suffering the total amount of drain. If the drain of any potion (whether a single potion or multiple doses) causes the character to go below 0 hit points, that dose of potion is ruined.

For example, the loremaster Aaron is making a potion of *levitation*. This is a common and white spell. His Constitution bonus is +1 and his Charisma bonus is +0. He is limited to only one dose of the potion in a day. The spell's base DC is 20, and the base price of his potion is 1000 gp. Aaron expends 500 gp in raw materials and will have to invest 40 XP into the potion. At the end of the day's work, he makes his Fortitude save (DC 20 for *levitation*). He passes the Fortitude save (but just barely) and suffers the spell's base drain (1d6).



## TALISMANS

Creating a talisman requires the Craft Talisman feat. The base price of the talisman depends on the type of talisman being created. Crafting any of the three types of talismans requires one day for every 1,000 gp in the item's base price. The character must expend 1/25 of the base price in XP and use up raw materials costing one-half this base price. If the character's work is significantly interrupted, the raw materials are wasted, but the XP is not spent.

### SPELL BONUS TALISMANS

Spell bonus talismans provide a bonus to Fortitude saves and control checks to cast a spell. They also have a potency rating based on the types of spells the talisman will enhance. For talismans that grant a bonus to more than one type of spell, the potency is cumulative.

Spell bonus talismans have a base price equal to the bonus squared x potency x 1,000 gp. For example, Xellos's talisman provides a +20 bonus to all spellcasting rolls for common and sorcery spells. The base price of his talisman is  $20 \times 20 \times 2.5 \times 1,000 \text{ gp} = 1,000,000 \text{ gp}$ . Another talisman that provides a +5 bonus for all common spells would have a base price of  $5 \times 5 \times 1 \times 1,000 \text{ gp} = 25,000 \text{ gp}$ .

### SPELL BONUS TALISMAN POTENCY

TYPE OF MAGIC	POTENCY
Common	1
Shamanism	1.5
Sorcery	1.5
White Magic	1

When crafting a spell bonus talisman, a character must have a caster level at least equal to the level of the bonus he or she intends the talisman to provide.

### METAMAGIC TALISMANS

Metamagic talismans provide the benefit of one or more metamagic feats. The DC increase from the feats provided may also be reduced or eliminated. The bonus provided by metamagic talismans may only be used to offset the penalty of the metamagic feats included. These talismans are rated for potency in the same manner as spell bonus talismans — by which types of spells they can affect.

The base price for a metamagic talisman is the DC increase for the metamagic feats x potency x 1,000 gp plus the bonus squared x potency x 750 gp. In the case of metamagic feats with variable DC increase (such as Heighten Spell), the character must select the DC at which the talisman will function. Once created, that talisman will always provide the same benefit at the same DC.

For example, a brooch provides the Quicken Spell feat for any shamanism spells without reducing the +20 DC penalty for using that feat. This brooch has a base price of  $20 \times 1.5 \times 1,000 \text{ gp} = 30,000 \text{ gp}$ . Similarly, another amulet provides the Empower Spell feat for any common or white magic spells and eliminates the +10 DC penalty completely. The amulet has a base price of  $10 \times 2 \times 1,000 \text{ gp} = 20,000 \text{ gp}$  plus  $10 \times 10 \times 2 \times 750 \text{ gp} = 150,000 \text{ gp}$ . The amulet's total base price is 170,000 gp.

When crafting a metamagic talisman, a character must have a caster level at least equal to one-half the DC increase of the metamagic feats the item will provide (round up). If the item will provide more than one metamagic feat, the DCs are cumulative. Thus, a character creating a talisman to use Empower Spell must have a caster level at least 5th. If a character wished to create a talisman to provide both Fork Spell and Homing Spell, he or she would have to have a caster level of at least 10th. In addition, the character is required to know the metamagic feats he or she intends the talisman to provide.



### MAGICAL SKILL TALISMANS

Magical skill talismans follow the same rules for the creation of any other type of magic item that provide a bonus to the use of a skill. These talismans can only be created to enhance skills that are related to magic in some way (even peripherally). The GM must decide whether any particular skill can be enhanced through a magical skill talisman. To craft a magical skill talisman, the character must have a caster level of at least one-half the skill bonus of the item.

Spell bonus talismans and metamagic talismans may also be created with a bonus to the Use Magic Device check to use that talisman only. The cost of adding this bonus is one-half the normal cost of the skill bonus. The bonus applies only to activating the talisman so enchanted.

## AMULETS OF PROTECTION

Amulets of protection provide spell resistance against common spells. The base price for an amulet of protection is equal to 10,000 gp per point of spell resistance over 12 (minimum SR 13). The character must have a caster level equal to the spell resistance of the amulet — 10. For example, a character wishing to create an amulet of protection (SR 17) must have a caster level of at least 7. The base price of such an amulet would be 70,000 gp.



## WEAPONS AND ARMOUR

The creation of magic weapons and armour works much as it does in other d20 games. The enhancement bonuses have the same cost and caster level requirements. Magic weapons and armour special abilities also have the same cost and caster level requirements, but the specific spells listed as prerequisites are not required. The GM may substitute a *Slayers* spell or another requirement — such as the ability to cast one or more types of advanced magic appropriate to the special ability.

For example, the GM might decide that to create a magic sword with ghost touch, a character must be able to cast white magic spells (since exorcism is a white magic effect) or shamanistic spells (since they deal with astral and spiritual energies).

Many of the specific armours and weapons are not appropriate for use in *Slayers*. Given the possibility of travel between worlds, however, the GM is free to include such items if he or she feels it is appropriate to the game. If these items are included, characters may be able to create them as well, using the guidelines for prerequisites listed above.

Weapons and armour can be imbued with spell effects (or similar magical functions). The Use Magic Device check DC to activate those functions is generally the appropriate spell's base DC. For example, a sword that can cast *flare arrow* requires a Use Magic Device check (DC 25).

The character can reduce that difficulty by providing a skill bonus to Use Magic Device checks with the item. This bonus applies only to using the spell effects of that item. The cost of the skill bonus to Use Magic Device is only one-half the cost of a typical skill bonus when it applies only to checks to activate the powers of that item.

Items enchanted with spells use the item's caster level to determine the effectiveness of the spell. The item's caster level is the maximum of the caster level requirements for its creation. For example, a +4 *battleaxe* (CL 12th) with a Maximised *ice arrow* (CL 8th) effect has a caster level of 12th. The item's spell effect functions at 12th caster level. The character cannot increase the caster level except by placing more powerful enchantments in the item.

## WONDROUS ITEMS

The creation of wondrous items works much as it does in other d20 games. When a wondrous item duplicates the effects of a listed spell, calculate the base price of the item as listed on page 71. If the character wants to craft an item with the benefit of a metamagic feat, the DC is adjusted accordingly. Crafting a wondrous item takes one day for every 1,000 gp in the item's base price. The character must expend 1/25 of the base price in XP and use up raw materials costing one-half this base price. If the character's work is significantly interrupted, the raw materials are wasted, but the XP is not spent.

Activating a wondrous item's spell effects requires a standard action and a Use Magic Device check (DC equals the spell's base DC). The character can reduce that difficulty by providing a skill bonus to Use Magic Device checks with the item. This bonus applies only to using the spell effects of that item. The cost of the skill bonus to Use Magic Device is only one-half the cost of a typical skill bonus when it applies only to checks to activate the powers of that item.

For wondrous items that do not duplicate any spell in *Slayers*, the GM will have to establish the cost and prerequisites (if any), as well as the DC to activate the effect. Wondrous items that provide other types of bonuses (such as deflection, natural armour, save bonuses, and skill bonuses) use the appropriate cost calculation in the *DMG* and generally do not require a Use Magic Device check to activate.

For example, a cloak that *levitates* the wearer when activated has a base price of 20 (base DC) x 1 (spell slots required) x 500 gp (multiplier for common spell effects) = 10,000 gp. Crafting such a cloak would take 10 days and cost 5,000 gp and 400 XP. Activating the cloak requires a Use Magic Device check (DC 20). The cloak's caster level is 5th.



## CURSED ITEMS

Cursed items are usually created by characters hoping to wreak havoc. Cursed items generally have a magical effect on the wearer, wielder, or owner of the item. The exact effect varies from item to item. The base DC of a cursed item is the result of the character's Spellcraft check in creating the item. This is the DC of any saving throws made to resist the item's effects (usually Will saves).

The character may choose to create the cursed item with a lower DC than the result of his or her Spellcraft check in order to reduce the cost of the item. Designing curses for items functions the same as bestowing temporary curses on individuals. For more information, see the Bestow Curse feat (page 53).

The base price of a cursed item is one-half the item's DC (the result of the character's Spellcraft check) x the curse's magnitude x 1,000 gp. Crafting a cursed item takes one day for every 1,000 gp in the item's base price. The character must expend 1/25 of the base price in XP and use up raw materials costing one-half this base price. If the character's work is significantly interrupted, the raw materials are wasted, but the XP is not spent.

Creating a cursed item requires a caster level of twice the curse's potency.

For example, a powerful cursed knife that causes the holder to attack anyone nearby has magnitude 4 and a DC of 30. Its base price is 15 (one-half item's DC) x 4 (curse's magnitude) x 1,000 gp = 60,000 gp. Crafting such a cursed item would take 30 days and cost 30,000 gp and 2,400 XP.

## ARTEFACTS

Artefacts are the relics of powerful Mazoku and gods, and cannot be created by mortal means. If a character wants an artefact, he or she should start researching legends and go looking for it.

## SAMPLE MAGIC ITEMS

This section lists a number of the magic items found in *Slayers*. Each listing includes a description of the item and its powers or benefits, as well as the prerequisites and costs for creating that item.

## TALISMANS

The following talismans are examples of magical talismans found in *Slayers*.



### EMPOWERED AMULET

This amulet is an amethyst hanging from a gold chain. It grants the Empower Spell feat to any common or shamanist spells the character casts while it is activated. The spell's DC is increased by +10, as normal.

Activating the empowered amulet requires a Use Magic Device check (DC 20).

Moderate common and shamanist; CL 8th; Craft Talisman, Empower Spell; Price 25,000 gp; Cost 12,500 gp + 1,000 XP.

### RING OF WARDING

This is a simple silver ring, marked with magical symbols across its outer and inner surface. The ring grants its wearer SR 23.

Strong common or white; CL 13th; Craft Talisman; Price 110,000 gp; Cost 55,000 gp + 4,400 XP.

### TALISMEN OF THE DARK LORDS

These talismen were used first by Xellos and later sold to Lina. They are a set of four pieces: two armbands, a brooch, and a belt buckle. All four must be worn for the talismen to be used. They grant the character a +20 on all Fortitude checks and control checks with common or sorcery spells while activated.

Activating the talismen of the dark lords requires a Use Magic Device check (DC 30).

Strong common and sorcery; CL 20th; Craft Talisman; Price 1,000,000 gp; Cost 500,000 gp + 40,000 XP.

## WEAPONS AND ARMOUR

The following weapons and armour are found in *Slayers*.

### BLACK MAGIC SWORD:

This demonic sword was crafted by Tarimu of the Atlas City sorcerer's guild. It is a +3 *long sword of speed*. In addition, its wielder can use the *dash* spell at will. Activating this power requires a Use Magic Device check (DC 15).

Moderate common; CL 9th; Craft Magic Arms and Armour, *dash*; Price 122,315 gp; Cost 61,315 gp + 4,880 XP.



### DAGGER OF LIGHT

This simple +1 *dagger* sheds light in a 30 ft. radius when activated. Activating this power requires a Use Magic Device check (DC 20).

Faint common or white; CL 4th; Craft Magic Arms and Armour, *lighting*; Price 12,302 gp; Cost 6,302 gp + 480 XP.

### ORIHALCON ARMOUR

This full plate armour is fashioned of worked orihalcon plates that protect the wearer's vital areas. The orihalcon also provides spell resistance 19.

No aura (nonmagical); Price 11,000 gp.

## WONDROUS ITEMS

### BOOST BOLT

This small metallic sphere can be used to enhance the character's defence barrier (or provide one if the character is unable to do so). While active, the sphere floats over the character's head and increases the character's defence barrier by +20. The sphere has hardness 5 and 5 hit points, but the increased defence barrier against any magical attack protects it.

Moderate white; CL 7th; Craft Wondrous Item, *protection*; Price 35,000 gp; Cost 17,500 gp + 1,400 XP.

### CRYSTAL BALL

This glass sphere is used to foresee the future and scry on distant places. It grants the user a +20 competence bonus on Vision checks made using the crystal ball.

Moderate common; CL 10th; Craft Wondrous Item; Price 40,000 gp; Cost 20,000 gp + 1,600 XP.

### EXPLODING GEMS

These fake jewels provide protection against theft, or more accurately, revenge on thieves. 1d4+1 rounds after they are removed from their settings they explode with a *fireball* spell, doing 6d6 damage in a 20 ft. radius. The explosion destroys the gem — each may only be used once.

Moderate common or sorcery; CL 6th; Craft Wondrous Item, *fireball*; Price 1,500 gp; Cost 750 gp + 60 XP.

### JEWELS OF CONTROL

This jewel is used to control the mind of its victim. It must be activated (DC 25) and placed on the forehead of the target. Once in place, it allows the character who activated it to control the mind of his or her victim as per the *mind control* spell. The Will save to resist suggestions is DC 15.

Faint common or sorcery; CL 5th; Craft Wondrous Item, *mind control*; Price 12,500 gp; Cost 6,250 gp + 500 XP.

## CURSED ITEMS

### AMULET OF INEPTITUDE

This necklace, once worn, activates an irritating and subtle curse on its victim. The victim suffers a -1 to all checks made during the day. Each day, the character may make a Will save (DC 14) to avoid the effect for that day.

Faint common or sorcery; CL 4th; Bestow Curse; Price 14,000 gp; Cost 7,000 gp + 560 XP.

### CURSED KNIFE

This knife seems to have a strange spell on it — this effect seems to intrigue curious spellcasters. Anyone drawing the knife must make a Will save (DC 30) or attempt to slay anyone nearby.

Moderate common or sorcery; CL 8th; Bestow Curse; Price 60,000 gp; Cost 30,000 gp + 2,400 XP.

### MASK OF ZOAMELGUSTAR

The mask of Zoamelgustar once hung proudly in the throne room of Xoana, but since the destruction of the palace, its location is unknown. Any enemies of Zoamelgustar in the presence of the mask suffer a -3 penalty to all checks unless they succeed at a Will save (DC 15) to avoid the effect.

Moderate common or sorcery; CL 6th; Bestow Curse; Price 21,000 gp; Cost 10,500 gp + 840 XP.

## ARTEFACTS

### BLESS BLADE

The Bless Blade is a part of the holy tree Flagoon. It shares in the holy tree's power to absorb the evil miasma of the Demon Beast Zanaffar. The Bless Blade is a potent weapon in its own right, as a +6 *holy ghost touch long sword*. In addition, the Bless Blade is capable of fully healing anyone touching it. Furthermore, because the Bless Blade can absorb Zanaffar's evil power, it is considered a bane weapon against the demon beast.

The Bless Blade may have other powers or abilities, but if so they are currently unknown.



### GORUN NOVA

The Sword of Light is one of the five Darkstar weapons. These powerful artefacts come from another world, where the Dark Lord Darkstar reigns. All of the Darkstar weapons are powerful artefacts, and Gorun Nova is no exception. It is a +6 *ghost touch long sword* whose blade is composed of coherent light. To activate the sword, the wielder must make a Use Magic Device check (DC 10), usually accompanied by the declaration "Light come forth!"

Gorun Nova transforms the wielder's will into power. It applies the wielder's Charisma bonus to hit and damage rolls (in addition to the +6 enhancement bonus). It can also absorb or deflect the effects of spells with a Use Magic Device check (DC equal to the spell's DC — 20). When absorbing the effects of spells, the power of those spells briefly increases Gorun Nova's own power — the exact effect depends on the spell absorbed. This ability can also be used in casting spells through Gorun Nova. This enhances their effect, increasing the damage done, the saving throw against the spell (if any), and improving the spellcaster's chances of penetrating magic resistance. The exact improvements depend on the wielder's Charisma and his or her Use Magic Device skill.

The Sword of Light can also make devastating ranged attacks, using directed energy to destroy a wide area. To do so, it channels the emotional energy of its wielder. The damage from such attacks is 1d6 for every two character levels of the wielder, with a Reflex save (DC 10 + 1/2 character level + Cha modifier) for half damage.

The other Darkstar weapons are Bodigar, Galvayra, Nezzard, and Ragud Mezegis.

### PHILOSOPHER'S STONE

The Philosopher's Stone is said to be a fragment of the Staff of the Gods that supports the world. The stone amplifies magical power, and wherever the stone has appeared, the course of history is changed. The philosopher's stone grants a +40 to all checks made to cast spells or use magic-related skills.

## SPELL DRAIN

A spell's total DC, modified for any metamagic feats applied, determines the base drain of the spell.

SPELL DC	DRAIN
20	1d6
25	1d8
30	1d10
35	2d6
40	2d8
45	2d10
50	4d6
55	4d8
60	4d10
65	8d6
70	8d8
75	8d10
80	16d6
85	16d8
90	16d10

## ASTRAL SPELLS

Some spells have been designated with the astral descriptor. These spells call on power from the astral plane and channel that power into the spells' effects. Since the source of power for these spells is the astral plane, their effects are most often limited to creatures with a strong astral presence. Spirits and outsiders of all types have enough astral presence to suffer the effects of these spells. Most corporeal life does not. Thus, humans and beastmen are usually unaffected by astral spells.

The GM may decide to allow astral spells to affect creatures with a strong magical nature as well, such as chimera, dragons, or trolls. Astral spells have no effect on objects and do not cause collateral damage (see *Collateral Damage*, page 100).

Some astral spells, notably *dimensional portal* call on astral energy but do not use this energy to directly cause harm. Any creature can be affected by such spells.

## COMMON SPELLS

BASE DC	SPELL SLOTS	SPELL NAME
20	1	Aqua create
20	1	Flare
20	1	Flash
20	1	Force push
20	1	Healing
20	1	Levitation
20	1	Lighting
20	1	Projection
20	1	Writing
20	1	Yum
25	1	Dark mist
25	1	Dash
25	1	Flare arrow
25	1	Flare bit
25	1	Freeze arrow
25	1	Freeze bit
25	1	Message
25	1	Mind control
25	1	Opening
25	1	Sleeping
30	1	Change earth
30	1	Fireball
30	1	Iceball
30	1	Identify

## SORCERY SPELLS

BASE DC	SPELL SLOTS	SPELL NAME
20	1	Flash
25	1	Bam rhod
25	1	Flare arrow
25	1	Flare bit
25	1	Freeze arrow
25	1	Freeze bit
25	1	Mind control
30	1	Burst rondo
30	1	Damu bras
30	1	Dil brand
30	1	Fireball
30	1	Firebolt
30	1	Iceball
35	1	Blast ash
35	2	Domination
35	1	Firestorm
35	1	Flare lance
35	2	Garuk ruhard
35	1	Icicle lance
35	1	Mega brunt
40	1	Blast bomb
40	1	Burst flare
40	2	Dimil arwin
40	2	Dis fang
40	1	Mega brando
40	2	Rune flare
40	2	Vaal flare
45	2	Dynast bras
45	2	Gaav flare
45	2	Zelas goto
50	3	Dragon slave
60	4	Ragna blade
70	4	Giga slave

# SPELLS

*Darkness beyond blackest pitch, deeper than the deepest night! King of Darkness, who shines like gold upon the Sea of Chaos. I call upon thee and swear myself to thee! Let the fools who stand before me be destroyed by the power you and I possess!*

—The Giga Slave

This chapter lists the spells of *Slayers d20*. The spells are divided into four categories: Common, Shamanist, Sorcery, and White. All common spells also belong to one type of advanced magic, and will be listed in each table. The tables below offer a reference of spells by type and base DC. The body of the chapter is the alphabetical listing of spells and spell descriptions.

## WHITE MAGIC SPELLS

BASE DC	SPELL SLOTS	SPELL NAME
20	1	Healing
20	1	Levitation
20	1	Lighting
20	1	Projection
20	1	Water walking
20	1	Writing
25	1	Cure blindness or deafness
25	2	Ferious breed
25	1	Message
25	1	Opening
25	1	Sleeping
25	1	Suspend
30	1	Assha dist
30	2	Elmekia lance
30	1	Flow break
30	1	Identify
30	2	Rahfas seed
30	1	Recovery
30	2	Resting
30	1	Telekinesis
35	2	Concealment
35	1	Fel za'Red
35	2	Flow twist
35	1	Illusion
35	1	Protection
35	2	Visfan rank
40	2	Dimensional portal
40	3	Elmekia flame
40	3	Megiddo flare
40	2	Resurrection
40	2	Restoration
40	2	Time slip
40	2	Time stop
45	3	Flame breath (Holy)
45	3	Holy rezast (Holy)
45	3	Ray freeze (Holy)
50	3	Chaotic disintegrate (Holy)

# SPELL LIST

The spells are listed in alphabetical order, each with the following information: name, type(s), base DC, spell slots required, range, targets/area/effects, duration, saving throw, spell resistance, and description. For spells with an incantation used in the series, a typical incantation is listed directly below the name. See the *Magic* section, page 59 for more information.

## SHAMANIST SPELLS

BASE DC	SPELL SLOTS	SPELL NAME
20	1	Aqua create
20	1	Flare
20	1	Force push
20	2	Shadow snap
20	1	Yum
25	2	Balus rod
25	1	Bom di wind
25	1	Dark mist
25	1	Dash
25	1	Monobolt
30	2	Astral vine
30	1	Behfis bring
30	1	Blam blazer
30	1	Change earth
30	1	Diem wing
30	1	Digger bolt
30	1	Ly briem
30	2	Petrify
30	1	Ray wing
35	2	Balus wall
35	2	Bom spread
35	2	Boo brymer
35	1	Buday wind
35	1	Diev volt
35	1	Sea blast
35	2	Shadow wave
35	1	Van rail
35	1	Wind barrier
40	2	Astral break
40	2	Blam gush
40	1	Dug crystal
40	1	Dug haut
40	2	Ghozu vro
40	2	Golem
40	2	Mosu varium
40	2	Van rehl
45	1	Demonia crystal
45	2	Grey bomb
45	1	Sphere of earth
45	2	Vlave howl
50	3	Rah-tilt

## AQUA CREATE

Common, Shamanist [Water]  
**BASE DC:** 20  
**SPELL SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 levels)  
**AREA:** Up to 10 gallons of water/level  
**DURATION:** Concentration  
**SAVING THROW:** None (see text)  
**SPELL RESISTANCE:** No

This spell causes a jet of water to rise from the ground at the target point. Anything at the target point becomes immediately soaked. Creatures who wish to avoid getting wet may make a Reflex save to avoid the column of water. Once called into being, the water created by this spell is normal water in all respects — it does not vanish when the spellcaster stops concentrating.

## ASSHA DIST

White [Good, Light]  
**BASE DC:** 30  
**SPELL SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 levels)  
**TARGET:** One creature  
**DURATION:** Instantaneous  
**SAVING THROW:** Fortitude partial

This spell summons a divine light around the target. The flash of light provides only brief illumination, but the light is extremely painful to unnatural creatures, such as undead. Any undead targeted by this spell will be immediately destroyed, unless a Fortitude save is made. Even if the undead creature passes the saving throw, it suffers 1d8 damage per two caster levels (maximum of 5d8).

This spell has no effect on Mazoku.

## ASTRAL BREAK

Shamanist [Astral]  
**BASE DC:** 40  
**SPELL SLOTS:** 2  
**RANGE:** Long (400 ft. + 40 ft./level)  
**TARGET:** One creature  
**DURATION:** Instantaneous  
**SAVING THROW:** Reflex half

This spell summons a swirling ball of astral power that hurtles toward the target. If it is susceptible to astral attacks, the creature suffers 1d10 points of damage per caster level (maximum of 15d10).

## ASTRAL VINE

Shamanist [Astral]  
**BASE DC:** 30  
**SPELL SLOTS:** 2  
**RANGE:** Touch  
**TARGET:** Weapon touched  
**DURATION:** 1 round/level  
**SAVING THROW:** Will negates (harmless, object)

This spell enhances a melee weapon, granting a +1 enhancement bonus to attack and damage rolls with the affected weapon. For every four full caster levels, this bonus increases by +1 (to a maximum of +5 at 16th caster level). The weapon also gains the ghost touch property.



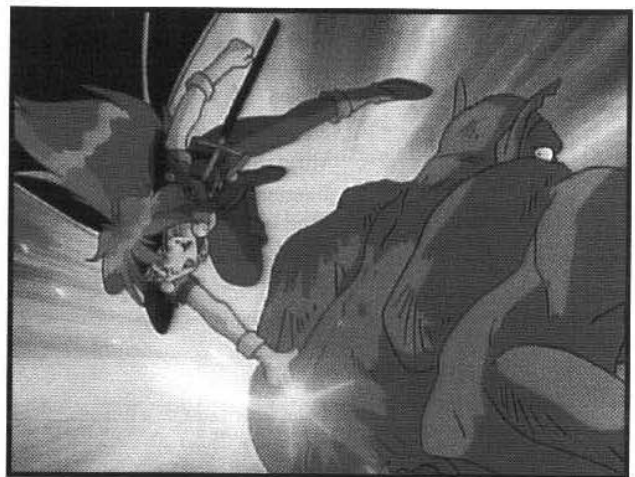
## BALUS ROD

Shamanist [Force]  
**BASE DC:** 25  
**SPELL SLOTS:** 2  
**RANGE:** Personal  
**EFFECT:** Magic weapon of force  
**DURATION:** Concentration  
**SAVING THROW:** None

This spell summons a melee weapon composed of pure force. The caster is considered proficient in this weapon, regardless of the form it takes. This weapon delivers 1d8 force damage per hit, +1 damage per three caster levels (maximum of +5 damage at 15th level). The caster's Strength bonus applies to hit and damage rolls with this weapon.

The caster may choose the form of the weapon, and it has the same threat range and critical multiplier as a real weapon of that type. As a force weapon, it can strike incorporeal creatures without the normal miss chance associated with incorporeality.

If a creature has spell resistance, the caster makes a caster level check (1d20 + caster level) against that spell resistance, the first time the *balus rod* strikes it. If the spell is successfully resisted, the weapon will have no effect on that creature. If the spell resistance fails, the weapon will affect that target for the entire duration of the spell.



## BALUS WALL

Shamanist [Force]  
**BASE DC:** 35  
**SPELL SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 levels)  
**EFFECT:** Wall whose area is up to one 10-ft. square/level  
**DURATION:** Concentration  
**SAVING THROW:** None

This spell summons a wall of pure force. The *balus wall* protects against physical and magical attacks from the other side. Any attack directed across the wall automatically fails. After every such failed attack, the character must make a Concentration check (DC equal to the damage dealt) or the wall will fail after stopping that attack.

Note that the balus wall stops attacks in both directions.

## BAM RHOD

Sorcery [Fire]  
**BASE DC:** 25  
**SPELL SLOTS:** 1  
**RANGE:** Personal  
**TARGET:** You  
**DURATION:** Concentration

This spell causes one of the caster's hands to radiate intense heat from a single point. This heat can be used to make a melee touch attack, doing 2d6 fire damage.

The *bam rhod* can also be used to cut through metal, wood, or stone. In one round, the *bam rhod* can burn through 6 inches of wood, 1 inch of metal, or one-quarter inch of stone.

## BEHFIS BRING

Shamanist [Earth]  
**BASE DC:** 30  
**SPELL SLOTS:** 1  
**RANGE:** Touch  
**AREA:** Up to 120 ft. line or 10-ft.-radius burst  
**DURATION:** Instantaneous  
**SAVING THROW:** Reflex avoids

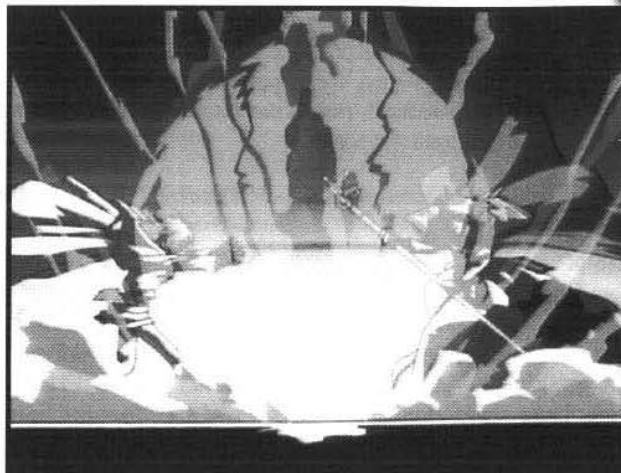
When casting this spell, the character touches the ground and causes the earth to open. The effect can create either a chasm up to 120 feet long, or a pit 10 feet in radius (centred on the caster). The opening created may be up to 5 feet deep per caster level (maximum of 50 feet).

Anyone caught in the effect may make a Reflex save to avoid the chasm or pit. Creatures without a flight speed that fail this saving throw will fall into the chasm or pit, suffering normal falling damage (up to 1d6 per two caster levels).

## BLAM BLAZER

Shamanist [Force]  
**BASE DC:** 30  
**SPELL SLOTS:** 1  
**RANGE:** Medium (100 ft. + 10 ft./level)  
**TARGET:** One creature  
**DURATION:** Instantaneous  
**SAVING THROW:** Reflex half

This spell creates a shimmering ball of energy that hurtles toward the target. Upon impact, the spell's energy is released into the target, doing 1d6 damage per two caster levels (maximum of 10d6).



## BLAM GUSH

*"Wind which blows across eternity, gather in my hand and become my strength."*

Shamanist [Force]  
**BASE DC:** 40  
**SPELL SLOTS:** 2  
**RANGE:** Long (400 ft. + 40 ft./level)  
**AREA:** Cone-shaped spread  
**DURATION:** Instantaneous  
**SAVING THROW:** Reflex half

The spell creates a cone of swirling, writhing force that destroys everything in its path. Anything caught in this cone suffers 1d6 force damage per caster level (maximum of 15d6).

## BLAST ASH

Sorcery  
**BASE DC:** 35  
**SPELL SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 levels)  
**TARGET:** One creature  
**DURATION:** Instantaneous  
**SAVING THROW:** Fortitude partial

The spell summons a stream of dark energy that drains the life force of its target. The target suffers 3d8 damage and gains 1d4 negative levels. If the Fortitude save is successful, the character does not suffer the negative levels, but still takes damage.





If the target has at least as many negative levels as HD, it dies. Each negative level gives a creature a -1 penalty on attack rolls, saving throws, skill checks, ability checks, and effect level. Negative levels stack. Assuming the subject survives, it automatically removes these negative levels after 1 hour per caster level (maximum of 10 hours).

### BLAST BOMB

Shamanist [Astral]  
**BASE DC:** 40  
**SPELL SLOTS:** 1  
**RANGE:** Long (400 ft. + 40 ft./level)  
**AREA:** 40-ft.-radius spread  
**DURATION:** Instantaneous  
**SAVING THROW:** Reflex half

This spell summons a swirling sphere of astral energy that drains the strength of any affected creatures. Creatures harmed by astral attacks suffer 1d8+1 damage per caster level (maximum of 15d8+15).



### BOM DI WIND

Shamanist [Air]  
**BASE DC:** 25  
**SPELL SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 levels)  
**EFFECT:** Line-shaped gust of severe wind emanating out from caster to the extreme of the range  
**DURATION:** 1 round  
**SAVING THROW:** Fortitude partial

This spell creates a burst of severe wind directed away from the caster at the target of his or her choice. This wind moves at 5 mph per caster level (maximum of 50 mph) and has all the effects of normal wind of that speed (see the *DMG*). Medium creatures are checked, Small creatures are knocked down, and Tiny creatures are blown away. This wind can also be used to drive wind-powered vessels, such as sailing ships.

Creatures affected by this spell may make a Fortitude save to reduce the wind effect (blown away becomes knocked down, knocked down becomes checked, checked becomes no effect).

### BOM SPREED

Shamanist [Force]  
**BASE DC:** 35  
**SPELL SLOTS:** 2  
**RANGE:** Medium (100 ft. + 10 ft./level)  
**AREA:** One creature  
**DURATION:** Instantaneous  
**SAVING THROW:** Reflex half

This spell sends a bolt of pure force at the target, causing 1d6+1 points of force damage per caster level (maximum of 10d6+10).

### BOO BRYMER

Shamanist [Earth]  
**BASE DC:** 35  
**SPELL SLOTS:** 2  
**RANGE:** Medium (100 ft. + 10 ft./level)  
**TARGET:** One Small object per caster level  
**DURATION:** 1 round/level  
**SAVING THROW:** None

This spell causes one or more objects to animate and act as the spellcaster directs. The caster can animate one Small object per caster level, or an equivalent number of larger objects. A Medium object counts as two Small objects, a Large object counts as four, one Huge counts as eight, Gargantuan counts as sixteen, and Colossal as thirty-two.

Objects targeted by this spell have the statistics of animated objects (see the *MM*).



### BUDAY WIND

Shamanist [Air]  
**BASE DC:** 35  
**SPELL SLOTS:** 1  
**RANGE:** Medium (100 ft. + 10 ft./level)  
**AREA:** 20-ft.-radius spread  
**DURATION:** Instantaneous  
**SAVING THROW:** Fortitude partial

This spell creates a whirlwind with wind speed of up to 15 mph per caster level (maximum of 300 mph). This wind has the normal effect on a creature of the appropriate size (see the *DMG*). The winds created by this spell have enough force to do damage to any creatures, objects, or structures

caught in the area of effect. Anything caught in the spell's area suffers 1d8 points of damage per two caster levels (maximum of 10d8).

Targets may make a Fortitude save. A successful save reduces the damage by half and reduces the wind effect (blown away becomes knocked down, knocked down becomes checked, checked becomes no effect).

### BURST FLARE

*"Source of all power, crimson fire burning bright, gather in my hand and become an inferno!"*

Sorcery [Force]

Base DC: 40

Spell Slots: 1

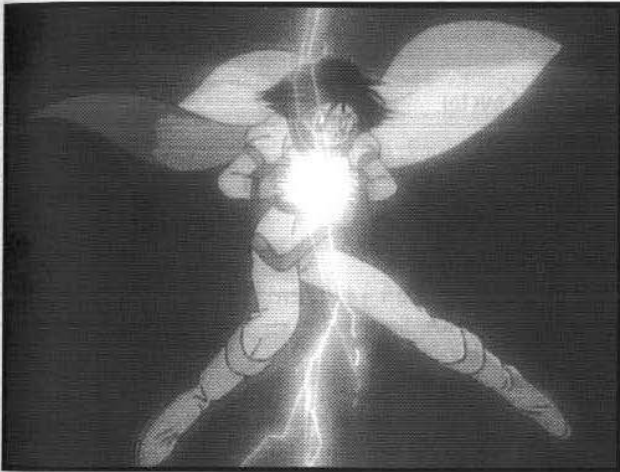
Range: Long (400 ft. + 40 ft./level)

Area: 40-ft.-radius spread

Duration: Instantaneous

Saving Throw: Reflex half

This spell creates an explosion of magical force that destroys everything nearby — including objects and even incorporeal creatures. Everything in the area of effect suffers 1d8 points of force damage per caster level (maximum of 15d8).



### BURST RONDO

Sorcery

Base DC: 30

Spell Slots: 1

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

Area: Up to ten creatures, no two of which can be more than 30 ft. apart

Duration: Instantaneous

Saving Throw: Reflex half

The spell uses the dark energies of black magic to disrupt and injure the target creatures. The effect may appear as streams of tiny red lights, small bursts of white energy, or almost anything else. The caster can inflict 1d4+1 damage per caster level (maximum of 10d4+10). The caster may divide this damage as he or she wishes among up to ten targets. A Reflex save reduces the total damage suffered by each creature by half, round down.

### CHANGE EARTH

*"Earth below, heed my command!"*

Common, Shamanist

Base DC: 30

Spell Slots: 1

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

Area: 20-ft.-radius spread

Duration: Concentration

Saving Throw: None; see text

Spell Resistance: No

This spell allows the caster to transform the earth (or similar substance) into a related form. That is, normal earth may be changed to mud or soft stone. Soft stone might be changed to earth or hardened into granite. Mud could be transformed into normal earth, etc.

Characters caught in the area of effect might become entangled if the ground beneath their feet becomes treacherous (GM's discretion). A character who might be affected by this should be allowed a Reflex saving throw to escape the area.

### CHAOTIC DISINTEGRATE

White (Holy) [Lawful]

Base DC: 50

Spell Slots: 3

Range: Long (400 ft. + 40 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude half

This spell calls down a column of pure white divine power to strike the target. He or she suffers 1d12 points of damage per caster level, with no maximum damage. Lawful targets suffer only half this damage, and may make a Fortitude save to reduce this damage to one-quarter.

### CONCEALMENT

White

Base DC: 35

Spell Slots: 2

Range: Touch

Target: One creature or object

Duration: 1 day/level

Saving Throw: Will negates (harmless, object)



This spell prevents the targeted object or creature from being observed magically. Magical effects that allow remote observation, such as the *projection* spell, simply cannot perceive the target of *concealment*. If another character attempts to use the Vision skill to locate or sry the *concealed* object or creature, the caster level of the character who cast *concealment* is added to the DC of the Vision check.

### CURE BLINDNESS OR DEAFNESS

White  
**BASE DC:** 25  
**SPELL SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** One creature  
**DURATION:** Instantaneous  
**SAVING THROW:** Fortitude negates (harmless)

This spell cures blindness or deafness (caster's choice). Both normal and magical blindness are cured, though the GM may require a caster level check to overcome blindness caused by especially powerful magic. *Cure blindness or deafness* cannot restore eyes or ears that have been destroyed or removed completely, but it will repair them if they are damaged.

### DAMU BRAS

Sorcery [Sonic]  
**BASE DC:** 30  
**SPELL SLOTS:** 2  
**RANGE:** Close (25 ft. + 5 ft./2 levels)  
**TARGET:** One creature or object  
**DURATION:** Instantaneous  
**SAVING THROW:** Fortitude half

This spell causes a wave of intense sonic energy to erupt toward the target. The target suffers 1d8 points of sonic damage per caster level (maximum of 10d8). Even deaf creatures suffer this damage, but incorporeal creatures do not.

### DARK MIST

Common, Shamanist  
**BASE DC:** 25  
**SPELL SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 levels)  
**AREA:** 20-ft.-radius emanation  
**DURATION:** 1 minute/level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

This spell creates a dark fog that obscures vision — even darkvision — in the affected area. A creature 5 feet away has *concealment* (20% miss chance), and any creatures farther away have total *concealment* (50% miss chance).

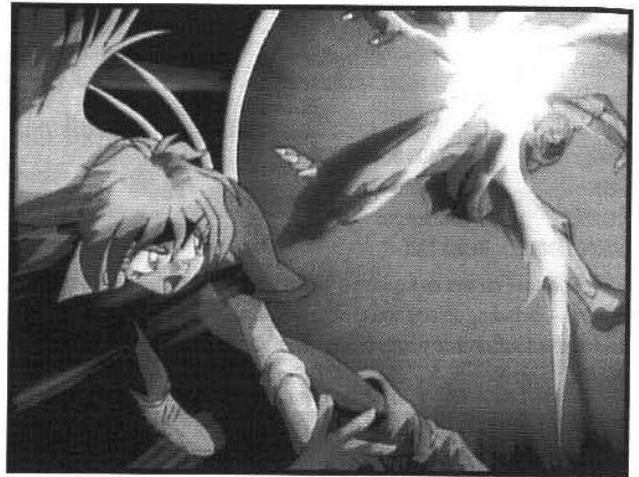
Strong winds may be able to end this spell prematurely.

### DASH

Common, Shamanist  
**BASE DC:** 25  
**SPELL SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 levels)  
**TARGET:** One creature/level, no two of which can be more than 30 ft. apart  
**DURATION:** 1 round/level  
**SAVING THROW:** Fortitude negates (harmless)  
**SPELL RESISTANCE:** Yes (harmless)

This spell speeds up the targeted creatures, doubling their land speed (burrow, climb, fly, and swim speeds are unaffected). Affected creatures also gain a +2 bonus on attack rolls and a +2 dodge bonus to AC and Reflex saves, and may make one extra attack per round (at their full base attack bonus) when making a full attack.

Multiple *dash* spells do not stack, nor does the effect stack with any other similar effects (such as a weapon of speed).



### DEMONA CRYSTAL

*"You who crosses between sky and earth, gently flowing water, gather in my hand and give me power."*

Shamanist [Cold]  
**BASE DC:** 45  
**SPELL SLOTS:** 1  
**RANGE:** Long (400 ft. + 40 ft./level)  
**AREA:** 50-ft.-radius spread  
**DURATION:** Instantaneous  
**SAVING THROW:** Reflex half

This spell encases the area in ice and cold. Any creature in the area of effect suffers 1d8 points of cold damage per caster level (maximum of 20d8).

### DIEM WING

Shamanist [Air]  
**BASE DC:** 30  
**SPELL SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 levels)  
**TARGET:** One creature  
**DURATION:** See text  
**SAVING THROW:** See text

This spell may be cast in one of two forms. *Diem wing* may be a burst of wind or a telekinetic sphere.

The burst of wind moves at up to 10 mph per caster level (maximum of 100 mph). This wind has the normal effect on a creature of the appropriate size (see the *DMG*). The target may make a Fortitude save to reduce the wind effect, as usual (blown away becomes knocked down, knocked down becomes checked, checked becomes no effect). A burst of wind is an instantaneous effect.

The telekinetic sphere is under the mental control of the spellcaster, and may be used to move the victim of the spell 30 feet per round. This effect has a duration of concentration — allowing the caster to drop the victim whenever he or she chooses. A target who passes his or her Reflex save can avoid being captured by the telekinetic sphere.

## DIEU VOLT

Shamanist [Electricity]

**BASE DC:** 35  
**SPELL SLOTS:** 1  
**RANGE:** Medium (100 ft. + 10 ft./level)  
**TARGET:** One creature  
**DURATION:** Instantaneous  
**SAVING THROW:** Fortitude half

This spell strikes the target with a jolt of electricity, causing 1d8 points of electricity damage per caster level (maximum of 10d8).

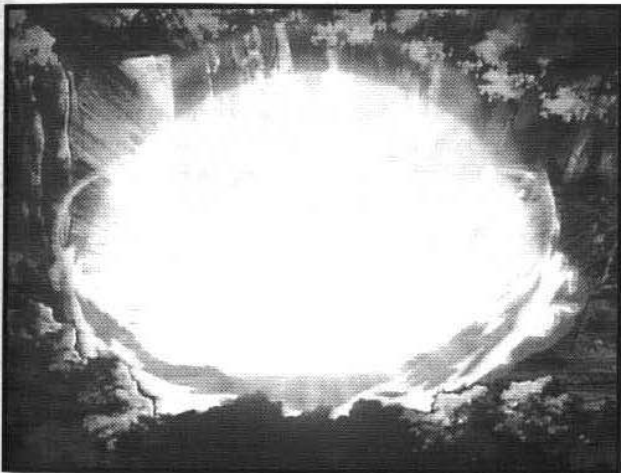
## DIGGER BOLT

*"Source of all power, Wind which sweeps across sky and earth. Gather in my hand and give me strength!"*

Shamanist [Electricity]

**BASE DC:** 30  
**SPELL SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 levels)  
**TARGET:** One creature  
**DURATION:** Instantaneous  
**SAVING THROW:** Fortitude half

This spell causes a jolt of electricity to ground through the target. He or she suffers 1d6 points of electricity damage per caster level (maximum of 10d6).



## DIL BRAND

Sorcery [Sonic]

**BASE DC:** 30  
**SPELL SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 levels)  
**TARGET:** One creature or object  
**DURATION:** Instantaneous  
**SAVING THROW:** Fortitude partial

This spell causes a concussive force to explode on the target creature, creating a small mushroom cloud. This causes 1d6 points of sonic damage per caster level (maximum of 10d6) and leaves a target creature dazed for 1 round. Even deaf creatures suffer this damage, but incorporeal creatures do not.

If the target's saving throw is successful, damage is reduced by half and the creature is not dazed.

## DIMENSIONAL PORTAL

White [Astral]

**BASE DC:** 40  
**SPELL SLOTS:** 2  
**RANGE:** Personal and touch  
**TARGETS:** You and touched objects or other touched creatures  
**DURATION:** Instantaneous  
**SAVING THROW:** Will negates

This spell opens a temporary gateway through the Astral Plane, allowing the caster (and possibly other creatures as well) to travel rapidly to another location. The caster travels through the Astral Plane 100 times as quickly as normal (6000 feet per round for a Medium character making a double move). The caster and the other targets of this spell (if any) remain on the Astral Plane until their destination is reached, at which time they all reappear immediately in the Material World.

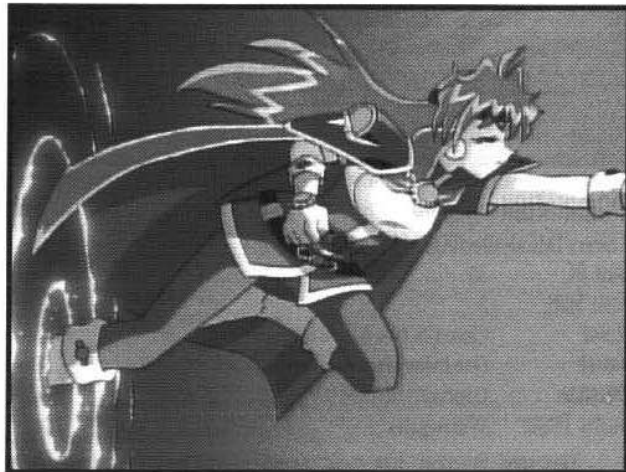
The caster may bring along one other traveller for every three full caster levels. The caster can transport unwilling creatures with *dimensional portal*, but these creatures may make a Will save to avoid being carried through the portal. If they fail this save, they have no control over their movement through the Astral Plane, and will arrive with the caster wherever he or she reappears in the Material World.

## DIMIL ARWIN

Sorcery [Force]

**BASE DC:** 45  
**SPELL SLOTS:** 2  
**RANGE:** Long (400 ft. + 40 ft./level)  
**TARGET:** One creature  
**DURATION:** Instantaneous  
**SAVING THROW:** Reflex half

This spell creates a whirling maelstrom of force that impacts the target creature, causing significant damage. The target suffers 1d10 points of force damage per caster level (maximum of 15d10).

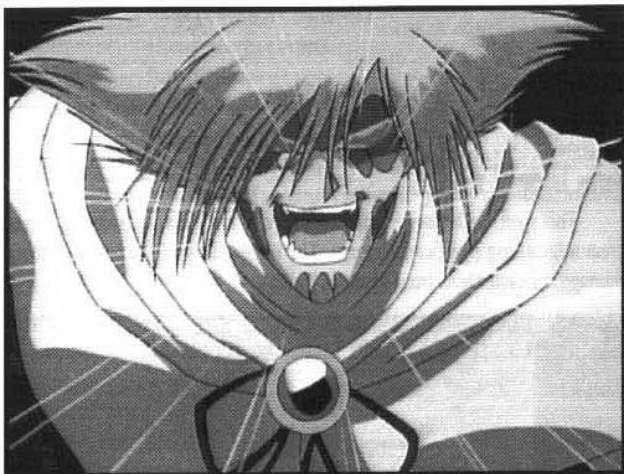


## DIS FANG

Sorcery [Darkness]  
**BASE DC:** 40  
**SPELL SLOTS:** 2  
**RANGE:** Medium (100 ft. + 10 ft./level)  
**TARGET:** One creature  
**DURATION:** Concentration  
**SAVING THROW:** None

This spell forms a dragon of shadow that immediately attacks the caster's enemies. The creature has a base attack bonus equal to the character's caster level (and gains multiple attacks for a high base attack bonus as normal). It receives a bonus on its attack rolls equal to the caster's Intelligence modifier.

When the shadow dragon hits, it deals no damage. Instead, the victim suffers 1 negative level. Each negative level gives a creature a -1 penalty on attack rolls, saving throws, skill checks, ability checks, and effective level. Negative levels stack. There is no saving throw to avoid gaining the negative level, but 24 hours after gaining the negative level, the victim must make a Fortitude save (DC equal to *dis fang's* save DC) for each negative level. For each of these saving throws that fails, one of the victim's character levels is permanently drained. The negative level is removed whether the save passes or fails. If a character ever has as many negative levels as character levels, he or she immediately dies.



## DOMINATION

Sorcery [Mind-Affecting]  
**BASE DC:** 35  
**SPELL SLOTS:** 2  
**RANGE:** Close (25 ft. + 5 ft./2 levels)  
**TARGET:** One living creature  
**DURATION:** Concentration  
**SAVING THROW:** Will negates

This spell functions like *mind control*, except that the effect is not restricted by creature type.



## DRAGON SLAVE

*"Power beyond twilight, crimson beyond blood that flows. Buried in the stream of time is where your power grows. I pledge myself to conquer all the fools who stand against the mighty gift bestowed in my unworthy hand."*

Sorcery [Darkness]  
**BASE DC:** 50  
**SPELL SLOTS:** 3  
**RANGE:** Long (400 ft. + 40 ft./level)  
**AREA:** 100-ft.-radius spread  
**DURATION:** Instantaneous  
**SAVING THROW:** Fortitude half

The *dragon slave* is known as the most powerful spell in all of black magic. It calls on power from the Dark Lord Shabranigdo and delivers a blast of destruction unmatched by any spell that calls on lesser beings. Creatures in the area of effect suffer 2d6 damage per caster level, with no maximum damage.

This spell is incredibly destructive, and most sorcerers try to avoid using it except in the most extreme circumstances. A single *dragon slave* has been known to destroy entire villages. Wise characters fear to use this spell almost as much as they fear the power of anything that can survive its use.

## DUG CRYSTAL

Shamanist [Cold]  
**BASE DC:** 40  
**SPELL SLOTS:** 1  
**RANGE:** Medium (100 ft. + 10 ft./level)  
**AREA:** Up to one creature/two caster levels, no two of which can be more than 40 ft. apart  
**DURATION:** Instantaneous  
**SAVING THROW:** Reflex avoids

This spell causes a number of icy spikes to jut out of the water. These spikes pierce the target creatures, causing significant damage. Each victim is allowed a Reflex save to avoid the ice spike. Otherwise, he or she suffers 1d8 damage per caster level (maximum of 15d8). Any creature that makes its saving throw is unaffected by the ice spikes (though they might still present an obstacle). The spellcaster may create up to one ice spike per two caster levels (maximum of 10).

Alternatively, the caster can cast this spell in an area (rather than at the targets) in an effort to trap a target within. A saving throw against this use may not be possible (GM discretion).

This spell is also known as *ice spiker*.

## DUG HAUT

"Earth below me, submit to my will!"

Shamanist [Earth]

BASE DC: 40

SPELL SLOTS: 1

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

TARGETS: Up to one creature/two caster levels, no two of which can be more than 40 ft. apart

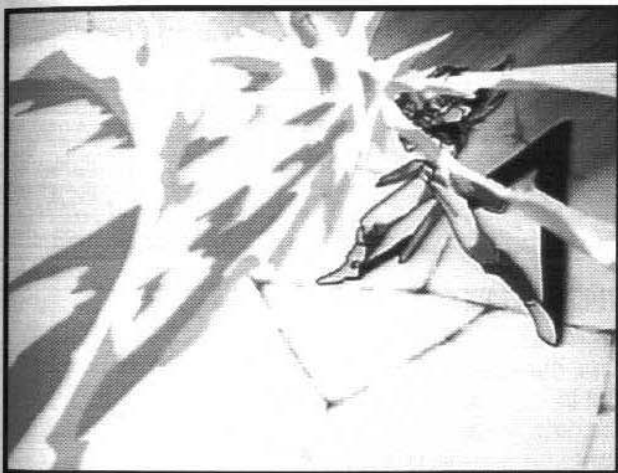
DURATION: Instantaneous

SAVING THROW: Reflex avoids

This spell causes a number of stone spikes to jut out of the ground. These spikes pierce the target creatures, causing significant damage. Each victim is allowed a Reflex save to avoid the stone spike. Otherwise, he or she suffers 1d8 damage per caster level (maximum of 15d8). Any creature that makes its saving throw is unaffected by the stone spikes (though they might still present an obstacle). The spellcaster may create up to one stone spike per two caster levels (maximum of 10).

Alternatively, the caster can cast this spell in an area (rather than at the targets) in an effort to trap a target within. A saving throw against this use may not be possible (GM discretion).

This spell is also known as *stone spiker*.



## DYNAST BRAS

"Supreme King with the frozen soul! Grant me the power of your icy rage!"

Sorcery [Cold]

BASE DC: 45

SPELL SLOTS: 2

RANGE: Long (400 ft. + 40 ft./level)

TARGET: One creature

DURATION: 1 round/level

SAVING THROW: Will partial

This spell attempts to trap the target creature in a prison of ice that forms around it. The target creature must make a Will saving throw or be paralysed in a prison of ice, suffering 1d12 points of cold damage per caster level (maximum of 20d12). If this save is successful, the creature suffers only half damage and is not paralysed.

If the target is paralysed by the effect, it may make an additional Will save each round to attempt to free itself from its prison. These additional saves cannot reduce the damage initially suffered from the spell, they can only negate the paralysis effect.

## ELMEKIA FLAME

"Light! Gather within me and become a flash! Smash the abysmal darkness apart!"

White [Astral]

BASE DC: 40

SPELL SLOTS: 3

RANGE: Long (400 ft. + 40 ft./level)

TARGET: One creature

DURATION: Instantaneous

SAVING THROW: Reflex half

This spell summons a swirling ball of astral power that hurtles toward the target. If it is susceptible to astral attacks, the creature suffers 1d10 points of damage per caster level (maximum of 15d10).



## ELMEKIA LANCE

White [Astral]

BASE DC: 30

SPELL SLOTS: 2

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

TARGET: One creature

DURATION: Instantaneous

SAVING THROW: Reflex half

This spell creates a spear of astral energy that delivers 1d8 points of damage per caster level to the target (maximum of 10d8). As an astral spell, the *elmekia lance* can harm only creatures with a strong astral presence.

## FEL ZA'RED

White [Astral]

BASE DC: 35

SPELL SLOTS: 1

RANGE: Close (25 ft. + 5 ft./2 levels)

TARGET: One creature

DURATION: Instantaneous

SAVING THROW: Will partial

This spell sends a beam of astral energy at the target, designed to exorcise spirits and ghosts. A target struck by *fel za'red* is exorcised (effectively destroyed) if it fails its save. On a successful save, the target suffers 1d10 points of damage per two caster levels (maximum of 5d10).

This spell has no effect on Mazoku.

## FERIOUS BREED

*"Stars which pass through heaven's night, heed the ancient covenant with the earth. I pledge my life so that he may be called forth!"*

White

**BASE DC:** 25  
**SPELL SLOTS:** 2  
**RANGE:** Close (25 ft. + 5 ft./2 levels)  
**EFFECT:** One summoned creature  
**DURATION:** 1 hour/level (D)  
**SAVING THROW:** None

This spell summons a Tiny (or smaller) animal to do the caster's bidding. Animals summoned with this spell seem divine or blessed in nature and usually comprehend spoken instructions. They are most often used to deliver messages for the caster, but Lina Inverse also uses a summoned dove to break a hole in a dimensional trap set for her by the Mazoku Mazenda.

## FIREBALL

*"Source of all power, Light which burns beyond crimson, let thy power gather in my hand."*

Common, Sorcery [Fire]

**BASE DC:** 30  
**SPELL SLOTS:** 1  
**RANGE:** Medium (100 ft. + 10 ft./level)  
**AREA:** 20-ft.-radius spread  
**DURATION:** Instantaneous  
**SAVING THROW:** Reflex half  
**SPELL RESISTANCE:** Yes

This spell causes a ball of fire to hurtle towards the target and explode. Any creatures in the area of effect suffer 1d6 fire damage per caster level (maximum of 10d6).

## FIREBOLT

Sorcery [Fire]

**BASE DC:** 30  
**SPELL SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 levels)  
**TARGET:** One creature  
**DURATION:** Instantaneous  
**SAVING THROW:** Reflex half

This spell causes a stream of fire to leap from the caster's hand towards the target. The target is briefly engulfed in the flames and suffers 1d8 fire damage per caster level (maximum of 10d8).



## FIRESTORM

Sorcery [Fire]

**BASE DC:** 35  
**SPELL SLOTS:** 1  
**RANGE:** Medium (100 ft. + 10 ft./level)  
**AREA:** Up to five 5-ft.-radius spreads; see text  
**DURATION:** Instantaneous  
**SAVING THROW:** Reflex half

This spell creates a series of small fireballs that can be directed at any targets in range. The caster shoots up to one fireball per caster level (maximum of 10 fireballs). A creature struck by one of the balls of flame suffers 1d6+1 points of fire damage. Any creature in the area of more than one of the fireballs suffers damage from each, but only one Reflex save is made to halve the total damage.



## FLAME BREATH

*"Anna-ku rahzu lamku so. Izu-pe ku naomu!"*

White (Holy) [Lawful]

**BASE DC:** 45  
**SPELL SLOTS:** 3  
**RANGE:** Long (400 ft. + 40 ft./level)  
**TARGET:** One creature  
**DURATION:** Instantaneous  
**SAVING THROW:** Fortitude half

This spell marks the target and calls divine retribution down on his or her head. A pure white divine light surrounds the target of *flame breath*, and he or she suffers 1d10 damage per caster level (maximum of 20d10). Lawful targets suffer only half this damage, and may make a Fortitude save to reduce this damage to one-quarter.

## FLARE

Common, Shamanist [Light]

**BASE DC:** 20  
**SPELL SLOTS:** 1  
**RANGE:** Long (400 ft. + 40 ft./level)  
**EFFECT:** A ball of light  
**DURATION:** 1 round/level  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

This spell creates a glowing ball of light that illuminates an area. The *flare* launches into the air and continues to illuminate an area around it as it moves further from the caster at a rate of 90 feet per round. This light source sheds light equivalent to a torch. That is, bright light within a 20-foot radius and dim light for an additional 20 feet.

Light spells may be used to counter darkness and shadow spells, but doing so will end *flare* prematurely.

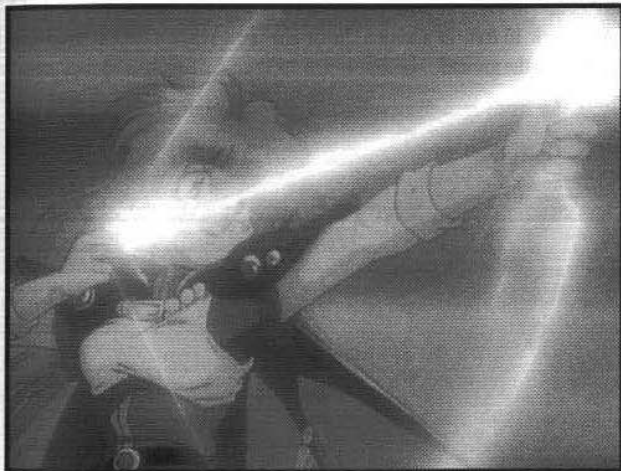
## FLARE ARROW

*"Source of all power, wind which blows to the East."*

Common, Sorcery [Fire]

**BASE DC:** 25  
**SPELL SLOTS:** 1  
**RANGE:** Medium (100 ft. + 10 ft./level)  
**EFFECT:** One arrow  
**DURATION:** 1 round  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes

This spell calls into being a fiery bolt that the caster can launch at any target within range. He or she must make a ranged touch attack. *Flare arrow* does 1d6 fire damage per caster level (maximum of 5d6). The arrow must be used the same round the spell is cast — after this time, the spell expires and the arrow disappears.



## FLARE BIT

Common, Sorcery [Fire]

**BASE DC:** 25  
**SPELL SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 levels)  
**TARGETS:** Up to five creatures, no two of which can be more than 15 ft. apart  
**DURATION:** Instantaneous  
**SAVING THROW:** Reflex half  
**SPELL RESISTANCE:** Yes

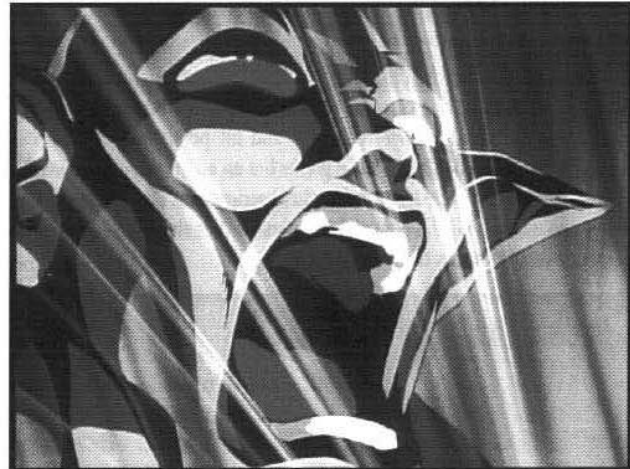
A number of tiny fiery bolts dart from the spellcaster's hands towards any targets in range. This spell creates 1d4+1 such missiles per caster level (maximum of 5d4+5) and each delivers 1 point of fire damage. The caster may direct these bolts as he or she wishes. A Reflex save reduces the total damage suffered (not per bolt) by half, round down.

## FLARE LANCE

Sorcery [Fire]

**BASE DC:** 35  
**SPELL SLOTS:** 1  
**RANGE:** Long (400 ft. + 40 ft./level)  
**TARGET:** One creature  
**DURATION:** Instantaneous  
**SAVING THROW:** Reflex half

This spell causes a lance of flame to streak from the caster's hand towards the target. A target struck by *flare lance* suffers 1d10 fire damage per caster level (maximum of 10d10).



## FLASH

Common, Sorcery [Light]

**BASE DC:** 20  
**SPELL SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 levels)  
**AREA:** 20-ft.-radius burst  
**DURATION:** Instantaneous  
**SAVING THROW:** Will avoids  
**SPELL RESISTANCE:** No

The flash spell causes a bright light to emanate briefly from any point within range. All creatures in the area who fail the Will save are dazzled for 1 round per four caster levels (maximum of five rounds).

Light spells may be used to counter darkness and shadow spells.

## FLOW BREAK

*"O Power of light and earth and wind, break now the evil spells that has been cast upon this man."*

White

**BASE DC:** 30  
**SPELL SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 levels)  
**TARGET:** One creature or magical effect  
**DURATION:** Instantaneous  
**SAVING THROW:** None

This spell is used both to cancel magical effects as well as to trap or ward against supernatural creatures. Note that spells or effects with instantaneous duration cannot be cancelled with *flow break*.

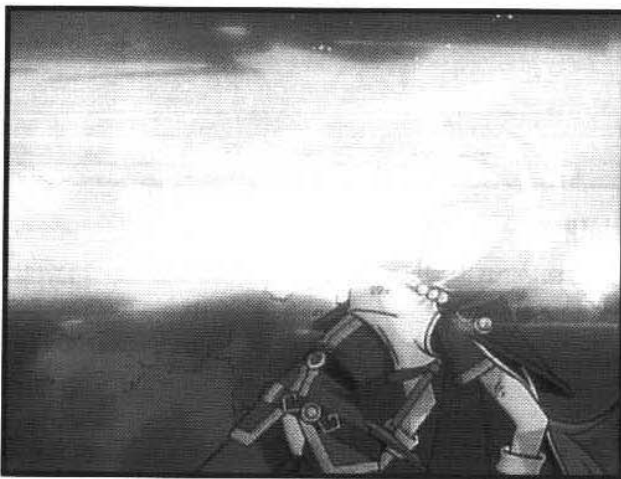


**Negate Magic:** When cast to cancel another spell or magical effect, the *flow break* negates a single magical effect or sustained spell. The caster must have a general idea of the sort of magic he or she intends to cancel or the spell has no effect.

*Flow break* can cancel the effects of magical skills, such as the use of Vision if such use is ongoing. It can also negate curses, though both cursed and magic items are immune to the effects of this spell. That is, a magic item is not affected by *flow break*, though a magical effect created by the item might be negated.

**Ward:** *Flow break* can also be used to trap or ward against magical creatures (such as Demons or Mazoku). In this case, the spell creates a physical barrier with spell resistance, damage reduction, and hit points equal to 10 + the character's caster level. A creature intending to cross the barrier must destroy the ward to do so.

For example, Amelia uses *flow break* to trap Mazenda in the temple at the heart of Seyruun. She casts the spell and traps the Mazoku in a barrier with spell resistance, damage reduction, and hit points equal to 10 + 9 (Amelia's caster level). The GM also grants her an additional +10 bonus for Seyruun's giant magic circle, increasing her barrier to 29. Unfortunately, this is not enough to hold the powerful Mazoku, even at the heart of Seyruun. Mazenda easily destroys the barrier and escapes.



## FLOW TWIST

White  
**BASE DC:** 35  
**SPELL SLOTS:** 2  
**RANGE:** Touch  
**TARGET:** One creature or magical effect  
**DURATION:** 1 round/level  
**SAVING THROW:** See text

This spell reverses magical energies. It may be used to reverse a specific magical effect (whether a spell or natural magical ability) or to protect an individual by reflecting spells away from him or her. The exact effects of reversing a magical effect vary, and must be determined by the GM.

**Reverse Spell:** Reversing a spell requires that the magical effect already be active and sustained. The caster must touch the individual, object, or location affected by the spell. The character who cast the spell (or otherwise affected the target) may make a Will save to negate *flow twist*. The reversed effect remains for the duration of *flow twist*.

**Reverse Natural Effect:** Reversing a natural effect (such as a troll's recovery ability) works similarly to reversing a spell, except that the creature whose magic is being reversed may make a Fortitude save to negate *flow twist*. The reversed effect remains for the duration of *flow twist*.

**Spell Reflection:** *Flow twist* may also be used to reflect spells away from the target. In this case, *flow twist* is cast on the individual to be protected, and the next spell cast against that character is affected. The character who cast *flow twist* and the second spellcaster must make opposed caster level checks. If *flow twist* wins, the second spell is reflected. If *flow twist* loses, the second spell takes effect normally.

Whether the other spell is reflected or not, *flow twist* ends as soon as it has reflected a single spell. If *flow twist* has not reflected a spell before its duration expires, the spell ends with no effect.

## FORCE PUSH

Common, Shamanist [Force]  
**BASE DC:** 20  
**SPELL SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 levels)  
**TARGET:** One creature or object  
**DURATION:** Instantaneous  
**SAVING THROW:** Reflex partial (object)  
**SPELL RESISTANCE:** Yes (object)

This spell creates a visible ball of force that darts towards the target and strikes him or her. The force generated by this spell is sufficient to push the target back 10 feet. In addition, he or she must make a Reflex save or be knocked to the ground.



## FREEZE ARROW

Common, Sorcery [Cold]  
**BASE DC:** 25  
**SPELL SLOTS:** 1  
**RANGE:** Medium (100 ft. + 10 ft./level)  
**EFFECT:** One arrow  
**DURATION:** 1 round  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes

This spell calls into being an icy bolt that the caster can launch at any target within range. He or she must make a ranged touch attack. *Freeze arrow* does 1d6 cold damage per caster level (maximum of 5d6). The arrow must be used the same round the spell is cast — after this time, the spell expires and the arrow disappears.

## FREEZE BIT

Common, Sorcery [Cold]  
**BASE DC:** 25  
**SPELL SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 levels)  
**TARGETS:** Up to five creatures, no two of which can be more than 15 ft. apart  
**DURATION:** Instantaneous  
**SAVING THROW:** Reflex half  
**SPELL RESISTANCE:** Yes

A number of tiny icy bolts dart from the spellcaster's hands towards any targets in range. This spell creates 1d4+1 such missiles per caster level (maximum of 5d4+5) and each delivers 1 point of cold damage. The caster may direct these bolts as he or she wishes. A Reflex save reduces the total damage suffered (not per bolt) by half, round down.

## GAAU FLARE

*"Dragon of Darkness which sleeps in the inferno! Let your roar burn my enemies to ashes!"*

Sorcery [Fire]  
**BASE DC:** 45  
**SPELL SLOTS:** 2  
**RANGE:** Long (400 ft. + 40 ft./level)  
**TARGET:** One creature  
**DURATION:** 1 round/level  
**SAVING THROW:** Reflex partial

This spell draws on the power of the Demon Dragon King and sends a bolt of power at the target. The victim of this spell suffers 1d12 points of fire damage per caster level (maximum of 20d12). In addition, the target is stunned for the spell's duration. If the Reflex save is successful, the target suffers only half damage and is not stunned.

## GARUK RUHARD

Sorcery [Electricity]  
**BASE DC:** 35  
**SPELL SLOTS:** 2  
**RANGE:** Medium (100 ft. + 10 ft./level)  
**AREA:** 30-ft.-radius burst  
**DURATION:** Instantaneous  
**SAVING THROW:** Fortitude half

This spell causes a burst of electricity to blast through the target area. Any creatures in the area of effect suffer 1d8 electricity damage per caster level (maximum of 10d8).

## GHOZU VRO

Shamanist [Darkness]  
**BASE DC:** 40  
**SPELL SLOTS:** 2  
**RANGE:** Medium (100 ft. + 10 ft./level)  
**TARGET:** One creature  
**DURATION:** Instantaneous  
**SAVING THROW:** Will half

This spell summons a stream of shadow that streaks towards the target, draining him or her of physical strength and speed. The target of *ghozu vro* suffers 3d6 Strength and 3d6 Dexterity ability damage. He or she may make a Will save to reduce the damage to both abilities by half.



## GIGA SLAVE

*"Darkness beyond blackest pitch, deeper than the deepest night! King of Darkness, who shines like gold upon the Sea of Chaos. I call upon thee and swear myself to thee! Let the fools who stand before me be destroyed by the power you and I possess!"*

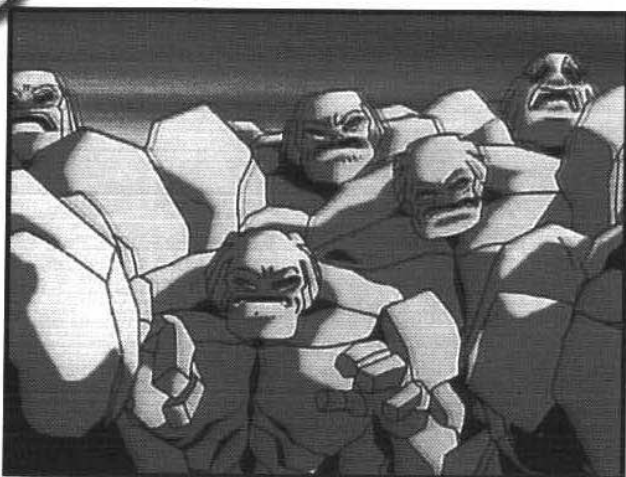
Sorcery  
**BASE DC:** 70  
**SPELL SLOTS:** 4  
**RANGE:** Long (400 ft. + 40 ft./level)  
**AREA:** See text  
**DURATION:** Instantaneous  
**SAVING THROW:** None

The *giga slave* is the most powerful attack spell in the Known World. It calls power from the Lord of Nightmares — the creator of Shabranigdo and the other Dark Lords and possibly of all the worlds as well. The power of this spell is enough that, if uncontrolled, it can destroy the entire world.

The area of effect of the *giga slave* is no less than a 100-ft.-radius burst, but can be much larger. Since the spell calls the power of the Lord of Nightmares into the caster's own body, there is no real limit on how large an effect the spell can have. Anything and everything in the area of effect is unmade. The specific effect could be almost anything, including turning victims to ash, petrification, and disintegration. The Dark Lord Shabranigdo was turned to ash and dust by Lina's *giga slave*. The spell has not been successfully cast since then.

There is no saving throw against this effect, and no known way to survive an attack from the *giga slave*, aside from disrupting the spellcaster or getting out of the way. Hellmaster Phibrizzo prevented Lina from completing the spell — after she had summoned the Lord of Nightmares into herself — and tried to use the force of the spell to unmake the world. He discovered that the Lord of Nightmares did not necessarily agree with his plan of complete annihilation, and it is unknown how Lina Inverse survived the experience.

It is not mentioned how or where Lina Inverse learned the *giga slave*. She may have invented the spell herself, based on her knowledge of the Lord of Nightmares. It may be that Lina Inverse is the only person able to teach this spell to others, and she may not be willing to do so. The GM must decide if it is even possible to learn this spell in his or her game.



## GOLEM

Shamanist [Earth]  
**BASE DC:** 40  
**SPELL SLOTS:** 2  
**RANGE:** Medium (100 ft. + 10 ft./level)  
**TARGETS:** One or more golems no two of which can be more than 30 ft. apart  
**DURATION:** 1 round/level (D)  
**SAVING THROW:** None

This spell calls rock golems from the surrounding earth (see "Golem, Rock," page 218). The caster gains control of one golem per four caster levels (one golem at 1st-4th, two golems at 5th-8th, etc; maximum of five golems). These golems may be directed by mental command.

## GREY BOMB

Shamanist [Sonic]  
**BASE DC:** 45  
**SPELL SLOTS:** 2  
**RANGE:** Long (400 ft. + 40 ft./level)  
**AREA:** 10-ft.-radius burst  
**DURATION:** Instantaneous  
**SAVING THROW:** Fortitude half

This spell causes an intense wave of explosive sonic energy to detonate in the target area. Any creature caught in this area suffers 1d10 points of sonic damage per caster level (maximum of 20d10).

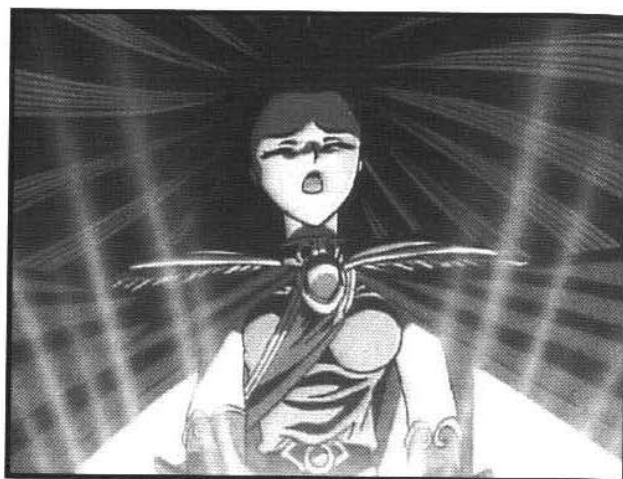
## HEALING

Common, White  
**BASE DC:** 20  
**SPELL SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** One living creature  
**DURATION:** Concentration  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes (harmless)

The *healing* spell heals damage a character has taken, helping along his or her natural healing process significantly. This spell converts lethal damage to non-lethal damage. If the subject has no lethal damage remaining, he or she instead recovers from non-lethal damage (removing it completely). The subject recovers a number of hit points equal to 1 + caster's Charisma modifier per round.

A character cannot recover more than one-half his or her total hit points per day through the use of this spell (round up). That is, a character with 13 hit points could only receive 7 hit points of healing. This could convert 7 hit points of lethal damage to non-lethal, remove 7 hit points of non-lethal damage, or some combination.

The healing spell cannot help a character who has suffered more lethal damage than his or her maximum hit points, whether that character is dying or stable. For example, when Saygram attacks Amelia, she is reduced to -4 hit points. A *healing* spell has no effect on her injuries. More powerful spells, such as *recovery* or *resurrection* are required to help seriously injured characters.



## HOLY REZAST

White (Holy) [Astral]  
**BASE DC:** 45  
**SPELL SLOTS:** 3  
**RANGE:** Long (400 ft. + 40 ft./level)  
**TARGET:** One creature  
**DURATION:** Instantaneous  
**SAVING THROW:** Will partial

This spell surrounds the target in a globe of holy and astral energy. This power is used to grant the individual the peace of the gods, exorcising spirits, ghosts, and even Mazoku. A target struck by *holy rezast* is effectively destroyed (passing on to the "next world") if it fails its saving throw. On a successful save, the creature instead suffers 1d10 points of damage per two caster levels (maximum of 10d10).

Physical creatures who are affected by astral spells (because of magical nature, for example), automatically pass the saving throw.

## ICEBALL

Common, Sorcery [Cold]  
**BASE DC:** 30  
**SPELL SLOTS:** 1  
**RANGE:** Medium (100 ft. + 10 ft./level)  
**AREA:** 20-ft.-radius spread  
**DURATION:** Instantaneous  
**SAVING THROW:** Reflex half  
**SPELL RESISTANCE:** No

This spell causes a ball of ice to hurtle towards the target and explode. Any creatures in the area of effect suffer 1d6 cold damage per caster level (maximum of 10d6).

## ICICLE LANCE

Sorcery [Cold]

**BASE DC:** 35  
**SPELL SLOTS:** 1  
**RANGE:** Long (400 ft. + 40 ft./level)  
**TARGET:** One creature  
**DURATION:** Instantaneous  
**SAVING THROW:** Reflex half

This spell causes a lance of ice to streak from the caster's hand towards the target. A target struck by *icicle lance* suffers 1d4 cold damage and 1d4 piercing damage per caster level (maximum of 10d4 cold and 10d4 piercing damage).

## IDENTIFY

Common, White

**BASE DC:** 30  
**SPELL SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** One magical aura  
**DURATION:** Concentration  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes

This spell allows the caster to recognise and identify the magical auras surrounding enchanted items, curses, and similar objects. He or she may use the Search skill to learn the properties of the item, with a bonus on the check equal to one-half his or her caster level (round down). If the character has the sense aura class ability, the bonus on the roll is his or her full caster level, instead. See the Search skill (page 44) for more details.

An item constructed of (or sealed within) orihalcon receives its spell resistance against this spell.

## ILLUSION

White

**BASE DC:** 35  
**SPELL SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 levels)  
**AREA:** One 20-ft. cube/level (S)  
**DURATION:** Concentration  
**SAVING THROW:** Will disbelief (if interacted with)

This spell causes the area affected to look like whatever the caster wishes. The terrain, structures, furnishings, and decor are all malleable according to the caster's will. Once the illusion is in place, the caster cannot change the appearance of the area without casting *illusion* again.

