

CASTLES CRUSADES

ADVENTURERS BACKPACK



CASTLES & CRUSADES

ADVENTURERS BACKPACK

by

STEPHEN CHENAULT

WITH NEAL CHENAULT, DAVIS CHENAULT, TODD GRAY, GERALD BULDAK, MARK SANDY, JASON VEY & MAC GOLDEN
COVER ART, INTERIOR ART, LOGOS, LOGO DESIGNS, AND LAYOUT BY PETER "IS ALWAYS RIGHT" BRADLEY AND JASON WALTON

1ST PRINTING EDITED BY: Scott Geeding, Mac Golden, Tim Burns



For more information on Castles & Crusades, and related products or to Join the Castles & Crusades Society please contact us at:

Troll Lord Games
1818 North Taylor, #143, Little Rock, AR, 72207
email at troll@trolllord.com
on the web at www.trolllord.com or www.castlesandcrusades.com

©2018 Troll Lord Games. All Rights Reserved. Castles & Crusades® is a registered Trademark of Chenault & Gray Publishing L.L.C., d/b/a Troll Lord Games. SIEGE Engine™ is Trademark Chenault & Gray Publishing L.L.C., d/b/a Troll Lord Games. Amazing Adventures is a Trademark of Chenault & Gray Publishing, d/b/a Troll Lord Games. The Troll Lord Games, Castles & Crusades, SIEGE Engine, Amazing Adventures and Troll Lord Games logos are Trademarks of Troll Lord Games. All Rights Reserved. 2018.

1ST PRINTING



ACKNOWLEDGEMENTS

In August of 2004 we released the White Box for **Castles & Crusades**. This was the first iteration of the game. The White Box contained three small booklets... **Players Handbook**, **Monsters & Treasure** and a small adventure... a set of dice, a crayon and some memorabilia. The **Players Handbook** appeared soon thereafter, in December of the same year, just in time for Christmas.

Since those days it's been a wild ride and the game has grown in both popularity and content. A regular mountain of support material followed the release of the **Players Handbook**: from adventures to supplements; from world settings to gaming aids, merchandise and dice, and so much more. A legion of gamers have created a tremendous amount of free content, much of it available in the Domesday Book and accessible online.

There are many things that go into creating a product line like **Castles & Crusades**. Hard work and long hours are the most obvious. Dedication and reserve. Focus. The list goes on. However, those constitute only a small part of what makes a game successful. The lion's share lies beyond the publisher's offices. It lies on your gaming table, on your kitchen counters, the tables at conventions and stores, and wherever else you play. In short, it lies with you. You invited this game into your homes and have tirelessly supported it over all these years, through the good and the bad, the ups and the downs. Without you there would be no **Castles & Crusades**.

So, from me personally to you all: **Thank you, thank you very kindly.**



A SPECIAL THANKS TO

A kindly thank you to all the Kickstarter backers who helped bring this project to fruition. It has been in the works for many years, but your support and commitment allowed us to bring it and all the amazing content to the gaming table. And a very special thanks to those of you who threw your hat into the ring and pointed out various and sundry issues with the book: Shane Bradley, Mark Clodi and all of you. Thank you!



RANGER

Nikostratos "Satnite" of Tagea, Kirk W. Olsen "Captain K", Quinn Adams, Omaq, Matt Gibbons, Dustinian Camburides, Ed Moretti, Matthias Weeks, Hauke Stammer, Randall J. Harris, Chris Duden, George Piattoni, 'Hard Chargin' George Fields, Christopher Anderson, Lyffendel Halfhand, Robert "Treebore" Miller, Steve Dodge, Jerry Huckins, Scott Maynard, Andrew and Heleen Durston, "Weird Dave" Coulson, Michael Anderson, Guido the Gypsy, Doug Marrs, Duerval the Dwarf, Michael "Maikeruu" Pierno, Sacha Binyomin, Pat Bellavance, Winston Crutchfield, Rowan Harbinger, Kem E. Templeton, Peter Engebos, Steven Marella, Chris McGavin, Jason Lund, Brother Aemar Maagen, Monk of Dumathoin, Ryan "Rhino" Hixson, Aergrait, Thomas Milazzo, C. Ryan Smith, Jason Penney, Michael Sandlin, Malchidael the Easily Amused, Athena Night Road, Christopher L. Taylor, David R. Bush, R. Ander Pierce, Bernard Gravel, David Harrison, Abraham E Fra, Jeremy LaMastus, Brian "Nitehood" Johnson, Timothy Baker, Kerry Birmingham, Travis Piña, Håkon Gaut, Camoudragon, Howard Andrew Jones, Curtis W. Ricker, Jr., Wiggy, Jason Stierle, Michael Cathro, James Dezomits, Kean P. Stuart, Thaddeus Ryker, Kevin J O'Brien, David DeRocha, Andrew Carroll, Gary McBride, Hoyt Parris, Jesse K. Bailey, Scott Hadaller, Connor N. Becker, Steve Huntsberry, Kevin Crusie, Derek "The Geekpreacher" White, Elpan Allandar, Robert L. Beaver, Jack Hellenbrand, Raven Elsworth, 2 GMs, 1 Mic, Marv "Finarvyn" Breig, John Russell Marsalis, Wes Frazier, Scott Geeding, Robert Miklos, Smug, Randy L. Smith, Phineas Phenton Phigppen, Allan MacKenzie-Graham, Justin Nelson, Richard W. Sorden, ch\Wolfgang, Jeremy Siemon, Douglas Bohne CK, Daniel R. Watkins, Charley Phipps, Nacho the Conqueror, Ryan Fast, Mark J. Featherston, Damon Griffin, Myrdin Potter, Samuel "DMSamuel" Dillon, Tenushath, Kenny Beecher, Belwar Ironfinder, Jason Cain, Lloyd Rasmussen, Jim "Wilmanric" Pacek, Thorik Hardstone, David Morris, Ron Wilhelm, Kevin Fitzgerald, Jay "Wisedreamer" White, Berethys Blackwood, Justin Giebudowski, Mike Syrratt, Jerry Pipkins, Rusty (Brother Fortress) Ho, Jason Bossert, Lord Deron Creag Mhor, Phil Airey, Robert (Sir Ulfric) Fisher & Lauri Webb, Jeff Kachenko, Calvin Shafer, Heath Farnden / The Antipodean d20, Shannon Badnell, Anders "dawnrazor" Hedenbjörk Lager, Joe "TehSeeker" Capano, Molley the Mage, Cornelis DeBruin, Patrick Mastrobuono, Harrison Barth, Dittotb, Veraaka the Red, Fej Thas, Lee Clarkson, Chris W. Harvey, Kromgaard, Anthony Ferguson, Scott "Leofwyn" Holden, Paul Kidd - Great Sage, Equal of Heaven, Scott A. Woodard, Arthur Hal Walker, Gian Holland, Bulldozers, David Cu, Eric Johnson, Eric "Garfink" Lai, High Commander William T. Relaxo, Scott "Scott308" Peterson, Toja7, Tuebor, Perry Holley, Ross Richards, Jack F Brown II, Guy Thompson, Sean T. DeLap, Trentin C Bergeron, Jason Neff, Trista, Daniel, and Eleanor Robichaud, Patrick Benjamin, Daniel Trujillo, James ME Patterson, Timane Dropclear, SkunkyBeer, Max Hayden Chiz, Bill Charleroy, Steve Lord, Brian Dees, Rob McKeagney, Logan Ratica, Steven Danie Darinthius Droch, J. Stonk Coffey, David Futterrer, Benjamin Fox, Erik Talvola, Sean Fahey, Donald Smith, Joseph Mazurek, Jack Givens, James Lowery, Jamon Wagner, Ben Gifford, Richard Mundy, John Bennett, Mark Boettcher, Sean Foran, Chris O'Brien, Todd Reiner, Jeremy "Meatsweats" Price, Gerald L. Buldak-Sir Osis of Liver, Goregrög `The Deciever`, Leron Culbre, Keith E. Hartman

RANGER LORD

Adapa Lilac, Mark Clodi, Patrick & Sarah Pilgrim, Falinor, Lord Trumward, Frankitabulos "Frankie the Fantabulous" Spellfilcher, Ben Krauskopf, CharlieAmra, K.C. LRoy, Rodney Lucas, Doug Palmer, Fenetor the Noseless, David Doucey, Charles Minars (Vodokar), Joshua "SA" Kanapkey, Ketherian, John Belke, Kary "Realm Master K." Williams, Michael Johnson, Brett Bolan, George Hardy, Derek Jones, Christopher Hill, Jon Woodall, Matt Hurd, Brent Walters, Curtis Lyon, Brian 'Commodore Stargazer' Whitcraft, Erik Garland, Mike Mihalas, Fletcher, Brett "Gor" Bolen, Rorin Doombringer, Michael Cyron Kirschbaum, Anton H., David von Kelek, Stanley Jack Slater, David Donohoo, Christopher Kearney, Violaceous Jay, Don, Beth & Meghan Ferris, Johnny Ortaggio

LORD OF RANGERS

Patrick "Anvil" Odell, Sean (thenorthman) King, Derrick "Omote" Landwehr, Shawn P, Michael Tapia, Rhel ná DecVandé, Allen Westenbarger, Oliver Baldreux, Brother Tom, Mario M. Butter, Dr. Donald A. Turner, Jake "Maassenstodt" Parker, GreyLord, Michael "Bronco" Thomas, Thomas Treptow, Kent D. Taylor, Jim Kitchen, Dennis A Pascale Jr., Thomas Darlington, Dwayne Conrad, Cliff Gould, Thomas Biskup, Morgan Hazel, Samuel Caswell, Mark Kelly, Tyler Gonzalez

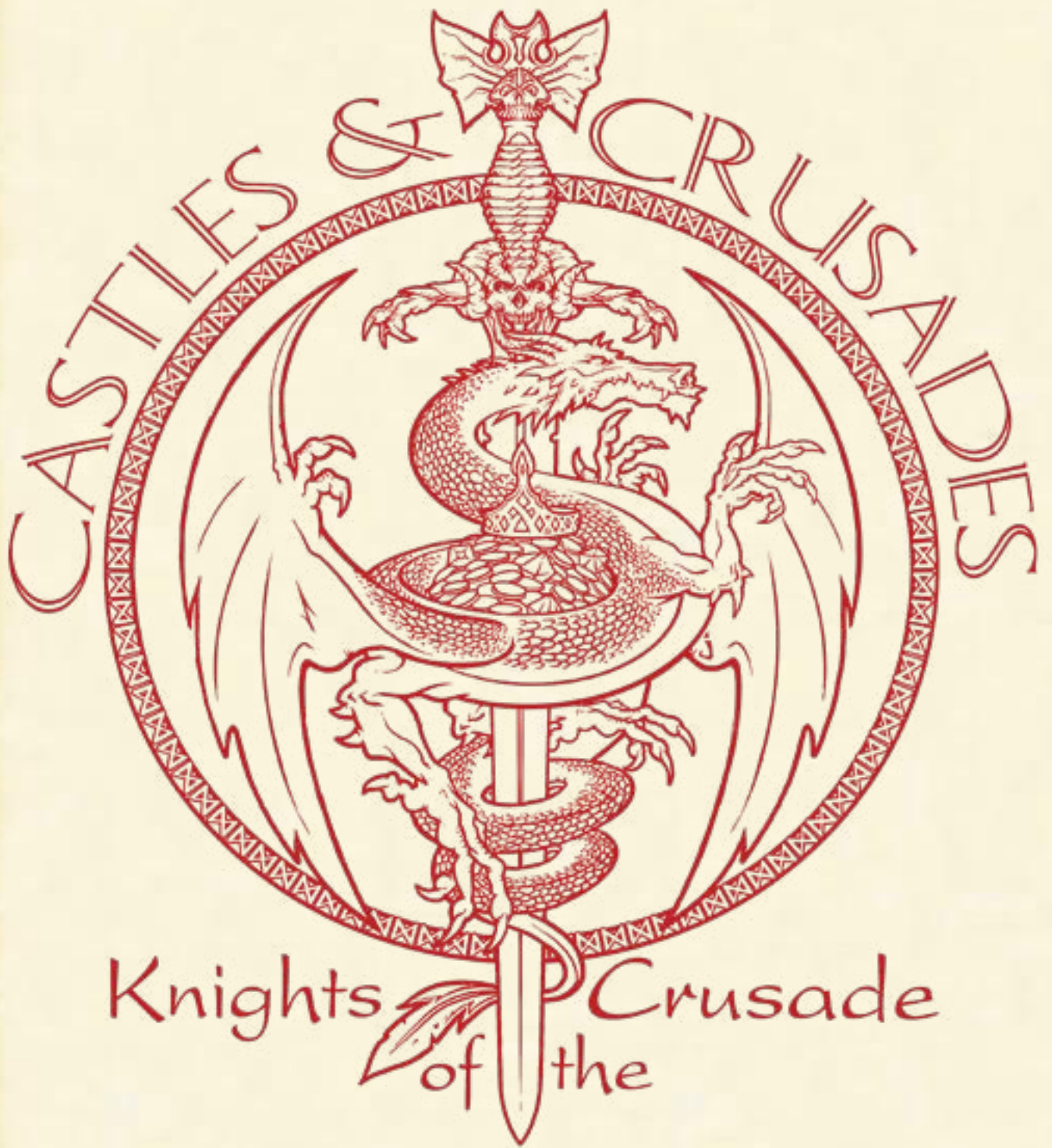
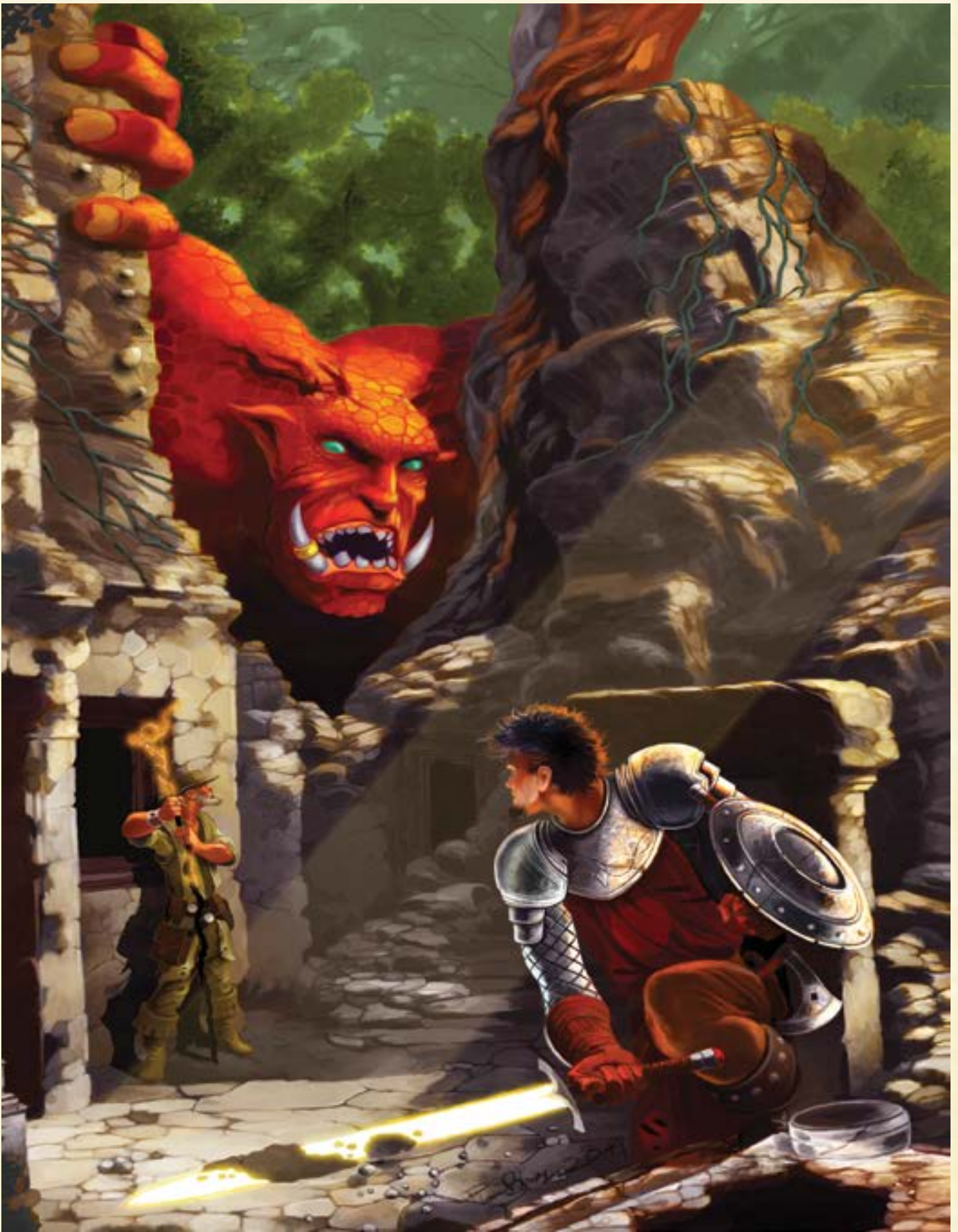


TABLE OF CONTENTS

CLASSES	9	EXPERT BACKPACKS, SPECIALITY	56
CLASSES & THE CASTLE KEEPER	9	BREWMASTER PACK	56
CLASS DESCRIPTION TERMINOLOGY	10	DUNGEON MAPPER'S SHOULDER BAG	56
ARCANE THIEF (INTELLIGENCE)	11	JOURNEYMAN'S PACK	57
ARCHER (INTELLIGENCE)	12	MEDIC SHOULDER BAG	57
DIVINE KNIGHT (CONSTITUTION)	14	MENDING BACKPACK	57
FORESWORN (CHARISMA)	16	PERFORMERS PACK	58
ETHEREAL KNIGHT (CONSTITUTION)	18	RUNNERS PACK	58
MAGIC USER (CHARISMA)	20	SAGE PACK	58
OATHSWORN (CHARISMA)	22	TRAPPER'S BACKPACK	58
PACER (DEXTERITY)	24	WIZARD SPELL COMPONENTS PACK*	59
PRIMAL DRUID (WISDOM)	26	EXPERT BACKPACKS, CLASS BASED	59
RUNE MARK (CHARISMA)	28	ARCANE THIEF BACKPACK	59
SEEKER (WISDOM)	33	ARCHER SHOULDER PACK	60
SKALD (STRENGTH)	35	ASSASSIN BACKPACK	60
THIEF (DEXTERITY)	36	BARBARIAN, DRUID, PRIMAL DRUID PACK	60
WARRIOR PRIEST (STRENGTH)	39	BARD, SKALD BACKPACK	60
EQUIPMENT	42	CLERIC, DIVINE KNIGHT, PALADIN, WARRIOR PRIEST SHOULDER PACK	61
SELLING USED EQUIPMENT	42	FORESWORN, OATHSWORN, RUNE MARK SHOULDER PACK	61
BACKPACKS	42	FIGHTER, KNIGHT BACKPACK	62
STARTING COIN	42	MONK BACKPACK	62
EQUIPMENT TABLES	42	ETHEREAL KNIGHT, SEEKER BACKPACK	63
EXPERT BACKPACKS	51	RANGER BACKPACK	63
BACKPACKS, COMMON	51	ROGUE, THIEF, PACER BACKPACK	64
DUNGEON BASIC BACKPACK	51	WIZARD, ILLUSIONIST, MAGIC USER BACKPACK	64
DUNGEON EXPERT BACKPACK	51	PACK ANIMALS	64
OVERLAND, BASIC	52	MULE PACK	64
OVERLAND, EXPERT	52	PONY PACK	65
CITY, BASIC	54	BANDAGES, HERBS, KITS, SOAP	66
CITY, EXPERT	54	APPLYING BANDAGES	66
EXPERT BACKPACKS, TERRAIN	54	REUSING BANDAGES	66
COLD WEATHER BACKPACK	54	TOOLS	66
DESERT BACKPACK	55	CLOTHING	67
MOUNTAIN BACKPACK	55	REACH	69
SEA FARING SHOULDER PACK	56	POLEARMS OVER TIME	69

POLEARMS AND THEIR USAGE	70	COUNTERING COUNTER SPELLS	85
UNARMED COMBAT	73	IMPACT OF DEFENSIVE COUNTER SPELLS	85
PUMMELING	73	IMPACT OF OFFENSIVE COUNTER SPELLS	85
GRAPPLING	73	CASTING TIME	85
OVERBEARING	73	RUNE MAGIC	86
BATTLE MOUNTS	74	RUNE MAGIC DEFINED	86
THE WARHORSE	74	USING RUNES	86
INEXPERIENCED RIDERS	74	ARCANE & DIVINE SPELL LISTS	99
OTHER WAR MOUNTS	74	CLERIC (DIVINE)	99
MOUNTS & BATTLE	76	DRUID (DIVINE)	100
FIGHTING WHILE MOUNTED	76	WIZARD SPELLS (ARCANE)	102
OVERBEARING	76	ILLUSIONIST SPELLS (ARCANE)	102
BLOOD LUST	76	MAGIC ITEMS	131
GUARD DOGS	76	A NEW APPROACH	131
FOOLING THE GUARD DOG	77	CHARGES	131
DOGS ON THE BATTLEFIELD	77	BREAKAGE	131
FEEDING A MOUNT	77	WEARING DOWN	132
TIME NEEDED TO FEED	77	NEW MAGIC ITEMS	132
STARVING MOUNTS	77	ARMOR	132
FEEDING DOGS	77	WEAPONS	133
MAGIC	78	MISCELLANEOUS MAGIC	134
COMPONENTS	78	THE KNOWN PLANES	140
MAGIC AND CLASSES	79	MATERIAL PLANE	140
BARD AS A SPELL CASTER	79	INNER PLANES	140
RANGER AS A SPELL CASTER	81	ETHEREAL PLANE	141
PALADIN AS A SPELL CASTER	82	ASTRAL PLANE	141
COUNTER SPELLS	84	OUTER PLANES	142
CRAFT KNOWLEDGE	84	POCKET DIMENSIONS & OTHER REALMS	142
MAGIC BATTLES	84	OPTIONAL WEAPON BONUSES VERSUS ARMOR CLASS	143



CLASSES

The character classes each represent a broad archetype. Although each character of a particular class is bound by certain similarities, players should utilize the archetype template to build a unique character and create a unique persona. The class describes a character's capabilities in the game, and reflects only their chosen profession, training and way of life, not who they are as an entire person. Each player chooses a class that best applies to the hero they wish to create and play in the game. From this, the player creates the personality and traits that define the rest of the character.

For complete character creation refer to the **Castles & Crusades Players Handbook**.

There are many types of character classes:

ARCANE THIEVES possess an extraordinary understanding of magic, its use, its origins and its application. They feed upon the arcane powers of others, mimic them, and remold them to their own needs and ends.

ARCHERS are warriors who have devoted their lives to the study of archery. Their skills allow them to shoot faster and farther than any other with a bow or crossbow.

DIVINE KNIGHTS are a physical manifestation of a deity and have a specific purpose or task to undertake. The divine knight need not pray for spells or powers. They are innate to it and only become more powerful as they gain levels.

ETHEREAL KNIGHT are plane walkers. They possess an intimate connection with the planes beyond the material. At times they are aware of this, at others they come into the knowledge only after much hardship and toil.

FORESWORN are warriors possessed of an extreme confidence in themselves and their comrades, such that it governs all they do. They are but tools in a greater game and to win it, the game must be played on one's own terms.

MAGIC USERS tap into the net of magic that lingers in all things and convert it to their use. They see the world differently than most. They are dauntless in their quest to master it, and hunger for a power that no others can master quite like them.

OATHSWORN are creatures born of the eternal struggle between law and chaos, good and evil. Some are born in ignorance of the never-ending battle that wages around them, others are acutely aware of it and thrive upon it.

PACERS are long accustomed to the towns and cities of the world. They are able to follow the beat of almost any urban environment, learn its people, its way, its culture and exploit for their purposes or those they are hired to serve.

PRIMAL DRUIDS are steeped in the belief that the natural world is an unforgiving, unknowing force. The swift, strong and able dominate the slow and weak. They devote their lives to understanding this and channeling it.

RUNE MARKS derive their powers from runes. The runes themselves are glyphs that contain the magic of the Language of Creation — words of power. Through their mastery the rune mark alters the world around them.

SEEKERS are those who find themselves borne into impossible situations, whether by desire or chance, but who have the innate ability to adjust and even overcome. They are blessed with the extraordinary ability to adapt to almost any situation. Their reactions are laced with both luck and instinct; they are the consummate adventurers.

SKALDS tap into the magic of faerie and uses it to their own means. They enhance their prowess on the field of battle, and through their songs and deeds, inspire others to accomplish feats far beyond their normal capabilities.

THIEVES steal, "borrow," snatch, take, lie, blackmail, forge, conspire, smuggle, and con others to get what they want for nothing. Though like the rogue in many respects, they are far more dangerous and a great deal less caring.

WARRIOR PRIESTS dedicate their lives to preserving the beliefs and cherished traditions of the gods. It is the driving force behind their own power.

The class descriptions define the parameters and abilities of each class. It may be beneficial for a player to consult the **Castles & Crusades Players Handbook** and other sources for explanations of the Siege Engine and other particulars. Each class description includes many features: the prime attribute, hit dice, alignment, weapons allowed and other aspects of the class. Most of the information needed by players is in this section. Familiarization with the class and its features is essential to playing the class well.

CLASSES & THE CASTLE KEEPER

Before choosing a class, consult with the Castle Keeper. The type of adventure or the environment in which it occurs may help with this decision. For instance, if the CK plans a game set in a dungeon environment, it would be disadvantageous to play a steppe barbarian. The CK should consider creating an adventure according to the classes chosen by the players. For example, if a player decides to play a rogue who is the scion of a wealthy family and decides that this rogue enjoys pilfering the treasuries of family acquaintances, then planning an adventure in a dungeon atop a remote mountain wouldn't work out too well.

Maintaining a constant dialogue between the Castle Keeper and the players is important to an enjoyable game of Castles & Crusades. The Castle Keeper bears an awesome responsibility in the role of entertainer. To manage this, the players and the CK should come to an understanding prior to play to ensure that everyone's needs are met to the greatest degree possible. The CK is also responsible for ensuring that the players are playing their classes properly, and for helping players choose a class that best fits the type of adventurer they envision.

CLASSES

CLASS DESCRIPTION TERMINOLOGY

PRIME ATTRIBUTE: There is one prime attribute designated for each class. If the character is human, the player is allowed to choose two more prime attributes for that character for a total of three. All other races allow the player to choose only one more prime attribute for a total of two.

HIT DICE (HD): This is the die type rolled, at each level, for the character's hit points. The constitution modifier is added to, or subtracted from, the result whenever hit points are rolled. The results are cumulative, so a 5th level barbarian has 5d12 hit points.

ALIGNMENT: The suggested alignment for the class.

WEAPONS: All members of the class are proficient in the use of every weapon on this list. If a character uses a weapon that does not appear on this list, the character suffers a -4 penalty on all the "to hit" rolls with that weapon.

ARMOR: All members of the class are proficient in the use of every armor type on this list. A character may also wear any armor, but if the armor type does not appear in the list, the character cannot use any of their class abilities while the armor is worn unless the description of the ability states otherwise. Several of the classes have restrictions on the type of armor they can wear. These are listed in each class description. However, **Class Reference Table 1: Armor, Shields, Helms** is supplied as a quick reference for all the classes.

The armor use restrictions reflect that class's training and experience and the limitations of it. Classes with no familiarity

with certain types of armor cannot be expected to wear them and act without their abilities being hampered. For example, the rogue Felthing has grown up on the streets of Margleburg and has never before worn any armor other than leather and padded. When Felthing puts on his first set of full plate mail, it is likely that a certain amount of discomfort and restriction would hamper Felthing's ability to pick a pocket. This being the case, armor is restricted to reflect that class archetype's background.

This does not mean that the rogue would be unable to wear plate mail. Any class can wear any armor. If they do, their abilities may be affected. For example, if a wizard wears any armor they cannot cast spells. Similar restrictions apply to many of the classes and in several cases only restrict the use of certain class abilities. The barbarian, ranger, rogue and assassin have variable effects as described in their class descriptions.

ABILITIES: This is a list of abilities possessed by the class. Explanations are contained in the text for each class. An attribute in parentheses indicates that using the ability requires an attribute check.

LEVEL: Characters advance in levels as they gain experience. Their abilities, and their capacity to perform them, also increase.

BONUS TO HIT (BTH): This is the modifier that is added to a 'hit roll' when making a melee or missile attack.

EXPERIENCE POINT PROGRESSION (EPP): This is a table that lists the amount of experience points needed to gain each level. For example, a 4th level fighter needs 17,001 experience points to reach 5th level.

CLASS REFERENCE TABLE 1: ARMOR, SHIELDS, HELMS

CLASS	ARMOR	SHIELDS	HELMS
ARCANE THIEF	Breast plate (bronze), laminar (leather), leather armor, leather coat, padded, ring, studded leather	Any but Pavis	Any but Great Helm
ARCHER	Leather, padded, hide, studded leather, chain, scale, ring	None	Any but Great Helm
DIVINE KNIGHT	Any	Any	Any
ETHEREAL KNIGHT	Any	Any	Any
FORESWORN	Any	Any	Any
MAGIC USER	None	None	None
OATHSWORN	Any	Any	Any
PACER	Breastplates, chainmail hauberk and shirt, cuir bouille, Greek ensemble, leather, chain coif, leather coat, padded, ring mail, scale mail, studded leather	Any	Any
PRIMAL DRUID	Padded, leather coat, leather armor, ring mail, hide, chain mail shirt, breast plate (any)	Any small	Leather coif, war hat
RUNE MARK	Leather, padded, hide, studded leather	Any small	Leather coif, war hat
SEEKER	Any	Any	Any
SKALD	None	Wooden or Iron	None
THIEF	Leather armor, leather coat, and padded only	None	None
WARRIOR PRIEST	Any	Any	Any

ARCANE THIEF (INTELLIGENCE)



The world is a harsh mistress, governed not by the machinations of nations or tribes, but rather by the laws of nature. The strong prevail and the weak die. Nature does not lament the fallen. It does not remember them. Indeed, the world is driven by need and desire; it is predacious. This is no less true in the realms of men and women, of elves and dwarves, of halflings and all others of the higher orders. There are predators amongst them, those who will take weakness as a sign and use it to their advantage, feeding upon them.

The arcane thief is able to use the arcane powers of others to their own benefit. They possess an extraordinary understanding of magic, its use, its origins and its application. They feed upon the arcane powers of others, mimic them, and remold them to their own needs and ends. In the end they take what they desire from those who have it. In all this they are aided by an extraordinary intelligence and learning.

The arcane thief is always one well-schooled in the arcane art. They have either attended a school for the magi, or had a master who apprenticed them. Either way, they know the language and the craft. For some reason however, they failed or quit, were driven out or their master was murdered, shunned or died. Through no choice but their own they turned their knowledge to their own designs, to foster their own desires, and further their own means. They are thieves who take from others, they are predators of the arcane world.

The arcane thief is no simple thief, nor a warrior of any stripe. Their trade has little room for open battle, or lengthy training with a variety of weapons. Rather they favor the simple and common, daggers, knives and swords. Blades offer less interference with their abilities, and are far easier to maneuver in tight places. They use them with some skill as they hone their arcane arts.

The arcane thief can wear armor, but avoids metal armor as it interferes with their mastery of arcane spells and inhibits their movement. They can and do at times use shields, but rarely. Some wear greaves or gauntlets, and many favor helmets.

STARTING EQUIPMENT AND SPELLS

GRIMOIRE: Arcane thieves use special books to retain spells temporarily. These grimoires are able to hold spells the arcane thief steals. Any spell that the arcane thief steals can be cast into their grimoire. Once the spell is cast into the book, the arcane thief has no option for casting it in any other way than from the grimoire. Any spell cast from the grimoire vanishes upon casting. The arcane thief needs no special ink or quill to write the spell in the grimoire. Instead, once a spell is stolen, the arcane thief casts the spell into the grimoire and it is retained therein. The grimoire can be many shapes or sizes, governed only by the preference of the arcane thief, but all are limited in capacity. A grimoire only can hold a total of 39 spell levels. Zero level spells count as 1 spell level just like first level spells. An arcane thief can have any number of grimoires, but must either obtain them through cost or treasure.

Spells the arcane thief casts from the grimoire are cast at the arcane thief's level.

For example a 1st level arcane thief who has successfully acquired *fireball* and copied it into their grimoire, casts *fireball* as a 1st level caster, dealing 1d6 points of damage.

STARTING SPELLS: The arcane thief's main ability is to steal spells from others. As such, they begin play with a number of spells already contained in their grimoire (see below). An arcane thief begins play with a number of zero (0) level and 1st level spells in their grimoire from which they can use to cast the spells. The character begins play with a number of 0 level spells equal to their intelligence score, and a number of 1st level spells equal to their intelligence score divided by two (rounding up).

For example, an arcane thief with a 14 intelligence begins play with 14 zero level spells and 7 first level spells. These spells are in the arcane thief's grimoire, and once cast, disappear from it.

CLASSES

ABILITIES

SPELL CASTING: Arcane thieves can cast spells from their grimoire and/or spells they have stolen. When they cast spells, they always cast them as their own caster level. Saving throws are also made against their caster level. If a 3rd level arcane thief steals a 4th level spell, they cast it as a 3rd level caster and the CL for the spell is 3.

IDENTIFY (INTELLIGENCE): Arcane thieves possess great knowledge of magic items and their powers. An arcane thief can identify the abilities of a magic item as the spell of the same name. Upon a successful intelligence check, the arcane thief successfully “identifies” the magic item as if the spell were cast. The only difference is that the arcane thief does not suffer any ill effects, if any, caused because no spell is actually cast.

STEAL ESSENCE: An arcane thief is able to feed upon the arcane energy of magical creatures and arcane spell casters. Upon a successful touch attack the arcane thief drains the magical essence of the creature or arcane spell caster. The creature or spell caster suffers 1d8 hit points of damage, and the arcane thief heals 1d8 hit points. The arcane thief can do this to a creature multiple times, but cannot exceed the character’s maximum hit points. Once the arcane thief is at maximum, no further essence can be drained from a creature.

STEAL SPELL (INTELLIGENCE): The arcane thief is able to steal any arcane spell during its casting. The action is taken immediately after an arcane caster casts a spell. The arcane thief can take no other action during that round. Upon a successful intelligence check (CL equal to the level of the victim), the arcane thief steals the spell from the caster and the caster loses the spell without it creating any effect. The arcane thief must either cast the spell or store it in their grimoire within 8 hours of stealing it. The arcane thief can steal any spell equal to or below their level + their intelligence bonus.

For example a 4th level arcane thief with an intelligence of 17 can steal a 6th level spell. They do not have to cast it immediately, but rather can retain it for up to 8 hours. If the spell is not cast within 8 hours or, alternatively, cast into a grimoire, then the spell is lost from memory of the character. The number of spells that can be retained during the 8 hour period is 1 + the level of the character’s intelligence bonus.

The arcane thief casts any stolen spells at their own level, not the level of the caster from whom they were stolen.

RETAIN SPELL: The arcane thief can choose spells in their grimoire to make permanent so that they do it does not disappear from the grimoire when cast. A permanent spell can be cast once per day from the grimoire. The spell takes up the normal space in the grimoire per its limits detailed above. A 3rd level spell takes up 3 spell levels of space. For each level gained, the arcane thief can add another permanent spell to the grimoire. So, a 10th level arcane thief can have 10 permanent spells in their grimoire(s), but cannot exceed the maximum for the grimoire (39 spell levels).

PRIME ATTRIBUTE: Intelligence

ALIGNMENT: Any

HIT DICE: d8

WEAPONS: Blowpipe, bows, cat-o-nine tails, cestus, club, dagger, dart, garrote, light hammer, hand axe, hand crossbow, javelin, knife, light crossbow, mace, main gauche, quarterstaff, rapier, sap, sickle, sleeve tangler, spiked gauntlet, sling, staff, sword (one-handed only), whip

ARMOR: Breast plate (bronze), laminar (leather), leather armor, leather coat, padded, ring, studded leather

ABILITIES: Spell casting, identify, steal essence, steal spell, retain spell

LEVEL	HD	BTH	EPP
1	d8	0	0
2	d8	+1	2,251
3	d8	+1	4,501
4	d8	+2	9,001
5	d8	+2	18,001
6	d8	+3	40,001
7	d8	+3	75,001
8	d8	+4	150,001
9	d8	+4	250,001
10	d8	+4	500,001
11	d8	+4	725,001
12	+4	+6	950,001
13 and up + 250,000 per level			

ARCHER (INTELLIGENCE)

Amidst the wreck and ruin of sword and axe, of battle-fields carpeted with iron helmets, shields, and mail, there are those who set themselves apart. They strike fear into all professional soldiers, for they can lay low even the greatest of captains with a single shaft or bolt. They can arm themselves with ease, and deliver death from afar. The archer is loved by their comrades and feared by their foes, for in him is a hopelessness in death and loss that cannot be avenged.

The archer is a warrior class who has devoted their life to the study of archery. His skills allow him to shoot faster and farther than any other with a bow or crossbow. Like the fighter, they come from all walks of life, but are more commonly found in the yeoman class. Knights and paladins may decry the bow, but the archer makes themselves one with it. They do not view it as a weapon that keeps them from engaging the enemy or as something that keeps them safe from harm; no, they see the bow or crossbow as a shield — one that protects through slaying what evil lies before them long before that evil may bring harm to others. It is a messenger with only one message: death.

Both their temperament and skills set the archer apart from other warriors. Patient in battle, aware of the world unfolding around them, and watching their targets from afar all give the

archer a calm demeanor. They are unafraid of the death they deal. Where a fighter may wantonly slay a foe while never knowing who it was, the archer often sees their target as an individual, as a living, breathing creature. His focus allows him to see the sweat upon the creature's brow.

Archers serve kings and princes, mercenary lords, ship captains and others. They roam as champions of the downtrodden and protectors of the weak. They hunt on their own terms, seeking no payment from the world other than that delivered to them from a feathered shaft. They never shy from combat, but have long since mastered the arrow and bolt as their messengers and with these lay to rest the high and low alike.

An archer has little need of armor. In fact, wearing heavy armor or using a shield makes wielding the bow that much more difficult. They generally shy away from it. For this same reason they do not use polearms or two-handed weapons as they are bulky, playing havoc with a quiver, and impeding their ability to quickly bring their bow to bear. Archers are able to manufacture their own bows, arrows, crossbows and bolts so long as the materials are readily available.

ABILITIES

ARCHERY: An archer is able to use the environment to their advantage by firing with the wind, leading targets, and using their natural aptitude to shoot an arrow or bolt greater than normal distance. This ability allows them to double the effective range of bows or crossbows. Shooting thus requires increased concentration and they cannot utilize dual shots while performing archery.

BOWYER/FLETCHER (INTELLIGENCE): If the archer has a knife and hatchet, as well as access to the necessary materials, they are able to repair or manufacture a bow, bow string or an arrow and the weapon serves the archer without penalty. However, if the archer does not have the necessary material, or the materials are scarce, they must make a successful intelligence check. If they fail, they cannot make the weapon. If they succeed they repair or manufacture the weapon; however, the bow suffers a -1 to hit, -100 feet range, and -1 damage.

MOUNTED ARCHERY: The archer is able to fire from a horse, unimpeded. The horse has to be trained by the archer or at least familiar with a rider who guides the horse with their legs. The archer cannot fire curved shots, nor perform the archery skill while mounted and in motion. They can, however, utilize dual shots.

WEAPON TRAINING: An archer gets a +1 to hit and +1 to damage with any bow or crossbow.

IMPROVED INITIATIVE: At 2nd level if the archer has a bow or crossbow in hand, and arrow or bolt nocked, an archer gains +4 to their initiative roll.

DUAL SHOTS: At 4th level an archer is able to shoot two arrows per round without penalty from any type of bow except a crossbow. They can choose multiple targets to shoot at.