Characters interacting with their illusory surroundings are allowed a Will save to disbelieve the illusion.

## LEVITATION

Common, White

**BASE DC:** 20  
**SPELL SLOTS:** 1  
**RANGE:** Personal  
**TARGET:** You  
**DURATION:** Concentration

This spell allows the caster to rise into the air as quickly and easily as if he or she were walking normally. While under the effect of *levitation*, the character has a fly speed equal to his or her normal speed, with perfect manoeuvrability.

## LIGHTING

"Light which burns beyond crimson flame, let thy power gather in my hand."

Common, White [Light]

**BASE DC:** 20  
**SPELL SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 levels)  
**EFFECT:** A ball of light  
**DURATION:** 1 minute/level (D)  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

This spell creates a glowing ball of light that illuminates the area. This light source sheds light equivalent to a torch. That is, bright light within a 20-foot radius and dim light for an additional 20 feet.

Light spells may be used to counter darkness and shadow spells, but doing so will end *lighting* prematurely.



## LY BRIEM

Shamanist [Cold]

**BASE DC:** 30  
**SPELL SLOTS:** 1  
**RANGE:** Medium (100 ft. + 10 ft./level)  
**AREA:** Cone-shaped burst  
**DURATION:** Instantaneous  
**SAVING THROW:** Fortitude half

This spell freezes its victims, covering them in ice and snow (possibly burying helpless victims). Targets suffer 1d4+1 points of cold damage per caster level (maximum of 10d4+10).

## MEGA BRANDO

Sorcery [Fire, Sonic]

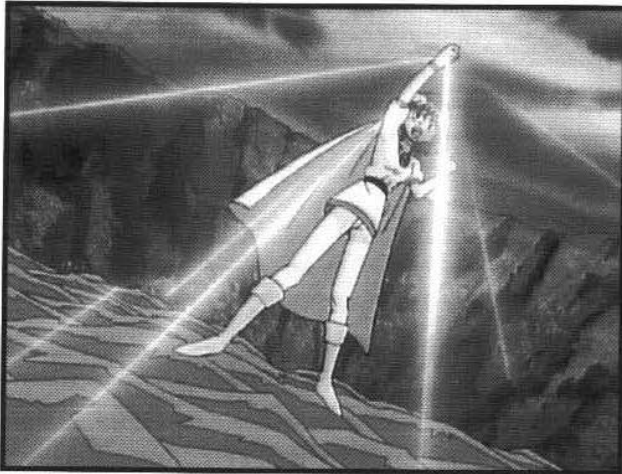
**BASE DC:** 40  
**SPELL SLOTS:** 1  
**RANGE:** Long (400 ft. + 40 ft./level)  
**AREA:** 40-ft.-radius spread  
**DURATION:** Instantaneous  
**SAVING THROW:** Fortitude half

This spell creates a tremendous wave of explosive energy. Those caught in this wave of energy are buffeted by both flames and the cacophonous aftershock. Victims suffer 1d4 points of fire damage and 1d4 points of sonic damage per caster level (maximum of 15d4+15d4).

## MEGA BRUNT

Sorcery [Fire]  
**BASE DC:** 35  
**SPELL SLOTS:** 1  
**RANGE:** Medium (100 ft. + 10 ft./level)  
**AREA:** 30-ft.-radius spread  
**DURATION:** Instantaneous  
**SAVING THROW:** Reflex half

This spell causes a ball of fire to hurtle towards the target and explode. Any creatures in the area of effect suffer 1d8 fire damage per caster level (maximum of 10d8).



## MEGIDDO FLARE

*"You who are not of this world. Pitiful, twisted creatures. By the light of the purity I possess, I bid thee be gone to the nexus of our two worlds!"*

White [Astral]  
**BASE DC:** 40  
**SPELL SLOTS:** 3  
**RANGE:** Long (400 ft. + 40 ft./level)  
**AREA:** One or more creatures within range  
**DURATION:** Instantaneous  
**SAVING THROW:** Will partial

This spell shapes astral energy into a weapon against nearby spirits, ghosts, or Mazoku. This spell attempts to exorcise affected creatures, banishing them from the Material World entirely. Sometimes, victims of the *megiddo flare* may be seen drawn into the heavens on a column of white light.

The caster can affect up to 2 HD per caster level (minimum of one creature), starting with the nearest targets. All targets of the *megiddo flare* must be within the range of the spell (400 ft. + 40 ft./level). Every creature affected by this spell must make a Will saving throw or be exorcised (effectively destroyed). On a successful save, the target suffers 1d8 points of damage per two caster levels (maximum of 5d8).

## MESSAGE

Common, White  
**BASE DC:** 25  
**SPELL SLOTS:** 1  
**RANGE:** 5 miles/level  
**TARGET:** One creature  
**DURATION:** 1 round  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes (harmless)

This spell allows the caster to deliver a verbal message over long distances. A *message* is directed at a specific individual with whom the caster is familiar. It is usually accompanied by a softly glowing light, and both the light and verbal message can be observed by anyone in the area (not just the intended recipient). The recipient of this message may immediately answer if he or she chooses, and the caster can hear the response.

## MIND CONTROL

Common, Sorcery [Mind-Affecting]  
**BASE DC:** 25  
**SPELL SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 levels)  
**TARGET:** One humanoid creature  
**DURATION:** Concentration  
**SAVING THROW:** Will negates  
**SPELL RESISTANCE:** Yes

This spell causes the target to become docile and suggestible by mental influence. The caster can exert mental control over the target by willing it to perform a desired action. Attempting to force the controlled individual into doing something against its nature (such as attacking allies) allows a new saving throw with a +4 bonus.

## MONOBOLT

Shamanist  
**BASE DC:** 25  
**SPELL SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 levels)  
**TARGET:** One creature  
**DURATION:** Concentration  
**SAVING THROW:** Fortitude partial

This spell delivers 2d6 points of nonlethal damage per round. In addition, if the target fails a Fortitude save, he or she is stunned for that round. An additional save must be made every round he or she is affected by *monobolt*.

## MOSU VARIUM

Shamanist [Force]  
**BASE DC:** 45  
**SPELL SLOTS:** 2  
**RANGE:** Long (400 ft. + 40 ft./level)  
**TARGET:** One creature  
**DURATION:** Instantaneous  
**SAVING THROW:** Reflex half

This spell sends a bolt of pure force at the target, causing 1d8 points of force damage per caster level (maximum of 15d8).

## OPENING

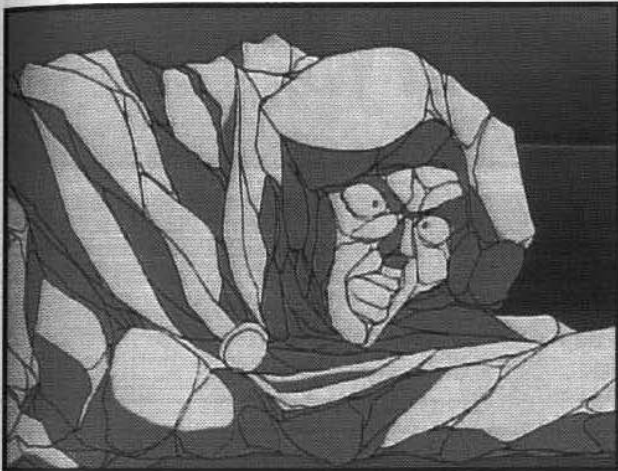
*"Unmoving doors, by my magic powers, open yourselves to me!"*

Common, White

**BASE DC:** 25  
**SPELL SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 levels)  
**TARGET:** One door, box, or chest  
**DURATION:** Instantaneous  
**SAVING THROW:** None  
**SPELL RESISTANCE:** Yes (object)

This spell opens stuck, barred, or locked doors. It opens secret doors as well, if the caster knows where the door is. Each casting of the spell removes only a single impediment, so if a door is both locked and barred, the *opening* spell must be cast twice.

A door, chest, or other closure made of orihalcon receives its spell resistance against this spell.



## PETRIFY

Shamanist [Earth]

**BASE DC:** 30  
**SPELL SLOTS:** 2  
**RANGE:** Close (25 ft. + 5 ft./2 levels)  
**TARGET:** One creature  
**DURATION:** Permanent  
**SAVING THROW:** Fortitude negates

This spell turns the victim into stone. The effect may be in whole or in part, as the caster wishes. Victims of this spell are only harmed if their stone bodies are broken or destroyed — and not reassembled before the spell is cancelled.

## PROJECTION

Common, White

**BASE DC:** 20  
**SPELL SLOTS:** 1  
**RANGE:** See text  
**EFFECT:** One illusory duplicate  
**DURATION:** Concentration  
**SAVING THROW:** None  
**SPELL RESISTANCE:** No

This spell allows the caster to create an illusory duplicate of him or herself at any point he or she can see. The caster may use Vision (or similar magical effect) to see the target location, otherwise he or she must be within line of sight.

The *projection* is an exact visual duplicate of the caster. The caster may see and speak through the projection (if desired). Spells may not be cast through a *projection*. The projection is unharmed by normal attacks, but any magic weapon, spell effect, supernatural ability, or spell-like ability that does a single point of damage to the projection can destroy it. This does no damage to the caster.

## PROTECTION

White  
**BASE DC:** 35  
**SPELL SLOTS:** 1  
**RANGE:** Personal  
**TARGET:** You  
**DURATION:** Concentration (see text)  
**SAVING THROW:** None

This spell enhances the caster's defence barrier (or provides one if the caster does not have the defence barrier class ability). This barrier has a rating of +5 per two caster levels (maximum of +50). The enhanced defence barrier provided by *protection* functions like any other defence barrier, and must be maintained by concentration. If the caster also has a defence barrier, however, both the defence barrier and this spell are considered a single magical effect for purposes of Concentration checks (see *Concentration and Spells*, page 64).

## RAGNA BLADE

*"Lord of the dreams that terrify, sword of cold and darkness, free yourself from the heavens' bonds! Become one with my power, one with my body, and let us walk the path of destruction together. Power that can smash even the souls of the Gods!"*

Sorcery  
**BASE DC:** 60  
**SPELL SLOTS:** 4  
**RANGE:** Personal  
**EFFECT:** Sword of darkness  
**DURATION:** Concentration  
**SAVING THROW:** None

This spell calls into being the Sword of Darkness, a blade of midnight black created from the power of the Lord of Nightmares. The *ragna blade* can cut through any barrier and is possibly the most powerful weapon known to exist. The caster is automatically proficient in the use of the blade, and may use it to attack any target within 30 feet.

The *ragna blade* causes 1d10 points of damage per caster level on a successful hit. A hit from the blade also causes the victim to gain 2d4 negative levels. Each negative level gives a creature a -1 penalty on attack rolls, saving throws, skill checks, ability checks, and effective level. Negative levels stack. There is no saving throw to avoid gaining the negative level, but 24 hours after gaining the negative level, the victim must make a Fortitude save (DC equal to *ragna blade's* save DC) for each negative level. For each of these saving throws that fails, one of the victim's character levels is permanently drained. The negative level is removed whether the save passes or fails. If a character ever has as many negative levels as character levels, he or she immediately dies.

This spell is extremely rare, possibly known only by Lina Inverse herself. A copy of the spell exists in the Claire Bible — and in some manuscripts of that text. The GM must decide if it is even possible to learn this spell in his or her game.

## RAHFAS SEED

White  
**BASE DC:** 30  
**SPELL SLOTS:** 2  
**RANGE:** Close (25 ft. + 5 ft./2 levels)  
**TARGET:** One creature  
**DURATION:** 1 round/level (D)  
**SAVING THROW:** Will negates

This spell creates a series of brilliant bands that wrap around the target creature and bind him or her. If the target fails his or her saving throw, he or she is bound and helpless for the spell's duration.

## RAH-TILT

*"Source of all souls, which dwells in the eternal and infinite! Everlasting flame of blue! Let the power hidden in my soul be called forth here and now from the infinite!"*

Shamanist [Astral]  
**BASE DC:** 50  
**SPELL SLOTS:** 3  
**RANGE:** Long (400 ft. + 40 ft./level)  
**TARGET:** One creature  
**DURATION:** Instantaneous  
**SAVING THROW:** Fortitude half

This spell summons a powerful column of astral energy that whips over the target, blasting him or her with power. The victim, if susceptible to astral damage, suffers 2d6 points of damage per caster level with no maximum damage.



## RAY FREEZE

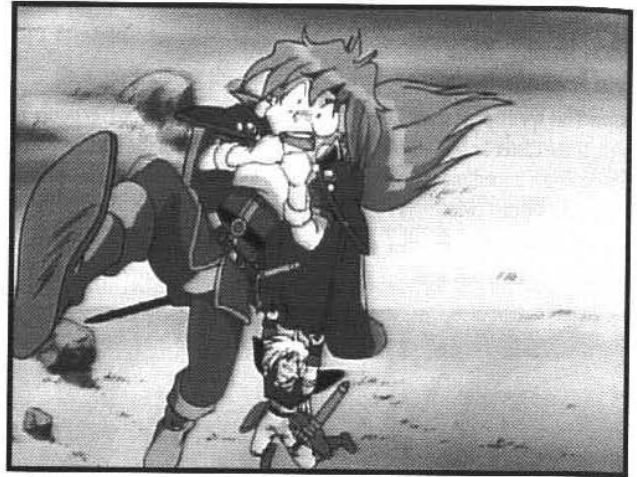
*"Anna-gurax... ozu-lu-foam... izul nax orunudohl..."*

White (Holy) [Force]  
**BASE DC:** 45  
**SPELL SLOTS:** 3  
**RANGE:** Personal  
**AREA:** 50-ft.-radius burst  
**DURATION:** 1 minute/level  
**SAVING THROW:** None

This spell causes a golden light to spread from the caster and surround anyone the caster wishes within the area of effect. The spellcaster is not

affected, nor is anyone he or she chooses to leave unaffected. All other creatures in the area are paralyzed for the duration of the spell.

The golden, holy light continues to surround a character affected by *ray freeze*, and this continuing force effect prevents any harm from coming to the character. Characters affected by *ray freeze* are aware of their surroundings and can speak, though they cannot otherwise move, use special abilities, or cast spells.



## RAY WING

Shamanist [Air]  
**BASE DC:** 30  
**SPELL SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 levels)  
**TARGET:** One creature  
**DURATION:** Concentration  
**SAVING THROW:** Will negates (harmless)

This spell may be cast in one of two forms. *Ray wing* may allow quick flight or create a warding sphere. Quick flight grants the target a fly speed of 90 feet (perfect).

The warding sphere is under the mental control of the target of the spell (not necessarily the spellcaster). The character controlling the sphere must maintain concentration to sustain the spell's effect. The sphere has a fly speed of 60 feet (perfect). The sphere hedges out gasses and liquids, and may be safely taken underwater. The sphere is large enough to accommodate two Medium creatures, one of whom is the target of the spell.

## RECOVERY

*"Blessed, humble hand of God, Breath and life of Mother Earth, I pray thee come before me. Show your great compassion to this person and deliver them!"*

White  
**BASE DC:** 30  
**SPELL SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** One living creature  
**DURATION:** Concentration  
**SAVING THROW:** None

The *recovery* spell functions like *healing*. *Recovery* restores a number of hit points of damage up to 5 + caster's Charisma modifier. Lethal damage healed by this spell is removed completely instead of being converted into non-lethal damage. Non-lethal damage healed with this spell is removed, just as with *healing*.

Furthermore, a dying character is immediately stabilised and recovers 1 hit point per round until he or she reaches 0 hit points. Once the subject has reached 0 hit points, the normal effects of *recovery* resume (5 + Cha modifier). A character can only heal a total number of hit points with this spell, per day, up to his or her maximum hit points. Any healing from the *healing* spell also counts against this total (that is, the maximums of the two spells do not stack).

For example, Amelia's maximum hit points are 152. In any given day, she can heal no more than 152 hit points. If she uses *healing* to restore 20 hit points, then she could only heal another 132 hit points with *recovery* in the same day.

### RESTING

White  
**BASE DC:** 30  
**SPELL SLOTS:** 2  
**RANGE:** Touch  
**TARGET:** One creature  
**DURATION:** Concentration  
**SAVING THROW:** Will negates (harmless)

This spell enables a character to more quickly recover from fatigue. Concentration must be maintained for one full minute (10 rounds), at the end of which time a fatigued character is no longer fatigued. This spell has no effect on an exhausted subject.



### RESTORATION

White  
**BASE DC:** 40  
**SPELL SLOTS:** 2  
**RANGE:** Touch  
**TARGET:** One creature  
**DURATION:** Concentration  
**SAVING THROW:** Will negates (harmless)

This spell functions like *resting*, except that after maintaining concentration for one full minute (10 rounds) an exhausted character becomes merely fatigued, while a fatigued character is no longer fatigued. If the spell is maintained for two full minutes (20 rounds), an exhausted character can have his or her exhaustion and fatigue removed completely.

### RESURRECTION

White  
**BASE DC:** 40  
**SPELL SLOTS:** 2  
**RANGE:** Touch  
**TARGET:** One living creature  
**DURATION:** Concentration  
**SAVING THROW:** None

This spell functions like *healing*. *Resurrection* restores a number of hit points of damage up to 10 + caster's Charisma modifier. Both lethal and non-lethal damage is completely removed with this spell. A dying character is immediately stabilised and recovers 1 hit point per round until reaching 0 hit points, at which time the full healing rate (10 + Cha modifier) applies.

There is no maximum amount of healing that can be applied with this spell, as there is with lesser healing spells.

### RUNE FLARE

Sorcery [Fire]  
**BASE DC:** 40  
**SPELL SLOTS:** 2  
**RANGE:** Long (400 ft. + 40 ft./level)  
**TARGET:** One creature  
**DURATION:** Instantaneous  
**SAVING THROW:** None

This spell causes a series of fiery projections to streak towards the target. The caster may shoot one missile per caster level (maximum of 15). He or she must make a separate ranged attack with each, and each missile does 1d10 points of fire damage.

### SEA BLAST

Shamanist [Water]  
**BASE DC:** 30  
**SPELL SLOTS:** 1  
**RANGE:** Medium (100 ft. + 10 ft./level)  
**EFFECT:** Wall of water whose area is up to one 10-ft. square/level  
**DURATION:** 1 round  
**SAVING THROW:** None

This spell causes a surge of water to rise into the air, forming a wall. Though short-lived, this wall of water prevents all physical and magical attacks — as well as vision. The protection of the wall works both ways, and





no attack through the wall is successful for the duration of the spell. When the spell ends, the wall of water crashes down again.

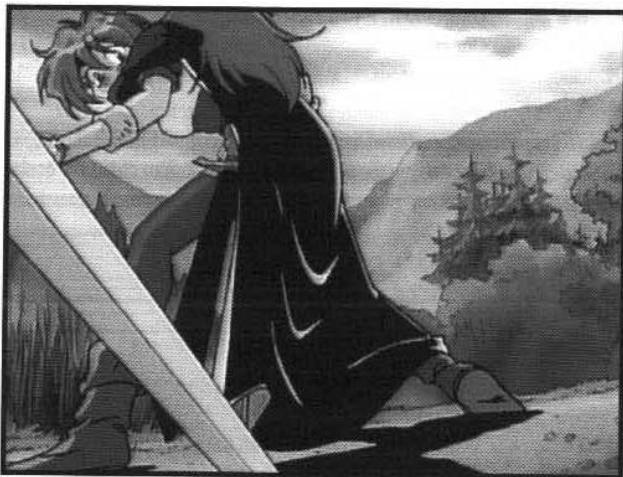
This spell requires a significant source of water to function, such as a large lake or the open sea.

### SHADOW SNAP

Shamanist [Darkness]  
**BASE DC:** 20  
**SPELL SLOTS:** 2  
**RANGE:** Close (25 ft. + 5 ft./2 levels)  
**TARGET:** One creature  
**DURATION:** Concentration  
**SAVING THROW:** None

This spell allows the caster to pin the target's shadow into place, immobilising the target. He or she cannot move away from the spot where his or her shadow is pinned. The target is otherwise free to move and act. To pin the target's shadow, the caster must make a ranged touch attack with this spell.

This spell may be cancelled by a light spell by eliminating the affected shadow.



### SHADOW WAVE

Shamanist [Darkness]  
**BASE DC:** 35  
**SPELL SLOTS:** 2  
**RANGE:** Medium (100 ft. + 10 ft./level)  
**TARGET:** One creature  
**DURATION:** Concentration  
**SAVING THROW:** None

This spell draws all nearby shadows into the caster, who then launches them out to strike at the target. These shadows form into one dart per caster level (maximum of 10 darts). The caster must make a separate ranged touch attack roll for each dart. For each dart that strikes the target, he or she suffers 1d8 points of damage. The target continues to suffer 1d8 per dart that hit every round while the spell lasts.

This spell may be cancelled by a light spell by eliminating the affected shadows.

### SLEEPING

Common, White  
**BASE DC:** 25  
**SPELL SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 levels)  
**AREA:** 10-ft.-radius burst  
**DURATION:** 1 minute/level  
**SAVING THROW:** Will negates  
**SPELL RESISTANCE:** Yes

This spell causes creatures in the affected area to fall into a deep, magical slumber. Sleeping creatures are helpless. Normal noise will not awaken sleeping creatures, but an injury or rough treatment will. Victims of this spell who are already fatigued suffer a -2 penalty on their saving throw, while exhausted targets suffer a -4 penalty on their save.

### SPHERE OF EARTH

Shamanist [Earth]  
**BASE DC:** 45  
**SPELL SLOTS:** 1  
**RANGE:** Long (400 ft. + 40 ft./level)  
**EFFECT:** One boulder  
**DURATION:** Instantaneous  
**SAVING THROW:** Reflex avoids

This spell creates a massive boulder (proportional to the character's caster level) and sends it speeding in a direction of the caster's choosing. Any target in the boulder's path may make a Reflex save to avoid the boulder. Anyone failing this save is caught in the boulder's path and suffers 10d6 points of crushing damage + 1d6 points of crushing damage per caster level (maximum of 30d6).

The boulder, once created, is normal stone and does not disappear at the end of the spell's duration. Instead, it continues moving (if it was moving before) and may continue to damage opponents (or allies!).

### SUSPEND

White  
**BASE DC:** 25  
**SPELL SLOTS:** 1  
**RANGE:** Touch  
**TARGET:** One creature  
**DURATION:** 1 hour/level  
**SAVING THROW:** None

This spell puts a dying subject in a state of suspended animation. This slows the rate of hit point loss by a factor of 10. For example, a character losing 1 hit point per round will instead lose 1 hit point only every minute. The character's chance of stabilising on his or her own is also increased to 20%.

This spell has no effect on a character who is not already dying.

### TELEKINESIS

White  
**BASE DC:** 30  
**SPELL SLOTS:** 1  
**RANGE:** Medium (100 ft. + 10 ft./level)  
**TARGET:** One object  
**DURATION:** Concentration  
**SAVING THROW:** Will negates (object) or None; see text

This spell allows the caster to move an object by mental effort. The object affected cannot weigh more than 5 pounds per caster level. The caster can move the affected object by using his or her own move actions to move the object 30 feet per action.

For example, Eris uses *telekinesis* to bring Rezo's legacy to herself. After casting the spell, Eris expends her entire action to have the stone tablet perform a double move, crossing 60 feet of distance towards her.



## TIME SLIP

*"Time which has passed, be called back again."*

White  
**BASE DC:** 40  
**SPELL SLOTS:** 2  
**RANGE:** Close (25 ft. + 5 ft./2 levels)  
**AREA:** One 10-ft. cube/level  
**DURATION:** Instantaneous  
**SAVING THROW:** None

This spell calls something from the past back again. In effect, the object or area is restored just as it once was, regardless of what occurred in the intervening time. Thus, if the caster wanted to retrieve an item that was destroyed, he or she could restore the area to what it once was (recalling the destroyed object from the past).

The caster can recall the past from no further back than one week per caster level. He or she does not have to call back the past from this maximum span — Rezo the Red Priest uses this spell to restore a room destroyed only a few minutes earlier.

## TIME STOP

White  
**BASE DC:** 40  
**SPELL SLOTS:** 2  
**RANGE:** Close (25 ft. + 5 ft./2 levels)  
**AREA:** 40-ft.-radius emanation  
**DURATION:** Concentration  
**SAVING THROW:** Will partial

This spell stops time for everyone around the caster. The spellcaster is not affected, nor is anyone he or she chooses to leave unaffected. All other creatures in the area must make a Will save or be paralysed, helpless, and unaware for the duration of the spell. Even if a character makes this saving throw, he or she can take only partial actions each round for as long as the spell continues and he or she is in the area of effect.

## UAAL FLARE

Sorcery [Fire]  
**BASE DC:** 45  
**SPELL SLOTS:** 2  
**RANGE:** 120 ft.  
**AREA:** Up to 120-ft. line  
**DURATION:** Instantaneous  
**SAVING THROW:** Reflex half

This spell creates a line of fire five feet wide and up to 120 ft. long. Anything in this area suffers 1d8 damage per caster level (maximum of 15d8).

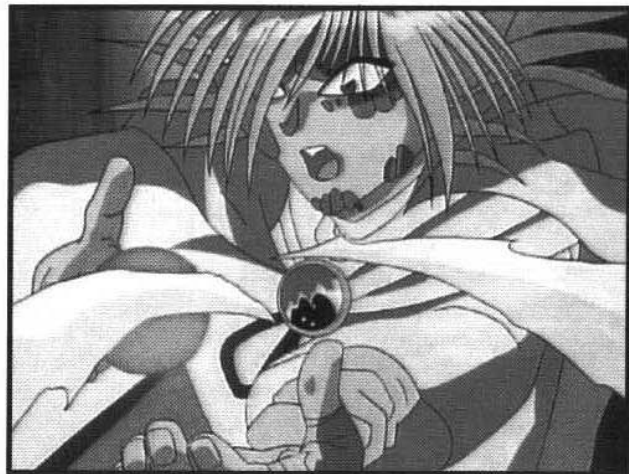
## UAN RAIL

*"Holy wind, Wind which gently flows across the land, let all things be filled with your pure breath!"*

Shamanist [Cold]  
**BASE DC:** 35  
**SPELL SLOTS:** 1  
**RANGE:** Medium (100 ft. + 10 ft./level)  
**TARGET:** One creature  
**DURATION:** 1 minute/level  
**SAVING THROW:** Fortitude negates

This spell attempts to trap the target creature in a prison of ice that forms around it. The target creature must make a Fortitude saving throw or be paralysed in this prison of ice, though it suffers no damage from the effect.

Since the ice surrounds the target completely, it cannot be harmed without first destroying the spell effect of *van rail*. The spell can be countered with any fire spell, and doing so does not harm the imprisoned target.

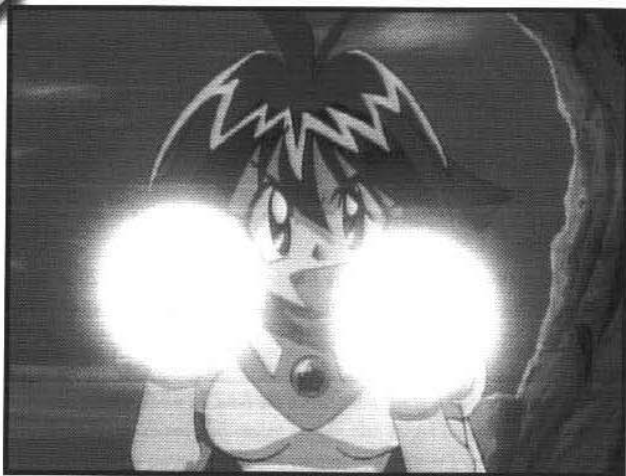


## UAN REHL

Shamanist [Astral]  
**BASE DC:** 40  
**SPELL SLOTS:** 2  
**RANGE:** Close (25 ft. + 5 ft./2 levels)  
**EFFECT:** Web of energy up to one 5 ft. square/level (S), or hemisphere of web with radius of up to 5 ft. + 2 ft./level  
**DURATION:** Concentration  
**SAVING THROW:** Fortitude half

This spell creates a web of astral energy that acts as a barrier against creatures susceptible to astral damage. Any such creature making contact with the web also suffers 1d6 points of damage per caster level (maximum of 15d6).

This spell is also known as *flare web*.



### UISFAN RANK

White [Force]  
**BASE DC:** 35  
**SPELL SLOTS:** 2  
**RANGE:** Personal  
**TARGET:** You  
**DURATION:** 1 round/level (D)  
**SAVING THROW:** None

This spell focuses magical power on the caster's fists and enhances his or her unarmed fighting ability. The caster's fists are considered +1 ghost touch weapons and deliver 2d6 damage per hit (plus modifiers for Strength, as usual).



### ULAVE HOWL

*"Infinite Earth, mother who nurtures all life, let your power gather in my hand!"*

Shamanist [Earth, Fire]  
**BASE DC:** 45  
**SPELL SLOTS:** 2  
**RANGE:** Long (400 ft. + 40 ft./level)  
**TARGET:** One creature  
**DURATION:** Instantaneous  
**SAVING THROW:** Fortitude partial

This spell calls a column of lava from the earth. It arcs across the sky to strike the target, then cools and hardens within one round. The target creature must make a Fortitude save or be trapped in a prison of hardening lava,

suffering 1d10 points of fire damage per caster level (maximum of 20d10). If this save is successful, the creature suffers only half damage and is not trapped.

If the target is trapped by *ylave howl*, he or she must find a way to dig his or her way out, or make a Strength check (DC 30) to break free of the effect. The hardened lava is normal (if soft) volcanic rock once the effect is complete — the lava does not disappear when the spell ends. The hardened lava does, however, protect the target from further sources of injury (though he or she may face suffocation).

This spell is also known as *flare howl*.

### WATER WALKING

White  
**BASE DC:** 20  
**SPELL SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 levels)  
**EFFECT:** Path up to 10 ft./level  
**DURATION:** Concentration  
**SAVING THROW:** None

This spell, cast on a nearby body of water or similar liquid, creates a path of white energy across the surface. This path can support 100 lb. of weight per caster level (maximum 500 lb.). If more weight than this is placed on the path, it will fail.

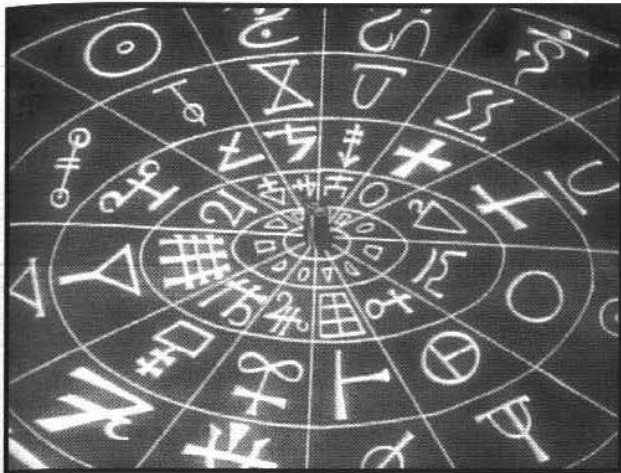


### WIND BARRIER

Shamanist [Air]  
**BASE DC:** 35  
**SPELL SLOTS:** 1  
**RANGE:** Medium (100 ft. + 10 ft./level)  
**AREA:** Wall of wind up to 10 ft./level long and 5 ft./level high (S), or sphere of wind with radius of up to 5 ft. + 2 ft./level  
**DURATION:** Concentration  
**SAVING THROW:** See text

This spell creates a barrier of fierce winds that resists any physical creature, object, or attack. Any ranged attack that must pass through the *wind barrier* suffers a 50% miss chance, except for siege engines and similar massive ranged weapons. Creatures and objects smaller than Medium cannot pass through the barrier at all. Medium size and larger creatures must make a Strength check (DC 30) to pass through. Unattended objects are automatically deflected, though the GM can decide that massive objects can pass through the barrier unaffected.

Note that the *wind barrier* is effective against ranged attacks and movement from either direction. The spellcaster is not immune to the effects of this spell.



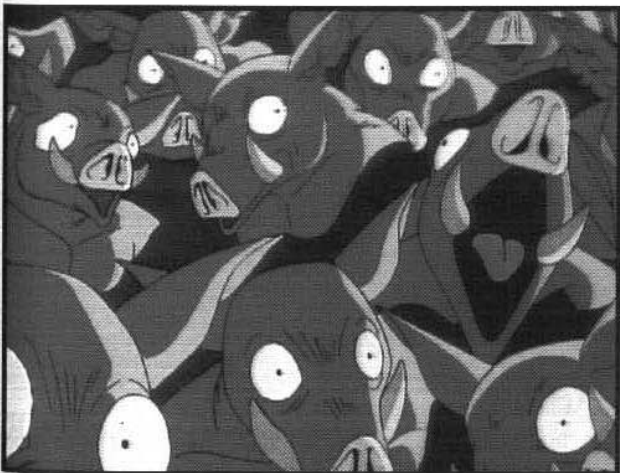
### WRITING

Common, White

**BASE DC:** 20  
**SPELL SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 levels)  
**AREA:** Up to 5-ft. square  
**DURATION:** Instantaneous  
**SAVING THROW:** Will negates (harmless, object)  
**SPELL RESISTANCE:** Yes (harmless, object)

This spell allows the caster to create markings on an area of up to 5-ft. square. These markings can be written words, drawings, or just about anything else he or she wishes, and may be in any colour (or combination of colours) the caster desires.

If this spell is used on a creature, it may make a Will save to negate the effect, and spell resistance applies.



### Yum!

Common, Shamanist

**BASE DC:** 20  
**SPELL SLOTS:** 1  
**RANGE:** Close (25 ft. + 5 ft./2 levels)  
**AREA:** 1 cu. ft./level of food  
**DURATION:** Instantaneous  
**SAVING THROW:** Will negates (harmless, object)  
**SPELL RESISTANCE:** Yes (harmless, object)

This spell causes the affected food to taste better, making even old orc meat palatable. Naturally, the exact effects of the spell depend on the particular tastes of the character who casts it.



### ZELAS GOTO

Sorcery  
**BASE DC:** 45  
**SPELL SLOTS:** 2  
**RANGE:** Close (25 ft. + 5 ft./2 levels)  
**EFFECT:** One or more summoned creatures  
**DURATION:** 1 round/level (D)  
**SAVING THROW:** No

This spell summons one or more physical creatures (typically animals, dire animals, or giant animals). These creatures appear where the caster designates and act immediately. They will attack the caster's opponents to the best of their ability. If the caster can communicate with the creatures summoned, he or she can direct them to perform other actions.

The creatures summoned may total no more than 4 Hit Dice per caster level (maximum of 80 Hit Dice), and no single creature summoned may have a challenge rating higher than the character's caster level.

## COMBAT

*You divided us up into couples to exploit our weaknesses and then used it for psychological warfare!*

— Amelia Wil Tesla Seyruun, confronting Jillas



Combat is a common feature in the *Slayers* universe. Combat works much the same way as in any other d20 game, except as noted here.

### SLAYERS COMBAT

There are several ways in which *Slayers d20* combat differs from other d20 games. The use and appearance of armour, class defence bonuses, battle cries, collateral damage, and knockdown and knockback are all significant factors in combat.

#### ARMOUR AND DEFENCE BONUS

Most people do not wear armour. Instead, they rely on their ability to dodge blows, represented by their class defence bonus. A character's defence bonus is the sum of the defence bonuses from all of his or her classes. A character's defence bonus acts as a dodge bonus and stacks with all other bonuses to AC (except armour bonuses or enhancement bonuses from magical armour).

Even those who do wear armour usually wear only partial armour, leaving much of their bodies unarmoured for greater mobility and flexibility. This choice of armour is a stylistic difference, but has no impact on the effectiveness or qualities of the armour in question. Full plate armour that covers only half the character's torso and thighs works as well as a full suit of armour.

Characters wearing armour gain the full benefit of any armour bonus to AC the armour provides. Characters wearing armour do not retain their defence bonus to AC, unless they have a class ability that allows them to retain defence bonuses while wearing armour.

#### BATTLE CRIES

It is a common tactic in *Slayers* to declare — very loudly — a special attack or combat move. While this does serve (hopefully) to intimidate opponents and help establish the breadth of the character's combat abilities, it can also have a more direct impact on the character's performance in a fight.

Players are encouraged to develop signature attacks used by their characters. In combat (or other appropriate situations), a character who declares or shouts the name of his or her impending attack may gain a bonus on the declared attack. For example, when dropping Gourry onto Erulogos and Sirius, Lina declares her attack the "Gourry Bomb!" The bonus granted should be relatively small, such as a +1 on the attack roll and/or damage roll.

This bonus should not apply to the use of spells or special attacks, such as the warrior of justice's Pacifist Crush. These special abilities already have their own advantages and are "stock attacks" for all characters of that class. The use of battle cries is intended to help characters develop a unique and identifiable style in combat.

#### COLLATERAL DAMAGE

The spells in *Slayers* are known to destroy walls, buildings, or entire cities. While the spells are certainly powerful, it is not just their raw power that is responsible for the collateral damage. In *Slayers*, buildings just aren't that tough. Any type of attack is capable of collateral damage, including normal melee and ranged attacks. Collateral damage should not be used as a way to cause more damage to characters. It is simply a way of tracking the effect of damage on unattended objects, such as buildings and unlucky hilltops.

There are a few ways to determine the collateral damage of a given attack: descriptive, DC comparison, and hit points.

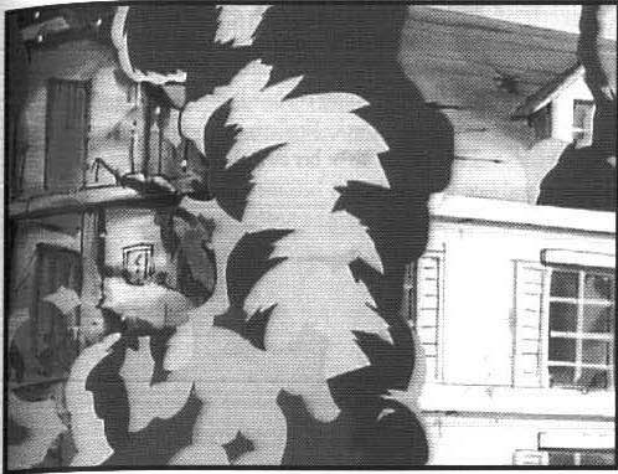
##### DESCRIPTIVE

The simplest method of handling collateral damage is simply to dramatically describe the results of a given attack and allow for the accompanying mass destruction at appropriate times. Ranged attacks are normally capable of damaging or destroying objects, while melee attacks typically damage or destroy sections of walls or buildings — pushing the victims of the attacks straight through the wall, for example.



##### DC COMPARISON

To determine the collateral damage of spell effects, compare the spell's base DC against the break DC of any affected items. Objects and buildings with a break DC equal to or lower than the spell's DC are damaged or destroyed. For physical attacks, the GM can compare the damage done by an attack against the break DC of objects. A target hit with significant damage might be pushed through a wall, while a softer hit might only crack the bricks.

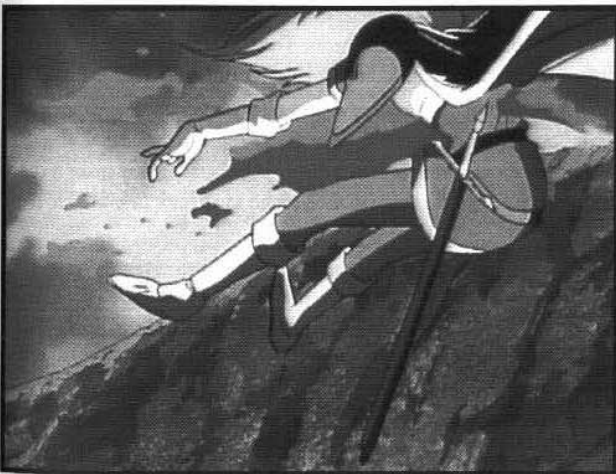


Of course, objects will often break much more easily in *Slayers* than in other d20 games. To reflect this, the break DCs of objects should be reduced between 5 and 10 points. For example, a masonry wall (normally burst DC 35) would be reduced to DC 25 or 30 (easily destroyed with a *damu bras* spell).

For example, a troll bull rushes Amelia into a hewn stone wall. The GM compares the damage done to the wall's break DC (reduced from 50 to 40 in this case) and decides that the wall holds and Amelia is pinned against it. When faced with a sturdy oak door (normally DC 23), Zolf tosses a *flare arrow* (DC 25) and easily smashes the door out of his way.

## HIT POINTS

Alternatively, the GM can refer to the object hardness and hit points tables in the *Player's Handbook*. Again, buildings and terrain features seem remarkably breakable in *Slayers*. To reflect this, object hit points should be reduced to somewhere between one-tenth and one-quarter of their normal totals. In this way, a single attack or spell can do enough damage to destroy a section of wall or an entire building.



## KNOCKDOWN AND KNOCKBACK

Characters in *Slayers* tend to get knocked around a lot. Sometimes, when the fists and swords are flying furiously, it can be difficult for a character to keep his or her feet. When a character takes more damage in one attack than his or her Constitution score, the GM may call for a saving throw to see if the character remains standing (and in place), with a DC equal to the damage suffered.

Typically, a character uses his or her Reflex save to avoid knockdown and knockback. Depending on circumstances, however, the GM may decide that another type of save is appropriate (particularly if the character is set to receive the damage and ready to test his or her Fortitude or Will against the attack). If this save is failed, the character will be knocked down and rendered prone. Furthermore, for every five points by which the character failed the saving throw, he or she is moved five feet away from the source of the damage.

For example, Gourry swings at a bandit and hits for an impressive 22 damage. This is more than the bandit's Constitution, and he makes a Reflex save (DC 22). His save result is only an 11, and the bandit is knocked back ten feet ( $22 - 11 = 11$ ) and rendered prone.

## NAMELESS FOES

The hordes of enemies that fall against Lina Inverse and Gourry Gabriev are without number (and often without names). If that style is desirable, the GM is encouraged to play "fast and loose" with the hit points and damage of nameless opponents. Any significant hit suffered by these minor enemies (generally 1 or 2 hit points per Hit Die) can incapacitate, destroy, or kill. Less effective hits can be ignored completely (rather than adding up their damage taken).

This rule should only be used with creatures that are not supposed to be a lasting threat to the player characters. Such nameless enemies can still do damage, but they cannot hope to stand up against the strength of the heroes. Using nameless foes also saves the GM the time and effort of tracking hit points and damage sustained for a number of enemies at once.

## PSYCHOLOGICAL WARFARE

Swords, fists, and magic spells aren't all adventurers have to worry about. In the world of *Slayers*, foes often use psychological warfare to trick, embarrass, or frighten the characters into submission.

## PSYCHOLOGICAL ATTACKS

Psychological attacks are carried out as opposed skill checks. The attacking character decides whether he or she hopes to cause confusion, embarrassment, or fear in his or her enemies. The effect desired determines what skills the character can use.

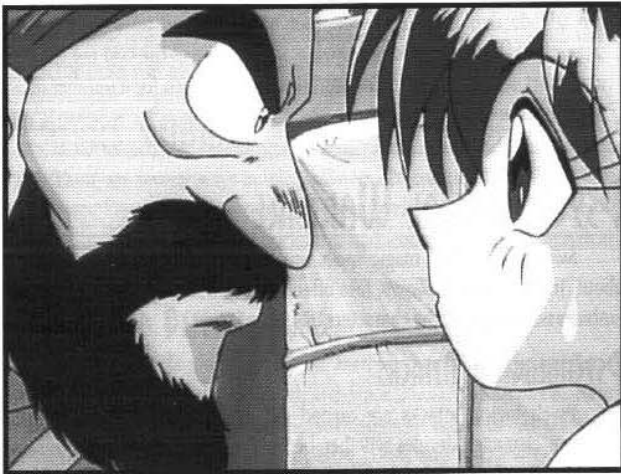


## PSYCHOLOGICAL ATTACKS

SKILL	EFFECT
Bluff	Confusion
Diplomacy	Confusion
Intimidate	Fear
Taunt	Embarrassment

The character's skill check is opposed by the target's modified level check (1d20 + character level or Hit Dice + target's Wisdom modifier). The target may substitute his or her Will save bonus if that is better. If the character's skill check result is higher than his or her opponent's, the target becomes distracted (for Bluff or Diplomacy checks), shaken (for Intimidate checks), or abashed (for Taunt checks).

Every round, the target may attempt another level check (or Will save) as a free action. The condition imposed (whether confusion, embarrassment, or fear) remains until the character gets a check result equal to or higher than the result of the psychological attack. Each round, the character gains a +2 cumulative bonus on this check, as long as the character making the psychological attack has stopped. It's more difficult to get over embarrassment if you're still actively being teased.



For example, Gaav uses Diplomacy to convince Amelia that her friends are serving Hellmaster Phibrizzo (and cause her to become confused). His check result is a 51. Amelia's Will save is higher than her modified level check, so she makes a Will save to resist. Her result is only a 34. She becomes distracted and Gaav moves on to deal with the others. During her next action, Amelia makes another Will save, this time with a +2 bonus, to try to overcome her confusion.

During appropriate situations — such as when the character or his or her allies are in imminent danger or the source of the attack leaves — the GM may grant bonuses to the level check or Will save to overcome a psychological attack. While Gaav may confuse Amelia and take advantage of her hesitation, she will not long sit idle while her friends fight him.

Making any type of psychological attack is a standard action.

## STRESSFUL SITUATIONS AND PSYCHOLOGY

Stress can have serious psychological effects. In game terms, characters in a confusing situation may become confused, even if no one is specifically targeting them with a skill check. Similarly, a character fighting against hopeless odds will feel fear on his or her own. A character forced to put on a minidress and sing show tunes may become embarrassed by the experience whether or not anyone makes fun of her (or him!).

The GM may call for level checks or Will saves to resist confusion, embarrassment, or fear. He or she simply determines the DC and asks affected characters to make their checks. Just as with psychological attacks, the character may attempt the check each round until he or she overcomes the condition. A cumulative +2 bonus per round applies to this check if the character can remove him or herself from the situation that caused the psychological stress (just as with psychological attacks).



## CONFUSION

A witty, fast-talking character can cause confusion in his or her enemies using Bluff or Diplomacy skill checks. There are three states of confusion: distracted, befuddled, and addled (from least to most severe).

A distracted character who becomes subject to a new source of confusion becomes befuddled, instead. Similarly, a befuddled character subject to new confusion will be addled. The character may make a check against each source of confusion each round to attempt to overcome these conditions.

For example, when Lina wakes up on a strange beach and finds herself somewhere she has never been, she becomes distracted. She continues to check against this (and fails) until a pig man appears out of nowhere and starts talking to her. When this new source of confusion appears, Lina slips from distracted to befuddled as she tries to make sense of her situation. She makes a separate check each round to recover from the confusion of her new surroundings and the confusion caused by her host.

## EMBARRASSMENT

Everybody's sensitive about something. Characters may become embarrassed when put in embarrassing situations, such as Gourry being forced to dress up as a girl, or when someone makes a Taunt check to embarrass them. There are three states of embarrassment: abashed, flustered, and mortified (from least to most severe).

An abashed character who suffers embarrassment again becomes flustered, instead. A previously flustered character becomes mortified. The character may make a check against each source of embarrassment each round to attempt to overcome these conditions. Characters surrounded by detractors may find themselves quickly mortified and forced to flee the situation to recover their dignity.



## EMBARRASSMENT DAMAGE

Sometimes, you don't want to just embarrass someone. You want to make it *really* hurt! For times like those, it is possible to cause embarrassment damage. The attacking character makes a Taunt check, as normal, with a -4 penalty. If he or she beats the target's modified level check (or Will save), the target suffers nonlethal damage equal to  $1d6 + \text{attacker's Charisma modifier}$ .

Embarrassment damage recovers more quickly than other forms of damage, even other nonlethal damage. A character recovers a number of points of embarrassment damage equal to his or her character level every minute. A character cannot begin recovering this embarrassment damage until he or she is no longer embarrassed (abashed, flustered, or mortified).

A target who suffers embarrassment damage becomes abashed, as usual. He or she may continue to make checks each round to overcome the embarrassment condition imposed, but this does not affect the embarrassment damage he or she has suffered.

For example, having suffered Martina's quips and jibes long enough, Lina decides to give her back some of her own. Lina teases Martina about her



skinny legs and makes a Taunt check at a -4 penalty. Her check result is a 24. Martina makes her modified level check and her result is a 22. Martina becomes abashed by Lina's comments and suffers  $1d6 + 2$  nonlethal damage.

## FEAR

Even the bravest adventurers feel fear. Characters may succumb to fear when they face dangerous opponents and frightening situations, or when an enemy makes an Intimidate check to bully them. There are three states of fear: shaken, frightened, and panicked (from least to most severe).

A shaken character who becomes subject to fear again becomes frightened, instead. A previously frightened character becomes panicked. Alternatively, a character who would become panicked may be cowering, instead. This option should be chosen if it is impossible or undesirable for the character to flee the situation. The character may make a check against each source of embarrassment each round to attempt to overcome these conditions.

For example, when Sylphiel finds herself facing Hellmaster Phibrizzo, the GM decides that a check against fear is in order — at a DC of 30. Sylphiel makes her modified level check and her result is a 19. Sylphiel becomes shaken, but she can make another check each round to overcome her fear. Knowing that her father and all the people of her city are the mercy of Hellmaster, she steels herself to face him despite her fear.



## FAINING

Sometimes, it all just becomes too much to handle. When characters are pushed to their limits, embarrassed or frightened as far as they can go, they may pass out. Any time a character makes a check against fear, a roll of a natural 1 causes the character to faint. He or she becomes unconscious for  $1d4+1$  rounds.

The GM may decide that characters should not regularly faint (it can be inconvenient, after all). In this case, he or she can simply declare that a character will only faint if he or she is already panicked (or cowering) and rolls a natural 1 on a check to recover.

Characters may also faint from embarrassment damage. Any time the character takes enough embarrassment damage to reduce him or her below 0 hit points, the character becomes unconscious — just as he or she would from any other source of damage. Since characters recover from embarrassment damage faster than from other sources of injury, they do not normally stay unconscious for long.



## CONDITION SUMMARY

Psychological warfare covers six new conditions (for confusion and embarrassment). These conditions are explained below.



### ABASHED

An abashed character takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Abashed is a less severe state of embarrassment than flustered or mortified.

### ADDLED

The character is paralysed with confusion and can take no actions. An addled character takes a -2 penalty to AC and loses his or her Dexterity bonus (if any).

Addled is a more extreme state of confusion than distracted or befuddled.

### BEFUDDLED

The character is unable to act normally. A befuddled character can take only partial actions and takes a -2 penalty on all attack rolls, saving throws, skill checks, and ability checks. Befuddled is like distracted, except that the character can take only partial actions.

Befuddled is an advanced state of confusion.

### DISTRACTED

A distracted character takes a -2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Distracted is a less severe state of confusion than befuddled or addled.

### FLUSTERED

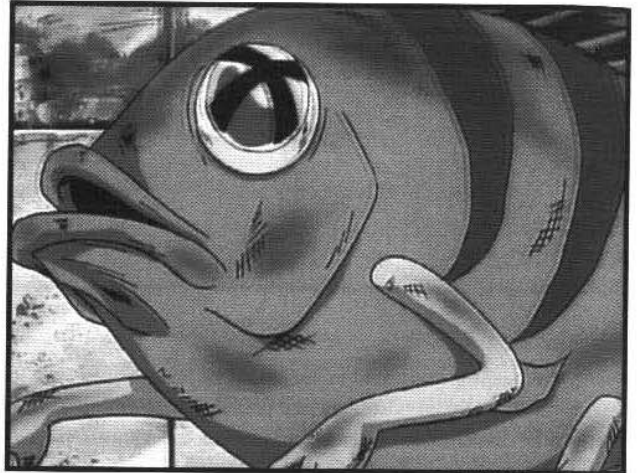
A flustered character tries to hide from the source of his or her embarrassment as best he or she can. If unable to hide, he or she will attempt to distract attention away from him or herself. A flustered character takes a -2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A flustered character can use special abilities, including spells, to hide or flee; indeed, the character must use such means if they are the only way to find relief. Flustered is like abashed, except that the character must hide if possible.

Flustered is an advanced state of embarrassment.

## MORTIFIED

A mortified character must drop anything he or she holds and do anything possible to hide or flee (along a random path) from the source of his or her embarrassment. He or she can't take any other actions. In addition, the character takes a -2 penalty on all saving throws, skill checks, and ability checks. If cornered, a mortified character cowers and does not attack, typically using the total defence action in combat. A mortified character can use special abilities, including spells, to hide or flee; indeed, the character must use such means if they are the only way to find relief.

Mortified is a more extreme state of embarrassment than abashed or flustered.



## DEATH IN SLAYERS D20

Sometimes, people die. Characters in *Slayers d20* are no exception to this. Even a troll, when reduced to -10 hit points, will die. The death of unnamed opponents can happen quickly and with little notice in the series. The death of major characters, however, such as the player characters of a *Slayers d20* game, is a more momentous event.

If a character is dying, it is usually a good idea to give them the time to receive magical healing or mundane care if available. The character might hover on the edge of death's door, at -9 hit points, for a few minutes while his or her friends rush to the character's aid. This prevents an unlucky roll or a series of unfortunate circumstances from randomly deciding a character's death. Characters in the game should die when their death fits into the story, not because the dice decided it was so.

If a character's death is unavoidable (or desirable), the character should have time to say a few words before he or she dies. This gives the character (and the player) a chance to find closure and to make the most of his or her final scene. Naturally, a character who is already unconscious and dying will have no chance to act (or even speak) before the end. A character who is conscious, however, and takes enough damage to kill him or her should have the chance to make the most of his or her last moments.

# THE SLAYERS UNIVERSE

*The one who controls the power of light and darkness is the human who exists between them!*

— Xellos

There are a number of small ways in which the *Slayers* universe differs from a traditional d20 setting. This chapter is devoted to discussing the setting and the ways in which it differs from information contained in the *Player's Handbook* and *DMG* core books.

## ALIGNMENT

With the focus of the *Slayers* anime series bending toward comedy with moments of high drama, *Slayers d20* must naturally bend that way as well if it is to be faithful to its source material. In order to do that, it is important to discuss how comedy makes its presence known, and how the d20 System can be skewed to accommodate it more fully.

When shooting for comedic moments, few tools in the d20 arsenal provide as much utility as alignment does. Most games use alignment (when they use it at all) simply as a rough guide to outlook and behaviour, with some abilities tied to it to better represent aspects of myth and legend. It is seen as a rough guideline instead of a hard and fast rule, a guide that enables role-playing and character growth.

One of comedy's main themes, however, is setting up stereotypes and making fun of them, as we discussed in the Character Creation section. Alignment is a wonderful tool for doing just that. In *Slayers d20*, we encourage the use of stereotypical behaviour after choosing an alignment. This doesn't mean there can never be exceptions, of course. Nothing says a lawful good fighter can't be rude and desperate when he encounters a village after days without eating — or try to stick another party member with the bill afterwards. It does mean, however, that both players and GMs should feel free to mine those stereotypes for their comedic potential during play.



## DR, HOW TO SUMMON DEMONS AND STILL BE A GOOD GUY

One of the big conundrums in designing *Slayers d20* is the difference between Western and Eastern thought. In Western thought, trafficking with demons or calling on their power is solely the province of evil magicians. If a character is playing with infernal powers, he or she is only a hairsbreadth away from being evil as well. No matter how good the magic user's original intentions, merely communicating with demons on a regular basis is enough to eventually drive the character over the edge into evil.

In Eastern mythology, however, demons are considered aspects of the natural spiritual world. While they embody many of the negative aspects of existence, they are still a part of existence as a whole. Their place in the universe is set, and as much a part of the natural order as the forces of good. Their presence is no more corruptive than that of angels. While they might be open to bargaining or exchanging favours, they are far more interested in their own celestial battles than in setting up mortals to fall from grace.

Given that *Slayers* is a Japanese series, it hews much more closely to the Eastern outlook. Lina can draw power from Dark Lords all day long and still be a loveable, (basically) good person at the end of it. Bargaining with Mazoku, casting black magic, dabbling in the creations of Copies or Chimeras: all of these things are ethically questionable at the least, but do not affect the overall alignment of the character in question.

In short, while one's actions determine one's alignment (or vice versa), one's companions or power sources do not.

## MONEY AND EQUIPMENT

The *Slayers* universe is set in a fairly standard fantasy environment, a setting that should be marginally familiar to almost everyone who has played a fantasy d20 game. The economy of *Slayers* is more modern than medieval, however, with restaurants (complete with fixed menus and pricing), stores specialising in either new or used goods, speciality shops, bath houses, hotels — in short, an entire service industry devoted to travellers that resembles the modern world far more than its fantasy setting. There is a firmly established middle class, and very little in the way of serfdom or slavery.

There are three common units of currency in *Slayers*: gold, silver, and bronze coins. No firm rate of exchange or ratio between the coinage is given in the series, but it seems fair to assume that one gold is equal to 10 silver, and one silver is equal to 10 bronze. Silver is the standard currency, with gold coins being used primarily by the very wealthy.

These three coins are used in both the Subcontinent and the Outer World. Barter is also a heavily used form of trade, and most places will accept it so long as the arrangement is agreed to before the exchange is made. Finding out you can't cover the bill at a restaurant and offering a trade item instead, after eating the meal, is frowned upon. The best way to ensure a smooth transaction is to make sure the item offered is obviously worth considerably more than the debt incurred. Other forms of coinage do exist, but primarily as relics from a bygone age. They will be worth far more to a collector than to a normal shopkeeper, who might decline them altogether as payment.



There are few prices given in the *Slayers* series. Gourry mentions once that a longsword cost 500 silver, while the leader of the Dragon Fangs gang bought a baby black dragon at a festival for three bronze pieces.

For accurate pricing in the *Slayers* universe given these benchmarks, we suggest taking the equipment lists from the *Players' Handbook* adding 25 percent to the price. Luxury or rare items should be priced in gold, common items in silver, and poor or very inexpensive items in bronze. If that creates more complexity than desired for your game, simply use the equipment costs as listed in the *Players Handbook*.

## MONEY MAKES THE WORLD GO AROUND

As a treasure seeker, sorcery genius, and practical person, Lina Inverse is extremely aware of what it takes to get by in the world: money. She's always got her eye on a way to make a profit, and as a result, she manages to get ahead in the world. Hard work and an eye for opportunity pave the way for anyone in *Slayers* to live comfortably, possibly even with a few treasured luxuries.

With that in mind, money takes on an important role in the *Slayers* series, with most plotlines revolving around it (at least initially). While most of Lina's companions don't hold financial gain in the same esteem that she does, everyone, even Princess Amelia, recognises the need to support themselves from time to time.

It is worth noting, though, that there are very few prices quoted during the three seasons that the show ran. While money ebbed and flowed like water, individual sums were rarely mentioned. Lina fobbed the check off on other people because she was cheap and she could, not because she was a few bronze pieces short. In the spirit of the series, then, we recommend that individuals running a *Slayers d20* game give money only as much attention as necessary to keep the game running smoothly. Extensive record-keeping and free-flowing comedic style are anathema to one another, and are likely to cause significant headaches for those who wish to combine them regularly. Assign treasure in bagfuls and ropes of gems and other interesting items, or note that the players have once again drained the coffers through high living so it's off to get a job once again, but avoid dealing with specific sums when possible for your campaign.

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## EQUIPMENT

Both the Subcontinent and the Outer World are very urbanised societies. With that in mind, what cities exist are typically large and full of merchants who specialise in both common and unique items. There are magic item shops, sorcerers' guilds, temples, and other organisations that have to raise revenue somehow... often by selling the fruits of their labours.

Most items in the *Players' Handbook* are available in *Slayers d20*. For exotic items, the GM has final approval. For selling items, see *Selling Loot* in the *Players' Handbook*.

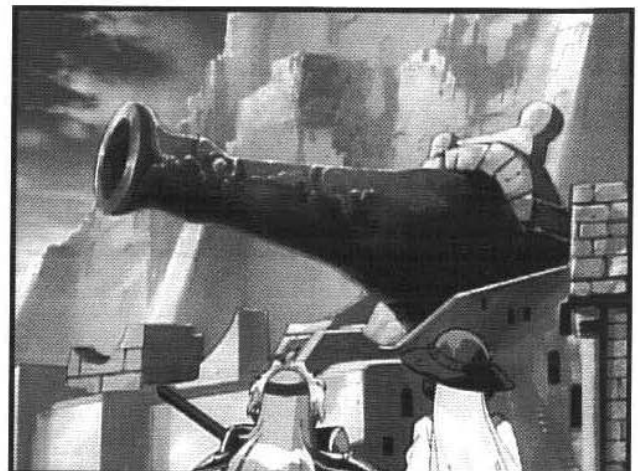


## ARMOUR

As with many anime series, armour in *Slayers* is largely a matter of style rather than function. Full suits of any kind of armour are rare, with one person using paldrons and greaves and another with just a breastplate. Occasionally, someone will wear a full suit of armour, but that is as often for ceremonial or decorative reasons as a desire for protection. More often, a great warrior will wear absolutely no armour at all. To reflect this, any part of a suit of armour worn will convey the same protection as a full suit of armour, and will cost the same when purchased. For more information on how armour is used in *Slayers d20*, please see page 100.

## FIREARMS

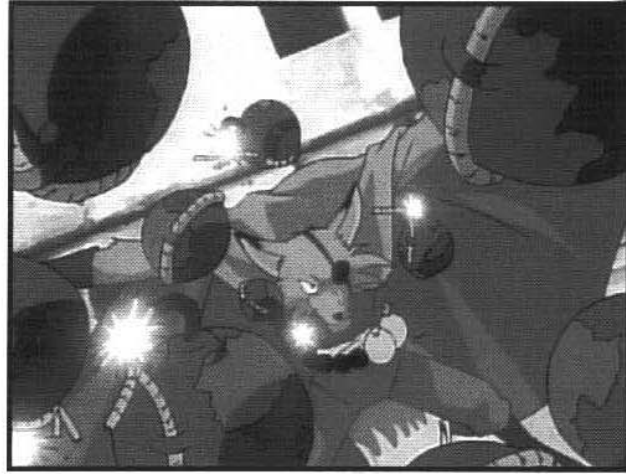
In the Outer World, the decay of the magical arts has been countered by a rise in technology, especially where warfare is concerned. Instead of fireball-



casting sorcerers, there are armies of lizardmen armed with rifles. Guns and cannons are commonplace, and nearly every soldier can be expected to own at least one firearm.

Firearms, bullets, and gunpowder are rare on the Sub-Continent, used primarily for special effects in the theatre or for fireworks used in special celebrations. Finding firearms, bullets, and gunpowder created for ballistic use will be nearly impossible, except as possibly a specially commissioned piece that will cost twice the item's normal value. Even then, finding someone with the Craft (gunsmithing) skill will be difficult. In the Outer World, however, guns are considered the equivalent of bows and are easy to come by.

Firearms use gunpowder — an explosive chemical compound that looks like a coarse black powder — to launch small projectiles at targets. They come in single and double barrel versions, with each barrel holding a single round of ammunition. Reloading a pistol requires a standard action for each barrel of a weapon, or a full-round action to reload both barrels of a double-barrel weapon at the same time. The Rapid Reload feat allows a character to speed up the reloading process (see page 52).



### Bomb

A bomb is a small black metal sphere that is loaded with gunpowder and lit by a fuse. It is designed to explode shortly after being ignited, tearing the container into tiny pieces and shooting them out from the centre of the blast. Bombs are used as splash weapons. The damage for a direct hit is given in the table below. Splash damage for a medium bomb is 1d8, and for a small bomb it is 1d6 points of damage.

### SMOKE BOMB

Smoke bombs are like regular bombs, only they inflict no damage. Instead, smoke bombs create a cloud of thick black smoke that covers a 30-foot radius, offering total concealment within that area of effect.

### CANNON

Cannons are cart-mounted or ship-mounted artillery pieces, designed to be used against ships, buildings, or enemy troops. Horses, ostrich beasts, or teams of people pull them. They are packed with gunpowder, which is detonated to shoot a heavy iron cannonball at least 6 inches in diameter, or larger for permanently mounted weapons. Add an additional 1d10 points of damage for every additional 2 inches of diameter of the cannonball being fired.

All firearms are fuelled by gunpowder. Gunpowder is sold by the 5 kg cask (100 gp). Approximately 30 grams are needed for each shot fired by a gun or rifle. If set on fire, a cask of gunpowder will explode in 1d4 rounds and inflict 2d6 points of damage. Gunpowder packed as the main explosive in a rocket or other invention could inflict up to 20d6 points of damage, depending on the vehicle. The GM has final discretion on how much damage any gunpowder-fuelled invention should inflict.



### GUN

Available with one or two barrels, a gun detonates a small charge of gunpowder, firing a metal bullet at a range. It is a one-handed weapon.

### RIFLE

Available with one or two barrels, a rifle detonates a small charge of gunpowder and fires a metal bullet at a range. It is a two handed weapon.

FIREARMS							
Item	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Damage Type
<i>One-Handed Ranged Weapons</i>							
Gun	100 gp	2d4	2d6	x3	50 ft.	3 lb.	
<i>Two-Handed Ranged Weapons</i>							
Rifle	150 gp	3d4	3d6	x3	100 ft.	10 lb.	
<i>Explosive Weapons</i>							
Bomb	75 gp	2d8	3d8	x3	20 ft.	1 lb.	
Smoke Bomb	50 gp	-	-	x3	20 ft.	1 lb.	
<i>Artillery</i>							
Cannon	1000 gp	3d8	3d10	x3	200 ft.	200 lbs.	Bludgeoning

## NPCs

While the player characters are the focus of the game, they aren't the only inhabitants of the *Slayers* universe. There could easily come a time when the baker's boy needs stats just as much as the warrior who guards the city gate. To that end, the *DMG* provides NPC classes for use with non-adventuring characters. We encourage the use of these templates, with the following exception: the class of Adept is not allowed in *Slayers d20*. The Aristocrat, Commoner, Expert classes are all present in *Slayers d20*.

The Warrior NPC class is still allowed, though it is likely to be far less useful than the Bandit or Warrior classes. NPCs using the Warrior NPC class do not get a defence bonus, nor do they gain any reputation bonuses. We strongly suggest that player characters not take levels in the Warrior NPC class unless there is a story-based reason for doing so. In short, while we do not recommend the use of the Warrior NPC class on a large scale, it is available for those GMs who wish to employ it in their games.



## ANACHRONISM

While *Slayers* is a high fantasy series, there are a number of anachronistic elements that come into play during the course of the show. A group of warriors trying to arrest Lina wear sporty sunglasses designed to accent their cool appearances. Lina and Amelia both end up at a swimming pool wearing bikinis while Gourry and Zel lounge in swimming trunks. Tropical print, button-down shirts can be found on a number of people near the coast, including the head of the local black market, Mr. Borden. Jillas invents an orihalcon tank.

It is all right to include anachronistic elements in your *Slayers d20* game. Such accents, used sparingly, can accentuate the humour for the players by allowing them to use modern references in a fantastic setting. We suggest that GMs encourage the use of such items by the players, and add touches to notable NPCs as necessary to heighten the mood and enhance the enjoyment of the game.



## GAME-MASTERING THE SLAYERS

*The Slayers* is a series that mixes humour, action, and serious drama in liberal doses. This section discusses Game-Mastering *The Slayers* in order to get the most out of a campaign.



## THE RIGHT BALANCE

The Game Master has the most difficult role in a role-playing game. He or she plays all five senses for the players' characters: everything they see, hear, smell, taste, or touch comes through the GM. All the non-player characters are the GM's responsibility to define and portray, and the player characters' sense of danger or security comes from the GM. Without the input from the Game Master, the players will not know the appropriate way to act in a situation, which could lead to disaster. Since the players depend on the GM for all their information, it is important for any GM to strike the right balance between the various elements of *The Slayers*.



## THE MIX OF DRAMA AND COMEDY

While *The Slayers* is a comedy series leavened with broad doses of drama, managing the right blend of the two can be difficult. Too much comedy, and the campaign devolves into a long series of jokes — fun for a while, but eventually it wears thin and the players no longer take the game seriously. A campaign lacking in depth and dramatic conflict eventually disintegrates.

On the other hand, too much drama and deadly seriousness makes the game something other than *The Slayers*. Players in a *Slayers* game expect slapstick humour, bad puns, oddball anachronisms, and pop-culture parodies. If the adventures are all grim battles against Mazoku and meetings with stuffy old Gold Dragon High Priests, then the GM and the players are missing some of what makes a game set in Lina's world different from other fantasy role-playing settings. In that case, the players may rebel and insert silliness on their own, leading to conflict between the players and the GM.

Rather than fall to one extreme or the other, seek a balance that gives the players a bit of each. Intersperse a long story arc about a plot to take over the local kingdom with moments of camp, such as a powerful sorceress having to act like an idol-singer in order to get the treasure. Even in the most serious scenes, such as a face-off with a Demon Lord, do not discourage witty banter or comedic violence, such as a bash to the head when someone says something stupid. Far from being mood-breakers, these moments fit the spirit of the series perfectly.



### SLAPSTICK OR SERIOUS VIOLENCE?

Violence comes in two flavours in *The Slayers*. There is slapstick violence worthy of a *Tom and Jerry* cartoon: Lina socks Gourry for forgetting something she just told him. Lina often fires a Dragon Slave at someone who has made her mad, destroying an entire town in the process, yet the residents have little more than a few burns on them.

The violence can be grim and fatal, too. When Copy Rezo murdered Eris and massacred Sairaag, that was not a joke. When Gaav's sword cleaved into Xellos and Amelia lay bleeding to death on the rocks, there was nothing funny about it. When Xellos tortured Valgaav in *An Explosive Situation! The One Who Holds The Key!*, he was the only one laughing.

The question of when to use deadly violence as opposed to slapstick violence is part of the question of comedy vs. drama. In side adventures that serve as breaks from the main plot of the campaign, players expect to be able to cast powerful spells for their flashy effects, but not to really kill anyone with them. When running these light-hearted diversions, be loose with the results of damage: the fireball blows the bandits into the sky, but they land with little more than bruises and burns. Being reduced to zero Hit Points essentially knocks opponents or team-mates down without killing them.

To retain drama in the campaign, however, there comes a time when the violence must be real. Save these moments for climaxes or dramatic turning points, such as when the characters face the main foe of a multi-session arc or the arch-villain of the entire campaign. Then the Dragon Slaves and Mega-Brands do real, killing damage.



Be sure to give the players clues as to which moment is which; otherwise, both players and GM will be frustrated. Try not to use the major opponents in combat until it is time for a showdown, or to show them committing some evil that establishes them as a great threat. Music cues help, too, provided the GM or the players have a good selection available. Finally, save the serious violence until the players get closer to their goal. It is at these times that they pose the greatest threat to the villain, and thus it is more likely that the villain will strike to eliminate them.



### MAKE SURE EVERYONE FEELS USEFUL

One of the most important reasons role-players get together is to have fun with friends, mutually creating an exciting story. Consequently, almost everyone wants to feel they have an important part to play. On the other hand, one of the worst things for a player is to have nothing useful to contribute because everything the player can do, someone else can do better. Playing Martina can get old, fast.

This is a particular problem in a *Slayers* game. Using the heroes as an example, Lina, Amelia, and Zeligadis are all powerful spell-casters. Moreover, each has their speciality: Lina is superb with spells of destruction, Amelia, with the White Magic, and Zeligadis with Shamanist magic. Between the three, there are few foes who can stand up to them.

What then is left for Gourry? While he is a supremely skilled swordsman, he is neither a spell-caster nor very bright. He does, however, possess the Sword of Light and its immense power at his disposal. Without it, he would be little more than a swordsman with no power. With it, he is a

valuable contributor and has scenes where he is the star, as when Lina was wounded in *YES! Final Hope, the Blessed Blade!* and he took charge of the battle against Copy Rezo.

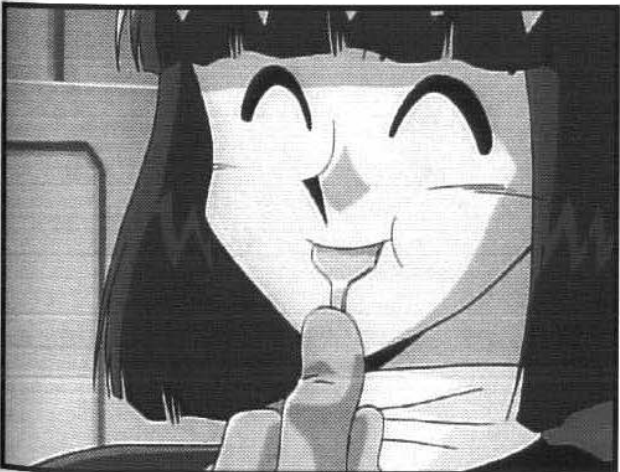
Always, then, make sure that each character has something special he or she can do, something that the other characters are not as good at. If a character is a spell-caster, encourage the player to specialise. If not, then let the character have a magic item, perhaps a family heirloom. It need not be incredibly powerful at first; the GM can always reveal hidden powers later as needed. It took Gourry two years to learn the Sword of Light was one of the five Dark Star weapons, after all. Do this, and the players will all feel like they have a stake in the game.



## THE STORY VERSUS THE PLAYERS

The world of *The Slayers* should give the GM many ideas for exciting adventures. Tales of gods, Mazoku, and brass racquets tournaments will all beg to be told. One problem a Game Master will run into, however, is the desire to tell a story, not share in its creation with the players. This can lead to the dreaded "railroading," in which the GM's story takes precedence over the players' wishes for their character. Do not do this. Players forced down a set path become bored and even rebellious, and the game stops being fun.

Instead, a GM can find a balance between the story and the players by listening to them and finding out what they want to do. Does the big warrior want to enter the pie-eating contest? Does the priestess want to investigate rumours of an artefact in a local abandoned tower? A good GM should take



these desires into account not only when designing the adventure, but also when running it. Players are notorious for having their characters scamper off in unanticipated directions, and it is up to the Game Master to be flexible in the face of this.

This does not mean the GM must abandon any hope of a plot: far from it. By taking into account the desires of the players, the GM can weave his or her clues and plot events into the adventure, thus advancing the story. If the GM intended for the warrior to meet an old nemesis at a crossroads, have him appear at the pie-eating contest instead. When the priestess searches for rumours, have her find a clue to the overarching goal of the campaign along with them. The game thus stays on track and the players feel they have free will.



## PACING

*The Slayers* is not a slow-paced environment. The characters are always moving from one place to the next and, when they stay in one place, something happens that leads to fast action. Exposition scenes are short and are almost always followed by another action scene. Game Masters should aim for that same pace.

## START TROUBLE WHEN THINGS DRAG

All games hit quiet points: the players are unsure what to do — perhaps something has distracted them, or an NPC has been expounding on the arcane history of the world. Whatever the cause, this can become a problem





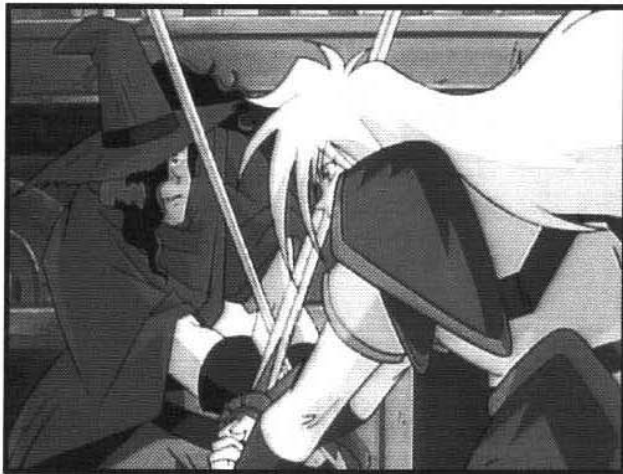
if allowed to go on too long, for it goes against what is expected from a *Slayers* game. In that case, there is just one thing to do.

Start trouble.

If the players are dawdling, have a bounty-hunter show up to capture them for a reward. This happened to Lina so many times that Amelia had to keep score. If they are wasting time in a restaurant, have a non-player character surreptitiously steal their purse, and then have the landlord present the bill. If the players do not know what to do, raise some ghosts from the local cemetery and have them attack the town. The GM should do whatever he or she can to make sure things keep moving.

## NEMESSES ARE GOOD

Everyone needs friends, but recurring enemies are much more fun in a role-playing game. They give the players someone to hate, at whom they can vent their frustration. Nemeses also provide the GM with a marvellous tool for stirring the plot without seeming heavy-handed. As Lina had her Martina and Gourry had his Zangulus, so should the GM make sure the characters have one or two recurring foes to dog their steps and provide some excitement.



Nemeses are especially useful if they can complicate an already difficult situation for the characters. Having to travel a long way to recover her magic powers was bad enough, but to discover Martina was tagging along made the quest all the more difficult for Lina. Zangulus had a talent for showing up to fight Gourry just as Gourry was busy with something much more important. Nemeses can be either comedic or serious, or both, depending on the situation.

## NEVER STAY IN ONE PLACE TOO LONG

Heroes in *The Slayers* are always in motion, often running. If they stay in one place to solve a problem, they are quickly off on the road again when it is done, the call of adventure too strong to resist. With a setting so diverse and full of adventure opportunity, the GM should plant clues in one adventure location that encourages the characters to move on to the next. He or she should also discourage players from having their characters settle down, unless they are retiring. *The Slayers* is a series about exploration and growth through new experiences. As Lina might say, staying home is for old folks and farmers.



## SINGLE EPISODE VS. WHOLE-SEASON ARCS

Two kinds of adventure design are especially fitting for *The Slayers*: the one-shot "single episode" and the "season." Single episodes are self-contained adventures that have little to do with the overall plot, other than to provide a break from the tension provided by the main quest. Examples of this are *Immediate Results!*, *Love Is In The Tiny Differences!* and *Bitter Curve Balls!* *Gutsy Fast Balls!* Stories like these are ideal for a single night's gaming, but the GM should be sure to have everything wrap-up at the end, lest the campaign become side-tracked. They can also hold their own in an episodic campaign, in which the GM has no overarching story to tell.