INCAPACITATE (INTELLIGENCE): At 5th level, an archer is able to incapacitate an opponent upon a successful called shot (see **CKG**). Called shots may only be made if the archer takes the time to aim and fire. The attacker must remain stationary in their firing stance for one full round before making their called shot. The archer must score a to-hit roll upon the target and make a successful intelligence check for incapacitate to succeed.

If successful, the arrow strikes the victim in such a way as to temporarily incapacitate the target. For instance, the arrow may have severed a nerve in the leg or arm, forcing the target to fall to the ground or drop their weapon. The target is physically incapacitated for 2 rounds. They cannot act offensively though they can still speak, crawl about, etc. Any attacks made against them are made at +5.

SENSE ARROW: At 7th level, the archer is able to sense an arrow coming at them. Sense arrow allows them to intuit the tell-tale signs of the arrow or bolt being fired: the terrain around him may be ideal for a shot, the slight sound of the bow bending, the twang of the string, the arrow flying. This sense increases their AC against an arrow or bolt being shot at them by +1 for every 3 levels, i.e. +1 at 7th level, +2 at 10th level, etc., to a maximum of +5. The archer cannot use dual shots during the round.

CLASSES

CURVED SHOT (INTELLIGENCE): At 10th level, the archer has mastered the bow to such an extent that they are able to twist the string in such a way that the arrow can shoot around an obstacle such as a tree or shield. A full round of concentration is required to take a curved shot. The curved shot negates any armor class gained by cover or a shield (to include any magical bonus). The archer cannot utilize dual shot while using this ability. They cannot shoot around corners or strike objects outside the archer's line of sight.

PRIME ATTRIBUTE: Intelligence

ALIGNMENT: Any

HIT DICE: d8

WEAPONS: All bows, all crossbows, one-handed weapons

ARMOR: Leather, padded, hide, studded leather, chain, scale, ring

ABILITIES: Archery, bowyer/fletcher, mounted archery, weapon training, improved initiative, curved shot, dual shots, incapacitate, sense arrow, curved shot

LEVEL	HD	BTH	EPP
1	d8	0	0
2	d8	+1	2,251
3	d8	+2	5,001
4	d8	+3	10,001
5	d8	+4	20,001
6	d8	+5	40,001
7	d8	+6	75,001
8	d8	+7	150,001
9	d8	+8	225,001
10	d8	+9	500,001
11	d8	+10	725,001
12	+4	+11	900,001
13 and up + 175,000 per level			

DIVINE KNIGHT (CONSTITUTION)

The gods oft have their own designs upon the world. To this end, they rely much upon themselves through direct intervention or through that of their priests and worshipers. There are, however, times when none of these avenues are open to the gods, or the task to undertake is specific. In these cases, a deity may cast a portion of themselves into the world to act on their behalf. These powerful agents are called divine knights. A divine knight can come in any form the deity chooses, but it is most often in the form of humans and demi-humans.

Divine knights are a physical manifestation of a deity and have a specific purpose to undertake. This task is usually very difficult, time consuming, and may involve a staggering array of objectives to see through to its end. The task is generally not initially known to the divine knight and may, in fact, never be known, but events move the divine knight to fulfill it regardless. The purpose could be as broad as reviving worship or as simple as retrieving a lost or stolen object. They are innumerable but could take a great deal of time to undertake.

Because they are a physical manifestation of a deity, not a spiritual, the divine knight's primary attribute is constitution. The divine knight need not pray for spells or powers. They are innate to it and only become more powerful as the divine knight gains levels. Divine knights must emulate their deity, if not in form, then at least in will and desire and must make great effort to do so within the confines of the task. Failure to do so results in the divine knight's slow or abrupt loss of power.

Due to the diversity of gods the divine knight can wear any type of armor, and use any weapon; however, their weapons typically are related to their deity.

ABILITIES

SPELLS: Divine knights use mana to cast divine spells. Each spell cast costs 1 mana point plus spell level to cast. A 1st level spell would cast 2 mana points; a 4th level spell would cost 5 mana points. A divine knight can cast any divine spell as long as they have enough mana points to do so, and it does not exceed the maximum spell level they can cast as shown on the chart below.

To cast spells that are higher than the caster's level they must make a successful constitution attribute check. The CL is equal to the level of the spell.

For example, a 2nd level divine knight attempts to cast a 3rd level spell. The CL is 3. Their constitution attribute check must equal 15 or higher to successfully cast the spell.

Failure to cast a spell indicates loss of the mana used in attempting the spell multiplied by 2. Mana lost in excess of what the divine knight has available is hit point damage. Mana is derived from character level + constitution bonus as per the chart below. In the example above, failure would indicate loss of 8 mana points.

LEVEL	MANA	MAX SPELL LEVEL CAST
1	4	2
2	5	3
3	7	3
4	9	4
5	12	4
6	15	4
7	18	5
8	22	5
9	26	5
10	30	5
11	34	6
12	39	6
13	44	6
14	49	6
15	54	6
16	59	7
17	65	7

Mana is recovered every 24 hours.

DEIFIC VOICE: Once per day the divine knight can channel the voice of their deity to affect those nearby. The range is 10 feet area of effect per level.

Morale Boost: At 1st level, all friends of the divine knight receive a +1 on all attribute checks check per round for every two levels of the divine knight.

Fortitude: At 3rd level, all friends receive 1 plus the level of the divine knight hit points for 2 rounds per level of the divine knight. The hit points are temporary hit points. If the recipient of the hit points is wounded, the temporary hit points are subtracted first.

Enthrall: At 5th level, those within range must make a wisdom saving throw or stop and listen with rapt fascination to the divine knight speak for 1 minute for each level of the divine knight. The affect is broken if the divine knight attacks those who they have enthralled.

At 3rd level the divine knight can choose either morale boost or fortitude. At 5th level they can choose either morale boost, fortitude or enthral.

DEIFIC PRESENCE: At 8th level the divine knight gains the ability to project the power of their deity. The divine knight makes the deity's presence known to all around by calling forth a deific aura. The aura is visible to all who can see the divine knight, and it becomes immediately clear to all viewing that they are witnessing a direct deific intervention with an area of

effect equal to 10 feet diameter per level of the divine knight. Creatures subject to the effect must make a charisma saving throw to avoid the consequences; if successful, they remain immune to the deific presence for 24 hours. On a failure, all creatures of 4 or less hit dice or levels become stunned for 1d4 rounds. Any attack or offensive action versus stunned opponents negates the effect on the round immediately thereafter.

BLESSED WARRIOR: At 10th level the divine knight is able to create a blessed warrior. This powerful spell allows the caster to bless the recipient, causing them to become servants to a deity or pantheon. The spell significantly enhances the powers of the recipient but only if the actions undertaken by the recipient are in the service of the deity or pantheon and help to further their goals or desires. To cast successfully prayers and blessings need to be conferred, the divine knight must be in possession of their holy item, and the recipient has to be of like faith and/or friend of the divine knight.

The blessing grants a +1 to the recipient's primary attribute, +1 to hit, +1 SR, a +1 to AC, +1 to initiative and a +1 to all saving throws and +1d4 temporary hit points. Every four levels the bonus increases by 1, and the hit points by an additional d4. At 14th level the bonuses are +2, and +2d4 temporary hit points, etc.

The duration is 10 rounds plus 1 round per level of the caster. The number of warriors that can be blessed also increases by 1 for every 2 levels above 10, i.e. 2 at 12th level, 3 at 14th level, 4 at 16th level.



CLASSES

PRIME ATTRIBUTE: Constitution

HIT DICE: d8

ALIGNMENT: Any

WEAPONS: Any

ARMOR: Any

ABILITIES: Spells, deific voice, deific presence, blessed warrior

LEVEL	HD	BTH	EPP
1	d8	0	0
2	d8	+1	2,251
3	d8	+1	5,001
4	d8	+2	9,001
5	d8	+2	18,001
6	d8	+3	35,001
7	d8	+3	70,001
8	d8	+4	150,001
9	d8	+4	300,001
10	d8	+5	450,001
11	+4	+5	700,001
12	+4	+6	900,001
13	+175,000 per level thereafter		

FORESWORN (CHARISMA)

Service to the gods and their priests yields many fruits, from the comfort of security to the suffering of labor unrewarded. But no matter the service, its nature, origins or outcome, it always yields a tyranny of control and a binding of the spirit to the priests who act for the gods, or pretend to. It is religious tyranny that many have suffered and endured living out their days bound to a higher power. But there are those who serve, who question their service, who look upon the priests and temples and wonder what power they truly serve. These few turn their backs on all those who would have dominance over them and push out into a wider world, leaving the comfort of tyranny to forge a path of their own, and to live or die by their own merits. These are the foresworn.

The foresworn is one who was taken as a youth into the bosom of a warrior-priest's life, serving one god or the other, a prelate, priest, or warrior monk. Mired in the faith of men and the affairs of the gods, the foresworn learned at a young age the harsh realities that surround the motives of the divine. They have learned that they are but tools in a greater game that no servant can win. To win it, the game must be played on one's own terms.

They have traveled to many realms, over the seas and into the wilds where few tread. A quick wit, intelligence, and commanding presence allowed them to rise to the top of their companies and to earn — or take — their freedom. However acquired, this freedom is dear to them and shared with only a few. Those few are companions for life. It is around these



CLASSES

friends and their collective freedom, that the foresworn build their ethos, for one has only one's wits and one's friends with which to play the game; everything else is a tool or an enemy. They are loyal to their companions, patient and accepting, but are damnably hard upon their enemies.

The foresworn is a warrior who understands that almost anything can be used as a weapon. A wagon wheel, coated in grease and oil and set to flame can roll down a mountain causing chaos and wreaking havoc as it goes. For this reason, they will use any weapon, at any time.

Though they were raised serving the gods in some religious army or cult, and were often forced to wear particular garb or armaments, they have long since set those peculiarities aside. A shield is a tool as is a helm as is the chain shirt of a fallen enemy. Armor is for protecting the body, not sending a message.

ABILITIES

ATTRIBUTE BONUS: They begin play with a +1 bonus to intelligence.

DIVINE KNOWLEDGE: The foresworn gains a +1 bonus to saving throws against all divine spells cast against them.

IRON CERTAINTY: Though the gods may interfere, or set aside aid and balance, or even act against you, in the end, it is one's own abilities that will tell the story's end. The foresworn possess an iron confidence in themselves and their own abilities. They are not plagued by doubt or indecision, but face things with a confidence that only truly independent spirits can attain. Here the foresworn shine and their minds are ripe with ideas. The foresworn try all manner of devices in war or peace: the pitch-covered hoop set aflame and hurled upon enemies from the high castle walls; an empty barrel used for a raft; a bag of bones used to lure the devil from their intended target. For this reason, they gain a bonus to all attribute checks as per the table below. This bonus is added to any other bonuses when making an attribute check. Furthermore, their clarity of purpose imparts a similar confidence in their companions, granting them attribute bonuses as noted below.

LEVEL	BONUS	BONUS FOR COMPANIONS
1-2	+1	0
3-4	+2	+1
5-6	+2	+2
7-8	+3	+2
9-10	+3	+3
11-12	+3	+3
13	+4	+3

LANGUAGES: Because their youth was spent in the service of a religious army and they encountered many people from many walks of life, the foresworn begins play with the common tongue and 3 additional languages. These languages can be chosen, or will be assigned by the Castle Keeper.

MUSCLE MEMORY: At 5th level the foresworn's peculiar background and training has imbued them with an almost spiritual concentration on the task at hand. Their actions and reactions are governed by instinct, training and muscle memory. This grants the foresworn their dexterity bonus to all initiative roles. At 10th level, their growing skill and confidence are reflected in their heightened dexterity and at this point, dexterity becomes an additional primary attribute. If they already possess dexterity as a primary attribute, they do not receive any additional bonus.

COMBAT ATTRITION: At 10th level the foresworn is a force to be reckoned with. They have long since come to terms with the gods and the power they hold over mortals. Their knowledge and acceptance of it allows them to channel it and use that power against their foes. They project an aura of almost god-like confidence. All those who fight them are worn down, disheartened and wounded. Each round that a creature(s) fights the foresworn, the foresworn is allowed to make a charisma check. If successful their opponents suffer an additional 1d4 points of damage above and beyond any other damage received that round. However, combat attrition cannot kill an opponent, only reduce them to 1 hit point. The hit point loss occurs to any creature within 15 feet of the foresworn who is actively engaged in fighting them.

PRIME ATTRIBUTE: Charisma

ALIGNMENT: Any Neutral

HIT DICE: d10

WEAPONS: Any

ARMOR: Any

ABILITIES: Attribute Bonus, divine knowledge, iron certainty, languages, muscle memory, combat attrition

LEVEL	HD	BTH	EPP
1	d10	+0	0
2	d10	+1	2,251
3	d10	+2	4,501
4	d10	+3	9,001
5	d10	+4	18,001
6	d10	+5	36,001
7	d10	+6	72,001
8	d10	+7	150,001
9	d10	+8	300,001
10	d10	+9	600,001
11	d10	+10	725,001
12	+4	+11	925,001
13 and up + 200,000 per level			

CLASSES

ETHEREAL KNIGHT (CONSTITUTION)

Beyond the physical world lie a host of other-worlds; dimensions that defy the imagination, realms where gods dwell, planes of chaos and law, of evil and good, where the intangible holds dominion. The multiverse, a kaleidoscope of realities, is known only to a few, and to those it is dangerous to the unwary and deadly for the inexperienced. But there are those who are bound to the extra-dimensional worlds, whether through cosmic accident or something more articulated. These are the travelers, the plane walkers, the ethereal knights.

The ethereal knight is a plane walker. They possess a connection with the planes beyond the material. At times they are aware of this, at others they come into the knowledge after much hardship and toil. Because of this they are gifted with extra senses that allow them to both see into other dimensions and dimensional spaces, and at times, to travel there. They can channel the powers of those same dimensions into and through themselves, or by bringing them to the material plane in the guise of creatures, great and small, or even imbuing items with extra-worldly powers.

Ethereal knights come from all walks of life, they pay heed to no deity in particular, nor philosophy or creed. Born with the second sight of the plane walker they are cursed or blessed, depending with whom you talk. Some embrace their condition, reveling in the power that gives them a deeper understanding of the extra-dimensional worlds. Still others curse it, for it is wearisome to them, the knowledge that they are but a plaything for the universe, or worse, an insignificant pawn on a game board that defies comprehension. No matter their condition, they are all individuals driven by a deep ambition or purpose, or through a lust of redemption all their own

Weapons, as instruments of death, are countless and varied, and know no boundaries save the imagination of those who wield them. They take many shapes and sizes, particularly in those deep planes and realities an ethereal knight passes through, thus ethereal knights are able to take up nearly any weapon. They are unerringly bent toward learning and understanding new things and it is for this reason that ethereal knights have no restrictions on the weapons they may wield.

Much like their weapons, a ethereal knight's choice of armor depends on where and when they happen to be in the multiverse. Heavy or light armors do not restrict their abilities nor impede them in any but the most mundane of ways. They take up the shield as easily as don a breast plate or suit of chain mail. At times exotic, at others ordinary, the armor of the ethereal knight takes many forms.

ABILITIES

FATE'S ARM: At 1st level the ethereal knight chooses a single item: a weapon, piece of armor or even equipment that is associated with their character in a meaningful way. The item can be any one from the equipment list in the **Players Handbook**, **Adventurers Backpack** or any other source material.

The chosen item is sentient and possesses an alignment and a will.

The alignment of the item is determined randomly by rolling on the table below. The item's alignment does not necessarily have to correspond to that of the character, but if it does not, it impacts the ethereal knight's adventures in different ways (see below).

ITEM ALIGNMENT

d%	Alignment of Item
01-05	Chaotic good
06-15	Chaotic neutral
16-20	Chaotic evil
21-25	Neutral evil
26-30	Lawful evil
31-55	Lawful good
56-60	Lawful neutral
61-80	Neutral good
81-100	Neutral

The item begins play with a will of 17. This entitles it to 1 lesser power. This power should be chosen or rolled randomly.

The item grows in power with its wielder. For every 2 levels the ethereal knight gains, the item's Will increases by 1. At 3rd level the item's Will is 18, at 5th level the item's will is 19 and so on. The item's Will cannot be reduced aside from destroying the item. If the ethereal knight is reduced in levels, it does not lower the item's Will.

The item is considered a magical item, its bonuses determined by its Will and by what type of magic item it is. If the item is a weapon, its bonuses apply toward to-hit and/or damage as noted below. If the item is armor, a shield or helm, its bonus applies to armor class as noted in the table below. If the item is a piece of equipment it gains a bonus as noted in the table below; however, the bonus applies toward its intended design. For example, a rope's bonus would apply toward binding or climbing, while a cloak's bonus would apply toward protection against the weather. An item's purpose and bonuses should be determined by the player and the Castle Keeper prior to its introduction into the campaign.

LEVEL	WILL	BONUS	AC/GENERAL	COMMUNICATION	SENSE
1	17	+1 damage	+1	Semi-Empathy	None
3	18	+1 to hit, +1 damage	+1	Empathy	None
5	19	+2 to hit, +2 damage	+2	Empathy	Sight
7	20	+2 to hit, +3 damage	+2	Speech (1-2 lang.)	Sight, Hearing
9	21	+3 to hit, +4 damage	+3	Speech (1-4 lang.)	Sight, Hearing
11	22	+3 to hit, +5 damage	+3	Speech (1-6 lang.)	Sight, Hearing
13	23	+4 to hit, +6 damage	+3	Speech (any)	Sight, Hearing



In addition, all items possess a special purpose, assigned to them by the gods or fate or whatever powers govern or guide it. The item's purpose may or may not align with the character's own purpose, designs or desires. If the item's alignment does not correspond to the character's alignment, its special purpose should be at cross-purposes with those of the character. Use the following table or consult with the CK and create one that best fits the designs of the character and campaign.

ITEM PURPOSES

d%	Purpose
01-20	Overthrow an alignment
21-30	Champion an alignment
31-40	Find its creator
41-50	Destroy its creator
51-55	Defeat/slay a particular creature type
56-60	Defeat/slay a particular race or kind of creature
61-70	Defend a particular race or kind of creature
71-80	Destroy a deity and/or its followers
81-90	Defend a deity and/or its followers
91-95	Destroy the world
96-00	Choose one

If the item is destroyed the ethereal knight suffers a level loss based upon the will of the item. If the item has a will of 17, one level is lost. If the item has a will of 18 then 2 levels are lost. If the item has a will of 19 then three levels are lost and so on to a maximum of 6 levels.

INTUITION: The ethereal knight is a quick study and is able to grasp new concepts easily. They gain a +2 bonus to all intelligence checks. This is particularly true concerning languages. They can learn languages in half the time it normally takes one to learn a new language, and have no limit to the number of language slots they possess. They begin play with 3 languages: common and a choice of two others.

PLANE SHIFT (CONSTITUTION): At 3rd level the ethereal knight is able to plane shift. They can travel to any point on any plane with which they have familiarity or knowledge, including the astral and ethereal planes. This includes the astral and ethereal planes. At 4th level they can transport themselves and one other person, increasing capacity by 1 additional person per level, to a maximum of 8 people plus themselves at 10th level. So, at 5th level they can transport themselves and 2 others, at 6th level, themselves and 3 others and so on. This maxes out at 10th level with themselves and 8 people. They cannot transport someone unaccompanied. Each plane shift temporarily weakens the ethereal knight. They suffer temporary loss of 1d4 points of constitution, which replenish at a rate of 1 point for every hour of rest.

SEE INVISIBLE & EXTRA-PLANAR: At 5th level the ethereal knight is able to see invisible creatures, this including those from the astral or ethereal planes.

CONTACT OTHER PLANE (INTELLIGENCE): At 7th level the ethereal knight can attempt to contact a creature on another plane. Once contact is established, they can communicate freely. They must have prior knowledge of, or experience with, the creature in question. This knowledge can be as simple as reading about the creature in a book or scroll, hearing about

CLASSES

them in a prophecy or something similar, just so long as they are aware of the creature's existence. They must concentrate and focus in order to create a communication link with the creature, requiring a successful intelligence check to complete. The CL is determined on the table below if it is resistant to contact, otherwise the CL is 0.

PLANE CONTACTED	CL
Elemental Plane	3 + Target HD
Astral Plane, Demigod	5 + Target HD
Outer Plane, Lesser God	9 + Target HD
Outer Plane, Greater God	12 + Target HD

Gods of any stripe can choose not to allow the contact.

SUMMON PLANAR ALLY: At 10th level the ethereal knight is able to summon a planar ally. The creature must be extra-planar and its HD may not exceed that of the ethereal knight. The ally must belong to a species or type the ethereal knight is familiar with, species or type. The ally is bound to conduct a single service for the ethereal knight, then may freely return to its home plane. If for some reason it does not depart to its native plane, it may or may not, depending on its nature, and its treatment during its time of service, and at the Castle Keeper's discretion, attack the ethereal knight.

PRIME ATTRIBUTE: Constitution

ALIGNMENT: Any

HIT DICE: d12

WEAPONS: Any

ARMOR: Any

ABILITIES: Fate's arm, intuition, plane shift, see invisible & extra-planar, contact other plane, summon planar ally

LEVEL	HD	BTH	EPP
1	d12	0	0
2	d12	+1	2,701
3	d12	+1	6,001
4	d12	+2	12,001
5	d12	+2	25,001
6	d12	+3	50,001
7	d12	+3	95,001
8	d12	+4	180,001
9	d12	+4	360,001
10	d12	+5	725,001
11	d12	+5	1,000,001
12	+4	+6	1,275,001
13 and up + 275,000 per level			

MAGIC USER (CHARISMA)



Where magic lingers in the fabric of a world, where it is woven into the curtain of life, where the language of it creates all things, in such worlds magic is governed by laws known only to a few. These are the magic users. Seers who peer through the veil of the world around them and piece together its many constituent parts. They master the laws and language of magic and wield them as weapons like no other.

The magic user taps into the net of magic that lingers in all things and converts it to their use. They see the world differently than most. They see the aura of things, the latent energies, both positive and negative, that hold the fabric of reality together. To them, motions, thoughts, and deeds are all part of a vast script playing out before them. They are dauntless in their quest to master it, and hunger for a power that no others can wield quite like them.

Magic users come from all walks of life, for their abilities are not tied to, or restricted by, any school or guild. They are born with the innate awareness and understanding of the world's magic. At their core they are driven by a desire to control their world, perhaps to benefit others, perhaps to serve their own selfish whims. It is this drive, matched with their understanding of magic that allows them to channel the arcane energies of other spell casters or magical items.

They are not bound by the strictures of other magic-using classes, and because their magic is limited, they master the use of arms and armor. However, they are not bound to it like the

warrior classes. Why wear a suit of chain when you can weave the language of magic into your very shirt and make it as hard as steel?

For these reasons a magic user is considered a dangerous foe, for the art of their power lies in the tapestry of the magics which bind the world around them. They draw it out and into themselves, brandishing it as they desire, for there are no others with such gifts.

ABILITIES

CHANNEL MAGIC: The magic user is able to draw magic from the world around them and channel it to their own use. With this ability, they utilize siege points to enhance attribute bonuses, imbue a weapon with a bonus to hit or damage, grant a bonus to armor class, heal hit point damage, or even enhance the power of spells cast by others.

They can assign these siege points to anyone, anything or any situation they desire, and may split their siege points between various targets. As the magic user gains levels, they gain more siege points to use on a daily basis. A magic user begins play with 4 siege points, gaining 4 per level until the 11th level. At 11th level they gain 2 per level thereafter.

Channeling magic requires 1 round to cast (meaning it takes place during the caster's initiative action for that round). A magic user can use in a single round a number of siege points equal to the character's level. The duration of the siege points depends on the action taken as noted below.

Any time an attribute check is called for, the magic user can use channel magic to grant that attribute check a bonus by spending siege points. They can grant bonuses on their own checks or to any target they desire, so long as that target is within 100 feet +10 feet per level and within sight of the magic user. The duration is instant. The bonus is equal to the amount of siege points the magic user assigns to the individual check. They can only alter one attribute check in any given round.

Items can be temporarily enchanted by spending siege points. Weapons that are enchanted gain a bonus to hit and to damage for each siege point expended. Only 5 siege points can be spent on any one item. Armor that is enchanted gains a +1 AC modifier for each siege point used. Other items can be enchanted as well, these will gain a bonus equal to the siege points spent. A door may gain a bonus against being broken in, a rope from breaking and so on. The magic user can only alter one item in any given round. For items, the duration of the enhanced bonus is 1 round + 1 round per level. For example, a shield granted a +1 bonus by a 2nd level magic user will retain the bonus for 3 rounds (1 round + 2 rounds for character level).

An item can be altered to grant it abilities it does not possess. For example, a shirt or robe can be given an AC bonus; however, the items do not stack. If the magic user were to give a +5 AC

to a robe and a +5 AC to a shirt, it would only impart a +5 AC. Giving +5 AC to a shirt and +5 AC to pants would grant them +5 AC on their body and legs.

Hit points can be restored at a rate of 1 hit point per siege point used. The hit points are restored in a manner identical to that of the *heal* spell.

Enhancing a spell cast by another spell caster requires a bit more power. Every 2 siege points assigned by the magic user enhances the casting level of another spell caster by 1 level; i.e. increasing the casting level abilities of a caster as it concerns range, duration, etc.

For example, a 3rd level magic user uses 4 siege points to enhance a fifth level wizard's fireball spell. The *fireball* spell, which typically would do 5d6 points of damage, instead is cast as a 7th level caster, thus increasing the damage to 7d6. They can only enhance one caster in any given round. The duration is instant.

NOTE: This does not increase the actual level of the caster. The enhanced caster cannot cast spells they would not normally be allowed to cast. It only increases the spell being cast, as if it were being cast by a more powerful caster.

DETECT MAGIC: The magic user has the ability to *detect magic* as the spell. This is an innate ability so it has no duration nor limit to the number of times it can be used in any period of time.

LOCATE MAGIC ITEM: The magic user can locate magic items up to 450 feet distance. This ability acts similar to a *detect object* spell but applies to magic items. The magic user need not be familiar with the item in question.

READ MAGIC (INTELLIGENCE): The magic user has the ability to *read magic* upon a successful intelligence check.

USE MAGIC: The magic user can use all types of magic items. Limitations of class, race, alignment or other do not apply to the magic user. They can use all types of scrolls, including all divine and arcane spell scrolls.

IDENTIFY (INTELLIGENCE): At 3rd level the magic user can identify, as the spell, a magic item once per day with a successful intelligence check.

TRANSFER MAGIC: At 8th level the magic user can transfer the magic from one item to another during the process of creating a new magic item (not one enhanced through the channel magic ability). For example, a magic user with a *frost brand sword* can transfer the frost brand attack into another weapon (or appropriate item) during the creation process. Further, every bonus modifier (such as the "+2" in a +2 sword) can be used to recharge magical items at a ratio of 1:10. Only the magical power from the source item is transferred, not any additional effects it may have. For example a magic user transfers the entire bonus modifier of a +3 *frost brand sword* to recharge a *wand of fireballs* granting 30 charges to the wand, while the sword loses it's +3 bonus modifier but keeps the frost brand effect.

CLASSES

PERMANENCE (INTELLIGENCE): At 10th level, the magic user can make permanent any single enhancement to an item granted by the channel magic ability. The CL is equal to 10+ the bonus of the item. However, doing so causes a temporary loss of 1 constitution point for 1 month, and a constitution saving throw to prevent the loss from becoming permanent.

PRIME ATTRIBUTE: Charisma

HIT DICE: d8

WEAPONS: Any

ARMOR: Any

ABILITIES: Channel magic, detect magic, locate magic item, read magic, use magic, identify, transfer magic, permanence

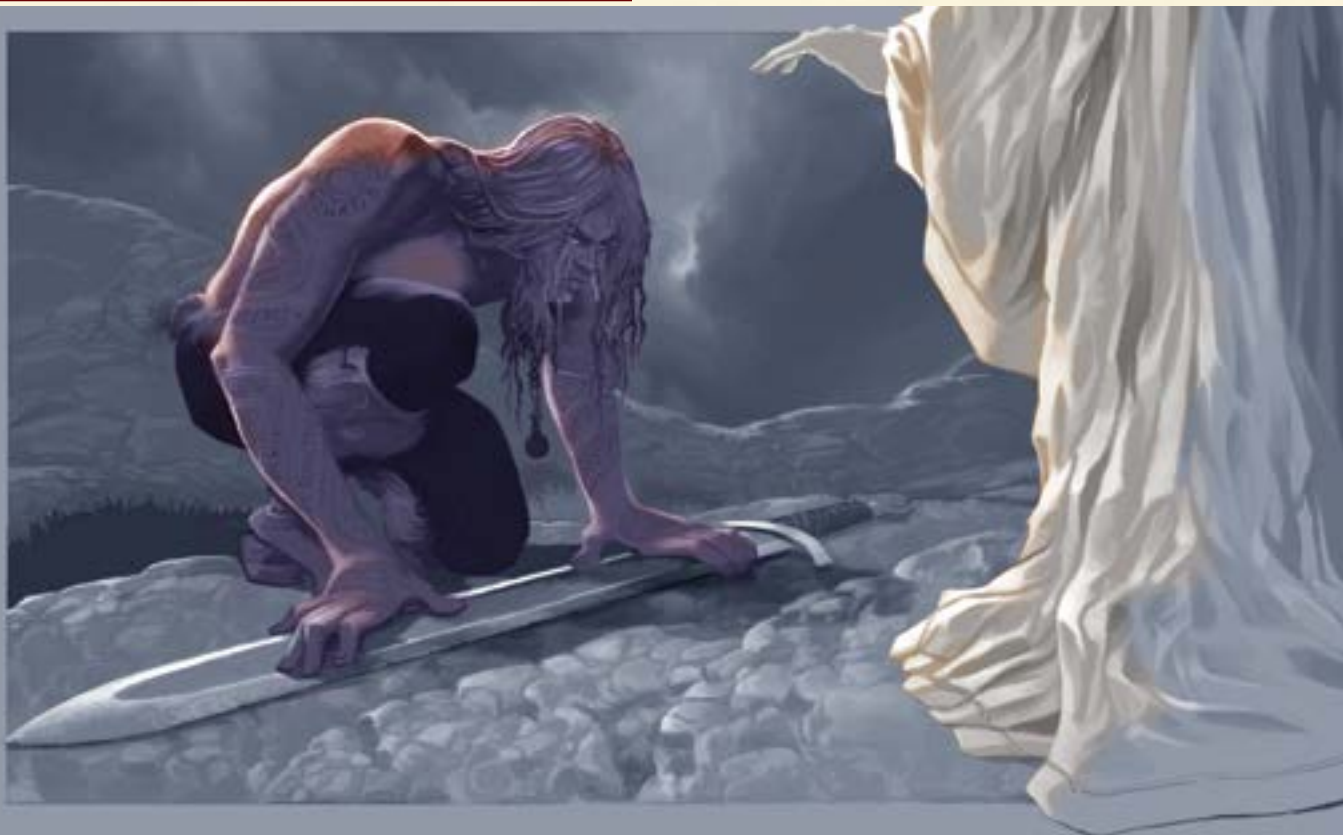
LEVEL	HD	BTH	EPP
1	d8	+0	0
2	d8	+1	2,001
3	d8	+1	4,251
4	d8	+2	8,501
5	d8	+2	17,001
6	d8	+3	35,001
7	d8	+3	70,001
8	d8	+4	180,001
9	d8	+4	275,001
10	d8	+5	400,001
11	+3 HP	+5	525,001
12	+3 HP	+6	650,001
13 and up	+ 175,000 per level		

OATHSWORN (CHARISMA)

There are moments in everyone's lives that shape them into who and what they are, but for some those moments are such that they define them. Whether it is love, pure beyond measure, a nightmarish tragedy, an evil so wrought, or a sliver of numbing beauty, these moments become the guide posts that govern their lives, their actions, their loves and their enmities. These are champions, bound in an conflict struggle that is greater than themselves. These are the oathsworn.

The oathsworn are creatures born of the eternal struggle between law and chaos, good and evil. Some are born in ignorance of the never-ending battle that wages around them, while some are acutely aware of it and thrive upon it. Yet still others deny it and refuse to be pawns in the unceasing contest. Whether chosen or born into it, whether they embrace or deny it, the oathsworn are possessed of a propensity to join the fight, on one side, or the other. To this end they combine the use of cold steel with extraordinary abilities to battle their one great enemy.

The oathsworn is driven by a focus to support a cause greater than themselves. They are endowed with their powers because they have sworn an oath either to uphold law or bestow chaos, to battle or defend the forces of good or evil. This oath drives them, gives them focus, and embodies their life's mission. This is not to say that every waking moment of their lives are spent fulfilling their oath. Indeed, some may not even be wholly aware of what compels them until they truly encounter it. Others may know their struggles, but seek to reject them, while still others gleefully embrace theirs. Whatever the case, the oathsworn weave through life in a constant state of mental strife for the oath is with them in one form or another, and to deny it is to invite catastrophe.



CLASSES

Weapons are the tools of any struggle. To renounce them and set them aside in the hopes that the greater toils of life will embrace you is to die, often quickly. The oathsworn fight with anything they can lay their hands upon, though they each, at one time or another, choose a favored weapon: a war axe to cleave flesh and disarm opponents; a sword to puncture organs and slay quickly; a mace to break bones and crush armor. In the end, this is their tool to fulfill their oath's driving obligation.

Armor is the shield that protects the flesh, and the flesh is the vessel of the oath. The oathsworn will use any type of armor, helm or shield or combinations of them to keep the oath alive. Though metals may harm or interfere with the natural or learned abilities of others, the oathsworn suffers no such grievance.

ABILITIES

BINDING OATH: The oathsworn's binding oath is bound to the concept of alignment. They are forever involved in the eternal struggle between good and evil, marked by swearing a binding oath (or perhaps they were born under the aegis of the oath) to oppose the chosen aspect, whether it is lawful, chaotic or neutral. Once the oath is chosen, it cannot be changed. It is important to note that the oathsworn need not be an alignment naturally opposed to the aspect they have chosen to combat. A chaotic good character can fight the forces of chaos. Their personal nature does not govern which aspect of alignment they struggle against.

CALLED SHOT: Called shots are much easier for the oathsworn. When attacking creatures they are sworn to oppose, the called shot penalty is reduced from -8 to -4. At 5th level this is reduced to -2. At 7th level it is 0. At 9th level there is a +2 bonus. At 11th level there is a +4 bonus.

DETECT ALIGNMENT: They have a peculiar sense when it comes to creatures or magic items they are sworn to oppose. If such a creature is within a 50-foot radius of the oathsworn, the character can sense them by detecting their alignment. The ability can penetrate barriers, up to 1 foot of stone, 1 inch of common metal, a thin sheet of lead or gold or 3 feet of wood or dirt. They do not have to focus to use this ability, it is automatic. It can help reveal the location of such a creature.

NATURAL ARMOR CLASS: The oathsworn has a natural AC bonus of +2 against all creatures they are sworn to oppose.

SPELL RESISTANCE: The oathsworn has a spell resistance of 2 when facing any creatures or situations they are sworn to oppose. Their spell resistance increases by 1 every two levels; at 3rd level SR 3; at 5th level SR 4, at 7th level SR 5, etc.

CHOSEN WEAPON (CHARISMA): At 3rd level the oathsworn is allowed to choose a weapon type that gives them the option of using one of the following actions in addition to their normal swing: disarm, automatic initiative, push, parry, or offensive focus. They must announce the action they wish to attempt before the combat round begins. Weapon types are defined as follows: club or mace; flail or flail type; knives, daggers and dirks; swords; axe or axe-like; spears; polearms; bows; crossbows; unusual weapons (refer to **Arms & Armor**).

Automatic Initiative: Oathsworn wins initiative.

Disarm: Opponent's weapon knocked from hand; natural attacks, such as claw, are disabled for one round.

Offensive Focus: +3 to hit, -6 armor class (AC).

Parry: the oathsworn gains +4 to armor class (AC).

Push: on a successful hit the opponent is pushed back 10 feet if they fail a strength check.

INTIMIDATION: At 5th level the oathsworn is able to intimidate those around them. Years of toil bound in the iron grip of the oath have given the oathsworn a demeanor of strength and certainty. This combination gives them a sense of purpose and raw power. While attacking and upon a successful charisma check any creature of equal or lesser hit dice of the oathsworn suffers -2 to all rolls, including but not limited to initiative, attack, damage and attribute checks. This penalty takes effect as soon as the oathsworn uses the ability. They must announce it before rolling initiative. It has a 15-foot radius area of effect. Intimidate is usable only once per combat encounter. At 5th level, an oathsworn can intimidate one creature. The number of creatures intimidated increases with level as follows: up to 2 creatures at 6th level, up to 3 creatures at 7th level, up to 4 creatures at 8th level, and so on up to a maximum of 10 creatures. The intimidation ends the moment the oathsworn fails to score a successful hit against the intimidated creature.

EXTRA PRIME: At 10th level a life of focus and dedication have honed their natural abilities. They can choose one secondary attribute to become an additional prime. This gives human oathsworn a total of 4 primary attributes and 3 for all other races.

PRIME ATTRIBUTE: Charisma

ALIGNMENT: Any

HIT DICE: d10

WEAPONS: Any

ARMOR: Any

ABILITIES: Binding oath, called shot, detect alignment, natural armor class, spell resistance, chosen weapon (type), intimidate, extra prime

LEVEL	HD	BTH	EPP
1	d10	+0	0
2	d10	+1	2,251
3	d10	+2	4,501
4	d10	+3	9,001
5	d10	+4	18,001
6	d10	+5	36,001
7	d10	+6	72,001
8	d10	+7	150,001
9	d10	+8	300,001
10	d10	+9	600,001
11	d10	+10	725,001
12	+4	+11	925,001
13 and up + 200,000 per level			

CLASSES

PACER (DEXTERITY)

The pacer may be a wonderful asset or terrible adversary. They are well-used by merchant, nobility and others who want their needs fulfilled within or outside the laws in towns and cities. Being very versatile, they can achieve their goals both by the strength of their sword, or by stealth and study. Most react to the pacer with caution, for they do not know who the pacer truly serves. Able to fit in with most groups, the pacer can easily use their skills among the people of towns and cities with little fear of exposing their true purpose.

Pacers are often kept in the permanent employ of merchants and nobility. These pacers acquire wealth quickly, and their names are widely known within the circles they frequent. The lesser-known pacers operate from the lower, shady parts of towns and cities, and learn quickly the ways and the identities of the underworld elements within these areas. Pacers quite often serve as bounty hunters as well.

Pacers are skilled warriors and use a wide variety of weapons and armor. Considering the many tasks in their work, they are armed and armored in a variety of ways. Serving nobility, they wear exquisite and refined armor and carry finely crafted weapons. Those serving merchants and organizations wear rough armor, and often carry axes, maces, scimitars and tulwars. Pacers who serve themselves are armed and armored in many fashions, depending largely on their success.

A pacer's life is devoted not only to fighting, but to the art of information. Being skilled in tracking, assessing the areas of towns and villages, and the inhabitants within, their knowledge is vast. But payment must be made for this knowledge!

ABILITIES

ACRO RUNNING (DEXTERITY): When using acro running, the practitioner uses their abilities to move as efficiently as possible over, under, around, and through obstacles. These feats require a great deal of dexterity to perform.

Moving through particularly cluttered areas, uneven areas, facing vertical obstacles, climbable obstacles, steep slants or sharp drops, a practitioner can handle these with ease. The Castle Keeper may require multiple attribute checks, generally one every 30 feet and for each major obstacle.

BONUSES: 1st-3rd levels +1 is gained on attribute checks, 4th-6th levels +2 is gained on attribute checks, 7th-9th levels +3 is gained on attribute checks, and 10th-12th levels +4 is gained on attribute checks. If the pacer is in an urban environment then an additional +1 is added to their dexterity check due to their ability to scale walls and vertical surfaces.

Also, this ability is very helpful when falling. When falling short distances, the practitioner takes no damage with a successful attribute check, and half damage if the attribute check is not successful. The fall must be within the range of the pacer's abilities. They can save against falling damage at 1st-4th level if the fall is 15 feet or less. At 5th-8th level the distance they can fall increases to 30 feet and at 9th+ level it increases to 45 feet.