A campaign played over multiple game sessions can be structured as a season in a television series: there is an opening in which the basic threat is discovered, a middle that leads to the first major turning point or revelation of a deeper plot, and a final third that grows more serious as it draws toward the climax. In between sessions dealing with the main plot, the GM can sprinkle single episodes that provide a change of pace. *Slayers Next* is the best example of this, and GMs would do well to study its structure.



## A HISTORY OF THE SLAYERS

*The Slayers* is an enormously successful anime and manga franchise in Japan that has gained wide popularity in the United States and Canada. It began in 1990 as a series of short stories written by Hajime Kanzaka and illustrated by Rui Araizumi, which were followed by novels. The success of the manga lead to the first television series, *The Slayers* in 1995. *Slayers Next* followed in 1996. By that time, the series' popularity had grown so much that it was translated into Korean and Chinese and broadcast in those markets. The third and final season, *Slayers Try*, aired in 1997.



Sensing that it would be a hit in North America, Software Sculptors, a subsidiary of Central Park Media, licensed the videotape and DVD rights. They released a series of videotapes covering all three seasons from 1996-2000, while licensing the rights to make DVDs to Enoki Films. Enoki, in turn, issued three DVD boxed sets, one for each season, in 2003.

## THE SLAYERS AND THE SWORDS AND SORCERY GENRE

Fantasy, especially the "Swords and Sorcery" version, has long been popular among anime fans. Some are serious in their overall tone, such as *Record of Lodoss War*, *Legend of Crystania*, *The Heroic Legend of Arslan*, *Orphen*, and *Dragon Slayer*. In many of these tales, great heroes band together to stop a formidable evil before something horrible happens, often the destruction of their kingdom or even the whole world. The heroes are usually youths, teenagers, or adolescents, but they have mighty powers and a tremendous will to carry through to the end. As the story arc progresses, the heroes face challenges and grow through them, symbolically leaving their childhood and becoming adults.

While the genre traces its origin to the pulp fantasies of the 1930s, modern Swords and Sorcery anime also owes a great deal of its trademark qualities to paper and pencil role-playing games and their computer and console cousins. Elves, dwarves, trolls, and orcs are common elements, while Western-style wizards cast spells in castles that could come straight from Europe. Adventurers often begin as roustabouts who are looking for no more than gold and good times while raiding dungeons and fighting monsters. Over time, however, they uncover threats requiring them to undertake quests to avert that danger. The heroes come from different backgrounds and even races, each providing skills necessary for the group to succeed.

*The Slayers* takes these themes and pokes good-natured fun at them. While solidly Swords and Sorcery, it is also a comedy with both subtle and slapstick characteristics. The heroine is a greedy, deceitful yet cheerful, teenaged sorceress who gleefully robs bandits and takes their treasure. Her best friend is a noble swordsman with the memory of a rock. They are allied with an adolescent princess whose ideas of reality come from heroic tales and with a dour teenage boy cursed to look like a monster. Spells are flashy and deal enormous damage, but the victims regularly survive with just some scorch marks and bruises. Serious characters are often discomfited when others make a wisecrack or point out the stupidity of their lines. Finally, the series regularly breaks the "fourth wall," that barrier between the audience and the performers, to speak directly to the viewer and comment on the absurdity of the situation.

Yet *The Slayers* has its serious side, too, which keeps it solidly within the Swords and Sorcery genre. The dangers are no less real despite the show's humour. In each season, there is a real threat to destroy the world: the return of Shabranigdo in *The Slayers*, the schemes of Hellmaster Phibrizzo in *Slayers Next*, and the ultimate dissolution of all existence in *Slayers Try*. Whereas comedic moments in other series serve to lighten otherwise serious shows, the serious moments faced in each season serve a different role. Early in a season, dramatic scenes are a relief from the comedy and serve to heighten the viewer's tension, keeping him or her interested in the characters' fates. Later, in the last half to last third of a season, the roles reverse and comedy serves to give the audience momentary release from that same tension as the show builds to its climax.

Dramatic themes underlie *The Slayers*, as each season tackles the question of humanity's significance in a universe where Gods, Mazoku, and their servants treat them as pawns to be played and sacrificed at will. In the first season, the Mazoku trick Rezo into being a vehicle for Shabranigdo's rebirth, leading to his destruction. In *Slayers Next*, Hellmaster Phibrizzo uses Lina as bait to draw out Demon Dragon King Gaav and then toys with her friends' lives to force her to cast the *giga slave*. Faced with the threat from Dark Lord Darkstar in *Slayers Try*, Dragons, Mazoku, and Overworlders all treat humans as afterthoughts. Humanity only asserts its own worth through the intervention of Lina, Gourry, Amelia, and Zelgadis.

Less weighty themes also contribute to drama in *The Slayers*. Lina begins the series as a self-centred and self-reliant teenager and comes to realise that she needs others, especially Gourry. Zelgadis, on the other hand, must deal with his curse, the failure of his struggle to find a cure, and his feelings that everyone hates or fears him for looking like monster. Amelia needs to grow and learn that with power comes responsibility. True to the comedic nature of the series, however, things work out for the best at the end. Lina and Gourry walk off arm-in-arm, and Amelia has taken up her state duties in Seyruun, symbolising her acceptance of mundane responsibility. Finally Zelgadis, while not cured, carries with him a token from Amelia, proof that someone can like him for who he is inside.

Gourry is, well, Gourry through all three seasons.

## THE SLAYERS AS A GAME SETTING

*The Slayers* as a setting for fantasy role-playing games has quite a bit to offer. While the stories told about Lina and her friends are all set at high levels of power, the world they live in can easily accommodate beginning characters, providing them with challenges fit to their levels and skills.

Low-level and mid-level characters will find themselves with plenty to do, even if they do not get to save the world on a daily basis. Beginners will have their hands full dealing with bandits on the road, getting past the

Beastmen to the treasure, and paying their restaurant tabs. As they move up to the middle ranks, their adventures will inevitably land them on the wrong side of the law — or of someone who can afford to put a bounty on their heads. Local and regional politics will provide them with opportunities to test their growing power: scheming kings and power-mad wizards will always need agents, or their targets will need someone to protect them.

It is at the high levels, however, that the setting shines. High-level characters will find themselves dealing with plots that threaten mighty kingdoms or even the world on a regular basis, and the Mazoku or other powerful forces will be their frequent enemies. Ancient magical artefacts will pass through their hands on a regular basis, as the world's past comes back to endanger the present. With its rich background, a Game Master will not exhaust the possibilities any time soon.

Its unique mix of comedy and drama also makes it a very flexible setting for a GM, allowing him to adjust the mood of a game as need be without violating the setting's integrity. If the group is not in the mood for world-ending dangers and reborn gods, bring on the Rossburg Theatre company and let them deal with a crazy director. On the other hand, light-hearted adventures can be set aside quickly when the time comes to deal with the main threat. These mood shifts are part and parcel of a *Slayers* game and, rather than breaking the suspension of disbelief on the part of the players, actually support it and help to keep the game fresh.

### SLAYERS WEB SITES

Not surprisingly for such a popular series, *The Slayers* have inspired many fan-created web sites, as well the official sites. Following are a few of the more interesting or useful *Slayers*-related places on the Web.

#### OFFICIAL WEB SITES

The following are the web sites for the companies that brought *The Slayers* to North America.

<http://www.centralparkmedia.com>

<http://www.software-sculptors.com>

<http://www.enokifilmsusa.com>

#### FAN WEB SITES

Fans of *The Slayers* have created many web sites to show their enthusiasm for the series. Here are some of the most useful.

<http://www.inverse.org>

Inverse.org is perhaps the most complete *Slayers* site on the web, with an incredible depth of information about not only the anime series, but manga, novels, art books, music CDs, and much more. There is a complete biographical character index, as well as episode guides for *The Slayers*, *Slayers Next*, and the first three episodes of *Slayers Try*.

<http://u.webring.com/hub?sid=&ring=vsslayers&sid=&list>  
and

<http://www.anipike.com/index.php?cat=247>

These are gateway sites that link to hundreds of *Slayers*-related pages, each rated for quality. Anipike's page contains links to many sites dedicated to specific *Slayers* characters.

<http://www.geocities.com/mascotterra/links/lovelinks/lovelinks.htm>

This site has links to over 100 web sites dedicated to romantic pairings of the major characters in *The Slayers*.

## CREDITS

A lot of work goes into producing; here are the people whose voice and technical talents brought *The Slayers* into existence. The numbers in parentheses are the episodes with which a performer or production person was associated. When no number is listed, that person was involved from beginning to end.

## THE SLAYERS

### ENGLISH CAST

Actor A (14)	Crispin Freeman
Amelia	Joani Baker (11-13), Veronica Taylor (14-26)
Bandits	J. Willet, Roger Kay, Jimmy Zoppi, Eric Stuart
Bandit Boss (1)	J. Willet
Boy (8)	Bill McClure
Cally	Rachel Lillis
Dilgear	Jimmy Zoppi
Eris	Rachel Nanstad
Eruk	Adam Sholder
Gourry Gabriev	Eric Stuart
Hallas	Crispin Freeman
Innkeeper (2)	Jimmy Zoppi
Knight (13)	Eric Stuart
Lina Inverse	Lisa Ortiz
Minion #1 (6)	Roger Kay
Mr. Rossburg	Ted Lewis
Paula	Rachel Lillis
Prince Philionel	Matt Black (11-13), Jimmy Zoppi (25-26)
Randy	LOBOZZO
Rezo	Charles Rolf (3-17), Peter Davis (18-26)
Rodimus	Junior Ringenbach
Saman	Jimmy Zoppi
Shabrangido	Roger Kay
Shopkeeper (2)	Roger Kay
Sorcerers 1	Ted Lewis, David Moo
Sylphiel	Stacia Crawford
Thief (11)	Jimmy Zoppi
Tiiba	Adam Sholder
Town Girl (5)	Jessica Lauren
Volun	Cliff Lazenby
Vrumugun	Carter Cathcart (13), Jimmy Zoppi (14-18)
Waiter (1)	Gene Jonson
Waitress (9)	Alissa Porta
Warrior (13)	Liam O'Malley
Wife (2)	Nicole Cathcart
Wizard (11)	Carter Cathcart
Zaboga	Jimmy Zoppi
Zangulus	Liam O'Malley (13), Ted Lewis (14-21)
Zelgadis	Daniel Cronin (2-17), Crispin Freeman (18-26)
Zolf	Stan Hart
Zorom	John Dorsey
Zorro Man (13)	Roger Kay
Other Voices	Roger Kay, Jesse Tarlauren

### JAPANESE CAST

Lina Inverse	Megumi Hayashibara
Eris	Etsuko Ishikawa
Gourry Gabriev	Yasunori Mastsumoto
Zelgadis	Hikaru Midorikawa
Rezo	Takehito Koyasu

Zangulus  
Noonsa  
Rahanimu  
Amelia  
Sylphiel Nels Lahda

Bin Shimada  
Kouzou Shioya  
Yuuichi Nagshima  
Masami Suzuki  
Yumi Touma

## PRODUCTION

### Episode Directors

Takashi Watanabe (1, 26), Makoto Soksa (2, 10, 16),  
Kazu Yokota (3, 8, 17, 25), Masato Sato (4, 13, 22),  
Jouhei Matsuura (5, 11, 15, 21), Susumu Ishizaki (6),  
Yoshiaki Iwasaki (7, 14, 20), Eiichi Sato (9), Takashi  
Kobayashi (12, 23), Hiromi Tamano (18, 24),  
Atohi0 Tadano (19)

### Executive Producer Planning

Tsuguhiko Kadokawa  
Zen Enoki

### Story

Kazuhiro Imanishi  
Hajime Kanzaka  
Rui Araizumi  
(Kadokawa Publishing Co.,Ltd.,  
Fujimi Books)

### Series Structure

Takao Koyama

### Character Design

Naomi Miyata

### Art Director

Toshihisa Tojo

### Recording Director

Sadayoshi Fujino

### Director of Photography

Shigeo Kamiyama

### Music

Satoshi Tezuka, Vink

As Appearing in MONTHLY DRAGON MAGAZINE, WEEKLY COMIC DRAGON  
(Fujimi Books)

### Senior Director

Takashi Watanabe

### Associate Producers

Noriko Kobayashi (TV TOKYO), Yumiko Yazaki  
(SOFTX)

### Animation Producer

Koji Hagiwara (E&G FILMS)

### Produced by

TV TOKYO, TV TOKYO MEDIANET

### Screenplay

Takao Koyama

### Storyboard

Takashi Watanabe

### Animation Director

Naomi Miyata

### Key Animation

Taido Hanafusa, Yuji Koume, Makoto Takahoko,  
Hirotto Kato, Akira Shinoda, Tatsuhiko Nagaki,  
Mizue Koyama

### Key Animation Check

Hikaru Kaneko

### Color Coordination/ Color Selection

Yuri Otawa

### Animation

Akio Umemoto, Yoshimasa Chikahisa, Emi Kumogi,  
Yasushi Matsuzaki, Kaori Fujita

### Ink and Paint

Kana Sakano, Yuko Yamate, Naomi Shimano,  
Hiroyuki Mori

### Backgrounds

Take-One, Akemi Ito, Yuka Arai, Yuko Sasakio

### Titles

Maki Productions

### Editing

Mari Kishi, Tako Inoue

### Photography

E&G Films, Teruo Abe, Nobuhiro Kawakami

### Effects

Hideo Arai

### Mixing

Kohei Oishi

### Recording Studio

Tact Studios

### Post Production

Keiko Senda (Cruise)

### Opening Theme

"GET ALONG!"

### Lyrics

Satomi Arimori

### Composer

Hidetoshi Sato

### Arranger

Tsutomu Ohira

### Sung by

Megumi Hayashibara

### Ending Theme

"I'LL NEVER GIVE UP!"

### Lyrics

Satomi Arimori

Composer  
Arranger  
Sung by  
Original Soundtrack  
Production Manager  
Production Coordinator  
Publicity  
Laboratory  
Animation Production  
Produced by  
Distributed by  
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MEDIANET/MARBENT

Masami Okui  
Toshiro Yabuki  
Masami Okui  
Starchild Records  
Shuichi Okada  
Koji Nakatani  
Takae Kuroda  
Tokyo Laboratory  
E&G Films  
TV TOKYO, TV TOKYO MEDIANET  
ENOKI FILMS USA, INC.

## ENGLISH LANGUAGE VERSION

Executive Producer  
Production Supervisor  
Production Coordinator  
Special Thanks  
English Translation  
Adapted & Produced by

John Sirabella  
Sam Liebowitz  
Dimas Rodriguez  
Hitomy Koike  
Neil Nadelman  
Michael Haigney, Larry Juris, Jim Malone for TAJ  
Productions  
Buttons Sound, Inc.  
Software Sculptors, LTD.

Post-Production Audio  
©1997-1998

## SLAYERS NEXT

### CAST

Lina Inverse/  
Lord of Nightmares  
Gourry Gabriev  
Amelia  
Martina  
Zelgadis  
Xellos  
Demia  
King Moros  
Tarimu  
Alfred/Christopher  
Ashford/Kanzel  
Prince Philionel  
Mazenda  
Kira  
Zazan  
Borden/Deo  
Mimi/Nene  
Joe/Keith  
Rudo Balzac  
Miwan  
Saygram  
Gaav  
Auntie Aqua  
Hellmaster  
Zangulus  
Sylphiel  
Eruk  
Moros, Demons, &  
Other Voices

Lisa Ortiz  
  
Eric Stuart  
Veronica Taylor  
Rachael Lillis  
Crispin Freeman  
David Moo  
Jimmy Zoppi  
Nathan Price  
Josh Mosby  
Steven Hickox  
Nathan Price  
Jimmy Zoppi  
Sharon Becker  
Rachael Lillis  
David Moo  
Zeke Zeigler  
Mandy Bonhomme  
Frank Frankson  
Ed Paul  
Sharon Becker  
Robert O'Gorman  
James Snyder  
Veronica Taylor  
Vinnie Penna  
Ed Paul  
Stacia Crawford  
Chris Tsakis  
Tony Salerno

## PRODUCTION

Basic Planning  
Producers

Chief Director  
Episode Directors

Screenplay

Original Story  
Series Structure  
Character Design  
Music  
Art Director  
Sound Director  
Director of Photography  
Animation Producer  
Animation Production  
Produced By

Tsuguhiko Kadokawa  
Noriko Kobayashi (TV TOKYO), Yumiko Yazaki (TV TOKYO MEDIANET)  
Takashi Watanabe  
Hidekazu Sato (27, 29, 50), Kou Matsuzono (28), Yoshiaki Iwasaki (30), Seiji Mizushima (31, 37, 43, 51), Kazu Yokota (32, 39), Takeshi Kobayashi (33), Shigeharu Takahashi (34, 40, 45, 49), Shunji Yoshida (35, 36, 44), Takeshi Yamaguchi (38, 48), Makoto Sokuzza (41, 47), Heisake Wada (42), Shigeto Makino (46), Takashi Watanabe (52)  
Katsuhiko Chiba, Jiro Takayama, Norihisa Okamoto, Katsumi Hasegawa, Yasunori Yamada, Seiko Watanabe  
Hajime Kanzaka, Rui Araizumi  
Hajime Kanzaka, Jiro Takayama  
Rui Araizumi, Naomi Miyata  
Satoru Tezuka — Vink  
Hidenori Nakahara  
Sadayoshi Fujino  
Sigeo Kamiyama  
Shuichi Okada  
E.G. Films  
TV TOKYO/TV TOKYO MEDIANET

## ENGLISH LANGUAGE VERSION

Executive Producer  
Producer  
Dubbing Supervisor  
Dubbing Coordinator  
Audio Post Production  
Director  
Engineer  
Formatting Supervisor  
Video Post-Production  
Translation  
Subtitles  
Original Japanese Version  
English Language Version

John O' Donnell  
Stephanie Shalofsky  
Christopher Sippel  
Karel Havle  
Taj Productions  
Jim Malone (27-39), Anthony Salerno (40-)  
Dan Rich-Sonomat  
Jason Bergenfeld  
Broadway Video  
Neil Nadelman  
Captions, Inc.-Los Angeles  
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© 1999 Enoki Films USA, Inc.

## SLAYERS TRY

### ENGLISH LANGUAGE CAST

Lina Inverse/Mei  
Gourry Gabriel  
Amelia/Chicken  
Zelgadis  
Xellos  
Prince Phillionel  
Filia/Reika  
Almayce  
Gravos  
Jillas  
Valgaav  
Supreme Elder  
Queen of Baritone/  
Princess Sera  
King of Alto  
Prince Marco

Lisa Ortiz  
Eric Stuart  
Veronica Taylor  
Crispin Freeman  
David Moo  
Jimmy Zoppi  
Tara Jayne  
J. David Brimmer  
Nathan Price  
Addie Blaustein  
Scottie Ray  
Robert O' Gorman  
Rachael Lillis  
Josh Mosby  
Frank Green

Waiter/Old Man/  
Assorted Soldiers  
Honar/Captain Jarlov  
Kerel  
Lilia  
Pig  
Ralmus/Roast Pig  
Erulogos/Dai  
Sirius  
Elena  
Ryo  
Anna  
Palou  
Sailor  
Dragons

Tony Salerno  
Scottie Ray  
Frank Frankson  
Rachael Lillis  
Tony Salerno  
James Snider  
Scottie Ray  
Frank Frankson  
Rachael Lillis  
Tony Salerno  
Jill Seifers  
Vinnie Penna  
J. David Brimmer  
Anthony Salerno

## ORIGINAL JAPANESE CAST

Lina Inverse  
Gourry Gabriel  
Zelgadis  
Amelia  
Filia  
Xellos  
Valgaav  
Almayce  
Jillas  
Erulogos  
Sirius  
Supreme Elder

Megumi Hayashibara  
Yasunori Matsumoto  
Hikaru Midorikawa  
Masami Suzuki  
Noriko Kuwajima  
Akira Ishida  
Wataru Takagi  
Chafuhrin  
Takumi Yamazaki  
Yukinori Hori  
Hiroshi Ienaka  
Ikuya Sawaki

## PRODUCTION

Basic Planning  
Producers

Chief Director  
Screenplay  
Original Story  
Series Structure  
Character Design  
Music  
Art Director  
Sound Director  
Director of Photography  
Animation Producer  
Animation Production  
Produced By

Tsuguhiko Kadokawa  
Noriko Kobayashi (TV TOKYO), Yumiko Yazaki (MEDIANET)  
Takashi Watanabe  
Jiro Takayama  
Hajime Kanzaka, Rui Araizumi  
Hajime Kanzaka, Jiro Takayama  
Rui Araizumi, Naomi Miyata  
Satoru Tezuka — Vink, Vink^2, Vink^3  
Hidenori Nakahara  
Sadayoshi Fujino  
Sigeo Kamiyama  
Shuichi Okada  
E.G. Films  
TV TOKYO/TV TOKYO MEDIANET

## ENGLISH LANGUAGE VERSION

Executive Producer  
Producer  
Dubbing Supervisor  
Dubbing Coordinator  
Audio Post Production  
ADR Producers for  
TAJ Productions  
ADR Director/Engineer  
for TAJ Productions  
Script Adaptation  
Audio Engineer  
ADR/Formatting Supervisor  
for TAJ Productions  
Translation  
Subtitles

John O' Donnell  
Stephanie Shalofsky  
Christopher Sippel  
Karel Havle  
Taj Productions  
Larry Juris, Michael Haigney  
Jim Malone (53-60), Tony Salerno (61-78)  
Anthony Salerno, Dan Rich  
Dan Rich-Sonomat  
Jason Bergenfeld  
Neil Nadelman  
Captions, Inc.-Los Angeles

## EPISODE GUIDE

*The Slayers* comprises three series of 26 episodes each that trace the adventures of Lina Inverse, Gourry Gabriev, Amelia Wil Tesla Seyruun, and Zelgadis Greywords as they try to save the world from destruction at the hands of the Mazoku, demonic beings of god-like power. In between crusades to save the world, Lina and her friends have another mission — to grab as much gold and to eat as much good food as possible.



The first series, *Slayers*, opens with the typical elements of swords-and-sorcery adventures: killing bad guys and monsters and taking their treasure. The beautiful sorcery genius, Lina Inverse, teams up with a handsome, skilled, and dumb-as-a-jellyfish swordsman named Gourry Gabriev. Together, the two head off on what they think is a leisurely trip to see the sights.

Things change when they find themselves pursued by a maniacal priest and his minions, bent on recovering a powerful artefact in Lina's possession. Things change even more when Lina discovers that the priest is himself a dupe for Shabranigdo! After a desperate battle, Lina, Gourry, and Zelgadis defeat the demon lord.

The series is not even half-over, however. Lina and Gourry soon find themselves wanted for crimes they did not commit and chased by bounty hunters. Their journey takes them to a wedding and the theatre and finally to the city of Sairaag, where a shocking surprise awaits them: someone cloned the priest! The series ends with a titanic battle leaving the Slayers victorious and the world safe ... until the beginning of the next season.

Episodes 26 to 52 comprise *Slayers Next* and reunite the four companions several months after the defeat of Rezo and Shabranigdo. In the kingdom of Xoana, Lina, Gourry, Amelia, and Zelgadis foil the plans of Princess Martina and her father, King Moros, for world conquest. They leave the ruined city on a search for the Claire Bible, an ancient artefact that promises a cure for Zelgadis's curse, which will make him a human again.

Joining their search is the priest Xellos, who is also looking for the Claire Bible for reasons he will not reveal. In Atlas City and Seyruun, the five uncover plots by mortals to seize power. The Mazoku, demons who serve the Dark Lord Shabranigdo and his lieutenants, secretly back these plots. Lina realises eventually that their plots are just a cover for their real scheme: to kill Lina herself. The Demon Dragon King, Gaav, has commanded her death. Looking for a means to fight back, the quest for the Claire Bible becomes a search for a weapon to defeat the most powerful Mazoku.

Uncovering one plot leads to the discovery of another, however. Lina and her friends realise that they have been manipulated by another powerful Mazoku, Hellmaster Phibrizzo. He has used the Slayers as his stalking horses to draw Gaav into the open, where the Hellmaster kills him.

Yet, this is not the end of the plots. Phibrizzo has his own plans for Lina: he wants her to cast the *giga slave* spell, knowing that she would lose control and thus destroy the world. To this end, he kidnaps Gourry to force Lina to follow him to Sairaag, the residents of which he has raised as ghosts. In a final confrontation, Lina casts the spell and finds herself possessed by the Lord of Nightmares itself, who then destroys Phibrizzo. The world is safe at last ... for now.

The final series, *Slayers Try*, reunites the friends in a port city where an assembly of Kings plans to send a fleet to explore the Outer World. The barrier created by the Mazoku that has separated their lands from the rest of the world has fallen after 1000 years. Lina and her friends are recruited by Filia, a priestess of the Fire Dragon King, to come to the Outer World to prevent a prophecy of great evil from coming to pass. The Slayers join the fleet, but it is destroyed in a tidal wave and they are the only ones to reach port in the Outer World.

Lina, Gourry, Amelia, Zelgadis, and Filia are joined in the new land by Xellos, who has his own mysterious reasons for being there. On the journey to the Temple of the Fire Dragon King, they learn two valuable things: a tormented Mazoku named Valgaav wants to kill Lina in revenge for the death of Lord Gaav, and he is allied with Almayce, a being of immense power from the Overworld who wants to take Gourry's Sword of Light.

At the temple, they discover the reason: the Sword of Light was originally created with four other weapons by the Dark Lord of the Overworld, Darkstar. Almayce needs them all to summon Darkstar to Lina's world, where it can be destroyed. Recognising the danger to their world, Lina and her friends agree to try to stop the Overworlder. Their quest takes them to an island far at sea, where Almayce and his compatriots have built a gate to summon Darkstar. They are betrayed by Valgaav, who activates the summoning before they are ready and seemingly dies when Darkstar appears. A desperate battle temporarily seals the gate, but the resulting blast hurls the Slayers in different directions.

Weeks go by as the friends recover from their injuries, search for each other, and realise that the danger from Darkstar has not passed. After reuniting, their attempt to find the last weapon and seal the gate leads to shocking revelations about the truth behind Valgaav's rage and the treachery of the Golden Dragons. Although Xellos himself betrays Lina and steals the final weapon to seal the gate, Darkstar breaks through, bent on destroying the entire world.

The final episodes also contain the final revelations of the series: Valgaav is not dead, but has been absorbed and merged into Darkstar. Armed with Darkstar's knowledge, Valgaav knows that Gods and Mazoku are locked in an endless battle, the meaning of which even they have forgotten. To purify the world, he plans to destroy the universe, along with all the gods and Mazoku, so that it can start over again.

Lina and her friends try to convince him that Humanity does not deserve this fate, but his heart is hardened. In a final titanic gamble that fulfils the prophecy, Lina casts a spell that destroys Darkstar-Valgaav. Having saved the world for a third and final time, the Slayers go their separate ways — at least until the next threat rears its head.

**THE SLAYERS OPENING THEME: "GET ALONG!"**

[NOTE: This part is spoken]

*Where monsters rampage,  
I'm there to take them down!  
Where treasure glitters,  
I'm there to claim it!  
Where an enemy rises to face me,  
victory will be mine!*

[NOTE: This part is sung]

*No matter how hard this wind...  
...tries to push me back...  
...I recite a single spell and...  
...I set the pace my own way!  
Anyone who's jealous of my power...  
...and my beauty won't get in my way.  
I won't flinch from any opponent...  
...as my cape flaps in the breeze.  
I want to do that, I want to do this.  
Hey, that's just how girls are.  
One slip and it's to hell you go.  
So you better not get in my way!  
Far away, going where I want to.  
Don't want this journey to ever end.  
Even the worst of days...  
...I'll finish with a smile.  
Far away, embracing all the magic...  
...I wanna go beyond this day.  
With my eyes on my dreams...  
I keep walking on.  
As far as I can...  
Get along, try again.*



**CRASH! RED WHITE AND SUSPICIOUS ALL OVER!**

Zelgadis offers Lina a large sum for the unnamed item, but she demands a ridiculously high price. She refuses his counter-offer, thinking that whatever it is must be tremendously valuable to excite such interest. Hearing this, Zelgadis declares that, come sunrise, they are enemies.

The next night, in another town, Rodimus, another servant of Zelgadis, and more trolls attack Lina in her room. Before the battle destroys the inn, the attackers are defeated by powerful magic. A famous priest, Rezo, enters and tells Lina that he, too, seeks the object. He warns that Zelgadis seeks to destroy the world by resurrecting the Dark Lord Shabranigdo. He offers to take the item, but Lina decides to keep it to act as a decoy.



**ANGRY? LINA'S FURIOUS DRAGON SLAVE!**

In a mountain fortress, bandits celebrate their recent haul. They are attacked by the sorceress Lina Inverse, who defeats them and steals their treasure. When they try to take revenge, a young swordsman appears to save her: Gourry Gabriev. Gourry decides to accompany and protect the "little girl" on her journey. Lina agrees, since she cannot get rid of him.

They come to the village of Saman the Elder, who asks for Lina's help in defeating a dragon. Lina and Gourry agree and they seek out the monster. The battle is tough, and Lina is forced to use her most powerful spell, the *dragon slave*. She destroys the dragon, but also the town, too. The episode ends as she and Gourry flee from the angry villagers.

**BAD! MUMMY MEN AREN'T MY TYPE!**

Escaping the angry villagers, Gourry and Lina make their way to another town, where she wants to sell some of her treasure. A curse on one item makes the shopkeeper attack them, but they escape. At the next town, they are confronted by Zolf, a wizard swathed in bandages who demands the return of an item from the bandit camp. Lina refuses, and a battle ensues with Zolf and his trolls. Turning the trolls strength into a weakness, Lina drives them and the sorcerer off. The innkeeper is outraged at the damage, but Lina placates him with a ruby from the bandit hoard. Just as she and Gourry settle down for the evening, Zolf's boss Zelgadis knocks on the door, offering to make a deal.

**DASH! RUN FOR IT! My MAGIC DOESN'T WORK?!**

Over breakfast the next morning, Lina explains to Gourry why the resurrection of Shabranigdo would be a bad thing. While this occurs, Zolf searches for them through his crystal ball, but with no luck. Zelgadis tells him to keep trying. He, meanwhile, will try one last attempt at negotiation.

Later that day, Lina and Gourry are walking through the forest when she reveals that her powers have temporarily vanished, due to it being "that time of the month." At that moment, Zelgadis and his henchmen confront them and demand the surrender of the item, a statue. In the ensuing battle, Gourry fights Rodimus and the werewolf Dilgear, while Lina flees from Zelgadis. The swordsman eventually catches her, however, and uses magic to knock her unconscious.

## ESCAPE! NOONSA, THE FLAMING FISH MAN!

Lina awakens and finds herself a prisoner of Zelgadis. When she refuses to reveal the location of the statue, he leaves her to the care of Zolf. He summons Noonsa, a fishman who fancies himself a Romeo. In a moment of horror for Lina, Noonsa decides to give her a big, slimy kiss. Zelgadis suffers a nightmare about the moment Rezo turned him into a chimera.

Asleep after her torture, Lina awakens to find Zelgadis freeing her. They escape from the castle, but Noonsa surprises them and captures Lina. Nearly powerless, she cannot escape, but Zelgadis kills Noonsa. On the road again, he confesses that he wants the statue for himself. As Lina mulls over this news, they stop short when Rezo himself confronts them.



## FOCUS! REZO'S THE REAL ENEMY!

Rezo accuses Zelgadis of betraying him, while the latter says he never wanted to be a monster. Taking a chance, Zelgadis uses Lina as a distraction and they both make their escape, the chimera hoping to delay Rezo with a barrage of fireballs. Rezo then appears to Dilgear and orders him to kill the traitor.

Resting by the water, Zelgadis tells Lina Rezo's real goal: a cure for his blindness. Zelgadis knows nothing about Shabranigdo. Dilgear and a band of trolls then attack. Lina tries to escape the trolls, while Zelgadis duels the werewolf. The battle ends with Lina putting the last troll to sleep, while Zelgadis sends Dilgear running home to Rezo. He and Lina then head for Atlas City in search of Gourry.

## GIVE UP! BUT, JUST BEFORE WE DO, THE SURE KILL SWORD APPEARS!

Back in his lair, Rezo summons the Mazoku Zoram and orders him to kill Lina and Zelgadis. Those two meanwhile come to the abandoned town of Madiran where Dilgear and a hoard of beastmen ambush them. Zelgadis fights the beastmen, while Lina battles Zoram, who has just arrived. Her magic doesn't work against the Mazoku, and she is forced to flee for her life.

As Lina takes cover, Gourry arrives to block Zoram's blasts. He and Lina then flee to escape the demon. Zoram finds them and attacks, but Gourry reveals that his sword is the legendary Sword of Light and he then kills Zoram. After Dilgear's defeat, Zolf and Rodimus join Zelgadis. The five ally with Lina and Gourry against Rezo.



## HELP! SHABRANIGDO IS REBORN!

The five allies are in a new town discussing their plans when Rezo sends a warning: he will turn the entire town to stone unless they bring him the statue. Having no choice, they travel to his tower. Within, they find Rezo in a dining room at the top level. He seizes the statue, which contains the Philosopher's Stone, which in turn will restore his sight at the price of resurrecting Shabranigdo.

Fleeing to the roof, Rezo casts the ritual that releases Shabranigdo. Just as he completes it, Lina and her friends arrive to witness the rebirth of the Dark Lord. The spell consumes Rezo's body. He was tricked: Shabranigdo resided within him the whole time.



## IMPACT! THE EVE OF THE MENACING BATTLE!

The reborn Dark Lord offers the five a choice: join him or die. Zolf chooses to fight, for which he and Rodimus pay with their lives. Lina, Gourry, and Zelgadis flee to a town to eat and to plan. Lina explains why Black Magic will not work against Shabranigdo, and Zelgadis concludes that only the Sword of Light will stop Shabranigdo. Insisting on a positive attitude, Lina leaves the inn with her companions to attack the Dark Lord.

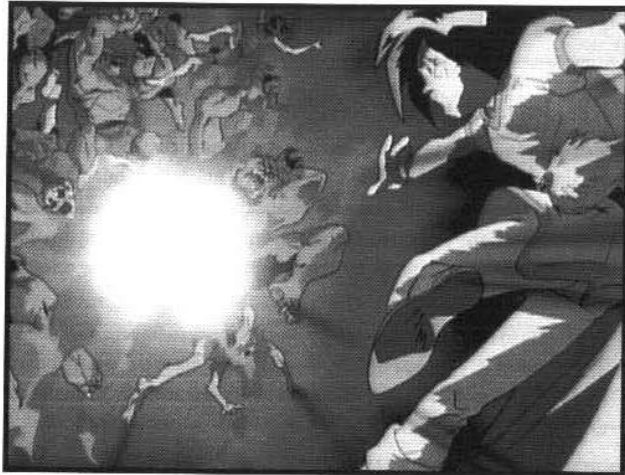
Just then, trolls attack the town. Shabranigdo has enraged them with the waves of hate he sends forth. A long battle leaves Gourry and Lina exhausted, and Zelgadis prepares to leave without them. The moment after Lina convinces him otherwise, Shabranigdo appears over the horizon.



## JACKPOT! THE GREAT LIFE OR DEATH GAMBLE!

The Dark Lord demands the three choose slavery or death. Refusing to surrender, Lina and Zelgadis unleash the full arsenal of their spells while Gourry attacks with the Sword of Light. None of their attacks work, as Shabranigdo brushes them aside like annoying gnats. Al the while he taunts them saying how much he loves to hear their screams: Mazoku feed on pain and terror.

In desperation, Gourry tosses Lina the Sword of Light. Through it, she casts a powerful spell that is amplified by the sword, but it fails. Zelgadis calls out to Rezo, convinced he lives somewhere still in the demon. The Dark Lord reacts, and Lina uses her chance to cast the *giga slave* spell. With a final blow and Rezo's help, she destroys Shabranigdo.



## MONEY! KNOCK OUT THOSE BOUNTY HUNTERS!

Arriving at Seyruun, the four discover wanted posters proclaiming rewards for the capture of Lina, Gourry, and Zelgadis. Amelia assumes Gourry and Lina must be criminals. Pursued by guards, the two flee and try to figure out who framed them. As they ponder their problem, Amelia and two bounty hunters, Zangulus and Vrumugun, who plan to take them to Sairaag, capture them.

Lina and Gourry escape from the prison tower and battle Vrumugun and Zangulus. Since Amelia cannot figure out who the evil ones are, she casts a spell to bring down the whole tower. Lina crawls out first so she must be right. The three head for Sairaag to discover who is behind the wanted posters.

## KNOCK OUT! THE SEYRUUN FAMILY FEUD!

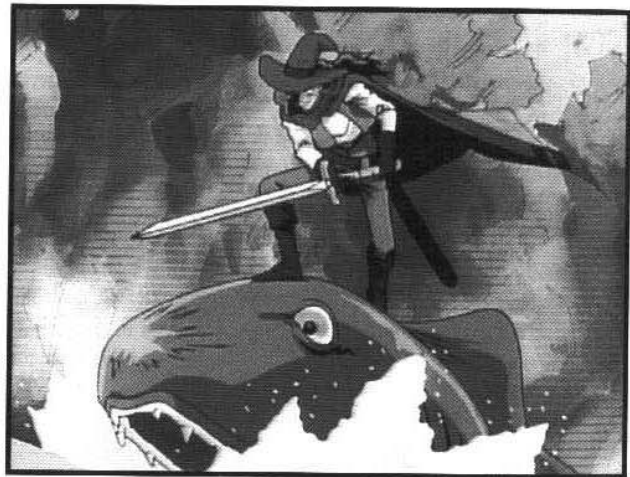
Lina waits at a cross-roads, hoping to meet Prince Philionel of Seyruun. Giving up when he fails to appear, she heads for a local inn. There she meets the priest Randy and his brother, Prince Philionel. Phil hires Lina to help clear a cave of monsters. Meanwhile, Gourry has met a girl named Amelia, who fancies herself a hero. She hires Gourry to help her find her father.

At the cave, Lina demonstrates her magical prowess by blasting through all opposition. In the final chamber, they find this was a trap set by Randy to kill Phil. Amelia and Gourry arrive, and he and Lina watch as Phil and his daughter, Amelia, make short work of Randy, his hired wizard, and his demons. They make short work of the mountain, too.

## LOVELY! AMELIA'S MAGIC TRAINING!

Amelia has come to worship Lina as a hero and pesters Lina to teach her the *dragon slave* spell. Phil supports her, but Lina is reluctant. She at last agrees, but only if Amelia can pass an arduous training. The training takes place in a town that is burdened by a hill that divides the town in two. Amelia begs Lina to destroy the hill with a *dragon slave*, and the irritated sorceress agrees. The resulting blast, however, also frees a graveyard full of ghosts.

The ghosts swarm over the town and the four fight them. Lina is possessed, and the pacifist Prince Phil lectures some on proper behaviour. Lina finally solves the problem by casting a spell that sends the ghosts back to their world.



## NAVIGATION! INVITATION TO SAIRAAG!

On the road to Sairaag, one bounty hunter group after another attacks Lina and her friends. At last they are caught by Vrumugun and Zangulus and prepare to fight. Managing an escape, a chase begins in which Vrumugun tries to trap Gourry and Lina with food, but the pair escape with Amelia again.

Along a riverbank they find and steal a raft. While they have escaped the bandits working for the bounty hunters, they have not eluded Zangulus and Vrumugun. Zangulus ambushes them in the river, riding a giant fish. The raft goes over a waterfall and, when Lina reaches shore, she discovers Vrumugun holding Amelia hostage. Her temper at the breaking point, Amelia casts *dragon slave* and gets rid of Vrumugun and Zangulus.

## OH NO! LINA'S WEDDING RHAPSODY!

On the way to Sairaag, Lina, Gourry, and Amelia encounter young Hallas Ryzu. Learning that a sorceress, Cally, and her daughter Paula plan to steal his money through forced marriage, they agree to save him. Lina will be his bride, but only long enough to get rid of Cally and Paula. At the house, Cally quickly realises her plan is ruined. She hires a gang of bandits to break up the wedding and capture Lina. Zangulus also has returned, hunting Lina and Gourry.

First Zangulus and then the bandits interrupt the wedding. Zangulus looks for Gourry, Vrumugun fights first Amelia, then Lina, and Cally looks for revenge. The fight ends with the house destroyed, Hallas saved, and the three friends again on the road for Sairaag.



## PASSION! SHALL WE GIVE OUR LIVES FOR THE STAGE?

Hungry and looking for food, the three friends stumble onto the Rossburg Players, a troupe of actors heading for the arts festival in Mosquita. Seeing this as a good cover, they join the company. Lina changes her mind, however, after they discover the director is a madman and Amelia and Gourry seem to take to the acting life.

On arrival at Mosquita, the troupe prepares to stage the play. In the middle of the performance, Zangulus, Vrumugun, and a band of beastmen attack. With Rossburg shouting that the show must go on, Amelia, Gourry, and Lina improvise and carry on the play during the battle. The fight ends with the crowd cheering, Rossburg winning first prize, and the bounty hunters in retreat.

## QUESTION! HE'S PROPOSING TO THAT GIRL?!

The group is in Sandoria, a port city on the way to Sairaag. To avoid the bounty hunters gathering in Sandoria, Lina and Amelia disguise Gourry as a girl named Lala and themselves as "her" sisters. In the city, the bounty hunter Volun falls in love with "Lala" and volunteers to escort them on their voyage.

On the voyage, Volun woos "Lala" and even proposes to "her." The appearance of a sea dragon interrupts the romance and a battle begins. The dragon knocks Volun out but, after landing in the water, Gourry learns the dragon's secret: it is gay and vain about its looks. Defending the town from the dragon, Gourry stabs the beast's nose and Lina casts a spell through the sword, driving the dragon off.



## RETURN! THE RED PRIEST IS BACK!

Lina, Gourry, and Amelia sneak into Sairaag and meet Sylphiel, a shrine maiden who clearly loves Gourry. She and her father give the trio shelter and inform them that the source of the wanted posters is a woman named Eris, who lives in Rezo's mansion. The three break into the mansion and discover a laboratory for making chimeras.

In the main hall, Eris, Zangulus, and Vrumugun confront them. The swordsman and the sorcerer attack Gourry and Lina, while Amelia battles a chimera. Lina kills Vrumugun, but then is grabbed by another, while yet a third appears. Eris has been creating clones of the sorcerer. Before they can kill her, Zelgadis arrives to slay them. As they confront Eris, Rezo himself appears, alive again.

## THE SLAYERS CLOSING SONG: "I'LL NEVER GIVE UP!"

*Graceful and stylish...  
There's no fault to be found.  
My wonderful smile...  
Are eyes so round and pretty a sin?  
Even when things go wrong...  
...all I do is shed a few tears...  
...and then anyone will forgive me.  
No one can resist my charms.  
I'll never give up! My heart.  
As I go on towards tomorrow.  
I'll never give up! My heart!  
It's overflowing with hope.  
I won't give them up, won't let them go.  
I aim for my endless dreams...  
...and I know they'll come true.  
Peace of mind, to be!*

## SHOCK! SAIRAAG FALLS!

Certain that he is a fake, Lina and the others attack Rezo. As he counterattacks, Sylphiel arrives to save the group with her protection magic. They retreat to make plans; Lina herself wonders if this Rezo is a clone. She and Gourry visit the Guild of Dark Sorcery to learn more, while Zelgadis investigates on his own. Convinced now that Rezo is a clone, the heroes search for the former Rezo's secret laboratory in Old Sairaag.

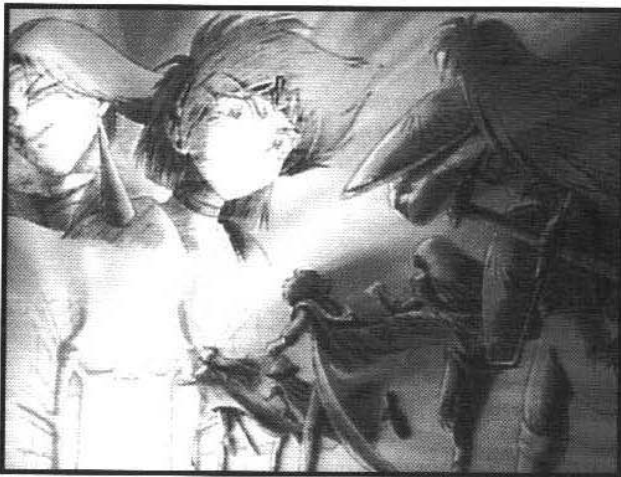
Eris, Zangulus, and Copy Rezo confront them as they search for the laboratory. As Gourry battles Zangulus, Copy Rezo brushes Zelgadis aside. He begins a spell of such power that Lina orders the group to flee. High above the city, they watch horrified as Copy Rezo destroys Sairaag itself.



### TROUBLE! RAHANIMU, THE FURIOUS FISH MAN!

Taking shelter in the ruins, the group talks about ways to fight Copy Rezo. Lina thinks there may be something useful in Rezo's laboratory, something called "Rezo's Legacy." Sylphiel agrees to take them there tomorrow. While the group rests before their task, a Fish-Man named Rahanimu spies on them and reports to Eris. She orders Rahanimu to take the chimeras and kill Lina and the others.

On the way to Rezo's laboratory, Rahanimu and the chimeras attack the group. The heroes split-up: Gourry and Sylphiel find themselves face to face with Zangulus, while Lina dodges Rahanimu and Zelgadis and Amelia fight the chimeras. They win but, unknown to them, Copy Rezo watches and waits for them to break the barriers guarding the former Rezo's lair.



### UPSET! GOURRY VS. ZANGULUS!

In Rezo's laboratory, Gourry uses the Sword of Light to break the magic ward, sending a signal to their foes. Descending, the companions find themselves in a labyrinth. Ambushed in a crystal chamber by Eris, Copy Rezo, and Zangulus, they are scattered by magic to various points in the dungeon: Lina and Sylphiel are in a golem factory, Gourry faces Zangulus in an arena, and Zelgadis and Amelia land in a library.

Finding nothing in the library, Amelia and Zelgadis eventually rejoin Lina and Sylphiel and together defeat the golems. They find Gourry losing a duel with Zangulus, but Lina inspires him to victory with the promise of a free dinner. In return for his life, Zangulus gives them a vital clue to Eris's goal.

### VICE! THE ONE WHO WAS LEFT BEHIND!

Deep under the earth, Lina, Zelgadis, Gourry, Amelia, and Sylphiel search for Rezo's Legacy while avoiding clever traps and dead-ends. In one room, they meet Tiiba, a Mazoku with a chicken form who was summoned to assist Rezo with research. Lina convinces Tiiba to help. He takes them to a lower chamber where they search for the Legacy. Tiiba then regains his true form and attacks the group.

During the fight, Tiiba's blasts knock a stone loose from the wall. The stone blocks Tiiba's attacks and is obviously magical — it is Rezo's Legacy. Casting a powerful spell through it, Amelia and Zelgadis destroy Tiiba. At that moment, the stone flies out of Lina's hand to the gloating Eris, who has arrived with Copy Rezo.



### WARNING! ERIS' WRATH!

Lina demands that Eris return the stone, a fragment of the Claire Bible, but she refuses. A fight begins; Zelgadis attacks Copy Rezo and proves that he is a clone. During a pause, they learn Eris's background and why she hates Lina. As revenge, she plans to release the monster Zanaffar, long held under the Holy Tree, Fagoon. Eris casts a spell that slowly levitates the stone to a niche where it will release Zanaffar.

Lina, meanwhile, defends herself against Gourry, who has come under Eris's control. Zelgadis and Sylphiel break this control after Amelia saves him from Copy Rezo. Too late, however, as Zanaffar is released and absorbed by Copy Rezo. Filled with the monster's power, he repays the ecstatic Eris by killing her.

### X-DAY! THE DEMON BEAST REBORN!

Copy Rezo has murdered his creator Eris and seeks to kill Lina in battle so that he can surpass the original Rezo. The friends flee to take shelter under Fagoon, but Copy Rezo pursues them and attacks. Their magic is unable to affect him. He demands that Lina hit him with the *giga slave* spell; surviving will mean he has passed Rezo.

Lina refuses, so he attacks her friends, threatening to kill as many as needed until she casts the spell. He badly wounds Gourry and angers Lina so much that she agrees to cast the *giga slave*, but Sylphiel talks her out of it. Enraged, Copy Rezo fires a bolt at Sylphiel. Lina shoves her aside but takes the blast herself. She falls to the ground, dying.

## YES! FINAL HOPE, THE BLESSED BLADE!

Gourry orders Sylphiel to get Lina to safety and treatment. She obeys, while he, Amelia, and Zelgadis do battle with Copy Rezo, who nearly kills Zelgadis. Copy Rezo demands that Lina be brought to him; he cannot achieve his goal if he himself does not kill her. Prince Phillionel arrives and tries to place Copy Rezo under arrest, but fails. Amelia grabs her father and the four flee the field.

Sylphiel has taken Lina to a ruined chamber where she casts powerful healing magic. She then takes Lina to the sanctuary of the Bless Blade. When Lina awakes, Sylphiel gives her the sword to use against Copy Rezo, for it is the heart of Flagoon's power. Lina accepts it and they return to the battle.

## ZAP! VICTORY WILL ALWAYS BE MINE!

Copy Rezo is attacking Flagoon when Amelia, Zelgadis, and Gourry return to the fight. They cast a powerful spell through the Sword of Light and manage to hurt Copy Rezo, but he knocks them out before they can kill him. He taunts them by congratulating them and then readies a spell to kill them.



He stops when a fireball strikes him: Lina has returned. Lina's plan is to attack Copy Rezo from several directions to force him against Flagoon. Copy Rezo's counterattack is stopped only when Sylphiel intervenes. They regroup, and Lina impales him with the Bless Blade and pins him to Flagoon. Sylphiel heals the tree, and it absorbs Zanaffar's essence. Copy Rezo dies, and the friends return to their normal lives.

## THE SUDDEN PINCH! THE TERROR OF THE MONSTROUS ZOAMELGUSTAR!

Lina and Gourry have come to Xoana to see its famous book of sorcery. There they meet Amelia, who has come as an ambassador of Seyruun. Amelia hides her mission, however, so Lina grows curious and decides to intervene. Meanwhile, the king and his daughter Martina, who worships "monstrous Zoamelgustar," plot to take Amelia hostage. They have hired a sorcerer to counter her powers: Zelgadis. Shocked by the prospect of fighting Zelgadis, Amelia is easily captured.

Lina bursts into the castle to save Amelia, destroying much of it. Her plans ruined, Martina activates an antique golem and attacks. She loses control and Lina destroys it and most of the city with a *dragon slave*. Reunited with Zelgadis, the companions set out on the road.

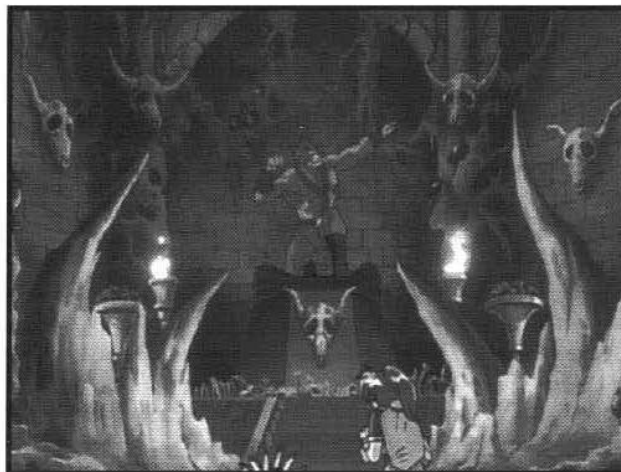
## SLAYERS NEXT OPENING THEME: "GIVE A REASON"

*Things are moving so fast.  
The moments ticking by.  
I'm running through this city.  
To me, a savanna.  
Like it's struggling...  
...trying to break free...  
...I wanna test all this power!  
I know that "The Answer"...  
...is out there someplace.  
The answer that everyone looks for...  
...from the day they're born.  
When all looks lost...  
...and there's no escape...  
...I turn to my dreams!  
I'm not afraid of getting hurt...  
...but I'm not strong, either.  
It's just that I can't stand...  
...just doing nothing anymore!  
Here we go, go! I'll just run on...  
...and let nobody stop me now!  
I wanna find the me in the future...  
...and give her a reason for life!*

## THE ROGUSH PRIEST! HIS NAME IS XELLOS!

Lina and her friends are looking for the location of the Claire Bible, which they hope will cure Zelgadis of his curse. Lina sneaks out to search on her own, but she discovers nothing. She does, however, meet Xellos, a wandering priest also looking for the book. He directs them to a particular group of bandits who may have a copy. Zelgadis does not trust Xellos and goes off on his own.

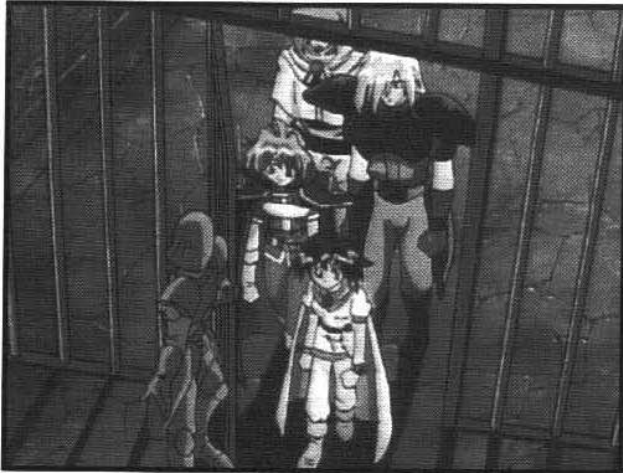
Sneaking into the bandit castle, Lina, Gourry, and Amelia are discovered and a fight erupts. The chief flees to the treasury to get the manuscript, but Zelgadis steals it from him. Xellos then steals it from Zelgadis and, after determining that it does not have the right information, destroys it. The search goes on.



## A WONDERFUL BUSINESS! BEING A BODYGUARD ISN'T EASY!

In Atlas City, Lina and Amelia have a fight over where to eat. They go their separate ways, but retainers of two important members of the Sorcerers' Guild take note. The Guildmaster's position is vacant, and the rivals want protection from each other. Demia hires Amelia and Zelgadis, while Tarimu hires Lina and Gourry.

Neither pair knows about the other, and so begins a war of pranks. The candidates lose their patience and each orders his new retainers to eliminate the other team. They meet and are shocked to learn who their opponents are. While they sort out the mess, two groups of magical beasts attack the city. When it appears that the two sorcerers sent them, the men are thrown in jail.



## AN ANCIENT PLEDGE! ONE WHO SEEKS IMMORTALITY!

Tarimu and Demia are sitting in their cells arguing when Lina visits, and both deny casting the summoning spells. They maintain only the prior Guildmaster, Halcyform, was powerful enough, but he was banished from the guild for experimenting with Immortality, which required stealing the life force of living beings. Later, Halcyform himself appears at the jail and kidnaps Demia and Tarimu.

The Slayers decide to investigate Halcyform's mansion. There they find their two employers, each turned half to stone. At the top of the stairs waits Halcyform, and Lina and her friends attack, but spells have no effect. Lina decides this is not worth the trouble and tries to leave. She changes her mind when her friends remind her she has not been paid yet.

## STAYING BEHIND FOR THE SAKE OF LOVE!

Halcyform has sworn the Pledge of Immortality with the Mazoku Saygram: eternal life in return for service. Now Lina and her friends search desperately for the Pledge Stone. They must destroy it to defeat Halcyform. Saygram, meanwhile, offers Lina the Pledge. She refuses and escapes.

Searching the mansion, the friends learn Halcyform's goal: he wants to resurrect his long-dead love, who is entombed in a crystal coffin, by draining life-force from the living — including Zelgadis and Amelia, who are his prisoners. A battle begins, and Lina realises Saygram's mask is the Pledge Stone. Smashing it, Halcyform ages at a tremendous rate. His love revivifies, but the experiment is a failure. Guilt-ridden and devastated, Halcyform casts a spell to destroy himself, his love, and the mansion.



## YOU CAN'T ESCAPE! THE RETURN OF THE OBSESSIVE MARTINA!

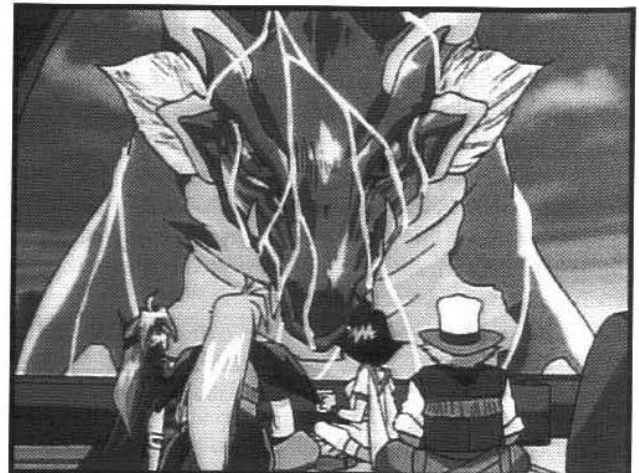
One day, an odd woman accosts Lina and steals a personal item. The woman, Martina in disguise, flees, but not before seeing Gourry and falling in love with him. The companions then go to an inn where they enjoy a bath in the hot springs. Martina is there disguised as a maid. After several attempts, she steals Lina's headband.

Martina needs it to complete a curse to have her revenge on Lina. The curse works; every time Lina inflicts pain or damage on someone, it happens to her, too. Lina pursues her into the countryside where, after a battle, Martina confronts her and accidentally places the curse on herself, too. The curse is finally broken, but not until Lina has throttled Martina.

## SUDDEN COOKING! FOLLOW THE PHANTOM DRAGON!

Looking over a restaurant's menu, Lina is thrilled to discover it serves "Dragon Cuisine," the food of royalty. She and her friends order a complete meal. The cook is missing, however, so the staff serves them a disgusting glop passed-off as Dragon Cuisine. Before Lina can take her revenge, the cowboy chef, Ashford, appears. He apologises and offers to fix the Dragon Cuisine feast if they help him catch a Lake Dragon.

On the lake, the friends try everything to catch a dragon, including using Gourry and Zelgadis as bait. They also learn Ashford's sad background, which no one believes. They finally catch a dragon, but the heroes are forced to leave before their meal is ready. After they are gone, Xellos learns the poignant truth about Ashford.

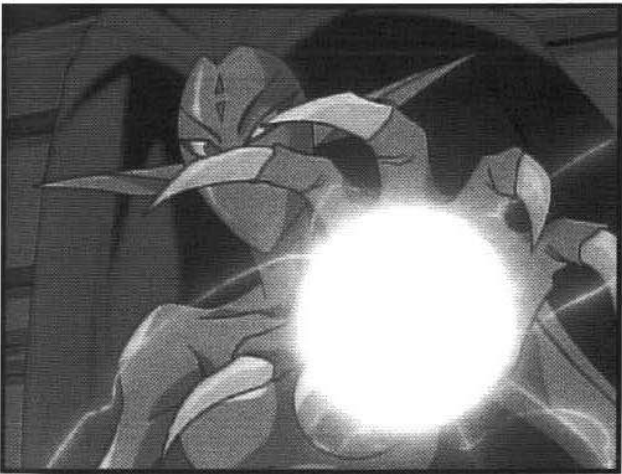




### BE ETERNAL! THE DAY PRINCE PHIL DIED?

The heroes return to Seyruun and Amelia wants to see her father, Prince Phil. Gloom lies over the city, however, and the friends are shocked to learn that Amelia's father is dead — murdered. Lina has suspicions about Amelia's uncle Christopher and cousin Alfred, but, lacking evidence, decide they need to investigate more.

Lina and the others guard Amelia's room that evening, a masked man in a superhero's costume appears at the window. Lina and Zelgadis scare him off, but now they worry that Amelia may be a target. Amelia refuses to be intimidated and takes her friends to investigate the crime scene. In a battle with demons, the masked man is revealed to be Prince Phil, who went incognito to find the villains.



### HIDDEN AMBITIONS! THE SHOCKING CONFESSION?

Prince Phil and Amelia return to a joyous Seyruun. In the palace, Phil asks Lina and the others to be his bodyguards. In walk Kanzel and Mazenda, two sorcerers hired by Christopher who make Lina suspicious. Later, Lina and Amelia visit Alfred, who reveals that his father Christopher is behind the conspiracy. A Mazoku appears and attacks. They flee, but are trapped in a pocket dimension created by the creature.

Lina casts a spell, and she and Amelia flee with the Mazoku in pursuit. Lina ambushes the demon and traps it, but it breaks free and in turn ensnares Lina in a magic pentagram before running away. When Lina tries to fly after it, she discovers that the Mazoku's spell has locked away all her magic.

### ON A JOURNEY WITH A PACK OF SCOUNDRELS!? TAKE BACK THAT MAGIC POWER!

Powerless without her sorcery, Lina leaves Seyruun to seek the Sorcery Doctor Runan of Mount Rune, the only person who might be able to break the Mazoku's spell. She finds Xellos travelling the same road, and Martina is with him. She is now in love with Xellos. She also is still bent on killing Lina. They come to the doctor's village only to discover that a little girl has taken his place, the doctor having died some years before.

The little girl, Kira, knows a ritual that will cure Lina. Martina sabotages it just as demons attack. Xellos intervenes to save them, and Lina decides she wants his magic talismans. Xellos sells them to her, while Martina has found something interesting: a Claire Bible manuscript.



### VOICES FROM THE DARKNESS! SLASH 'EM TO BITS, RAGNA BLADE!

Gourry, Amelia, and Zelgadis are guarding Prince Phil, who sits within a protective hexagram. Mazenda and Kanzel enter and attack, kidnapping the four to a pocket dimension. The three heroes try to protect Phil, but their magic is no match for the two Mazoku. At the same time, Lina is studying the Claire Bible, which burns when Martina grabs it. A bad feeling moves Lina to hurry to Seyruun, and she takes a wild river ride to get there.

Returning to the palace, she confronts Kanzel. Using the power of the talismans and the magic from the Claire Bible, Lina casts a powerful spell that rips open the dimensional barrier and rescues her friends from the pocket dimension. Mazenda returns, too, and she and Kanzel again kidnap Prince Phil.

### THE UNEXPECTED END? THE SHOCKING TRUTH!

After the Mazoku make off with Prince Phil, the Slayers rest and regroup. Lina tells them she has learned a powerful new spell from the Claire Bible. Amelia interrupts to say that Christopher has renounced the throne, removing him as a suspect. Confused, they go to Alfred's mansion where he confesses that he himself was the conspirator. Alfred summons Kanzel, who says that Phil is nearby and that they plan to kill him. When Alfred protests, the Mazoku murder him.

Kanzel then rips from the earth the ground on which the mansion sits and lifts it to the sky as an island. While Xellos protects Phil, the others battle Kanzel and Mazenda. Lina destroys Mazenda with the Sword of Light, but Kanzel awaits her.

## IMPENDING FALL! THE MOMENT OF AMBITION'S DEFEAT!

While Phil is safe on the ground with Xellos, Lina and her friends wage a desperate fight against Kanzel on the aerial island. A master of dimensional travel, Kanzel avoids their attacks by disappearing and then reappearing where least expected. The group can barely defend against his powerful bolts. In the meantime, Martina raises money selling talismans of Zoamelgustar to frightened residents of Seyruun to impress Xellos.

A blast from Kanzel leaves Lina hanging from the edge of the island. Thinking her magic still blocked, he hurls her to her death. An enraged Gourry attacks Kanzel, but things look grim until Lina reappears, her powers restored. In a final clash she destroys Kanzel with the *ragna blade* and saves Seyruun from the falling island.

### THE SLAYERS AND POP-CULTURE PARODY

Not only does *The Slayers* parody itself, it also pokes good-natured fun and pays homage to several popular television shows, movies, and fads. In *Sudden Cooking! Follow the Phantom Dragon!*, Lina's excitement at discovering "dragon cuisine" and her knowledge of it is a reference to the television series *Iron Chef*, which was aired in Japan from 1993 to 1999 and now is broadcast on the North American FoodTV network. She even takes on the role of its host, "Chairman Kaga," when she paraphrases his famous line, "If my memory serves me...."

Another reference to *Iron Chef* occurs in *A Big Crash! The Battle at Artemay Tower!* One of the tests "Joe" puts the heroes through is a cooking contest in an arena reminiscent of *Iron Chef's* "Kitchen Stadium." Like many a challenger on *Iron Chef*, Xellos loses his battle, too.

The show's writers also make fun of Japanese pop-culture. In *The Forbidden Dance? Where is the Strongest Spell?*, Lina and Amelia must perform an ancient ritual to obtain the magic spell they seek. It turns out the ritual requires them to dress as Japanese teen idol-singers and sing a silly love song, complete with spotlights, dance routine, and special effects. Lina is so embarrassed that she gives the book to her rivals Mimi and Nene. They are thrilled, because these two teenage girls want nothing more than to be idol-singers.

Finally, one episode of *Slayers Try* pays loving tribute to a classic American film, *Shane*. In *Three People, Three Ways! Where The Light Leads!*, Jillas finds peace helping on the farm of a widowed Foxwoman. He also becomes a hero to her young son. His past catches up with him, however, and he is forced to leave to pursue his vengeance against Lina. The final scene on the farm has young Paulu calling out to Jillas to "come back," echoing little Joey Starrett's plaintive cry to Shane when he leaves.

## THE FORBIDDEN DANCE? WHERE IS THE STRONGEST SPELL?

Convinced the Mazoku want to kill Lina, the group has come to a resort to meet with an underworld figure who claims to have a map leading to a magic treasure that will defeat any Mazoku. Taking the map, the group heads into the wilderness. There they encounter Mimi and Nene, twin sisters and skilled martial artists who also want the treasure. Amelia and Lina fight the sisters, while Gourry and Zelgadis watch.

Battling past the sisters, bandits, and the guardian of the treasure, they discover it is a spell in the form of a song, and the required ritual for it is embarrassing. Lina and Amelia perform it, but it is not what she hoped for. Frustrated and angry, Lina destroys the treasure complex.



## A BIG CRASH! THE BATTLE AT ARTEMAY TOWER!

Late one night, Xellos frightens the girls with the story of Joe the Puppet-master. His tower is nearby, and Xellos tells them a copy of the Claire Bible may be there. After failing to gain entry, they adopt clever disguises and gain entrance. They meet a jester holding a doll, who tells them they must pass his challenges before finally facing him.

The series of tests whittles down the group until only Lina is left. She faces the jester, who is immune to her magic. Xellos saves her and reveals the Puppet-master's secret — that the jester is really a doll and the doll it carries is a Mazoku he has fought before. She then defeats the creature, but the knowledge Xellos has makes Lina suspicious.



## BITTER CURVE BALLS! GUTSY FAST BALLS!

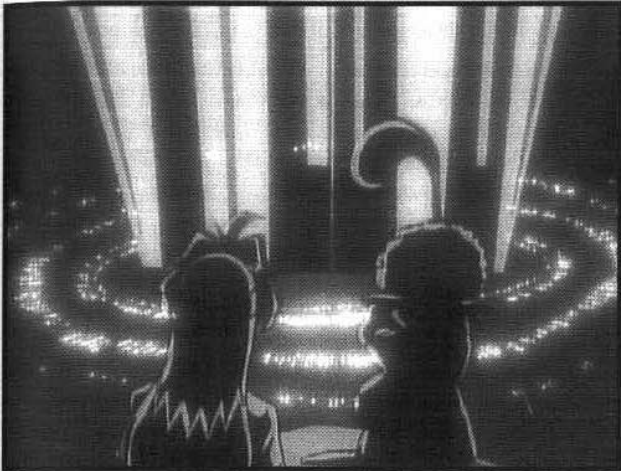
Gourry, Lina, and Amelia are fighting over a meatball in a restaurant. Lina wins the battle and comes to the attention of Rudo Balzac, who wants a woman of her guts to be his partner in a local sport called "Brass Racquets." First prize may have something to do with the Claire Bible. He wants to beat his rival, Keith, who arrives with his partner, Martina. Lina cannot resist her taunting and accepts Rudo's offer.

At the tournament, Lina and Rudo face Keith and Martina in the finals. After an initial problem with the wrong racket, Lina crushes them with volley after flaming volley of Brass Racquet balls, destroying much of the town in the process. They are also no closer to the Claire Bible, however.

## THEY'RE TALKING ABOUT A GIRL NAMED ZELGADIS?!

The group has come to the Kingdom of Femille, where only women are allowed. Disguising the men as women, they rescue the Princess of Femille. The Queen rewards them, but tells them that any man discovered will be killed. Zelgadis talks to the Princess alone and learns she is unhappy with her life. The group then searches the town, but finds no hint of the Claire Bible.

Another Mazoku appears and the battle leads to the Purification Pool, where the Princess tries to destroy the obelisk to escape her fate. The Mazoku Evia captures both her and Zelgadis. In the battle, which includes the city guards, it is revealed that the Princess and almost all the women of the town are men in disguise, except the Queen.



## THE TEMPLE OF SAND! THE SECRET OF THE GIGA SLAVE!

Xellos finally reveals that he knows of a shrine where the Claire Bible is sure to be. Ignoring their irritation with him for holding out, the group enters the mountain shrine, only to find themselves in an extra-dimensional desert. Mile after mile of stone pillars lay before them; these hold the encrypted knowledge of the Claire Bible. Unable to translate the writing, they meet a wise woman named "Auntie Aqua," who knows the location of the secret they want.

Days later, they are near the right pillar when Auntie Aqua reveals the terrible truth about the *giga slave* to Lina. The revived Saygram then attacks them. Xellos rescues them, but then another Mazoku appears: Gaav, the Demon-Dragon King, and he has come to kill Lina.

## DISCLOSURE AT LAST?! XELLOS' TRUE FORM!

Lina, Auntie Aqua, and the others barely survive Gaav the Demon-Dragon King and Saygram's attack. Gaav is especially angry with Xellos, and wants to know why he is there and what mission Hellmaster Phibrizzo has given him, revealing to the group that Xellos is a Mazoku, too. Gaav beats and tortures Xellos while Saygram tries to kill Lina. As Lina is about to risk the *giga slave*, in rushes Martina wielding the power of Zoamelgustar to protect them.

The group flees for their lives, and Auntie Aqua appears. She tells them to keep going while she confronts Gaav, being herself a part of the divine Water Dragon King. The friends escape to the village, where they resolve to find the original Claire Bible.



## NO OTHER CHOICE! SET COURSE FOR DRAGON VALLEY!

In a small foothill town, the Slayers are debating which way Dragon Peak lies when they encounter a small boy who knows the way. Rewarding him handsomely, the group sets out. Just as the boy is about to follow, Martina intercepts him and begs him to help her, too. He agrees, and they set out in pursuit of Lina and the others.

At Dragon's Peak, the Gold Dragon Milgasia intercepts them: he demands to know their business and glares at Xellos. He agrees to take Lina to the true Claire Bible. They enter an extra-dimensional space just as Saygram attacks. Xellos and the others fight to hold the demon off, while Martina rushes up and grabs Lina's ankle, pulling herself through the closing portal, too.

## THE THOUSAND YEAR OLD TRUTH! THE TRAITOROUS DEMON DRAGON KING!

Xellos and Saygram take their battle to the air. Saygram leaves two magic spheres behind to attack the others. In the extra-dimensional pocket, Lina, Martina, and Milgasia are in a crystalline world. Milgasia explains how Xellos is the dread enemy of the Dragon Race, having killed hundreds in a war. Auntie Aqua appears and takes Lina to the true Claire Bible, where she learns the secret of the Lord of Nightmares.

As Lina finishes with the Bible, Gaav attacks. Auntie Aqua and Milgasia hold him off while sending Lina and Martina back to their friends, who are battling the spheres. Saygram nearly kills Amelia, and Lina destroys him in return. As Xellos lets down his guard, Gaav reappears and stabs him in the back.





## THE STOLEN SWORD OF LIGHT! THE END OF THE DEMON DRAGON KING!

Gaav again demands Xellos tell him the Hellmaster's plans, but Xellos vanishes. Lina is bleeding from her battle with Saygram, and Gaav prepares to kill her. Gourry and Zelgadis, however, stand in his way, and Amelia rejoins the battle. Gaav tricks her and almost kills her, but Zelgadis pushes her out of the way and takes the blow. Gourry attacks, but he, too, is badly hurt.

Lina summons the *ragna blade* and attacks Gaav, apparently killing him. As the friends recover, however, Gaav reappears and attacks again. They have no hope of escape, when suddenly Gaav is cut down and destroyed — by the young boy. He is really Hellmaster Phibrizzo, and this was his plan all along. For his final act, he kidnaps Gourry.



## THE MENACING SWORDSMAN! A JOURNEY OF REUNION!

Lina dreams of Gourry and awakens in tears. She is determined to go alone to rescue him, but the group insists on helping and accompanies her to Sairaag. On the road, they meet Sylphiel, who joins them. They resume their journey but soon they hear the voice of Phibrizzo. He has brought along a helmeted Swordsman wielding the Sword of Light.

The Swordsman fights with tremendous skill, and the sword itself is even more powerful. As the swordsman is about to kill Lina, Zangulus appears and rescues her. He has been looking for Gourry, but wants to fight the bearer of his sword. He and Lina join forces and, when their blows meet, the resulting blast rips off the swordsman's helmet, revealing Gourry underneath.

## SINISTER TRAP! THE MYSTERIOUS CITY OF GHOSTS!

After Phibrizzo steals Gourry away again, the group comes to the desperate conclusion that there is perhaps one way to defeat him: the *giga slave*. In Sairaag, they discover Phibrizzo has brought the dead back as enslaved ghosts and built an illusionary town. The group decides to investigate the new temple to Phibrizzo at the city's edge.

Failing to break in, Lina and Sylphiel try later on their own, leaving the others behind. The unwilling ghosts of Sairaag attack each group, driven by the Hellmaster's power. Zelgadis and Amelia fight unending hordes of the dead, while Lina and Sylphiel finally fight their way through to the temple with Zangulus's help. Using the *ragna blade* to cut a way in, they enter in search of Phibrizzo.

## THE SOULS OF THE DEAD! LINA'S FINAL DECISION!

Deep in Phibrizzo's temple, Lina, Sylphiel, and Zangulus find a huge crystal containing the souls of all the dead of Sairaag, including Sylphiel's father. The Hellmaster appears and shows Gourry trapped in a similar crystal, saying that he can use Gourry's soul whenever he needs it. He demands Lina cast the *giga slave*, knowing that she will lose control and destroy the world — the goal of all Mazoku.

Lina refuses, and Phibrizzo steals the souls of her friends one by one, leaving them on the edge of death. He will kill them if she does not cast the spell. Finally she can take no more and chants the *giga slave*. Instead of losing control, to the Hellmaster's terror Lina is possessed by the Lord of Nightmares itself.

### SLAYERS NEXT ENDING THEME: "WON'T LET YOU BE A BURDEN"

*Something's taken control now.  
Your life's hopes and dreams are gone.  
Are you satisfied with your life now?  
Got that fin de siecle feeling...  
...and spend everyday preparing.  
So let's get your engine running!  
Throw off all of...  
...that rusty common sense!  
You want to be the talk of the world!  
You want to have a shining future!  
That and this are your true dreams.  
Don't let anyone get in your way!  
To be the talk of the world...  
...let the greatness inside burst out!  
You only get one break in life...  
...so let's say bye-bye...  
...to your timid self!  
It's all right!*

## GO TO NEXT! AND THEN AGAIN...

Phibrizzo is terrified and demands to know why "Mother" is here. In response, the Lina-Lord of Nightmares being destroys him. Xellos then says Lina has merged with the Lord of Nightmares and there is little hope of recovering her. The being turns to leave, but Gourry will not accept Lina's loss and follows after it, climbing a mystic stairway to the Lord of Nightmare's realm. His persistence pays off, and the Lord of Nightmares returns Lina to him. She appears in his arms and they kiss.

At that moment they appear in the ruins of Sairaag in front of their friends, who are almost as shocked as Lina. The series ends with the wedding of Martina and Zangulus, and Lina and her friends off on another adventure.

## MAJESTIC? HOIST SAILS FOR THE JOURNEY!

The magical barrier cutting off contact with the outside world has fallen, and Prince Phil wants to organise a fleet to explore the outer world. Lina, Gourry and Zelgadis are in the same port city. Filia, a priestess who wants to hire them approaches them, but she runs away when Gourry embarrasses her.

Lina greets Phil and Amelia at the launching of the fleet, when a Gold Dragon attacks. Fireballs fly from the ships' wizards, but the dragon destroys several ships. Lina takes charge and finally seems to eliminate the dragon with a *dragon slave* spell. The spell struck the ocean, however, and also caused a tsunami. With the port and every other ship wrecked, Lina sets a course for the Outer World.

### SLAYERS TRY OPENING THEME: "BREEZE"

*I want to become a bird...  
 ...and soar away high into the sky.  
 With hope my goal...  
 ...as it lies so far away.  
 If I am able to face what...  
 ...I see before me right now...  
 ...I won't have to fear being hurt...  
 ...or what tomorrow will bring!  
 I want to fly away...  
 ...high atop this breeze.  
 Towards the oceans of my dreams.  
 On these wings called courage.  
 Become a bird and hang onto...  
 ...what I feel as I look down.  
 Let's not be beaten by...  
 ...the reality of passing days.*

### DOUBTFUL? A LETTER FROM HOME!

The friends are adrift at sea and starving. Spotting a port, Lina gathers strength to use her magic to propel her ship toward shore. That city is under attack by beastmen lead by Gavros, who is looking for a particular magic item. They are interrupted when Lina's ship crashes into the town square. A fight commences and the bandits flee, but Lina and her friends now know that Gourry's sword is what the bandits seek.

The group meets Filia again. She wants to hire the heroes to prevent the fulfillment of an evil prophecy. Lina, however, was her second choice. She presents Lina with a letter from her first choice, Lina's older sister, Luna. This throws Lina into a panic. Meanwhile, Gavros's mysterious boss says he will acquire the sword, himself.