CONCEAL (DEXTERITY): Pacers can conceal themselves extremely well in urban areas, just as a ranger may conceal themselves in the wilderness. With a successful dexterity check, pacers can camouflage themselves so well as to be unnoticeable by most passers-by. Pacers cannot conceal and move silently at the same time until they reach 5th level; then a pacer may attempt both but must make successful conceal and move silently checks at -5. In this case, movement is reduced to one quarter the normal movement rate.

Pacers may not conceal themselves if being observed, even casually, before the conceal check is attempted. If the observer is momentarily distracted, the pacer can attempt to use this ability. While the observer averts their attention, the character may attempt to quickly get to a hiding place of some sort; however, doing so imposes -10 penalty.

This ability cannot be used if wearing armors other than those allowed are worn.

While pacers are quite proficient at concealing themselves in urban areas, they are able to conceal themselves in wilderness settings as well. In this instance, the conceal check is performed as if dexterity is as a secondary attribute, since the pacer is less skilled in wilderness environments.

MOVE SILENTLY (DEXTERITY): The pacer is able to move silently in urban areas with a successful dexterity check. The pacer can move up to one half the character's normal speed with no penalty. At more than one half and up to the character's full speed, the character suffers a -5 penalty. It's

practically impossible to (-20 penalty) move silently while running or charging. Pacers cannot perform this ability indoors. See conceal above for information on moving silently while attempting to conceal oneself.

The ability cannot be used if armors other than those allowed are worn.

SCALE (DEXTERITY): With this ability, pacers can freely climb and scale vertical walls, fences and the sides of buildings in an urban environment; no attribute check is required.

Additionally, with a successful attribute check, this extraordinary ability allows the pacer to climb up, down, or across a dangerous obstacle or inverted incline that others would find impossible. When doing so, the pacer moves at one half the character's normal speed. A failed attribute check means that the character makes no progress. A check that fails by 5 or more means that the character falls from the currently attained height and must suffer falling damage (refer to acro running for damage reduction).

In both situations above, nothing may be carried in the pacer's hands while climbing. Also, this ability cannot be used if armors other than those allowed are worn.

While pacers are quite proficient scaling surfaces in urban areas, they are able to scale surfaces in wilderness settings as well. In this instance, the scale check is performed using dexterity as a secondary attribute with bonuses applied, since the pacer is not skilled in a wilderness environment.

TACTICAL OBSERVATION: The pacer is able to pick a target out of the crowd and focus an attack upon them. The target is an individual or creature chosen by the pacer. The opponent must be observed by the pacer for at least 1d3×10 minutes, allowing the pacer to study and learn their opponent's demeanor, movement and mannerisms.

When the pacer changes targets, they must announce that another opponent is being observed. Once the pacer changes, no bonuses are gained for the original opponent, until 5th level when the pacer can tactically observe two targets, then three at 10th level.

Bonuses are as follows:

LEVEL	TO HIT	DAMAGE	TRACKING
1-4	+2	+2	+2
5-9	+3	+3	+3
10+	+4	+4	+4

TRACK (WISDOM): In an urban setting, the pacer can successfully track any individual or creature that leaves a discernible trace. With a successful wisdom check, a pacer can find and follow clues and tracks in an urban environment, and determine characteristics of the target being tracked. The Castle Keeper may require multiple checks over time and distance. The pacer can also use this ability to hide tracks.

A successful track check may also impart information about the individual or creature being tracked. Once a trail is found, a track check can determine the general number and type of creatures being tracked. The number of creatures being tracked should be disclosed to the player by using one of the following categories: individuals (1-6), band (6-30), troop (20-100), or army (100+), and also one from the following categories: beast, demi-human, humanoid, fey, giant. For many creatures, the pacer cannot identify its exact type; only that it is a creature of such nature until some experience has been gained tracking it. A pacer can identify the above creatures with no effort. After having tracked a particular type of creature several times, the pacer can later identify its tracks.

At 3rd Level, a pacer can ascertain distinguishing characteristics about the creatures tracked, such as whether they are wounded, exhausted, carrying certain objects or wearing certain armor. The pacer might even be able to determine if a spellcaster is in the group being tracked. The marks or characteristics are limited only by the Castle Keeper's imagination and desire to provide and enhance story elements during game play.

At 5th Level, the pacer can identify the specific type of creature being tracked if it belongs to one of the following categories and with which the pacer has had some interaction: beast, fey, giant, demi-human, humanoid or vermin.

While pacers are quite proficient at tracking in urban areas, they are able to track in wilderness settings as well. In this instance, the track check is performed using wisdom as a secondary attribute with bonuses applied, since the pacer is not as trained in a wilderness environment.

URBAN KNOWLEDGE (WISDOM): The pacer uses this ability to gather information in cities, towns and villages. They can find lodging, and the best ways to purchase items. They can find people and their guilds, learn their political structure, and those hidden, shady elements in urban areas.

At 2nd level they gain a +2 bonus to their attribute check. This increases to +4 at 4th level, +6 at 6th level and finally +8 at 8th level.

SNEAK ATTACK: At 4th level a pacer gains the sneak attack ability. When an opponent or victim is aware of the pacer, but unsuspecting of the attack, a pacer can use the sneak attack ability. For example, a pacer could be having a conversation with a potential victim, intending to strike once a vital piece of information is learned. Or, a pacer could be perched in the shadows of a tree, waiting for the perfect opportunity to fire a crossbow. Sneak attack situations do not require a previously successful hide or move silently check, although the Castle Keeper could require success in one or both, depending upon the circumstances. The opponent does not roll for initiative until the round following the attack.

A pacer making a sneak attack gains a +2 bonus to hit and a +4 bonus to damage. Ranged weapons can be used for sneak attack if the target is within 30 feet. A rogue cannot aim with deadly accuracy from beyond that range.

CLASSES

PRIME ATTRIBUTE: Dexterity

ALIGNMENT: Any

HIT DICE: d10

WEAPONS: Any

ARMOR: Breastplates, chainmail hauberk and shirt, cuir bouille, greek ensemble, leather, chain coif, leather coat, padded, ring mail, scale mail, studded leather.

ABILITIES: Acro running, conceal, move silently, scale, tactical observation, track, urban knowledge, sneak attack

LEVEL	HD	BTH	EPP
1	d10	0	0
2	d10	+1	2,251
3	d10	+2	4,501
4	d10	+3	9,001
5	d10	+4	18,001
6	d10	+5	40,001
7	d10	+6	75,001
8	d10	+7	150,001
9	d10	+8	250,001
10	d10	+9	500,001
11	+4 HP	+10	725,001
12	+4 HP	+11	950,001
13 and up + 225,000 per level			

PRIMAL DRUID (WISDOM)

Beyond the hearth, beyond the home, beyond the wall lies a wilderness both brutal and unforgiving. The beauty of the natural world, almost beyond comprehension, is matched by its terror and raw power. There, creatures fight for survival and only the strong emerge victorious. From the smallest plant carving its way through the soft moist soil, to the lion who breaks the neck of a hyena in one fell swoop; from the avalanche tumbling down the mountain's slopes, to the wind that uproots trees and lays houses low; the world is hard, mindless, primeval. Man is significant in the constant struggle of nature. The wilderness does not need protection from man; rather, man needs protection from it.

Primal druids are steeped in the belief that the natural world is an unforgiving, unknowing force where the swift, strong and able dominate the slow and weak. They devote their lives to understanding this and channeling it. They can see, with unclouded vision, what the world is and use their knowledge for their own means and for those around them. Weapons are not shunned, but embraced, for they are an extension of one's ability to make tools and to survive. For make no mistake: in nature survival is key.

Unlike the more recognized priests of nature, the druidism practised by the primal druids is more a cultural perspective and belief system than a formal religion. Primal druids respect and fear nature, but do not worship it. They view themselves not as a race separate and removed from nature, as many do, but as creatures from and part of nature. Primal druids respect



nature and defend their territory, but they are not fanatical conservationists. Nature is a force of power beyond imagination. It does not need defenders. Indeed, destruction, birth and rebirth through violent means lies at the heart of the natural world. Droughts, fires, volcanoes, earthquakes, tornadoes, and hurricanes all wreak havoc upon the world.

Primal druids do not shun weapons of iron or steel, these are tools earned in the hard forge of life; however, they are aware that one of man's primary adaptations is the ability to run and to move quickly. For this reason, they prefer weapons that are light and do not restrain them, or do not become entangled in vegetation, on rocks, or in the water. Polearms are never used, complicated weapons like crossbows shunned, heavy swords or mauls are also set aside. Their focus remains on lighter swords, axes, clubs, short bows, lassos, daggers and similar items.

The primal druid shares the same concerns over armor as they do weapons. They must be able to move freely and quickly without impediment. They shun heavy or complicated armament and never cover their heads.

ABILITIES

SPELLS: Primal druids gain their spell casting ability from the spirits that exist within all things. By establishing dominance over these spirits and bending them to their will, they channel power into spells. They do not do this in an overly destructive or wasteful manner, but as necessity demands.

Beginning at **1st level**, a primal druid gains the ability to cast a number of druidic spells. Primal druids need not prepare their spells, but they are limited to casting a certain number of spells per day which may be improved by bonus spells.

BONUS SPELLS: High wisdom indicates a greater divine connection. Primal druids with a high wisdom gain bonus spells. If they have a wisdom of 13-15 or higher, they receive an extra **1st level** spell. If the wisdom score is 16-17 or higher, they receive an extra **2nd level** spell and if 18-19 or higher, an extra **3rd level** spell.

Bonus spells can only be acquired if the primal druid is at a high enough level to cast them. Bonus spells are cumulative.

NATURE LORE (WISDOM): Primal druids are connected to the forces of nature. They mystically coexist with their environment, gradually becoming a larger part of it. This relationship imparts to them a specialized knowledge of the wilds. A primal druid may freely identify plants and animals with perfect accuracy in an environment they are familiar with. In unfamiliar environments, a successful wisdom check is required to use this ability.

Nature lore provides the primal druid with the knowledge to determine if water is safe to drink, or identify a species of plant or animal as well as its traits or abilities. Additionally, primal druids can find shelter and forage for food. A primal druid always succeeds in finding basic shelter and enough food for individual daily sustenance. If the primal druid wishes to

support additional people, they must spend 6 hours hunting and gathering to produce enough food and water to feed 2–8 people for a day. If the primal druid wishes to feed or shelter a group larger than the die indicates, a wisdom check is necessary. If successful, the primal druid must spend an additional 6 hours gathering food and water for up to an additional 2–8 people. A third attempt to gather food may be made with a -4 penalty, and if successful, another 6 hours of foraging can feed an additional 1–4 people. This additional effort allows the primal druid to gather food and water for up to 5–20 creatures total. The primal druid can only hunt and forage for food three times per day.

TRACKLESS STEP: At **1st level**, the primal druid can move through a wilderness area with hardly a trace. There are no immediate signs of their passing; any rangers tracking the primal druid do so against a CL equal to the primal druid's level +10 + any environment conditions as determined by the CK. Trackless step allows the druid to hide their scent as well. They may choose to leave tracks if desired.

WOODLAND STRIDE: At **3rd level**, primal druids gain the ability to move through natural thorns, briars, overgrown areas and similar terrain at normal speed and without suffering damage or other impairment. When doing so, primal druids leave no trail in the natural surroundings and cannot be tracked. However areas that are enchanted or magically manipulated to impede motion still affect primal druids.

SPELL DOMINANCE: This ability underscores the primal druid's belief system: to dominate spell casters around them, even their fellow druids. At **5th level** a primal druid may attempt to assert a temporary spell dominance over any other spell caster. The target must be of an equal or lower level, and must be in visual distance.

To attempt spell dominance over the target, the primal druid makes a wisdom check (CL equal to their target's level). Success means that the primal druid has tapped into their own primeval rage and seized the magical power of their target. The primal druid takes away one spell slot from their target that is a level equal to or less than the maximum spell level they can cast. The stolen spell slot may be any level slot possessed by the target spell caster. This spell slot transfers to the primal druid, allowing them to cast another spell whose level is equal to that stolen from the target. The target loses one spell slot for the remainder of the day and the spell that goes with it. The target is allowed to choose which spell is lost.

They can dominate any class and steal a spell slot from them. That does not mean they can cast an arcane spell, only that they take a spell slot from an arcane spell caster.

For example Tarlick the primal druid is battling Urneth the mage. An attempt at spell dominance is successful and Tarlick seizes a **3rd level** spell. Urneth looks over his spell list and chooses to lose the **3rd level** spell *explosive runes*. Tarlick can now cast an extra **3rd level** spell.

The stolen spell must be cast within one hour. This ability can be used multiple times.

CLASSES

AREA DOMINANCE: At 7th level a primal druid can attempt to assert control over the spirits in a specific region. The druid is able to dominate a circle 1 mile in diameter, gaining one extra mile per level after the sixth. At 6th level 1 mile, at 7th level 2 miles, at 8th level 3 miles and so forth.

To attempt area dominance, the primal druid makes a wisdom saving throw against the area's spirit level: Low (CL 10), Medium (CL 20), or High (CL 30) as assigned by the Castle Keeper. Success results in additional bonus spells depending on the area's spirit level: Low (+1 each in 1st to 3rd level spells), Medium (+1 each in 1st to 5th level spells), or High (+1 each in 1st to 7th level spells). The primal druid retains these bonus spells only while they stay within the dominated area

The area remains dominated by the primal druid so long as they are a constant presence in the area. They may leave, but not for prolonged periods of time. More than a month absent and the area reverts back to its natural state and the primal druid must dominate it again if they desire to do so. The primal druid receives a +2 bonus to any subsequent attempts to dominate an area that was previously dominated.

The druid may only dominate one area at a time.

NOTE: The spirits dominated here are those of the region, not specific monsters that may dwell there.

NATURE'S BARRIER: At 10th level, primal druids gain a spell resistance of 4 versus any elemental-based spells or spell-like abilities as determined by the Castle Keeper.

PRIME ATTRIBUTE: Wisdom

ALIGNMENT: Chaotic Neutral, Neutral, Lawful Neutral

HIT DICE: d8

WEAPONS: Any weapon under 3 lb. They cannot use crossbows.

ARMOR: Padded, leather coat, leather armor, ring mail, hide, chain mail shirt, breast plate (any)

ABILITIES: Spells, bonus spells, nature lore, woodland stride, trackless step, spell dominance, area dominance, nature's barrier.

LEVEL	HD	BTH	EPP
1	d8	0	0
2	d8	+1	2,601
3	d8	+1	5,201
4	d8	+2	10,401
5	d8	+2	20,801
6	d8	+3	42,501
7	d8	+3	85,001
8	d8	+4	170,001
9	d8	+4	340,001
10	d8	+5	500,001
11	d8	+5	750,001
12	+3	+6	900,001
13 and up + 175,000 per level			

SPELLS

Level	0	1	2	3	4	5	6	7
1	2	1						
2	3	2						
3	3	2	1					
4	3	3	2					
5	4	3	2	1				
6	4	3	3	2				
7	4	4	3	3	1			
8	4	4	3	3	2			
9	5	4	4	3	2	1		
10	5	4	4	4	3	2		
11	5	5	4	4	3	2	1	
12	5	5	4	4	3	3	2	
13	5	5	5	4	4	3	2	
14	6	5	5	4	4	3	2	1
15	6	5	5	5	4	4	3	2
16	6	6	5	5	4	4	3	2
17	6	6	5	5	5	4	3	3
18	6	6	6	5	5	4	4	3
19	6	6	6	5	5	5	4	3
20	7	6	6	5	5	5	4	4

RUNE MARK (CHARISMA)

In the crumbled ruins of ancient cities, tombs, and crypts where dead kings lie, in the halls of libraries upon tablets of stone and vellum scrolls, echo the secrets of a language spoken of only by gods. In their ruin lay written clues and faint memories of their power and glory, unnoticed by all but a few, passed by as curiosities or riddles best forgotten. Unraveling these carvings come the rune marks, scholars and adventurers driven by a wild lust to know the Language of Creation (see **Codex of Aihrde**), to decipher their secrets and master their eldritch might, for with them are revealed the hidden deeps of the world's mysteries and the treasures of the gods laid bare. With knowledge comes power and with this power they can govern or guide, beguile or dissuade. Moreover, these runes command a power beyond mortal man, for with their mastery comes a mastery of creation, an ability to reshape the world into one of their own making. The rune marks are craftsmen, artificers of a world of runic magic.

The rune mark derives their power from runes. The runes themselves are glyphs that contain the magic of the Language of Creation – words of power. It is through their mastery that the rune mark alters the world around him. The ancient languages come to him easily; they master the tongues of humans with all their subtleties; cultures diverse, great, and small, open to him as if in a book. Their mind is ever-bent toward understanding, and early on they master the forge and the making of tools, potions, elixirs, arms and armor, of how things work, both magical and mundane. They etch a rune upon a blade, drawing flames from the steel. They carve the glyph upon a stone to waste away its strength. They forge items of wonder and imbues them with



magic. With these skills they combine use of the runes of power and master the magic which lies at their foundation.

The rune mark's craft requires that they understand the machinations of the temporal world, and the clamor of the spiritual. They can be headstrong at times for theirs is a knowledge that harnesses the powers of both worlds, giving him an insight, they believe others never attain. They are able to look into the hearts and minds of men, with their ability, discern subtle nuances, see them for who they truly are.

Rune marks do not cast spells as other magic-using classes; they master runes and the magics contained within them.

The rune marks do not shy away from combat; they are skilled in the use of most weapons and are able to wear armor. Generally, they have no desire to fall upon their swords and sacrifice their lives needlessly. Though they do not fear death, their lusts are for creation, not the end of it. They do not generally call men to arms, and only rarely lead them into battle. They do, however, bend their minds to guiding others in their own rule, and aiding them with advice or understanding through influencing their leaders. Theirs is the power behind the throne and the arm of that power if need should call.

The rune marks quest to unravel the eldritch secrets of the ancient world, to exploit them for their own designs, or the greater good, or for the sheer challenge of it. Rune marks come from all walks of life, poor or wealthy; they are joined with their brethren through a common desire for knowledge.

ABILITIES

RUNES: Rune marks study the Codices, books of lore that contain the runes. They learn to read and write these runes and the basic principles of understanding them. In order for a rune mark to unleash the magic of a rune from the Codices, they must master it first. Once they have mastered a particular rune they can use that rune; however, they can only use a limited number of runes per day. The **Rune Mark Class Table** below lists the base number per level they are able to use.

BEGINNING RUNES: Rune marks begin play with four mastered runes. For each new level, they are able to master new runes of their choice from the Codices. Refer to the **Rune Mark Class Table** below for the number of mastered runes they gain per level. They may also find new runes not in the Codices and attempt to master those, though this does not increase the limited number of runes they can use per day.

BONUS RUNES

With a high charisma score, the rune mark gains bonus runes. The rune mark adds their attribute bonus to the base number of runes they can use. For example, a 1st level rune mark with a charisma of 18 has an attribute bonus of +3. The base number of runes they can use per day is four, plus the attribute bonus, allowing a total of seven.

EIDETIC MEMORY (INTELLIGENCE): Rune marks study the vastly complicated Language of Creation and the many variations of its written and spoken form. To master this language, their minds are trained to focus on and recognize a great deal of nuance. As such, they can recall people, places, events, and items with uncanny accuracy. So long as a rune mark has encountered it, they may attempt to recall it; this holds true even for things that they may not have directly noticed, such as a person within their peripheral vision. The recall works for all five senses: taste, hearing, touch, smell, and sight.

ALCHEMY (CHARISMA): The rune mark practices alchemy. As such they must learn a variety of crafts, from metallurgy, to chemistry, to the properties of flesh, blood, and bone of a wide variety of beasts and monsters. The rune mark begins play with simple skills to work a forge, and to identify and utilize plants and similar materials; as such they can mend small objects such as sword handles, reset an axe in its haft, sharpen blades, etc., or identify plants for their properties, cultivating a leaf to draw out its healing properties, etc. For instance, with a successful attribute check, and assuming the plants or chemicals are available, a rune mark can locate particular plants and herbs that have particular abilities, such as identifying white willow trees, whose bark has aspirin, or the Taefless leaf (in Aihrde) with its healing powers.

As they increase in level, their alchemical skills grow as well.

At 4th level they are able to make any weapon or armor, etc. Their knowledge of the properties of things has also expanded, allowing them to concoct potions and poultices. They can also, with a successful attribute check, create magical potions that

CLASSES

have similar effects to 1st-2nd level spells. At 8th level they can make expert weapons and armor. They can make greater magical potions similar to 3rd-5th level spells. At 12th level they can forge +1 magical weapons and armor. They can make even more potent magical potions similar to 6th level spells. The potion ability increases as follows: 16th level they can make potions similar to 7th level spells, 8th level spells at 18th level, and finally at 20th level they can create potions of 9th level spells.

Concerning the creation of potions, the CK should consult the **Monsters & Treasure** for potion creation, creating potions not on the list, and to determine what materials are necessary. The rune mark must spend money for the proper materials, equipment, and ingredients to create potions.

LANGUAGE MASTERY: The rune mark strives to master cultures, social norms, and languages. In order to use this ability, the rune mark must be immersed in the language for at least four days. Once this minimum requirement is met they can master the tongue. At 1st level, they can greet in the language, ask simple questions, and communicate simple wants and desires. At 3rd level this ability improves, and the rune mark attains a greater grasp of a language, able to carry out simple conversations with native speakers. At 5th level the rune mark is able to rapidly master a language. His experience and knowledge of language allows him to pick up words and intonations involved in complex languages. At 7th level the rune mark understands intonations of speech and the cultural norms. For instance, at this level the rune mark might quickly detect that shaking with the left hand is a grave insult in a warrior-based society. At 12th level this power extends to magical tongues and languages. This ability is limited, for as a rune mark may be able to decipher the script, they can do little with it. They might be able to read a *fireball* spell scroll, know the contents of the scroll and what the sorcery does, but they cannot themselves cast *fireball*. However, if a door is locked with a magical language and they successfully decipher the language, they may be able to open the door.

TRACE RUNE: At 6th level a rune mark no longer needs to write a lesser rune down. They can trace it in the air to unleash its power.

VOCALIZE RUNE: At 10th level a rune mark no longer needs to trace a lesser rune; they can speak the words and unlock its power.

ATTRIBUTE BONUS: At 15th level the rune mark gains 1 point of charisma.

IMPART ESSENCE: At 18th level, a rune mark is able to create magical relics that enhance their own powers. They do this by imparting, or sacrificing, part of themselves and passing that sacrifice (referred to here as their essence) into the item (relic). The sacrifice comes in the nature of attribute points, HP, or XP. By Imparting Essence, the rune mark makes a relic to enhance their own power. Foremost, it can enhance the rune mark's abilities; when the rune mark has possession of the item it can increase attribute points, HP, or impart special abilities through creating a greater relic.

CREATING THE RELIC

Creating the relic requires all the necessary tools (including a forge) and materials that creating any mundane item requires. If the item is an arm band, the rune mark must be able to melt down and shape the metals to make it. They must possess the metals and all other materials a smithy would require. Creating the relic is called the "casting". The relic can be anything of the rune mark's choosing: a ring, bracer, crown, band, sword, etc.

Once the item is chosen the casting begins. The rune mark creates the item, imparting what abilities, HP, or levels as desired into the item; in the last they carve the rune *breath of life* into the relic. The *breath of life* "awakens" the item; it immediately becomes sentient. They place the rune *slivers* upon it. It is important to note that the rune mark must have translated both these runes in order to create a relic.

By placing the *slivers* rune upon the item, the rune mark creates an empathetic bond with the sentient relic. The relic can communicate with the rune mark through empathy, passing basic emotive responses between the two. The item's sentient abilities depend upon its will, which in turn depends upon what the rune mark imparted.

When a rune mark creates a relic, they must keep that relic in their possession. The item must be physically touching the rune mark's flesh, or at least within 12 inches of their living flesh, in order to pass along the enhancements. The relic cannot be magically stored or placed in such a way as there is any barrier (physical or magical) between the rune mark and the relic. It can be worn over clothing, but this practice risks that piece of clothing being lost or maimed. If at any time the item passes outside the 12-inch limit or is lost, the rune mark instantly suffers from loss of the item (see below). If the rune mark fails to retrieve the item within one day per level of the rune mark, they suffer permanent losses; see below.

A rune mark increases their own power by passing power into the relic. This is done by sacrificing HP, attribute points or XP; the sacrificed points are given to the relic. So long as the rune mark has possession of the relic, the relic's HP, attribute points and experience are added to the rune mark's (effectively adding the sacrificed points back). In addition the rune mark gains the enhanced points as noted on the chart below.

Rune marks can only create and possess one relic at a time.

RELIC CREATION

Sacrificed	Relic Gains	Rune mark/ Relic Enhanced	Cost
3 HP	3 HP	2 enhanced HP	250gp/hp
4 base attribute points	1 attribute point, +1 will	1 enhanced attribute point	5000gp/bonus
200,000 XP	1 will point	1 lesser ability (see Initiate Runes)	9,000gp/ability

500,000 XP	3 will points	1 greater ability (any Rune)	19,000gp/ability
------------	---------------	------------------------------	------------------

NOTES: Increasing one's constitution does not mean that HP are gained retroactively. If one sacrifices XP sufficient to lose a level, they must subtract HP and class abilities accordingly.

SACRIFICED: This column refers to the specific amount of HP, attribute points or levels the rune mark sacrifices and gives to the relic.

RELIC GAINS: This column refers to the physical HP or will points the item itself gains from the rune mark's sacrifice.

RUNE MARK/RELIC ENHANCED: This column refers to the amount by which attributes, HP or special abilities are increased, so long as the rune mark is in physical possession of the item. A rune mark can only sacrifice attribute points for similar attribute points.

COST: This is the cost associated with the relic. The rune mark must spend X amount of gold per ability, HP, or attribute gained.

For example Hale of Mickleberg has a charisma 14 and 49 HP. He casts his relic, a crown; he passes 24 HP and 8 points of charisma into the relic. At this point, Hale has 25 HP and a charisma of 6; the relic possesses 24 HP and 8 charisma with a will of 2. However, Hale takes up the relic, adding the relic's HP and attribute points to his own, which places him back at 49 HP, with 14 charisma. He also adds the **enhanced** attribute and HP; this gains him 16 more HP as well as 2 points of charisma. Combining all together, and as long as Hale holds the relic, he has 65 HP and a charisma of 16.

The relic is a sentient item; its own strength depends upon what is imparted to it. Once it has a will, the item becomes sentient and can automatically communicate with its maker. It always possesses the same alignment as its maker.

CASTING THE RELIC: The rune mark must have access to a forge, or smithy of their own design, and the materials required to create the relic. A fully functional forge costs at least 10,000gp. Physically creating the relic is time-consuming and expensive. It requires five days of smith-craft. For each HP transferred, the process requires one additional day, each attribute point requires three additional days, and for each 100,000 XP requires five additional days.

RELIC ABILITIES

Will	Communication	Sense	Power
1-10	Semi-Empathy	None	None
11-13	Semi-Empathy	Sight	None
14-15	Semi-Empathy	Sight, Hearing	1 lesser
16	Empathy	Sight, Hearing	1 lesser

When a relic reaches a will of 17, consult the **Monsters & Treasure** for its abilities. At any time anyone other than the rune mark possesses the relic, the item will attempt to master him via its will. The more powerful the item, the greater its ability to master others.

The rune mark can never sacrifice more than the original HP total, or attribute score, -1. For instance, if a rune mark has a 14

wisdom, they cannot sacrifice more than 13 points of wisdom, even though they may have gained some wisdom through the impart essence. That would leave him with 1 point of wisdom. All attribute modifiers apply. If a rune mark sacrifices enough strength attribute points so that they only have a strength of 2, they suffer the necessary penalties.

LOSING A RELIC: Losing a relic means that the item has moved more than 12 inches, or has been magically blocked by some barrier, from the rune mark's possession. The rune mark immediately loses all the relic's HP and attribute points, as well as the enhanced HP and attribute points, and the relic's abilities. Furthermore, if the rune mark does not recover the relic within one day per level, they suffer a permanent loss of 1/4 of their hit/attribute/experience points from the relic's hit/attribute total. That is to say, they suffer a permanent loss of 1/4 of the hit/attribute/experience points passed into the relic.

For example Hale of Mickleberg wears his relic, the crown cast into an iron helm. He has a charisma of 16 and 65 HP while wearing the item. In battle, a fire giant smashes his head with a mace, knocking the crown from his head and causing 10 points of damage. Hale immediately loses the 10 damage from the blow, reducing his points to 55, but the loss of the crown is far more catastrophic. He loses the enhanced HP, 16, and the relic's HP, 24, reducing him to 15 HP. Worse is to come. Failing to retrieve the relic within the prescribed time means Hale loses 1/4 quarter of the relic's HP permanently; 6 HP are lost. After he is healed, without his relic in hand, Hale only has 43 HP.

If, due to the separation, the character's HP are reduced to 0 or lower (down to -9), or an attribute is reduced to 0, they become a shadow of their former self, losing their corporeal form and the vast majority of their powers. They have HD 3d8, AC 15, and HP 21, and their primary attributes are mental. The shadow can communicate, knows who they are or were, and they can cast runes as before, but only as a 3rd level rune mark. The shadow can grow over time, gaining 1 HP and 1 more level of rune mastery for every 25 years, to a maximum of 15 HD. If the shadow is reunited with the relic their abilities return at the rate of 5 HP per week and 1 attribute point per week until they are fully restored.

DESTRUCTION OF AN RELIC: If the item is destroyed the rune mark's essence is destroyed with it. They instantly suffer the loss of quadruple the amount of **enhanced** HP, attribute points, or XP. This damage is subtracted from the total attribute or HP score. It is permanent and cannot be magically restored. Note that the rune mark can lose levels due to XP loss.

If, due to the destruction, the character's HP reduce to between 0 and -9, or an attribute is reduced to 0, they become a shadow of their former selves, losing their corporeal form and the vast majority of their powers. They have HD 3d8, AC 15, and HP 21, and their primary attributes are mental. The shadow can communicate, knows who they are or were, and they can cast runes as before but only as a 3rd level rune mark. If the item is destroyed and they are reduced to -10 or lower, or their attributes are reduced to -1 or lower, the rune mark is killed.

CLASSES

For example Hale of Mickleberg has created a crown as a relic. It is destroyed by a dragon's breath. His enhanced hit points are 16 and his enhanced attribute points are 2 (as noted in the example above). He now suffers the loss of 64 hit points and 8 points of charisma. Hale is reduced to 1 hit point and an 8 charisma.

WILLINGLY DESTROYING A RELIC: A rune mark can unmake a relic any time they desire. This is called reconciling the relic. Doing so requires the same amount of time it took to create the relic, however there is no cost associated with it, aside from the forge itself. All enhancements the relic granted the rune mark are removed, and the rune mark suffers a permanent loss of 1 point of constitution.

CREATE LIFE (CHARISMA): At 24th level, a rune mark is able to detach small slivers of their own essence and give them a life of their own. Some small sliver of the rune mark's essence goes over to that which they create. By doing so the rune mark gives shape and form to a creature of their own design by sacrificing slivers of themselves.

Creating life requires all the necessary tools (including a forge) and materials that creating any mundane item requires. To create life, the rune mark must have access to the elemental substance by which life they are creating. For example, the creation of an elemental creature of fire requires the rune mark must be near fire. Creating life is called the "awakening". The creature can be anything of the rune mark's design, an orc, goblin, manticore, or something they conceive on their own.

Once the creature is chosen, the awakening begins. The rune mark creates the creature, imparting what abilities, HP, or levels as desired into the item; in the last they carve the *breath of life* into the relic. The *breath of life* "awakens" the item, immediately calling it to life. They place the rune *slivers* upon it. It is important to note that the rune mark must have translated both these runes in order to create life.

By placing the *slivers* rune upon the creature, the rune mark creates an empathetic bond with it. The creature can communicate with the rune mark through empathy, passing basic emotive responses between the two, or through language, depending upon the creation's language ability.

To create life requires a successful charisma check, CL 10 adjusted by HP, attribute points, and abilities. Consult the following table:

SACRIFICE	CREATURE GAINS	CL	COST
1 HP	10 HP (1 d10 HP)	1/HD	250gp
1 attribute point	5 attribute points	1/5	5000/gp bonus
10,000 XP	I Special Ability	1	5000/gp bonus
50,000 XP	II Special Ability	3	9000gp/ability
10,0000 XP	III Special Ability	5	19000gp/ability

You can never sacrifice more than the original HP total or attribute score. For instance, if a rune mark has a 14 wisdom, they cannot sacrifice more than 13 points of wisdom, even though they may have gained some wisdom through impart essence or other means

Any creatures called into being look upon the rune mark as their master. However, their attitude towards their master may vary, from looking benignly on him, to utter hatred and desire to slay him. In contrast, most rune marks are bound to the creatures they've made. They know that the creatures reflect their own essence in some way, and killing them is something akin to suicide. Any creature the rune mark themselves destroys, causes 1 HP of permanent damage to the rune mark.

At times the rune mark may be unable to control that which they have created. If the rune mark fashions a creature meant to serve him, that creature may possess qualities of the rune mark that they did not know existed.

THE CREATION

Once a successful charisma check is made, the creature comes into being. It is necessary to determine how close to the rune mark's vision the creature has come.

If the attribute check exceeds 7 beyond what was needed, the creature comes out perfectly. If it exceeds by 5-6 it possesses a minor flaw, if it exceeds by 3-4 it possesses a major flaw. If it is equal to the check or exceeds it by 1-2, the creature is an abomination.

PERFECT: This result means the creation possesses the exact qualities the rune mark intended. There may be some slight imperfections, particularly if the rune mark created a living creature, but they would be small, such as different eye color, a personality twist, etc.

MINOR FLAW: This result reflects some type of interference with the spell. This could be as complicated as a small bolt of positively-charged energy hurled through him during casting, causing the spell to misfire without their knowledge. The creation resembles much of what the rune mark intended, but with some noticeable difference: long hair may be scaly, fingers become claws, etc. Otherwise, everything turns out fine.

MAJOR FLAW: A major flaw reflects a huge mishap with the creation process and the creature possesses polar opposite qualities to those the caster envisioned; a water elemental becomes a fire elemental, good becomes evil, plated scales becomes fibrous tissue, etc. The creature will not turn on its master directly, but may try to disguise its flaw. It will, at the nearest possible point, try to flee, or wreck whatever tasks are given to it.

ABOMINATION: This means the magic utterly failed, and the rune mark has made a monstrosity. What erupts from their act of creation is beyond their ability to reason with or control. They must either destroy it or let it flee.

PRIME ATTRIBUTE: Charisma

ALIGNMENT: Any

HIT DICE: d6

WEAPONS: Any

ARMOR: Leather, Padded, Hide, Studded Leather

ABILITIES: Alchemy, Attribute Bonus, Create Life, Eidetic Memory, Impart Essence, Language Mastery, Trace Rune, Vocalize Rune

LEVEL	RUNES/ DAY	HD	BTH	EPP
1 Pupil	4	d6	0	0
2 Novitiate of the Rune	5	d6	+1	2,251
3 Apprentice of the Rune	6	d6	+1	5,001
4 Alchemist	7	d6	+1	9,001
5 Laymen of the Rune	8	d6	+2	18,001
6 Auger	9	d6	+2	35,001
7 Journeyman of the Rune	10	d6	+2	70,001
8 Craftsmen	11	d6	+3	140,001
9 Savant	12	d6	+3	300,001
10 Rune Master	13	d6	+3	425,001
11 The Gray	14	+3	+4	650,001
12 Master Auger	15	+3	+4	900,001
13 Master Alchemist	16	+3	+4	1,250,001
14 Farseer	17	+3	+4	1,500,001
15 Rune Master	18	+3	+4	1,750,001
16 Rune Master (of Copper)	19	+3	+5	2,000,001
17 Rune Master (of Brass)	20	+3	+5	2,250,001
18 Rune Master (of Bronze)	21	+3	+5	2,500,001
19 Rune Master (of Iron)	22	+3	+5	2,750,001
20 Rune Lord	23	+1	+6	3,000,001
21 Rune Lord (the Brown)	24	+1	+6	3,250,001
22 Rune Lord (the Gray)	25	+1	+6	3,500,001
23 Rune Lord (the White)	26	+1	+6	3,750,001
24 Rune Lord (the Wise)	27	+1	+7	4,000,001

SEEKER (WISDOM)



In the maelstrom of the world's chaos, events often take on a life of their own, pulling all with them, devouring the weak and leaving the strong bereft of direction. Here chance plays a role greater than any would ever hope. To offset this, people learn skills with which to bring a sense of control and order to the world. But it is a fleeting governance, for always in the background, chance looms, luck turns, and the fates become blind to one's hoped-for destiny. But there are those who stand apart, like a pillar in the wind. Seekers are possessed of no particular skills, but the ability to adapt, to bend chance to their will, to draw the fates into line.

A seeker is one blessed with the extraordinary ability to adapt to almost any situation. Their reactions are laced with both luck and instinct. When the situation calls for speed, they move fast. When it calls for a calm deliberation, they take a step back. When it calls for brute strength, they can exhibit this as well. And when all these fail, they are possessed of a peculiar brand of luck that seems to draw them to the extraordinary and save them from the dangerous. Their instincts allow them to solve riddles, to find secret passage ways, and understand the hidden meaning of things. They are born adventurers.

CLASSES

Seekers rarely fear loss, defeat or even death for they possess an unflappable belief in their own fate. They confront most danger with disbelief, as if it were no real danger after all, but only a moment in a story. The world would not unfold to slay them or leave them in ruins. This belief is deeply rooted in the seeker, so much so, that they confront almost any task, great or small, as if it was of no concern. Outcomes are judged by degree of success, never failure. They are generally optimistic; perhaps a little too trusting, maybe somewhat confused at the struggles of others, but always grateful to the world and those around them.

They are not warriors, they do not fight to the bloody finish and ruin of flesh and bone. They are seekers, who find the hidden way, or create a work-around, that avoids the shock-filled grind of melee combat. To this end a weapon is a but a tool and as with any tool, they are picked up and discarded as needed. The seeker can use any type of weapon.

The seeker is an opportunist and adjusts to the situation as it demands or they see fit. There are times when light armors are needed and others when heavy chain and plate are preferable. To this end, they can use any type of armor, helm or shield.

ABILITIES

ATTRIBUTE BOOST: Once per day the seeker can gain a +3 bonus to one attribute check of their choice.

FIND THE WAY (WISDOM): The seeker is far more apt to find a secret door or concealed portal, or solve a riddle. For this reason they gain a +1 bonus when passing by any secret door or when actively searching the bonus increases to +2. At 5th level these bonuses increase to +2/+3 respectively, and at 10th level to +3/+4. Any riddle that requires a check to solve, the seeker is allowed a similar bonus to their checks.

PRIME ADAPTATION: The seekers are highly adaptable, able to shift quickly with circumstance and condition, for this reason their attributes are far more malleable. The seeker begins play with one fixed primary attribute: wisdom. The others (two in the case of a human, or one for other races) are adaptable. Each day they are allowed to choose which attributes are primary attributes for that day. Once an attribute is chosen as a primary attribute for that day it cannot be changed. The primary attributes need not be chosen at the beginning of the day, but can be chosen at any point during the day, as the situation demands.

For example, a human seeker, having a total of three primary attributes available, begins play with wisdom as a primary attribute. During their first encounter they must cross a river, so dexterity is chosen as a prime. This is followed in short order by intelligence. For the remainder of that day, wisdom, dexterity and intelligence act as primary attributes. On the following day, they begin play with wisdom as a prime while the other two are once again adaptable.

FEARLESS: A long adventurous road has given the seeker a fearlessness about them. At 1st level they gain a +3 bonus against any fear effect. At 5th level the seeker becomes immune to all fear effects, save that of a dragon.

MAGIC RESISTANCE: At 7th level the Seeker gains an effective SR of 2 against spells, spell-like effects, magic abilities and magic items. This spell resistance increases by 1 for every 5 levels thereafter. At 12th level it becomes 3, at 18th level it becomes 4, and so on.