### WHERE'D THAT ARROGANT GUY GO?

Filia is angry with the group; they are not taking the prophecy seriously. Zeldadis leaves to search for a cure for his condition, Lina and Gourry look for more food, and Amelia daydreams. Through their misadventures they learn the people outside the Mazoku Barrier are not skilled with sorcery, although they have developed gunpowder. Filia finally convinces them to leave the city.

Gavros and his lackey Jillas are trying to steal a holy sword from a village, while Lina, Filia, and the others travel in the desert. Filia is convinced a Mazoku is nearby, and Lina wonders if it is Xellos. A Mazoku does indeed appear, but it is Valgaav, a servant of Gaav and the boss of Gavros. He has come to kill Lina.

### ON THE MOVE! HE'S OUT FOR REVENGE?

Valgaav attacks Lina and her friends with powerful magic. Xellos picks this time to appear and help them. Meanwhile, Gravos and Jillas are trying to recover the Holy Sword of the Sand People, which causes a mild earthquake and draws Valgaav from the fight. Lina, Xellos and the others head for the sacked Sand People Village, where Valgaav has laid a trap for them.

He attacks with Almayce's weapon. On Valgaav's instruction, Gravos yanks free the Holy Sword, releasing a giant worm that causes chaos on the battlefield, leaving Valgaav free to kill Lina. Gourry blocks him with the Sword of Light, and the resulting clash between the two Dark Star weapons causes a disturbance that draws Almayce. A brief battle with the heroes follows, after which Almayce and Valgaav leave.



### A WILD RUMOR? YOU CAN'T HAVE SMOKE WITHOUT FIRE?

Lina insists the group stop in a town to get a meal. In the restaurant, Lina orders everything, while Filia demands to know what is more important to Lina: food or the prophecy? When Lina answers "food," Filia gets angry and stomps out. This leaves the group without money to pay their bill, and they have to discretely run away.

The townsfolk have captured Filia. Dragons are banned in the town, yet they know her secret — Gravos and Jillas have told them. She is put on trial in chains before the entire town. Things are going against her when her friends come to the rescue, but Gravos and Jillas stall them. Filia escapes when Xellos makes her angry and she transforms into a dragon, destroying the town.



### WANDERING AROUND? THE RUNAWAY SHRINE TAKES A TRIP!

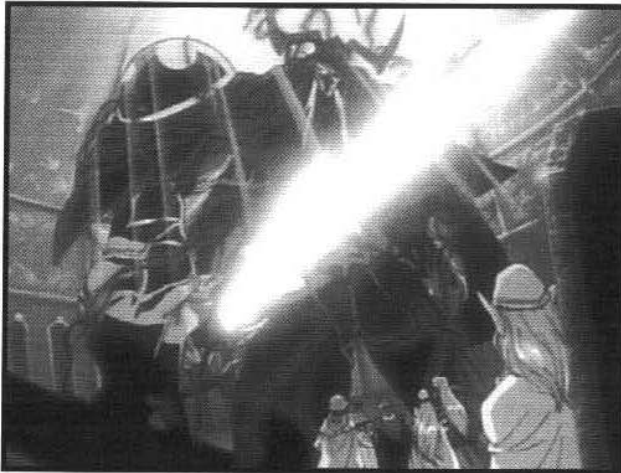
En route to the Fire Dragon King's temple, the group stops for rest in Explaina, the site of ancient ruins. Jillas slips a poison plant into their food, which knocks Filia out. Zeldadis leaves to explore the ruins, hoping to find a cure for his curse, and his friends follow him, carrying Filia. The ruins are an ancient Dragon shrine, which Filia can open.

The ruins are also a dragon-sized railroad. The train leaves the station when the heroes enter. Trapped with them are Gravos and Jillas. Magic is useless; the train absorbs magic for fuel. Lina and her friends fight Jillas and Gravos while trying to stop the train, which is wrecking towns. They destroy the power-source but, despite casting a *Dragon Slave* on the train, it crashes into the temple.

## A PEACE CONFERENCE? THIS IS THE DRAGON SHRINE?

The Supreme Elder arrives and forgives Lina for the damage, treating the friends to a sumptuous feast. He requires her and her friends to repair the temple, however. She succeeds in her own style, even convincing young Gold Dragons to help. In their lair, Almayce and Valgaav argue: Almayce wants to hunt for the weapons, Valgaav wants to kill Lina, now.

While testing the heroes' character, the Supreme Elder and his council question Filia about Lina. Filia defends her and, during an interview with Lina and her friends, the Supreme Elder decides to trust them with the mission of preventing the foretold doom, although he does not quite think them capable enough. Almayce himself appears in the audience hall. He has come to take the Sword of Light.



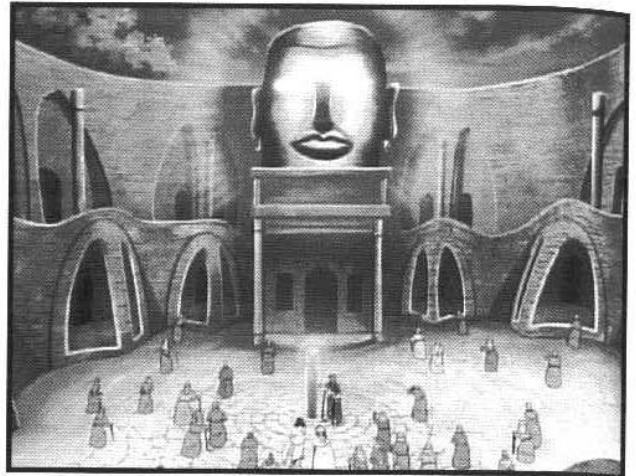
## BE CAREFUL! THE PLAN HAS BEGUN!

Almayce demands the Sword of Light: he needs it to save his world. The Supreme Elder agrees to give it to him if he will guarantee no harm will come to Ceiphied's world. Almayce agrees and, over Lina and Gourry's objections, the Supreme Elder uses Holy Magic to paralyse them and takes the sword with the intent to give it to Almayce.

Valgaav arrives, accusing Almayce of betrayal. A battle ensues in which Almayce fights Lina, who wounds him with the *ragna blade*. Xellos intervenes and attacks Valgaav, preventing him from killing Lina. Valgaav uses the combined power of Ancient Dragon and Mazoku to wound Almayce, but he cannot control it, so he flees. Lina and her friends set off to stop Almayce's plan.



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## CONTINUOUS FIRE! THE WIND-SWEPT SHORE OF BATTLE!

The group has come to the kingdoms of Alto and Baritone because each possesses a magic artefact they may need to defeat the Overworlders. The kingdoms are at war and, each day at the same time, they fire cannons at each other. In Baritone, the Queen invites Zeldadis, Amelia, and Xellos to a banquet. In Alto, the King throws Lina, Gourry, and Filia into jail.

The rulers' children, Marco and Sera, hire each group to steal the magic artefacts. The children are in love and hope to end the war by destroying the artefacts. Defeating locks and puzzles, the groups succeed and head for an island in the bay, pursued by the monarchs. Suddenly, Gavros, who is wielding Almayce's weapon, blocks their path.

## READY FOR EXILE! ISN'T TWO PEOPLE'S LOVE ETERNAL?

Trapped by the navies of two nations and confronted by Gavros, the royal children try to break the artefacts to stop the war. Gavros attacks, but the artefacts' ability to block Overworlder weapons is revealed. Xellos explains that they do something thought impossible: fusing Holy and Black magic. The others are excited because these are what they need to defeat Almayce.

An explosion knocks Sera and Marco to another island, where Jillas tries to steal the artefacts. Gravos loses control of the weapon and a dimensional rift forms. When Zeldadis and Amelia manage to shut the weapon off, Lina blasts Gravos into orbit. The artefacts break, and a bridge forms that unites Alto and Baritone. At the end, Marco and Sera fall to arguing.

## THE HURDLE'S CLEARED? JILLAS'S HIDDEN POWER!

The heroes come to Mount Coronay, where there is a temple where one may gain mystic power. A holy man greets them at the start of the bridge to the temple — Jillas in disguise. He tricks them into forming couples, saying the temple is sacred to the god of marriage. Some of the couples are unhappy with the matches, and Filia refuses to be paired with Xellos.

In the temple, which sits on a balancing rock, Jillas separates Gourry from the group. His lizardmen mob Gourry, trying to steal the sword. Jillas has Lina and the others trapped and tries to kill them. When Gourry appears with the sword, an accidental explosion leaves Jillas in possession of it. He escapes with Lina and the group in pursuit.

## SELFLESS AND SENSELESS! PURSUIT THROUGH THE LABYRINTH!

The heroes pursue Jillas into an extensive labyrinth. Jillas rigs traps to stop his enemies, but Lina blasts through them. After a few moments of despair, Zelgadis find the secret door Jillas escaped through and the heroes find themselves in Valgaav's lair. They separate into three groups. On their own, Zelgadis and Amelia recover the Sword of Light, while Lina and Gourry find Almayce, who tells them he plans to destroy Dark Star.

Meanwhile, Valgaav sits in a remote chamber, trying to control the dragon power that threatens to overwhelm him. Xellos finds him, but he surprises Valgaav by saying he has not come to fight him. As Filia listens from behind a stalagmite, she hears Xellos tell Valgaav that he has come to recruit him for the Mazoku.



## AN EXPLOSIVE SITUATION! THE ONE WHO HOLDS THE KEY!

In Valgaav's lair, Filia overhears Xellos offer to kill Lina in return for Valgaav's loyalty. Valgaav refuses, and he and Xellos enter combat. In another chamber, the wounded Almayce tells Lina of the history of Darkstar and his plans to use the five Darkstar weapons to divide and destroy it. He warns Valgaav is the one who wants to destroy the world.

The battle between Xellos and Valgaav rages until Valgaav badly wounds Xellos. Lina and the others soon arrive, and Filia tells Lina of Xellos's plan. She expected it, however. The two sides face-off for battle, but Valgaav wrests the Sword of Light away from Gourry. Crossing it with Almayce's weapon, he transports them all with him to the Place of Summoning.

## STRIDING AND SWAGGERING! LAMENTATION WITHOUT END!

They have come to the Place of Summoning. Valgaav stands at the altar and announces his plan to open the way to Darkstar and to die with the world. The heroes' desperate measures fail to stop him, and Valgaav opens the gate to Darkstar. As the Dark Lord of the Overworld slithers through, his first act is to kill and absorb Valgaav.

As the gate grows and threatens to allow Darkstar full entry, Lina attacks it with the *ragna blade*. With Darkstar not yet at full power, it is an even match. Almayce's allies, Erulogos and Sirius, arrive and use their weapons to help shut the gate. The struggle between Lina and Darkstar has weakened it, however, and a sudden vast burst of light fills the screen.

## SLAYERS TRY ENDING THEME: "DON'T BE DISCOURAGED"

*My heart is pounding,  
I'm excited about the unseen tomorrow.  
I travel on, all so I can...  
...grab hold of my shining dreams!  
When you're discouraged...  
...you should realise you're not alone.  
You should never...  
...give up on yourself!  
Even when the path you choose...  
...is a hard one to travel...  
...lying ahead, after all...  
... is the moment you seek!  
Don't you forget! I am here with you!  
Smiling at my love...  
...and my failures with you!  
I don't forget! You're here with me!  
Let our clumsy love...  
...be what makes us strong!*

## DISASTER AND DANGER! THIS PLACE IS A WONDER ISLAND!

Lina awakens on a tropical beach. Her friends are nowhere to be seen, she herself is dressed in a strange costume, and she encounters tiny penguin soldiers on the march. Falling into a hole to another dimension, she meets her guide, Pig. She flees Pig and stumbles from world to bizarre world.

In a room that looks like a king's ballroom, she finds the one who appears to be the ruler of this place. It turns out to be Zelgadis, who is also oddly dressed and is as confused as Lina. Tiring of Pig's evasions, Lina grows angry and fires a *dragon slave*. After the smoke clears from the ruins, they learn they are in an amusement park ride and Filia is waiting for them.

## PANDEMONIUM! TERROR OF THE CURSED JAR!

Trusting Filia's prophecy, Lina, Filia, and Zelgadis set to sea in a leaky boat to find their friends. As it sinks, they take refuge on a ship and discover it is a ghost ship. From the Captain, Jarlov, they learn it is cursed with spirits who break his precious jars every night. He begs them to help and promises antique jars in return.

Searching the ship while Zelgadis plays the guitar, Filia discovers the truth: the crew mutinied against the cruel Captain Jarlov just before the ship sank, killing everyone. After a battle with the ghost controlled by Ralmus, the mutineers' leader, Filia lays him to rest, releasing the souls of the crew and the captain. The ship, however, falls apart and the three are again adrift.

## IMMEDIATE RESULTS! LOVE IS IN THE TINY DIFFERENCES!

Amelia awakens in a bed in a fresh set of clothes. The Fishwoman Lila and her father, Honar, have been taking care of her. Getting over her initial panic, Amelia becomes their friend. She discovers Lila has a secret lover, the human Kerel, but Honar disapproves. He himself was once in an inter-species romance, but it broke his heart.

Impressed by the youngsters' love and Amelia's advocacy, Honar tells of a secret treasure that might make the relationship work, but they need a beautiful woman to sacrifice. Gourry appears, having been found by other Fishmen. Amelia dresses him as a female and uses him for bait. The plan works. They recover the treasure and Lila becomes a woman, Kerel a Fishman, and all are happy.



### THE RIGHT PERSON IN THE RIGHT PLACE! AMELIA IN THE VILLAGE OF JUSTICE!

While looking for their friends, Amelia teaches Gourry how to be a Warrior of Justice. They are found by the Peacemen, an ageing group of warriors dedicated to fighting evil. The group takes Amelia and Gourry back to their village and offers them the places of members who are too ill to carry on, for evil has been detected nearby. Amelia is thrilled.

With new names and costumes, they set out to battle "demons." At one point, Amelia thinks she meets her father. They face various tests and, one by one, the members of Peaceman fall, until there is only Amelia, Gourry, and the Peaceman Dai left. Facing the final test of the Valley of the Baby Dragon, they find the demons: Lina, Filia, and Zelgadis.

### THREE PEOPLE, THREE WAYS! WHERE THE LIGHT LEADS!

The heroes head to Valgaav's lair to find a way back to the Place of Summoning. They do not know how to operate the transporter device, however. At the Place of Summoning, the Overworlders and Xellos think they have found the location of the last weapon. Jillas, meanwhile, has found peace with a Foxwoman widow and her son.

The Overworlders dispatch a swarm of insects to find the weapon; they destroy all structures in their path. The insects attack the Foxwoman's farm and nearly destroy it. Jillas sees Lina and leaves to get revenge on her. In a nearby town, Lina and her friends battle Erulogos and Sirius while the insects look for the weapon. Jillas fires a home-made missile at the town. The resulting crater reveals an important clue.

### A HERO'S ADVENT? FOR WHOM DOES THE YOUNG GIRL PRAY?

In a dying gold-mining town, Erulogos and Sirius have come to find the last weapon. Erulogos wants to destroy the town, but Sirius wants to investigate. A little girl, Anna, sees Sirius and thinks he is the hero come to save the town. She gives him a flower in welcome and refuses to believe the warnings Lina and Filia give her about the man.

Lina and the others are convinced the Overworlders are a danger and try to save the girl, leading to a battle. The Overworlders hold their own, and then Sirius throws a blast that rips open a mountain. At the bottom of the crater is another clue to Galvayra. The blast also releases water, saving the town and justifying the girl's faith.

### SAVAGE AND UNEXPLORED! HISTORY SEALED AWAY!

High in the mountains, the heroes find a temple built on a glacier. It is sealed by Dragon magic, which only Filia can break. Inside, they discover it is a temple of the Ancient Dragons. It contains the bones of all the Ancient Dragons. From the ghosts, they learn a horrible secret: the Gold Dragons massacred the Ancient Dragons because of their possession of Galvayra. Filia is ashamed at her people's crime.

Erulogos and Sirius arrive and attack Lina and the others, while Almayce confronts Xellos, who has been following Filia. She is going deeper into the temple to recover the weapon. Just as Filia reaches the final barrier, an army of Gold Dragons appears in the sky, and the Supreme Elder faces her.



### ETERNAL DEATH, FINAL FAREWELLS! A CRY TO THE FALLEN!

Filia confronts the Supreme Elder and accuses him of knowing all along where Galvayra was. With Xellos and Almayce unable to break the final barrier, the Mazoku takes Filia hostage and threatens to kill her unless the Supreme Elder breaks it. Ruthless in his pursuit of duty, he refuses, willing to sacrifice the life of a loyal priestess.

Outside, Erulogos and Sirius are slaughtering the Gold Dragon army by the hundreds. Needing the weapon to stop the Overworlders, Lina and the others go inside, where Lina rescues Filia from Xellos. While the others hold off Almayce and Xellos, Lina breaks the barrier and grabs Galvayra. Believing that Almayce's weakness has failed them, Erulogos stabs him in the back and kills him. Meanwhile, Xellos breaks free and steals Galvayra.



## NO TIME FOR ARGUING! HEAD FOR THE SHOWDOWN!

After burying the Gold Dragons, Filia is so angry over what was done to the Ancient Dragons that she resigns from the priesthood. The group leaves for Valgaav's lair to find a way back to the Place of Summoning. There, Jillas has built a tank and waits in ambush. He hesitates and then almost blows them all up. Filia protects him and he becomes her loyal servant.

The group all rides on Filia's back to the Place of Summoning. There, Xellos and Erulogos are arguing. Xellos believes the Mazoku have the right to destroy the world themselves, while Erulogos wants to sacrifice Lina's world to save his own. When Sirius decides the only thing to do is to fight Darkstar to the death, the gate begins to open.

## NO WAY TO GUESS! THE FORBIDDEN GATEWAY IS OPEN!

The gate widens with Darkstar almost able to pass through completely. Lina and the group arrive, and Sirius decides to fight Darkstar. Taking the five Darkstar weapons from their niches, Sirius, Lina, and the others take their positions. When Erulogos asks her why she is doing this, she answers it is because she cannot stand by and do nothing.

The gate opens and Darkstar comes through. The allies attack, and the five weapons from the Overworld do tremendous damage to the invading Dark Lord. They cannot, however, divide him to kill each piece separately as planned. Suddenly, Darkstar flies away from the temple on a course for the Fire Dragon King's Temple. Not understanding why it did this, they pursue on Filia's back.



## HE WHO EMERGES FROM THE DARK STAR!

At the Temple of the Fire Dragon King, the group watches in shock as Valgaav emerges from Darkstar. He has become one with it, which is itself a merger of Dark Lord Dugradigdo and the god Volphied. The Supreme Elder attacks, but Valgaav destroys him. Lina and the others try again with the Darkstar weapons, but the attacks have little effect on Valgaav-Darkstar, who has gained in power.

Valgaav declares that he will destroy not only this world, but all worlds, the Gods, and the Mazoku. He wants to reduce them all to Chaos and let the world start over, free from the senseless wars between the Gods and the Mazoku. Lina tries to talk him out of it, but a black aura spreads to cover the world.

## TRY AGAIN! WHEN ALL RETURNS TO WHITE!

After a moment's doubt, Erulogos attacks and is destroyed by Valgaav-Darkstar. The dimensional rift expands and the danger grows. Valgaav-Darkstar begins erasing the Gods and the Mazoku from the Astral Plane, throwing Xellos into agony. In a last desperate gamble, Lina orders Xellos and Filia to stand on either side of her, fulfilling the last part of the prophecy.

Xellos and Filia cast their spells, and Lina combines Black and Holy Magic into one fusion through Galvayra and fires an arrow of purest white light at Valgaav-Darkstar. The magic works, destroying the creature. The danger averted, Sirius takes the weapons back to his world and the friends go their separate ways. Valgaav is healed and reborn in an egg, which Filia will rear.

### SLAYERS TRY FINAL THEME: "SOMEWHERE"

*Somewhere in the world,  
Somewhere in the dark.  
I can hear the voice  
that calls my name.  
Might be a memory,  
Might be my future.  
Might be a love  
waiting for me.  
Rock me gently,  
Hold me tenderly.  
'Til the morning breaks,  
Night fades away.  
I've spent my time in vain,  
Trapped inside pain.  
Don't let me down,  
Help me see the light.  
Feeling,  
Feeling bitter,  
Twisted all along.  
Wading through an  
Empty life too long.  
I close my eyes,  
Listen to the wind.  
Longing to belong  
To a higher place.  
Let me hear your voice,  
Let me be with you.  
When the shadow  
Falls down upon me.  
Like a bird singing,  
Like a breeze blowing.  
It's calling me,  
Somewhere in the world.  
Somewhere in the world.*





## SETTING AND SOCIETY

Lina, Gourry, Amelia, and Zeligadis visit many places in their travels, and some of them they leave in one piece. Like the guidebook Xellos uses, this section is a guide to the places and society of the *Slayers* universe.

## OVERVIEW OF THE LAND

The land in which Lina was born is one small part of a vast continent, which is itself shaped like a great crab facing south. Lina's homeland sits on the north-easternmost "leg" of the crab, and the first port they visit in the Outer World looks to be located on the north coast of the next "leg" south. South and west of both is the Demon Sea, and far out on that is the island called "the Centre of the World," on which rests the Place of Summoning. Beyond the eastern mountains of Lina's homeland and the coast of the Outer World lies the Desert of Destruction, a vast sandy wasteland that is home to the Temple of the Fire Dragon King and scattered villages of Sand People. Beyond that, little is known.

The north-eastern peninsula that is the setting for the first two series, *The Slayers* and *Slayers Next*, has been cut off from the rest of the world for over 1000 years. At the end of the War of the Monsters' Fall, in which the Mazoku did battle with the Dragon Race, a barrier was erected that blocked all contact. Since this barrier falls with the death of Hellmaster Phibrizzo at the end of *Slayers Next*, it is likely the Hellmaster himself laid it down, perhaps in conjunction with the other servants of Ruby-Eye Shabranigdo. The reasons for doing this are unknown.



Though sealed behind the Mazoku barrier, the land is vast and has a varied climate, with many strange places to explore and comfy inns and restaurants at which to eat. It is broken into several petty kingdoms and city states, of which we know the names of only three: Seyruun, Xoana, and Femille. Human settlements dot the land, from small villages like Saman the Elder's to medium-sized towns like Xoana and up to great cities like Seyruun and Atlas City. Some great cities, such as Atlas City and Sairaag, probably are the centres of their own city-states, although they are not mentioned as being part of a kingdom.

Settlements need food, and there is likely a belt of farmlands surrounding each settlement, filling this need. Beyond the farm belt, however, the lands of the peninsula are broken by vast wildernesses of forests and mountains. Due to the dangers in the wilderness, travel from one town to the next is a risky proposition. Bandits lurk there to rob the traveller or raid small villages. Indeed, Lina gains her early reputation as a bandit-killer because they are such a plague on the land. There are roving bands of beastmen and berserkers, and ancient ruins left over from the time of the War of the Monsters' Fall and before.



Travel between towns is mainly on foot, or sometimes by cart. Lina and her friends walk almost everywhere, and it seems only the wealthy ride horses. The land has an abundance of game and fish, so travellers need not worry about finding enough food and water except in the most barren areas. Coastal sea travel is also common, and is likely a preferred way to move goods when possible, to minimise the dangers from bandits. Goods shipped from one port would then move upstream from the receiving port, delivering the merchandise to inland settlements. Even travel by sea is not wholly safe, however, as sea dragons haunt the waters and prey on shipping. A dragon blockades the port of Sandoria in *QUESTION! He's Proposing to THAT Girl?!* and threatens an economic disaster by choking trade.

One notable feature that differentiates the peninsula from the Outer World is the apparent lack of civilised beastman settlements. In the Outer World, there are not only areas inhabited by beastmen, but they have organised settlements with villages, a developed agriculture, and literature. While their relations with humans are sometimes violent, there is enough social contact and acceptance between them that inter-species marriage is occasionally possible.

This is very different from the lands of Lina's peninsula. There, interaction with beastmen is usually hostile, and no settlements are shown beyond some orcs living in caves in *KNOCK OUT! The Seyruun Family Feud!*



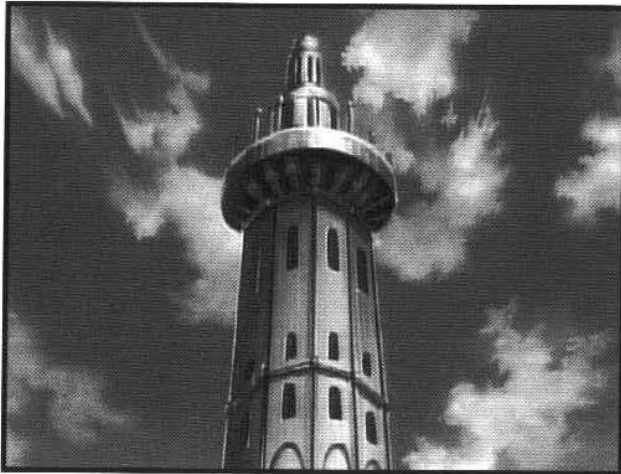
In particular, the Fishmen of the peninsula are far less civilised and more violent than their cousins in the Outer World. Whether this is due to the beastmen's isolation from their relatives in the Outer World or some magical influence related to the activities of the Mazoku is unknown.

## PLACES FROM THE SERIES

The following is a gazetteer to some of the known locations in Lina's world. While the Slayers visit many places in the three series, few are presented in depth. The heroes are always on the move from one to the next, whether it is in search of treasure or to escape an angry mob.

### "ALL YOU CAN EAT FOR A SILVER PIECE" RESTAURANT

This is a restaurant for which Amelia and Lina have long searched and at which they almost get to eat in *You Can't Escape! The Return Of The Obsessive Martina!*



### ARTEMAY TOWER

This forbidding tower sits above an isolated village and is an object of fear for all who live nearby. Built on a high hilltop, it is made of stone and rises several stories. It is the home of Joe, a misanthrope who moved there to escape people and be alone with his puppets. According to legend, he kidnapped a local girl and made her into a doll to possess her forever. The ground level entry is indeed hung with numerous puppets, and the tower itself may be extra-dimensional: it seems larger inside than out. Artemay Tower was the site of a Mazoku trap to kill Lina, but she destroys it in *A Big Crash! The Battle at Artemay Tower!*

### ATLAS CITY

Atlas City is Lina's destination when she meets Gourry for the first time and they revisit it in *A Wonderful Business! Being a Bodyguard Isn't Easy!* Its name implies it is a city of great wealth and power, perhaps second only to Seyruun. It is a large city, boasting a Sorcerer's Guild and a great castle that contains a prison. Atlas City is also known for its cuisine: two famous restaurants are "Nyo-Heron's Roast Beef" and "Nyara-Nyara Hot-Pot." There are also ruins to the north of the city, maybe the remnants of an earlier, abandoned town. Atlas City politics are volatile, for the Sorcerer's Guild elections are violent enough that the candidates feel the need to hire bodyguards

## DESERT OF DESTRUCTION

A vast, desolate desert lying to the south and south-east of the lands known by Lina. At least one major port lies along its coast beyond the Mazoku Barrier, which is where Lina and her friends start their explorations of the Outer World. The desert itself seems sparsely populated, although there is a village of the Sand People near the port.

## DRAGON'S PEAK

Hidden in the Katahto Mountains, Dragon's Peak overlooks a valley where hundred of Gold and Black Dragons live. This valley may be a refuge where the Dragon Race isolates itself, having suffered grievous losses in the War of the Monsters' Fall, or it may be a sacred place for them because of the presence of the Claire Bible. It can only be accessed by land via a maze-like path that requires a guide. The Slayers come here seeking the Claire Bible in *No Other Choice! Set Course for Dragon Valley*, and it is here that Hellmaster Phibrizzo destroys Gaav.

## EXPLAINA

Explaina is a town on the edge of the Desert of Destruction that Filia, Lina, and the group travel to on their way to the Temple of the Fire Dragon King in *Wandering Around? The Runaway Shrine Takes A Trip!* It is overshadowed by huge, ancient ruins that are its main tourist attraction. Filia tells the group that the ruins are tens of thousands of years old and were originally built by the Dragon Race. The entrances are now sealed and carved with the Dragon Race script, and only a member of the Dragon Race may open them. The ruins are also a form of magical railroad that activate when a Dragon comes on board. Explaina is apparently one end of the line, while the temple of the Fire Dragon King is the other. It is here that Jillias poisons Filia with a sleep drug.

## FOREST OF THE DWARVES

This is a forest in the Outer World to the south of the Desert of Destruction. It lies beyond the Village of Justice inhabited by the Peaceman group and is home to a race of Dwarves who look quite a bit like Amelia's father. The Dwarves are generally friendly and enjoy playing with the villagers.

## KATAHTO MOUNTAINS

The Katahto Mountains are a range of peaks that conceal the location of Dragon's Peak and its associated valley, where the true Claire Bible is hidden. The mountains are apparently rugged, for Lina and her friends cannot find their way to the Dragon's Peak without the help of a guide.



## KINGDOM OF ALTO

One of two kingdoms of the Outer World first visited by the Slayers in *Continuous Fire! The Wind-Swept Shore of Battle!* Xellos describes Alto as a kingdom dedicated to high ideals over practicality. Alto is ruled by a bombastic king whose young daughter, Sera, is in love with the son of the Queen of the rival Kingdom of Baritone. Alto is at war with Baritone. The two face each other across a large bay that has an island in the middle. Each day at the same time, Alto fires cannon shots at Baritone that do little real damage. Alto possesses an ancient artefact called the "White Magical Vessel" that, when paired with the Black Magical Vessel, creates a fusion of magical power that is proof against all magical attacks. Lina, Gourry, and Filia steal the vessel, but it is destroyed in battle.

## KINGDOM OF BARITONE

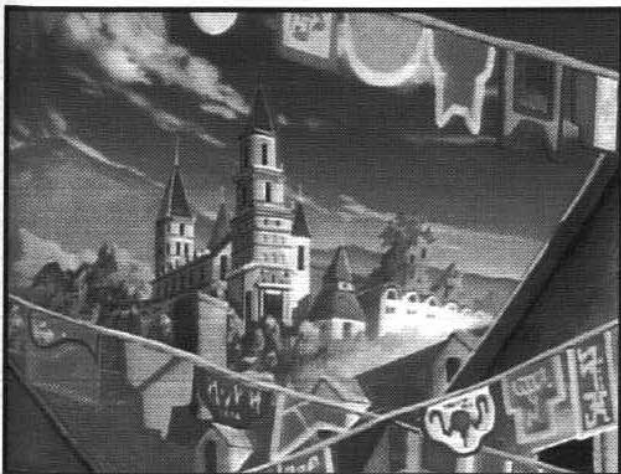
This is the enemy of the Kingdom of Alto, which faces Baritone across the bay. Xellos quotes his guidebook to describe Baritone as a kingdom following a "philosophy of results." Baritone is at war with Alto and, at the same time each day, fires cannon shots at Alto, which do little damage. A scheming queen whose son, Marco, is in love with Sera, the daughter of Alto's king, rules Baritone. The queen tries to hire Amelia, Zelgadis, and Xellos to steal the White Magical Vessel from Alto, but they refuse and instead steal Baritone's Black Magical Vessel at Marco's behest. It is destroyed along with the White Magical Vessel in the battle on the island with Gavros.

## KINGDOM OF FEMILLE

A land where men are banned, the Slayers visit Femille in *They're Talking About a Girl Named Zelgadis?!* The law prescribes death for any male caught within its borders to protect the purity of its shrine maidens, so the men in Lina's group must travel in drag. So, apparently, must all the men who live in the kingdom, much to the shock of the Queen. Femille is apparently a small kingdom with just the one city. Its shrine maidens must undergo a ritual cleansing at the Purification Shrine before assuming their duties. It is unknown where new citizens of Femille come from.

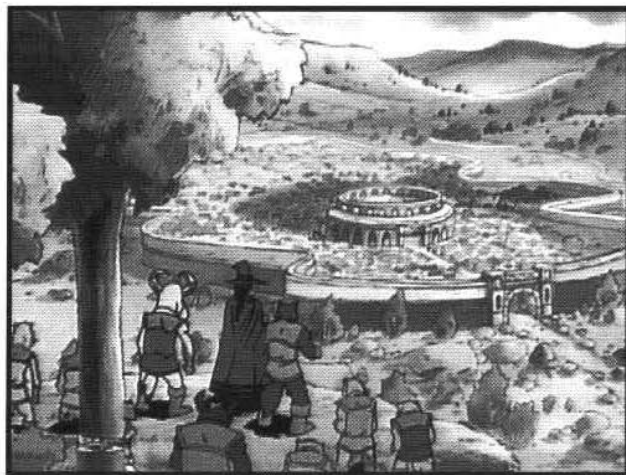
## KINGDOM OF XOANA

Ruled by the ambitious King Moros and his daughter, Martina, Xoana is a powerful kingdom and a military threat to its neighbours, among which may be Seyruun. Its chief city, also called Xoana, is home to the magical Book of Xoana, which is shown to the public only once every 50 years. Lina destroys much of the city in *The Sudden Pinch! The Terror of the Monstrous Zoamelgustar!*, and the country presumably falls into chaos after that.



## MADIRAN

Lina and Zelgadis are heading for this town at the start of *Give Up! But, Just Before We Do, The Sure Kill Sword Appears!* It is uncertain if this is the abandoned town they enter later, where Dilgear and his beastmen ambush them.



## MOSQUITA

This is the arts capital of the Slayers world. Mosquita hosts an annual theatre festival, which Lina and her friends win for Director Rossburg when the judges mistake their battle with Zangulus and Vrumugun for a play in *PASSION! Shall We Give Our Lives for the Stage?*

## MOUNTAINS OF TEARS

This is a tall, forbidding chain of mountains beyond Sandoria on the road to Sairaag. Covered in snow and whipped by freezing winds, experienced travellers choose to bypass them and take ship.

## MOUNT CORONAY

Mount Coronay is a high mountain in an unnamed kingdom of the Outer World. It has a swirling shape, rising in a way that reminds people of something unpleasant. At the top of the mountain sits a large balancing rock, the bottom point of which rests on the tip of the mountain. It is unstable, and the slightest motion sets it to rocking. Atop the rock itself rests an ancient

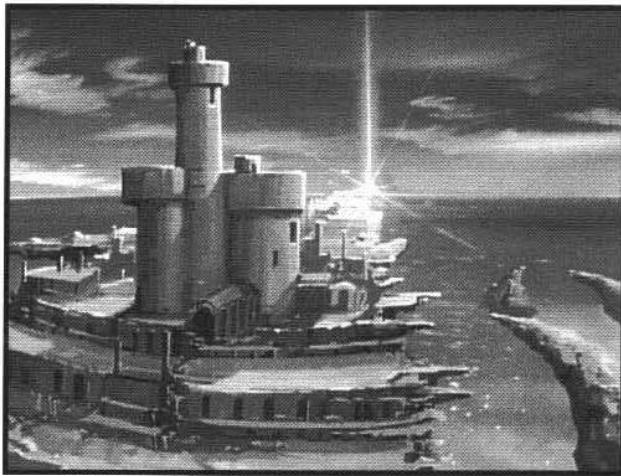
temple, which supposedly is dedicated to the God of Marriage. To access the temple shrine, one must cross a checkerboard floor on particular squares, or be struck by the god's wrath. It is here that the Slayers encounter Jillas in his disguise as a holy guide, during his plot to steal the Sword of Light for Valgaav. The temple and balancing rock are destroyed in *The Hurdle's Cleared? Jillas's Hidden Power!* during the chase after Jillas successfully obtains the Sword.

## OLD SAIRAAG

These are the ruins of the prior foundation of Sairaag, which was destroyed long ago. Rezo kept a secret laboratory here.

## OVERWORLD

The Overworld is the home of the God Race, whose representatives Almayce, Erulogos, and Sirius come to Lina's world in the hope of saving their own. The Overworld is a higher plane of existence; its two main gods are Volphied, the equivalent of Ceiphied in the world of the Slayers, and the Dark Lord Dugradigdo or "Darkstar," the counterpart to Shabranigdo. The Overworld faces annihilation after Darkstar defeats Volphied and absorbs him, which turns him into an insane killing machine. According to Almayce, the Overworld is devastated and his people on the verge of annihilation.



## PLACE OF SUMMONING

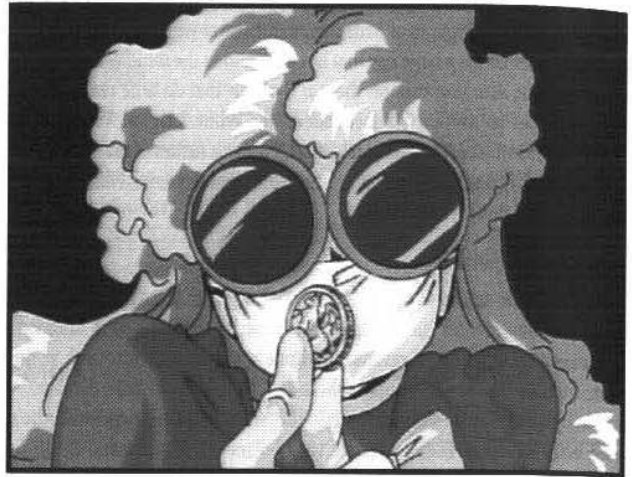
Also called "the Centre of the World," the Place of Summoning sits on an island in the middle of the sea, west of the lands of the Outer World. The island itself may even be a creation of the God Race from the Overworld. They selected the location because the dimensional barriers are weaker in this place than anywhere else due to the great battle Shabranigdo and Ceiphied fought there. The Place of Summoning is a gigantic complex of platforms and pillars, some floating in defiance of gravity. It is a product of the arcane magical technology of the God Race. It serves one purpose: to open a way for Lord Darkstar to enter Lina's dimension and then to trap it when it can be divided and killed piecemeal. The Place of Summoning is destroyed when Darkstar breaks free of the trap.

## PURIFICATION SHRINE OF FEMILLE

This is the site in Femille where shrine maidens perform a final ritual of cleansing before assuming their careers. A pillar sits within a placid lake; maidens wade out to it, place their hand on it, and a disembodied voice bids them to be free of all their troubles. It is here in *They're Talking About a Girl Named Zelgadis?!* that the Slayers defeat a Mazoku and many of the women of Femille are revealed to be men in disguise.

## RAHGA

Either a legendary person or land, Rahga was the source of gold coins of immense value. Lina becomes especially greedy when Martina offers her one as part of a trick in *You Can't Escape! The Return of the Obsessive Martina!*

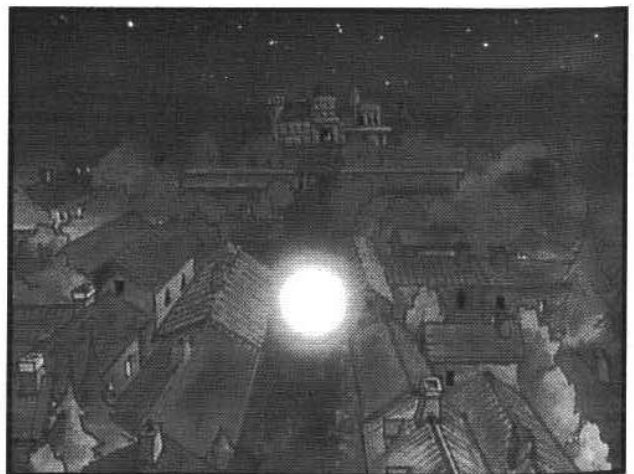


## RIKIDO VILLAGE

A small town near the Temple of Sand, which Xellos claims holds a complete Claire Bible. The square sports a fake magic fountain and a bell that is prone to fall on the head of people who tug the rope. Martina worked here as a part-time waitress when out of travelling money.

## SAIRAAG

This port city is the home to Sylphiel. It is a centre of the practice of White Magic, and home to the sacred tree Fagoon. Sairaag is also the place where Gourry's ancestor, the Swordsman of Light, defeated the monster Zanaffar. Copy Rezo destroys Sairaag in *SHOCK! Sairaag Falls!* There is a Dark Sorcerers' Guild House nearby. It is unknown if this was destroyed in Copy Rezo's attack. In *Slayers Next*, Lina and her friends return to Sairaag to rescue Gourry from Phibrizzo. When they meet Sylphiel, she says she heard rumours that a new city had been built on Sairaag's site, indicating the attempts to rebuild it after Copy Rezo's attack had stopped and the site abandoned. "New" Sairaag is just an illusion created by Phibrizzo, and its inhabitants are the souls of its enslaved former citizens.



## SAMAN'S VILLAGE

This otherwise nameless village had long been victimised by the Dragon Fang Gang. When Lina destroyed the gang, the bandits' pet dragon attacked the village. It is left a smoking crater at the end of *Angry? Lina's Furious Dragon Slave!* when Lina uses her Dragon Slave spell to defeat the dragon. The village headman is an old man named "Saman."

## SAND PEOPLE VILLAGE

A village of a small race of people or perhaps beastmen who wear hooded robes to keep their features hidden. The residents of this village are the keepers of shrine at the Cave of the Holy Sword. If the sword is removed from its stone, a huge sand worm is released from its magical prison. The village is sacked by Gavros and Jillas in *Where'd That Arrogant Guy Go?*

## SANDORIA

This is the port city from which Lina and her friends take ship to Sanboa on the way to Sairaag in *QUESTION! He's Proposing to THAT Girl?!* At the time of their arrival, a sea-dragon is blockading the harbour, cutting-off all ocean traffic. It is here they disguise Gourry as a woman and meet the love-struck Volun.



## SEYRUUN

The name of both an important kingdom and its capital city, Seyruun is the homeland of Amelia. The city is laid out in the form of a magic seal to protect its residents from evil and to promote White Magic. It is the home to a great temple of the cult of Ceiphied. Prince Philionel governs Seyruun and, under his rule, it has become a beacon for those who love Justice and soft-serve ice cream. The law in Seyruun is known for being harsh toward criminals and other evil-doers. Nonetheless, for all its dedication to justice and peace, Seyruun is prone to political violence and upheaval. Prince Philionel's own brother and nephew try to kill him in separate plots, his wife is curiously absent from the scene, and his eldest daughter has vanished. Perhaps the government's dedication to pacifism and justice reflects a commitment to overcome a tragic past.

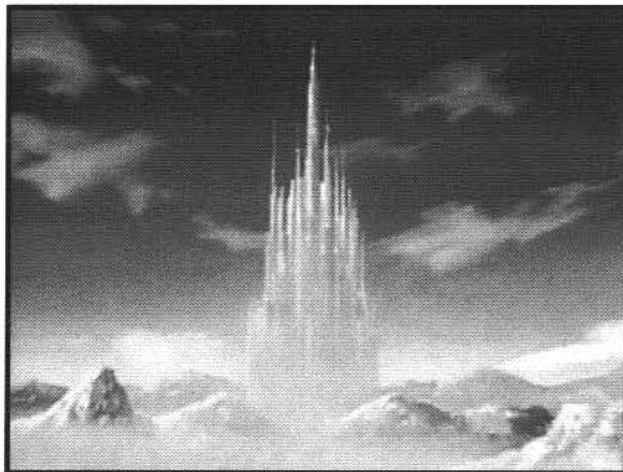
## SHRINE OF THE CLAIRE BIBLE

Accessed through a magic portal on Dragon's Peak, the shrine was formed 1,000 years ago when the Water Dragon King set down his knowledge in the Claire Bible during the War of the Monsters' Fall. The visitor must travel a crystalline labyrinth to reach the resting place of the Claire Bible. The shrine itself is said to lie close to the Astral Plane.



## TEMPLE OF CEIPHIED, OUTER WORLD

Far surpassing its sister-temple in Seyruun in grandeur, this temple to the Fire Dragon King Ceiphied was built long ago, probably by the Golden Dragons themselves. It covers many acres and is topped by almost uncountable needle-like spires and towers. Its main chamber houses a great judgement bench, from which the high priests of Ceiphied interrogate visitors and render their decisions. Dominating all, however, is an immense statue of a flaming Ceiphied in various shades of red. The temple is damaged by the runaway train in *Wandering Around? The Runaway Shrine Takes A Trip!*, but Lina repairs it in her own unique style.



## TEMPLE OF CEIPHIED, SEYRUUN

A great temple to the Fire Dragon King, the building is constructed of heavy stone and seems mostly empty, except for a large statue of Ceiphied. Lina attempts to ambush Mazenda here but she escapes, casting a spell that seals Lina's powers.

## TEMPLE OF SAND

This temple sits on a mountaintop high above Rikido Village. According to Xellos, it holds a complete copy of the Claire Bible. Although the temple seems small inside, it is the gateway to a vast pocket dimension: an endless desert only occasionally relieved by oases. The desert contains an immense array of stone pillars that holds the Claire Bible's knowledge, but the text is written in an untranslatable script. The guardian of the temple is Auntie Aqua, an aspect of the Water Dragon King. The temple is destroyed in the battle between Auntie Aqua and Gaav in *Disclosure At Last?! Xellos' True Form!*

### TEMPLE OF THE ANCIENT DRAGONS

This temple lies on a glacier deep among mountains swept with freezing winds. It is hemispherical in shape and its entrance is blocked by powerful wards that only a member of the Dragon Race may break. It holds a terrible secret, for within lie the bones and spirits of the Ancient Dragons, who were massacred by the Golden Dragons because they would not give up the Darkstar weapon they possessed. The weapon itself is also sealed within the temple, behind a ward that only the most powerful magic can breach. The temple is the site of the battle between Erulogos and Sirius of the God Race and the Golden Dragons, in which the Overworlders wipe out the Golden Dragon army.

### VALLEY OF THE BABY DRAGON

This valley lies beyond the mountains near the village of the People of Justice. It is home to a playful pink baby dragon in *The Right Person In The Right Place! Amelia In The Village Of Justice!*, who is the pet of a local farmer. This is what the Peaceman group calls the "last obstacle" before the Forbidden Land.

### VALGAAV'S BASE

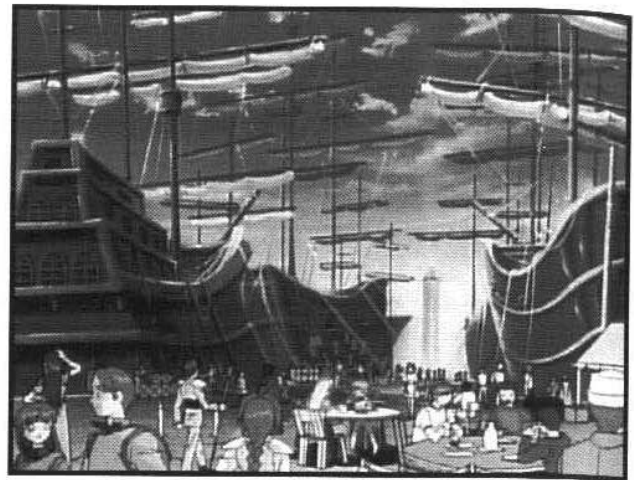
This is a vast, partially underground fortress in the Outer World. It seems to sit at a point closest to the Place of Summoning, for it has a transporter device used to travel between the base and the Place of Summoning. The underground portion contains a throne room where both Almayce and his ally Valgaav sit, and rooms where devices of arcane magical technology are constructed. Tunnels honeycomb the underground portions and lead to several exits in the Outer World. After the destruction of Darkstar, the base may well be abandoned.



### VILLAGE OF THE PEOPLE OF JUSTICE

Home to the warriors for justice called "Peaceman," this Outer World village was founded by young people who were willing to risk a clandestine war against great evil. There is, however, apparently no great evil and the villagers are all living a fantasy, complete with special effects. The village is found by Amelia and Gourry in *The Right Person In The Right Place! Amelia In The Village Of Justice!* Its buildings are of wood, and it is surrounded by a wooden stockade.

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### SOCIETY

Society in *The Slayers* is a parody of the standard medieval settings of fantasy games and literature. Not only are there castles, dungeons, knights, and wizards, but there are also air raid sirens, sunglasses, and modern swimming pools. While this lends humour to the setting, the world is still a very dangerous and deadly place.

At its core, Lina's society is a medieval one. Kings, princes, and other royalty rule principalities large and small. Under these would be subordinate nobles and landowners, though they are rarely mentioned — Hallas Ryzu's family in *OH NO! Lina's Wedding Rhapsody!* probably represents local nobility. Their role is to provide good government, justice, and peace to their people. Reality often differs from the ideal, however, as Prince Phil of Seyruun and King Moros of Xoana demonstrate. Democratic government seems absent, although the principle of elections is known, at least in the Atlas City Sorcerers' Guild. Kings and other rulers, however, probably have councils of trusted advisors. Feudal ties to the land seem weak; many people hold part-time jobs and are free to travel where they wish.

This is also a dangerous world. Not only do monsters and bandits lurk in the wilderness and even occasionally attack towns, but the land is rife with deadly plots. The Mazoku use humans as disposable pawns as they scheme behind the scenes to destroy the world, and even pacifist and justice-loving Seyruun has its share of conspiracies and political violence. Kingdoms also make war on each other, as when Xoana plans to conquer the world in *The Sudden Pinch! The Terror of the Monstrous Zoamelgustar!*

Although law enforcement exists in the cities, its reach does not seem to extend into the countryside, where bandit gangs build castles and rob travellers, or even raid towns. This lack of security has created a need for heroes and bounty-hunters. Teams of vigilantes are therefore common and frequently gather where there is danger and great reward, as in *QUESTION! He's Proposing to THAT Girl?!* These vigilantes are not above a little robbery themselves, however, as Lina herself proves when she steals the treasure of the Dragon Fang Gang, which itself had been stolen from its rightful owners.

One of the key factors shaping this part of the world is its isolation: the magical barrier laid down by the Mazoku at the end of the War of the Monsters' Fall has kept the people cut-off from the Outer World for over 1,000 years. Consequently, the two regions have developed in very different ways. The lands that are the focus of *The Slayers* and *Slayers Next* have developed Black Magic, White Magic, and Shamanism into powerful arts. On the other hand, they have eschewed gunpowder: Zalgadis says Rezo researched it and dismissed it as less effective than a fireball in *Doubtful? A Letter From Home!*

The lands of the Outside World, on the other hand, seem more technologically oriented, with better engineering, chemistry, and metallurgy. They have developed gunpowder into an effective weapon, while magic is weak and mainly used for parlour tricks. Elevators exist for the raising and lowering of cannon, while Jillas's escapades in *Three People, Three Ways! Where The Light Leads!* show some knowledge of rocketry. One exception is the use of Holy Magic, a more powerful form of White Magic that has been lost in the lands behind the barrier, but is known in the Outer World. Its use is restricted to the Gold Dragons of the temple of the Fire Dragon King, however.



One mystery concerning the two societies remains unanswered: how can they understand each other? With all contact broken for 1,000 years, any common language they once shared should have diverged to the point of mutual unintelligibility. Filia's ability to speak to Lina in Lina's homeland is not hard to explain; the cult may have had spells or magic items that made communication possible. The group wanders through the lands of the Outer World, however, and has no trouble communicating with anyone. Why?

One explanation suggests itself. Just as the Mazoku are dedicated to spreading chaos and eventually destroying the world, the Gods and their servants, the Dragon Race, are determined to preserve the world from destruction and perhaps even change, itself. This implies an effort on the part of the gods and their servants to preserve the unity of the world by keeping language from diverging too much. Whether this social engineering was accomplished through magical means or simply the influence of Dragons in human form and the cult of Ceiphied is unknown. It did, however, remove a potentially crucial obstacle when the time came for Lina to fulfil the prophecy in *Slayers Try*.

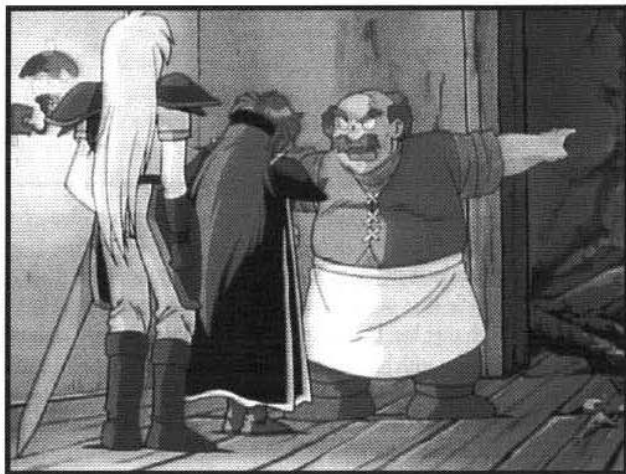


## Isms

All societies have rules and customs for how one element interacts with others. The following are brief discussions of gender, race, and class relations in *The Slayers*.

### GENDER RELATIONS

Relations between men and women in the three series seem to be roughly equal. At no time do we see women forced into subordinate roles because they are women, for example. In fact, opportunity for adventure and advancement abound for talented and energetic women and men: they simply have to be willing to seize the opportunities presented. Lina herself is the epitome of this, an adventuress out to make a fortune and a reputation for herself. Women are also entrusted with important and delicate missions of state, such as when Amelia is sent to Xoana as an ambassador by her father in *The Sudden Pinch! The Terror of the Monstrous Zoamelgustar!*



There is an interesting area of inequality, however. Women in *The Slayers* apparently dominate home life and the purse-strings. Whenever the group is having a meal at an inn, the women take care of the tab and handle group's funds. Lina and Filia often argue over money, while Gourry and Zelgadis sit back and watch. When the inn is destroyed in *Bad! Mummy Men Aren't My Type!*, the owner comes to Lina for reparations, not Gourry. In a more extreme example, the domination of the cursed shopkeeper by his wife in the same episode shows who rules indoors, while Martina will not even allow her father, the king, to change the décor in his own throne room.

## SPECIES RELATIONS

There are many intelligent races in the world of *The Slayers*, from the ubiquitous humans to beastmen, dragons, dwarves, and Sand People. Dragons are by far the most powerful, but they have mostly withdrawn to isolated valleys and distant temples, the damage they suffered in the War of the Monsters' Fall perhaps exhausting them and their will to dominate.

Humans are found everywhere, and by sheer numbers as well as power they seem to dominate all the others, except dragons. While beastmen occasionally are found working in the cities and towns of the humans, their relations are not often friendly ones: beastmen are victimised and even subjected to genocidal attacks, as when armoured men massacred Jillas's village when he was a child. As a consequence, most beastman communities seem to keep to themselves: Paulu's family lives on a farm that Jillas describes as being far from bad men, while the Fish Men have their own islands. It is no wonder, then, that beastmen willingly serve powerful masters who promise them revenge against the humans who have hurt them.

Not all relations between humans and non-humans are bad, however. The Forest Dwarves enjoy playing with the old folks of Peaceman, while love blossoms between Lila and Kerel, Fishwoman and human, in *Immediate Results! Love Is In The Tiny Differences!* Filia, a Gold Dragon, even sets aside her ancient hatred of the Mazoku to work with Xellos in *Slayers Try*.

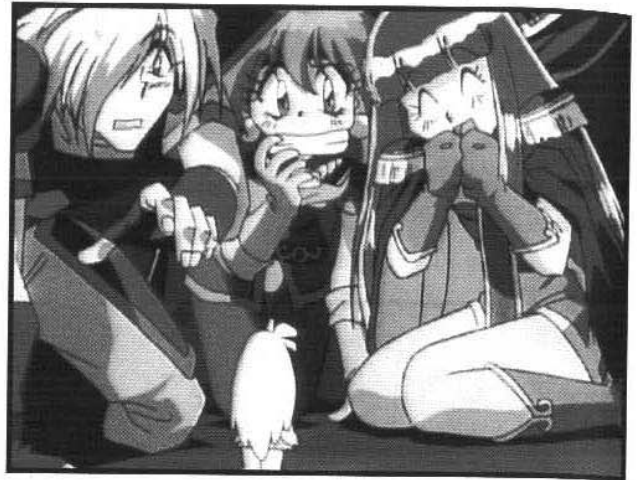


## SOCIAL CLASS RELATIONS

Social class distinctions are weak in *The Slayers* setting. While Lina is clearly from a middle-class or lower middle-class family and Martina lords her own royal birth over her, Lina mixes with royalty quite easily — at least until she irritates them with her lack of proper deference. The people clearly admire their lord, Prince Philionel, but there seems to be no real distance between him and them. One has the impression that a commoner with pressing business could see his ruler with little trouble, and that a low-born person with talent would find few barriers to advancement.

## ORGANISATIONS

Although the lands depicted in the three series are mostly civilised realms with developed economies and societies, few organisations are mentioned or depicted. While the Game Master may safely assume others exist and can develop them as needed, the organisations mentioned in the series are described below.



## ATLAS CITY SORCERERS' GUILD

This organisation represents the interests of wizards in Atlas City and the surrounding area, and is probably typical of guilds in other large cities. Befitting Atlas City's wealth and power, it is an apparently large guild with a wealthy leadership: Demia, Tarimu, and Halcyform all live in elaborate mansions. The membership is large enough that it needs a governing body of masters lead by a guild-master. The positions are elective: when Lina and her friends meet Tarimu and Demia in *A Wonderful Business! Being a Bodyguard Isn't Easy!*, they are hired as bodyguards because the two masters are running for the guild-master position vacated by Halcyform's disappearance.

As with many guilds, the A.C.S.G. likely places restrictions on the practice of sorcery by non-member wizards in its area; one function of a guild is to make sure all business goes to its membership. Since Mr. Tarimu apparently had no prior knowledge of Lina when he hired her, it is likely that she is not a member. Therefore, she would theoretically not be allowed to practice her craft in the Atlas City area. Whether the guild could stop her, however, is another matter.

As part of its role regulating the practice of sorcery in Atlas City, the guild bans research into certain fields. For example, the former guild-master, Halcyform, was driven out of office and apparently banished from the city for delving into magical immortality. Other fields of questionable morality or safety, such as cloning or spells invoking the Lord of Nightmares, might also be banned. The Atlas City Sorcerers' Guild does not seem to align itself with one form of magic, unlike the Dark Sorcerers' Guild. Whether practitioners of other styles of magic can join is unknown, but perhaps enough gold will get anyone in.

## DARK SORCERERS' GUILD

The Dark Sorcerers' Guild concerns itself with Black Magic, experimenting in those sorceries that draw their power from the Lords of the Mazoku, such as Shabranigdo. Although the only guild house mentioned is that near Sairaag, Lina's words imply that there are others. Perhaps there is one in most major cities, except for Seyruun, where Prince Phil would certainly be suspicious of it. It may also be a refuge for those sorcerers who wish to practice sorceries forbidden by the major urban guilds.

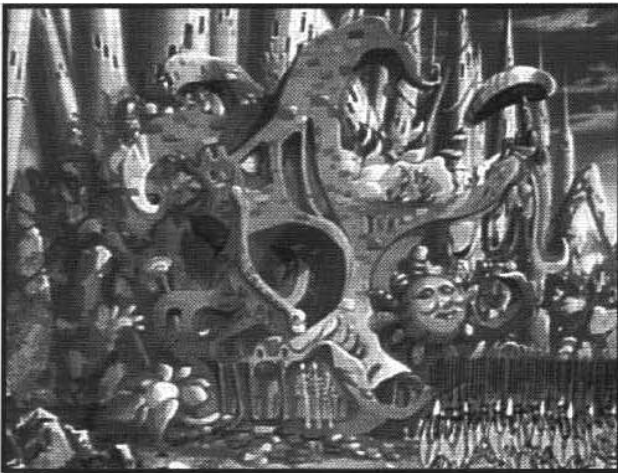
Guild members, such as Lina, can use the Guild House's facilities for research, whether in the library or the laboratory. Guilds often have specialised fields of research; the Sairaag Guild House was working on cloning experiments — perhaps Eris learned here how to copy Rezo and Vrumugun?

Though not mentioned in the series, it is likely there are guild-like organisations for Shamanist and White magicians. Given its healing and exorcism focus, White Magic guilds likely centre around shrines and temples — Sylphiel is a shrine maiden and a White Magician, for example. How shamanist magicians organise themselves is unknown, but it is probably similar the Dark Sorcerers' Guild, or perhaps they find homes for themselves in city-based guilds, such as the one at Atlas City.

### CUIT OF CEIPHIED

Ceiphied, the Fire Dragon King, is the chief god of the plane of Lina's universe, one of a pair of beings created by the Lord of Nightmares to do battle for control of the plane. The other is the Dark Lord, Ruby-Eye Shabranigdo. Ceiphied was wounded in the battle in which he defeated Shabranigdo thousands of years ago, but his spirit lives on in a form that can be worshipped and, presumably, contacted. The prophecy Filia relates to Lina in *Doubtful? A Letter From Home!* was most likely sent by Ceiphied himself.

The cult of Ceiphied is both widespread and ancient, for major temples to him exist in Lina's homeland and in the Outer World. It does not appear to have much direct contact with the lives of everyday people, however: the temple in Seyruun is empty and the Temple of the Fire Dragon King is in a remote area, far from any congregation. This indicates the priests are concerned more with honouring the god and meeting its goals, instead of spreading the faith or pastoral care. Given Ceiphied's role in battling Shabranigdo, who wants to destroy the world, and the willingness of the Supreme Elder to do anything to save the world from the threat of Darkstar, it is safe to say that the cult's overriding goal is the preservation of the world at any cost. Cult members are therefore automatically hostile to Mazoku and are probably suspicious of any practitioners of Black Magic, since their spells are in fact invocations to Mazoku.



### KNIGHTS OF CEIPHIED

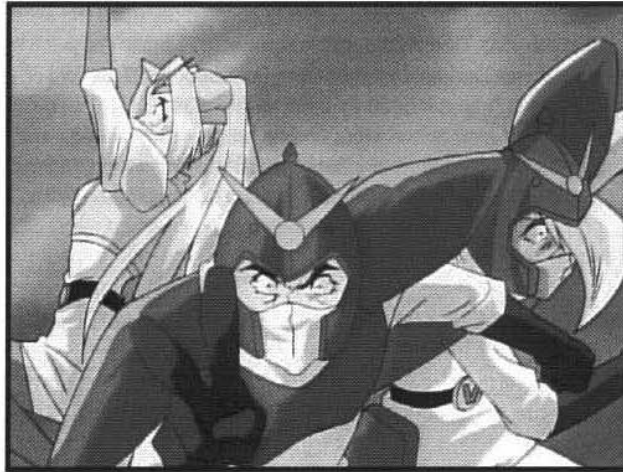
The Knights of Ceiphied have one known member, Lina's big sister, Luna Inverse. Though she figures in *Slayers Try* only indirectly, there are a few things to deduce from what is said about her.

The temple of the Fire Dragon King originally sent Filia to recruit Luna to help stave off the evil prophecy. This implies that there are no Knights of Ceiphied in the Outer World. It was expected, however, that Luna would agree to help. It is therefore reasonable to assume some sort of ancient alliance or even a service relationship exists between the two, and that their overall goals

are the same. The Knights of Ceiphied may even at one time have been the armed force of the cult. They are evidently quite powerful, for the Supreme Elder thought that recruiting just one Knight would be enough. Indeed, Lina was clearly the cult's second choice.

### MOSQUITA THEATRE ARTS FESTIVAL COMMITTEE

The organising committee of the theatre festival in Mosquita probably works year-round to put on such an important festival. Advertising and venues are among their responsibilities, as would be any provisions for a prize. They may well also be in charge of housing prestigious guests and famous judges. All this implies the control of considerable funds, probably obtained through royal grants and other donations and making a tempting target for thieves. Adventurers coming to Mosquita may also find themselves without a place to stay, if the committee has booked all available rooms.



### PEACEMAN

Peaceman is the name of the small band of elderly men and women who live out their fantasies of being warriors of justice. They live with others who support them in a fortified village deep in a forest of the Outer World. Amelia and Gourry temporarily join them in *The Right Person In The Right Place!* *Amelia In The Village Of Justice!*

Although they are living a fantasy, the members of Peaceman take their roles quite seriously. Their village maintains a watch for evildoers, and their headquarters has many technomagical contrivances that supposedly allow them to detect the presence of evil. They even have *kurogo*, stagehands dressed all in black who set up the special effects for their entrances and big scenes.

The five members of Peaceman all dress in costumes reminiscent of famous hero teams: sailor costumes or coloured body armour. They have a flair for the melodramatic, and the Forest Dwarves like to play along with them.



## CHARACTERS

Many characters play a role in the 78 episodes of *The Slayers*, *Slayers Next*, and *Slayers Try*. This chapter contains short biographies of each.

### A WALKING, TALKING PLOT DEVICE

Shabranigdo. Hellmaster Phibrizzo. Gaav. Put them all together, and you've got the Dark Lord (effectively the ruler of the world in which Lina lives) and two of his top lieutenants, each arguably more powerful than the shard of Shabranigdo that Lina, Gourry, and Zelgadis end up fighting. Each battle with these figures is a major plot event, a life-changing crisis that threatens to consume all the characters' lives should they fail, not to mention the fate of the rest of the world.

As three of the five major forces in Lina's world, characters like these defy stats. There is little point in saying what Phibrizzo's hit points were, as even Lina could not defeat him. Only the power of the Lord of Nightmares (who coincidentally is the mother of the entire universe) could defeat him, and only then because her power was greater even than his. It was no coincidence that it took otherworldly power to bring an end to that battle, and no surprise that Lina nearly paid the ultimate price for it. When you shake the foundations of the universe, you have to expect that someone will pay the cost.

Entities such as these are not characters. They are not even NPCs. They are plot devices, plain and simple. They will not die and cannot be killed (although they can certainly be injured) until the time is right and the climax of the story has been achieved. They are designed to force the players to call upon all their ingenuity, reach down deep inside themselves, and give everything they have to pull off the redemption of their world. Such things should be turning points for the characters, and as such, are not ruled by such mechanics as hit points or defence values. They are the realms of story and song, not math and record keeping.

Still, this is a role-playing game. To that end, we have provided the stats for most of the high-powered characters in the series. Notable exceptions are the characters for which we were unable to glean enough about their powers. If we could not be certain about most of their abilities, we did not stat them but instead gave suggestions about how they could be represented in a campaign.

The characters in this chapter that are represented as listed above are Almayce, Auntie Aqua, Erologos, Sirius, Shabranigdo, and Valgaav. Other Mazoku, such as Mazenda, Saygram, and Xellos, were created using the rules for Mazoku listed on page 220.

### SPELLCASTERS

Each spellcasting character has a line called Spellcasting. This shows the total number of spell slots that character has available for use, as well as the number already invested into their known spells. We have listed the spells they are known to use during the series, and show the total slots used on those spells. The GM can feel free to fill out their known spells — even creating unique spells individual to that character.

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## MAIN CHARACTERS

The main heroes of the Slayers are Lina Inverse, Gourry Gabriev, Amelia Wil Tesla Seyruun, Zelgadis Greywords, the Mazoku Xellos, and the Gold Dragon Filia Ul Copt. The story lines centre around them and they are the prime movers in the efforts to oppose the plots of the Mazoku.



### AMELIA WIL TESLA SEYRUUN

Amelia is the daughter of Prince Philionel of Seyruun and next in line for the throne after him. She joins the Slayers late, after the destruction of Rezo and Shabranigdo, but she is a core member of the group from then on.

Shorter than Lina, Amelia dresses in practical travelling clothes that are ideal for adventuring. The white of her ensemble shows her allegiance to White Magic, the magic of healing and exorcism. About 13 to 14 years old, her figure is developing well, much to Lina's consternation. Short black hair in a boyish cut tops her head, and her face has an earnest, enthusiastic look to it.

Amelia's family and its internal politics are a source of adventure and danger. Her uncle Randy plots to kill Phil and seize the throne of Seyruun himself. Since he is only third in line, he must do away with Amelia at some point, too, but his plot fails in *KNOCK OUT! The Seyruun Family Feud!* Later, her cousin Alfred schemes with the Mazoku to overthrow Prince Phil. Father and daughter dote on each other, and Amelia worships Phil. She wants to be just like him — an untiring crusader for justice.

No mention of her mother nor any siblings occurs until the attempted assassination of Prince Phil in *Hidden Ambitions! The Shocking Confession?* During a discussion of Seyruun's problems, Amelia begins to make a speech about justice when Zelgadis cuts her off. Trying to puncture her idealistic vision, he coldly reminds her of Seyruun's political turmoil: Randy's plot against Phil and her older sister's disappearance. Amelia shows a stubborn determination to hold onto her ideals, however.

Amelia is evidently an intelligent young woman. Not only is she trained in White Magic, but she has mastered the *rah tilt*, the most powerful spell of the Shamanist school. She makes no mention of her training, but she must have learned quickly. Perhaps the influence of her father smoothed her way to find tutors willing to teach her powerful magic, as he tries to do in *LOVELY! Amelia's Magic Training!*

The romantic quest for adventure and her zeal to fight evil motivate Amelia's life: she describes herself as a "warrior of love and justice." She complains to her father that he is always going away on adventures without

her. As heir to the Seyruun throne, she believes she must continue the family tradition of fighting evil. She strives to emulate the heroes of legend: when confronting evil-doers, she likes to surprise them from a high perch. Then she can leap down on them with an acrobatic dive sure to strike fear into their black hearts.

That is, it would if she did not fall flat on her face. Still a gawky teenager, Amelia does not have full control over her body. When she attempts a series of backflips, she inevitably finds something to trip over. While she recovers from her embarrassment easily — she has justice on her side, after all — Amelia's friends find it hard to believe she is such a klutz and wince every time she tries another dramatic entrance.



Amelia's world is a black-and-white melodrama: one is either a pure-hearted servant of justice or a villainous blackguard. To her credit, her loyalty to her allies is absolute: if they serve justice, then she is with them until the bitter end. During the final battle in *OH NO! Lina's Wedding Rhapsody*, she has no reservations about taking on both Cally and Vrumugun together. Moreover, in the battle against Copy Rezo, she stays with her friends at the risk of her own life. Putting up with her endless preaching is perhaps a small price to pay in return, and her enthusiasm for her cause resembles Lina's "never give up" attitude.

Nevertheless, Amelia's earnest desire to serve justice can cause trouble. Naïve and inexperienced, she believes whatever anyone tells her, as long as that person claims to love justice as much as she does. She consequently makes hasty judgements that instead serve Evil's interests. For example,



although she has travelled and fought side by side with Lina and Gourry, she assumes the wanted posters accusing them and Zeldadis of crimes must be true — who would lie about something like that? Thus deceived, she helps Vrumugun and Zangulus capture them. This is sign of youthful immaturity on her part, something she should grow out of as she gains more experience.

Her lack of experience has also saddled her with a serious case of hero-worship. Not only does Amelia adore her father, she fails to see any of his faults and wants to be just like him, even if it means ignoring her duties as Seyruun's future ruler. She regularly lectures her friends on how true heroic servants of justice should act. The lack of connection between her beliefs and how the real world operates is lost on her.

Her naïveté can make her an actual danger, too. In *LOVELY*, she nags Lina incessantly to teach her the secret of the Dragon Slave spell, which she sees as her means to punish all evil-doers. Lina puts her off and hopes she will lose interest; the thought of Amelia unleashing the power of the Dragon Slave at will scares her.

Yet Amelia clearly does grow and mature, assuming more and more of her responsibilities as Seyruun's heir-apparent. At the beginning of *Slayers Next*, her father has entrusted her with an important diplomatic mission to Xoana, while by the end of *Try Again! When All Returns To White!*, Amelia is conducting affairs of state as court officials seek her guidance.



Lina Inverse is like a big sister to Amelia: someone to look up to and someone to fear. When Amelia first meets her, she assumes Lina must be a servant of justice, because she works for Amelia's father. Star-struck by the power of the Dragon-Slave, Amelia begs Lina teach it to her, just like a kid sister wanting to do everything her older sibling can do. At the same time, she has the little sibling's talent for exasperating her "big sister."

Over the course of *Slayers Next* and *Slayers Try*, Amelia becomes more and more like Lina. Her table manners resemble her "older sister's" as she wolfs down food as fast as Lina and Gourry, and she becomes just as anxious as Lina to find the next big meal. More significantly, her temper grows worse. As she gains experience, she challenges Lina over minor things, such as where to eat in *A Wonderful Business! Being a Bodyguard Isn't Easy!*, leading to bickering and fighting. She also develops Lina's love of a good dust-up, as is shown when they pair-off to fight Mimi and Nene in *The Forbidden Dance? Where is the Strongest Spell?*

If Lina is the big sister, then Gourry is the boy next door who is not too bright, but who is always there when needed. While she does not do it as much as Lina, she does boss Gourry around and intimidate him, as in *The*

*Right Person In The Right Place! Amelia In The Village Of Justice!* In her own mind, Amelia is certain that Gourry needs occasional reminders of the cause they serve: justice. Amelia also recognises the growing romance between Gourry and Lina, even if those two cannot see it. Being a romantic, she is hopeful they will "get together."

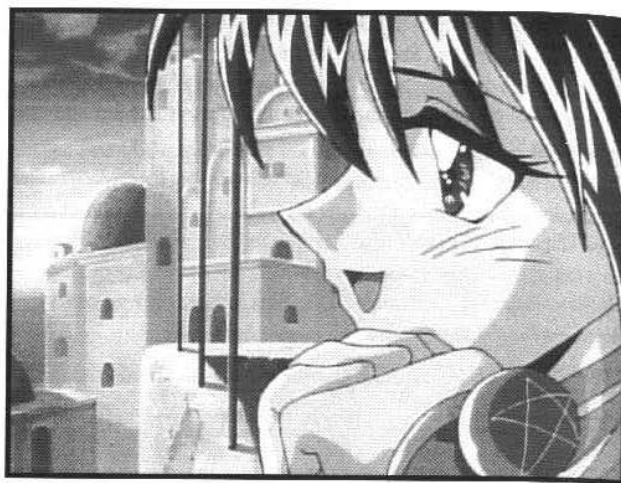


The mysterious swordsman Zeldadis holds a strange attraction for Amelia. Although he begins as a servant of evil, he turns his sword to the service of justice. Though taciturn, his devotion to the cause and his passion to fight villains is undoubted. While they only meet in *Sairaag*, Amelia spends much of her time with Zeldadis. While this may at first have been a sign of hero-worship or a teenaged crush, events in *Slayers Next* and *Slayers Try* show that Amelia is developing genuine romantic feelings for Zeldadis, even if she has trouble couching them in terms other than a shared love of justice. She is jealous of Lina when the sorceress is paired with Zeldadis in *The Hurdle's Cleared? Jillas's Hidden Power!*. Even more telling is the gift Zeldadis received from her after leaving the group at the end of *Slayers Try*: a medallion Amelia wore. She has given it to him as a token by which to remember her.

Amelia cannot quite figure out how she should react to Xellos. On the one hand, he has lied to them, deceived them, manipulated and used them for his own ends — and he is a Mazoku! By all rights, she should be his dire enemy. Yet, he has also saved their lives time and again and proved himself valiant in the ultimate fight to save the universe. In the end, what is important to Amelia is the cause one serves. As long as Xellos serves the cause of justice — even unintentionally — Amelia will regard him as an ally and friend.

### CODE OF JUSTICE

Allies of Justice must strive to serve the common good.  
Injustice must never be allowed to triumph.  
Never allow an innocent to suffer needlessly.  
There is no wrong so large it cannot be righted.  
Law is the instrument of Justice. Be strict, but fair.  
The law can be merciful to those who confess their crimes.



### AMELIA WIL TESLA SEYRUUN (end of *Slayers*)

Female Human Nbl 3/Wiz 5/ShM 2/Woj 2; CR 12; Medium humanoid (human); HD 3d8 + 6 (Nbl) plus 5d6 + 10 (Wiz) plus 2d6 + 4 (ShM) plus 2d10 + 4 (Woj); hp 92; Init +2; Spd 30 ft.; AC 21, touch 21, flat-footed 10; Base Atk +6; Grp +7; Atk +8/+3 melee (1d3+1, unarmed strike); SA Hammer of justice, pacifist crush; SQ Defence barrier +20, fascinate, great faith +2, inspire competence, inspire courage +1, magical training +5, optimism of justice, recognition, spellcasting +7; SV Fort +10, Ref +9, Will +19; AL LG; Str 12, Dex 14, Con 14, Int 14, Wis 15, Cha 17.

**SKILLS AND FEATS:** Balance +6, Climb +5, Diplomacy +13, Disguise +5, Heal +4, Intimidate +9, Jump +10, Knowledge (arcana) +9, Knowledge (nobility) +8, Knowledge (religion) +11, Perform (oratory) +11, Reputation (princess of Seyruun) +10, Sense Motive +8, Spellcraft +11, Spot +7, Swim +2, Tumble +9, Use Magic Device +6; Code (code of justice), Dodge, Improved Unarmed Strike, Iron Will (obsession: justice), Maximise Spell, Power Attack, Run, Spell Focus (shamanist), Spell Mastery (*diem wing, fireball*), Weapon Focus (unarmed strike).

**POSSESSIONS:** Adventuring clothes, furry pink belt pouch, 2d10 gp.

**SPELLCASTING:** 34 spell slots, 32 used.

*Common Spells* (Fort +15, control +9, base DC = 12 + one-fifth spell DC): *dark mist, dash, fireball, freeze arrow, healing, levitation.*

*Shamanist Spells* (Fort +10, control +9, base DC = 19 + one-fifth spell DC): *balus wall, blam blazer, diem wing, digger bolt, rah-tilt, ray wing.*

*Sorcery Spells* (Fort +10, control +9, base DC = 17 + one-fifth spell DC): *burst rondo, damu bras.*

*White Magic Spells* (Fort +12, control +10, base DC = 18 + one-fifth spell DC): *elmekia lance, flow break, megiddo flare.*

### AMELIA WIL TESLA SEYRUUN (end of *Slayers Next*)

Female Human Nbl 4/Wiz 5/ShM 4/Woj 4; CR 17; Medium humanoid (human); HD 4d8 + 8 (Nbl) plus 5d6 + 10 (Wiz) plus 4d6 + 8 (ShM) plus 4d10 + 8 (Woj); hp 126; Init +2; Spd 30 ft.; AC 23, touch 23, flat-footed 10; Base Atk +10; Grp +11; Atk +12/+7 melee (1d3+1, unarmed strike); SA Hammer of justice, justice shoulder attack, pacifist crush, Seyruun tornado; SQ Defence barrier +35, fascinate, fists of justice, great faith +4, inspire competence, inspire courage +1, line of credit, magical training +5, optimism of justice, recognition, sense aura, sense evil, spellcasting +9; SV Fort +16, Ref +12, Will +22; AL LG; Str 12, Dex 14, Con 14, Int 14, Wis 15, Cha 18.