TEMPORAL ENTANGLEMENT: At 10th level, once a day, the seeker's very being becomes entangled with time in such a manner that it can impact any event, person, place or thing instantly. The seeker is unaware of this temporal entanglement. It is constant and cannot in any way be cancelled or disengaged by the seeker. However, the connection between the seeker and the temporal entanglement allows the seeker to travel back in time from a reset point to a departure point. Furthermore, they bring all those people, places, things, and the entire event – their points of contact – with them from the reset point to the departure point, whether they want to or not. Both the seeker and the creatures bound to their fate have no knowledge of this occurrence, that time has, in fact been reset as it impacts everything around the seeker. The original events from the departure point to the reset point never occurred. Everything begins anew at the departure point, playing something out again.

Highly intelligent or god-like creatures can, upon a successful intelligence check, detect the temporal entanglement and though they cannot stop it, they are aware that it happened and may, upon a second successful saving throw, remember the events that were reset.

The departure point is always 2 rounds before the reset point.

PRIME ATTRIBUTE: Wisdom

ALIGNMENT: Any

HIT DICE: d8

WEAPONS: Any

ARMOR: Any

ABILITIES: Find the way, prime adaptation, fearless, magic resistance, temporal entanglement

LEVEL	HD	BTH	EPP
1	d8	+0	0
2	d8	+1	2,251
3	d8	+2	4,501
4	d8	+3	9,001
5	d8	+4	18,001
6	d8	+5	36,001
7	d8	+6	72,001
8	d8	+7	150,001
9	d8	+8	300,001
10	d8	+9	600,001
11	d8	+10	725,001
12	+2	+11	925,001
13 and up			+ 200,000 per level

SKALD (STRENGTH)

Adjacent to the world of men lies an enchanted realm of wild abandon. There creatures take form from the substance of the world, the earth and water, the mist and fire. They are faerie, dark and dangerous, light and clever, but altogether wild and filled with a power untapped by the wizard or the priest. It's a magic more tangible, almost tactile, and one only the few who speak its language are able to harness. It is from the realm of faerie that the skalds draw their power, for in their primitive calls, their songs both laced with the rage of battle and the haunts of love, they entice the power of the world of fey into a willing bondage, gracing the skald with power wholly their own.

The skald taps into the magic of faerie and uses it to their own means. They enhance their prowess on the field of battle, and through their songs and deeds, inspire others to feats far beyond normal capabilities. They do not carry instruments or items to enhance their battle songs, but rather use their own voices, whether deep and melodious, or high and unnerving. Theirs is a power that comes from pure strength of spirit. Their magic, too, is one of power for it is neither held to ransom by the divine, nor curtailed by the depth of the pool of the arcane. Rather, it draws from a world that sits astride the material; it is a magic bound to the land of faerie and fed by the fierce rage of the skalds themselves.

The skalds are warrior bards of an altogether different stripe. They lead their people with iron in hand, always at the forefront, never behind. Their songs are war songs which curdle the blood of lesser foes. They are reckless and wild, believing in the fierce magic they command. They are unforgiving of those who oppose them, particularly those whose evil corrupts the world of fey. They are very aware of the dark side of their beliefs, the dark fey and the powers that rule them. They do not fear them, but will harness them if they may and fight them if in need. In truth they fear little but dying the death of a coward.

The skald wields weapons of iron for the steel of the modern forge is anathema to the magic of the fey; iron is natural and of the earth. They prefer swords, but also carry axes and hammers, and short spears. But, generally, the skald prefers to fight in close quarters so as to feel the warmth of their enemies' dying breath. They do not use bows of any type. They spend great effort in fashioning decorative weapons, such as a hammer made to resemble a dragon's head, or an axe decorated with the claws of a raven, and similar items.

They do not wear armor, relying upon their speed and the magic of their paint or tattoos to protect them. They can use shields, but those of wood or iron, never of steel, bronze or brass. Their shields are decorated as well, painted to reflect the totems of their tribe or the gods of the fey whom the skald serves.

ABILITIES

BATTLE DYE: The skald is able to concoct a special dye to paint upon their face or body. The dye is always blue, green or red in color. It takes one full hour to concoct the dye, which



must be used immediately or it dries out. It then lasts 24 hours, and can withstand immersion in water, rains, or snow. The painted skald gains +1 to AC per level of experience. At 5th level the battle paint may be applied to others as well, granting them +1 to AC. At 9th level the bonus increases to +2. The paint does not work in conjunction with any worn armor, and only iron or wooden shields.

FOE'S BLOOD: In close combat only, the skald draws physical strength from the foes they slay. During combat, for every 10 hit points of damage the skald inflicts they heal 1 hit point. If they have suffered no damage, they do not gain extra hit points.

SPEAK WITH FEY: The skald can speak, or at the least, make their intentions known to any creatures categorized as fey. They can also speak with gray, wild, and woodland elves.

WAR SONG: The skald's song is able to drive others to greater deeds than they might normally achieve. The songs are always war songs and sung without musical accompaniment. Any ally of the skald gains a +1 bonus to all attribute checks if they are within 200 feet of the skald. At 3rd level the skald's song becomes more powerful, granting the ally a +1 bonus to hit, and damage. At 5th level the bonus increases to +2 and those within hearing range heal 1d4 points of damage. At 7th level the bonus increases to +3. At 10th level the bonus increases to +4 and the healing to 1d8 hit points. The skald can sing their war song for a full 6 melee rounds before the magic in their voice fades. If the skald is killed or reduced to zero hit points while singing, prematurely ending the song, allies must make a constitution save (CL equal to the level of the skald). If they fail

CLASSES

they suffer a -2 on all attribute checks and combat rolls in the following round.

PRIMAL MARK: At 7th level the skald can place a mark, or tattoo, on one individual, including themselves, granting that person a +1 bonus to their AC, or +2 if the skald places the mark on themselves. The mark is permanent and they can only use primal mark once every 3 levels. They can put multiple primal marks on the same individual. The bonus remains until the mark is removed, and is cumulative with dye paint, other primal marks and armor.

CHILD OF THE RAM: At 10th level the skald is able to summon fey allies to the field. Once a day through song, the skald is able to call a leandram, a child of the ram. The leandram immediately joins the skald in battle.

LEANDRAM (*This chaotic neutral creature's vital stats are HD 5, AC 17. Their primary attributes are physical. They attack with a hammer or ax for 1d8 points of damage or they can head butt for 1d8 points of damage. They have an SR 4. They carry no other items nor wealth.*)

They are humanoid, but have ram horns that coil down from just above their ears to their cheeks. Their long goat-like legs and hooves are similar to a satyr.

At 12th level the skald is able to summon two of these creatures. At 14th level they can summon 3, and at 16th level they can summon 4 of the creatures.

PRIME ATTRIBUTE: Strength

ALIGNMENT: Any Chaotic or True Neutral

HIT DICE: d10

WEAPONS: Only iron swords, axes, hammers, maces, spears

ARMOR: Wooden or Iron Shields

ABILITIES: Battle dye, foe's blood, speak with fey, war song, primal mark, child of the ram

LEVEL	HD	BTH	EPP
1	d10	0	0
2	d10	+1	1,751
3	d10	+2	4,001
4	d10	+3	8,501
5	d10	+4	20,001
6	d10	+5	40,001
7	d10	+6	80,001
8	d10	+7	160,001
9	d10	+8	325,001
10	d10	+9	550,001
11	d10	+10	750,001
12	+4	+11	1,250,001

13 and up + 175,000 per level

THIEF (DEXTERITY)

In the sprawling towns and cities, vast urban complexes rife with villainous malcontents, there are those who refuse to follow the law. Whether by choice or necessity, some choose a life of crime to acquire their worldly needs and desires. They steal, "borrow," snatch, deceive, blackmail, forge, conspire, smuggle, and swindle others to get what they want. They roam the crowded marketplaces, the shadows of dark alleys, the shops of merchants, the halls of the wealthy, temples, taverns, magical libraries and anywhere else one can take something by quick wit and deft hands.

Because their abilities are so widely varied, and because there is almost always a manner in which to make money from theft, blackmail or forgery, the thief can be found anywhere. They often hide behind the guise of honest servants, merchants, functionaries, nobles or others. They also act in the open, without regard to concealing their identity. Thieves come from the noblest of classes or the basest of social swill. What they have in common are the ability to steal and the desire to do so.

Thieves depend much on their knowledge of people, and their targets, to acquire what they desire and swindle the unprepared. They look for easy marks, for the gullible, and the unaware. They study their surroundings, their targets, and the ins and outs of that which they consider an exploitable situation. Their knowledge comes much from raw intelligence, or extensive study and practice. But the most successful of thieves have an intuitive grasp of people, their emotions, disposition, nature, a seemingly innate sense of the world around them, and the manner in which others navigate through it. They use conjecture and an inherent sense of how things work. This, more than anything, exposes the weaknesses of others and is what allows the thief to exploit them so effectively.

Thieves prize their ability to blend in with those around them, to look innocuous, to be invisible in the middle of crowd by appearing common and ordinary. For this reason, thieves eschew the use of almost all but the most light of armor and small weapons. They do so because the vast majority of their activities do not require them to fight or battle others. In fact, they prefer not to directly engage others at all. They prefer to preoccupy themselves with their activities alone and unseen in dark places. They study their opponents to avoid conflict, and case potential targets to avoid mishaps. In a corner, or in a pinch, the thief is a deadly opponent, even more than the common rogue, for a thief's world has the potential for threat and violence at every turn. Theirs is a chaotic world, full of unsavory characters who are more than willing to take a life to get what they want.

ABILITIES

BACKSTAB: A thief's preferred attack is the deadly backstab. A thief must use a close-quarters melee weapon to backstab. The weapon must be shorter than the character's arm, and typically will be a sword, dagger, club, or other deadly implement that the thief wields with deadly aplomb. A thief

CLASSES



can only backstab creatures with a discernible back. The thief must be able to see the target well enough to pick out a vital spot and be able to reach it.

A successful backstab inflicts double damage to the target. The damage inflicted includes the weapon's normal damage plus all applicable modifiers, such as an attribute bonus or magical bonus. For example, a thief with a +1 strength modifier backstabs a goblin, and rolls 1d6 damage for the short sword being used. The damage is 1d6+1 and then the damage is doubled. As the thief rises in levels, backstab damage increases. At 5th level, a backstab deals triple damage (×3); at 9th level a backstab inflicts quadruple damage (×4); and at 13th level and above a backstab inflicts quintuple damage (×5). Again, the multiplied damage is calculated by rolling normal weapon damage, adding all modifiers, and then multiplying the result based on the thief's level.

Additionally, if the target of a backstab is caught unaware, the thief also gains a +4 bonus to hit in addition to the extra damage above. To catch an opponent unaware, a thief must make a successful move silently check to sneak up behind the foe, or make a successful hide in shadows check to emerge behind the opponent and backstab them. A thief who succeeds in either of these can backstab with a +4 bonus to hit. A successful hit inflicts the additional damage above as determined by the thief's level.

CLIMB (DEXTERITY): This extraordinary ability allows a thief to climb up, down, or across a slope, wall, steep incline (even a ceiling with hand holds), or unusually angled natural or man-made slope or incline that others would find impossible to climb. When doing so, the thief moves at one-half the character's normal speed. A failed climb check means that the character makes no progress. A check that fails by 5 or more means that the character falls from the currently attained height, and must suffer falling damage. Thieves cannot carry anything in their hands while climbing. If only climbing typical natural slopes and man-made inclines, such as a cliff faces or steep steps, a thief does not need to make an attribute check to climb the surface.

Wearing armor not on the thief armor list affects this ability.

ESCAPE (DEXTERITY): The thief has an uncanny ability to escape non-magical bindings and can attempt to do so with a dexterity check. While being chained or tied the thief is able to adjust their body posture such that it inhibits one's ability to bind them. Chains and ropes are slightly looser, or tighter if breaking them is necessary. This allows the thief a higher than normal chance of escaping their bonds. Upon a successful dexterity check the thief slips free of the chains, ropes, etc. The challenge level is determined by the CK and may be affected by the creature's knowledge of having captured a thief.

Wearing armor not on the thief armor list affects this ability.

FIND/REMOVE/SET TRAPS (INTELLIGENCE): Thieves are skilled at finding, removing, and setting mechanical traps, typically of small size involving spring traps, needles, blades, and

CLASSES

the like. Each part of this ability requires a separate attribute check and each check may be made only once in a given circumstance. The player must also describe how the actions are being performed to use this ability.

To find a trap, a thief spends time intently studying and searching an area to deduce possible trap locations. It takes one round to locate a trap in a specific area such as a lock or a doorknob, and one minute to locate a trap in a 10 by 10-foot area. A successful check indicates the thief finds one trap, if any are present. The trap discovered is the simplest or most obvious trap in the area. If multiple traps are in an area, multiple successful checks are required to find them all. A thief can find magical traps with this ability, although it may be much more difficult than finding mundane traps. The Castle Keeper determines any modifiers and sets the challenge level of the trap based upon the circumstances, and/or the level or hit dice of those whom set them.

To disable a trap, a thief must first know its location. Once a trap is located, a successful check means the thief has disarmed the trap. The attempt can only be made once and failure indicates that the thief set off the trap. A thief can disarm a magic trap, although it may be much more difficult than disarming a mundane trap. In most cases, thieves' tools are required to disarm a trap unless the CK states otherwise. Generally, it takes 1d4 rounds to disarm a trap, depending on its complexity.

To set a trap, or to reset a previously disabled trap, a thief must make a successful traps check. If a thief is resetting a trap that was previously disabled, the thief gains a +5 bonus to the check. The amount of time required to set or reset a trap depends on the complexity of the trap, typically taking 1d4 rounds.

HEAR NOISE (WISDOM): A thief can use this ability to hear noises that others might not detect, even through an obstacle such as a door. Success indicates the thief can hear soft sounds, like a whisper or cat stalking, while outside or in the open, and up to a range of 30 feet. It also indicates success if the thief is listening for sounds on the other side of a door, but the thief must be adjacent to the door. However, exactly what is heard is up to the Castle Keeper's discretion as each case is unique. If listening through a stone wall, the thief suffers a -10 penalty to the check. For other materials, the CK will adjust the modifiers and challenge level as appropriate. A thief can retry this ability once a round.

Wearing armor not on the thief armor list affects this ability.

HIDE IN SHADOWS (DEXTERITY): Thieves use this ability to conceal themselves from others. A successful check means that the thief is hidden so well as to be almost invisible. The thief can move up to one-half normal speed and remain hidden. Hide checks suffer no penalty in this circumstance. At more than one-half and up to full speed, the character suffers a -5 penalty to the check to remain hidden. It's practically impossible (-20 penalty) to hide while running or charging.

If the character is being observed, even casually, they cannot hide. If observers are momentarily distracted, however, the

character can attempt to hide. While the observer averts its attention from the character, the character can attempt to dissolve into the shadows. This check, however, is at a -10 penalty because the character has to move quickly to the hiding place. A thief cannot hide if there is nothing to hide behind or conceal oneself. Deep shadows can count as concealment at the Castle Keeper's discretion.

Thieves can hide and move silently at the same time, even at 1st level. A thief can attempt both but must make a successful hide and move silent check at -5. to both checks. In this case, movement is reduced to one quarter the normal movement rate.

Wearing armor not on the thief armor list affects this ability.

MOVE SILENTLY (DEXTERITY): This ability allows a thief to move so silently that others cannot hear the movement. The thief can use this ability both indoors and outdoors. Thieves use it to sneak up on creatures, attempt to surprise a target, backstab, or pass by a sentry. A thief can move up to one-half the character's normal speed at no penalty. At more than one-half and up to the character's full speed, the character suffers a -5 penalty. It's practically impossible (-20 penalty) to move silently while running or charging.

Thieves can hide and move silently at the same time, even at 1st level. A thief can attempt both but must make successful hide in shadows and move silent checks at -5 to each. In this case, movement is reduced to one quarter the normal movement rate.

Wearing armor not on the thief armor list affects this ability.

OPEN LOCKS (DEXTERITY): A thief can use this ability to open any sort of mechanical lock that would normally require a key to open. A successful check indicates the lock has been opened. This ability requires the use of a set of thieves tools, including picks, blank keys, wires or other appropriate tools, unless the CK states otherwise. A thief may only make one attempt per lock. If that attempt fails, the thief cannot try to open the same lock again until gaining one more level as it is beyond the current ability of the thief to pick it.

This ability is affected by wearing metal or large gloves.

PICK POCKETS (DEXTERITY): A thief can use this ability to remove the contents of a pocket or pouch (or otherwise take something from a person) without being noticed. Success may require the thief to cut the purse or pouch from the target. It requires a successful dexterity check. Typically, the level or hit dice of the targeted victim determines the challenge level.

This ability also allows the thief to perform "sleight of hand" maneuvers. A successful dexterity check indicates the thief has hidden or moved an item in such a manner so that observers are not aware of where the item has been hidden. Such typical maneuvers are hiding a coin, sliding a card up a sleeve, performing the shell game, and the like. A penalty to the check may be applied if there is an observer present who is determined to note where an item is moved. Typically, the penalty is equal

to the wisdom attribute bonus for the observer but the CK may determine otherwise.

Wearing armor not on the thief armor list affects this ability.

READ ARCANES LANGUAGES (INTELLIGENCE): This ability allows a thief to decipher writing in an unfamiliar language, a message written in an incomplete or archaic form, or a message written in code. If the check succeeds, the character understands the general content of a piece of writing. It takes 2d8 minutes to decipher each page of a script. The attempt may be made only once per writing. If the check fails, however, the thief may not try again until after gaining another level.

Also, this ability allows the thief to read arcane script (including wizard and illusionist spells) if a successful check is made with a penalty of -10. Unlike a rogue, the thief, upon a successful check, can thereafter both read and cast the spell like a scroll. This ability may not be used to decipher divine scrolls of any type. If the thief can carry the script away on their person, it effectively becomes a scroll for use at a later time.

THIEVES' CANT: Thieves often use a street language known only to those in the trade, called cant. Code words, hand signals, demeanor, and other signs comprise the cant in order to convey complex ideas. The language may vary to some degree both geographically and culturally, making cants unique to each region, city, or even within a city.

PRIME ATTRIBUTE: Dexterity

HIT DICE: d6

ALIGNMENT: Any Neutral or Evil

WEAPONS: Blowpipe, cat-o-nine-tails, cestus, club, dagger, dart, hand axe, hand crossbow, javelin, knife, light crossbow, longsword, main gauche, quarterstaff, rapier, sap, shortbow, short sword, sleeve tangler, spiked gauntlet, sling, whip

ARMOR: Leather armor, leather coat, and padded only

ABILITIES: Backstab, climb walls, find/remove/set traps, hear noise, hide in shadows, move silently, open locks, pick pockets, read arcane languages, thieves cant

LEVEL	HD	BTH	EPP
1	d6	0	0
2	d6	+1	1,251
3	d6	+1	2,501
4	d6	+2	5,001
5	d6	+2	10,001
6	d6	+3	20,001
7	d6	+3	42,501
8	d6	+4	70,001
9	d6	+4	110,001
10	d6	+5	160,001
11	+2 HP	+4	220,001
12	+2 HP	+4	440,001
13+	125,000 per level		

WARRIOR PRIEST (STRENGTH)

The warrior priest does not choose any one deity to serve, but rather serves a pantheon and the culture it espouses. Though they may pray to one deity for aid in a task, they draw their power from the pantheon. For this reason, they possess more innate abilities than common priests whose beliefs come from daily prayer or ritual. The warrior priest draws their power from the strength of their faith in the gods of their chosen pantheon.

The warrior priest dedicates their lives to preserving the beliefs and cherished traditions of the gods. To them, this is the high task and the driving force behind their power. They rarely actively convert, for if someone converts, they fail their own gods, and they will surely fail the warrior priest's. They fiercely oppose any attempts at conversion of themselves or people and meet such attempts with blood and iron. Their ferocity is boundless for they are warriors as well as priests and nothing keeps them from the field of battle, for plunder, for power, for immortality.



CLASSES

The warrior priests don whatever armaments are available when preparing for battle. They are not driven by ritual or otherworldly designs, but by need and the desire to attain power for themselves or people. For this reason, they wear armaments of all kinds, from the hides of animals to the mail of the forge.