**SKILLS AND FEATS:** Balance +9, Climb +6, Concentration +9, Diplomacy +15, Disguise +7, Heal +4, Intimidate +10, Jump +13, Knowledge (arcana) +9, Knowledge (nobility) +8, Knowledge (religion) +11, Listen +4, Perform (oratory) +15, Reputation (princess of Seyruun) +14, Ride +3, Sense Motive +10, Spellcraft +15, Spot +9, Swim +2, Tumble +12, Use Magic Device +8; Code (code of justice), Dodge, Great Fortitude, Improved Unarmed Strike, Iron Will (obsession: justice), Maximise Spell, Power Attack, Run, Spell Focus (shamanist), Spell Mastery (*diem wing, fireball*), Weapon Focus (unarmed strike).

**POSSESSIONS:** Adventuring clothes, furry pink belt pouch, 2d10 gp.

**SPELLCASTING:** 46 spell slots, 45 used.

**Common Spells** (Fort +21, control +11, base DC = 12 + one-fifth spell DC): *dark mist, dash, fireball, freeze arrow, healing, levitation, sleeping, writing.*

**Shamanist Spells** (Fort +16, control +11, base DC = 19 + one-fifth spell DC): *balus wall, blam blazer, diem wing, digger bolt, rah-tilt, ray wing.*

**Sorcery Spells** (Fort +16, control +11, base DC = 17 + one-fifth spell DC): *blast ash, burst rondo, damu bras, dynast bras, flare bit, flare lance.*

**White Magic Spells** (Fort +20, control +13, base DC = 19 + one-fifth spell DC): *elmekia lance, flow break, megiddo flare, visfan rank.*



## AMELIA WIL TESLA SEYRUUN (end of *Slayers Try*)

Female Human Nbl 5/Wiz 5/ShM 7/Woj 4; CR 21; Medium humanoid (human); HD 5d8 + 10 (Nbl) plus 5d6 + 10 (Wiz) plus 7d6 + 14 (ShM) plus 4d10 + 8 (Woj); hp 152; Init +2; Spd 30 ft.; AC 24, touch 24, flat-footed 10; Base Atk +11; Grp +13; Atk +14/+9/+4 melee (1d3+3, unarmed strike); SA Hammer of justice, justice shoulder attack, pacifist crush, Seyruun tornado; SQ Defence barrier +50, fascinate, fists of justice, great faith +7, inspire competence, inspire courage +1, line of credit, magical training +5, optimism of justice, recognition, sense aura, sense evil, spellcasting +12; SV Fort +17, Ref +13, Will +23; AL LG; Str 12, Dex 14, Con 14, Int 14, Wis 16, Cha 18.

**SKILLS AND FEATS:** Balance +9, Climb +6, Concentration +12, Diplomacy +18, Disguise +7, Heal +6, Intimidate +10, Jump +13, Knowledge (arcana) +11, Knowledge (nobility) +10, Knowledge (religion) +14, Listen +5, Perform (oratory) +20, Reputation (princess of Seyruun) +16, Ride +3, Sense Motive +12, Spellcraft +21, Spot +10, Swim +2, Tumble +12, Use Magic Device +10; Code (code of justice), Dodge, Empower Spell, Great Fortitude, Improved Unarmed Strike, Iron Will (obsession: justice), Leadership, Maximise Spell, Power Attack, Run, Spell Focus (shamanist), Spell Mastery (*burst flare, diem*

*wing, fireball, rah-tilt*), Weapon Focus (unarmed strike), Weapon Specialisation (unarmed strike).

**POSSESSIONS:** Adventuring clothes, furry pink belt pouch, 2d10 gp.

**SPELLCASTING:** 64 spell slots, 61 used.

**Common Spells** (Fort +21, control +11, base DC = 12 + one-fifth spell DC): *dark mist, dash, fireball, freeze arrow, healing, levitation, lighting, sleeping, writing.*

**Shamanist Spells** (Fort +16, control +11, base DC = 20 + one-fifth spell DC): *balus wall, behfis bring, blam blazer, bom di wind, diem wing, digger bolt, ly briem, rah-tilt, ray wing.*

**Sorcery Spells** (Fort +16, control +11, base DC = 17 + one-fifth spell DC): *blast ash, burst flare, burst rondo, damu bras, dynast bras, flare bit, flare lance.*

**White Magic Spells** (Fort +20, control +13, base DC = 19 + one-fifth spell DC): *elmekia flame, elmekia lance, flow break, megiddo flare, protection, rahfas seed, resurrection, visfan rank.*



## FILIA UL COPT

Filia is the last main character introduced in *The Slayers*, making her debut in *Majestic? Hoist Sails For The Journey!* Her journey is the most personal in *Slayers Try*, as she is forced to face the crimes committed by her kind and to find a new purpose when her carefully constructed world and sheltered life are shattered by the truth.

Filia is a Gold Dragon who takes human form when interacting with the outside world. As a human, she is tall and shapely and has long blonde hair. Filia appears to be about 17 years old, and her face has a pleasant, welcoming expression on it. She dresses in the robes of a priestess, her favoured colours being white and gold — and pink for the bow on her dragon's tail, which occasionally appears when she is tense or upset. Under her skirt she carries a mace strapped to her leg by a garter belt. In Dragon form, Filia is a youthful-looking Gold Dragon with large wings and a blonde mane and the ever-present pink ribbon on her tail.

Filia possesses several powers, the combination of which makes her a formidable foe. She has the laser breath of the Gold Dragons, tremendous strength, and she commands Holy Magic, a higher form of White Magic that has been lost in the lands behind the Barrier since the War of the Monsters' Fall. She is most likely to use her laser breath when enraged, at which time she also uncontrollably slips back into dragon form

She is the daughter of the High Priest Bazaard Ul Copt of the cult of the Fire Dragon King, indicating that she comes from a line of priests or that all the Gold Dragons of the Outer World are priests. Her father is never seen in the series, so he may be dead. It is possible that she was fostered to the Supreme Patriarch for her training, as he takes a great interest in her and apparently sent her on her mission.

Her mission was to find the person spoken of in a prophecy of doom received at the temple by the priests. Along with the arrival of the prophecy, the Mazoku barrier had fallen for the first time in 1,000 years and a pillar of light sprang up far over the horizon. Filia's quest to find someone to prevent the disaster from happening lead her to Luna Inverse, Knight of Ceiphied and part-time waitress. Unfortunately, Luna could not get away from her job, but she did have a little sister who was available....



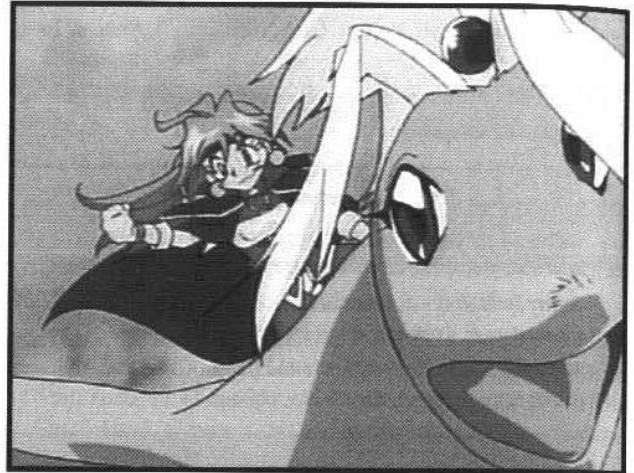
Filia likes to project the image of a priestess with dignity and high station, deserving of the respect and deference of others around her. When flustered, she likes to settle and compose herself with a cup of tea, as in *On the Move! He's Out for Revenge?* In fact, her teapot and service always travel with her. She believes her station as a priest and the seriousness of her mission gives her the right to command others.

At heart, however, Filia is not very sure of herself and loses confidence easily when challenged or not treated with the respect she thinks she deserves. When she first meets Lina and her friends in *Majestic? Hoist Sails For The Journey!*, she loses her composure and smacks Gourry with a mace when he looks up her dress to see where the tail is coming from. She gets angry and breaks down in tears when the others refuse to cut short their stay in port to head for the temple in *Where'd That Arrogant Guy Go?* When she feels slighted or that she has made a mess of things, Filia often falls into a pout, like a little girl. In *The Hurdle's Cleared? Jillas's Hidden Power!*, she stays behind after the others have left for the temple on Mount Coronay and makes dolls out of the rocks, talking to them about how mean everyone is to her.

It is easy to puncture her fragile sense of dignity, especially for Xellos, who takes a special joy in goading her. In *A Wild Rumor? You Can't Have Smoke Without Fire?*, he needles her with taunts about the Dragon Race until she explodes and changes into dragon form, after which she loses control and destroys the town. Indeed, the mere presence of a Mazoku can send her into a towering rage.

For all her inexperience and immaturity, Filia is a caring, loving, and perceptive person who grows through the challenges she faces. In *A Peace Conference? This Is The Dragon Shrine?*, she defends the heroes over the

objections of the Council of Priests by observing that "there are some things that let you succeed beyond mere skill." She also observes that, because humans live shorter lives than dragons, they also live fuller ones. She herself is a gentle soul who loves puppies and wants to open an antique jar and mace store. She even reforms Jillas, whom she takes under her wing after he tries to kill them all in *No Time For Arguing! Head For The Showdown!*



Her growth into a confident, adult woman comes as she learns the truth behind the near-extinction of the race of Ancient Dragons — that her people had massacred them because they would not surrender Galvayra, the fifth Darkstar weapon. In *Eternal Death, Final Farewells! A Cry To The Fallen!*, she learns further that the Supreme Elder is even willing to sacrifice her life to keep Galvayra safe, making him and her fellow priests morally little different from their enemies, the Mazoku.

With Filia's illusions about her own people's goodness shattered, she takes on the burden of their sin and tries to rescue Valgaav from his self-destructive path, though he will have none of it, even when she offers herself as a sacrifice to save the world. In the end, she nevertheless is given her chance to make amends for the whole Gold Dragon race. In *Try Again! When All Returns To White!*, a small egg floats down from the sky after the destruction of Darkstar. It contains an embryonic Ancient Dragon — Valgaav reborn. Filia accepts the responsibility and becomes mother to the renewed race of Ancient Dragons. The final symbol of her passage to adulthood comes in the final credits, where she is shown running her shop and wearing glasses. The unsure teenager has grown into a confident, mature woman.



Filia and Lina are polar opposites in temperament, or, at least, Filia tries to be the opposite by maintaining her poise and dignity. When she loses her temper, the two resemble each other more than Filia would like. They begin their relationship by mutually getting under each other's skin, united only by Filia's need to accomplish her mission and Lina's need to avoid her sister's punishment. She gains respect for Lina's determination as the crisis grows, and Lina develops a great deal of sympathy for Filia after she learns the truth about her people's past. By the end of the series, when Lina and her friends are leaving for home, Filia and Lina have become friends.

Filia's relationship with Xellos cannot be described so much as "love-hate" as "hate-tolerate." The Mazoku are her racial enemies and have killed thousands of her kind, especially Xellos. Once they are joined in the mission, she regularly insults and angers him, and often refuses to cooperate with him in any way. Their adventures together, however, build a grudging respect between them and perhaps even some degree of friendliness, though neither would ever admit it to the other.

Her relationship with Valgaav is the most important, for he is the vehicle of her growth. Through the revelations at the Temple of the Ancient Dragons in *Savage And Unexplored! History Sealed Away!*, she learns of his tortured past and the massacre of his people by hers. Already sympathetic toward his pain, her heart breaks and she makes a heroic effort to heal his soul. Although she cannot save him from death in the final battle with Lina, she becomes the guardian of his egg and, through his rebirth and healing, Filia finally finds her place in life.



## FILIA QL COPT

Female Golden Dragon Lrm 1/Pri 5/ShM 6; CR 18; Medium dragon; HD 1d6+1 (Lrm) plus 5d6+5 (Pri) plus 6d6+6 (ShM); hp 72; Init +3; Spd 30 ft.; AC 19, touch 19, flat-footed 10; Base Atk +5; Grp +6; Atk +9 melee (1d8+3, masterwork heavy mace); SA Breath weapons, smite evil 2/day; SQ Alternate form, damage reduction 10/magic, defence barrier +30, detect evil, divine grace +4, divine health, dragon magic, great faith +6, lay on hands (20), loremaster knowledge, low-light vision, resist hunger, sense aura, sense evil, spellcasting +6; SR 23; SV Fort +8, Ref +14, Will +18; AL LG; Str 16, Dex 16, Con 12, Int 14, Wis 16, Cha 20.

**SKILLS AND FEATS:** Appraise +7, Concentration +5, Control Shape +7, Diplomacy +14, Heal +7, Hide +4, Jump +7, Knowledge (arcana) +7, Knowledge (history) +6, Knowledge (religion) +13, Listen +4, Profession (shopkeeper) +5, Search +7, Sense Motive +10, Spellcraft +10, Spot +4, Use Rope +7, Vision +10; Dignified, Flyby Attack, Holy Magic, Lightning Reflexes,

Spell Mastery (*chaotic disintegrate, dimensional portal, flame breath, holy rezast*), Touchy (sensitive: being a proper lady)

Breath Weapons: Laser breath 12d8 fire, Reflex save (DC 17) avoids; diflasher 12d10 astral, Reflex save (DC 17) avoids.

**POSSESSIONS:** Tea set, priestly robes.

**SPELLCASTING:** 38 spell slots, 11 used.

*White Magic Spells* (Fort +19, control +16, base DC = 20 + one-fifth spell DC): *chaotic disintegrate (holy), dimensional portal, flame breath (holy), holy rezast (holy)*.



## GOURRY GABRIEU

Gourry Gabrieu is the big, forgetful, loveable ox of *The Slayers*. He is Lina's protector and best friend and willingly travels the world with her, looking for adventure and good food.

Gourry is tall and broad-shouldered, standing well over six feet tall. Roughly 17 years old, he usually wears light armour made of leather and blue plates, and he carries a large sword he can swing one or two-handed. His long blond hair falls past his shoulders, and his face is open and friendly, without a hint of guile or deceit.

Gourry speaks nothing of his past and little about his family, but one may deduce a few things. He is never shown riding a horse, and his armour, while serviceable, is hardly the quality one would expect from a noble or a knight. This, along with his lack of pretence or arrogance, gives evidence that he comes from a common family or one of the landed gentry, not much wealthier than the commoners around it. The latter is more likely, for the Sword of Light is a family heirloom. It tells of a heroic past for the Gabrieu family and hints at a higher status.

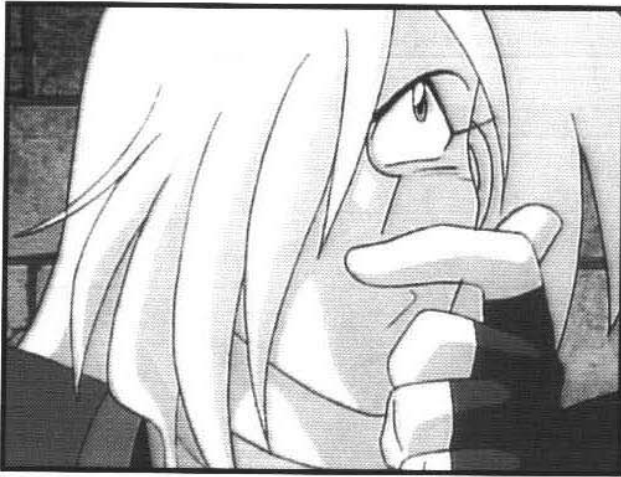
He is also an accomplished warrior. Gourry never speaks of formal training, so it is possible he learned from his father or an older brother. Whatever the source, his talent is tremendous. He is utterly fearless in battle, though Lina or Zeligadis might argue that is because he is too dumb to know when he is beaten.

On the other hand, Gourry's innate good nature holds him back in a fight. When this is suppressed, such as when Hellmaster Phibrizzo controls his mind in *The Menacing Swordsman! A Journey of Reunion!*, he becomes a fearsome swordsman even Zeligadis fears.

Gourry is the first to admit that he is not very intelligent. Much of what Lina says goes right over his head. In *DASH! Run for it! My Magic Doesn't Work!*, Lina explains at great length the legend of Shabranigdo and the threat

he poses. When she asks him if he now understands the problem, he confidently replies "Nope, not a bit." He accepts his failings honestly and in a matter of fact manner. In *MONEY! Knock Out Those Bounty Hunters!* he is stunned at how easily Lina is captured and wonders "Is she an idiot, too?"

Gourry cannot seem to remember anything important for long. In *RETURN! The Red Priest is Back!* he forgets who Sylphiel is until he remembers her cooking. He later forgets who Rezo was, and that he took part in Rezo's defeat. For Gourry, the problem may not be as much a poor memory as it is a question of different priorities. A source of good food is much more important than some crazy priest who is dead and buried.



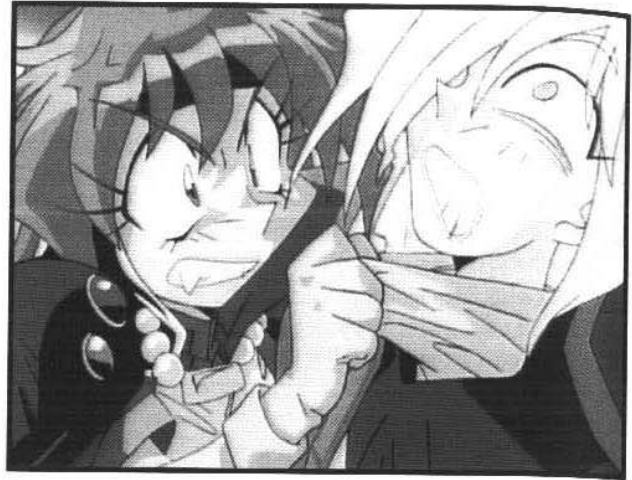
What does Gourry want from life? He seems content to wander the roads, see the sights, and help people where he can. He offers to accompany Lina to Atlas City because a little girl needs a bodyguard and, frankly, he has nothing better to do. Good food and a comfortable place to sleep are apparently enough for him.

One might well describe Gourry as a "boy scout," but he would not be insulted. His bravery in battle is incontestable, and he is quite truthful, if only because he cannot remember what it is he should conceal. He genuinely likes people and treats them with a cheery friendliness that lasts until they give him a reason to act otherwise. He is always willing to help, as when he carries Sylphiel's heavy bundle of firewood in *TROUBLE! Rahanimu, the Furious Fish Man!* while trying to cheer her up. Neither a genius nor a natural leader, unlike Lina, Gourry tries to make things better in any little way he can.

If Gourry has a fault besides his forgetfulness, it is pride. He is a superior swordsman and it is hard for him to refuse a challenge to duel. Perhaps pride in his family is a factor, too, since his sword is an heirloom handed down from the legendary Swordsman of Light, and Gourry feels a compulsion to live up to that standard. Whatever the case may be, whenever Zangulus confronts Gourry and challenges him, Gourry is ready and eager to go.

Pride is not Gourry's downfall, however. His good nature prevents him from taking it too far. For example, when he finally defeats Zangulus in *UPSET! Gourry vs. Zangulus!*, he refuses to "finish," or execute, the mercenary. When Zangulus asks him why, Gourry replies that it is "not my style." Even when he is within his rights to be cruel, his generous heart makes him content with simply winning.

Lina is Gourry's best friend in the series. Their relationship begins with him thinking he is saving a beautiful maiden from bandits, only to be disappointed to learn she just "a little kid." He feels protective of her from the start and will not hear of her travelling alone to Atlas City. He gradually grows



fond of her and probably thinks of her as a kid sister. By the end of the first series, there are hints that she has become important to him as more than a friend. Over the course of *Slayers Next*, his feelings for her become more and more clear, until he risks death to save her in *Go To NEXT! And Then Again...*

Why Gourry puts up with Lina's abuse is hard to fathom. Perhaps he tolerates it because he is so easy-going and realises that much of what she says is true: he is an idiot. He also knows that, in a tight spot, she will think of a way out. Further, despite her irascibility, he knows she trusts him and values his companionship.

Amelia's hero-worship drives Gourry to distraction, since it often lands the group in hot water. He occasionally tries to bring her back to reality after she makes one of her idealistic statements about the pursuit of justice, but it never does much good. Regardless, he thinks of her as a trusted friend and, perhaps, as another little sister. Still, he is happy to let her spend most of her time paired with Zelgadis.

As with Lina, Gourry began his relationship with Zelgadis on hostile terms. After Zelgadis frees Lina and turns on Rezo, however, he slowly comes to trust him. While Gourry does not wholly understand the taciturn chimera-swordsman, Zelgadis becomes a friend and welcome comrade in arms.

Filia and Xellos confuse Gourry. The latter is a demon who should be his enemy, yet he has saved his friends many times and has always acted like a pleasant fellow to him. Gourry likely takes his lead from Lina: if she trusts him, he will.



Filia and he get off to a rocky start when he looks up her dress to see why she has a dragon's tale, but, after that, they become allies in the fight to save the universe in *Slayers Try*. While never close to each other, Gourry develops sympathy for Filia's plight, especially when she is confronted with the truth of what happened to the Ancient Dragons.



### GOURRY GABRIEU (end of *Slayers*)

Male Human War 8/MaA 1/Swd 9; CR 18; Medium humanoid (human); HD 8d10+32 (War) plus 1d12+4 (MaA) plus 9d12+36 (Swd); hp 214; Init +3; Spd 30 ft.; AC 27, touch 19, flat-footed 18; Base Atk +18; Grp +23; Atk +26/+21/+16/+11 melee (1d8+8/19-20, masterwork long sword) or +35/+30/+25/+20 melee (1d8+18/19-20, *Sword of Light*); SQ Armour compatibility, evasion, glamorous reputation, improved evasion, judge opponent, price of fame, style (single weapon, +1 attack, +1 damage), style (two-handed weapon, +1 attack, +1 damage); SV Fort +20, Ref +11, Will +7; AL NG; Str 20, Dex 17, Con 14, Int 13, Wis 10, Cha 18.

**SKILLS AND FEATS:** Climb +18, Intimidate +19, Jump +20, Listen +11, Move Silently +4, Reputation (skilled swordsman) +21, Spot +16, Swim +13, Taunt +22, Tumble +18, Use Magic Device +4; Beautiful, Bold (phobia: heights), Code (code of chivalry), Combat Reflexes, Dodge, Great Fortitude, Improved Sunder, Oblivious (sensitive: cross-dressing), Power Attack, Toughness x 2, Weapon Focus (longsword), Weapon Specialisation (longsword).

**POSSESSIONS:** *Sword of Light*, +3 breastplate.



### CODE OF CHIVALRY

Treat others with honour. All opponents are worthy of honour until they prove otherwise.

Your oath is your bond. Never break a promise made.

Avoid killing when possible — death does not bring honour.

Never leave a helpless person undefended against danger.

Never allow others to suffer in your place.

Don't hit girls in the face.

### GOURRY GABRIEU (end of *Slayers Next*)

Male Human War 8/MaA 3/Swd 10; CR 21; Medium humanoid (human); HD 8d10+40 (War) plus 3d12+15 (MaA) plus 10d12+50 (Swd); hp 273; Init +4; Spd 30 ft.; AC 28, touch 20, flat-footed 18; Base Atk +20; Grp +26; Atk +29/+24/+19/+14 melee (1d8+8/19-20, masterwork long sword) or +38/+33/+28/+23 melee (1d8+18/19-20, *Sword of Light*); SQ Armour compatibility, evasion, glamorous reputation, improved evasion, judge opponent, price of fame, style (single weapon, +1 attack, +1 damage), style (two-handed weapon, +1 attack, +1 damage, +1 AC); SV Fort +21, Ref +16, Will +9; AL NG; Str 20, Dex 18, Con 14, Int 13, Wis 10, Cha 18.

**SKILLS AND FEATS:** Climb +18, Intimidate +19, Jump +20, Listen +11, Move Silently +5, Reputation (skilled swordsman) +21, Spot +16, Swim +13, Taunt +22, Tumble +19, Use Magic Device +14; Beautiful, Bold (phobia: heights), Code (code of chivalry), Combat Reflexes, Dodge, Glib, Great Fortitude, Improved Sunder, Lightning Reflexes, Oblivious (sensitive: cross-dressing), Power Attack, Toughness x 3, Weapon Focus (longsword), Weapon Specialisation (longsword).

**POSSESSIONS:** *Sword of Light*, +3 breastplate.



### GOURRY GABRIEU (end of *Slayers Try*)

Male Human War 9/MaA 4/Swd 10; CR 23; Medium humanoid (human); HD 9d10+54 (War) plus 4d12+24 (MaA) plus 10d12+60 (Swd); hp 321; Init +4; Spd 30 ft.; AC 28, touch 20, flat-footed 18; Base Atk +20; Grp +27; Atk +30/+25/+20/+15 melee (1d8+8/19-20, masterwork long sword); SQ Armour compatibility, evasion, glamorous reputation, improved evasion, judge opponent, price of fame, style (single weapon, +1 attack, +1 damage), style (two-handed weapon, +1 attack, +1 damage, +1 AC); SV Fort +22, Ref +17, Will +10; AL NG; Str 20, Dex 18, Con 14, Int 13, Wis 10, Cha 18.



**SKILLS AND FEATS:** Climb +18, Hide +5, Intimidate +19, Jump +20, Listen +11, Move Silently +6, Reputation (skilled swordsman) +23, Spot +16, Swim +13, Taunt +22, Tumble +19, Use Magic Device +14; Beautiful, Bold (phobia: heights), Code (code of chivalry), Combat Reflexes, Dodge, Glib, Great Fortitude, Improved Sunder, Lightning Reflexes, Oblivious (sensitive: cross-dressing), Power Attack, Toughness x 4, Weapon Focus (longsword), Weapon Specialisation (longsword).

**POSSESSIONS:** +3 breastplate, masterwork long sword.



## LINA INVERSE

“Dragon spooker” and “the natural enemy of all who live” are just two phrases used to describe Lina Inverse, the central character of the three seasons of *The Slayers*. People who say these things, however, should not do it where she can hear them, unless they want to be on the receiving end of a Dragon Slave spell.

Lina’s most notable features are her bright red hair, which flows in curls down below her shoulders, and her diminutive size. While her sorcerer’s outfit is practical for travelling, it is quite garish. She loves fiery red and gold, while her cloak shows her allegiance to Black Magic. Knowing that her spells might not be enough, she also carries a sword.

Little is revealed in the first season about Lina’s past, her family, or her training as a sorceress. At one point, however, she does tell Gourry she has an older sister — a concept that frightens him.

We learn more of her family and childhood in the next two years. In the battle with Halcyform in *Slayers Next*, she is terrified of the giant slugs in the sewers. Leaping into Gourry’s arms, she cries hysterically and begs for her mother, father, and older sister to make them go away. This indicates her parents are still alive.

In *Slayers Try*, we learn more of the older sister, Luna Inverse, a Knight of Ceiphied and a part-time waitress. Lina is also terrified of her. Luna apparently is quite bossy and strict and, from what Lina hints to Filia, she used to regularly hit Lina with a stick to make her obey. This reinforces the idea that Lina ran away from home, probably to escape Luna’s strict discipline.

She gives a hint of her lower or middle class upbringing in *Be Careful! The Plan Has Begun!* While arguing with the Supreme Elder of the Fire Dragon Temple over giving the Sword of Light to Almayce, she pulls out an abacus and refers to her “merchant’s heart.” With this, her lack of manners, and Martina’s frequent taunting of Lina for being “low-born,” one can safely say that Lina was not “to the manor born.”



To say Lina projects a healthy self-image would be a gross understatement. She describes herself in romantic, dashing terms: “the beautiful sorcery genius” and “the famous bandit killer,” for example. She sees herself as a crusader against evil, freeing the common folk from oppression by robbers and monsters. Lina is also convinced that men cannot resist her overwhelming good looks. In *ANGRY! Lina’s Furious Dragon Slave!*, she thinks the look of surprise on Gourry’s face when he meets her is because he is stunned by her beauty. In *KNOCK OUT! The Seyruun Family Feud!*, she likewise believes that Prince Philionel will be bowled over and forced to propose marriage, either mesmerised by her beauty or in awe-struck terror of her power.

The reality this hides is that of a teenager’s anxiety about her looks and competence. Lina is sensitive about her under-developed physique. Short for her age, Gourry at first mistakes her for a little kid, irritating her. Her flat chest also embarrasses Lina: Gourry’s regular comments about it never fail to enrage her. She envies Amelia’s bigger breasts, especially since her friend is younger than she.



Lina is also not as confident in her powers as she appears to be. In *KNOCK OUT!*, she is embarrassed by her accidental casting of Mega-Brand at Phil and Randy when they catch her in her bath. Her pouting when Phil reminds her of this later shows her need to impress others, especially those older than or more powerful than her. Her excessively stated confidence in her looks and power paradoxically makes her an attractive character to many in the audience, because they themselves can relate to her anxieties.

Fiery like her red hair, Lina's temper can scare even the heartiest warrior or sorcerer. She flies into a rage over many things: jokes about her size, insults to her self-image as a sorceress, anything that frustrates her pursuit of a goal, or even making a dumb comment when she is tired, hungry, or hot. When angry, Lina becomes violent, either attacking with spells or physically with moves a professional wrestler would appreciate. This lack of self-control is what one would expect from a powerful but immature person: she is not used to being denied or told no, and she has little patience for those mentally slower than she.

Greed is an important part of her character, and it often affects her judgement. She rationalises stealing bandit treasure by saying it is fine to steal from the bad guys, while ignoring that they stole that treasure from innocent local people. In *MONEY! Knock Out Those Bounty Hunters!*, she falls into an obvious trap that is baited with a unicorn's horn. The prospect of treasure will also make her forget whatever is on her mind, as when Martina tempts her with an ancient gold piece in *You Can't Escape! The Return of the Obsessive Martina!* Lina is also a glutton, often fighting Gourry over some piece of food.



These bad qualities do not mean Lina is a bad person or evil, however. Indeed, in some cases they strengthen her good qualities and pull her through some rough spots. She is ever-optimistic and meets any failure with a willingness to try again, confident in her ability to succeed. This also makes her a natural leader, making decisions for the group and rallying them in times of danger. Lina is very loyal to her friends: in *IMPACT! The Eve of the Menacing Battle!*, she sticks with Gourry and Zeldadis, who are prepared to fight Shabranigdo without her, and she lectures them on fighting to win, rather than with the expectation of losing and dying.

If Lina represents a likeable but exasperating teenager, then, one also sees her grow during the first season toward adulthood by accepting responsibility. She is the only one who can successfully battle Shabranigdo and Copy Rezo and save the world, and she accepts this burden willingly. She not only stays with her friends in a crisis, but leads them into battle. She even puts her life at risk to cast the Giga-Slave spell against Shabranigdo and takes a near-fatal wound to protect Sylphiel from Copy Rezo.

This growth flowers in *Slayers Next*. During the struggle to prevent Gaav from killing her and then to stop the Hellmaster's plans, Lina comes to realise how much Gourry means to her. Auntie Aqua first opens her eyes to her own feelings during *The Temple of Sand! The Secret of the Giga Slave!*, and then it is brought home to her after Phibrizzo kidnaps Gourry. Indeed, this growing sense of love for Gourry and concern for others before herself extends to all

her friends, as she willingly sacrifices herself to be possessed by the Lord of Nightmares, so that being can destroy Phibrizzo.

In *Slayers Try*, Lina comes into full possession of the responsibilities that come with her power, as she undertakes to save the universe itself. No longer just leading her friends, she defies Dragon, Mazoku, and an invading Dark Lord to do what she thinks is right. By the time the series ends, Lina Inverse has crossed from adolescence to adulthood.



Gourry Gabriel falls naturally into the role of Lina's big, protective brother. She sees him first as an annoying, patronising dope. Later, she comes to enjoy having him around and even thinks of him as a trusted partner, albeit still a dope. Yet, Lina cannot admit to herself that her fondness for Gourry is turning into love. Like an adolescent who cannot understand the confusing emotions she is feeling, she pretends to hang around him only because she wants the Sword of Light. While this changes as their adventures continue, she is still uncomfortable expressing her feelings toward him and often reverts to her old brash and awkward self to cover up.

Lina's relations with Zeldadis are complicated by their origins: they first meet as enemies. After Zeldadis frees her and joins her fight against Rezo, she gradually learns to trust him. Usually cheerful herself, especially when eating, she has difficulty understanding why he is so morose — why he cannot just dig in and enjoy life. Yet, by the end of the series, she thinks of him as a fast friend. She willingly undertakes adventures to help find a cure for his curse, and secretly worries about him when he wanders off on his own, though she hides her concern.



Amelia fills the role of the annoying little sister for Lina. She always causes problems by being over-eager, and her unrealistic ideas about justice and fighting evil often prevent Lina from doing what seems sensible to her. Amelia, however, proves useful in the battles against Copy Rezo, Gaav, and Valgaav, and the two bond like sisters — especially when teasing Gourry.

Filia annoys Lina, because she is prim, proper, and affects upper class airs, while Lina herself come from commoner stock. Lina enjoys doing things to irritate the thin-skinned Filia, such as dawdling when they should be travelling to the Fire Dragon King Temple, or eating everything on the menu, knowing Filia will have to pay. Lina, however, sympathises with Filia's plight, especially after she learns the secret of the fate of the Ancient Dragons. By the end of *Slayers Try*, the two are reconciled with each other and have become friends.

Xellos and Lina have a special relationship. As she puts it in *An Explosive Situation! The One Who Holds The Key!*, she knows he will try to betray her and she therefore can use him as "a convenience item." While it would perhaps go too far to call their relationship "friendship," it is based on a mutual respect and a recognition of each other's usefulness. Lina, meanwhile, can always count on Xellos's presence indicating an especially dangerous quest.



## LINA INVERSE (end of *Slayers*)

Female Human Lrm 2/War 1/Wiz 10/Sor 6; CR 19; Medium humanoid (human); HD 2d6+6 (Lrm) plus 1d10+3 (War) plus 10d6+30 (Wiz) plus 6d6+18 (Sor); hp 144; Init +2; Spd 30 ft.; AC 23, touch 23, flat-footed 10; Base Atk +11; Grp +12; Atk +13/+8/+3 melee (1d8+1/19-20, long sword); SQ Advanced casting (shamanist), defence barrier +25, loremaster knowledge, lore of magical power (sorcery), magical training +10, sense aura, sorcery focus +6, spellcasting +16, style (single weapon, +1 attack); SV Fort +17, Ref +7, Will +16; AL CG; Str 12, Dex 14, Con 16, Int 20, Wis 12, Cha 15.

**SKILLS AND FEATS:** Appraise +12, Bluff +12, Concentration +20, Diplomacy +12, Disguise +5, Intimidate +16, Jump +8, Knowledge (arcana) +15, Knowledge (history) +15, Knowledge (local) +15, Knowledge (nature) +15, Knowledge (religion) +15, Listen +4, Move Silently +8, Perform (drama) +5, Reputation (bandit killer) +17, Reputation (beautiful sorcery genius) +17, Search +10, Sense Motive +13, Spellcraft +29, Spot +12, Survival +3, Swim +3, Taunt +12, Tumble +9, Use Magic Device +12; Bold (phobia: slugs), Craft Talisman, Craft Wondrous Item, Cute, Dodge, Empower Spell, Fork Spell, Great Fortitude, Homing Spell, Magical Blood, Maximise Spell, Mobility, Spell Mastery (*dimensional portal*, *dragon slave*, *fireball*, *elmekia lance*, *mega brando*), Touchy (sensitive: figure).

**POSSESSIONS:** Long sword, *exploding gems* (inflicts 3d8 fire damage 2 rounds after being removed), *magical headband* (+10 bonus to Will saves versus mind-affecting effects), sorceress outfit, tons of cash and goods.

**SPELLCASTING:** 81 spell slots, 49 used.

**Common Spells** (Fort +29, control +21, base DC = 13 + one-fifth spell DC): *dash*, *fireball*, *flare arrow*, *flare bit*, *flash*, *freeze arrow*, *healing*, *identify*, *levitation*, *lighting*, *opening*, *yum*.

**Shamanist Spells** (Fort +19, control +19, base DC = 16 + one-fifth spell DC): *balus rod*, *demonia crystal*, *diem wing*, *digger bolt*, *dug haut*, *ly briem*, *monobolt*, *ray wing*.

**Sorcery Spells** (Fort +30, control +28, base DC = 20 + one-fifth spell DC): *burst rondo*, *damu bras*, *dragon slave*, *gaav flare*, *giga slave*, *mega brando*, *mega brunt*.

**White Magic Spells** (Fort +19, control +20, base DC = 17 + one-fifth spell DC): *assha dist*, *concealment*, *dimensional portal*, *elmekia lance*, *flow twist*.



## LINA INVERSE (end of *Slayers Next*)

Female Human Lrm 3/War 1/Wiz 10/Sor 7; CR 21; Medium humanoid (human); HD 3d6+9 (Lrm) plus 1d10+3 (War) plus 10d6+30 (Wiz) plus 7d6+21 (Sor); hp 157; Init +2; Spd 30 ft.; AC 24, touch 24, flat-footed 10; Base Atk +11; Grp +13; Atk +14/+9/+4 melee (1d8+1/19-20, long sword); SQ Advanced casting (shamanist), defence barrier +30, loremaster knowledge, lore of magical power (sorcery), magical training +10, sense aura, sorcery focus +7, spellcasting +17, style (single weapon, +1 attack); SV Fort +18, Ref +8, Will +16; AL CG; Str 12, Dex 14, Con 16, Int 20, Wis 12, Cha 16.

**SKILLS AND FEATS:** Appraise +12, Bluff +13, Concentration +20, Decipher Script +10, Diplomacy +13, Disguise +6, Intimidate +17, Jump +8, Knowledge (arcana) +17, Knowledge (brass rackets) +7, Knowledge (history) +17, Knowledge (local) +15, Knowledge (nature) +15, Knowledge (religion) +15, Listen +4, Move Silently +8, Perform (drama) +6, Reputation (bandit killer) +18, Reputation (beautiful sorcery genius) +20, Ride +5, Search +10, Sense Motive +15, Spellcraft +31, Spot +13, Survival +3, Swim +3, Taunt +13, Tumble +9, Use Magic Device +15; Bold (phobia: slugs), Craft Talisman, Craft Wondrous Item, Cute, Dodge, Empower Spell, Fork Spell, Great Fortitude, Homing Spell, Magical Blood, Maximise Spell, Mobility, Spell Mastery (*dimensional portal*, *dragon slave*, *fireball*, *elmekia lance*, *mega brando*), Spring Attack, Touchy (sensitive: figure).

**POSSESSIONS:** Long sword, *exploding gems* (inflicts 3d8 fire damage 2 rounds after being removed), *magical headband* (+10 bonus to Will saves versus mind-affecting effects), sorceress outfit, tons of cash and goods.

**SPELLCASTING:** 87 spell slots, 74 used.

**Common Spells** (Fort +30, control +22, base DC = 13 + one-fifth spell DC): *dash*, *fireball*, *flare arrow*, *flare bit*, *flash*, *freeze arrow*, *healing*, *identify*, *levitation*, *lighting*, *opening*, *yum*.

**Shamanist Spells** (Fort +20, control +20, base DC = 16 + one-fifth spell DC): *balus rod*, *behfis bring*, *blam blazer*, *bom speed*, *boo brymer*, *demonia crystal*, *diem wing*, *digger bolt*, *dug haut*, *ly briem*, *monobolt*, *mosu varium*, *ray wing*, *van rail*.

**Sorcery Spells** (Fort +32, control +29, base DC = 20 + one-fifth spell DC): *blast ash*, *burst rondo*, *damu bras*, *dil brand*, *dragon slave*, *dynast bras*, *flare lance*, *gaav flare*, *giga slave*, *mega brando*, *mega brunt*, *ragna blade*, *zelas goto*.

**White Magic Spells** (Fort +20, control +22, base DC = 18 + one-fifth spell DC): *assha dist*, *concealment*, *dimensional portal*, *elmekia lance*, *ferious breed*, *flow break*, *flow twist*.



## LINA INVERSE (end of *Slayers Try*)

Female Human Lrm 4/War 1/Wiz 10/Sor 8; CR 23; Medium humanoid (human); HD 4d6+12 (Lrm) plus 1d10+3 (War) plus 10d6+30 (Wiz) plus 8d6+24 (Sor); hp 172; Init +2; Spd 30 ft.; AC 25, touch 25, flat-footed 10; Base Atk +11; Grp +14; Atk +15/+10/+5 melee (1d8+1/19-20, long sword); SQ Advanced casting (shamanist), applicable knowledge, defence barrier +30, loremaster knowledge, lore of magical power (sorcery), magical training +10, sense aura, sorcery focus +8, spellcasting +18, style (single weapon, +1 attack); SV Fort +19, Ref +9, Will +17; AL CG; Str 12, Dex 14, Con 16, Int 20, Wis 12, Cha 16.

**SKILLS AND FEATS:** Appraise +12, Bluff +15, Concentration +20, Decipher Script +10, Diplomacy +13, Disguise +6, Intimidate +17, Jump +10, Knowledge (arcana) +20, Knowledge (brass rackets) +7, Knowledge (history) +17, Knowledge (local) +15, Knowledge (nature) +15, Knowledge (the planes) +11, Knowledge (religion) +15, Listen +4, Move Silently +8, Perform (drama) +6, Reputation (bandit killer) +18, Reputation (beautiful sorcery genius) +22, Ride +5, Search +10, Sense Motive +16, Spellcraft +33, Spot +14, Survival +3, Swim +3, Taunt +13, Tumble +9, Use Magic Device +20; Bold (phobia: slugs), Craft Talisman, Craft Wondrous Item, Cute, Dodge, Dramatic Zeal, Empower Spell, Fork Spell, Great Fortitude, Homing Spell, Magical Blood, Maximise

Spell, Mobility, Spell Mastery (*dimensional portal*, *dragon slave*, *fireball*, *elmekia lance*, *mega brando*), Spring Attack, Touchy (sensitive: figure).

**POSSESSIONS:** Long sword, *exploding gems* (inflicts 3d8 fire damage 2 rounds after being removed), *magical headband* (+10 bonus to Will saves versus mind-affecting effects), sorceress outfit, tons of cash and goods.

**SPELLCASTING:** 93 spell slots, 88 used.

**Common Spells** (Fort +31, control +23, base DC = 13 + one-fifth spell DC): *aqua create*, *dash*, *fireball*, *flare arrow*, *flare bit*, *flash*, *freeze arrow*, *healing*, *identify*, *levitation*, *lighting*, *opening*, *yum*.

**Shamanist Spells** (Fort +21, control +21, base DC = 16 + one-fifth spell DC): *balus rod*, *behfis bring*, *blam blazer*, *bom di wind*, *bom speed*, *boo brymer*, *demonia crystal*, *diem wing*, *digger bolt*, *dug haut*, *ly briem*, *monobolt*, *mosu varium*, *ray wing*, *sea blast*, *van rail*.

**Sorcery Spells** (Fort +34, control +30, base DC = 20 + one-fifth spell DC): *bam rhod*, *blast ash*, *burst rondo*, *damu bras*, *dil brand*, *dimil arwin*, *dis fang*, *dragon slave*, *dynast bras*, *flare lance*, *gaav flare*, *garuk ruhard*, *giga slave*, *mega brando*, *mega brunt*, *ragna blade*, *rune flare*, *zelas goto*.

**White Magic Spells** (Fort +21, control +23, base DC = 18 + one-fifth spell DC): *assha dist*, *concealment*, *dimensional portal*, *elmekia lance*, *fel za'red*, *ferious breed*, *flow break*, *flow twist*.



## XELLOS

"To fool your enemies, you must first be able to fool your friends." At least, this is how Xellos explains his actions in *The Roguish Priest! His Name is Xellos!*

Every good adventure story has a wild-card character, someone who will act unpredictably and throw a wrench into the best-laid plans. In *The Slayers*, that character is Xellos, the "mysterious priest" and powerful servant of the lords of the Mazoku.

Xellos is of average height, perhaps the same size as Zelgadis. He dresses in priest's garb: white tunic, dark loose pants, and a purple cloak with gold embroidery. His purple hair is cut in a simple fashion and he carries a staff for walking that has a red gem embedded at its top. The staff itself may be magical, or possibly a focus for Xellos's powers.

Xellos normally has an expression either of benign amusement on his face or one of naive puzzlement. His eyes are closely lidded to project an air of humility, as if he is looking down. All of this is to give the impression that he is not a threat. When he nonetheless opens his eyes wide and looks directly at someone, it is a sign he is deadly serious and very dangerous.



Anyone meeting Xellos should make no mistake, however. He is neither a simple priest, nor even a human priest at all. Xellos himself is a powerful Mazoku. According to Demon Dragon King Gaav in *Disclosure At Last?! Xellos' True Form!*, Xellos is the most powerful of the Mazoku after the five lieutenants of Shabranigdo. His Mazoku-form, if he has one, is unknown. Xellos is, however, ancient. He fought in the War of the Monsters' Fall a thousand years ago and personally killed thousands of the Dragon Race. Xellos is so powerful that even the Supreme Elder of the Temple of the Fire Dragon King fears him. Only the Mazoku Lords, the Lord of Nightmares herself, or a rogue like Valgaav are a match for him.

Perhaps because he is so powerful, Xellos does not exhibit the usual bluster of a Mazoku. Indeed, he can be a pleasant travelling companion, full of good cheer and a wry wit. He even saves the lives of several characters, such as Prince Phil during the battle with Kanzel and Mazenda, and Lina when Zazan ambushed her while she was powerless.

Xellos also has a puckish personality that loves to tease. Whenever someone demands to know the truth from him, he leads them along and then frustrates them by putting his finger to his lips and whispering, "It's a secret." He even does this with those who have him at a disadvantage, such as Gaav during their confrontation in Dragon Valley. When someone succeeds at irritating him, as does Filia, the teasing becomes meaner and the barbs pointed.

Nevertheless, opponents who misconstrue his light-hearted ways for weakness are making a grave mistake. Although Xellos conceals it most of the time, he is a Mazoku. As such, he is scheming, deceitful, and feeds on the pain, hatred, and anger of others. Rather than tell someone directly what his plans

are, he, like any self-respecting Mazoku, will manipulate others to get the results he wants. For example, in *The Roguish Priest!* he encourages Lina and her friends to attack the bandit castle, knowing their chief would panic and lead him to the object Xellos was after. To Xellos, this was much simpler than doing all the work himself. Lies are an important part of his repertoire, too. In *On the Move! He's Out for Revenge?*, he promises to guarantee Gourry's ownership of the Sword of Light, yet quietly says to himself, "while it's to my advantage, at least."

His talent for scheming serves his masters well. He often cannot operate openly, for many Mazoku would recognise him on sight. Xellos must therefore use others as his pawns to achieve his masters' goals. Many of the problems they face are also tests he has set to see if they are capable of handling an even greater threat. As Xellos says in *The Unexpected End? The Shocking Truth!* when the heroes are fighting Kanzel and Mazenda, "If they can't handle something like this, it'll cause trouble for me." He has a talent, however, for picking the right people.



Betrayal is one of Xellos's weapons. An ally is an ally only as long as he or she is useful. If an easier means of achieving a goal presents itself, then the ally is expendable. His masters have tasked Xellos to bring Valgaav back to the ranks of the Mazoku, and he offers to betray and even kill Lina if Valgaav agrees in *An Explosive Situation! The One Who Holds The Key!* Later, in *Savage And Unexplored! History Sealed Away!*, he says he is willing to help the God Race in return for a bit of Darkstar's power to resurrect Shabranigdo, again betraying the heroes who are trying to save the world.

He is also ruthless. Xellos is uncaring about the plight of others if it does not affect his mission and he is even willing to kill allies to gain his way. In *On the Move!*, he dismisses the destruction of the Sand People's village as unimportant to him, since Valgaav is not there any longer. In *Eternal Death, Final Farewells! A Cry To The Fallen!*, he is prepared to kill Filia and the Supreme Elder in order to get his hands on the final Darkstar weapon.

Cruelty is a part of Xellos's personality, too. He admits to letting people get in trouble because this makes pursuing a goal more fun in *A Wild Rumor? You Can't Have Smoke Without Fire?*, while he clearly takes pleasure in torturing Valgaav in *An Explosive Situation! The One Who Holds The Key!*

Finally, one cannot forget that everything Xellos does is aimed toward one goal: victory for the Mazoku and the end of the world — returning it to pure Chaos. He gives this as his reason for opposing Valgaav's plan to let Darkstar do it, for only the Mazoku of this world should have the privilege of destroying it. Even here, his sense of ironic humour shows; it amuses him that the Mazoku are forced into saving the world.





His relationship with Lina Inverse is an odd one. On the one hand, he selected her as a pawn to draw out Gaav in *Slayers Next* and let her be the bait to trap Valgaav in *Slayers Try*. On the other, he clearly respects her ability and power, which rivals that of a Mazoku. He is also aware that she knows he will try to double-cross her, so his deceptions will not work with her. Perhaps the best way to describe their relationship is that of friendly enemies who enjoy each other while recognising they may eventually have to cross swords and spells. Unexplained, however, is why Xellos, one of the most powerful beings in the universe, lets himself be intimidated by a mortal sorceress. It must be a secret.

His other significant relationship is with Filia. The Mazoku and the Gold Dragons are ancient and mortal enemies, and their early encounters threaten to erupt into violence at any time: Xellos cannot resist pricking her pride and dignity, while Filia insults him at almost every opportunity. By the end of *Slayers Try*, they have set aside their differences long enough to cooperate against the threat of Darkstar and even develop a grudging regard for each other.

The other major characters, Gourry, Amelia, and Zelgadis have no significant relationship with Xellos other than being friends of Lina, although he does enjoy irritating Zelgadis, too.

## XELLOS

Male Master Mazoku Maz 35/Sor 10; CR 35; Medium outsider (chaotic, evil); HD 35d8+210 (Mazoku) plus 10d6+60 (Sor); hp 500; Init +10; Spd 30 ft., fly 80 ft. (perfect); AC 33, touch 33, flat-footed 24; Base Atk +42; Grp +45; Atk +45/+40/+35/+30 melee (1d6+3/1d6+3, staff); SA Mazoku power, sorcery manipulation; SQ Alternate form, astral form, astral phasing, contract, darkvision 60 ft., defence barrier +20, immune to poison and disease, outsider traits, sense aura, sorcery focus +10, spellcasting +10; SR 45; SV Fort +30, Ref +28, Will +35; AL CE; Str 16, Dex 19, Con 22, Int 24, Wis 16, Cha 24.

**SKILLS AND FEATS:** Balance +18, Bluff +39, Climb +15, Concentration +14, Craft (poison) +43, Diplomacy +31, Gather Information +32, Hide +29, Intimidate +49, Jump +15, Knowledge (arcana) +37, Knowledge (the planes) +32, Knowledge (religion) +32, Listen +28, Move Silently +29, Reputation (Mazoku) +44, Search +27, Sense Motive +35, Sleight of Hand +31, Spellcraft +41, Spot +35, Summoning +27, Taunt +44, Use Magic Device +42, Vision +23; Ability Focus (Mazoku power), Augment Summoning, Barbed Tongue, Brew Potion, Code (Mazoku), Combat Expertise, Dodge, Empower Spell, Extend Spell, Flyby Attack, Glib, Improved Feint, Improved Initiative, Improved Unarmed Strike, Iron Will (obsession: chaos), Loyal, Mobility, Power Attack, Widen Spell.

**ALTERNATE FORM:** Xellos's alternate form is unknown. He appears only in his human form.

**MAZOKU POWER:** The exact form of Xellos's Mazoku power is unknown. He can inflict 17d10 damage with a Reflex save (DC 36) for half.

**POSSESSIONS:** Priestly robes, priestly staff with an embedded gem in the top.

**SPELLCASTING:** 67 spell slots, 6 used.

*Sorcery Spells* (Fort +40, control +17, base DC = 22 + one-fifth spell DC): *blast bomb, dragon slave, zelas goto.*



## ZELGADIS GREYWORDS

Of all the characters in the series, Zelgadis undergoes the largest personal transformation. Beginning as a servant of Rezo and an enemy of Lina, he becomes Lina's ally and one of the destroyers of both Rezo and Copy Rezo. The transformation he desires, however, escapes him, making Zelgadis a sad, sympathetic character in an otherwise comic show.

Zelgadis is of medium height and has a thin, wiry build. His eyes are usually guarded, his narrow gaze scrutinising his surroundings to assess any danger. He wears the travelling tunic and trousers of an itinerant mercenary and carries a sword sheathed on his belt. Although his age is hard to guess, he is likely somewhere in his late teens.

Zelgadis is also not fully human. Once a human like Lina or Gourry, Rezo's magic turned him into a chimera: a being part human, part rock golem, and part demon. He has some of the strength and toughness of a rock golem, the magical abilities of a demon, and the resilience and spirit of a human, making him something altogether more than the sum of his parts.

Zelgadis has mottled blue-green skin with dark marks that look like rocks embedded in dirt. His hair is a blue, rough-cut mane the texture and consistency of stiff wire. Although his toughened skin provides him with protection, it also makes him stand out in a crowd. He wears a facial cloth to disguise his features whenever he is in a town.

An excellent swordsman, Zelgadis is often shown practising, something not done for Gourry or Zangulus. This implies he is dedicated to his craft in ways the others are not, striving to be the very best. He may have begun life as a sickly or scrawny child, for he emphatically tells Rezo in a flashback that he wants to be strong.

Unlike Gourry and Zangulus, Zelgadis does not carry a magic sword. This is appropriate to his character; he relies on his skills, whether magical or martial, and not on the magic crutches others use. When he needs a magical

sword, he empowers his blade with the Astral Vine spell. Having trained long and hard to reach a high level of skill, it is as if he is determined to prove he needs no help.

Indeed, Zelgadis is a multi-talented and highly skilled individual. In *Slayers Try* and *Slayers Next*, he reveals talents at playing the guitar, picking locks, navigation, ballistics, and mathematics. He is apparently a fast-learner; he deftly uses Jillas's pistols against him when Jillas and his lizardmen spring an ambush, although pistols are uncommon where he comes from.



Zelgadis is also an accomplished sorcerer. He has mastered the *rah tilt*, the most powerful Shamanist spell. The series provides no information about his training, but it is reasonable to assume that Rezo himself or one of his assistants tutored him. Unlike Amelia, he shows no interest in learning Lina's Black Magic spells: perhaps he regards them as beneath an honourable warrior. He may not need to, since he seems to know a wide array of powerful magic.

Rezo committed many crimes against Zelgadis. Not only did he turn a young boy into some sort of freakish monster, but he forever stained Zelgadis's family honour. As Zelgadis reveals in *FOCUS! Rezo's the Real Enemy*, Rezo is both his grandfather and his great-grandfather. Zelgadis's family blood carries the taint of incest.



Small wonder, then, that Zelgadis is obsessed with killing Rezo. While he pretends to pursue the Orihalcon statue and the Philosopher's Stone for Rezo, he really wants it to use the stone's power against the Red Priest. Although he travels to Sairaag to find "Rezo's Legacy" to see if it can cure his

curse, he dedicates himself to destroying Copy Rezo, once he learns the clone exists. Revenge against Rezo is one of the two pillars of his heart, greater even than his desire to become human again.

The search for a cure becomes his sole driving need after the first season. It is his reason for joining with Lina in *Slayers Next* and for venturing to the Outer World in *Slayers Try*. Frustrated when the others delay or deal with side issues, Zelgadis will often wander off on his own to find a clue to a cure. This obsession with finding a cure even leads him to deny himself, for the moment at least, the affections of Amelia, who clearly cares for him in spite of his monstrous looks. His ascetic, melancholy nature allows him only to carry a token of her after he leaves the group at the end of *Slayers Try*.

Zelgadis's personality is a study in contrast to those of his three friends. While Gourry and Lina eat like hogs at a trough, he is abstemious — a cup of tea and a small bit to eat are enough for him. When they whine about their hunger, he quietly carries on. While they yearn for a soft bed and a warm fire, he quietly endures hard nights in the wilderness in pursuit of his goals.

Taciturn and even morose, Zelgadis says only as much as is necessary. He dislikes levity and disapproves of foolishness, such as Lina and Gourry's constant bickering. Toward the end of *UPSET! Gourry vs. Zangulus* he asks a beaten Zangulus how such talented people could be so vacuous. He seems more comfortable with the single-minded bounty-hunter than with his friends. To Zelgadis, one should always act with dignity and focus.



A natural leader, Zelgadis's grave demeanour and quiet competence impresses others. He commands Rezo's minions and, after his defection, Zelgadis retains the loyalty of Rodimus and Zolf. This same steadiness inspires others in battle: Zelgadis is calm and accepting in the face of danger, even certain death.

While he does not initially have the close bonds of friendship with the others that Lina, Amelia, and Gourry share, he is nonetheless loyal to comrades in arms, even when his self-interest might dictate ignoring them. Although Lina invites him to join them on the road to Atlas City after the defeat of Shabranigdo, he declines, preferring to go his own way to find a cure for his curse. This leads him to Sairaag, where he saves them from Copy Rezo's attacks. Rather than sacrifice them to weaken Copy Rezo, making his own tasks easier, his loyalty to former comrades guides his actions. These bonds must eventually run deep, for he follows them into even graver danger in *Next* and *Try*.

Lina Inverse is a puzzle to Zelgadis. A woman of immense talent, she seems to have no self-control and regularly wastes time and energy on creature comforts. She tries his patience with her flippant attitudes, and, at

least initially, he resents her refusal to give him the Orihalcon statue. He does, however, respect her fierce determination and skill in a fight. By the time of the confrontation with Darkstar, he has seen her possessed by the Lord of Nightmares, survive, and win. Although her temper frightens him, he trusts her judgement in a tight spot implicitly.



Gourry and Zelgadis become friends over the course of *The Slayers*, swordsmen who can trust each other to watch their blind sides. They have little in common intellectually — Zelgadis may wonder if Gourry even has an intellect — but they both relish a good fight and appreciate each other's skill.

Amelia makes Zelgadis uncomfortable, both because she is an annoying, hero-worshipping little kid and because there are hints she is romantically attracted to Zelgadis, such as when he single-handedly saves her from the Mazoku attacking in *TROUBLE! Rahanimu, the Furious Fish Man*. The chimera himself may have mixed feelings. In *YES! Final Hope, the Blessed Blade*, he chastises her for risking herself to save him from Copy Rezo's attack, yet he cannot stay angry with her. Yet even he cannot deny his affection for her, and he willingly carries her token when he sets off again on his lonely quest after the defeat of Darkstar.

Xellos greatly annoys Zelgadis, because the mysterious priest is constantly feeding them false leads about the location of the Claire Bible, which Zelgadis desperately hopes will cure his curse. Zelgadis is a realist, however, and eventually, albeit grudgingly, accepts the Mazoku as part of the group because of the power he brings to a fight and the knowledge he has.



Zelgadis sympathises with the burden Filia carries, but is clumsy in his attempts to cheer her up. While allies, they never become close.



## ZELGADIS GREYWORDS (end of *Slayers*)

Male Chimera (human, half-demon, half-rock golem) Lrm 2/War 4/Rog 2/Sha 5/Swd 2; CR 19; Medium humanoid (chimera); HD 2d6+4 (Lrm) plus 4d10+8 (War) plus 2d6+4 (Rog) plus 5d6+10 (Sha) plus 2d12+4 (Swd); hp 128; Init +3; Spd 30 ft.; AC 28, touch 24, flat-footed 14; Base Atk +11; Grp +14; Atk +16/+11/+6 melee (1d8+6/19-20, masterwork long sword); SA Sneak attack +1d6, spells; SQ Damage reduction 10/magic, defence barrier +20, evasion, glamorous reputation, immune to poison and disease, intuitive magic, judge opponent, loremaster knowledge, lore of magical power (shamanist), sense aura, shamanist focus +5, spellcasting +5, style (single weapon: +1 damage), trapfinding; SR 25; SV Fort +10, Ref +11, Will +11; AL NG; Str 16, Dex 16, Con 15, Int 16, Wis 16, Cha 10.

**SKILLS AND FEATS:** Balance +11, Concentration +12, Diplomacy +8, Gather Information +8, Hide +8, Intimidate +9, Jump +15, Knowledge (arcana) +13, Knowledge (history) +9, Knowledge (nature) +11, Knowledge (religion) +9, Listen +13, Move Silently +6, Open Lock +8, Reputation (heartless mystic swordsman) +9, Search +13, Sense Motive +10, Spellcraft +18, Spot +15, Survival +9, Taunt +10, Tumble +12, Vision +7; Combat Reflexes, Dignified, Dodge, Fast Learner, Improved Sunder, Magical Blood, Power Attack, Spell Mastery (*elmekia flame, firestorm, rah-tilt*), Weapon Focus (long sword), Weapon Specialisation (long sword).

**SPELLS:** As a half-demon, Zelgadis can cast any common spell following the normal spellcasting rules. These spells require no spell slots.

**POSSESSIONS:** Masterwork longsword, cloak, masterwork thieves tools, belt pouch with 4d10 silver.

**SPELLCASTING:** 33 spell slots, 27 used.

*Common Spells* (Fort +14, control +11, base DC = 12 + one-fifth spell DC): all common spells.

*Shamanist Spells* (Fort +24, control +17, base DC = 18 + one-fifth spell DC): *blam blazer, bom speed, buday wind, diem wing, dug haut, ghozu vro, monobolt, rah-tilt, shadow snap, van rehl, vlave howl, wind barrier*

*Sorcery Spells* (Fort +14, control +12, base DC = 18 + one-fifth spell DC): *firebolt, firestorm*

*White Magic Spells* (Fort +14, control +9, base DC = 15 + one-fifth spell DC): *elmekia flame*





**ZELGADIS GREYWORDS** (end of *Slayers Next*)

Male Chimera (human, half-demon, half-rock golem) Lrm 2/War 4/Rog 2/Sha 7/Swd 2; CR 21; Medium humanoid (chimera); HD 2d6+6 (Lrm) plus 4d10+12 (War) plus 2d6+6 (Rog) plus 7d6+21 (Sha) plus 2d12+6 (Swd); hp 160; Init +3; Spd 30 ft.; AC 28, touch 24, flat-footed 14; Base Atk +13; Grp +16; Atk +18/+13/+8 melee (1d8+6/19-20, masterwork long sword); SA Sneak attack +1d6, spells; SQ Damage reduction 10/magic, defence barrier +30, evasion, glamorous reputation, immune to poison and disease, intuitive magic, judge opponent, loremaster knowledge, lore of magical power (shamanist), sense aura, shamanist focus +7, spellcasting +7, style (single weapon: +1 damage), trapfinding; SR 27; SV Fort +12, Ref +12, Will +12; AL NG; Str 16, Dex 16, Con 16, Int 16, Wis 16, Cha 10.

**SKILLS AND FEATS:** Balance +11, Concentration +15, Diplomacy +8, Gather Information +8, Hide +8, Intimidate +9, Jump +15, Knowledge (arcana) +16, Knowledge (history) +9, Knowledge (nature) +13, Knowledge (religion) +9, Listen +15, Move Silently +6, Open Lock +8, Reputation (heartless mystic swordsman) +9, Search +13, Sense Motive +12, Spellcraft +20, Spot +15, Survival +12, Taunt +10, Tumble +12, Vision +7; Combat Reflexes, Dignified, Dodge, Empower Spell, Fast Learner, Improved Sunder, Magical Blood, Power Attack, Spell Mastery (*elmekia flame, firestorm, rah-tilt*), Weapon Focus (long sword), Weapon Specialisation (long sword).

**SPELLS:** As a half-demon, Zelgadis can cast any common spell following the normal spellcasting rules. These spells require no spell slots.

**POSSESSIONS:** Master work longsword, cloak, masterwork thieves tools, belt pouch with 4d10 silver.

**SPELLCASTING:** 45 spell slots, 45 used.

**Common Spells** (Fort +16, control +14, base DC = 13 + one-fifth spell DC): all common spells.

**Shamanist Spells** (Fort +28, control +19, base DC = 18 + one-fifth spell DC): *astral vine, behfis bring, blam blazer, bom speed, buday wind, diem wing, diev volt, dug haut, ghozu vro, monobolt, rah-tilt, ray wing, shadow snap, van rehl, vlave howl, wind barrier*

**Sorcery Spells** (Fort +16, control +14, base DC = 18 + one-fifth spell DC): *damu bras, dynast bras, firebolt, firestorm*

**White Magic Spells** (Fort +16, control +11, base DC = 15 + one-fifth spell DC): *elmekia flame, elmekia lance, megiddo flare*

**ZELGADIS GREYWORDS** (end of *Slayers Try*)

Male Chimera (human, half-demon, half-rock golem) Lrm 2/War 4/Rog 2/Sha 9/Swd 2; CR 23; Medium humanoid (chimera); HD 2d6+6 (Lrm) plus 4d10+12 (War) plus 2d6+6 (Rog) plus 9d6+27 (Sha) plus 2d12+6 (Swd); hp 172; Init +3; Spd 30 ft.; AC 28, touch 25, flat-footed 14; Base Atk +14; Grp +17; Atk +19/+14/+9 melee (1d8+6/19-20, masterwork long sword); SA Sneak attack +1d6, spells; SQ Damage reduction 10/magic, defence barrier +30, evasion, glamorous reputation, immune to poison and disease, intuitive magic, judge opponent, loremaster knowledge, lore of magical power (shamanist), sense aura, shamanist focus +9, spellcasting +9, style (single weapon: +1 damage), trapfinding; SR 29; SV Fort +13, Ref +13, Will +13; AL NG; Str 16, Dex 16, Con 16, Int 16, Wis 16, Cha 10.

**SKILLS AND FEATS:** Balance +11, Concentration +16, Diplomacy +8, Gather Information +8, Hide +8, Intimidate +9, Jump +15, Knowledge (arcana) +19, Knowledge (history) +9, Knowledge (nature) +13, Knowledge (religion) +9, Listen +15, Move Silently +6, Open Lock +8, Reputation (heartless mystic swordsman) +9, Search +14, Sense Motive +14, Spellcraft +23, Spot +18, Survival +15, Taunt +10, Tumble +12, Vision +7; Combat Reflexes, Dignified, Dodge, Empower Spell, Fast Learner, Improved Critical (long sword), Improved Sunder, Magical Blood, Power Attack, Spell Mastery (*elmekia flame, firestorm, rah-tilt*), Weapon Focus (long sword), Weapon Specialisation (long sword).

**SPELLS:** As a half-demon, Zelgadis can cast any common spell following the normal spellcasting rules. These spells require no spell slots.

**POSSESSIONS:** Master work longsword, cloak, masterwork thieves tools, belt pouch with 4d10 silver.

**SPELLCASTING:** 57 spell slots, 53 used.

**Common Spells** (Fort +17, control +16, base DC = 13 + one-fifth spell DC): all common spells.

**Shamanist Spells** (Fort +31, control +21, base DC = 18 + one-fifth spell DC): *astral break, astral vine, behfis bring, blam blazer, bom speed, buday wind, diem wing, diev volt, dug haut, ghozu vro, grey bomb, monobolt, rah-tilt, ray wing, shadow snap, van rehl, vlave howl, wind barrier*

**Sorcery Spells** (Fort +17, control +16, base DC = 18 + one-fifth spell DC): *burst flare, damu bras, dynast bras, firebolt, firestorm*

**White Magic Spells** (Fort +17, control +13, base DC = 15 + one-fifth spell DC): *elmekia flame, elmekia lance, megiddo flare, protection*



## SECONDARY CHARACTERS

Following are brief biographies of characters who, while important, are not on stage for long or play a secondary role in the three series.



### ALMAYCE

Almayce is a member of the God Race, inhabitants of the Overworld who are locked in an eternal war with the Dark Lord of their plane, Dugradigdo, also known as Lord Darkstar. Almayce came to Lina's world on a mission to save his own, but the price made him reconsider, for which he paid with his life.

Almayce is twice the height of a man and powerfully built. His skin is shades of deep blue, and he wears ornate black armour. Snow white hair frames his scarred face, and his left eye is a ruin, perhaps lost in battle with Darkstar. He wields Ragud Mezegis, the Lance of Light, one of five weapons created by Darkstar along with Gorun Nova, Gourry's Sword of Light. When not wielding Ragud Mezegis, he can reshape his arm into a mass of crystalline spikes.

Almayce has come to Lina's world on a desperate mission: his own world, the Overworld, is facing its apocalypse. After a long war, Darkstar defeated and absorbed Volphied, the god of that plane and Ceiphied's counterpart. The servants of Volphied attempted to fight on, but Dugradigdo had become an unstoppable engine of destruction. Part of a team of three with Erulogos and Sirius, Almayce came seeking the two Darkstar weapons they lacked: Gorun Nova and the bow Galvayra. He also helped construct the



Place of Summoning on the island called "The Centre of the World." There they intended to open a way for Darkstar to enter Lina's universe, whereupon they would use the weapons to carve it into five pieces and then to destroy each individually.

To carry out his search for the two lost weapons, he allies with a renegade Mazoku, Valgaav. Almayce gains Valgaav's allegiance by promising him the opportunity to have revenge for Lord Gaav's death in *Slayers Next* by killing Lina Inverse. It is an alliance of convenience and necessity, however, not one of regard or respect. When Almayce sees another way to obtain Gorun Nova and realises that Valgaav's goal is the destruction of the universe, he breaks their alliance and the two become enemies.

The heroes first encounter Almayce in *A Peace Conference? This Is The Dragon Shrine?* when he appears in the Temple of the Fire Dragon King to demand the Sword of Light. Although they battle him and he appears to be an enemy, Almayce is the most honourable of the God Race. While driven to desperate measures by the crisis his world faces, he comes to know humanity through the heroes and refuses to sacrifice them when his colleagues suggest summoning Dugradigdo into Lina's world and then trapping him there.

Almayce's honour is also shown in *Striding and Swaggering! Lamentation Without End!*, when Xellos tries to tempt him into making a deal with the Mazoku. He refuses, citing the ethical code of the God Race, for which Xellos calls him naïve.

He instead allies with Lina in an attempt to stop Valgaav and to save both worlds. Questioning his steadiness and reliability, Erulogos comes to the conclusion that Almayce is a danger to their world and kills him during the battle at the Temple of the Ancient Dragons in *Eternal Death, Final Farewells! A Cry To The Fallen!*

### THE OVERWORLDERS

Almayce, Erulogos, and Sirius are all members of the God race from the Overworld, another world supported by the Staff of the Gods and analogous to the Known World. The Overworld is dying, and they have travelled to the Known World in search of the two remaining Darkstar weapons: Gorun Nova and Galvayra. Unfortunately, there is not enough information given regarding the Overworlders within *Slayers Try* to stat them effectively as a race.

Though the dragons are the Known World equivalents of the Overworlders from all indications, the similarity between them stops at their similar ethical viewpoints. Overworlder physiology is utterly unlike the physiology of Known World creatures. They are very fragile when in the Known World, and find it hard to heal or regenerate. They wear what appears to be power armour, either as their normal appearance, part of their bodies, or as a precaution for visiting the Known World.

Overworlders are size Large creatures, towering over people from the Known World. They also exhibit Mazoku-like powers, causing a number of people to believe them to be related to the Mazoku. They have the ability to create small, insect-like creatures with varying abilities, such as seeking out the Darkstar weapons or firing small laser or magical beams.

For those who wish to include Overworlders in their games, we recommend that they be treated as type Outsider creatures. The Mazoku stats can serve as a good basis for their powers, but Overworlders should have their Constitution penalised (assuming the game is taking place in the Known World). Overworlders do not possess astral bodies, but are fully present in the Material Plane.



## ERIS

Life is a series of choices, and each of those choices has consequences, for good or ill. Zelgadis chose to rebel against Rezo and his mad schemes, and so helped save the world. Eris chose to remain loyal to Rezo, and so lost her life.

Eris wears her raven-black hair dynamically cut and spiked to a medium length. She is of average height with a full figure and has mastered the art of the maniacal laugh. She dresses in revealing black clothing, defying conventional morality and flaunting her allegiance to evil. Her stance is confident, arrogant, and contemptuous of others.

To understand Eris, one must understand two things: she was not always evil, and she was desperately in love with Rezo. *Warning! Eris' Wrath!* gives insight into her past. In years past, when Rezo was still a good man, she served him as a demure helper, clothed in the white robes of purity. She followed him in his wanderings, helping to cure the sick while he searched for his own cure. She also assisted him in his sorcerous researches, hoping with an ever more futile hope to find a magical way to open his eyes. When Rezo walked down the dark paths of evil and consorted with Mazoku, Eris was there with him, freely walking that same path. The change in her clothing marks the stark contrast between her lives of good and evil.

There was more to Eris's relationship with Rezo, however, than simple loyalty. She was deeply in love with him, willing to go to any length to have her revenge on Lina, even if it meant the deaths of thousands in Sairaag. There is evidence of this love in several places. In *TROUBLE! Rahanimu, the Furious Fish Man*, she sleeps with her head on the lap of Copy Rezo, who sits sternly in a chair. This reveals a level of intimacy much closer than that usually found between a master and a student, especially when the "master" is a clone. The flashbacks in *Warning!* are also suggestive of love: her admiration for the older, wiser man is obvious. By the time she comforts him when he lays his head down in despair, admiration has turned to love. Even the creation of Copy Rezo himself hints at this, for it shows she was desperate to have him back.

Eris's plans are complex and devious, befitting Rezo's student. To have her revenge on Lina and those who helped her defeat Rezo, she spread false rumours and sent bounty-hunters after them, including seemingly endless copies of Vrumugun. She did this to lure them to Sairaag, where she hoped to use the Sword of Light to gain access to Rezo's laboratory and his "legacy." She would thus gain the power to resurrect Zanaaffar, which she planned to merge with Copy Rezo, who would then complete her revenge by killing Lina. Her choices lead to her doom, however, when Copy Rezo kills Eris.

## ERIS

Female Human Lrm 18; CR 18; Medium humanoid (human); HD 18d6+18; hp 93; Init +6; Spd 30 ft.; AC 21, touch 21, flat-footed 10; Base Atk +9; Grp +10; Atk +10/+5 melee (1d4+1/19-20, dagger); SQ Lore of advanced casting (white), lore of auras, lore of common knowledge (Bluff), lore of common knowledge (Spot), lore of defence x2, lore of magical power (common), lore of magical power (white), lore of spells, loremaster knowledge, spellcasting +18; SV Fort +9, Ref +10, Will +13; AL N; Str 12, Dex 14, Con 13, Int 17, Wis 10, Cha 14.

**SKILLS AND FEATS:** Appraise +16, Bluff +17, Concentration +19, Decipher Script +21, Diplomacy +21, Gather Information +17, Heal +15, Jump +6, Knowledge (arcana) +27, Knowledge (chimeras) +26, Knowledge (copies) +26, Knowledge (religion) +18, Sense Motive +15, Spellcraft +24, Spot +23, Use Magic Device +23, Vision +21; Craft Wondrous Item, Dignified, Dodge, Improved Initiative, Loyal, Mobility, Skill Focus (Knowledge: arcana), Skill Speciality (Knowledge: chimeras, Knowledge: copies).

**POSSESSIONS:** Dagger, 10 *jewels of control*, headband.

**SPELLCASTING:** 57 spell slots, 3 used.

*Common Spells* (Fort +14, control +24, base DC = 11 + one-fifth spell DC): *levitation*, *mind control*

*White Magic Spells* (Fort +14, control +25, base DC = 17 + one-fifth spell DC): *telekinesis*



## ERULOGOS

Erulogos is an Overworlder and a member of the God Race, one of a team of three who come to Lina's world in a last-ditch effort to save their own. Erulogos is ruthless and arrogant, and typifies those attitudes that the combined Valgaav-Darkstar-Volphied being despises and for which it wants to destroy the universe.

Like his compatriots, Almayce and Sirius, Erulogos is tall and muscular, although less so than Almayce. His skin and hair are in varying shades of light and medium blue. Like many of the God Race, Erulogos can reshape his body at will to form weapons. His favourite is to form swords with each arm and then attack with both.

Erulogos, Almayce, and Sirius have invaded Ceiphied's domain to execute a desperate plan to save their own world. First, find the two Darkstar weapons that were secreted in this world, then summon Darkstar through a magical gate to trap him and cut him into five pieces to weaken his power, and finally destroy each piece individually. That the plan might involve the destruction of Lina's universe troubles Erulogos not at all.

Erulogos first appears in *Striding and Swaggering! Lamentation Without End!*, when he and Sirius arrive during the crisis caused when Valgaav opened the gate and threatened to unleash Darkstar before they were ready. He helps seal it, but the seal is only temporary and Erulogos, like the others, knows they have only a limited time to find the last missing weapon, Galvayra, and to destroy Darkstar. It is here that Erulogos's ruthlessness reveals itself.



Caring only for his own world and people, Erulogos willingly agrees to the use of insect-like searcher servants to hunt for Galvayra. They cause tremendous destruction, boring through buildings and destroying homes. Erulogos does not care — to him, humans are little more than ants that are barely noticed when stepped on. When the plan to destroy Darkstar goes awry due to Valgaav's interference, he quickly agrees with the idea of trapping Darkstar in Lina's world, regardless of the consequences, to save his own. Unlike Almayce, Xellos would not call Erulogos "naïve." To him, accomplishing their mission justifies any means, even genocide and betrayal.

Erulogos also appears to have a more violent temper than Almayce. When about to take an action that leads to destruction, he grins with an evil joy and seems to take pleasure in the thought of killing. This is different from Almayce, who is reluctant to fight unless necessary, and Sirius, who is almost coldly unemotional. In many ways, he demonstrates Valgaav's contention that Gods, Mazoku, and Dragons are no different from each other, and that all deserve to be destroyed to end their senseless conflict.

Where Almayce is devoted to the code of honour of the God Race and is certain of his course, Erulogos's abandonment of this code leaves him without an ethical or moral foundation on which to rely. Consequently, he is filled with doubt and fear when the final crisis comes in *No Way To Guess! The Forbidden Gateway is Open!* He recovers his purpose thanks to Sirius's death in the battle against Darkstar in *Try Again! When All Returns To White!*

## GAAV

Gaav is the Demon Dragon King, one of the five servants created by Shabranigdo to help him with his plans to destroy the universe. Lord Gaav is one of the two main antagonists of *Slayers Next*, along with his rival, Hellmaster Phibrizzo. Gaav seeks Lina Inverse's death and, pursuing it, makes a crucial mistake that costs his own.

Lord Gaav appears most often as a tall, powerfully built man. His bright red hair looks almost like a lion's mane, and his eyebrows bristle and resemble small bonfires. His clean-shaven face wears an arrogant sneer, for he knows there are few in the universe who can equal him in battle. Gaav wears a long

trench-coat and carries a large sword over his shoulder with one hand: it is always drawn, perpetually ready for a fight. His favoured colours are those associated with fire.



His true form is that of a many-headed red dragon. During the War of the Monster's Fall, he was trapped in a mortal form, presumably by the gods. It appears that he can only assume the dragon form with great effort and only for a limited time.

Gaav is a fugitive. He betrayed the Mazoku and Ruby-Eye Shabranigdo's cause long ago, during the War of the Monsters' Fall. He has been in hiding since then, slowly gathering other renegade Mazoku to his cause. What he did is unknown, but it was enough to warrant a sentence of death. There is an interesting speculation, however. Gaav's title is "The Demon Dragon King," much like Ceiphied is the "Fire Dragon King" and Auntie Aqua is a remnant of the "Water Dragon King." It is possible he shares some of the traits of a dragon and sought to profit from it by conspiring with them. Perhaps Gaav's betrayal involved working for or with the Dragons against his creator. Alternatively, it may be as simple as his desire to rule the world instead of serving Shabranigdo being sufficient for the Mazoku to want his death.



Gaav's sphere of influence seems to be war and violence, more so than other Mazoku. His personality is brutal and forthright, lacking the subtlety seen from Mazoku like Xellos. When he wants information, he asks directly and expects a direct answer. Xellos just angers him when, asked what Hellmaster

Phibrizzo's plans are, he replies "it's a secret." If he does not get the answer he wants, Gaav resorts to the most basic of torture: beatings. He takes pleasure in knocking a victim around with his fists, as if it gives him a visceral joy. He is also a master of ambush, catching Xellos by surprise and wounding him gravely in *The Thousand Year Old Truth! The Traitorous Demon Dragon King!*

Gaav plotted to eliminate Lina Inverse, for he assumed she was Phibrizzo's cats-paw. Consequently, he had his loyal Mazoku foment plots in Atlas City and Seyruun to either seduce or kill her. These failed, which lead him to intervene personally. This was his fatal mistake, for he failed to notice Phibrizzo had infiltrated her group. Thus exposed, Gaav is killed by Phibrizzo in *The Stolen Sword of Light! The End of the Demon Dragon King!*



### GAAV, THE DEMON DRAGON KING

Male Noble Mazoku Maz 35/MaA 10/Swd 10; CR 50; Large native outsider (chaotic, evil); HD 35d8+315 (Maz) plus 10d12+90 (MaA) plus 10d12+90 (Swd); hp 796; Init +9; Spd 30 ft., fly 90 ft. (perfect); AC 40, touch 40, flat-footed 23; Base Atk +55; Grp +70; Atk +73/+68/+63/+58 melee (2d6+21/15-20, +5 keen Large long sword); Space/Reach 10 ft./10 ft.; SA Astral strike, Mazoku power, sorcery manipulation; SQ Alternate form, armour compatibility, astral form, astral phasing, damage reduction 10/-, darkvision 120 ft., evasion, glamorous reputation, half-human, immune to poison and disease, improved armour compatibility, improved evasion, judge opponent (+2), outsider traits, price of fame, style (single weapon: +1 attack, +1 damage), style (two-handed weapon: +1 attack, +1 damage); SR 45; SV Fort +42, Ref +34, Will +33; AL CE; Str 32, Dex 21, Con 28, Int 25, Wis 19, Cha 25.

**SKILLS AND FEATS:** Bluff +45, Diplomacy +41, Gather Information +39, Hide +31, Intimidate +67, Jump +59, Knowledge (arcana) +41, Knowledge (the planes) +41, Knowledge (religion) +41, Listen +60, Move Silently +35, Reputation (Demon Dragon King) +67, Search +39, Sense Motive +36, Spellcraft +39, Spot +62, Summoning +41, Survival +34, Taunt +67, Tumble +65, Use Magic Device +37, Vision +34; Awesome Blow, Barbed Tongue, Cleave, Combat Expertise, Combat Reflexes, Dodge, Glib, Great Cleave, Greater Weapon Focus (long sword), Greater Weapon Specialisation (long sword), Improved Bull Rush, Improved Critical (long sword), Improved Disarm, Improved Feint, Improved Grapple, Improved Initiative, Improved Overrun, Improved Sunder, Improved Trip, Improved Unarmed Strike, Mobility, Multiattack, Power Attack, Spring Attack, Stunning Fist, Weapon Focus (long sword), Weapon Specialisation (long sword), Whirlwind Attack.

*Alternate Form:* Gaav's alternate form is that of a Gargantuan red, three-headed chaos dragon.

*Astral Strike:* Gaav can make physical attacks from the Astral Plane into the Material World. Making an astral strike requires a full-round action.

*Half-Human:* Gaav was long ago sealed into human form. He gains some advantages of being human, but does not hold to the Mazoku Code as other monsters do. His rebellion against Lord Shabranigdo may be the result of his existence as a part human.

*Mazoku Power:* Gaav's Mazoku power seems to revolve around wind and force effects. When using his monster form, his power manifests in the use of devastating breath weapons. He can inflict 17d12 damage with a Reflex save (DC 34) for half.

**POSSESSIONS:** +5 keen Large long sword, trench coat.

### HALCYFORM

Halcyform is the former guild master of the Atlas City and first appears in *An Ancient Pledge! One Who Seeks Immortality!* Halcyform is a figure similar to Rezo, an example of how overweening pride and a belief that one stands above conventional morality can lead to disaster.

Halcyform is a tall, handsome man with a slender build. With long blond hair and fine, clean-shaven features, he has a regal appearance, possibly indicating magical blood. Halcyform dresses in long robes of white with gold trim and leaves his head bare. Befitting a powerful wizard and a former guild master, he carries himself with an assurance and authority bordering on arrogance.



Halcyform lives in an immense mansion in Atlas City, indicating his wealth and probable power among the city's elite. Beneath this mansion is a large series of laboratories and conjuring rooms dedicated to his research. At the time the Slayers visit Atlas City, the mansion has a slightly run-down and disused look to it, for Halcyform had supposedly vanished quite a while before. One room sees regular use, however: the room in which he keeps his dead beloved, Rubia, in a crystal coffin.

Once Atlas City's most prominent wizard, Halcyform was banished for delving into forbidden research. A research accident, in which Halcyform was working with a corpse, possibly attempting to bring it back to life, led to an explosion in his lab and, while he himself survived, he realised with horror that his assistant, Rubia, had been killed. Devastated and unable to live life without her, he began (or continued...) to research immortality, a field long forbidden because it drained the life of the living yet, at best, could only raise walking corpses. How long this research went on and what crimes Halcyform

may have committed in its name is unknown, but he was eventually discovered and expelled from the guild. He may also have fled the city for a time under threat of death.

His failures must have eaten at him, however, and he came back to Rubia's crypt to resume his efforts. He also wanted revenge against those who had betrayed him, Tarimu and Demia. Seeking powerful allies, or perhaps they sought him, he signed a pact with Saygram, a Mazoku working for Gaav. In return for immortality and help with his research, he swore to serve the Mazoku. Using his new power, he framed Demia and Tarimu and then kidnapped them to power his experiments. He would steal their life force to help fuel the revivification of Rubia. He also captured Amelia and Zalgadis to use as fuel, too.

Halcyform's plans, however, would all come to naught thanks to the intervention of Lina. Realising his pact with Saygram required a binding object, she set her friends on a desperate search. At nearly the last minute, she realised Saygram's own mask was it. Breaking it during the battle in Rubia's crypt broke the spell of immortality over Halcyform and he aged rapidly, becoming an ancient man. His experiment with Rubia failed, too.



### HALCYFORM

Male Human Wiz 5/Sor 10; CR 15; Medium humanoid (human); HD 5d6+5 (Wiz) plus 10d6+10 (Sor); hp 83; Init +1; Spd 30 ft.; AC 19, touch 19, flat-footed 10; Base Atk +9; Grp +9; Atk +9/+4 melee (1d3, unarmed strike); SQ Defence barrier +25, magical training +5, pledge of immortality, sense aura, sorcery focus +10, spellcasting +15; SV Fort +8, Ref +5, Will +14; AL LN; Str 10, Dex 13, Con 12, Int 19, Wis 8, Cha 14.

**SKILLS AND FEATS:** Bluff +12, Concentration +13, Craft (alchemy) +22, Diplomacy +12, Handle Animal +8, Intimidate +12, Knowledge (arcana) +22, Knowledge (local) +10, Reputation (heretical Atlas City sorcerer) +11, Search +13, Sense Motive +4, Spellcraft +24, Spot +10, Taunt +12, Use Magic Device +8; Dignified, Dramatic Zeal, Empower Spell, Extend Spell, Greater Spell Focus (sorcery), Heighten Spell, Iron Will (obsession: Rubia), Magical Blood, Maximise Spell, Spell Focus (sorcery), Spell Penetration, Widen Spell.

**Pledge of Immortality:** Halcyform has taken the Pledge of Immortality. He cannot be killed — if his hit points would ever be reduced below 0, he retains 0 hit points and excess damage is ignored. He also heals 5 points of lethal damage per round (or nonlethal damage if he has no lethal damage).

**POSSESSIONS:** Fine clothes.

**SPELLCASTING:** 84 spell slots, 18 used.

**Common Spells** (Fort +15, control +18, base DC = 11 + one-fifth spell DC): *fireball*.

**Shamanist Spells** (Fort +10, control +16, base DC = 14 + one-fifth spell DC): *balus wall, digger bolt, petrify, shadow wave*.

**Sorcery Spells** (Fort +20, control +21, base DC = 21 + one-fifth spell DC): *burst flare, dimil arwin, firebolt, vaal flare*.



### HELLMASTER PHIBRIZZO

One of the five servants created by Shabranigdo thousands of years ago, Hellmaster Phibrizzo is the chief antagonist of *Slayers Next* operating mostly behind the scenes to trap the traitor Gaav and then force Lina to cast the Giga-slave spell. His goals are simple: Phibrizzo wants to destroy the world.

Whatever his natural form, Hellmaster Phibrizzo takes the human form of a small boy, perhaps six or seven years old. He has page-cut black hair, innocent-seeming eyes, and dresses in shorts fitting a young boy. His whole look is designed to set one at ease, for who would guess that this form hides a demon of godlike power?

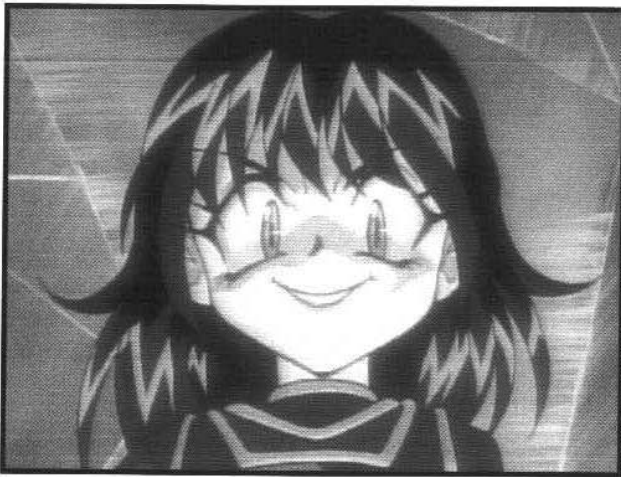
Lina first meets Phibrizzo in *Disclosure At Last?! Xellos' True Form!*, when he pretends to be a young pickpocket stealing something from Lina. He ingratiates himself with the group by showing them the route to Dragon Mountain, thus laying the final trap for Gaav. He reveals himself as a master manipulator and strategist who outmanoeuvres his foes by laying subtle, long-term plots. It was he who sent Xellos, whom he borrowed from Lord Beastmaster, to watch and insert himself in Lina's group to gradually direct their quest for the Claire Bible. Phibrizzo guessed this would pique Gaav's curiosity, and he was right. The Demon Dragon King's servants became embroiled in conspiracies in Atlas City and Seyruun not to take over those places, but to draw Lina in with the hope of either killing her or turning her to Gaav's cause. That they fail is all part of Phibrizzo's plan, for he knew Gaav himself would have to become involved.

This bears fruit in *The Thousand Year Old Truth! The Traitorous Demon Dragon King!*, when Gaav attacks the heroes to learn Phibrizzo's plans and to kill Lina. Taking advantage of his arrogance, distraction, and the weakness of his human form, Phibrizzo destroys Gaav in *The Stolen Sword of Light! The End of the Demon Dragon King!*

This is not the end of the Hellmaster's plans. He wanted Lina to survive because his second goal is to destroy the universe. For this, he needed Lina to cast the Giga-slave spell, hoping that she would lose control of it. His initial hope was that she would use it against Gaav but, when that failed, he resorted to another scheme: kidnapping Gourry to blackmail her into casting it.

It is in this plan that Phibrizzo shows his utter contempt for humans and the depths of his evil. Not only does he kidnap Gourry, but he also uses his powers over the dead to raise Sairaag as a city of ghosts, perhaps solely to show his power. In his confrontation with Lina in his temple, he steals the souls of all her friends and threatens to irretrievably kill them if she does not cast the spell.

Phibrizzo gets his wish in *The Souls of the Dead! Lina's Final Decision!* He gets more than he bargained for, however, when the Lord of Nightmares possesses Lina and decides to punish Phibrizzo for his presumption, destroying him in *Go To NEXT! And Then Again...*



### HELLMASTER PHIBRIZZO

Male Noble Mazoku Maz 50/Sor 10; CR 55; Medium outsider (chaotic, evil); HD 50d8+250 (Maz) plus 10d6+50 (Sor); hp 564; Init +12; Spd 30 ft., fly 90 ft. (perfect); AC 40, touch 40, flat-footed 32; Base Atk +57; Grp +63; Atk +63/+58/+53/+48 melee (1d3+6, unarmed strike); SA Mazoku power, sorcery manipulation; SQ Alternate form, astral form, astral phasing, damage reduction 10/-, darkvision 120 ft., defence barrier +20, immune to poison and disease, outsider traits, sense aura, sorcery focus +10, spellcasting +10; SR 60; SV Fort +37, Ref +40, Will +40; AL CE; Str 23, Dex 26, Con 21, Int 32, Wis 18, Cha 32.

**SKILLS AND FEATS:** Balance +30, Bluff +59, Concentration +53, Decipher Script +31, Diplomacy +52, Disguise +59, Escape Artist +45, Gather Information +49, Hide +46, Intimidate +61, Knowledge (arcana) +59, Knowledge (the planes) +48, Knowledge (religion) +48, Listen +50, Move



Silently +45, Reputation (Hellmaster) +60, Search +59, Sense Motive +61, Sleight of Hand +48, Spellcraft +61, Spot +61, Summoning +63, Taunt +61, Tumble +28, Use Magic Device +59, Vision +53; Ability Focus (Mazoku power), Augment Summoning, Barbed Tongue, Cleave, Code (Mazoku), Combat Expertise, Craft Talisman, Craft Wondrous Item, Cute, Dodge, Dramatic Zeal, Empower Spell-Like Ability (Mazoku power), Fast Learner, Flyby Attack, Glib, Great Cleave, Improved Feint, Improved Initiative, Iron Will (obsession: chaos), Loyal, Mobility, Power Attack, Quicken Spell-Like Ability (Mazoku power), Spring Attack.

**Alternate Form:** Hellmaster's alternate form is unknown. He remains in his human form almost all the time, relying on his considerable power as a Mazoku.

**Mazoku Power:** Hellmaster Phibrizzo has power over the lives and souls of mortal creatures. As master of the underworld, he can instantly kill normal creatures by will alone — with a Will save (DC 48) to avoid the effect. He can also create bodies for himself and shed these physical bodies at will. He uses this method to escape Lina's and Sylphiel's double *dragon slave* attack.

Hellmaster can also make attacks more typical of the Mazoku, doing 25d12 points of damage with a Reflex save (DC 48) for half.

**SPELLCASTING:** 71 spell slots, 0 used.



### JILLAS

Jillas is the tragicomic character in *Slayers Try*, the unlucky little guy who deserves happiness but almost always has things go wrong for him. Unlike many foes who cross the Slayers' path, Jillas has a somewhat happy end to his story.

Jillas is a beastman of the Foxman species, which seems to be unknown in the lands trapped behind the Mazoku barrier. He is shorter than Lina and has red fur and he most commonly wears a dirty travelling cloak and slouch hat. He also has only one eye, wearing a patch over the other. He first appears in *Doubtful? A Letter From Home!*, when he and Gavros lead a beastman raid against the port Lina and her friends are visiting.

Jillas's most notable quality is his inventiveness: he is a master of tinkering with guns, cannons, gunpowder, and rockets. In *Three People, Three Ways! Where The Light Leads!*, he builds an unguided missile from scrap parts that finds its target. He is also clever with disguises, fooling the heroes completely with his priest garb in *The Hurdle's Cleared? Jillas's Hidden Power!* If cleverness is a trait of the Foxman Race, Jillas is an outstanding example.

Yet he has had a sad past, one which has left him feeling unloved.



unwanted, and unable to do anything right. When he was younger, armoured warriors raided his village and slaughtered his people. In an act of cruelty, one of the men put Jillas's eye out and then left him for dead. Things always seem to go wrong for him. When he does battle with Zelgadis, he finds the one man immune to bullets. When he steals Gourry's Sword of Light, he becomes lost in the maze of tunnels leading back to Valgaav's lair. When he constructs an Orihalcon tank to kill Lina and then repents, he even bungles that. Jillas always tries hard to please his masters, and always seems to fail. He feels like the world's greatest loser.

This lack of any sense of self-worth makes Jillas receptive or vulnerable to anyone who shows him any kindness, since he feels he is unworthy of any. When left for dead as a child, Valgaav earned his eternal loyalty and love by saving him and giving him a chance at revenge against all those who had hurt him. He has lead such an abused life that he jumps at a hypocritical act of kindness from a Mazoku.

Yet Jillas is not wholly evil. After recovering from the explosion at the Place of Summoning, he is welcomed into a Foxman farm family in *Three People, Three Ways! Where The Light Leads!* Here he shows his inner goodness, helping the widow maintain her farm and becoming an uncle and role-model to her son, Paulu. It is an example of what Jillas could have been, had he experienced a secure childhood. Sadly, his misplaced loyalty to Valgaav causes him to throw it all away in the pursuit of vengeance against Lina.

Filia redeems Jillas, however. Her kindness to him after the failure of his Orihalcon tank earns his undying loyalty and he follows her through the final battle with Darkstar. He ends the series working with Gavros in Filia's antique mace and jar shop.

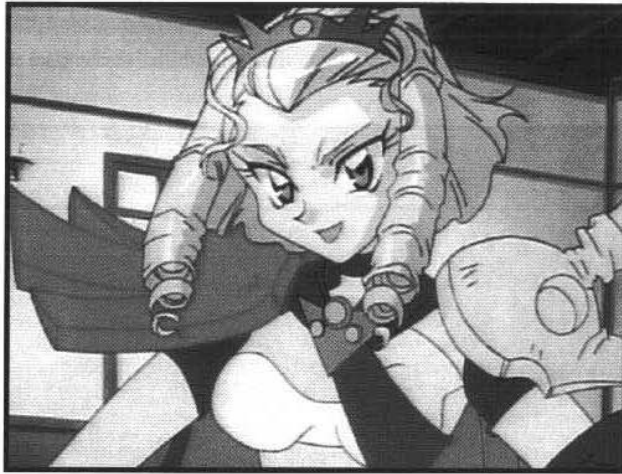
## JILLAS

Male Beastman Bdt 6/Rog 4/Pst 6; CR 16; Medium humanoid (beastman); HD 6d10-6 (Bdt) plus 4d8-4 (Rog) plus 6d8-6 (Pst); hp 75; Init +4; Spd 30 ft.; AC 26, touch 26, flat-footed 10; Base Atk +13; Grp +13; Atk +17/+17/+12/+7 ranged (2d6+2/x3 masterwork gun) or +16/+16/+11/+6 ranged (3d8/x3, bomb); SA Sneak attack +4d6; SQ Destructive genius +6, evasion, ganging up, get 'em!, low-light vision, outcast, style (thrown weapons: +1 attack), survivor, trapfinding, trap sense +1, trick shot, uncanny dodge; SV Fort +9, Ref +17, Will +9; AL N; Str 10, Dex 18, Con 9, Int 16, Wis 9, Cha 14.

**SKILLS AND FEATS:** Appraise +9, Balance +14, Bluff +16, Climb +6, Craft (gunsmithing) +15, Disable Device +7, Disguise +7, Gather Information +16, Hide +12, Intimidate +18, Jump +13, Listen +12, Move Silently +12, Search +12, Sleight of Hand +17, Spot +12, Survival +7, Swim +8, Taunt +18, Tumble

+11; Dramatic Zeal, Exotic Weapon Proficiency (firearms), Loyal, Point Blank Shot, Quick Draw, Rapid Reload, Rapid Shot, Scent, Weapon Focus (gun), Weapon Specialisation (gun).

**POSSESSIONS:** 2 masterwork guns, ammunition, 30 bombs, heavy travelling cloak, eyepatch.



## MARTINA XOANA MEL NAURACHOA

Martina is the daughter of King Moros of Xoana. She first appears in *The Sudden Pinch! The Terror of the Monstrous Zoamelgustar!* and becomes Lina's comical nemesis for the remainder of *Slayers Next*. Although she enrages Lina time and again, Martina survives until the end and finishes the series happily married.

Martina is around 16 years old, tall, and leggy. She wears a skimpy bikini and leather boots that come nearly to her hips. She also wears a long black cloak and has light green hair. Her outfit is meant to project the image of an evil sorceress, although she herself lacks any significant spell-casting ability. Her most notable feature is her maniacal laugh, which she uses whenever she thinks she has gained an advantage over her foe — usually Lina. It is also meant to intimidate, though most people think she is simply weird when she does it.

She appears to have much in common with Amelia. Both are the daughters of rulers and both seem to lack mothers, for Martina's is never mentioned. Both are doted on by their fathers — the influence of the fathers shaping the two daughters' characters. Where Prince Phil instilled Amelia with a strong sense of justice and fair play, King Moros seems to have given his daughter a lust for power and a lack of ethics. This is understandable, since he himself is a scheming king who plans to conquer the world and stoops to holding ambassadors hostage. Martina even strikes dramatic poses like Amelia.

Martina is also a romantic who is fervently believes in her fantasies. She has created an imaginary god, "Monstrous Zoamelgustar," to whom she attributes all sorts of terrible powers. This intense belief may actually give her some power, however. When she curses Lina in *You Can't Escape! The Return of the Obsessive Martina!*, it works: the others realise she is the source of the power, but Martina believes it is Zoamelgustar. This happens again in *Disclosure At Last?! Xellos' True Form!*, when Auntie Aqua operates through Martina's Zoamelgustar amulet to fend off Gaav.

She is also wilful and spoiled: when her father asks to have the Zoamelgustar shrine removed from his throne room, she refuses. Yet Martina is also willing to humble herself in pursuit of a goal. She desperately wants revenge against Lina, so she is willing to work part-time jobs to earn money to keep up with her enemy.



Loving to be love-struck, Martina regularly falls for men who are somehow dashing, cool, or otherwise heroic. Zalgadis, Gourry, Xellos, and Zangulus all become objects of her starry-eyed affections. These infatuations are usually short-lived, however, and shattered easily. Given to melodrama, Martina pities herself for being betrayed until the next love comes along.

Martina presumably finds her true love at the end of *Go To NEXT! And Then Again...* when she marries Zangulus. This love may be as superficial as the others, however, as hinted by the false front of a cathedral used in place of a real one.



### MARTINA XOANA MEL NAURACHOA

Female Human Nbl 3/Rog 2/Wiz 3; CR 8; Medium humanoid (human); HD 3d8+3 (Nbl) plus 2d8+2 (Rog) plus 3d6+3 (Wiz); hp 51; Init +2; Spd 30 ft.; AC 19, touch 19, flat-footed 10; Base Atk +4; Grp +4; Atk +4 melee (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Defence barrier +5, evasion, fascinate, inspire competence, inspire courage +1, magical training +3, recognition, spellcasting +3, trapfinding; SV Fort +7, Ref +11, Will +11; AL CN; Str 10, Dex 14, Con 13, Int 14, Wis 8, Cha 15.

**SKILLS AND FEATS:** Appraise +4, Bluff +9, Climb +4, Concentration +5, Diplomacy +13, Disguise +9, Escape Artist +6, Gather Information +9, Hide +8, Intimidate +11, Jump +4, Knowledge (arcana) +8, Knowledge (nobility) +8, Profession (waitress) +1, Spellcraft +15, Spot +5, Taunt +11; Bestow Curse, Dramatic Zeal, Iron Will (obsession: Zoamelgustar), Loyal, Magical Blood, Touchy (sensitive: pride).

**POSSESSIONS:** Dagger, symbol of Zoamelgustar, sorceress outfit.

**SPELLCASTING:** 14 spell slots, 0 used.

### PRINCE PHILIONEL

With the ethics of a pacifist and the body and moves of a professional wrestler, Prince Philionel — or “Phil,” as his friends call him — is a humorous contradiction in the world of *The Slayers*. He is a man of peace who nevertheless delivers devastating attacks named “Pacifist Crush” and “Good Will Towards Men Smash.” He is the ruler of the beautiful city of Seyruun, devoted to the defence of justice for all his subjects, yet he has the manners of a common peasant. He dearly loves his daughter Amelia, but he regularly runs off to have adventures.

A tall man with a barrel-chest, Phil has rough-cut black hair and a handlebar moustache that joins with his sideburns. His eyes burn with the passionate excitement of a man of action. Prince Phil peppers his speech with phrases about the love of justice and the power of virtuous action; he likes to



strike a dramatic pose whenever possible. He loves good comradeship, and his roaring laugh is unmistakable. Philionel is warm-hearted, trusting, sincere, and friendly — too much so, since his naïveté regularly places him in danger.

Phil and his family meet Lina and her friends in *KNOCK OUT! The Seyruun Family Feud!* He is extremely proud of Amelia, and she is his partner in the fight for justice. He might, however, have some doubts about her readiness because of her age: Amelia complains that he always goes away on adventures and leaves her behind. After the fight with Randy and his wizard, though, Phil sees she is ready to be a crusader for justice. Yet, he still worries about his little girl. Like a rescuing cavalry, he suddenly appears in *YES! Final Hope, the Blessed Blade*, to rescue her and her friends from Copy Rezo.

Prince Philionel sees himself as the living embodiment of the “just ruler,” forever crusading to protect his people from monsters, bandits, and other evil-doers. He undoubtedly takes his inspiration from the same books of myth and legendary heroes that Amelia read as a child; indeed, they may have been his in the first place, passed along to his daughter. His idealistic devotion to justice and fighting evil often leads Phil to undertake his own personal crusades. His actions in “*KNOCK OUT!*” may well be typical: travelling in disguise so that no one would know his true identity, he can experience the problems ordinary people face and take action.

He can get carried away with his enthusiasm, however. The quest to defeat the monsters in the cave in *KNOCK OUT!* and his sudden appearance in Sairag in *YES!* both take place far from his home in Seyruun, leaving others to handle his responsibilities for him.

### PRINCE PHILIONEL, CROWN PRINCE OF SEYRUUN

Male Human Nbl 12/War 2/Woj 10; CR 24; Medium humanoid (human); HD 12d8+36 (Nbl) plus 2d10+6 (War) plus 10d10+30 (Woj); hp 202; Init +1; Spd 30 ft.; AC 25, touch 25, flat-footed 10; Base Atk +15; Grp +28; Atk +21/+21/+21/+16/+11 melee (1d3+10, unarmed strike) or +21/+21/+21/+16/+11 melee (1d3+10, grapple); SA All men brothers hand in hand x2, benevolent giant swing, combo attack, fists of joyous parting, goodwill towards men smash, joyful reunion bearhug, kindness to all creatures kick, pacifist crush, royal special thunder, smashing burst jump; SQ Fascinate, fists of justice, ghost touch, impressive argument, inspirational leader, inspire competence, inspire courage +2, inspire greatness, line of credit, optimism of justice, optimistic aura, recognition, style (unarmed: +1 damage); SV Fort +14, Ref +15, Will +19; AL LG; Str 24, Dex 13, Con 16, Int 13, Wis 16, Cha 18.

**SKILLS AND FEATS:** Balance +12, Climb +13, Diplomacy +20, Disguise +14, Gather Information +16, Hide +9, Intimidate +21, Jump +24, Knowledge

(history) +10, Knowledge (local) +10, Knowledge (nobility) +10, Move Silently +9, Perform (oratory) +19, Reputation (justice-loving ruler of Seyruum) +19, Ride +7, Sense Motive +13, Spot +10, Taunt +12, Tumble +18; Diehard, Dramatic Zeal, Endurance, Improved Bull Rush, Improved Grapple, Improved Unarmed Strike, Iron Will (obsession: justice), Leadership, Oblivious, Power Attack, Stunning Fist, Weapon Focus (grapple), Weapon Focus (unarmed strike), Weapon Specialisation (grapple), Weapon Specialisation (unarmed strike).

**POSSESSIONS:** Noble clothing.



## REZO AND COPY REZO

Rezo the Red Priest, both original and clone, is the chief villain of *The Slayers*. It is Rezo who sets in motion a plan to regain his eyesight, even if it destroys the world, and his clone murders thousands in pursuit of a mad goal. Nevertheless, both Rezos are tragic figures who somewhat manage to redeem themselves by the end.

Both Rezos are tall men. Each wears priestly robes, with the outer robe a bright red. Both carry a priest's staff: several rings hang from the top decoration. Their dark hair is long and curls upward at the shoulders. Their shaven faces almost always look peaceful and serene. Rezo's eyes are forever sealed in blindness until the rebirth of Shabranigdo. Copy Rezo's eyes, which he keeps closed to fool others, are two different colours, which may have been an error in the copy process.

Although he began life as a good man, his anger and frustration tainted his spirit. Blind since birth, Rezo cured countless people of their own blindness yet he could never cure his own: his anguish is shown in *WARNING! Eris' Wrath!* Eventually, despair turned to resentment and then to hate. Desperate, he contacted the Mazoku, the Monster Race, and made a deal with them. If he obtained the Philosopher's Stone to resurrect Shabranigdo, the Dark Lord would reward him by opening Rezo's eyes.

Rezo's fall began long before he sought the Philosopher's Stone, however, and it may not even be his fault. As Lina and her friends learn in *Help! Shabranigdo Is Reborn!*, a piece of Shabranigdo is hiding within Rezo, himself. It may have been there since his birth, and Lina theorises that Shabranigdo himself was responsible for Rezo's crimes, using him as a dupe and a puppet.

After Shabranigdo destroys his body, however, Rezo redeems himself by using the last bit of his soul's power to help Lina when she casts the Giga-Slave at the Dark Lord. Some core of goodness must have remained in him, untouched by Shabranigdo. Released at the end, Rezo was able to undo a bit of the evil he had caused.

Eris created Copy Rezo to serve a dual purpose: he was made in the image of the man she loved to bring him back to her, and he was to augment her power. This he would do by helping her recover the original Rezo's "legacy" from the lab in Old Sairaag and by helping Eris kill Lina and her friends.

Eris's loyalty to the original Rezo blinded her to the flaws in the copy, though. Filled with a twisted sense of self-worth and self-loathing, Copy Rezo's heart is filled with a desire to escape Eris's control and surpass the original Rezo by doing what he could not: withstand the *giga slave* and kill Lina Inverse.

His focus on surpassing Rezo is also Copy Rezo's weakness, however. Obsessed with killing Lina, he forgets the power the others can lend to her, which leads to Lina killing him. Although he was just a copy of Rezo and thus had never truly lived a good life from which to fall, Copy Rezo himself gained a small bit of redemption before dying by realising his weakness and accepting his death with peace in his heart.

## REZO

Male Human Lrm 8/Pri 20/Sha 10/Sor 10; CR 48; Medium humanoid (human); HD 8d6+32 (Lrm) plus 20d6+80 (Pri) plus 10d6+40 (Sha) plus 10d6+40 (Sor); hp 392; Init +2; Spd 30 ft.; AC 33, touch 32, flat-footed 11; Base Atk +10; Grp +26; Atk +24/+24/+19 melee (1d6+2/1d6+2, staff); SA Smite evil 5/day; SQ Defence barrier +60, detect evil, divine grace, divine health, lay on hands (100), longevity, loremaster knowledge, lore of common knowledge (jump, reputation), lore of magical power (shamanist, sorcery), remove disease 5/week, sense aura, shamanist focus +10, sorcery focus +10, spellcasting +30, staff; SV Fort +29, Ref +27, Will +38; AL LN; Str 14, Dex 15, Con 18, Int 20, Wis 16, Cha 20.

**SKILLS AND FEATS:** Appraise +15, Bluff +17, Concentration +24, Craft (alchemy) +43, Decipher Script +15, Diplomacy +29, Gather Information +27, Heal +18, Intimidate +22, Jump +18, Knowledge (arcana) +39, Knowledge (geography) +17, Knowledge (history) +17, Knowledge (local) +25, Knowledge (nature) +17, Knowledge (the planes) +17, Knowledge (religion) +25, Listen +36, Reputation (Red Priest) +37, Search +25, Sense Motive +33, Spellcraft +47, Summoning +30, Use Magic Device +25, Vision +27; Augment Summoning, Blind-Fight, Combat Expertise, Combat Reflexes, Craft Magic Arms and Armour, Craft Talisman, Craft Wondrous Item, Diehard, Dignified, Empower Spell, Endurance, Enlarge Spell, Exotic Weapon Proficiency (firearms), Extend Spell, Fork Spell, Heighten Spell, Improved Disarm, Improved Feint, Improved Trip, Iron Will (obsession: regaining his sight), Leadership, Magical Blood, Maximise Spell, Spell Focus (sorcery), Two-Weapon Defence, Two-Weapon Fighting, Widen Spell.

**POSSESSIONS:** Chiming priest's staff, priestly robes.



**SPELLCASTING:** 165 spell slots, 157 used.

*Common Spells* (Fort +31, control +36, base DC = 14 + one-fifth spell DC): All

*Shamanist Spells* (Fort +46, control +40, base DC = 18 + one-fifth spell DC): All

*Sorcery Spells* (Fort +46, control +42, base DC = 22 + one-fifth spell DC): All except for *giga slave* and *ragna blade*.

*White Magic Spells* (Fort +31, control +37, base DC = 20 + one-fifth spell DC): All (except Holy Magic)



### COPY REZO

Male Human Lrm 4/Pri 3/Sha 10/Sor 10; CR 27; Medium humanoid (human); HD 4d6+14 (Lrm) plus 3d6+12 (Pri) plus 10d6+40 (Sha) plus 10d6+40 (Sor); hp 221; Init +2; Spd 30 ft.; AC 27, touch 26, flat-footed 11; Base Atk +12; Grp +22; Atk +16/+16/+11/+6 melee (1d6+2/1d6+2, staff); SA Smite evil 1/day; SQ Defence barrier +60, detect evil, divine grace, divine health, lay on hands (9), loremaster knowledge, lore of common knowledge (jump), lore of magical power (sorcery), sense aura, shamanist focus +10, sorcery focus +10, spellcaster +20, staff; SR; SV Fort +16, Ref +14, Will +24; AL LE; Str 14, Dex 15, Con 18, Int 17, Wis 13, Cha 16.

**SKILLS AND FEATS:** Bluff +20, Concentration +24, Intimidate +23, Jump +18, Knowledge (arcana) +24, Knowledge (geography) +10, Knowledge (history) +10, Knowledge (local) +10, Knowledge (nature) +10, Knowledge (the planes) +10, Knowledge (religion) +10, Listen +31, Sense Motive +31, Spellcraft +35, Spot +21, Use Magic Device +25; Blind-Fight, Combat Expertise, Combat Reflexes, Empower Spell, Extend Spell, Heighten Spell, Improved Disarm, Improved Feint, Improved Grapple, Improved Trip, Improved Unarmed Strike, Iron Will (obsession: surpassing Rezo), Magical Blood, Spell Focus (sorcery), Two-Weapon Defence, Two-Weapon Fighting, Widen Spell.

**POSSESSIONS:** Chiming priest's staff, priestly robes, *jewel of control*.

**SPELLCASTING:** 123 spell slots, 119 used.

*Common Spells* (Fort +18, control +26, base DC = 14 + one-fifth spell DC): All

*Shamanist Spells* (Fort +28, control +23, base DC = 16 + one-fifth spell DC): All except for *giga slave* and *ragna blade*.

*Sorcery Spells* (Fort +33, control +30, base DC = 20 + one-fifth spell DC): All

### SUPREME ELDER OF THE FIRE DRAGON KING TEMPLE

The Supreme Elder of the Fire Dragon King Temple is the chief priest of the cult of Ceiphied in the Outer World. While publicly a defender of the world and a worker of good, he is really a ruthless individual who is willing to sacrifice anything and anyone to preserve what he sees as "the peace." Believing the end justifies the means, this Gold Dragon is little different from the Mazoku he loathes.

In human form, the Supreme Elder looks like a tall, thin old man with a balding head and a long white beard. Although his face is lined with wrinkles, his eyes are sharp and see much. He rarely smiles and always seems to be judging or taking the measure of the person with whom he is talking. He wears long white robes trimmed in yellow, the colours of the cult of Ceiphied. In dragon form, he is a huge, powerful-looking Gold Dragon with a long beard.

As Chief Priest of the Cult, the Supreme Elder is responsible for seeing to the accomplishment of Ceiphied's goals in the world. These include its safety and the preservation of its peace. As such, he assigns priests their duties and sends them on missions in pursuit of these goals. Filia, for example, was dispatched by the Supreme Elder to bring back the one person who could prevent the dark fate foretold in Ceiphied's prophecy: Luna Inverse. Of course, Luna was not available because she had to work, but he did wind up with Lina.

The Supreme Elder first appears in *A Peace Conference? This Is The Dragon Shrine?*, where he orders Lina and her friends to fix the damage they did to the temple. At first seeming like a stern but wise and kind old man, he quickly reveals his ruthless nature when he quickly agrees to give Gourry's Sword of Light to Almayce, even though it is not his to give. If that is the price it takes to get the Overworlder to leave and prevent the fulfilment of the prophecy, then so be it. Gourry's feelings and rights are immaterial to him.



His immense pride also enables him to rationalise treachery for the greater good. Deep in the past, the Ancient Dragons possessed a weapon of immense power, and the other Dragon clans feared they would use it against them. Even though the Ancient Dragons were pacifists, the Gold Dragons came to believe that only they themselves could be trusted with this weapon — Galvayra, one of the Darkstar weapons. In an act of genocide, the Supreme Elder launched his kind into a war to seize the weapon. It and the corpses of the Ancient Dragons were then buried and sealed in the Ancient Dragon Temple. To the Supreme Elder, this act of murder was necessary to preserve the peace.

In *He Who Emerges From The Dark Star!*, he is killed by Valgaav, the last survivor of the Ancient Dragon race and now merged with Darkstar.

## SUPREME ELDER

Male Golden Dragon Lrm 14/Clr 10; CR 30; Medium dragon; HD 14d6 (Lrm) plus 10d6 (Clr); hp 101; Init +1; Spd 30 ft.; AC 20, touch 20, flat-footed 10; Base Atk +10; Grp +15; Atk +16/+11 melee (1d8+3, masterwork heavy mace); SA Breath weapons, secret strike; SQ Alternate form, damage reduction 10/magic, defence barrier +60, dragon magic, great faith +10, hunger resistance, loremaster knowledge, lore of applicable knowledge x2, lore of common knowledge (intimidate, reputation), lore of magical power (white), lore of spells, sense aura, sense evil, spellcasting +24; SR 35; SV Fort +10, Ref +11, Will +26; AL LN; Str 16, Dex 12, Con 11, Int 16, Wis 18, Cha 18.

**SKILLS AND FEATS:** Bluff +19, Concentration +15, Control Shape +29, Decipher Script +18, Diplomacy +23, Gather Information +19, Intimidate +18, Knowledge (arcana) +18, Knowledge (history) +15, Knowledge (the planes) +10, Knowledge (religion) +17, Reputation (Supreme Elder of the Fire Dragon King) +23, Sense Motive +31, Spellcraft +27, Spot +21, Use Magic Device +27, Vision +31; Ability Focus (laser breath), Diehard, Dignified, Endurance, Flyby Attack, Greater Spell Focus (white), Heighten Spell, Holy Magic, Hover, Iron Will (obsession: protecting the world), Leadership, Loyal, Spell Focus (white), Wingover.

Breath Weapons: Laser breath 24d8 fire, Reflex save (DC 24) avoids; diflasher 24d10 astral, Reflex save (DC 22) avoids.

**POSSESSIONS:** Priestly robes, headband of office.

**SPELLCASTING:** 105 spell slots, 3 used.

*White Magic Spells* (Fort +30, control +38, base DC = 23 + one-fifth spell DC): ray freeze.



## SYLPHIEL

Sylphiel is the beautiful daughter of Eruk, an influential man in the city of Sairaag. She is of average height with long dark hair, and her face is caring and gentle. She dresses in elaborate yet modest clothing composed of shades of purple, blue, green, and gold. Perhaps these have a religious significance, for she is a shrine maiden. The epaulets and gold piping reinforce the idea that this is a type of uniform.

Although Sylphiel's home life is only briefly on-stage, one can deduce several things from it that reveal her character. Her mother is nowhere to be seen and no one refers to her. It is possible she died, leaving Sylphiel to be raised by her father. The number of books in the home and her refined manner speaks of a good education and upbringing. She is apparently the only child and, if Eruk's wife indeed died, it is possible he sheltered and



protected her as the only part of his family left. She clearly dearly loves him and it tears her apart to see him raised from the dead in Phibrizzo's thrall in *Sinister Trap! The Mysterious City of Ghosts!*

While both Sylphiel and Amelia are innocent of the world around them, Sylphiel lacks Amelia's temper. Anger and hate are alien to Sylphiel. On the other hand, she is the most feeling of the characters in *The Slayers*. When others grow angry, she becomes sad or even weeps. When danger threatens, she thinks only of the safety of others. She shows this most clearly in two places: first, she intervenes to protect Gourry from Zangulus in *TROUBLE! Rahanimu, the Furious Fish Man*, in spite of Zangulus's deadly skill. Then, in *YES! Final Hope, the Blessed Blade*, she revives Lina from near-death, even though the process leaves her drained.

Sylphiel and Lina are almost opposites in personality, yet they have something in common: both have feelings for Gourry, though Lina has yet to admit it to herself. Sylphiel, on the other hand, is in love with Gourry. She is overjoyed to see him when he, Lina, and Amelia sneak into Sairaag in *RETURN! The Red Priest is Back!* With a trust inspired by love, she believes he could never commit the crimes of which Eris had accused him and gives him and his friends shelter in her father's house. She even forgives him, or, at least, fails to notice when all Gourry remembers of her is her great cooking.

Ever sensitive to others, Sylphiel notices Lina's feelings toward Gourry, even before Lina admits it to herself. In *Upset! Gourry vs. Zangulus*, she confesses to Lina that she fears for Gourry. When Lina admits that she, too, worries about him, Sylphiel knows for certain that Lina loves Gourry. Although she learns the Dragon Slave to compete for Gourry's affections, Sylphiel recognises Gourry's love for Lina in *Go To NEXT! And Then Again...* and is at peace with it.

## SYLPHIEL

Female Human Nbl 2/Pri 5/ShM 10; CR 17; Medium humanoid (human); HD 2d8 (Nbl) plus 5d6 (Pri) plus 10d6 (ShM); hp 71; Init +2; Spd 30 ft.; AC 19, touch 19, flat-footed 10; Base Atk +8; Grp +9; Atk +9/+4 melee (1d3+1, unarmed strike); SA Smite evil 2/day; SQ Defence barrier +60, detect evil, divine grace, divine health, fascinate, great faith +10, inspire courage +1, lay on hands (15), recognition, sense aura, sense evil, spellcasting +10; SV Fort +7, Ref +12, Will +20; AL LG; Str 12, Dex 14, Con 11, Int 12, Wis 16, Cha 17.

**SKILLS AND FEATS:** Concentration +10, Craft (cooking) +24, Diplomacy +21, Gather Information +9, Heal +18, Knowledge (arcana) +6, Knowledge (local) +6, Knowledge (religion) +12, Sense Motive +21, Spellcraft +15, Spot +5, Vision +17; Beautiful, Brew Potion, Combat Casting, Craft Talisman, Fast Learner, Oblivious, Skill Focus (Craft: cooking), Skill Speciality (Heal, Vision), Spell Focus (white), Spell Mastery (*dragon slave, protection*).

**POSSESSIONS:** Rod, shrine maiden outfit.

**SPELLCASTING:** 61 spell slots, 12 used.

*Common Spells* (Fort +7, control +10, base DC = 10 + one-fifth spell DC):  
flare arrow, healing

*Sorcery Spells* (Fort +7, control +11, base DC = 16 + one-fifth spell DC):  
dragon slave

*White Magic Spells* (Fort +17, control +13, base DC = 20 + one-fifth spell DC):  
protection, recovery, resurrection, suspend, water walking



## VALGAAV

Valgaav is the major antagonist of *Slayers Try*; his goal is first to kill Lina Inverse in revenge for Gaav's death and then he decides to destroy the entire universe. A figure with a tragic past, he achieves redemption at the end. He makes his first appearance in *Doubtful? A Letter From Home!*

He is tall and thin, with green hair and a black horn projecting from his forehead. He wears loose white pants and a vest with no shirt. He looks like an angry man in his late teens or early twenties, an image of dangerous sensuality. Later in the series, his dragon nature becomes hard to restrain and his right arm and shoulder are turned into that of a black Ancient Dragon.

Valgaav is the loyal servant of Gaav, the Demon Dragon King. Born to the pacifist Ancient Dragon Race and named "Val," as a child he witnessed the massacre of his kind by the Gold Dragons. For years he was on the run from them, until he grew into his adolescence. Desperate and dying in a desert, Gaav came to him and offered him a new life and a chance for revenge against those who had hurt him — if he would swear loyalty to the Mazoku. Val agreed, and Gaav killed him and then resurrected him as a member of the Monster Race. He thus had the powers of both an Ancient Dragon and a Mazoku.

Seeing the role Lina played in the destruction of Gaav and Hellmaster Phibrizzo, Valgaav knew he needed allies to attack her. The appearance of the Overworlders presented him with his chance, and so he took service with Almayce. He would help them find the missing Darkstar weapons in return for the power to kill Lina. This alliance fell apart when Almayce decided Valgaav put his own goals first and Valgaav grew impatient with Almayce's insistence that they find Galvraya first.

The torment of Valgaav's past has driven him to a nihilistic view of life that makes him desire his own destruction. He seeks to release Darkstar into the universe he and Lina share in order to destroy it and himself, too. His plan partially succeeds in *An Explosive Situation! The One Who Holds The Key!*

Or does it? Darkstar indeed almost makes it through the gate and does consume Valgaav, but that is not his end. Merged with Darkstar, he learns the truth: Darkstar is really a merger of Dugradigdo and Volphied, whose memories live on in Darkstar. Valgaav realises both beings desire the destruction of all the universes — the Overworld, the world of Ceiphied, and all the others. Sick of the eternal meaningless war their creator, the Lord of Nightmares, locked them into, the combined entity wants to slay all the gods and Mazoku and reduce everything to primal Chaos so it can start over again, free of manipulation. Valgaav almost succeeds, but Lina fulfils the prophecy and destroys him.

Or does she? After the battle in *Try Again! When All Returns To White!*, Filia finds an egg with a baby ancient dragon inside. Valgaav will be reborn to a new life.



## VALGAAV'S STATS

Valgaav is nearly impossible to stat. As the last of the Ancient Dragons and a Mazoku lieutenant of Gaav, it is impossible to tell what portion of his powers come from his mortal form, what part come from his Mazoku rebirth, and what portion are simply due to his unique set of circumstances. As a direct lieutenant of Gaav, his power level for just his Mazoku abilities should be roughly equivalent to Xellos. The addition of Ancient Dragon powers (not defined in the series) gives Gaav powers that could edge out Xellos, the most powerful of the Mazoku short of the Five Servants.

If you wish to add Valgaav to your campaign, we recommend adding together golden dragon and master Mazoku stats, raising the Hit Dice for the Mazoku to the maximum allowed. According to the series, ancient dragons are even more powerful than golden dragons. They are certainly larger, and ostensibly have more powerful magic. Whether or not they serve the Gods as the golden dragons do is unknown, though it seems likely they do not given some of Valgaav's statements. It is uncertain whether he has any class levels, or what classes he may have.

## VRUMUGUN

Soft-spoken and dispassionate, the sorcerer Vrumugun is the bane of Lina's existence for much of the second half of *The Slayers*. He is the partner of the swordsman Zangulus. The pair are a team of bounty-hunters who ruthlessly pursue the Slayers from Seyruun to Sairaag. Vrumugun also poses one of the greater mysteries of the series.

Taller than average, Vrumugun has a habit of hunching his shoulders and partially bowing his head, making him appear shorter than he is. He



wears black robes that hide his body and his brown hair falls in long bangs that, while they partially conceal half-lidded eyes, fail to hide the large red gem stuck to his forehead. His appearance and mannerisms combine to give him an air of quiet, but deadly, menace.

Vrumugun is the thinker of the team, and his decision to set an ambush for Lina in the mountains outside of Sandoria indicates he gives the orders. Since Eris controls him, it is possible that he hired Zangulus on her orders. He likes to hang back and let Zangulus make the first attack, to distract their opponents. Then, Vrumugun will materialise or float in from another angle and make a sneak attack.

After his first appearance in *MONEY! Knock Out Those Bounty Hunters!*, he appears time and again, even after Lina kills him with a Dragon Slave spell in *NAVIGATION!* The mystery climaxes in *RETURN! The Red Priest is Back!*, when Lina confronts Vrumugun, kills him, and then is faced with three more. Vrumugun agrees with her deductions and admits that he is indeed one of several "copy men" or clones. The red gems are the instruments of Eris's control, just as it is with Copy Rezo. Though Zelgadis kills all the Vrumugun clones soon thereafter, the question of whether he could return again is left open.

Another intriguing question surrounds Vrumugun, one that the series leaves unanswered: where is the original Vrumugun? The gem of control the first Vrumugun wears in *MONEY!* indicates that he, too is a clone. Was the first Vrumugun a bounty-hunting sorcerer who met his end at Eris's hand? Was he also a servant of Rezo, a rival of Eris who had to be eliminated? Or is he still out there, somewhere, waiting his own chance to take revenge on Lina? The answer comes at the end of *Slayers Next*. There in the crowd attending Martina and Zangulus's wedding in *Go To NEXT! And Then Again...* is Vrumugun ... or, at least, another clone.

### COPY VRUMUGUN

Vrumugun is a copy. The original would be more powerful, with roughly twice the character levels. As a copy, Vrumugun's abilities may vary from one incarnation to the next. The numbers shown here are typical.

### VRUMUGUN

Male Human Wiz 7/Sha 3/Sor 3; CR 13; Medium humanoid (human); HD 7d6+21 (Wiz) plus 3d6+9 (Sha) plus 3d6+9 (Sor); hp 103; Init +1; Spd 30 ft.; AC 18, touch 18, flat-footed 10; Base Atk +7; Grp +7; Atk +7/+2 melee (1d3, unarmed strike); SQ Advanced casting (white), defence barrier +25,

magical training +7, sense aura, shamanist focus +3, sorcery focus +3, spellcasting +13; SV Fort +10, Ref +5, Will +12; AL N; Str 10, Dex 12, Con 16, Int 16, Wis 13, Cha 8.

**SKILLS AND FEATS:** Climb +8, Concentration +22, Diplomacy +5, Gather Information +4, Hide +4, Intimidate +5, Knowledge (arcana) +8, Knowledge (local) +8, Knowledge (nature) +10, Listen +6, Search +12, Sense Motive +8, Spellcraft +18, Spot +9, Summoning +7, Survival +6, Use Magic Device +7; Dignified, Dodge, Empower Spell, Extend Spell, Fork Spell, Heighten Spell, Magical Blood, Mobility, Skill Focus (Concentration), Spell Mastery (*dimensional portal, golem, sphere of earth*).

**POSSESSIONS:** Sorcerer outfit, heavy cloak, *jewel of control*.

**SPELLCASTING:** 67 spell slots, 11 used.

*Common Spells* (Fort +19, control +18, base DC = 13 + one-fifth spell DC): *freeze arrow, freeze bit, iceball, levitate*

*Shamanist Spells* (Fort +15, control +16, base DC = 16 + one-fifth spell DC): *dug crystal, golem, sphere of earth*

*Sorcery Spells* (Fort +15, control +18, base DC = 18 + one-fifth spell DC): *icicle lance*

*White Magic Spells* (Fort +12, control +14, base DC = 14 + one-fifth spell DC): *dimensional portal*



### ZANGULUS

Zangulus is a wandering swordsman who, with Vrumugun, forms part of a team of bounty-hunters dedicated to capturing Lina, Gourry, and Zelgadis. He is an intense and focused man of action. Zangulus first appears in *MONEY! Knock Out Those Bounty Hunters!*, when he and his partner help Amelia capture Lina and Gourry. He and the sorcerer bedevil the heroes' path all the way to Sairaag. He last surfaces in *Slayers Next*, in which he still hunts Gourry but also helps defeat Phibrizzo.

Zangulus is taller than average, with long dark hair that falls past his shoulders and hides one eye. He drapes a travelling cloak over one shoulder: the other he keeps uncovered for quick access to his sword. He wears the tall, pointed hat of a wandering pilgrim or a witch-hunter. Zangulus's eyes are always on his target, evaluating his foe and looking for an opening to attack.

As a dashing swordsman, Zangulus takes the point in any attack. He leads from the front and heads for the strongest foe, as in *PASSION! Shall We Give Our Lives for the Stage?* Vrumugun can then appear quietly and attack from another angle, often with surprise. While they work well as a team, there is little friendship between Zangulus and Vrumugun. Vrumugun makes

decisions for the pair, and Zangulus shows little or no grief when the cloned sorcerer dies. Indeed, it is unclear if Zangulus knew that Vrumugun was a clone controlled by Eris.

Although mercenary, Zangulus does have a code of honour. While Vrumugun is willing to kill bystanders and threaten children, Zangulus will only do what is needed to capture his target. He does not appear cruel. Fighting Gourry in *TROUBLE! Rahanimu, the Furious Fish Man*, Zangulus pulls his blow and knocks Sylphiel aside when she moves to protect an injured Gourry. A swordsman of his skill easily could have killed her; instead, he merely disables her. He is not an altruist, however. The problems of others are no concern of his.

Zangulus does have weaknesses, however. One is minor, but the other is quite serious. First, unlike Gourry, Zangulus is vain about his looks. He clearly takes time to get his image just the way he wants it. Hurting that self-image, as when Gourry smacks his face in *TROUBLE!*, can cause him to retreat.

Further, he has a serious problem with his pride as a swordsman. Obsessed with being the best, he develops a fixation with fighting and defeating Gourry. He comes to care for that more than the successful completion of his Eris's mission, which leads him to disobey Vrumugun and seek out Gourry on his own. Left unanswered is the question of how many other assignments Zangulus has botched because of his pride.

His obsession also leads to an unintended consequence: pursuing Gourry to Sairaag in *Slayers Next*, he meets Martina, who immediately falls in love with him. Drawn together by the danger they faced in Phibrizzo's temple, they are married in *Go To NEXT! And Then Again...*

### ZANGULUS

Male Human BnH 8/Swd 7; CR 15; Medium humanoid (human); HD 8d8+24 (BnH) plus 7d12+21 (Swd); hp 139; Init +3; Spd 30 ft.; AC 22, touch 22, flat-footed 10; Base Atk +15; Grp +17; Atk +25/+20/+15 melee (1d8+9/17-20, *Howling Sword: Part Two*); SQ Evasion, glamorous reputation, improved evasion, improved uncanny dodge, judge opponent, style (single weapon: +2 attack), swift tracker, trap sense +1, uncanny dodge, wild empathy; SV Fort +13, Ref +14, Will +5; AL N; Str 15, Dex 17, Con 15, Int 14, Wis 12, Cha 10.

**SKILLS AND FEATS:** Balance +15, Bluff +10, Gather Information +10, Hide +13, Intimidate +14, Jump +16, Move Silently +13, Reputation (heartless bounty hunter), Spellcraft +5, Spot +13, Survival +7, Swim +12, Taunt +14, Tumble +14, Use Magic Device +9; Bold (phobia: unknown), Combat Reflexes, Dodge, Dramatic Zeal, Glib, Mobility, Power Attack, Toughness, Track, Weapon Focus (long sword), Weapon Specialisation (long sword).



**POSSESSIONS:** Tattered hat, heavy cloak, the *Howling Sword: Part Two*  
*Howling Sword*: +5 keen long sword of speed; special attack: Use Magic Device (DC 15) to activate; area: 120 ft. line (S); 10d6 sonic damage, Reflex save (DC 26) half.

**SPELLCASTING:** 2 spell slots, 1 used.

*Common Spells* (Fort +13, control +2, base DC = 12 + one-fifth spell DC):  
dash

## MINOR CHARACTERS

These are characters who appear for one or two episodes only, or play minor background roles.



### ALFRED

Alfred is the son of Prince Christopher, the younger brother of Prince Philionel of Seyruun, and thus Amelia's cousin. He is a young man in his late teens with a clean-shaven face and dark hair. He owns two mansions in Seyruun, one of which is outside the city. While he is pleasant on the surface, Alfred is jealous of Amelia, because, as Phil's daughter, she stands to inherit the throne. He plots to place his father on the throne, instead, so he can inherit one day. To this end, Alfred makes a deal with the Mazoku Kanzel and Mazenda to assassinate Prince Phil. His greed costs him his life, however, and he is murdered by the Mazoku in *The Unexpected End? The Shocking Truth!*

### LORD ALFRED OF SEYRUUN

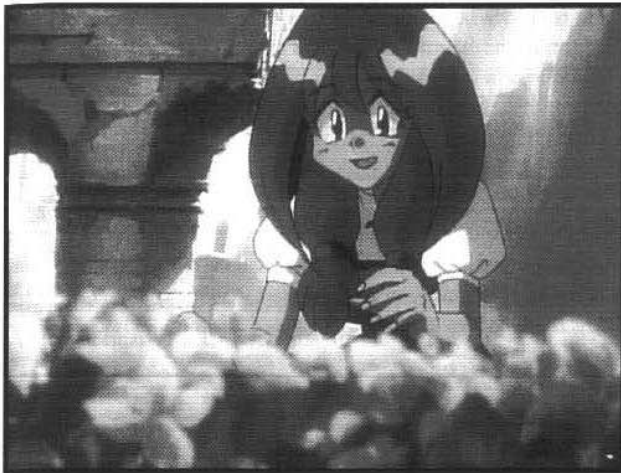
Male Human Nbl 4; CR 4; Medium humanoid (human); HD 4d8+4; hp 27; Init +0; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +3; Grp +2; Atk +2 melee (1d8-1/19-20, longsword); SQ Fascinate, inspire competence, inspire courage +1, line of credit, recognition; SV Fort +2, Ref +4, Will +2; AL LE; Str 9, Dex 11, Con 13, Int 13, Wis 7, Cha 15.

**SKILLS AND FEATS:** Bluff +11, Diplomacy +15, Gather Information +9, Knowledge (nobility) +8, Perform (Oratory) +9, Reputation (noble of Seyruun) +9, Sense Motive +7, Taunt +9; Combat Expertise, Dignified, Skill Speciality (Bluff, Sense Motive).

**POSSESSIONS:** Masterwork longsword, 30 gp.

### ANNA

Anna is an orphan who lives in a dying mining town: the gold and water are running out, and most people are leaving. She is about six or seven years old, has long dark hair, and wears the sensible clothes of a housewife. Anna



loves flowers and tends a flower-bed planted with her late mother's favourites, sparing them some of the water that is becoming so short. Anna is also an optimist, believing her mother's stories of how a hero will one day save the town. In *A Hero's Advent? For Whom Does The Young Girl Pray?*, she meets the Overworlder Sirius when he comes searching for the fifth Darkstar weapon and is convinced he is the hero. Her faith is justified when he inadvertently unleashes a new water source, saving the town. Anna's sincerity may have been a factor in convincing Sirius that it would be wrong to destroy humanity in the battle with Darkstar.

## ANNE

Anne was the sole human love of Joe, the mad doll-maker who isolated himself in Artemay Tower. According to legend, she was turned into a doll because Joe wanted to keep her forever. Whether this is true or just a story told by Xellos remains uncertain.



## ASHFORD

Ashford is the chef in *Sudden Cooking! Follow the Phantom Dragon!* who specialises in the famed Dragon Cuisine. He dresses in a cowboy costume and carries himself like a Western gunslinger, complete with chef's knives in holsters. Ashford is superbly skilled with his knives. When the staff dishonour him by serving orc meat to Lina and her friends after they had ordered Dragon Cuisine, he offers to fix them a full-course Dragon Cuisine feast. He also does this because each of the Slayers look like someone from the family he lost long ago.

## ASHFORD

Male Human Lrm 8; CR 8; Medium humanoid (human); HD 8d6+24; hp 57; Init +2; Spd 30 ft.; AC 15, touch 15, flat-footed 10; Base Atk +4; Grp +7; Atk +10 melee (1d4+3/19-20, masterwork cleaver); SA Nerve bundle strike, secret strike; SQ Lore of common knowledge (Tumble), lore of weapons, loremaster knowledge; SV Fort +5, Ref +4, Will +8; AL NG; Str 16, Dex 15, Con 16, Int 14, Wis 14, Cha 8.

**SKILLS AND FEATS:** Appraise +7, Climb +8, Concentration +12, Craft (cooking) +16, Diplomacy +5, Jump +15, Knowledge (cooking) +13, Knowledge (dragon anatomy) +13, Knowledge (local) +11, Listen +7, Profession (chef) +13, Search +11, Spot +7, Survival +7, Tumble +17; Dramatic Zeal, Skill Focus: Craft (cooking), Power Attack, Weapon Focus (cleaver).

**POSSESSIONS:** Western hat, locket, masterwork cleaver in custom-crafted chef's knife belt, cowboy boots of jumping +5, spurs.



## AUNTIE AQUA

Auntie Aqua is the guardian of the Temple of Sand, which holds a complete copy of the Claire Bible. She appears as a short elderly woman of pleasant demeanour, bent and wrinkled with age. Her apparent fragility makes people of good heart want to protect her. She is, however, an aspect of the Water Dragon King — a sentient remnant of his thoughts. Unlike most of the servants of Ceiphied, the Gold Dragons, she seems to have a high regard for humans: she takes great risks to protect Lina and the others from Gaav's attacks in *Disclosure At Last?! Xellos' True Form!*

### AUNTIE AQUA'S STATS

As a unique being and the last remaining consciousness of the Water Dragon King (one of the gods of the Known World), it is impossible to accurately stat Auntie Aqua. She has all the knowledge (and undoubtedly some of the magic) of the Water Dragon King at her disposal, and thus can answer any question (or lead petitioners to the correct answer). Her diminutive and elderly appearance is misleading, as she is only an illusion generated by the Claire Bible manuscript. She cannot be harmed save by the destruction of the Claire Bible manuscript itself, to which her existence is tied.

## BALD EAGLE DAI

Bald Eagle Dai is the leader of Peaceman, a group of elderly villagers who pretend to be warriors for justice. He appears to be in 70s or 80s and wears red armour. Dai has a bad temper and is the most insistent that Amelia



and Gourry join their group. They meet him in *The Right Person In The Right Place!* Amelia In *The Village Of Justice!*

### CALLY AND PAULA

This mother-daughter duo run an extortion racket that forces wealthy men into marriage and then fleeces them of their money. Cally is a sorceress of some ability, who uses her magic to coerce bachelors to marry her daughters. She is an older woman, probably in late middle age, and dresses in a conservative fashion befitting a matron. Her daughter Paula is in her late teens. Raven-haired, her face bears a look of contempt for everyone other than Cally. Neither woman shows any regard for anything or anyone other than money. It is unknown if they survived the destruction of Hallas Ryzu's house *OH NO! Lina's Wedding Rhapsody!*



### CALLY

Female Human Wiz 6/Sor 6; CR 12; Medium humanoid (human); HD 6d6 (Wiz) plus 6d6 (Sor); hp 48; Init +2; Spd 30 ft.; AC 15, touch 15, flat-footed 10; Base Atk +7; Grp +7; Atk +7 melee (1d3, unarmed strike); SQ Defence barrier +20, magical training +6, sense aura, sorcery focus +6, spellcasting +12; SV Fort +7, Ref +6, Will +12; AL LE; Str 10, Dex 14, Con 10, Int 17, Wis 14, Cha 12.

**SKILLS AND FEATS:** Appraise +9, Bluff +9, Concentration +9, Diplomacy +12, Gather Information +9, Intimidate +11, Knowledge (arcana) +12, Knowledge (local) +12, Search +12, Sense Motive +10, Spellcraft +16, Spot +11, Taunt +11, Use Magic Device +10; Barbed Tongue, Bestow Curse, Dignified, Extend Spell, Fork Spell, Greater Spell Focus (sorcery), Heighten Spell, Magical Blood, Skill Speciality (Appraise, Gather Information), Spell Focus (sorcery), Spell Mastery (*damu bras, domination, flare arrow*).

**POSSESSIONS:** Noble outfit.

**SPELLCASTING:** 63 spell slots, 6 used.

*Common Spells* (Fort +15, control +14, base DC = 10 + one-fifth spell DC): *fireball, flare arrow*

*Sorcery Spells* (Fort +15, control +17, base DC = 22 + one-fifth spell DC): *damu bras, domination*

### CAPTAIN JARLOV

Captain Jarlov is the captain of the ghost-ship Zelgadis, Lina, and Filia encounter in *Pandemonium! Terror Of The Cursed Jar!* He cared more for his collection of antique jars than he did for his crew and so, in death, he was cursed to take the form of a jar and spend eternity watching the vengeful

spirits of his crew breaking his beloved jars over and over again. When Filia finally breaks the curse and lays his ghost to rest, his human form is revealed as that of a portly and elderly sea captain.

### DEMIA

Mr. Demia is one of the directors of the Atlas City Sorcerers' Guild and is in a race for the guild-master's position with his rival, Tarimu. Demia has a violent temper and flies into shouting rages easily. He also chews his thumb when nervous and has pointed ears, perhaps hinting at magical blood. Demia is nearly killed by Halcyform and, when last seen in *Staying Behind For The Sake of Love!*, has been turned into a creature partially made of stone.



### DILGEAR

Dilgear, the third of Zelgadis's lieutenants, is a hybrid of werewolf and troll. He has amazing strength and recuperative powers, but he lacks intelligence and judgement. Hot-headed and prone to speaking rashly, Dilgear often reveals valuable information in a rush to boast. He commands the beastmen who serve Rezo and is close to Noonsa. When Noonsa dies, he weeps with grief, although it might be grief that the other beastmen ate Noonsa before he could. Unlike the others, Dilgear's loyalty to Zelgadis is weak. When Rezo orders him to pursue the traitor, he eagerly agrees. He meets his end during the battle in the abandoned town in *Give Up! But, Just Before We Do, The Sure Kill Sword Appears!*

### DILGEAR

Male Half-Troll Beastman War 11; CR 12; Medium humanoid (beastman); HD 11d10+44 (War); hp 108; Init +4; Spd 30 ft.; AC 19, touch 17, flat-footed 12; Base Atk +11; Grp +16; Atk +19/+14/+9 melee (1d8+7/19-20, masterwork long sword); SQ Judge opponent, low-light vision, recovery (8/round), style (single weapon: +1 attack, +1 damage); SV Fort +11, Ref +3, Will +4; AL N; Str 20, Dex 10, Con 18, Int 10, Wis 12, Cha 9.

**SKILLS AND FEATS:** Climb +11, Intimidate +5, Jump +11, Listen +9, Spot +9, Survival +7, Taunt +7; Cleave, Great Cleave, Greater Weapon Focus (long sword), Improved Initiative, Improved Sunder, Scent, Power Attack, Weapon Focus (long sword), Weapon Specialisation (long sword).

**POSSESSIONS:** Masterwork long sword, traveller's outfit.

## DRAGON FANG BANDIT GANG

The Dragon Fang Gang is a band of bandits terrorising the land around Saman's Village. They are evidently quite successful, for they possess a walled fortress at the base of a mountain, their chief owns a pet dragon, and they have quite a bit of gold, which attracts Lina Inverse. They also possess the Orihalcon statue that contains the Philosopher's Stone Rezo seeks, which leads Zolf to infiltrate the gang. Lina destroys the gang in *Angry? Lina's Furious Dragon Slave!*

### BANDIT GANG MEMBER (Novice)

Male Human Bdt 1; CR 1; Medium humanoid (human); HD 1d10+1; hp 11; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +0; Grp +2; Atk +2 melee (1d8+2/19-20, long sword) or +2 ranged (1d6/x3, short bow); SV Fort +3, Ref +2, Will -1; AL N; Str 14, Dex 15, Con 13, Int 10, Wis 8, Cha 12.

**SKILLS AND FEATS:** Appraise +4, Bluff +5, Hide +6, Intimidate +7, Move Silently +6, Survival +5, Taunt +5; Bold, Power Attack.

**POSSESSIONS:** Leather armour, long sword, short bow.

### BANDIT GANG MEMBER (Experienced)

Male Human Bdt 3; CR 3; Medium humanoid (human); HD 3d10+3; hp 24; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 15; Base Atk +2; Grp +4; Atk +4 melee (1d8+2/19-20, long sword) or +4 ranged (1d6/x3, short bow); SA Sneak attack +1d6; SQ Ganging up; SV Fort +6, Ref +5, Will +2; AL N; Str 14, Dex 15, Con 13, Int 10, Wis 8, Cha 12.

**SKILLS AND FEATS:** Appraise +6, Bluff +7, Hide +7, Intimidate +11, Move Silently +7, Survival +7, Taunt +9; Bold, Loyal, Power Attack.

**POSSESSIONS:** Studded leather armour, long sword, short bow, small bag of loot.

### BANDIT GANG MEMBER (Veteran)

Male Human Bdt 6; CR 6; Medium humanoid (human); HD 6d10+18; hp 55; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 15; Base Atk +4; Grp +6; Atk +7 melee (1d8+2/19-20, masterwork long sword) or +6 ranged (1d6/x3, short bow); SA Sneak attack +2d6; SQ Ganging up, get 'em!; SV Fort +9, Ref +6, Will +3; AL N; Str 14, Dex 15, Con 14, Int 10, Wis 8, Cha 12.

**SKILLS AND FEATS:** Appraise +9, Bluff +10, Hide +11, Intimidate +14, Move Silently +11, Survival +10, Taunt +12; Bold, Loyal, Power Attack, Toughness.

**POSSESSIONS:** Masterwork studded leather armour, masterwork long sword, short bow, bag of loot.



### BANDIT LEADER (Beginning)

Male Human Bdt 8; CR 8; Medium humanoid (human); HD 8d10+8; hp 56; Init +0; Spd 30 ft.; AC 14, touch 14, flat-footed 10; Base Atk +6; Grp +8; Atk +9 melee (1d8+2/19-20, masterwork long sword); SA Sneak attack +2d6; SQ Band, ganging up, get em!; SV Fort +7, Ref +2, Will +5; AL N; Str 14, Dex 10, Con 12, Int 14, Wis 8, Cha 16.

**SKILLS AND FEATS:** Appraise +13, Bluff +14, Gather Information +14, Hide +11, Intimidate +16, Move Silently +11, Reputation (bandit leader) +14, Survival +12, Taunt +14; Bold, Glib, Iron Will (obsession: vast wealth), Leadership.

**POSSESSIONS:** Masterwork long sword, bag of loot.

*Bandit Gang:* Cohort: 11th; followers: 1st-25, 2nd-2, 3rd-1.

### BANDIT LEADER (Experienced)

Male Human Bdt 12; CR 12; Medium humanoid (human); HD 12d10+12; hp 82; Init +0; Spd 30 ft.; AC 15, touch 15, flat-footed 10; Base Atk +9; Grp +11; Atk +12/+7 melee (1d8+2/19-20, masterwork long sword); SA Sneak attack +4d6; SQ Band, gang, ganging up, get em!; SV Fort +9, Ref +4, Will +7; AL N; Str 14, Dex 10, Con 12, Int 14, Wis 8, Cha 17.

**SKILLS AND FEATS:** Appraise +17, Bluff +18, Gather Information +18, Hide +15, Intimidate +20, Move Silently +15, Reputation (bandit leader) +18, Survival +16, Taunt +18; Barbed Tongue, Bold, Dramatic Zeal, Glib, Iron Will (obsession: vast wealth), Leadership.

**POSSESSIONS:** Masterwork long sword, large bag of loot.

*Bandit Gang:* Cohort: 15th; followers: 1st-75, 2nd-7, 3rd-4, 4th-2, 5th-2, 6th-1.

### BANDIT LEADER (Veteran)

Male Human Bdt 16; CR 16; Medium humanoid (human); HD 16d10+16; hp 108; Init +0; Spd 30 ft.; AC 17, touch 17, flat-footed 10; Base Atk +12; Grp +14; Atk +15/+10/+5 melee (1d8+2/19-20, masterwork long sword); SA Sneak attack +5d6; SQ Band, gang, ganging up, get em!, mob; SV Fort +11, Ref +5, Will +8; AL N; Str 14, Dex 10, Con 12, Int 14, Wis 8, Cha 18.

**SKILLS AND FEATS:** Appraise +21, Bluff +23, Gather Information +23, Hide +19, Intimidate +25, Move Silently +19, Reputation (bandit leader) +26, Survival +20, Taunt +23; Barbed Tongue, Bold, Dramatic Zeal, Glib, Iron Will (obsession: vast wealth), Leadership, Skill Focus (Reputation).

**POSSESSIONS:** Masterwork long sword, piles of loot.

*Bandit Gang:* Cohort: 22nd; followers: 1st-315, 2nd-27, 3rd-14, 4th-9, 5th-5, 6th-4.



### ERUK

Sylphiel's father, Eruk, is a man of some wealth and influence in Sairaag, perhaps a merchant, scholar, or town councillor. Although he casts no spells, the many books in his large home suggests great learning. His greying beard and hoarse voice hint that he is in middle age or even older. He may be a widower. Eruk's gentleness and Sylphiel's naïveté give testimony to his doting over his daughter; she has been quite sheltered. He is also fond of Gourry, for he refuses to believe Gourry committed the crimes he is accused of. Copy Rezo kills Eruk when he destroys Sairaag in *SHOCK! Sairaag Falls!*

### EVIA

A Mazoku whose basic form is a shapeless mass of water. It has powers over cold, freezing, and water. Evia tries to kill the Slayers in *They're Talking About a Girl Named Zelgadis?!* as part of Gaav's plot, but the Slayers destroy it, instead.



### FIGHTING DRAGON'S BLOOD MACHO BATTLERS

This is a gang of bandits who, Xellos says, may hold a copy of the Claire Bible. The gang's theme is wrestling, machismo, and body-building. Each member wears a professional wrestler's costume, some quite elaborate, and they try to intimidate outsiders by flexing their pectoral muscles. The gang is defeated when the Slayers, with Xellos' encouragement, raid their fortress in *The Roguish Priest! His Name is Xellos!*

### GEN THE WOLF

A cool double-sword fencer, at least in his own words, Gen the Wolf is a member of the Peaceman group, a band of elderly villagers pretending to be Warriors of Justice. He wears blue armour and seems to be close to Reika. Amelia and Gourry meet him in *The Right Person In The Right Place! Amelia In The Village Of Justice!*

### GRAVOS

A green beastman, Gravos is the loyal servant of Valgaav. He is seven or eight feet tall, green, and shaped like a hulking humanoid with a long, thick tail. Gravos is immensely strong, and this is one of his two saving graces, besides his total loyalty to anyone who treats him fairly. Gravos was mistreated years ago: others of his own kind put out his right eye and left him for dead. Valgaav saved him and made him the chief of his beastman servants. While strong, Gavros is not very intelligent and cannot master the power of Almayce's weapon when he tries to use it in battle with Lina. An explosion launches him into orbit, where he stays until rescued by Filia. True to his character, he becomes her loyal henchman with his friend Jillias after the defeat of Darkstar.



### GRAVOS

Male Beastman Bdt 6/War 6; CR 12; Medium humanoid (beastman); HD 6d10+30 (Bdt) plus 6d10+30 (War); hp 124; Init +3; Spd 30 ft.; AC 17, touch 17, flat-footed 10; Base Atk +10; Grp +13; Atk +13/+8 melee (1d8+5/19-20, long sword); SA Sneak attack +2d6; SQ Ganging up, get 'em!, judge opponent, low-light vision, style (two-handed weapon: +1 damage); SV Fort +14, Ref +3, Will +4; AL N; Str 17, Dex 8, Con 18, Int 10, Wis 10, Cha 12.

**SKILLS AND FEATS:** Climb +11, Intimidate +14, Jump +11, Listen +8, Reputation (bandit leader) +16, Search +6, Spot +8, Survival +12, Use Magic Device +6; Cleave, Endurance, Exotic Weapon Proficiency (firearms), Improved Initiative, Improved Unarmed Strike, Leadership, Power Attack, Toughness.

**POSSESSIONS:** Long sword, bandit outfit.

*Bandit Gang:* Cohort: 11th; followers: 1st-25, 2nd-2, 3rd-1.

### HALLAS RYZU

Hallas Ryzu is a handsome young man of about 15 years, and the only son of a wealthy clan. His house, a mansion with several stories and many fine rooms, bears this out. The elegant furnishings and high-quality clothes also

speak of great wealth. Desperation has clouded Hallas's judgement, however. In *OH NO! Lina's Wedding Rhapsody!*, he proposes a sham marriage to Lina, neither considering Cally's reaction nor the legal consequences. He is also easily swayed by beauty: once he sees Lina in her wedding dress, he makes his marriage proposal real. His fate is unknown after Lina destroys his house in the battle with Cally.

## HONAR

A Fishman and the father of Lila, Honar opposes her romance with the human Kerel in *Immediate Results! Love Is In The Tiny Differences!* Although he appears gruff and stubborn, he wants to spare his daughter the hurt he felt when his love-affair with a human failed long ago. Seeing the depth of their love and unable to resist Amelia's arguments, he eventually consents.



## JOE

A legendary figure who may or may not have existed, Joe hated his fellow humans. He loved dolls and puppets, however, perhaps showing a need to control all around him. To escape humans, he isolated himself in Artemay Tower. He did love one human: the woman named Anne, whom he kidnapped and made into a doll. When the villagers came to rescue her, he made them into dolls, too. Xellos tells his story in *A Big Crash! The Battle at Artemay Tower!* When Lina invades the tower and confronts "Joe," he turns out to be a puppet under the control of a Mazoku disguised as the "Anne" doll.

## KANZEL

A Mazoku in the service of Gaav, Kanzel and his partner Mazenda infiltrate Seyruun as human sorcerers who take service with Prince Phil's brother, Christopher. He is supposedly allied with Christopher's murderous son, Alfred, to kill Phil so Christopher would take the throne with Alfred as his heir. His real plan, however, is to take control of Seyruun for his master, Gaav, the Demon Dragon King. His plans change to include killing or recruiting Lina Inverse once she and her companions come on the scene. He is excellent at moving between dimensions and uses this to his advantage in battle, disappearing and appearing suddenly where his opponents least expect him. He is more patient and probably more intelligent than Mazenda, but Lina eventually kills him in *The Unexpected End? The Shocking Truth!* Like most Mazoku, Kanzel wears a perpetual sneer when in human form, in which he has blue skin and upswept green hair.



## KANZEL

Male Master Mazoku Maz 25/Rog 5; CR 25; Medium outsider (chaotic, evil); HD 25d8+75 (Maz) plus 5d8+15 (Rog); hp 239; Init +6; Spd 30 ft., fly 80 ft. (perfect); AC 32, touch 32, flat-footed 22; Base Atk +28; Grp +32; Atk +32 melee (1d3+4, unarmed strike); SA Mazoku power, sneak attack +3d6, sorcery manipulation; SQ Alternate form, astral form, astral phasing, contract, darkvision 60 ft., evasion, immune to poison and disease, outsider traits, trapfinding, trap sense +1, uncanny dodge; SR 35; SV Fort +18, Ref +24, Will +22; AL CE; Str 18, Dex 23, Con 16, Int 21, Wis 17, Cha 22.

**SKILLS AND FEATS:** Bluff +31, Diplomacy +30, Disguise +21, Escape Artist +26, Gather Information +31, Hide +26, Intimidate +28, Knowledge (arcana) +20, Knowledge (the planes) +25, Knowledge (religion) +20, Listen +18, Move Silently +26, Search +20, Sense Motive +18, Sleight of Hand +23, Spellcraft +32, Spot +23, Summoning +34, Taunt +32, Tumble +21, Use Magic Device +26, Vision +28; Augment Summoning, Barbed Tongue, Code (Mazoku), Combat Expertise, Dodge, Flyby Attack, Glib, Improved Natural Attack (claws), Iron Will (obsession: chaos), Mobility, Power Attack.

**Alternate Form:** Kanzel's alternate form is a size Large dark blue humanoid. He appears to be covered in chitinous blue plates, with green hair and skeletal wings made of white bone blades. He has clawed hands and his midsection is missing, with upper and lower white fangs all around it like a misplaced, extra-dimensional mouth.

**Mazoku Power:** Kanzel's Mazoku power is dimensional manipulation. He can use this to slice physical reality into pieces, such as when he cuts a huge section of land with Alfred's estate from the ground. With this, he can strike from many places at once using the physical attacks of his Mazoku form. He can also deliver direct damage of 12d10, Reflex save (DC 28) for half.

**POSSESSIONS:** Sorcerer outfit.

## KARUAS

Karuas is a wizard in Atlas City and the bodyguard of Mr. Demia. In *A Wonderful Business! Being a Bodyguard Isn't Easy!*, he hires Amelia and Zelgadis to protect Demia against Tarimu's thugs. When Lina and Gourry come to Demia's mansion in Tarimu's service, he surprises them with an earth-to-mud spell. Karuas is a more formidable spellcaster than he looks, because Demia gave him a magic item as a gift: epaulets made from bound demons. They can each cast a spell, which allows Karuas to cast three spells at once. He is thus very confident in his abilities.

## KEITH BALZAC

The son of Rudo Balzac, Keith is also his arch-rival at Brass Racquets. He believes in the priority of skill and technique over raw determination. Keith is a cocky, handsome man who wears a trench coat and sunglasses. In *Bitter Curve Balls! Gutsy Fast Balls!*, Keith hires Martina as his partner for the big Brass Racquets tournament, but Lina and Rudo defeat them.

## KEREL

A human shipwrecked on an island of Fishmen, Kerel has fallen in love with his rescuer, the Fishwoman Lila, and she returns his affections. Kerel is a slightly built youth with brown hair and a clean, earnest face. He is perhaps 17 years old. He is desperate to gain the approval of Honar, Lila's father, but nothing he says makes a difference. Amelia takes up their cause and devises a plan to recover the magic artefact that will solve their problems. It does and, in *Immediate Results! Love Is In The Tiny Differences!*, Kerel becomes a Fishman out of love for Lila.



## LILA

Lila is a young Fishwoman who falls in love with Kerel, a shipwrecked human she rescues from the sea. Lila looks like a large, pink fish with human arms and legs, and large but human-seeming eyes. She is heartbroken over her father's refusal to let her and Kerel wed and considers ending the relationship. Amelia champions their cause, however, and figures a way for them to be together by using an ancient magic artefact. In *Immediate Results! Love Is In The Tiny Differences!*, Lila becomes human out of love for Kerel.

## MARCO

The son of the Queen of Baritone, Marco is a youth, about eight years old. He is in love with Sera, the daughter of the King of Alto — or so she believes. Mirroring the Baritone philosophy of putting results before high ideals, Marco really wants to steal the two magical vessels to destroy them and put an end to the senseless war between Alto and Baritone. In *Continuous Fire! The Wind-Swept Shore of Battle*, he hires Zeligadis, Amelia, and Xellos to help him steal the Black Magic Vessel of Baritone. Once he and Sera are together and the vessels destroyed, the two children fall to squabbling, just like their royal parents.



## MAZENDA

Mazenda is a Mazoku and the partner of Kanzel. Tricking Alfred into thinking they are there to help him, their real plot is to take over Seyruun for their master, Gaav. Like Kanzel, Mazenda has taken human form to infiltrate the royal court of Seyruun. When in human form, she looks like an exceptionally seductive redheaded woman. In her true form, she is a hideous purple Mazoku with flaming red hair and ruby red eyes and a mask-like face. Mazenda has the ability to pull others into a dimensional pocket where they can be killed away from the protection of Seyruun's defensive magic. She also has the power to create a magic pentagram that will seal off the power of any sorcerer caught within it. She does this to Lina, yet Lina destroys her with the Sword of Light in *The Unexpected End? The Shocking Truth!*

## MAZENDA

Female Master Mazoku Maz 25; CR 20; Medium outsider (chaotic, evil); HD 25d8+125; hp 245; Init +6; Spd 30 ft.; AC 30, touch 30, flat-footed 24; Base Atk +25; Grp +30; Atk +30 melee (1d3+5, unarmed strike); SA Mazoku power, sorcery manipulation; SQ Alternate form, astral form, astral phasing, contract, darkvision 60 ft., immune to poison and disease, outsider traits; SR 35; SV Fort +19, Ref +20, Will +18; AL CE; Str 20, Dex 22, Con 21, Int 18, Wis 10, Cha 25.

**SKILLS AND FEATS:** Bluff +23, Craft (alchemy) +25, Diplomacy +22, Disguise +18, Gather Information +23, Hide +17, Intimidate +30, Knowledge (arcana) +25, Knowledge (the planes) +20, Knowledge (religion) +15, Listen +13, Move Silently +17, Search +15, Sense Motive +16, Sleight of Hand +24, Spellcraft +27, Spot +20, Summoning +32, Taunt +30, Use Magic Device +18, Vision +20; Ability Focus (Mazoku power), Augment Summoning, Barbed Tongue, Code (Mazoku), Combat Reflexes, Dodge, Flyby Attack, Iron Will (obsession: chaos), Skill Focus (Summoning).

**Alternate Form:** Mazenda's alternate form is a purple, vaguely feminine monstrous form with ruby red eyes, no mouth, hood-like red hair, and a solid torso that reaches down to the floor and ruffles slightly around the ends, looking like a hideous parody of a woman's dress. She is size large, with long, clawed hands: +34 melee (1d6+9, 2 claws).

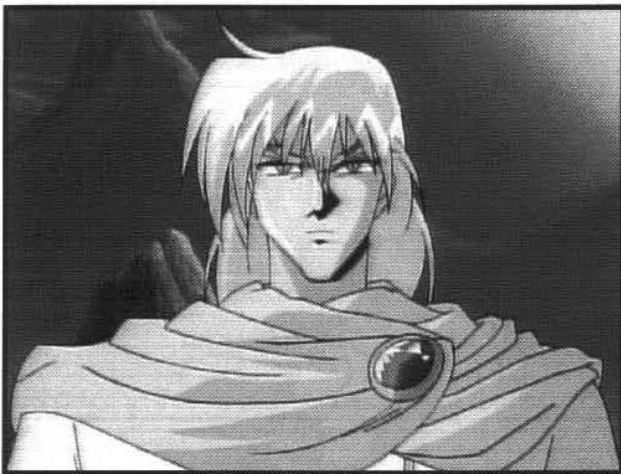
**Mazoku Power:** Mazenda's Mazoku power is her ability to create pockets of subspace. This allows her to create spaces somewhere between the Astral Plane and the Material Plane, where she can control reality and avoid the effects of holy magic. Her abilities can be used to warp subspace around others and pull them into it, with a Reflex save (DC 31) to avoid. She can also create small balls of subspace material that can explode, inflicting 12d10 points of

damage, with a Reflex save (DC 31) for half. Lastly, Mazenda can use her powers to cut a mortal's connection to the Astral Plane, and thus their magical abilities. The effect has a Will save (DC 31) to resist, possibly greater if the subject is in one of Mazenda's subspace pockets at the time. Once in effect, the victim's powers are bound until Mazenda chooses to release them (or dies).

**POSSESSIONS:** Sorceress's outfit.

## MILGASIA

Milgasia is a Gold Dragon, perhaps one of the leaders of the dragons who live near Dragon's Peak. In human form, he looks like a tall man with golden hair. He dresses in white and gold. Milgasia confronts the Slayers when they enter his valley in *No Other Choice! Set Course for Dragon Valley!*, and it is clear he hates Xellos. Fear of Xellos, however, makes him take Lina and the others to the gate of the Shrine of the Claire Bible. Milgasia is both compassionate and a skilled healer: he heals Lina and saves Amelia's life during the battle with Gaav. He is also known for a deadpan sense of humour and a fondness for jokes at others' expense.



## MILGASIA

Male Golden Dragon Pri 20; CR 26; Medium dragon; HD 20d6+40; hp 125; Init +1; Spd 30 ft.; AC 18, touch 18, flat-footed 10; Base Atk +10; Grp +12; Atk +12/+7 melee (1d3+2, unarmed strike); SA Breath weapons, smite evil 5/day; SQ Alternate form, damage reduction 10/magic, detect evil, divine grace, divine health, dragon faith, dragon magic, hunger resistance, lay on hands (80), longevity, low-light vision, remove disease 5/week, spellcasting +10; SR 31; SV Fort +12, Ref +11, Will +19; AL LG; Str 14, Dex 12, Con 14, Int 15, Wis 16, Cha 18.

**SKILLS AND FEATS:** Concentration +10, Control Shape +21, Diplomacy +13, Gather Information +14, Heal +16, Knowledge (arcana) +10, Knowledge (religion) +12, Listen +10, Search +8, Sense Motive +15, Spellcraft +20, Spot +10, Vision +10; Code, Dignified, Empower Spell, Flyby Attack, Heighten Spell, Hover, Skill Focus (Heal), Skill Speciality (Knowledge: arcana, Search, Spot, Vision), Spell Mastery (*resurrection, restoration*).

**Breath Weapons:** Laser breath 20d8 fire, Reflex save (DC 25) avoids; diflasher 20d10 astral, Reflex save (DC 25) avoids.

**POSSESSIONS:** Priestly robes.

**SPELLCASTING:** 42 spell slots, 9 used.

**Common Spells** (Fort +12, control +12, base DC = 12 + one-fifth spell DC): *healing*

**White Magic Spells** (Fort +17, control +19, base DC = 19 + one-fifth spell DC): *recovery, resting, resurrection, restoration, suspend*

## MIMI AND NENE

Beautiful twin sisters on a quest to become idol singers, Mimi and Nene are skilled martial artists who try to beat Lina to the treasure in *The Forbidden Dance? Where is the Strongest Spell?*. They are quite a formidable pair, as they hold their own in a fight with Amelia and Lina. Mimi and Nene dress in red gowns and wear their hair in buns. Mimi uses a war fan as a weapon, while Nene relies on a short staff.

## MIMI AND NENE

Female Human War 5/MrA 9; CR 14; Medium humanoid (human); HD 5d10+5 (War) plus 9d10+9 (MrA); hp 113; Init +4; Spd 30 ft.; AC 24, touch 24, flat-footed 10; Base Atk +11; Grp +13; Atk +18/+13/+8 melee (2d8+4, unarmed strike) or +16/+11/+6 melee (1d6+5, +3 staff or +3 fan); SA Embu toh-ketsu ha!, hien sen puuda 3/day, ho-oh ranbu kick; SQ Evasion, improved evasion, improved uncanny dodge, judge opponent, ki strike, style (unarmed: +1 attack), uncanny dodge; SR 24; SV Fort +11, Ref +11, Will +4; AL CN; Str 14, Dex 18, Con 12, Int 13, Wis 10, Cha 15.

**SKILLS AND FEATS:** Balance +18, Climb +14, Intimidate +14, Jump +18, Listen +10, Perform (sing) +15, Reputation (pop singer) +14, Spot +10, Taunt +14, Tumble +21; Dodge, Dramatic Zeal, Greater Weapon Focus (unarmed strike), Improved Unarmed Strike, Mobility, Stunning Fist, Weapon Finesse, Weapon Focus (unarmed strike), Weapon Specialisation (unarmed strike).

**POSSESSIONS:** Martial artist outfit, performer outfit, +3 staff or +3 fan.



## MOROS, KING OF XOANA

The father of Martina, the King of Xoana is a schemer who plots to conquer the world. From the evidence in *The Sudden Pinch! The Terror of the Monstrous Zoamelgustar!*, he is building his military forces with the objective of first conquering Seyruun, the most powerful of his neighbours. He also violates the sanctity of an ambassador by taking Amelia as a hostage. He has a weakness, however. King Moros is dominated by his daughter, Martina. He tolerates her devotion to her imaginary god, the "Monstrous Zoamelgustar," and finds it impossible to go against her when she puts her foot down. His plans come to ruin, however, when Lina destroys his castle, his golem, and much of his capital city with a Dragon Slave spell. He happily gives up his royal duties when Martina weds Zangulus in *Go To NEXT! And Then Again...*

## NOONSA

Noonsa is a Fish Man, a bizarre combination with the body of a huge fish and the arms and legs of a man. He is also the handsomest Fish Man in

his tribe, even if he does say so himself. Highly amorous by nature, Zelgadis and his aides use him as a torturer. When a prisoner will not co-operate, Noonsa gleefully administers his "kiss," swallowing the victim's head and licking it with his slimy tongue. Belligerent and bad-tempered, Noonsa's first response to a problem or challenge is to fight. Loyal to Rezo, Noonsa is killed by Zelgadis and then eaten by his friends.



## PAULU

Paulu is a young, impressionable Foxman, the son of a widowed Foxwoman who owns a farm in the Outer World. In *Three People, Three Ways! Where The Light Leads!*, he finds Jillas hurt and unconscious in a field, and he and his mother nurse him back to health. Paulu comes to love Jillas as an uncle and someone to be admired, and Jillas returns this affection. He is crushed when Jillas at first refuses to save the town, then thrilled with admiration as Jillas eventually takes action. Finally, he is heartbroken when Jillas leaves to fulfil duty to Lord Valgaav and take revenge on Lina Inverse.



## PRINCESS MIWAN

Miwan is the royal princess of Femille, a kingdom that allows only women within its borders. She is around 15 years old, with a slender figure, green hair, and a demure demeanour. Zelgadis rescues her at the start of *They're Talking About a Girl Named Zelgadis?!*, and it becomes clear she envies the Slayers free lives. Resentful of her fate, she resolves to destroy the Purification Shrine, but Zelgadis's counsel stops her. After her rescue from the Mazoku Evia, her secret is revealed: "Princess" Miwan is really a prince.

## RAHANIMU

Rahanimu is a Fish-Man who hides in the ruins of Sairaag. As he serves Eris and, through her, Copy Rezo, it is possible he is from the same tribe as Noonsa. Unlike Noonsa, Rahanimu can fly at incredible speeds, an ability he uses to harass Lina during the battle in Old Sairaag. Where Noonsa was vain about his looks and thought himself a lady-killer, Rahanimu sees himself as a great entertainer. He constantly sings scat songs to himself, and he likes to make an entrance with a disco dance move. He ends his life singing a duet after Zelgadis splits him in half.

## RALMUS

Ralmus was the leader of the crew that mutinied against the tyrannical Captain Jarlov in *Pandemonium! Terror Of The Cursed Jar!* As spokesman for the crew, he went to the Captain with the crew's complaints about being forced to work long hours to maintain his jar collection. Jarlov ignored the plea, and the crew revolted with Ralmus in the lead. All aboard were killed when a giant sea beast destroyed the ship. Like Jarlov, Ralmus was cursed: he became the dominant spirit in a collective being formed from the souls of the crew, cursed to wander the ship each night, breaking Jarlov's jars again and again. He is freed from his curse and laid to rest by Filia.



## RANDY

Randy is the younger brother of Prince Phil and third in line for the Seyruun throne. Wanting the throne for himself, Randy is jealous of Phil and plans to assassinate him in *KNOCK OUT! The Seyruun Family Feud!* His brother's trusted priest and advisor, he hires a wizard to summon demons and leads Phil and Lina into a trap. Amelia, who is determined to see justice done to her traitorous uncle, foils his plans.

### RANDY

Male Human Nbl 2/Wiz 6; CR 8; Medium humanoid (human); HD 2d8+2 (Nbl) plus 6d6+6 (Wiz); hp 46; Init +3; Spd 30 ft.; AC 17, touch 17, flat-footed 10; Base Atk +4; Grp +4; Atk +4 melee (1d3, unarmed strike); SQ Defence barrier +10, fascinate, inspire courage +1, magical training +6, recognition, spellcasting +6; SV Fort +6, Ref +8, Will +7; AL LE; Str 10, Dex 16, Con 12, Int 13, Wis 8, Cha 15.

**SKILLS AND FEATS:** Bluff +9, Concentration +7, Diplomacy +12, Gather Information +11, Intimidate +11, Knowledge (arcana) +6, Knowledge (local) +9, Spellcraft +10, Spot +3, Summoning +9, Taunt +11; Bestow Curse, Dramatic Zeal, Heighten Spell, Skill Focus (Summoning), Spell Mastery (fireball), Spell Penetration.

**POSSESSIONS:** Noble outfit.

**SPELLCASTING:** 16 spell slots, 1 used.

*Common Spells* (Fort +12, control +7, base DC = 11 + one-fifth spell DC):  
fireball

## REIKA, THE FIGHTING LEOPARDESS

Reika is one of the female members of Peaceman, the group of elderly people pretending to be heroes of justice that Amelia and Gourry encounter in *The Right Person In The Right Place! Amelia In The Village Of Justice!* She wears a pink uniform reminiscent of a girl's sailor outfit. Reika fights with ribbons and is known to enjoy dramatic death scenes.



## RODIMUS

A grizzled veteran mercenary, Rodimus first meets Lina in *CRASH! Red and White and Suspicious All Over!*, when he bursts into her room to steal the Orihalcon statue. He is Zalgadis's lieutenant, along with Zolf and Dilgear. A master with sword and axe, Rodimus is devoted to duty, often keeping watch at night while the others sleep or interrogate prisoners. While Rodimus ultimately serves Rezo and helps in his efforts to recover the Philosopher's Stone, his true loyalty is to Zalgadis and he betrays Rezo when Zalgadis rebels. His loyalty proves fatal when Rezo kills him with a blast of magic fire.

### RODIMUS

Male Human War 8/MaA 7; CR 15; Medium humanoid (human); HD 8d10+24 (War) plus 7d12+21 (MaA); hp 144; Init +1; Spd 20 ft.; AC 27, touch 17, flat-footed 20; Base Atk +15; Grp +19; Atk +23/+18/+13 melee (1d8+9/19-20, +1 long sword) or +23/+18/+13 melee (1d10+9/x3, +1 halberd); SQ Armour compatibility, judge opponent (+2), style (two-handed weapon: +2 attack, +2 AC); SV Fort +16, Ref +7, Will +11; AL LN; Str 18, Dex 12, Con 17, Int 13, Wis 14, Cha 10.

**SKILLS AND FEATS:** Climb +13, Craft (weaponsmithing) +15, Intimidate +16, Jump +15, Listen +16, Spot +16, Taunt +16, Tumble +6; Cleave, Combat Expertise, Dramatic Zeal, Glib, Great Cleave, Improved Bull Rush, Improved Sunder, Loyal, Power Attack, Weapon Focus (halberd), Weapon Focus (long sword), Weapon Specialisation (halberd), Weapon Specialisation (long sword).

**POSSESSIONS:** +2 full plate armour, +1 long sword, +1 halberd.

## ROSSBURG

Mr. Rossburg is the director of the Rossburg Players, a theatre company that Amelia, Lina, and Gourry join while trying to avoid bounty hunters in *PASSION! Shall We Give Our Lives for the Stage?* He is taking his company to Mosquita, where he hopes to win the award for the best play in the annual arts festival. Rossburg is a tyrannical director: actors are known to walk out on him because he is willing to put them in danger to get the scene right. Mr. Rossburg has a soft spot for Lina, however, because she resembles his daughter. He also has periodic problems distinguishing what happens on stage from reality. Nonetheless, he is dedicated to his craft, making sure the show goes on when Vrumugun and Zangulus attack.

## RUDO BALZAC

Rudo Balzac is the father of Keith, who is competing against him for the Brass Racquets championship in *Bitter Curve Balls! Gutsy Fast Balls!* Rudo is a great believer in guts and raw determination over technique and skill, and convinces Lina to be his partner when Keith recruits Martina. He is a hard coach, but his regimen makes Lina into a fearsome player. Rudo is a middle-aged man whose muscle is ageing into a gut; he has bristling hair and a loud, blustery manner.



## SAYGRAM

Saygram is a Mazoku servant of Gaav. It was he who swore the Pledge of Immortality with Halcyform and offered it to Lina. He is evidently high in Gaav's service, for he was trusted with the effort to subvert or kill Lina in Atlas City and remained at Gaav's side even after failing. He knows and fears Xellos and was likely the one who warned Gaav that Xellos was involved with Lina. Saygram wears a brown cloak and mummy's bandages when he takes human shape, and an evil red light glows from where his right eye should be. Saygram is destroyed by Lina in *The Thousand Year Old Truth! The Traitorous Demon Dragon King!*

### SAYGRAM

Male Master Mazoku Maz 30; CR 25; Medium outsider (chaotic, evil); HD 30d8+180; hp 323; Init +4; Spd 30 ft., fly 80 ft. (perfect); AC 28, touch 28, flat-footed 24; Base Atk +30; Grp +33; Atk +33 melee (1d3+3, unarmed strike); SA Mazoku power, sorcery manipulation; SQ Alternate form, astral form, astral phasing, contract, darkvision 60 ft., immune to poison and disease, outsider traits; SR 40; SV Fort +23, Ref +21, Will +23; AL N; Str 16, Dex 18, Con 23, Int 22, Wis 14, Cha 24.



**SKILLS AND FEATS:** Bluff +25, Diplomacy +44, Disguise +22, Gather Information +27, Hide +27, Intimidate +32, Knowledge (arcana) +39, Knowledge (the planes) +26, Knowledge (religion) +21, Listen +22, Move Silently +27, Search +30, Sense Motive +25, Sleight of Hand +29, Spellcraft +38, Spot +25, Summoning +35, Taunt +32, Use Magic Device +30, Vision +27; Ability Focus (Mazoku power), Augment Summoning, Barbed Tongue, Code (Mazoku), Combat Expertise, Dodge, Empower Spell-Like Ability (Mazoku power), Flyby Attack, Glib, Iron Will (obsession: chaos), Mobility.

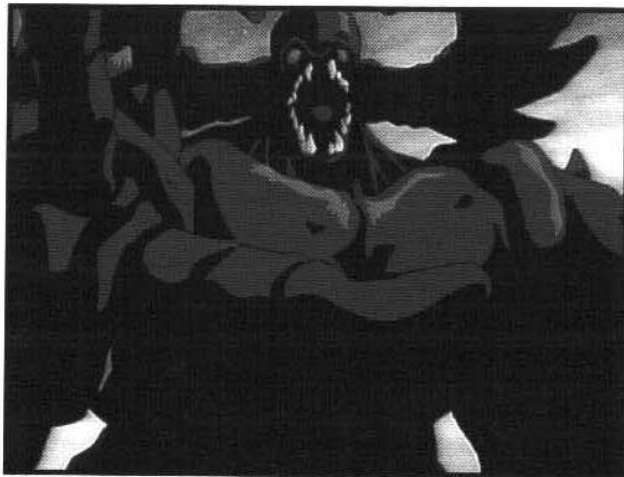
**Alternate Form:** Saygram's alternate form is unknown. He appears only in his humanoid form.

**Mazoku Power:** The exact form of Saygram's Mazoku power is unknown. He can inflict 15d10 damage with a Reflex save (DC 34) for half.

**POSSESSIONS:** Cloak, pledge stone.

## SERA

The daughter of the King of Alto, Sera is a young girl of perhaps six or seven years who is in love with Prince Marco of Baritone and thinks he is in love with her. Of average height for her age, Sera has blond hair and a pretty face, and likes to wear pink dresses. In *Continuous Fire! The Wind-Swept Shore of Battle*, she hires Lina, Gourry, and Filia to steal the White Magic Vessel so that she and Marco can destroy it and the Black magic Vessel to end the war between their kingdoms. True to the character of Alto, Sera is filled with romantic ideals about love and expects Marco to share them. When they are at last together, she learns the truth and they fall to squabbling — just like their parents.



## SHABRANIGDO

Shabranigdo, the Ruby Eye Dark Lord who rules over all the Mazoku of Lina's world, is the prime mover behind the plot she uncovers. Originally, he warred with the Dragon King Ceiphied; he lost and was cut into seven pieces, which were hidden. Somehow, a piece of his spirit was hidden within Rezo, perhaps since the Red Priest's birth. He corrupted the blind priest and set him on the path that would lead to Shabranigdo's rebirth. He is responsible for the deaths of Zolf, Rodimus, and Rezo. As he strides the land triumphant, Shabranigdo is destroyed by Lina, Rezo's spirit, and the Sword of Light in *Jackpot! The Great Life Or Death Gamble!*

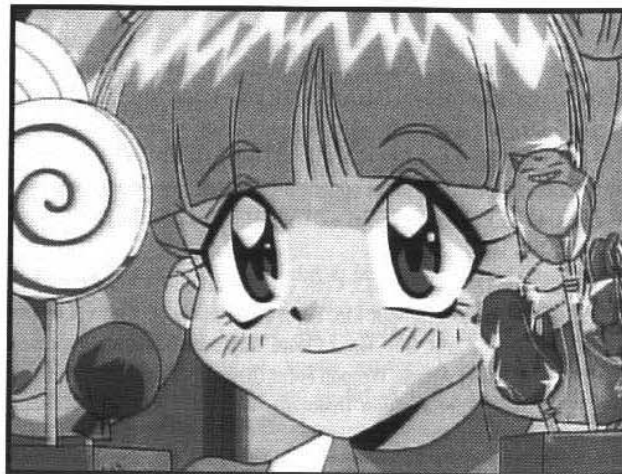


## SIRIUS

One of the God Race, Sirius comes to Lina's plane with Almayce and Erulogos in a desperate attempt to destroy the Dark Lord of their universe, Darkstar. Their plan is to summon Darkstar through a special gate, trap it there, then cut it into five pieces and slay each individually. Like his comrades, he carries one of the Darkstar weapons, a companion to Gourry's Sword of Light and one other hidden in Lina world. While at first willing to sacrifice humanity to save his world, Sirius is perhaps moved by his encounter with Anna in *A Hero's Advent? For Whom Does The Young Girl Pray?* The young girl's sincerity and faith in him apparently lessened his resolve and he agrees to fight Darkstar, rather than trap him in Lina's universe. In the end he does justify her faith, saving not only her town, but both their worlds. Sirius is more than twice the height of a man, and coloured in various shades of pink.

## SORCERY DOCTOR RUNAN

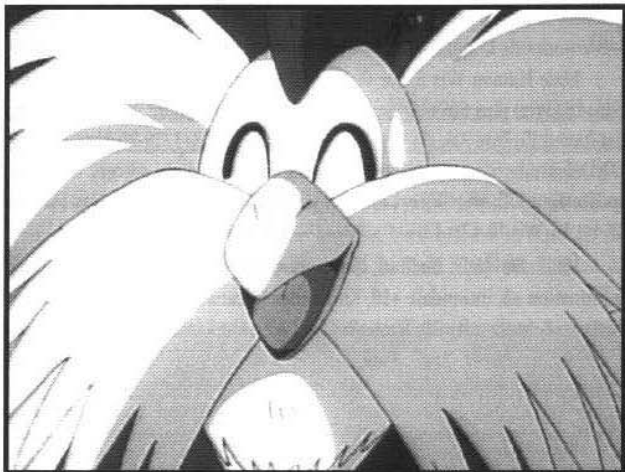
The real Sorcery Doctor Runan died several years ago and left the business to his granddaughter, Kira, who has taken the title for her own. The new Sorcery Doctor is nine to ten years old, has pink hair, and wears practical dresses. She does have some skill, but, thanks to Martina's interference, fails to restore Lina's powers in *On A Journey With A Pack Of Scoundrels!? Take Back That Magic Power!*





## TARIMU

The arch-rival of Demia, Mr. Tarimu is a sorcerer of Atlas City who wants to win the election for head of the Atlas City Sorcerers' Guild. He has some skill at making magic items, for he makes a Black Magic Sword for his personal bodyguard. To help his election chances, he hires Lina and Gourry to be his mercenaries and to drive away Demia's bodyguards ... who just happen to be Amelia and Zelgadis. Halcyform frames the portly and bald Tarimu, along with Demia, for summoning magical beasts that nearly overwhelm Atlas City. He is last seen in *Staying Behind For The Sake of Love!*, where Halcyform has turned him into a half-man, half-stone creature.



## TIIBA

Tiiba is a Mazoku or "Monster" Rezo summoned to help in his researches. He lives deep within Rezo's laboratory in Old Sairaag and guards the ruined facility, waiting for Rezo's return. When first encountered by Lina and friends, Tiiba resembles a large, comical chicken dressed in men's clothing. His real form, however, is that of a giant, demonic ... chicken. Rezo gained control over him by binding his power into a mask. Regaining the mask and thus his true form and powers, Tiiba fights savagely to prevent the heroes from finding Rezo's Legacy. Zelgadis and Amelia destroy him with a *rah tilt* spell in *VICE! The One Who Was Left Behind!*

## TIIBA

Male Lesser Mazoku Maz 20; CR 16; Large outsider (chaotic, evil); HD 20d8+80; hp 182; Init +3; Spd 40 ft., fly 60 ft. (perfect); AC 24, touch 24, flat-footed 21; Base Atk +20; Grp +27; Atk +27 melee (2d6+7, bite) and +25 melee (1d6+7, 2 claws); SA Mazoku power; SQ Astral form, astral phasing, darkvision 60 ft., immune to poison and disease, outsider traits; SR 30; SV Fort +16, Ref +15, Will +15; AL N; Str 24, Dex 17, Con 19, Int 15, Wis 8, Cha 22.

**SKILLS AND FEATS:** Bluff +21, Diplomacy +20, Disguise +16, Gather Information +16, Hide +14, Intimidate +23, Knowledge (arcana) +12, Knowledge (the planes) +12, Knowledge (religion) +7, Listen +9, Move Silently +13, Search +17, Sense Motive +14, Spellcraft +19, Spot +9, Summoning +16, Taunt +23, Use Magic Device +21, Vision +14; Ability Focus (Mazoku power), Cleave, Code (Mazoku), Improved Natural Attack (bite), Iron Will (obsession: chaos), Multiattack, Power Attack.

*Mazoku Power:* The exact form of Tiiba's Mazoku power is unknown. He can inflict 10d8 damage with a Reflex save (DC 28) for half.

**POSSESSIONS:** Ornate chicken mask.



## UNCLE CHRISTOPHER

Brother to Prince Phil and the late Randy, Uncle Christopher would inherit the throne if Prince Phil and Amelia were not ahead of him. Being a good-hearted man and a loyal brother, he has no desire to change things. His son Alfred, however, plans to change things for him in *Be Eternal! The Day Prince Phil Died?* Christopher renounces all claim to the throne, thus clearing him and spoiling Alfred's chances to inherit. Christopher is a tall, middle-aged man who dresses in an Arabic style.

## VOLUN

Volun is one of many heroes and bounty-hunters who came to Sandoria to hunt the dragon in *QUESTION! He's Proposing to THAT Girl?!* Tall, broad-shouldered, and rippling with muscles, he looks like a dark-haired version of Gourry. He is perhaps as dumb as Gourry, not realising he was falling in love with a blond male warrior in a woman's costume. Volun is also a macho braggart, taking credit for slaying Shabranigdo and outraging Lina. He probably isn't as skilled as he pretends to be, for he fails to harm the dragon at all. Volun survives, however, to haunt Gourry with protestations of love for the rest of the voyage.

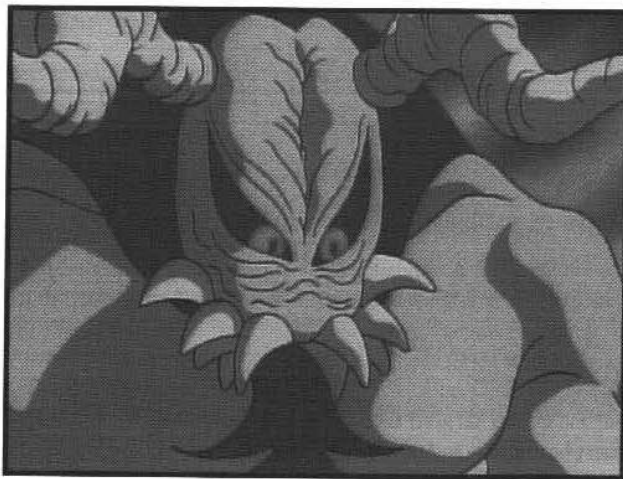


**VOLUN**

Male Human War 8; CR 8; Medium humanoid (human); HD 8d10+24; hp 82; Init +5; Spd 30 ft.; AC 17, touch 17, flat-footed 10; Base Atk +8; Grp +12; Atk +15 melee (1d8+7/17-20, masterwork long sword); SQ Judge opponent, style (single weapon: +1 attack, +1 damage); SV Fort +13, Ref +3, Will +1; AL N; Str 19, Dex 12, Con 16, Int 10, Wis 8, Cha 14.

**SKILLS AND FEATS:** Climb +10, Intimidate +9, Jump +11, Reputation (the great hero Volun) +6, Ride +7, Spot +6, Survival +3, Swim +10; Bold, Great Fortitude, Improved Critical (long sword), Improved Initiative, Power Attack, Weapon Focus (long sword), Weapon Specialisation (long sword).

**POSSESSIONS:** Masterwork long sword.



**ZAZAN, SERVANT OF KANZEL**

The Servant of Kanzel is a Mazoku sent to Mount Rune to kill Lina. It is a grey being with a powerful upper torso, a left hand shaped like a sword, and its lower body is prehensile spinal column with a barbed end. Great ram's horns sprout from its helmet-like head, and its eyes glow red. Zazan has the power to summon between five to ten other, lesser demons. It is destroyed by Xellos in *On A Journey With A Pack Of Scoundrels!? Take Back That Magic Power!* Zazan's recognition of Xellos also provides Lina with a major clue that Xellos is not all he seems to be.

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**ZOLF**

Zolf is an experienced wizard, one of Zelgadis's three lieutenants. He serves the cursed chimera as a spy and backup spell-caster. He first appears briefly in episode one during Lina's attack on the Dragon Fang's fort. Badly burned in the battle, he wears so many bandages that Lina calls him a "mummy-man." He longs for revenge against Lina, both for his injuries and her taunting insults. Zolf, like Rodimus, is loyal to Zelgadis over Rezo. When Zelgadis allies with Lina, he puts aside his anger and fights on their side, losing his life in the battle against Rezo in *IMPACT! The Eve of the Menacing Battle!*



**ZOLF**

Male Human Wiz 6/Sor 6; CR 12; Medium humanoid (human); HD 6d6+18 (Wiz) plus 6d6+18 (Sor); hp 80; Init +2; Spd 30 ft.; AC 18, touch 18, flat-footed 10; Base Atk +7; Grp +8; Atk +8 melee (1d8+1/19-20, long sword); SQ Defence barrier +20, magical training +6, sense aura, sorcery focus +6, spellcasting +12; SR; SV Fort +10, Ref +6, Will +10; AL N; Str 12, Dex 14, Con 17, Int 16, Wis 10, Cha 13.

**SKILLS AND FEATS:** Bluff +9, Concentration +13, Diplomacy +14, Gather Information +8, Intimidate +10, Knowledge (arcana) +13, Search +12, Sense Motive +8, Spellcraft +20, Spot +9, Taunt +10, Use Magic Device +10, Vision +5; Bold, Empower Spell, Fork Spell, Loyal, Magical Blood, Spell Focus (common, shamanist, sorcery), Spell Mastery (*digger bolt*, *dragon slave*, *flare arrow*), Touchy.

**POSSESSIONS:** Sorcerer outfit, spare bandages.

**SPELLCASTING:** 63 spell slots, 9 used.

*Common Spells* (Fort +18, control +17, base DC = 15 + one-fifth spell DC): *fireball*, *flare arrow*, *flare bit*, *levitation*

*Shamanist Spells* (Fort +12, control +14, base DC = 17 + one-fifth spell DC): *digger bolt*

*Sorcery Spells* (Fort +18, control +17, base DC = 20 + one-fifth spell DC): *dragon slave*

## RACES

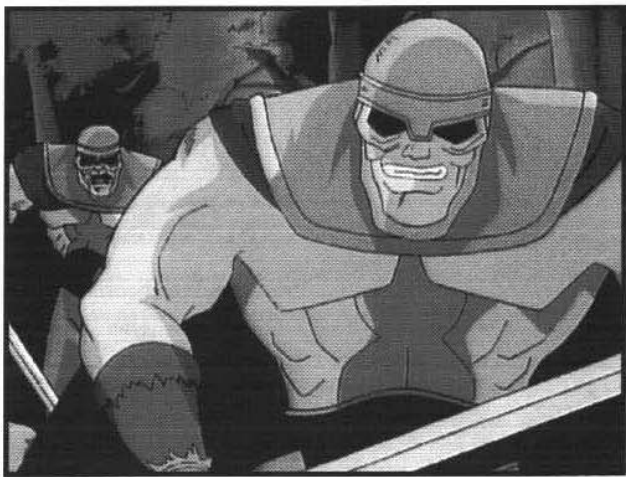
While many races inhabit the world of *The Slayers*, this section discusses only those that appear in the three series. Lina's world is a big place, however, so there is always room for any others a Game Master may desire.



## BEASTMEN

The Beastmen are the cannon-fodder of the Slayers world. They are the lackeys and spear-carriers who do the dirty work for the evil masterminds and their henchmen. This usually means intimidating average people or standing around and looking menacing while "the boss" is talking. It also means they die in droves when the heroes attack.

Beastmen are bizarre combinations of human and animal, some looking more anthropomorphic than others. Some have bodies shaped like a human's, but the heads of animals: dog, pig, and racoon, to name just a few. Others just generally appear monstrous, like the trolls. Still others are almost completely bestial, yet retain some obvious human features, such as the Fishmen. Since there are so many types, humans simply call them all "Beastmen."



Except for Fox People and Fish People, beastmen do not seem to breed true: the offspring of two dog-headed Beastmen, for example, could have the head of a rabbit. This hints that they are more touched by Chaos than other species. Lina hints at this when she tells Gourry that the war between Shabranigdo and Ceiphiad left the barriers between worlds weak and allowed monsters to cross over.

Within the lands behind the barrier, Beastmen culture is quite primitive. They do not build cities or towns — at least, Lina and her friends never see any. Nor are villages shown. It is likely that the Beastmen of Lina's homeland live a semi-nomadic or feral existence. Noonsa refers to his "tribe" in *Escape! Noonsa, The Flaming Fish Man!*, and the orcs Lina scatters in *KNOCK OUT! The Seyruun Family Feud!* live in a cave complex. Agriculture, if any, is probably "slash and burn," and shelter is found, not built.



Beastman society is one in which the strong rule the weak, with little more social organisation than "leader" and "led." There will be a chief who decides who has what duties in the tribe, and probably a shaman to deal with matters spiritual, such as appeasing local spirits. The rest is divided between hunter-warriors and those who care for the young — the sick and the old are undoubtedly eaten. When an evil sorcerer or warlord wants to take over a Beastman tribe, he simply kills the leader. Having proved himself more powerful, he is now the new "chief."

If Beastmen have a religion, is it likely a very simple one of appeasing spirits. The shaman offers portions of game and prisoners in sacrifice to guarantee success and prevent disaster in the future. If a Mazoku or powerful sorceress presented herself to the Beastmen, they would probably worship him or her as a god.

Beastmen will raid not only other tribes, but the settlements of men, too. They do this because they cannot make the advanced goods they need to survive in a world full of civilised humans: metal armour, swords, and meat when game is short. If fermentation is unknown, then beastmen will raid for alcohol, too. This activity is not common, as Lina points out in *IMPACT! The Eve of the Menacing Battle!* when trolls attack the town, but it can happen when the beastmen see a weak target, are in desperate need, or are lead by someone stronger than themselves.



## DRAGONS

Dragons have the oldest civilisation among the peoples of Lina's world, dating back to the wars between the Gods and the Mazoku. They are the servants of the gods and are perhaps even their descendants. The Dragons look after the interests of the Gods on the mortal plane, acting as their agents and countering those who would return it to Chaos — the Mazoku.

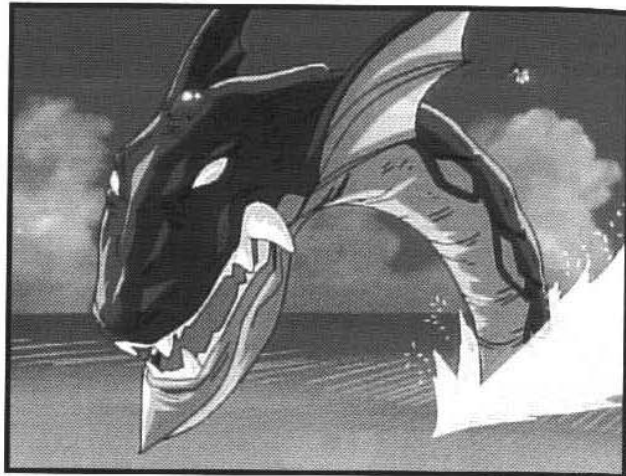
Dragons are huge creatures, many times the size and mass of a normal man. One falling on a human or other lesser creature would crush him flat. Among dragons, there are two broad types: the "civilised" and "uncivilised" dragons. Civilised dragons are those that serve the gods, like the dragons of Dragon Valley or the Temple of the Fire Dragon King. They have language, religion, architecture, and all the trappings of an ordered society.



Uncivilised dragons are like the beast kept by the Dragon Fang Gang or the Sea Dragon that was terrorising Sandoria. Much cruder than their gold or black kin, these dragons regularly lay waste to human lands. Why they are not civilised like their cousins is unknown; perhaps they rebelled against the gods in the past and were punished with degradation. They apparently are unable to take human form, and they seem far less intelligent than the civilised dragons.

Dragons come in many colours and variations. The Gold Dragons are most commonly encountered in the three series, but there are also Black Dragons and feathered Black Dragons, also known as the Ancient Dragons. This latter race is almost extinct, however; Valgaav is the last known member.

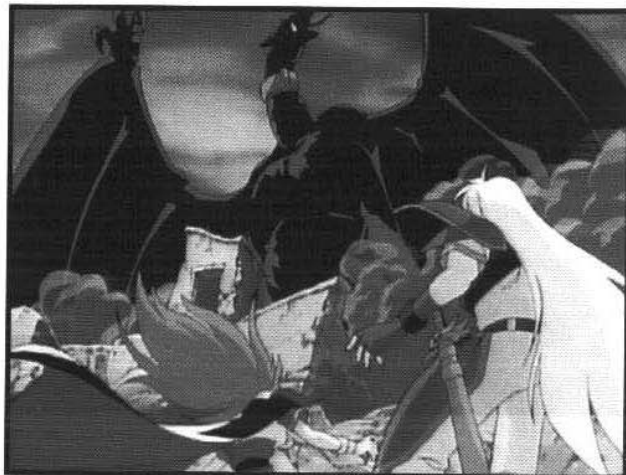
Dragons have vaguely anthropomorphic features, even when in full dragon form. They can walk on two legs, and their forelegs also function as arms. If a dragon has a distinctive feature when in human form, it often appears in his natural, draconic form. The Supreme Elder has a long beard in both shapes, while Filia has long golden hair. In human form, dragons appear tall and handsome or beautiful. Among Gold Dragons, the colours white and yellow are popular in clothes for their human form.

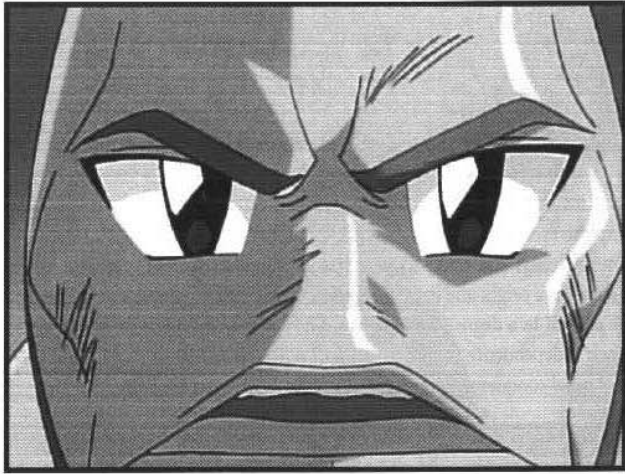


Dragons, while they can eat the grains and vegetables popular among humans, are carnivores. While wild dragons hunt for their meat and thus cause conflict with the humans whose flocks they raid, civilised dragons most likely raise their own herds or have them raised by villages of sympathetic humans. They would then take only what they need and preserve the peace with their neighbours.

Civilised dragons, as servants of the gods, value order and tranquillity. This does not mean they are pacifists. On the contrary, the fury of the Dragon Race can be a terrible thing to behold. With laser-breath and Holy Magic, they can lay waste to whole countries. They are even not above turning their wrath on each other, as when the Gold Dragons massacred the Ancient Dragons.

Dragons live both within and outside the Mazoku Barrier. It is unknown if they are unable to cross it, but presumably so. The fact that Milgasia wore clothes similar to the Supreme Elder's and Filia's is more indicative of a cultural conservatism than of contact across the Barrier.





## FISH PEOPLE

The Fish People are the most bizarre beastmen encountered in the three series, and also the most interesting. Their behaviour can range from inexplicable to completely human and, except for those behind the Barrier, they seem capable of good relations with humans.

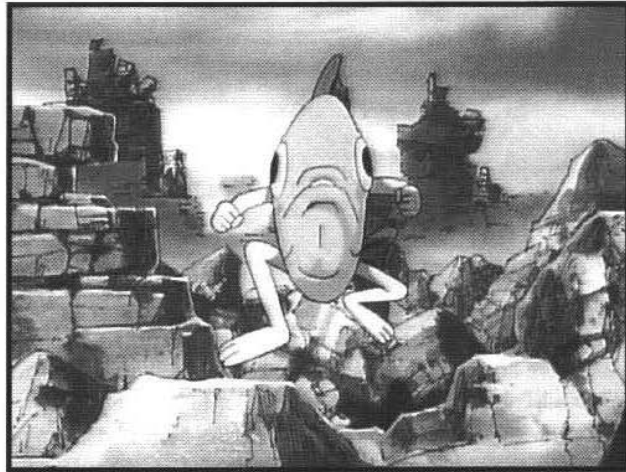
Fishmen and Fishwomen are giant fish with human arms and legs. They are as tall as a man and their bodies are perhaps five to six feet long, including the tail. They are very narrow in width, resembling a walking perch. Fish People come in all colours, with their vertical stripes being a darker version of the body colour. They wear no clothes, but must periodically immerse themselves in water to keep their bodies from drying out. Fish People eat worms and weeds, and are apparently considered a tasty delicacy by other Beastmen.



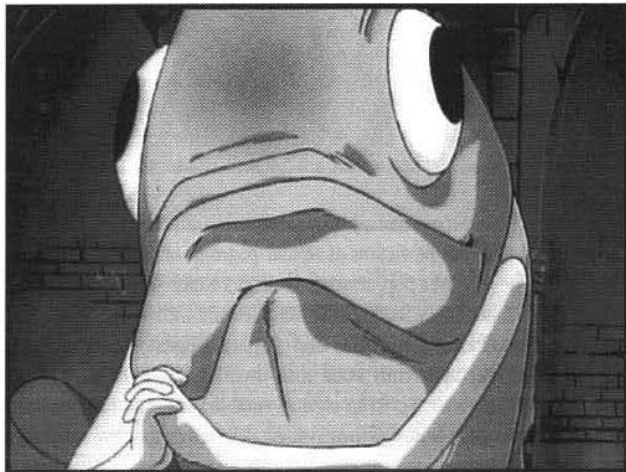
Fish People society is broken into two groups with widely differing characteristics: those trapped behind the Mazoku Barrier and those who live in the Outer World.

Those trapped behind the Barrier are the more primitive and violent, but they also have abilities their Outer World cousins lack. Perhaps it is a function of the greater presence of magic in the peninsula behind the Barrier, but Fish People there each seem to have a unique power or ability. Noonsa could launch sharp spines from his back, while Rahanimu could fly faster than an arrow. It is likely that most if not all other Fish People within the Barrier have their own unique powers.

On the other hand, the Fish People of Lina's lands are violent, technologically primitive, and not very bright. Like other beastmen, they appear to live in tribal groups, though Noonsa gave himself the grand title of "prince" among his own people. Perhaps this is a result of being oppressed by the humans of these lands and of lacking the ability to flee to lands of their own, since they are stuck within the Barrier's bounds. They also have tremendous egos: Noonsa fancied himself a "ladies' man" and was proud of his ability to deliver wet, sloppy kisses. Rahanimu fancied himself a dancer and showed off his moves to Lina before attacking her.



The Fish People who live in the Outer World apparently lack special powers, but they have their own unique qualities. As Amelia discovered in *Immediate Results! Love Is In The Tiny Differences!*, the Fish People of the Outer World are quite civilised and even gracious hosts. Honar and his daughter Lila take Amelia in and care for her after she has been injured, giving her a bed, food, and new clothes. They are a literate people, as shown by the books in Honar's home. Fish People of the Outer World live in houses and, while they seem to live apart from humans, they are capable of peaceful relations with them. Indeed, friendship and even love are not unheard of, as shown when Lila professes her love for and desire to marry the human, Kerel. Amelia's horror at seeing Lila at her bed for the first time indicates that this is rare or non-existent in her own land.





## FOX PEOPLE

The Fox People are a race of Beastman that seems unknown in the lands surrounded by the Mazoku Barrier. Lina first encounters them in the Outer World in the person of Jillas, who is part of a raid on a port city. Fox People are perhaps the Beastmen most like humans, being as civilised as the Outer World Fish People and far more anthropomorphic.

Fox People are short, perhaps no more than four feet tall. While looking like large foxes with bushy tails, they walk upright and wear human clothes. Fox People have arms that end in hands as opposed to forelegs. Their fur is generally red, although other colours are possible. While they eat meat, the fact that Paulu's mother owns a farm indicates they are omnivores.



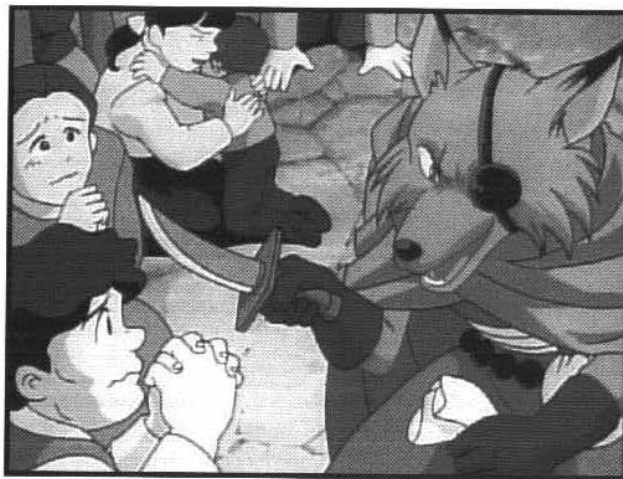
Fox People have not had a happy relationship with the humans of the Outer World and may be victims of regular pogroms or simply hunted for sport. When he was just a pup, armoured warriors attacked Jillas's village and massacred its inhabitants, leaving Jillas wounded and with just one eye. From his comments to Paulu, it seems this kind of attack happens to the Fox People all too often. They apparently build their dwellings far from humans for safety's sake: Paulu's farm is in an isolated rural location and Jillas remarks he's lucky to live so far from bad men. Among themselves, they live in families and raise their children in loving environments.

The Fox People are not great warriors, unlike humans, dragons, or even other Beastmen, like trolls. Their small stature and light builds leave them vulnerable to bigger people, who see them as easy marks. Being a people of the Outer World, they have no great skills with magic, if at all. On the other hand, they are agile and fast and are hard to catch when they want to get away.

What Fox People do have working in their favour is a great deal of wit and inventiveness. While Jillas may be an extreme example, his skill with explosives, rocketry, firearms, and even building armoured vehicles shows an inventiveness and creativity in excess of other sub-races of beastmen. Paulu himself is a bright and inquisitive child, and it is likely that this inventiveness is present to a degree throughout the Fox People. Even if it cannot preserve their independence from humans and others, it makes them useful to their potential conquerors in a way the dumber Beastmen could never be.



This inquisitiveness and love of tinkering can be their downfall, too. Full of excitement with their new creations, Fox People inventors often neglect important details, such as calculating blast radii and keeping the firing button in a place where one cannot accidentally push it. This may contribute to their poor relations with humans, since accidents with explosives in a crowded neighbourhood would not endear them to the locals.



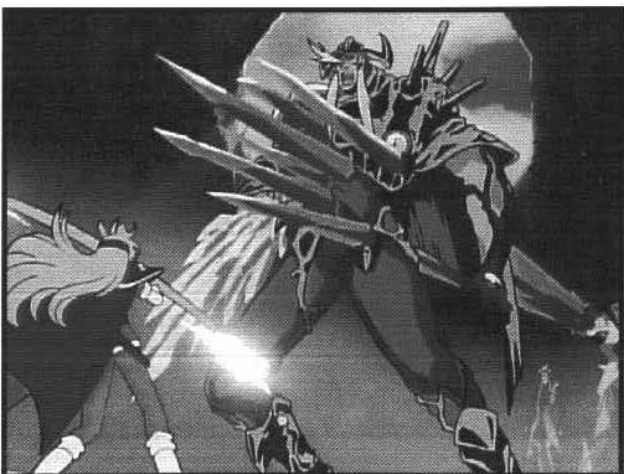


## GOD RACE

The God Race are the servants of Volphied, the god of the Overworld and the counterpart there to Ceiphied in Lina's world. Whether the God Race are the main inhabitants of that world and thus equivalent to humans, or are a servitor race, much like Dragons, is unknown. They are, apparently, the last inhabitants of that world. Losers of a war with their plane's Dark Lord, Darkstar, three members of the God Race come to Lina's plane to save their world from certain destruction.

The God Race, or "Overworlders," are nearly twice as tall as a human. Their builds range from brawny to trim, but all appear muscular and fit. The skin and hair colours of Overworlders vary between individuals, but all the colours of an individual will be variations of a base colour. Whether this indicates different sub-races among Overworlders or reflects an individual's personal preference is unknown. They are never seen to eat, and this indicates they, like the Mazoku, have no need of food in the same sense as humans. They may indeed feed on energy and emotion, like the Mazoku. Instead of fear, hatred, and anger, the fact that the Overworlders serve the god of their plane hints that they feed on those emotions associated with activities pleasing to Volphied: pleasure at the establishment and preservation of order; stability and equanimity; and love.

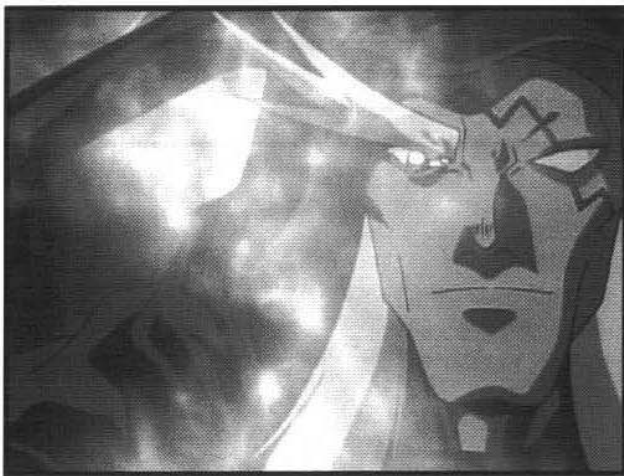
Overworlders are powerful workers of magic. Like the Mazoku, they have no need to use incantations: mere will is enough. They are also immune to the magic of Lina's world, for their astral bodies reside on the astral plane of their universe, and are thus unreachable. They are physically fragile, as Xellos observes, and killing one causes its body to disintegrate.



Nothing is known for certain of God Race society. Indeed, it is likely this society has largely been destroyed under the pressure of war, defeat, and imminent extinction. Clues to its beliefs and values presented over the course of *Slayers Try* allow astute observers to make a few guesses, however.



As servants of a god, the Overworlders can be assumed to have many of the same goals as the Dragons: protection of the world order, preventing it from being dissolved into Chaos, and peace. They went to war against Darkstar's forces for these very reasons. With their belief in order, Overworlders adhere to a very strict code of honour that governs how they behave and deal with others. Once he had allied himself with Lina, Almayce would not break it. Xellos teases him about this and it costs him his life when Erulogos decides that adherence to the code threatens the survival of their world.



Erulogos's betrayal illustrates that, as with the Dragons, being a servant of the Gods does not mean one is necessarily good. Desperation and fear lead Erulogos to rationalise murder — both of Almayce and Lina's world — as essential to the greater good, which is how the Gold Dragons justified the genocide of the Ancient Dragons. It also leads to cruelty, as when Sirius and Erulogos unleash the searcher bugs, not caring that they are destroying human towns and dwellings. This speaks of an arrogance among Overworlders and hints that they have trouble seeing lesser beings as having any value or importance in the scheme of things.



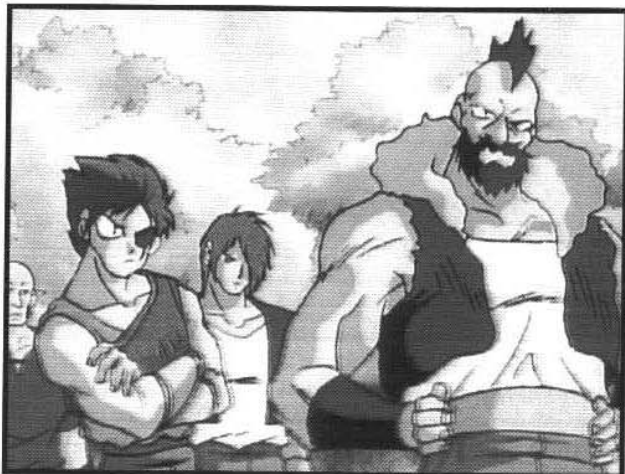


## HUMANS

Humans are the most common sentient beings in the setting and can be found in almost any environment. They are beings of free will who are the key to the world's salvation.

Human adults range in height from just under five feet to over six, and come in wide variety of shapes and colours. Blond and brown or black hair is most common, while Lina's fiery red hair is quite unusual.

Human society in Lina's world is highly urbanised. Humans gather in towns and cities for employment, markets for their goods, recreation, and safety. Whether in the lands behind the Barrier or in the Outer World, humans have built towns and cities to fend off the dangers lurking in the vast wildernesses, whether from monsters or human bandits. These settlements can range from small villages like Saman's to great cities like Seyruun or Atlas City. Surrounding them is a ring of farms that provide food for the towns and cities, which in turn offer protection and services to the rural folk. This ring seems to not extend far, however, for the wilderness itself is almost always just a day's walk away.



Humans are the wild cards of the setting, for they can fill any role. Where Beastmen are foot soldiers, Dragons are workers of powerful magic, and Fox People are skilled inventors, humans can do all this. This versatility has enabled them to build a complex civilisation that has come to dominate their world and given them the ability to interfere in the plans of Gods and Mazoku. Adaptable and optimistic, Lina points out to Valgaav that

humanity's great strength is its ability to admit its mistakes, learn from them, and try again. It is a quality that other races seem to lack, especially the servitors of the Gods and the Mazoku, who are locked in an unending war for reasons none can even remember. Xellos illustrates this when he says that asking the question of why Gods and Mazoku fight is forbidden, yet humans have no fear of asking "why?"



Humanity is also key to the world's salvation. When Filia comes to Lina with the prophecy foretelling doom, it states that one who stands between light and darkness will be the one to save the world. While Lina specifically fulfils this role, it also refers to humans overall. Neither wholly beholden to the principles of order, as are the Dragon Race and the Overworlders, nor devoted to Chaos, as are the Mazoku, humans carry both within them and can fuse them to accomplish things impossible to either alone. When Lina demonstrates this by fusing Holy and Black Magic contributed by Filia and Xellos in the final battle against Valgaav, it stands for the potential of the entire Human race.

What gives humanity this power is that it carries a bit of each faction within itself. As children of a world shaped by the struggles of Ceiphied, Shabranigdo, and their servants, humans carry within themselves both Chaos and Order. They are thus capable of great good, as when Lina sacrifices herself to save Gourry or when Gourry pursues the Lord of Nightmares to save Lina. They can also work great evil, as Rezo proves by giving in to the bit of Shabranigdo in him.

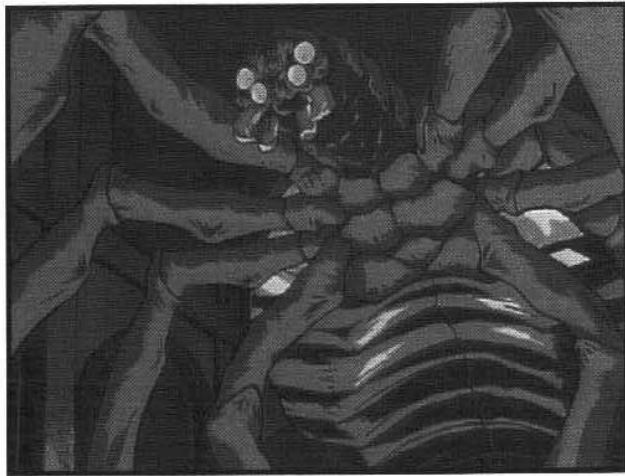




## MAZOKU

The Mazoku are demons, servants of the Dark Lord, Ruby Eye Shabranigdo, and his lieutenants. They are tempters and conspirators, working toward the ultimate goal of returning the world to Chaos. The Mazoku are also indescribably cruel and deceitful.

The Mazoku, or “Monster Race,” have no typical form. As beings of Chaos, they can take whatever form they will, and often these forms are meant to either deceive or to terrify. It is fairer to say that they take forms that fit their personalities and mission. Xellos appears as a harmless travelling priest, a visage designed to allay suspicion and seem harmless. The Mazoku at Artemay Tower prefers to hide as an innocuous doll to divert attention. On the other hand, Zazan appeared as a grotesque monstrous form when he came to kill Lina in *On A Journey With A Pack Of Scoundrels!? Take Back That Magic Power!*, which could also be a reflection of his lack of subtlety and intelligence.



Mazoku do not eat, although they can consume human food to keep up appearances. Instead, as Shabranigdo tells Lina in their confrontation, they feed on the violent emotions: hatred, anger, and terror. Every time one man punches another in anger, every time a child screams in terror, the Mazoku feed and grow stronger. They thus encourage these feelings in humans. Kanzel and Mazenda fed Alfred's feelings of resentment against Prince Phil and Amelia until he was ready to commit murder to eventually gain the throne. The violence of his emotions and the fear his scheme created would be like a fine wine to them.

This need also makes cruelty second nature to a Mazoku, not only for using others as pawns, but to gain pleasure from inflicting pain. When Xellos tortures Valgaav, he is not only doing his duty against an enemy, but he obviously takes pleasure in Valgaav's agony.

They also prefer to work behind the scenes, revealing themselves only when it will have the maximum impact. Saygram acts as advisor to Halcyform, declining to act until he deems the time right to tempt Lina. Kanzel and Mazenda pretend to be sorcerous advisers to Uncle Christopher, when they could easily have attacked Lina at the start.



The Mazoku are locked in an eternal war with the Gods and their servants, with their goal being the destruction of existence. All that they do is directed toward this end, even the most minor actions. They also feel that the destruction of the world is their right, which can lead to paradoxical actions.\* Xellos allies with Lina and the Overworlders to defeat Darkstar, a Mazoku from another plane, because he wants to save the world — but only for the Mazoku of this plane to destroy later.

Their machinations are not only directed at Gods, dragons, and humans, however. The Mazoku also scheme against each other, which is one of their weaknesses. The Demon Dragon King Gaav, for example, rebelled against Shabranigdo and, with his followers, went rogue. Hellmaster Phibrizzo used Lina and her friends as bait to draw Gaav out to his doom and as a cover to hide his own efforts. In turn, Lord Beastmaster loaned Xellos to Phibrizzo. That eventually led to Phibrizzo's destruction, which may have been Lord Beastmaster's intent all along.

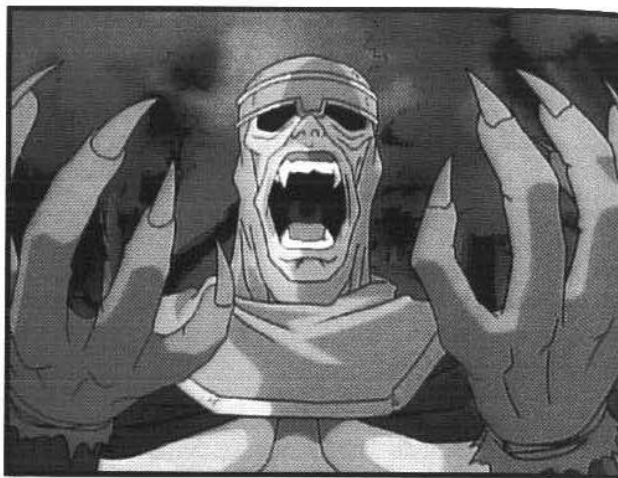


## BESTIARY

*The power of the monster race flows from the negative energies in the human heart. Terror, anger, sorrow, despair. All of these become my power.*

— The Dark Lord Shabranigdo

No book about playing in the *Slayers* universe would be complete without a list of baddies for the characters to fight. The monsters and creatures listed in this chapter are all drawn from encounters shown during the *Slayers* anime series and should be appropriate for any *Slayers d20* campaign.



## BERSERKERS

Medium Monstrous Humanoid

<b>HIT DICE:</b>	6d8+18 (45 hp)
<b>INITIATIVE:</b>	0
<b>SPEED:</b>	30 ft.
<b>ARMOUR CLASS:</b>	15 (+5 natural armour), touch 10, flat-footed 15
<b>BASE ATTACK/GRAPPLE:</b>	+6/+8
<b>ATTACK:</b>	Longsword +9 melee (1d8+2)
<b>FULL ATTACK:</b>	Longsword +9 melee (1d8+2) or claws +8 melee (1d6+2)
<b>SPACE/REACH:</b>	5 ft./5 ft.
<b>SPECIAL ATTACKS:</b>	—
<b>SPECIAL QUALITIES:</b>	Rage 2/day, Darkvision 60 ft.
<b>SAVES:</b>	Fort +4, Ref +5, Will +4
<b>ABILITIES:</b>	Str 15, Dex 11, Con 15, Int 7, Wis 8, Cha 10
<b>SKILLS:</b>	Climb +6, Jump +7
<b>FEATS:</b>	Improved Natural Attack, Toughness, Weapon Focus (longsword)
<b>ENVIRONMENT:</b>	Sub-Continent
<b>ORGANISATION:</b>	Gang (4-9), band (10-100 plus 1 3rd level sergeant per 20 adults and 1 leader of 4th-6th levels)
<b>CHALLENGE RATING:</b>	3
<b>TREASURE:</b>	None
<b>ALIGNMENT:</b>	Always neutral evil
<b>ADVANCEMENT:</b>	By character class
<b>LEVEL ADJUSTMENT:</b>	+1

### THERE'S A WHAT IN FRONT OF US???

The monsters listed in this chapter are all from the *Slayers* series, but they aren't a full and comprehensive list. There were many monsters that were simply never named, or showed up only to be killed before they had a chance to do more than roar menacingly. By the same token, a number of monsters that were shown can use the stats as presented in the *MM* or other d20 System products with no adjustments whatsoever. The creatures we present here in the bestiary all required some adjustment from existing material or else had no existing version in the *MM* from which to draw.

The monsters pictured in the series that are fine "as is" from the *MM* include the following: minotaur, skeleton, vampire, and zombie. Other monster types are also acceptable, especially animals of all types, additional golem types, and other unusual creatures. The only monster we recommend not be used straight out of the *MM* is the dragon, as traditional d20 dragons and *Slayers d20* dragons differ in both powers and variety.

Berserkers are humanoid beings who seem to live for combat. They have green skin, with an almost skeletal face, no body hair, huge eyes that are solid black with small yellow pupils, and a strong, muscular frame. They wear odd cloth helmets with attached cloaks (typically grey, blue or purple), blue or black breeches, and boots.

Berserkers understand the Common tongue, but do not speak.

### COMBAT

Berserkers favour ambushing their victims, attacking from behind cover or jumping down out of trees onto their prey. Their favourite melee weapon is the longsword, though they can also extend their fingers into long, taloned claws.

Berserkers prefer to attack in large units. On their own, they will typically retreat rather than face battle without their brothers to assist them. They utter a loud, snarling roar upon entering combat as a means of frightening their enemies into quick submission.

**Rage (Ex):** A berserker can fly into a rage twice per day, with an additional rage for every five levels of advancement. In a rage, a berserker temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a -2 penalty to Armour Class. The increase in Constitution increases the berserker's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal (these extra hit points are not lost first the way temporary hit points are).

While raging, a berserker cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except for Balance, Escape Artist, Intimidate, and Ride), the Concentration skill, or any abilities that require patience or concentration, nor can he cast spells or activate magic items that require a command word, a spell trigger (such as a wand), or spell completion (such as a scroll) to function. He can use any feat he has except Combat Expertise, item creation feats, and metamagic feats.

A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. A berserker may prematurely end his rage. At the end of the rage, the berserker loses the rage modifiers and restrictions and becomes fatigued (-2 penalty to Strength, -2 penalty to Dexterity, can't charge or run) for the duration of the current encounter.

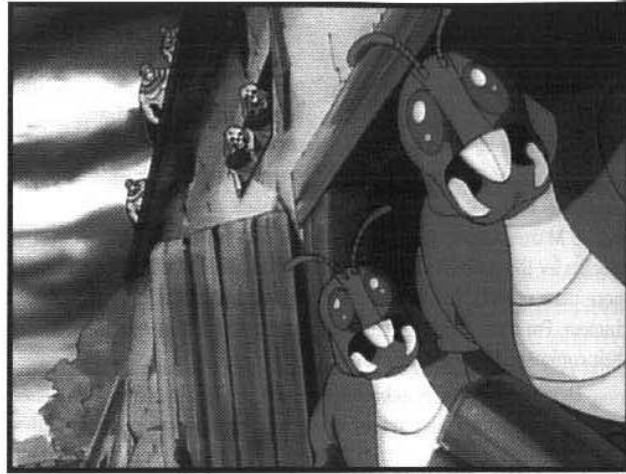
Entering a rage takes no time itself, but a berserker can do it only during his action, not in response to someone else's action.



## BERSERKER SOCIETY

Very little is known about berserker society, such as it may be. The only berserkers ever observed are adult males. Females, if any exist, do not take part in raiding parties and have not been seen by society at large. It is possible that there is no berserker society at all, and that the race is a form of chimera created by Rezo, the Red Priest. The only berserkers shown in the series are in the employ of Rezo or his subordinates, though comments made by Lina and Gourry indicate a wider familiarity with them than if they were only present as members of Rezo's house army.

Berserker males work primarily as bandits or mercenaries.



## BEETLE PEOPLE

Medium Monstrous Humanoid

<b>HIT DICE:</b>	4d8+4 (22 hp)
<b>INITIATIVE:</b>	+1
<b>SPEED:</b>	30 ft., 60 ft. (poor)
<b>ARMOUR CLASS:</b>	19 (+8 natural armour, +1 Dex), touch 11, flat-footed 18
<b>BASE ATTACK/GRAPPLE:</b>	+4/+6
<b>ATTACK:</b>	Bite +7 melee (1d6+2)
<b>FULL ATTACK:</b>	Bite +7 melee (1d6+2) and 2 claws +4 melee (1d4+2)
<b>SPACE/REACH:</b>	5 ft./5 ft.
<b>SPECIAL ATTACKS:</b>	—
<b>SPECIAL QUALITIES:</b>	—
<b>SAVES:</b>	Fort +2, Ref +5, Will +4
<b>ABILITIES:</b>	Str 15, Dex 12, Con 12, Int 8, Wis 10, Cha 6
<b>SKILLS:</b>	Hide +8
<b>FEATS:</b>	Multiattack, Weapon Focus (bite)
<b>ENVIRONMENT:</b>	Sub-Continent
<b>ORGANISATION:</b>	Pair or flock (4-7)
<b>CHALLENGE RATING:</b>	2
<b>TREASURE:</b>	None
<b>ALIGNMENT:</b>	Usually neutral evil
<b>ADVANCEMENT:</b>	By character class
<b>LEVEL ADJUSTMENT:</b>	+1

Beetle people are green bipedal insect-like beings. They have a carapace covering their back, a white belly, red multifaceted eyes, and white mandibles. The carapace on their back is in two pieces that open up, uncovering insectoid wings that the beetle people use to fly up to rooftops. They have only four limbs, two arms and two legs, and walk upright. Some have theorised that the beetle people are yet another form of the beast men so well known on the both the Continent and Sub-Continent, but their insect nature keeps them from being fully accepted.

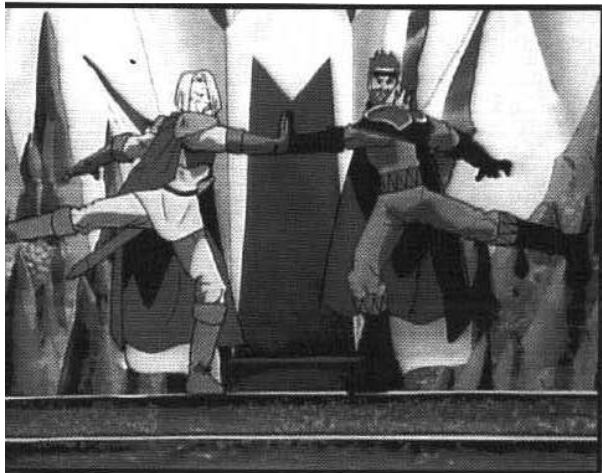
### COMBAT

Beetle people prefer to attack in pairs, using their numbers to flank their victims. They will hire themselves out as mercenaries or bandits, and appear in the series as minions of Dilgear. They use their ability to fly to get up to rooftops or other high places, the better to surprise their prey. They prefer to attack from above when possible, using their large mandibles to bite and claws to rake their victims.

## DEMONS

Demons are lesser types of Mazoku, more monster-kin than true onster. They exist on the astral plane and can be summoned, typically by wizards or Mazoku who need foot troops to attack an enemy. Demons can be summoned in small hordes or as individuals, though only wizards would commonly bother learning a demon's true name and having a relationship with it. Mazoku are far more powerful and dangerous, but can offer greater benefits for those who will swear themselves to them. Demons can offer little more than service, though they are a central part of the creation of most imera. For most wizards, the opportunity to have demons as minions at their command holds a certain charm as well.

Demons vary widely in both appearance and ability. Those summoned by a specific Mazoku tend to echo the appearance and special power of that Mazoku. Whether the Mazoku creates these demons or simply has dominion over demons that have an affinity for its special power is undetermined. Regardless, it seems the Mazoku has some influence over at least the appearance of the physical body the demon takes in the physical world. Demons summoned by wizards or sorcerers can be assumed to manifest in their natural appearance.



While demons exist primarily on the astral plane, they can manifest physical bodies in the physical world. Demons are not powerful enough to cross the barrier between the planes on their own, and must be summoned by someone. A demon that takes enough damage to destroy its physical body wishes, possibly banished back to its home plane or possibly killed.

Of the many types of demons, we have listed two common types here for you: the bras demon and the lesser demon.

### DEMON, BRAS

Large Outsider  
**HP:** 10d8+30 (75 hp)  
**INITIATIVE:** +2  
**REACH:** 40 ft. (fly 60 ft., poor)  
**WEIGHT CLASS:** 21 (-1 size, +2 Dex, +10 natural), touch 11, flat-footed 19  
**WEAPON ATTACK/GRAPPLE:** +10/+20  
**WEAPON:** Claw +15 melee (1d6+6)  
**CLAW ATTACK:** 2 Claws +15 melee (1d6+6)  
**REACH/REACH:** 10 ft./10 ft.

**SPECIAL ATTACKS:** Improved grab, spellcasting  
**SPECIAL QUALITIES:** Darkvision 60 ft., damage reduction 15/magic, spell resistance 20  
**SAVES:** Fort +10, Ref +9, Will +8  
**ABILITIES:** Strength 23, Dex 15, Con 16, Int 12, Wis 12, Cha 14  
**SKILLS:** Bluff +15, Concentration +16, Intimidate +17, Knowledge (arcana) +14, Knowledge (the planes) +14, Search +14, Spellcraft +16, Spot +14, Taunt +17  
**FEATS:** Combat Reflexes, Endurance, Improved Critical, Power Attack  
**ENVIRONMENT:** Any  
**ORGANISATION:** Solitary  
**CHALLENGE RATING:** 8  
**TREASURE:** None  
**ALIGNMENT:** Always chaotic evil  
**ADVANCEMENT:** 11-15 (Large), 16-20 (Huge)  
**LEVEL ADJUSTMENT:** —

Bras demons are large, heavily muscled humanoids with solid black eyes and skeletal faces. Skin colour varies, though deep olive green, dark maroon, and dull violet are common. They have enormous bat wings that are typically folded back behind their shoulders and look like a large cloak. Their hands are large and clawed.

Bras demons are far more powerful than most demons. They are likely to have their own names and individuality, and serve as a common source for the intelligence or magical capability of non-human-based chimeras, though whether the demon agrees to this process or is coerced into it is unknown. Wizards, who treat with demons instead of the more dangerous full-Mazoku, frequently summon them.

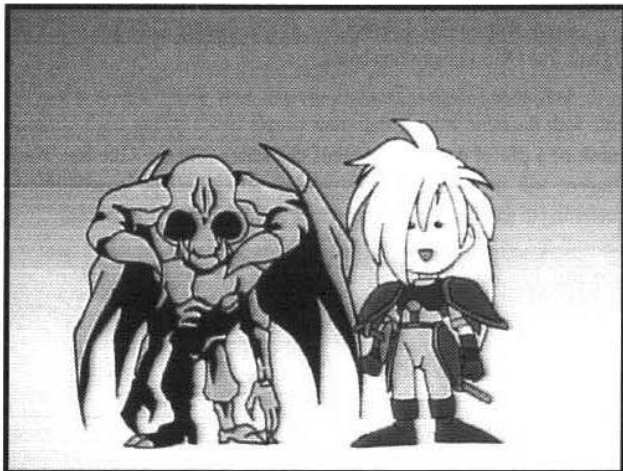
Bras demons make their home on the astral plane. They can manifest in the material world, but cannot cross the boundary between the worlds by themselves. Only the most powerful Mazoku can summon bras demons to assist them in any great numbers.



### COMBAT

Bras demons fly when necessary, but are more likely to stay on the ground to fight an opponent. They will first attempt to grapple an opponent, using their great strength and skill to overpower an opponent. If grapple attempts prove fruitless, they will fall back on spellcasting and claw attacks.

**Spellcasting:** Bras demons have access to all common spells as a spellcaster of their level in Hit Dice. They are disposed toward the use of combat spells (*flare bit*, *flare arrow*, *freeze arrow*), but will not hesitate to use spells like *lightning*, *flare*, and *change earth* to make their opponents' lives more difficult. For more information on these spells, see the *Spells* chapter, page 76.



## DEMON, LESSER

Medium Outsider

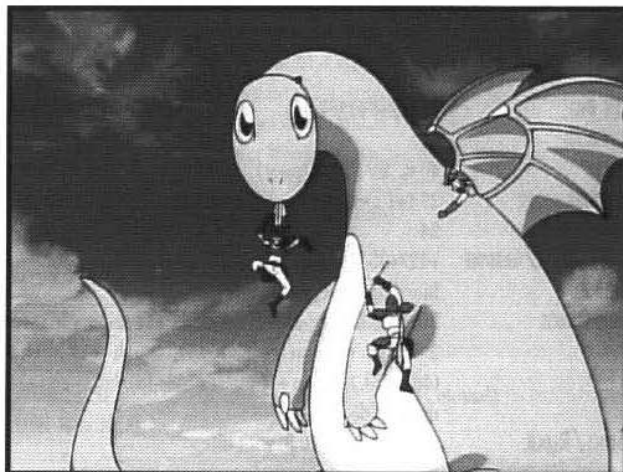
<b>HIT DICE:</b>	6d8+12 (39 hp)
<b>INITIATIVE:</b>	+3
<b>SPEED:</b>	30 ft., fly 50 ft. (average)
<b>ARMOUR CLASS:</b>	19 (+6 natural armour, +3 Dex), touch 13, flat-footed 16
<b>BASE ATTACK/GRAPPLE:</b>	+6/+7
<b>ATTACK:</b>	Claw +7 melee (1d4+1)
<b>FULL ATTACK:</b>	2 claws +7 melee (1d4+1) or energy bolt +9 ranged (3d6)
<b>SPACE/REACH:</b>	5 ft./5 ft.
<b>SPECIAL ATTACKS:</b>	Spellcasting
<b>SPECIAL QUALITIES:</b>	Darkvision 60 ft., damage reduction 10/magic, spell resistance 16
<b>SAVES:</b>	Fort +7, Ref +8, Will +9
<b>ABILITIES:</b>	Str 13, Dex 17, Con 14, Int 10, Wis 10, Cha 8
<b>SKILLS:</b>	Bluff +6, Concentration +8, Hide +10, Intimidate +8, Knowledge (arcana) +6, Knowledge (the planes) +6, Move Silently +6, Sense Motive +7, Spellcraft +6, Spot +6, Taunt +8
<b>FEATS:</b>	Dodge, Flyby Attack, Iron Will
<b>ENVIRONMENT:</b>	Any
<b>ORGANISATION:</b>	Solitary
<b>CHALLENGE RATING:</b>	5
<b>TREASURE:</b>	None
<b>ALIGNMENT:</b>	Always chaotic evil
<b>ADVANCEMENT:</b>	7-10 HD (Medium)
<b>LEVEL ADJUSTMENT:</b>	—

Lesser demons take many forms, though this one refers to dark, winged shapes that look like a cross between a bat and a bestial human. They are dark in colour, either black, dull midnight blue, dirty deep green, or the maroon of dried blood. They follow the orders of the being who summoned them, and throw themselves into violent conflict without fear of death.

## COMBAT

Lesser demons live for the violence of battle, thriving on the negative emotions that are fuelled by fear and pain. They typically attack in groups of two or more, ganging up on individual targets and flanking when possible. They attack with no regard for self-preservation, continuing to fight even when injured or near death. They prefer to fly and attack while in mid-air, using spells at a range and attacking physically once they've closed to melee distance, then repeating the process.

**Spellcasting:** Demons have access to all common spells as a wizard of their same level in Hit Dice. When spellcasting, lesser demons need not speak the name of their spell or gesture. While there are many common spells they might use, their typical function as combat machines means that they rarely bother casting more than *flare bit*, *flare arrow*, or *freeze arrow*. For more information on these spells, see the *Spells* chapter, page 76.

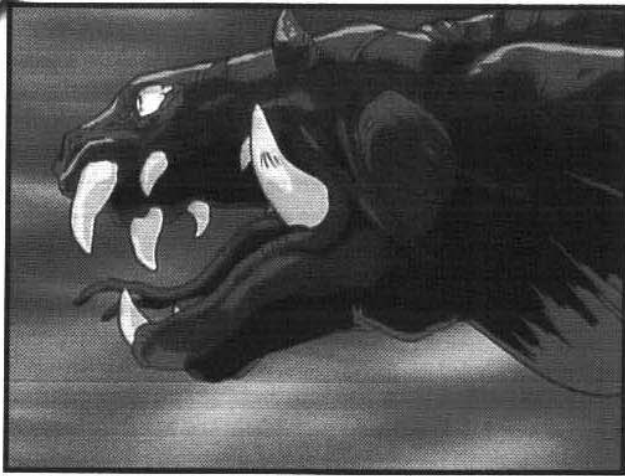


## DRAGONS

In the *Slayers* universe, dragons abound. Ranging from little more than dumb animals to full members of the race of the Gods, they are feared and avoided by almost every sane being on the sub-continent. A rare branch of culinary artistry was developed to please the palate of kings with the meat of lesser dragons, while the most powerful of the dragons live in secret valleys and guard the wisdom of the gods from those who would destroy all existence.

This level of dichotomy in both how they are viewed and what their natural abilities would be difficult for any race to cover, even dragons. We know that there was at least one other variety of dragon that was killed off in the past, the Ancient Dragons, but little more is said about variant types. As it stands, for our purposes we have divided dragons in *Slayers* into two types: animalistic and intelligent. The animalistic dragons consist of the black dragon, the lake dragon, and the sea serpent. The intelligent dragons are listed in the *Races* chapter, page 8. The dragons listed below are not considered acceptable for player character races.

The stats given below are all for adult dragons. Naturally, younger or older dragons will vary in size and ability. The *MM* can be used for examples of age progression with dragons of these types.



## DRAGON, BLACK

Gargantuan Dragon (Fire)

**HIT DICE:** 12d12+84 (162 hp)  
**INITIATIVE:** +1  
**SPEED:** 40 ft., fly 150 ft. (poor)  
**ARMOUR CLASS:** 25 (+1 Dex, -4 size, +18 natural), touch 5, flat-footed 24

**BASE ATTACK/GRAPPLE:** +12/+35  
**ATTACK:** Bite +20 melee (4d6+11)  
**FULL ATTACK:** Bite +20 melee (4d6+11), 2 claws +14 melee (2d8+5), 2 wings +14 melee (2d6+5), crush +14 melee (4d6+16), tail slap +14 melee (2d8+16), tail sweep +14 melee (2d6+16)

**SPACE/REACH:** 20 ft./15 ft. or 20 ft. with bite  
**SPECIAL ATTACKS:** Breath weapon  
**SPECIAL QUALITIES:** Aversion to cuteness, damage reduction 10/magic, spell resistance 22 (10+HD), resistance to fire 20, darkvision 60 ft., low-light vision, immunity to magic sleep effects and paralysis

**SAVES:** Fort +19, Ref +9, Will +9  
**ABILITIES:** Str 32, Dex 12, Con 24, Int 6, Wis 12, Cha 8  
**SKILLS:** Intimidate +11, Listen +13, Spot, +13, Search +10, Survival +13

**FEATS:** Flyby Attack, Great Fortitude, Power Attack, Track, Weapon Focus (bite)

**ENVIRONMENT:** Temperate to warm hills  
**ORGANISATION:** Solitary

**CHALLENGE RATING:** 12  
**TREASURE:** Double standard  
**ALIGNMENT:** Usually neutral  
**ADVANCEMENT:** 13-16 (Gargantuan), 17-20 (Colossal)  
**LEVEL ADJUSTMENT:** —

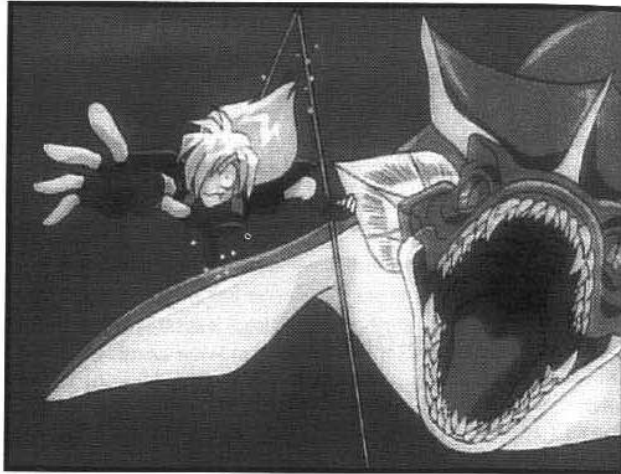
Black dragons are the strongest of all dragons and the largest of any land-based dragons. They have bat-like wings, a long sinuous neck, and a large, muscular body. They prefer to live in hilly areas of warm or temperate climate, though they've been spotted in mountainous regions as well, such as Dragon Valley in the Katahto Mountains. Despite the difficulties involved in caring for such a creature, a few baby black dragons are even captured and sold as pets each year. They are capable of loyalty and affection if treated well, though very few can successfully keep or raise one to adulthood.

## COMBAT

Black dragons rely on their massive strength when attacking. They like to begin a combat with a surprise flyby attack, using their claws to damage a person or building while still in mid-air. Once the prey has been alerted to its presence, the dragon will land and use a combination of physical attacks and breath weapon attacks to injure and kill its victim.

**Breath Weapon (Su):** 120-foot line, at will, damage 12d8 fire, Reflex DC 23 half. The DC is Constitution based.

**Aversion to Cuteness (Ex):** Black dragons view something (or someone) cute with the same attitude that most people view a strong smell of skunk musk or a pile of dog poop. Against characters with the Cute feat, black dragons will try to avoid using physical attacks except in self-defence, preferring to use their breath weapons or avoid combat altogether.



## DRAGON, LAKE

Huge Dragon (Water)

**HIT DICE:** 14d12+56 (147 hp)  
**INITIATIVE:** +2  
**SPEED:** 40 ft., swim 60 ft.  
**ARMOUR CLASS:** 24 (-2 size, +2 Dex, +14 natural), touch 10, flat-footed 22

**BASE ATTACK/GRAPPLE:** +14/+30  
**ATTACK:** Bite +20 melee (2d8+8) or tail slap +20 melee (2d6+12)

**FULL ATTACK:** Bite +20 melee (2d8+8), crush +15 melee (2d8+12), tail slap +15 melee (2d6+12)

**SPACE/REACH:** 15 ft./10 ft. or 15 ft. with bite  
**SPECIAL ATTACKS:** —  
**SPECIAL QUALITIES:** Damage reduction 10/magic, spell resistance 24 (10+HD), darkvision 60 ft., low-light vision., immune to magic sleep effects and paralysis

**SAVES:** Fort +13, Ref +15, Will +10  
**ABILITIES:** Str 26, Dex 14, Con 18, Int 8, Wis 12, Cha 10  
**SKILLS:** Jump +25, Sense Motive +18, Spot +18, Survival +18, Swim +25

**FEATS:** Awesome Blow, Improved Bull Rush, Lightning Reflexes, Power Attack, Weapon Focus (tail slap)

**ENVIRONMENT:** Freshwater aquatic  
**ORGANISATION:** Solitary  
**CHALLENGE RATING:** 9

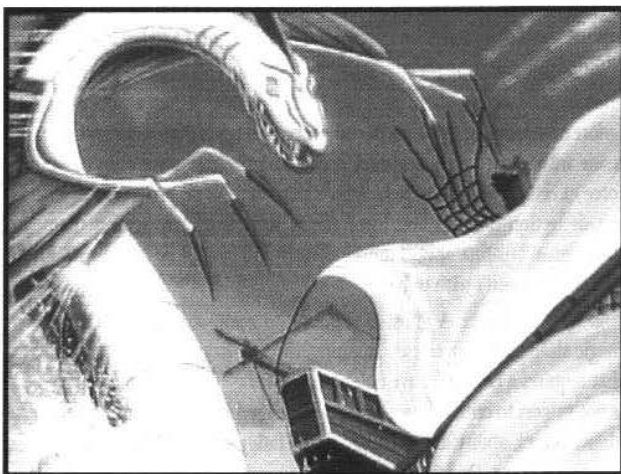
**TREASURE:** Double standard  
**ALIGNMENT:** Usually neutral  
**ADVANCEMENT:** 15-20 (Huge), 21-24 (Gargantuan)  
**LEVEL ADJUSTMENT:** —

Lake dragons are huge creatures that live in deep freshwater lakes. They are typically dark blue along their backs and limbs, and light ivory or yellow on their underbellies for camouflage. They are known to be the most delicious of all dragons when prepared correctly, but are extremely difficult to hunt or capture. Lake dragons have a long, sinuous neck and a rounded, almost pear-shaped body with a long, thick tail. They have large flippers instead of wings, and short stubby legs.

## COMBAT

Lake dragons are not terribly aggressive creatures, but they are predators. Humans or other player character races on boats are typically looked on by lake dragons more as a buffet than as a threat, and hunted accordingly if they venture into the lake dragon's territory.

A lake dragon will typically attempt to first smash the boat or conveyance of any non-aquatic creatures on the surface of the lake, thus crippling the boat and either scaring the creatures away or rendering them easier prey for a second attack. Lake dragons will typically default to either their tail slap or bite attacks, depending on which end is closer to their target. They do not have breath weapons or any other spell-like abilities.



## DRAGON, SEA

Gargantuan Dragon (Water)

**HIT DICE:** 15d12+75 (172 hp)  
**INITIATIVE:** +2  
**SPEED:** 40 ft., swim 80 ft.  
**ARMOUR CLASS:** 28 (-4 size, +2 Dex, +20 natural), touch 8, flat-footed 26  
**BASE ATTACK/GRAPPLE:** +15/+37  
**ATTACK:** Bite +21 melee (4d6+10) or tail slap +23 melee (2d8+17)  
**FULL ATTACK:** Bite +21 melee (4d6+10), 2 claws +19 melee (2d8+5), crush +19 melee (4d6+15), tail slap +21 melee (2d8+17), tail sweep +19 (2d6+15)  
**SPACE/REACH:** 20 ft./15 ft. or 20 ft. with bite  
**SPECIAL ATTACKS:** —  
**SPECIAL QUALITIES:** Damage reduction 10/magic, spell resistance 25 (10+HD), darkvision 60 ft., low-light vision, immune to magic sleep effects and paralysis



**SAVES:** Fort +14, Ref +11, Will +9  
**ABILITIES:** Str 30, Dex 14, Con 20, Int 10, Wis 10, Cha 15  
**SKILLS:** Intimidate +17, Listen +16, Move Silently +15, Search +16, Spot +18, Survival +16, Swim +25  
**FEATS:** Greater Weapon Focus (tail slap), Multiattack, Snatch, Touchy, Weapon Focus (tail slap), Weapon Specialisation (tail slap)  
**ENVIRONMENT:** Temperate ocean  
**ORGANISATION:** Solitary  
**CHALLENGE RATING:** 10  
**TREASURE:** Triple standard  
**ALIGNMENT:** Usually neutral  
**ADVANCEMENT:** 16-20 (Gargantuan), 21-24 (Colossal)  
**LEVEL ADJUSTMENT:** —

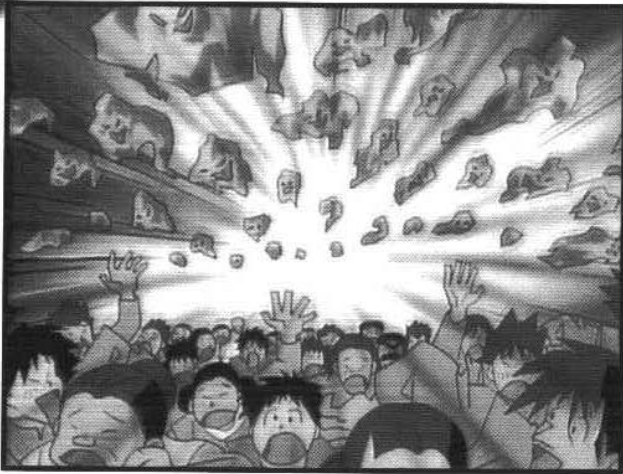
Sea dragons are long, serpent-like creatures with a long coiling body, two slender, clawed arms with trailing wing-like streamers, and a long dorsal fin that extends from its head down the length of its body. Sea dragons aren't incredibly smart, but are remarkably charismatic and are attracted to beauty. Their lairs are deep below the ocean's surface.

## COMBAT

Sea dragons prefer to attack with their tails when out of water or on the surface of the water, smashing ships and throwing sailors into the ocean. Bite attacks are used primarily underwater, when the bulk of the dragon's body no longer slows it down.







**COMBAT**

Ghosts aren't actually out to hurt anyone, and rarely use their only damaging attack (except to annoy and distract someone). Instead, they lift up skirts, steal weapons, spoil food, scatter papers, lift people off the ground and then drop them, swirl dust into someone's face, etc. They prefer to pull pranks or scare someone than do damage. While this is a relatively harmless pastime, living long term with such a ghost — or living short term with a group of them — could bring daily life to a screeching halt as chaos takes over in their wake.

*Telekinesis (Su):* Though ghosts are incorporeal creatures and cannot physically interact with the material world, they have the ability to cause material objects and creatures to move. Using this ability requires the ghost to touch the affected object or creature — making an incorporeal touch attack if the target resists. A ghost can move up to 75 lbs. in this way. Multiple ghosts can cooperate to move larger objects or creatures. Using this ability is a standard action.

*Possession (Su):* Once per round, a ghost can attempt to merge its body with a material creature to gain control of the target creature. The target can resist with a Will save (DC 10 + ghost's Cha modifier). A creature that successfully saves is immune to that same ghost's possession for 24 hours. If the save fails, the ghost vanishes into the target's body.

*Frightful Moan (Su):* A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become panicked for 2d4 rounds. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

*Incorporeal Traits:* Only other incorporeal creatures, spells, spell-like abilities, and supernatural abilities harm a ghost. It has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. It can pass through solid objects, but not force effects, at will. Its attacks ignore natural armour, armour, and shields, but deflection bonuses and force effects work normally against them. An incorporeal creature always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

*Undead Traits:* A ghost is immune to mind-affecting effects, poison, magic sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. Darkvision 60 ft.

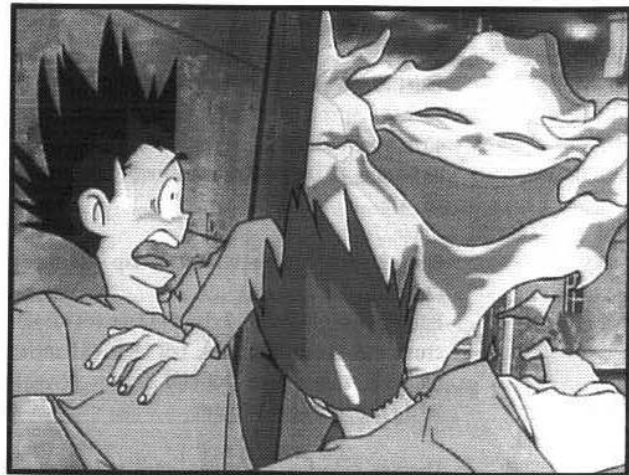
**GHOSTS**

Medium Undead (Incorporeal)

- HIT DICE:** 3d12 (19 hp)
- INITIATIVE:** +7
- SPEED:** fly 30 ft. (perfect)
- ARMOUR CLASS:** 15 (+3 Dex, +2 deflection), touch 15, flat-footed 12
- BASE ATTACK/GRAPPLE:** +1/+1
- ATTACK:** Incorporeal touch +4 melee (1d4)
- FULL ATTACK:** Incorporeal touch +4 melee (1d4)
- SPACE/REACH:** 5 ft./5 ft.
- SPECIAL ATTACKS:** Telekinesis, possession, frightful moan
- SPECIAL QUALITIES:** Incorporeal traits, undead traits
- SAVES:** Fort +1, Ref +4, Will +3
- ABILITIES:** Str -, Dex 16, Con -, Int 10, Wis 10, Cha 15
- SKILLS:** Intimidate +8, Sleight of Hand +9, Spot +6, Taunt +8
- FEATS:** Ability Focus (possession/frightful moan), Improved Initiative

- ENVIRONMENT:** Any
- ORGANISATION:** Solitary, pack (2-12), horde (10-100)
- CHALLENGE RATING:** 2
- TREASURE:** None
- ALIGNMENT:** Usually chaotic neutral
- ADVANCEMENT:** 4-8 (Medium)
- LEVEL ADJUSTMENT:** —

Ghosts are the incorporeal spirits of the restless dead, come back from the grave to bother the living. Unlike many other incorporeal undead, ghosts aren't really out to hurt anyone. They primarily want to cause mischief and trouble the living as much as possible, amusing themselves while they're trapped between worlds and hoping to rekindle a brief feeling of what it was like to be alive. They appear as white misty forms, with only darker spots for eyes and mouth. The edges of the ghosts are rough and indistinct, with two arms, makeshift hands, and a torso that fades off into a tail instead of legs. There are no distinguishing features to determine one ghost from another solely on appearance, and nothing to determine who the individual was when he or she was alive.





## GIANT EEL

Large Animal (Aquatic)

**HIT DICE:** 8d8+16  
**INITIATIVE:** +3  
**SPEED:** Swim 50 ft.  
**ARMOUR CLASS:** 17 (-1 size, +3 Dex, +5 natural), touch 12, flat-footed 14

**BASE ATTACK/GRAPPLE:** +6/+15

**ATTACK:** Bite +10 melee (2d6+7)

**FULL ATTACK:** Bite +10 melee (2d6+7)

**SPACE/REACH:** 10 ft./5 ft.

**SPECIAL ATTACKS:** Shock

**SPECIAL QUALITIES:** Immunity to electricity

**SAVES:** Fort +8, Ref +13, Will +3

**ABILITIES:** Str 20, Dex 17, Con 14, Int 1, Wis 12, Cha 2

**SKILLS:** Spot +5, Swim +11

**FEATS:** Improved Natural Attack (bite), Lightning Reflexes, Power Attack

**ENVIRONMENT:** Temperate aquatic

**ORGANISATION:** Solitary or pair

**CHALLENGE RATING:** 4

**TREASURE:** None

**ALIGNMENT:** Always neutral

**ADVANCEMENT:** 9-12 (large), 13-18 (huge)

**LEVEL ADJUSTMENT:** —

Giant eels are large, freshwater eels that live in the major rivers of the Sub-Continent. They are a greyish-tan in colour, with a long wavy dorsal fin that begins right behind its head and extends down the length of its body, and a matching one underneath. It has forward-facing eyes and a large mouth with sharp white teeth.

### COMBAT

Giant eels prefer to attack with their bite, using that almost exclusively. They will leap out of the water after their prey as necessary. The shock attack is typically used as a defensive measure against predators, or to finish off prey that might be locked in its jaws but still struggling.

**Shock:** Touch attack, at will, 3d8 electrical, Reflex DC 16 half. The DC is Constitution based.

## GOLEMS

Golems are magically created automatons of great power. They are the province of sorcerers and loremasters; witches and wizards are not powerful enough to create a golem, and most clerics or shamans have no great use for them. Their creators control golems magically, though some have lesser demons bound into them to give them a small amount of independent action. Some golems, such as the orihalcon golem, are little more than magically powered machines, and must be driven by someone to function. While only two types are listed below, rock and orihalcon, other types of golems such as those found in the *MM* are also appropriate for use with *Slayers d20*.



### GOLEM, ORIHALCON

Gargantuan Construct

**HIT DICE:** 28d10+60 (214 hp)

**INITIATIVE:** +0

**SPEED:** 40 ft.

**ARMOUR CLASS:** 32 (-4 size, 0 Dex, +26 natural), touch 6, flat-footed 32

**BASE ATTACK/GRAPPLE:** +21/+46

**ATTACK:** Slam +30 melee (4d8+13)

**FULL ATTACK:** 2 slam +30 melee (4d8+13)

**SPACE/REACH:** 20 ft./20 ft.

**SPECIAL ATTACKS:** Energy cannon

**SPECIAL QUALITIES:** Mecha, construct traits, damage reduction 20/magic, spell resistance 38 (10+HD)

**SAVES:** Fort +9, Ref +9, Will +9

**ABILITIES:** Str 36, Dex 10, Con -, Int -, Wis -, Cha 1

**SKILLS:** —

**FEATS:** —

**ENVIRONMENT:** Any

**ORGANISATION:** Solitary

**CHALLENGE RATING:** 15

**TREASURE:** None

**ALIGNMENT:** Always neutral

**ADVANCEMENT:** 29-34 (Gargantuan), 35-40 (Colossal)

**LEVEL ADJUSTMENT:** —

Orihalcon golems are gargantuan creations made wholly out of orihalcon, a magical metal that almost nothing can damage. The secret of their construction is an art lost to modern sorcerers, except in the pages of the legendary (and well protected) Book of Xoana. Only one orihalcon golem is

known to exist, slumbering somewhere in the kingdom of Xoana. It waits for the day when it will be activated in defence of the ancient kingdom and sent forth against the enemies of the throne.

## COMBAT

Orihalcon golems have no awareness of their own. They are large mechanically and magically driven machines, requiring a driver to operate and steer them. Their bodies are enormous, with powerful hands and fists as well as a searing energy cannon that can wreak destruction on a large scale. An orihalcon golem has no set battle strategy other than the will of its driver.

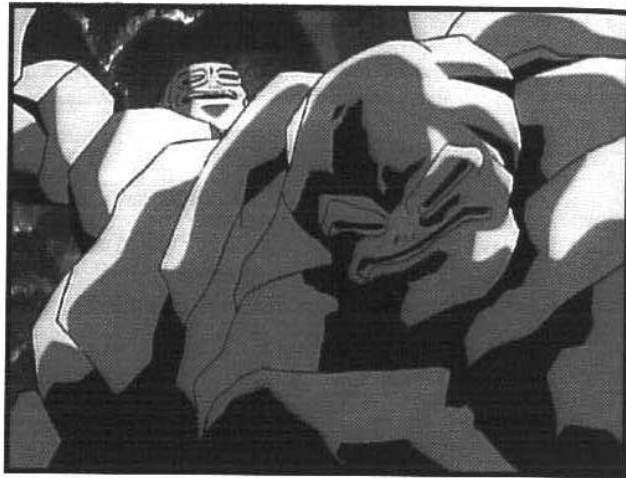
**Mecha:** Orihalcon golems are little more than magical machines. They must be manned constantly during their operations, and cannot sense or target anything on their own. In addition, orihalcon golems (like all machines) must be maintained and cared for, or else its parts will begin to deteriorate.

While orihalcon is a highly resilient metal, even it is not impervious to the passage of time. Constructs with the mecha special quality must be maintained semi-regularly or suffer a loss of Hit Dice. For orihalcon golems, they lose 1 Hit Die for every 25 years the golem goes without regular maintenance. Once the golem loses all its Hit Dice, any stress (such as walking or firing its cannon) will cause the golem to break apart and self-destruct.



**Construct Traits:** An orihalcon golem has immunity to poison, magic sleep effects, paralysis, stunning, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Cannot heal damage, but can be repaired. Darkvision 60 ft. and low-light vision.

**Energy Cannon:** The orihalcon golem is equipped with a weapon designed to level cities and annihilate entire armies, called the energy cannon. The cannon has a long range (1000 ft.) and affects a 50 ft.-radius burst area. It inflicts a total of 14d10 points of damage (1d10 per 2 HD), to a maximum of 20d10. A successful Reflex save (DC 24, or 10 + 1/2 the total HD) will reduce the damage inflicted by half.



## GOLEM, ROCK

Large Construct

<b>HIT DICE:</b>	10d10+30 (85 hp)
<b>INITIATIVE:</b>	+0
<b>SPEED:</b>	30 ft.
<b>ARMOUR CLASS:</b>	21 (-1 size, 0 Dex, +12 natural), touch 9, flat-footed 21
<b>BASE ATTACK/GRAPPLE:</b>	+7/+18
<b>ATTACK:</b>	Slam +13 melee (2d8+7)
<b>FULL ATTACK:</b>	2 slam +13 melee (2d8+7)
<b>SPACE/REACH:</b>	10 ft./10 ft.
<b>SPECIAL ATTACKS:</b>	—
<b>SPECIAL QUALITIES:</b>	Damage reduction 10/magic, construct traits
<b>SAVES:</b>	Fort +2, Ref +2, Will +2
<b>ABILITIES:</b>	Str 24, Dex 10, Con -, Int — Wis 10, Cha 1
<b>SKILLS:</b>	—
<b>FEATS:</b>	—
<b>ENVIRONMENT:</b>	Any
<b>ORGANISATION:</b>	Solitary, gang (2-4), band (5-10), horde (10-100)
<b>CHALLENGE RATING:</b>	7
<b>TREASURE:</b>	None
<b>ALIGNMENT:</b>	Always neutral
<b>ADVANCEMENT:</b>	11-16 (Large), 17-24 (Huge)
<b>LEVEL ADJUSTMENT:</b>	—

Rock golems are made out of roughly hewn rock, typically in a large, chunky humanoid form. They have gaping holes for facial features and crudely formed limbs. They are mindless beings, typically set to perform a set instruction under a given stimulus (for example: attack anyone other than me who enters this room). A golem can also be more directly controlled by its creator, assuming that the creator is either present or has a magical controller set up in the golem's general area.

## COMBAT

Rock golems are incapable of tactical movement unless under the direct control of their creator. When attacking, they will attempt to chase down the target and smash it with its fists until it is dead.

**Construct Traits:** A rock golem has immunity to poison, magic sleep effects, paralysis, stunning, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Cannot heal damage, but can be repaired. Darkvision 60 ft. and low-light vision.

## LIVING PUPPETS

Medium Construct

<b>HIT DICE:</b>	7d10+20 (58 hp)
<b>INITIATIVE:</b>	+4
<b>SPEED:</b>	30 ft.
<b>ARMOUR CLASS:</b>	22 (+4 Dex, +8 natural), touch 14, flat-footed 18
<b>BASE ATTACK/GRAPPLE:</b>	+5/+8
<b>ATTACK:</b>	Slam +8 melee (1d4+4)
<b>FULL ATTACK:</b>	Slam +8 melee (1d4+4)
<b>SPACE/REACH:</b>	5 ft./5 ft.
<b>SPECIAL ATTACKS:</b>	Fear aura
<b>SPECIAL QUALITIES:</b>	Construct traits, frightful presence, levitation
<b>SAVES:</b>	Fort +2, Ref +6, Will +3
<b>ABILITIES:</b>	Str 16, Dex 18, Con -, Int 13, Wis 13, Cha 10
<b>SKILLS:</b>	Intimidate +8, Spot +9, Tumble +12, Taunt +6
<b>FEATS:</b>	Dodge, Improved Grapple, Improved Unarmed Strike
<b>ENVIRONMENT:</b>	Any
<b>ORGANISATION:</b>	solitary, pair, group (3-8)
<b>CHALLENGE RATING:</b>	5
<b>TREASURE:</b>	None
<b>ALIGNMENT:</b>	Any
<b>ADVANCEMENT:</b>	By character class
<b>LEVEL ADJUSTMENT:</b>	—



Living puppets are life-size marionettes, magically imbued with life. They are created through magically trapping the soul of a living being in the puppet, or else by embedding a demon into the puppet's body to provide intelligence. They are typically made of wood and are capable of independent movement, thus eliminating the need for strings.

### COMBAT

Living puppets are usually under the control of their creator. They are often set to guard a place or to act as servants. When entering combat, a puppet will first attempt to use its aura of fear to scare away its opponent. Should that fail, it will enter into physical combat, using its levitation power and high dexterity to close quickly with its target. Living puppets prefer to grapple when possible.

**Construct Traits:** A puppet has immunity to poison, magic sleep effects, paralysis, stunning, death effects, necromancy effects, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and any

effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Cannot heal damage, but can be repaired. Darkvision 60 ft. and low-light vision.

**Fear Aura (Su):** Living puppets are hideous parodies of life, and as such possess the ability to frighten any living creature who comes into contact with them. Creatures of less than 7 HD in a 60-foot radius that look at a living puppet must succeed on a Will save (DC 17) or become panicked. If cornered, a panicked creature begins cowering. If the Will save is successful, the creature is only shaken. This effect lasts for 7 rounds (1 round per HD). This ability is used as a free action.

**Frightful Presence (Ex):** When a living puppet faces an opponent, it can clatter its entire body while looking directly at its enemy and making eye contact. The malevolence — or alternatively, pitifully human — look there can frighten opponents in range of the effect and make them easier to fight. Creatures of less than 7 HD in a 30-foot radius that meet a puppet's gaze must make a Will save (DC 17) or be shaken. If the Will test is successful, the opponent is immune to that same puppet's frightful presence for 24 hours. Frightful presence is a mind-affecting fear effect.

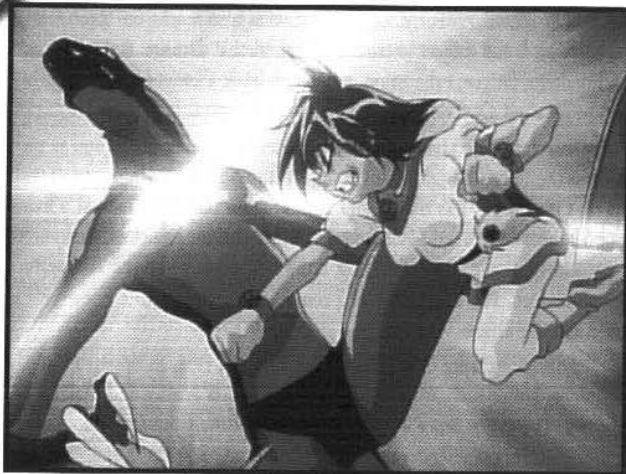
**Levitation (Su):** A living puppet may use *levitation* at will, as per the spell description on page 91.

## LIZARDMEN

Medium Humanoid (Reptilian)

<b>HIT DICE:</b>	2d8+2 (11 hp)
<b>INITIATIVE:</b>	+1
<b>SPEED:</b>	30 ft.
<b>ARMOUR CLASS:</b>	13 (+2 natural, +1 Dex), touch 11, flat-footed 12
<b>BASE ATTACK/GRAPPLE:</b>	+1/+1
<b>ATTACK:</b>	Mace +1 melee (1d6) or rifle +2 ranged (3d6)
<b>FULL ATTACK:</b>	Mace +1 melee (1d6) or rifle +2 ranged (3d6)
<b>SPACE/REACH:</b>	5 ft./5 ft.
<b>SPECIAL ATTACKS:</b>	Spit acid
<b>SPECIAL QUALITIES:</b>	Camouflage, low-light vision
<b>SAVES:</b>	Fort +1, Ref +4, Will +0
<b>ABILITIES:</b>	Str 10, Dex 13, Con 13, Int 9, Wis 10, Cha 10
<b>SKILLS:</b>	Climb +2, Hide +6, Jump +2
<b>FEATS:</b>	Exotic Weapon Proficiency (firearms)
<b>ENVIRONMENT:</b>	Outer World
<b>ORGANISATION:</b>	Gang (2-3), band (6-10 plus 1 leader of 3rd-6th level), or tribe (30-60 plus 2 lieutenants of 3rd-6th level and 1 leader of 4th-10th level)
<b>CHALLENGE RATING:</b>	1
<b>TREASURE:</b>	Standard
<b>ALIGNMENT:</b>	Usually neutral
<b>ADVANCEMENT:</b>	By character class
<b>LEVEL ADJUSTMENT:</b>	+0

This variety of lizardman is occasionally found on the Sub-Continent, but only in large numbers in the Outer World. Based more on quick, lithe geckos than regular scaled lizards, they rely on their speed more than their strength. Lizardmen typically work as bandits or mercenaries. Their culture is undetermined, but might logically be assumed to be similar to that of other types of beastmen.



## COMBAT

Lizardmen attack in groups, not risking themselves individually — if they become outnumbered, they will flee. They prefer to sneak up on a target, using their natural camouflage to get close while remaining unnoticed, then fire with their rifles. Once their shots are expended, they will close for melee with maces in hand. If cornered or out of ammunition, they will use their acid spit to force their attackers back.

*Camouflage:* Lizardmen know how to use their natural coloration to their advantage. They receive a +4 racial bonus to all Hide checks.

*Spit Acid (Ex):* Lizardmen produce acidic spit, which they can launch at their enemies when in combat. 10-foot line, at will, damage 1d6 acid, Reflex save DC 12 avoids. The DC is Constitution-based.

## MAGIC BEASTS

Large Magical Beast

<b>HIT DICE:</b>	6d10+12 (45 hp)
<b>INITIATIVE:</b>	+2
<b>SPEED:</b>	fly 40 ft.
<b>ARMOUR CLASS:</b>	11 (-1 size, +2 Dex), touch 11, flat-footed 9
<b>BASE ATTACK/GRAPPLE:</b>	+4/+13
<b>ATTACK:</b>	Touch +5 melee (none)
<b>FULL ATTACK:</b>	Touch +5 melee (none)
<b>SPACE/REACH:</b>	10 ft./5 ft.
<b>SPECIAL ATTACKS:</b>	Envelop, stench
<b>SPECIAL QUALITIES:</b>	—
<b>SAVES:</b>	Fort +7, Ref +7, Will +2
<b>ABILITIES:</b>	Str 12, Dex 15, Int 5, Wis 10, Cha 1
<b>SKILLS:</b>	Spot +9
<b>FEATS:</b>	Ability Focus (stench), Improved Grapple, Improved Unarmed Strike
<b>ENVIRONMENT:</b>	Any
<b>ORGANISATION:</b>	Solitary, gang (2-4), band (5-10), horde (10-100)
<b>CHALLENGE RATING:</b>	4
<b>TREASURE:</b>	None
<b>ALIGNMENT:</b>	Always chaotic neutral
<b>ADVANCEMENT:</b>	7-10 (Large), 11-15 (Huge)
<b>LEVEL ADJUSTMENT:</b>	—

Magical beasts are large flying ooze-like creatures that live in astral space. They are transparent, though usually coloured in blue or purple. They have two large round white eyes and a darker slash of a mouth, though it is not

a mouth per se but merely an indentation in the creature's body. They have no internal organs, using the acidic jelly of which they are made to slowly dissolve and digest their victims.

## COMBAT

Magic beasts will fly in an evasive manner upon entering combat to make themselves more difficult to hit. They prefer to sneak up behind someone when possible, attempting to grapple the victim and envelop him. They smell particularly foul, and their stench can cause weak creatures to become nauseated, making it easier for the magic beast to envelop the target.

*Envelop (Ex):* When magic beasts attack, the first thing they do is attempt to get in contact with their target. If their touch attack is successful, they make an opposed grapple check to envelop the victim. If the attack succeeds, the victim is enveloped. An enveloped target takes 1d6 acid damage per round and is in danger of suffocation. The target may fight her way out of the creature by escaping the grapple (see the *Player's Handbook* for more information). An enveloped target is considered pinned.

*Stench (Ex):* The thick jelly that comprises a magic beast's body carries with it a truly horrific odour. Those who come within 5 feet of the creature must make a Fortitude save (DC 15) or become nauseated.



## MAZOKU

The Mazoku are the forces of evil and chaos in the world, the epitome of everything negative in the human heart. They desire nothing more than to return the world to a sea of chaos, unmaking all creation and causing as much pain, terror, and strife along the way as they possibly can. They are the natural enemies and antithesis of the Dragons, and are considered their mortal enemies.

Despite being beings of chaos, the Mazoku have a strict order among their ranks. The most powerful of all Mazoku is the Lord of Nightmares. Referred to as "she," the Lord of Nightmares is also the Mother of All Things, and is credited with the creation of everything. It is possible that she is not wholly good or bad, lawful or chaotic, but no one knows for sure.

Under her are four Dark Lords, one for each world supported by the staff of the gods. They are Shabranigdo (Ruby Eye), Dugradigdo (Darkstar), Chaotic Blue, and Death Fog. Shabranigdo and Darkstar are the only ones that appear in the *Slayers* series. Shabranigdo rules the world in which *Slayers* is set.



To help him rule the world, Shabranigdo created five servants to help him. The two that are named in the series are Hellmaster Phibrizzo and Gaav, the Demon Dragon King. The Beastmaster is also mentioned in the series, but never shown. Each of the five servants in turn created lieutenants to help them, of which Xellos is one — he serves the Lord Beastmaster, but is loaned out to Hellmaster to aid him in defeating Gaav. From there, there are many master Mazoku and lesser Mazoku, all sworn in allegiance to one of the five servants (and created by them as well).

Mazoku live on the astral plane, just as demons do, and can wander freely there. They can phase over to the Material Plane at any time, where they make mischief and try to bring ruin to the nations there. After Shabranigdo was defeated, Hellmaster Phibrizzo created a barrier over the area in which at least one of his parts was sealed away to protect it. Monsterkin were released upon the world within that barrier, holy magic was sealed away, and black magic flourished as the Mazoku exerted their will over the world within the barrier.

All Mazoku follow the Mazoku Code. This is imprinted in them at the time of their creation, and they are as incapable of breaking it as they are of feeling love or kindness.

### THE MAZOKU CODE

- The goal of all Mazoku is to return the world to a sea of chaos.
- A Mazoku is the servant of the one who created it. It must obey its master.
- The Gods and Dragons are the sworn enemies of all Mazoku. The enemy's plans must be disrupted. Let no one disrupt the plans of the Mazoku.
- Everyone has an appointed task. Do not interfere with other Mazoku, and do not allow them to interfere with you.
- Encourage dark and negative feelings in those around you. They are your strength and the source of your power.
- Do whatever is necessary.
- Have fun.

### USING MAZOKU IN YOUR CAMPAIGN

Mazoku are a natural choice for major villains in campaigns. Though most games will not focus on fighting one of the 5 Servants, any Mazoku can provide an excellent nemesis for a group of player characters.

The Mazoku are roughly divided into three types: lesser, master, and noble. Lesser Mazoku are rarely named in the series and typically serve as more an annoyance to Lina and company than anything else. It must be remembered, however, that Lina, Gourry, Zel, and Amelia are all far above 10th level. Their ease in dealing with a given threat is not indicative of how easy or difficult another group might find such an encounter. Evia is an example of a Lesser Mazoku.

Master Mazoku are still more powerful. They have the ability to enter into compacts with mortals and have some superiority over Lesser Mazoku. Zoram, Kanzel, Mazenda, and Xellos are all Master Mazoku.

Finally, there are Noble Mazoku. The Five Servants are examples of Noble Mazoku, as are all the Dark Lords. They rule over an aspect of creation and have numerous Mazoku beneath them. They also have the power to create new Mazoku to act as their servants.

Mazoku are all individual, with each one having a specific and unique Mazoku power. Other Mazoku know them on sight, and the hierarchy of power and rank is clearly established. There are fewer Mazoku than Dragons by a significant margin, yet most Mazoku are far more powerful than their Dragon counterparts, providing an even balance between the two sides.

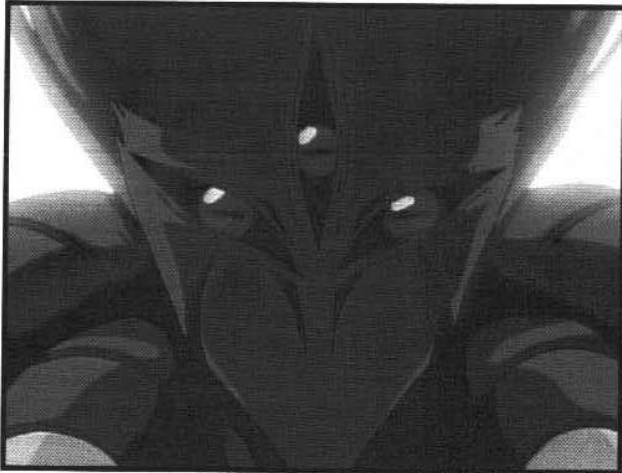
Though we have provided general stat blocks below, we suggest that GMs tweak the stats given as needed to create the Mazoku that best fits his or her needs. The special qualities, feats, and skills listed below are intended to be a common starting ground, not an exhaustive list. We encourage GMs to customise these stats when creating a new Mazoku as well as determining what allegiance that Mazoku has and what its specific mission is.

### MAZOKU, LESSER

Large Outsider (Chaotic, evil)

<b>HIT DICE:</b>	15d8+30 (97 hp)
<b>INITIATIVE:</b>	+2
<b>SPEED:</b>	40 ft., fly 60 ft. (perfect)
<b>ARMOUR CLASS:</b>	17 (-1 size, +2 Dex, +6 deflection), touch 17, flat-footed 15
<b>BASE ATTACK/GRAPPLE:</b>	+15/+26
<b>ATTACK:</b>	Slam +21 melee (2d6+10)
<b>FULL ATTACK:</b>	Slam +21 melee (2d6+10)
<b>SPACE/REACH:</b>	10 ft./10 ft.
<b>SPECIAL ATTACKS:</b>	Mazoku power
<b>SPECIAL QUALITIES:</b>	Astral form, astral phasing, darkvision 60 ft., immune to poison and disease, outsider traits, spell resistance 25 (10+HD)
<b>SAVES:</b>	Fort +11, Ref +11, Will +13
<b>ABILITIES:</b>	Str 24, Dex 15, Con 15, Int 12, Wis 10, Cha 17
<b>SKILLS:</b>	Bluff +17, Hide +12, Intimidate +19, Knowledge (arcana) +14, Knowledge (religion) +14, Knowledge (the planes) +14, Listen +13, Spellcraft +16, Spot +14, Summoning +15, Taunt +19, Vision +13.
<b>FEATS:</b>	Ability Focus (Mazoku power), Cleave, Code (Mazoku), Improved Natural Attack (slam), Iron Will (obsession: chaos), Power Attack
<b>ENVIRONMENT:</b>	Any
<b>ORGANISATION:</b>	Solitary
<b>CHALLENGE RATING:</b>	11
<b>TREASURE:</b>	None
<b>ALIGNMENT:</b>	Always chaotic evil
<b>ADVANCEMENT:</b>	16-20 (Large), 21-25 (Huge) or by character class
<b>LEVEL ADJUSTMENT:</b>	—

Lesser Mazoku vary widely in appearance and abilities. They are frequently able to spawn lesser demons to aid them in combat. Lesser Mazoku only have one form, a monstrous appearance that could not pass for human except under the most generous circumstances. They are typically size Large, though a Mazoku power may allow them to change their size and appearance somewhat. They rarely have plans of their own, and are normally used as assassins or raw troops to kill or soften up someone targeted by the Mazoku.



## COMBAT

While Mazoku are perfectly capable of attacking physically, they prefer to use their Mazoku powers to attack, as it inevitably engenders more terror in their victims. Using the power and feeling the response to it in surrounding humans feels good to the Mazoku. As they are essentially selfish creatures, they often see no further than their own enjoyment of the kill, and so stick with the approach they prefer unless forced to change tactics. They usually prefer to keep on the move, with some of them phasing from place to place on the field of battle to keep their victims off-balance while they close for the kill.

*Astral Form:* Mazoku are natives of the Astral Plane. Even when they cross the barrier between the planes to the Material World, they never fully leave their astral forms behind. A Mazoku's body is still mostly composed of astral energies, even when materialised. Because of this, a Mazoku can be either corporeal or incorporeal at will, switching between the two states as they desire.



Non-magical weapons cannot hurt Mazoku at all. Magic weapons without ghost touch have a 50% chance of missing when they strike. Any attack by another Mazoku (whether magical or not) can hurt a Mazoku normally.

*Astral Phasing:* Mazoku are able to cross the barrier between the Astral and Material planes at will. Phasing from the Material to the Astral (or vice versa) takes 10 ft. of their allotted movement. They can then move on the Astral plane and reappear on the Material plane. Mazoku move on the Astral Plane roughly 100 times faster than they can on the material plane, making phasing from spot to spot on the Material plane seem instantaneous to observers. Mazoku can also use this power to travel extended distances.

*Mazoku Power:* Every Mazoku has a set of unique powers that it controls. Mazenda has dimensional manipulation. Evia has control over the element of water. These powers must be created for each individual Mazoku: there are no set limits on what may be used or what effect it can have. We encourage the GM to consider the following powers for Lesser Mazoku: summoning demons, storms, mud, shadows, fire, or water. Every power can be transformed into a ray or ball attack inflicting 7d8 points of damage (1d8 for every 2 HD). A Reflex save (DC 22) can be made to reduce the damage by half.

*Skills:* Mazoku receive a +4 racial bonus to Summoning checks for demons, lesser monsters, and other Mazoku.

## MAZOKU, MASTER

Medium Outsider (Chaotic, evil)

<b>HIT DICE:</b>	25d8+100 (212 hp)
<b>INITIATIVE:</b>	+8
<b>SPEED:</b>	30 ft., fly 80 ft. (perfect)
<b>ARMOUR CLASS:</b>	24 (+4 Dex, +10 deflection), touch 24, flat-footed 20
<b>BASE ATTACK/GRAPPLE:</b>	+25/+29
<b>ATTACK:</b>	By weapon +29 melee
<b>FULL ATTACK:</b>	By weapon +29/+24/+19/+14 melee
<b>SPACE/REACH:</b>	5 ft./5 ft.
<b>SPECIAL ATTACKS:</b>	Mazoku power, sorcery manipulation
<b>SPECIAL QUALITIES:</b>	Alternate form, astral form, astral phasing, contract, darkvision 60 ft., immune to poison and disease, outsider traits, spell resistance 35 (10+HD)
<b>SAVES:</b>	Fort +18, Ref +18, Will +19
<b>ABILITIES:</b>	Str 18, Dex 18, Con 18, Int 18, Wis 12, Cha 20
<b>SKILLS:</b>	Bluff +21, Craft (select one) +20, Diplomacy +25, Disguise +21, Gather Information +21, Hide +20, Intimidate +23, Knowledge (arcana) +20, Knowledge (religion) +20, Knowledge (the planes) +20, Listen +17, Move Silently +20, Search +20, Sense Motive +20, Sleight of Hand +20, Spellcraft +22, Spot +17, Summoning +20, Taunt +22, Use Magic Device +21, Vision +17
<b>FEATS:</b>	Ability Focus (Mazoku power), Augment Summoning, Barbed Tongue, Code (Mazoku), Dodge, Flyby Attack, Iron Will (obsession: chaos), Mobility, Power Attack
<b>ENVIRONMENT:</b>	Any
<b>ORGANISATION:</b>	Solitary or pair
<b>CHALLENGE RATING:</b>	20
<b>TREASURE:</b>	Standard
<b>ALIGNMENT:</b>	Always chaotic evil
<b>ADVANCEMENT:</b>	26-35 (Medium) or by character class
<b>LEVEL ADJUSTMENT:</b>	—

Master Mazoku are the mid-level management equivalent of Mazoku. They are responsible for assigning Lesser Mazoku to various tasks, as well as fulfilling the orders of their superiors and finding new ways of bringing chaos into the world. They possess the ability to sign contracts and pledges with mortals, as well as the ability see and manipulate sorcery spells. They are the servants of the Five Servants, and as such are entrusted with a variety of tasks on the Material Plane.

Master Mazoku typically have two forms: a humanoid form and a monstrous form. The stats presented above are for the humanoid form. The humanoid form is medium size and ranges from obviously inhuman to a perfect human guise. Even those with the most attractive human forms, however, will have some quirk that marks their appearance, such as oddly-coloured hair, eyes, or skin. Most Mazoku who take human form will pass themselves off as sorcerers or priests — professions to which humans with Magical Blood gravitate.

A Mazoku's monstrous form is typically at least size large, though it can be as big as size huge. The monstrous form is obviously inhuman, frequently possessing long claws, a skeletal appearance, extra eyes or limbs, a tail, fangs, or tentacles. It can also be composed of something obviously non-organic, such as metal, fire, or smoke. A Mazoku's monstrous form is usually tied in some visual way to its Mazoku power, if possible.



## COMBAT

Master Mazoku are more subtle than their lesser brethren. They also prefer to use their abilities to attack, but if disguised or wishing to avoid attention, they will restrict themselves to physical attacks or spellcasting. If secrecy is not important, then they will instil as much terror as possible into their victims, savouring the fight as they feed upon the fear, pain, and hate they engender in their prey.

Master Mazoku typically prefer to remain on the move during battle, keeping their opponents at a distance while they use their spell-like effects or send lesser demons to fight. They commonly use astral phasing to move out of the reach of their opponents' weapons and spells when possible, using their greater mobility to misdirect their victims while they close for the kill.

*Alternate Form:* Mazoku possess an alternate monstrous form that they typically wear when in Astral Space or when trying to reveal their powers and terrify their victims. Mazoku have access to all their spell-like abilities and magical Mazoku powers from either form. If the monstrous form is larger than medium size, their physical stats should be adjusted using the standard size modifiers. They often gain natural weapons in monstrous form, such as

claws, fangs, or wings. These weapons are rated according to the size of their form, as per the *MM*

*Astral Form:* Mazoku are natives of the Astral Plane. Even when they cross the barrier between the planes to the Material World, they never fully leave their astral forms behind. A Mazoku's body is still mostly composed of astral energies, even when materialised. Because of this, a Mazoku can be either corporeal or incorporeal, switching between the two states at will.

Non-magical weapons cannot hurt Mazoku at all. Magic weapons without ghost touch have a 50% chance of missing when they strike. Any attack by another Mazoku (whether magical or not) can hurt a Mazoku normally.

*Astral Phasing:* Mazoku are able to cross the barrier between the Astral and Material planes at will. Phasing from the Material to the Astral (or vice versa) takes 10 ft. of their allotted movement. They can then move on the Astral plane and reappear on the Material plane. Mazoku move on the Astral Plane roughly 100 times faster than they can on the material plane, making phasing from spot to spot on the Material plane seem instantaneous to observers. Mazoku can also use this power to travel extended distances.

*Contract:* Master Mazoku have the ability to contract with humans and other mortal races on the Material Plane. When a contract is signed, the Mazoku agrees to grant a particular wish or give up part of its power to the mortal in exchange for serving that Mazoku and forwarding its agenda. While the Mazoku is bound by the contract it signs and will not attempt to break it, it can call other Mazoku in to either force the mortal to break the bargain or kill the mortal if necessary.

*Mazoku Power:* Every Mazoku has a set of unique powers that it controls. Mazenda has dimensional manipulation. Evia has control over the element of water. These powers must be created for each individual Mazoku: there are no set limits on what may be used or what effect it can have. Every power can be transformed into a ray or ball attack inflicting 12d10 points of damage (1d10 per 2 HD). A Reflex save (DC 29) can be made for half damage.

*Skills:* Mazoku receive a +4 racial bonus to Summoning checks for demons, lesser monsters, and other Mazoku.

*Sorcery Manipulation:* Magical spells exist on the Astral plane as well as the Material plane. When a spell is thrown, it takes shape on both planes simultaneously. This is why spells can affect Mazoku when weapons cannot. At the same time, however, Master Mazoku are powerful enough that they can see and manipulate these astral threads, taking control of spell effects, shaping them, and sending them back at their original casters.





A spell must be targeted at the Master Mazoku in question before it can be manipulated. The Mazoku must make a Spellcraft check (DC equal to the spell's DC) to catch the spell. It can then send the sorcerous energies back out at the original caster in an adjusted form, doing the same amount of damage the spell would have done originally.



## MAZOKU, NOBLE

Medium Outsider (Chaotic, evil)

<b>HT DICE:</b>	35d8+210 (367 hp)
<b>INITIATIVE:</b>	+6
<b>PEED:</b>	30 ft., fly 90 ft. (perfect)
<b>IRMOUR CLASS:</b>	30 (+6 Dex, +14 deflection), touch 30, flat-footed 24
<b>ASE ATTACK/GRAPPLE:</b>	+35/+41
<b>ITACK:</b>	By weapon +41 melee
<b>ULL ATTACK:</b>	By weapon +41/+36/+31/+26 melee
<b>PACE/REACH:</b>	5 ft./5 ft.
<b>PECIAL ATTACKS:</b>	Mazoku power, sorcery manipulation
<b>PECIAL QUALITIES:</b>	Alternate form, astral form, astral phasing, damage reduction 10/-, darkvision 120 ft., immune to poison and disease, outsider traits, spell resistance 45 (10+HD)
<b>IVES:</b>	Fort +25, Ref +25, Will +26
<b>ILITIES:</b>	Str 23, Dex 23, Con 23, Int 23, Wis 16, Cha 25
<b>ILLS:</b>	Bluff +29, Concentration +28, Craft (select one) +28, Diplomacy +33, Disguise +29, Escape Artist +28, Gather Information +29, Hide +28, Intimidate +31, Knowledge (arcana) +28, Knowledge (religion) +28, Knowledge (the planes) +28, Listen +26, Move Silently +28, Reputation (monster) +29, Search +28, Sense Motive +26, Sleight of Hand +28, Spellcraft +30, Spot +26, Summoning +28, Taunt +31, Use Magic Device +29, Vision +26
<b>ATS:</b>	Ability Focus (Mazoku power), Augment Summoning, Barbed Tongue, Cleave, Code (Mazoku), Combat Expertise, Dodge, Flyby Attack, Great Cleave, Iron Will (obsession: chaos), Mobility, Power Attack
<b>IVIRONMENT:</b>	Any
<b>GANISATION:</b>	Solitary
<b>ALLENGE RATING:</b>	30
<b>EASURE:</b>	Double standard
<b>IGNMENT:</b>	Always chaotic evil
<b>ANCEMENT:</b>	36-50 (Medium) or by character class
<b>EL ADJUSTMENT:</b>	—

Noble Mazoku are the rulers of the Mazoku universe. The Five Servants are all Noble Mazoku, and the fragment of Shabranigdo that was reborn from Rezo was on the level of a Noble Mazoku as well. Each noble Mazoku is in charge of a portion of the world. The Demon Dragon King Gaav is in charge of war and violence. Hellmaster Phibrizzo is in charge of the Underworld and all the souls of the dead.

These characters should never be used lightly, as they can defeat lesser creatures with the blink of an eye. Remember, Lina was unable to defeat either Gaav or Phibrizzo: It took Hellmaster to kill Gaav, and the Lord of Nightmares to kill Hellmaster. The only Noble Mazoku defeated in the series was a much-weakened Shabranigdo, and it took a world-destroying spell to accomplish it — one that Lina never willingly cast again.

Noble Mazoku have both a humanoid form and a monstrous form, just as Master Mazoku have. Their humanoid forms are perfect, however, with almost no distinguishing marks. The stats listed above are for the humanoid form, regardless of the form's appearance.

The stats listed here are a bare minimum for a Noble Mazoku. Each one is an individual, and usually far more powerful than the bare minimum listed here. Mazoku powers are all individual as well, and scale according to the power of the Mazoku in question. For example, Hellmaster Phibrizzo has ultimate power over human souls, human bodies, and human lives. There is no way to resist his power if you are human (or partially human), for he is granted dominion over the Underworld. End of story.

By the same token, each of the Five Servants has individual weaknesses as well. Shabranigdo's undoing was Rezo's spirit. Gaav, for all his strength, was partially human and thus subject to Hellmaster's control. Hellmaster was frail physically, but was magically the strongest of any in the series short of a Dark Lord. Take these things into account if you need to make a Noble Mazoku for your game. Noble Mazoku are immensely powerful but should possess a weakness that can be used to bring about their downfall.

## COMBAT

Noble Mazoku enjoy combat immensely, as they rarely fight among themselves and can almost never be hurt by anyone foolish enough to take them on in battle. They are given the chance to spread chaos and mayhem and enjoy the screams of their victims in person, a rare treat for ones so generally removed from the physical world. As with other Mazoku, they prefer to use their Mazoku powers instead of physical combat, but are frighteningly capable if they choose to engage in melee.

*Alternate Form:* Mazoku possess an alternate monstrous form that they typically wear when in Astral Space or when trying to reveal their powers and terrify their victims. Mazoku have access to all their spell-like abilities and magical Mazoku powers from either form. A Noble Mazoku's monstrous form is typically size Huge or larger: its physical stats should be adjusted using standard size modifiers for that category. They often gain natural weapons in monstrous form, such as claws, fangs, or wings. These weapons are rated according to the size of their form, as per the *MM*.

*Astral Form:* Mazoku are natives of the Astral Plane. Even when they cross the barrier between the planes to the Material World, they never fully leave their astral forms behind. A Mazoku's body is still mostly composed of astral energies, even when materialised. Because of this, a Mazoku can be either corporeal or incorporeal at will, switching between the two states at will as they like.

Non-magical weapons cannot hurt Mazoku at all. Magic weapons without ghost touch have a 50% chance of missing when they strike. Any attack by another Mazoku (whether magical or not) can hurt a Mazoku normally.

**Astral Phasing:** Mazoku are able to cross the barrier between the Astral and Material planes at will. Phasing from the Material to the Astral (or vice versa) takes 10 ft. of their allotted movement. They can then move on the Astral plane and reappear on the Material plane. Mazoku move on the Astral Plane roughly 100 times faster than they can on the material plane, making phasing from spot to spot on the Material plane seem instantaneous to observers. Mazoku can also use this power to travel extended distances.

**Mazoku Power:** Every Mazoku has a set of unique powers that it controls. Mazenda has dimensional manipulation. Evia has control over the element of water. These powers must be created for each individual Mazoku: there are no set limits on what may be used or what effect it can have. Every power can be transformed into a ray or ball attack inflicting 17d12 points of damage (1d12 per 2 HD). A Reflex save (DC 36) avoids the effect.

**Skills:** Mazoku receive a +4 racial bonus to Summoning checks for demons, lesser monsters, and other Mazoku.

**Sorcery Manipulation:** Magical spells exist on the Astral plane as well as the Material plane. When a spell is thrown, it takes shape on both planes simultaneously. This is why spells can affect Mazoku when weapons cannot. At the same time, however, Master Mazoku are powerful enough that they can see and manipulate these astral threads, taking control of spell effects, shaping them, and sending them back at their original casters.

A spell must be targeted at the Master Mazoku in question before it can be manipulated. The Mazoku must make a Spellcraft check (DC equal to the spell's DC) in order to catch the spell. It can then send the sorcerous energies back out at the original caster in an adjusted form, doing the same amount of damage the spell would have done originally.



## ORC, 1ST LVL NPC WARRIOR

Small Humanoid (Orc)

<b>HIT DICE:</b>	1d8+1 (5 hp)
<b>INITIATIVE:</b>	12
<b>SPEED:</b>	30 ft.
<b>ARMOUR CLASS:</b>	12 (+1 size, +1 Dex), touch 12, flat-footed 11
<b>BASE ATTACK/GRAPPLE:</b>	+1/-2
<b>ATTACK:</b>	Gore +3 melee (1d4+1)
<b>FULL ATTACK:</b>	Gore +3 melee (1d4+1) and 2 claws -2 melee (1d3+1)
<b>SPACE/REACH:</b>	5 ft./5 ft.
<b>SPECIAL ATTACKS:</b>	—
<b>SPECIAL QUALITIES:</b>	Darkvision 60 ft.
<b>SAVES:</b>	Fort +3, Ref +1, Will +0

<b>ABILITIES:</b>	Str 12, Dex 13, Con 12, Int 6, Wis 10, Cha 6
<b>SKILLS:</b>	Listen +1, Hide +2
<b>FEATS:</b>	Run
<b>ENVIRONMENT:</b>	Underground
<b>ORGANISATION:</b>	Gang (2-4), squad (11-20 plus 2 3rd-level sergeants and 1 leader of 3rd-6th level), or band (30-100 plus 150% non-combatants plus 1 3rd-level sergeant per 10 adults)
<b>CHALLENGE RATING:</b>	1/3
<b>TREASURE:</b>	None
<b>ALIGNMENT:</b>	Usually neutral
<b>ADVANCEMENT:</b>	By character class
<b>LEVEL ADJUSTMENT:</b>	+0

Orcs are small, beady-eyed, pink-skinned pig creatures who live underground in large caverns. They are cowardly creatures, and only attack by ambush. They are rarely employed as mercenaries, instead sticking to their own kind and living in a sort of primitive tribal culture. They are occasionally hunted as food — orc meat is served in a number of less-than-discerning restaurants, much to the dismay of diners across the Sub-Continent.

## COMBAT

Orcs prefer to avoid combat unless they have an overwhelming advantage and can attack by ambush in large numbers. They fight primarily in self-defence, and are prey far more often than they are predators. They will charge an enemy headfirst, hoping to gore it with their tusks, and then will use their clawed hooves to try to damage it further. If an enemy makes a strong or impressive showing (or if they are unable to surprise the victim) they will run away rather than face battle.

## TROLLS

Large Monstrous Humanoid

<b>HIT DICE:</b>	8d8+48 (92 hp)
<b>INITIATIVE:</b>	+2
<b>SPEED:</b>	30 ft.
<b>ARMOUR CLASS:</b>	16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14
<b>BASE ATTACK/GRAPPLE:</b>	+6/+17
<b>ATTACK:</b>	Club +12 melee (1d8+7) or claw +12 melee (1d6+7)
<b>FULL ATTACK:</b>	Club +12 melee (1d8+7) or 2 claws +12 melee (1d6+7)
<b>SPACE/REACH:</b>	10 ft./10 ft.
<b>SPECIAL ATTACKS:</b>	—
<b>SPECIAL QUALITIES:</b>	Low-light vision, recovery
<b>SAVES:</b>	Fort +12, Ref +4, Will +1
<b>ABILITIES:</b>	Str 25, Dex 15, Con 23, Int 8, Wis 10, Cha 9
<b>SKILLS:</b>	Intimidate +5, Jump +12
<b>FEATS:</b>	Cleave, Power Attack, Toughness
<b>ENVIRONMENT:</b>	Sub-Continent
<b>ORGANISATION:</b>	Solitary, gang (2-4), or band (5-10)
<b>CHALLENGE RATING:</b>	6
<b>TREASURE:</b>	Standard
<b>ALIGNMENT:</b>	Often chaotic evil
<b>ADVANCEMENT:</b>	By character class
<b>LEVEL ADJUSTMENT:</b>	+7

Trolls are large, menacing humanoid monsters. They are grotesquely muscled with small, beady eyes, long pointed ears, and fangs. Their skin is green, brown, purple, or blue. They usually wear some form of pants and have long, clawed fingers.

Trolls are Monster-kin — one of the monster types that was released into the Sub-Continent after the Mazoku Barrier was set. While they are corporeal creatures, wholly of the material plane, their long-forgotten origin as a creation of the Mazoku is evident in both their appearance and their miraculous healing energies.



## COMBAT

Trolls are regularly the strongest and toughest creatures of any they meet. Their fighting style reflects that, relying on brute strength and their ability to heal to get them through any situation — and it usually works.

*Recovery:* Trolls have the ability to regenerate hit points at a frightening rate. The magical energy used to do this functions similarly to the *Recovery* spell, hence the name of the ability. A troll's regenerative ability allows it to heal 14 hit points a round (HD + Con modifier per round). This effect heals non-lethal damage first, followed by lethal damage.

If a troll is reduced to negative hit points, it will recover 1 hit point per round until it reaches 0. If a troll is reduced to -10 hit points, it can no longer recover hit points and is dead.

## WALKING DEAD

Medium Undead

<b>HIT DICE:</b>	4d12 (26 hp)
<b>INITIATIVE:</b>	+1
<b>SPEED:</b>	30 ft.
<b>ARMOUR CLASS:</b>	13 (+1 Dex, +2 natural), touch 11, flat-footed 12
<b>BASE ATTACK/GRAPPLE:</b>	+2/+3
<b>ATTACK:</b>	Slam +3 melee (1d6+1) or by simple weapon
<b>FULL ATTACK:</b>	Slam +3 melee (1d6+1) or by simple weapon
<b>SPACE/REACH:</b>	5 ft./5 ft.
<b>SPECIAL ATTACKS:</b>	—
<b>SPECIAL QUALITIES:</b>	Darkvision 60 ft., susceptibility
<b>SAVES:</b>	For +1, Ref +2, Will +4
<b>ABILITIES:</b>	Str 12, Dex 12, Con -, Int 10, Wis 10, Cha 10
<b>SKILLS:</b>	Craft (any) or Profession (any) +7, Jump +8, Listen +7, Spot +7
<b>FEATS:</b>	Endurance, Skill Speciality (Craft/Profession)
<b>ENVIRONMENT:</b>	Any
<b>ORGANISATION:</b>	Horde (10-100, no leaders)
<b>CHALLENGE RATING:</b>	1
<b>TREASURE:</b>	None

<b>ALIGNMENT:</b>	Usually neutral
<b>ADVANCEMENT:</b>	By character class
<b>LEVEL ADJUSTMENT:</b>	—

The walking dead are the shadows of those people who have passed into the realm of the Underworld. Once alive, they came under Hellmaster Phibrizzo's control at their death. At his whim, he can resurrect the spirit of any person who has died and have them walk the earth once more, looking as they did when they were alive. Their hearts do not beat, however, and there is no true life within their bodies — only the appearance of it.

Walking dead are completely under the control of Hellmaster Phibrizzo and cannot disobey him. Their physical bodies all have the same physical abilities, regardless of size or type. Since most of these poor souls were commoners, their mental abilities were likely average (as reflected above). GMs should feel free to adjust these stats for a specific person, however, such as Sylphiel's father, Eruk.



## COMBAT

Though most walking dead were non-combatants in life and would gladly remain so after death, that choice is not theirs to make. Phibrizzo has no qualms about sending them as foot troops against enemies. They typically attack in groups, surrounding their opponents and overwhelming them with sheer numbers. They prefer to wield simple weapons, such as staves, maces, pitchforks, or other readily available items. Although they can be killed, their physical form is a mere shadow of the soul itself, which remains unharmed. If Phibrizzo wishes, he can bring back another walking dead based on that soul, as many times as he wishes.

*Susceptibility:* Walking dead do not receive the normal undead immunities. They can be affected by sleep spells or injured normally by critical hits.

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# THE SLAYERS d20 system

## CHARACTER SHEET

CHARACTER NAME: \_\_\_\_\_  
 CLASS: \_\_\_\_\_ LEVEL: \_\_\_\_\_  
 RACE: \_\_\_\_\_ ALIGNMENT: \_\_\_\_\_

	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
<b>STR</b> STRENGTH	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>DEX</b> DEXTERITY	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>CON</b> CONSTITUTION	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>INT</b> INTELLIGENCE	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>WIS</b> WISDOM	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>CHA</b> CHARISMA	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

<b>FORTITUDE</b> CONSTITUTION	TOTAL	BASE SAVE	ABILITY MODIFIER	MAGIC MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
<input type="text"/>	=	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
<b>REFLEX</b> DEXTERITY	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
<b>WILL</b> WISDOM	<input type="text"/>	=	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>

<b>HIT POINTS</b>	TOTAL	TEMPORARY	CURRENT	SUBDUAL
<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>
<b>HIT DIE TYPE</b>	<input type="checkbox"/> d4 <input type="checkbox"/> d6 <input type="checkbox"/> d8 <input type="checkbox"/> d10 <input type="checkbox"/> d12			
<b>DAMAGE REDUCTION</b>	<input type="text"/>	<b>INITIATIVE</b>	<input type="text"/>	

<b>MELEE</b> ATTACK BONUS	TOTAL	BASE ATTACK BONUS	STRENGTH MODIFIER	SIZE MODIFIER	MISC. MODIFIER	MISC. MODIFIER	MISC. MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
<input type="text"/>	=	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
<b>WEAPON</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	RANGE	WEIGHT	TYPE	SIZE	NOTES	
_____	_____	_____	_____	_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	_____	_____	_____	_____	
CONDITIONAL MODIFIERS: _____									

<b>RANGED</b> ATTACK BONUS	TOTAL	BASE ATTACK BONUS	DEXTERITY MODIFIER	SIZE MODIFIER	MISC. MODIFIER	MISC. MODIFIER	MISC. MODIFIER	MISC. MODIFIER	TEMPORARY MODIFIER
<input type="text"/>	=	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>
<b>WEAPON</b>	TOTAL ATTACK BONUS	DAMAGE	CRITICAL	RANGE	WEIGHT	TYPE	SIZE	NOTES	
_____	_____	_____	_____	_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	_____	_____	_____	_____	
CONDITIONAL MODIFIERS: _____									

<b>ARMOR CLASS</b>	TOTAL	ARMOR BONUS	DEFENCE BONUS	DEXTERITY MODIFIER	SIZE MODIFIER	NATURAL ARMOR	DEFLECTION MODIFIER	MISCELLANEOUS MODIFIER	+ 10
<input type="text"/>	=	<input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ <input type="text"/>	+ 10
<b>FLAT-FOOTED AC</b>	<input type="text"/>	<b>AC vs. TOUCH</b>	<input type="text"/>	<b>SPEED</b>	<input type="text"/>	<b>ARMOR CHECK PENALTY</b>	<input type="text"/>		
<b>ARMOR/PROTECTIVE ITEM</b>	TYPE	ARMOR BONUS	MAX DEX BONUS	CHECK PENALTY	SPELL FAILURE	SPEED	WEIGHT	NOTES	
_____	_____	_____	_____	_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	_____	_____	_____	_____	
_____	_____	_____	_____	_____	_____	_____	_____	_____	





# THE SLAYERS d20 system

## SPELL CASTING

### COMMON SPELLS

SPELLCASTING FORT MODIFIER

CONTROL CHECK MODIFIER

SPELL	BASE DC	RANGE	TARGETS	DURATION	SAVING THROW DC	EFFECT

### SHAMANIST SPELLS

SPELLCASTING FORT MODIFIER

CONTROL CHECK MODIFIER

SPELL	BASE DC	RANGE	TARGETS	DURATION	SAVING THROW DC	EFFECT

### SORCERY SPELLS

SPELLCASTING FORT MODIFIER

CONTROL CHECK MODIFIER

SPELL	BASE DC	RANGE	TARGETS	DURATION	SAVING THROW DC	EFFECT

### WHITE MAGIC SPELLS

SPELLCASTING FORT MODIFIER

CONTROL CHECK MODIFIER

SPELL	BASE DC	RANGE	TARGETS	DURATION	SAVING THROW DC	EFFECT

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