There are no weapons restricted from the warrior priest. These are tools, earned by right, or gifted by the gods and should be used accordingly. It matters not to the warrior priest if these weapons are spears or bows, swords or maces, hammers or daggers. The end justifies the means.

ABILITIES

ATTRIBUTE BONUS: The warrior priest gains +1 strength and +1 intelligence at start of play.

CURE WOUNDS: The warrior priest can cure wounds each day. The priest need not touch those they desire to heal. So long as they see the intended recipient they can heal them from a distance as noted below. Cure wounds may be divided between multiple recipients. The amount of healing increases per level.

LEVEL	DIE	MAXIMUM RANGE IN FEET
1	1d8	8
2	1d10	10
3	2d6	12
4	2d8	16
5	3d6	18
6	3d8	24
7	3d10	30
8	3d12	36
9	4d10	40
10	4d12	46

SPELLS: Warrior priests gain their spell casting ability from the pantheon of gods they worship. Beginning at 1st level, a warrior priest gains the ability to cast a number of cleric spells as noted below. Warrior priests require no preparation for their spells, however all their spells have a verbal component and all spells take 1 round longer to cast than noted in the spell description. They do not need to choose them at the beginning of the day. They must be in possession of the holy symbol of their deity or pantheon, and must be able to verbalize a prayer during casting. They are limited to casting a certain number of spells per day. They receive no bonus spells. They are restricted from all healing or healing based spells.

STARTING EQUIPMENT: The warrior priest always starts play with at least chain mail or a lesser armor of choice and two weapons of their choice, no matter the cost. They are given a war horn as well. These are gifts from their king, lord, chieftain, or whomsoever has recognized them as holy men of a warrior's bent.

HOLY SYMBOLS: At 5th level, a warrior priest who carries any holy symbol associated with a god of their pantheon into battle, specifically using it as a weapon or if it is adorned on a weapon in some form of iconography, can bless the item with a verbal prayer. Items so blessed bestow a +1 bonus to all strength,

constitution and dexterity attribute checks. If the warrior priest is joined by 1–4 allies (these do not have to be warrior priests and can be companions, friends, etc.) with similar adornment of the holy symbol and who are verbally blessed, the warrior priest gains a +1 bonus to any wisdom, intelligence or charisma attribute checks and a +1 bonus to all combat rolls. Those bearing the symbol gain a +1 to all strength, constitution and dexterity attribute checks. If more than four join the warrior priest in wearing or carrying the symbols into battle the priest gains a +2 bonus to all attribute checks and combat rolls and those bearing the symbol gain a +1 bonus to all attribute checks and combat rolls. The bless is not a spell. The effect lasts 1 round per level of the warrior priest.

PRIME ATTRIBUTE: Strength

ALIGNMENT: Any

HIT DICE: d10

WEAPONS: Any

ARMOR: Any

ABILITIES: Attribute bonus, cure wounds, spells, starting equipment, holy symbol

LEVEL	HD	BTH	EPP
1	d10	0	0
2	d10	+1	2,001
3	d10	+2	5,501
4	d10	+3	12,001
5	d10	+4	24,001
6	d10	+5	48,001
7	d10	+6	95,001
8	d10	+7	180,001
9	d10	+8	360,001
10	d10	+9	700,001
11	d10	+10	1,000,001
12	+4	+11	1,300,001
13 and up + 300,000 per level			

SPELLS

Level	0	1	2	3	4	5	6	7
1	2	1						
2	3	2						
3	3	2	1					
4	3	3	2					
5	4	3	2	1				
6	4	3	3	2				
7	4	4	3	2	1			
8	4	4	3	3	2			
9	5	4	4	3	2	1		
10	5	4	4	3	3	2		
11	5	5	4	4	3	2	1	
12	5	5	4	4	3	3	2	
13	5	5	5	4	4	3	2	
14	6	5	5	4	4	3	3	1



EQUIPMENT



Equipment is an integral part of building any character. It defines the character's look, and in some cases, even their personality. A character with a large backpack, whose canvas is filled with food, water, rope, bed rolls, tinder boxes, fishing gear and so on, is clearly one concerned with their survival, less inclined to rely upon their own skills in the wilderness or dungeon. On the other hand, one who uses a runner's pack with a few days food and a rope in it, is clearly able to survive without recourse to extra food or gear. The appearance derived from their favored gear sets a tone that often remains with a character for years to come.

The more expansive the equipment list, the more choices one has in developing their character. In order to make equipping the classes in this book easier we have included the equipment lists from the **Players Handbook** and the **Castle Keepers Guide** as well as those from the discontinued **Rune Lore** and a small host of new items to help flesh out one's character.

SELLING USED EQUIPMENT

Occasionally characters may wish to sell their used or damaged equipment for quick cash. Generally speaking, they can sell

anything that is only lightly to moderately damaged or worn for half its normal value. Severely damaged items generally only fetch 10% of a given price. These prices are of course subject to regional demand, availability and market conditions. As always, the Castle Keeper has final say on any resale price of any item, damaged or new.

BACKPACKS

The **Castles & Crusades Adventures Backpack** comes complete with 34 different expert backpacks designed for players to equip their characters quickly and easily. There are general backpacks and specialized backpacks ranging from the warrior's pack, to the rogue and thief's, to the magic user and wizard, to the dungeoneers or overland travelers. There are specialty backpacks that include all the gear required for special skills, such as a sage's pack, a medic bag, spell components and more. Each backpack entry comes with cost of the pack and equipment, its encumbrance and weight.

To use the backpack entry simply purchase it from starting coin and write the backpack down on the character sheet or a piece of paper. The character then possesses everything listed in the backpack. The character is responsible for tracking usage and replenishing any supplies or equipment used or destroyed. The expert backpacks and their contents are listed by cost and encumbrance value in the Equipment Tables below. Each backpack is detailed individually following the Equipment Tables.

STARTING COIN

Characters begin the game with some coin in pocket. The amount depends upon the character's class (see below). However, that can be amended to fit the needs of the campaign. Less coin should be made available in grittier or low fantasy campaigns and more coin made available in high fantasy campaigns. Social standing can also affect the amount of coin available.

STARTING GOLD

Archer, Oathsworn	30-240 gp	(3d8×10)
Arcane Thief, Thief	30-120 gp	(3d4×10)
Primal Druid	20-80 gp	(2d4×10)
Seeker, Skald	10-100 gp	(1d10×10)
Magic User, Pacer, Rune Mark, Warrior Priest	20-200 gp	(2d10×10)
Divine Knight, Ethereal Knight, Fore-sworn	60-240 gp	(6d4×10)
Coins exchange at the rate listed to the right. All coins equate to about one ounce in weight.	Gold (gp)	10gp = 1 Platinum piece (pp)
	Silver (sp)	10 sp = 1 gold piece (gp)
	Copper (cp)	10 cp = 1 silver piece (sp)

EQUIPMENT TABLES

The following equipment list contains the cost, effects, weight and encumbrance value for each item. It is not an exhaustive list, so the Castle Keeper should expand it as needed, basing prices on comparable items in this list.

EQUIPMENT

HELMS	COST	AC	WEIGHT	EV
Armet	10 gp	+6	7 lb	1
Aventail	11 gp	+7	8 lb	1
Bacinet	15 gp	+4	7 lb	1
Barbute	9 gp	+5	5 lb	1
Benin	8 gp	+2	5 lb	1
Casquetel	10 gp	+2	8 lb	1
Coif, Chain Mail	15 gp	+4	5 lb	1
Coif, Leather	4 gp	+1	2 lb	1
Helm, Attic	14 gp	+4	5 lb	1
Helm, Corinthian	13 gp	+5	4 lb	1
Helm, Great	20 gp	+7	8 lb	2
Helm, Nasal	6 gp	+4	3 lb	1
Helm, Normal	10 gp	+5	4 lb	1
Helm, Norman	8 gp	+3	7 lb	1
Helm, Ram Horn	15 gp	+3	5 lb	1
Helm, Pot	5 gp	+2	6 lb	1
Helm, Walrus Skin/tusk	5 gp	+1	3 lb	1
Kabuto	13 gp	+5	5 lb	2
Kegelhelm	6 gp	+2	2 lb	1
Phrygian	10 gp	+4	8 lb	1
Sallet	9 gp	+5	4 lb	1
Spangelhelm	6 gp	+3	4 lb	1
War Hat	7 gp	+2	6 lb	1

Armor Class adjustments for helmets apply to strikes against the head only, they do not otherwise adjust armor class.

Some of the armors include helms at no additional cost: Scale Mail includes a Leather Coif; Chain Mail includes a Chain Mail Coif; Plate Mail includes a Normal Helm; Full Plate and Polish Hussar includes a Great Helm.

ARMAMENTS

ARMOR	COST	AC	WEIGHT	EV
Padded Armor	5 gp	+1	10 lb	2
Leather Coat	7 gp	+1	10 lb	2
Leather Armor	10 gp	+2	15 lb	2
Ring Mail	30 gp	+3	20 lb	3
Hide	20 gp	+3	25 lb	4
Studded Leather	25 gp	+3	20 lb	3
Laminar, Leather	55 gp	+3	25 lb	2
Mail Shirt	100 gp	+4	25 lb	3
Scale Mail	50 gp	+4	30 lb	4
Cuir Bouille	45 gp	+4	25 lb	4
Breastplate, bronze	95 gp	+4	20 lb	3
Brigadine	85 gp	+4	25 lb	4
Breastplate, steel	300 gp	+5	30 lb	3
Mail Hauberk	150 gp	+5	35 lb	4
Coat of Plates	100 gp	+5	45 lb	4
Ensemble, Greek ¹	120 gp	+5	40 lb	4
Banded Mail	250 gp	+6	40 lb	4
Splint Mail	200 gp	+6	45 lb	4
Ensemble, Greek ²	230 gp	+6	50 lb	4

Ensemble, Roman ³	240 gp	+6	30 lb	4
Full Chain Suit	200 gp	+6	45 lb	4
Plate Mail	600 gp	+7	45 lb	4
Ensemble, Roman ⁴	650 gp	+7	45 lb	4
Full Plate	1000 gp	+8	50 lb	4
Polish Hussar	1750 gp	+8	50 lb	3

Footnotes

1 Greek, bronze armor leg greaves, arm greaves, breastplate and medium helm.

2 Greek, iron armor leg greaves, arm greaves, breastplate and medium helm.

3 Roman Scale body armor, copper leg and arm greaves, copper helmet.

4 Roman Segmented body armor, iron leg and arm greaves, helmet.

SHIELDS	COST	AC	WEIGHT	EV
Buckler	2 gp	+1(1)	2 lb	2
Shield, Small Hide	10 sp	+1(2)	1 lb	1
Shield, Large Hide	1 gp	+1(3)	1 lb	2
Shield, Small Steel	9 gp	(1)	5 lb	2
Shield, Small Wooden	3 gp	(1)	3 lb	2
Shield, Medium Steel	15 gp	(4)	10 lb	3
Shield Medium Wooden	5 gp	(4)	6 lb	3
Shield, Large Steel	20 gp	(5)	15 lb	4
Shield, Large Wooden	7 gp	(5)	10 lb	4
Pavis	55 gp	(6)	90 lb	12

Footnotes

1 Armor class bonus is applicable against one foe in a round.

2 Armor adjustment versus 1-3 arrows or slings.

3 Armor adjustment versus 4-6 arrows or slings.

4 Armor class bonus is applicable against two foes in a round.

5 Armor class bonus is applicable against three foes in a round.

6 Made to be rested on the ground and fired over, like a mobile wall. The AC bonus applies to all foes in front of the shield.

WEAPONS	COST	DMG.	RNG ⁽¹⁾	WGT.	EV
Atgeirr	10 gp	1d10	—	4 lb	5
Axe, Battle	10 gp	1d8	—	7 lb	3
Axe, Bearded ^(*)	20 gp	3d4	—	15 lb	4
Axe, Bone	2 gp	1d4	—	2 lb	2
Axe, Hand/Throwing	4 gp	1d6	20ft.	4 lb	2
Axe, Piercing	17 gp	1d8+1	—	7 lb	3
Axe, Tomahawk	3 gp	1d4+1	10 ft.	1 lb	2
Axe, Two-Handed ^(*)	20 gp	1d12	—	20 lb	4
Bardiche ^(*)	15 gp	2d4	—	10 lb	4
Bec De Corbin ^{(*)2}	60 gp	1d10	—	4 lb	5
Bill or Billhook ^(*)	12 gp	2d4	—	6 lb	5
Brass Knuckles	1 gp	1d3	—	1 lb	1
Cat-O-Nine Tails	9 gp	1d3	—	1 lb	2
Cestus	1 gp	+1dmg	—	—	1
Chen Yari*	20 gp	1d8	—	3.5 lb	4
Cleaver	5 sp	1d4	—	1 lb	2

EQUIPMENT

Cleaver, Large	1 gp	1d4+2	–	2 lb	3
Club	–	1d6+1	20ft.	3 lb	2
Coresque* (8)	18 gp	2d8	–	9 lb	4
Crowbill	15 gp	1d6	–	6 llb	2
Dagger	2 gp	1d4	20ft.	1 lb	1
Dirk	3 gp	1d4+1	–	1 lb	1
Double Hook Polearm* (6)	25 gp	1d8	–	13 lb	5
Fauchard ^(*)	6 gp	1d6	–	6 lb	5
Fauchard Fork ^(*)	15 gp	1d8	–	6 lb	5
Fist	–	1d2	–	–	–
Flail, Heavy ^(*)	15 gp	1d10	–	20 lb	4
Flail, Light	8 gp	1d8	–	5 lb	3
Flatchet (long knife)	5 gp	1d6+1	–	6 lb	3
Fork, Military	10 gp	1d8	–	7 lb	5
Gauntlet, Spiked	5 gp	1d3	–	15 lb	5
Glaive ^(*)	8 gp	1d8	–	15 lb	5
Glaive Guisarme ^(*)	15 gp	2d4	–	8 lb	5
Godentag ^(*)	15 gp	1d6+3	–	7 lb	3
GothicHalberd* (2)	8 gp	1d8+1	–	14 lb	5
Guisarme ^(*)	10 gp	2d4	–	15 lb	5
Halberd	10 gp	1d10	–	15 lb	5
Hammer, Light	1 gp	1d4	30ft.	2 lb	2
Hammer, War	6 gp	1d8	–	8 lb	4
Hatchet	1 gp	1d4	–	2 lb	2
Hook, Hafted	5 gp	1d6	–	3 lb	4
Hose Scythe*	15 gp	1d6+1	–	10 lb	5
Katar	3 gp	1d4+1	–	1 lb	2
Knife	3 sp	1d2	20ft.	1 lb	1
Lance, Heavy ⁽⁷⁾	10 gp	1d8	–	10 lb	7
Lance, Light ⁽⁷⁾	6 gp	1d6	–	5 lb	5
Lucerne Hammer ^(*)	16 gp	1d12	–	8 lb	5
Mace, Bear Claw	3 gp	1d4	–	2 lb	3
Mace, Heavy	12 gp	1d8	–	12 lb	4
Mace, Large ⁽⁷⁾	25 gp	1d10	–	10 lb	4
Mace, Light	5 gp	1d6	–	6 lb	3
Main Gauche ⁽³⁾	25 gp	1d4+1	–	1 lb	2
Man Catcher ⁽⁴⁾	45 gp	1d4	–	6 lb	4
Maul	12 gp	1d10	–	15 lb	5
Morningstar	8 gp	2d4	–	8 lb	3
Naginata*	25 gp	1d8+1	–	5 lb	4
Partisan ^(*)	10 gp	1d8	–	5 lb	5
Pick, Heavy	8 gp	1d8	–	6 lb	4
Pick, Light	4 gp	1d4	–	4 lb	3
Pike ^(*)	5 gp	1d8	–	14 lb	6
Podao* (10)	20 gp	1d6	–	10 lb	5
Poniard	2 gp	1d4+1	–	1 lb	1
Ranseur	8 gp	2d4	–	15 lb	5
Rhomphaia* (2)	25 gp	1d8+1	–	8 lb	3
Sap	1 gp	1d3	–	1 lb	1
ScottishLochbar* (11)	15 gp	1d6+1	–	5 lb	4
Scottish Lochbar Variant*	25 gp	1d6+1	–	7 lb	4
Scythe	18 gp	1d4	–	12 lb	4
Sickle	6 gp	1d4	–	3 lb	3
Sleeve Tangler ⁽⁵⁾	10 gp	1d10	–	7 lb	5

Spear	1 gp	1d6	30ft.	3 lb	2
Spear, Long ^(*)	5 gp	1d8	–	9 lb	4
Spear, Wolf	5 gp	1d8	–	9 lb	4
Staff	–	1d6	–	4 lbs	4
Sword, Bastard ⁽⁹⁾	25 gp	1d10	–	3.5 lb	4
Sword, Broad	12 gp	2d4	–	4 lb	4
Sword, Falchion	40 gp	2d4	–	3lbs	3
Sword, Flamberge	75 gp	2d4+2	–	4 lb	4
Sword, Gladius	8 gp	1d8	–	3 lb	3
Sword, Hook ⁽⁶⁾	25 gp	1d4+4	–	1 lb	3
Sword, Long	15 gp	1d8	–	3.5 lb	3
Sword, 9 Ring Broad	30 gp	1d10	–	4 lb	3
Sword, Rapier	20 gp	1d6	–	1 lb	1
Sword, Scimitar	15 gp	1d6	–	3 lb	3
Sword, Scimitar Great	55 gp	2d6	–	6 lb	4
Sword Seaxe	14 gp	1d6+1	–	3.5 lb	2
Sword, Short	20 gp	1d6	–	2.5 lb	2
Sword, two handed	30 gp	2d6	–	6 lb	5
Trader Polearm*	18 gp	3d4	–	7 lb	4
Trident ^(*)	10 gp	1d8	10 ft.	5 lb	5
Tulwar	8 gp	1d6	–	2 lb	2
Vordenbagen* (2)	20 gp	1d12	–	10 lb	5
Voulge ^(*)	8 gp	1d4	–	6 lb	5

Weapons marked with an * must be used two-handed.

Weapons marked with an @ are over 10 feet long.

1 Melee weapons with indicated range can also be used as missile weapons.

2 This weapon receives a +2 when used against chain, plate or scale armors.

3 This weapon can be used as a melee weapon or alternately, can confer a +1 to the wielder's armor class. The decision should be made by the wielder prior to the beginning of a round.

4 This weapon can be used in melee as normal or can be used to trap a medium sized or small opponent. In the latter case, the wielder must decide beforehand to use it as such and must strike an armor class 15 or better plus the opponent's level or hit dice. A successful hit indicates the opponent is trapped and cannot move unless a successful dexterity check is made. In the latter case, whether successful or not, the opponent receives 1–4 points of damage.

5 This weapon is designed to disarm opponents. Anyone proficient in this weapon's use can attempt to disarm an opponent as described in Combat Maneuvers but with a +3 to their roll.

6 This weapon can be used for melee, to disarm or overbearing. The wielder must decide beforehand which attack will be used. In the case of disarming and overbearing, use normal attack procedures but add +3 to the hit roll.

7 Deals double-damage if used from a charging mount.

8 Deals double-damage if firmly set to receive a charge.

9 The bastard sword does 1d12 damage when used with two hands.

10 This weapon gains a +1 when used against opponents with a shield.

11 This weapon can be used to dismount opponents. After a successful hit the attacker must make a successful strength check in the following round to pull the mounted figure from the mount.

MISSILE & RANGED	COST	DMG.	RNG.	WGT.	EV
Aclis	1 gp	1d4	20ft.	1 lb	2
Arrows (20)	2 gp	as bow	—	3 lb	2
Arrows (12)	15 sp	as bow	–	2 lb	1
Arrows, Silver (2)	2 gp	as bow	–	0.2 lb	1
Blowpipe	1 gp	1	10ft.	1 lb	3

EQUIPMENT

Bolas	5 gp	1d4	20ft.	2 lb	2
Bolts (12)	1 gp	as bow	–	1 lb	1
Bow, Long	75 gp	1d6	100ft.	3 lb	4
Bow, Long Composite	100 gp	1d8	100ft.	3 lb	4
Bow, Short	30 gp	1d6	60ft.	2 lb	3
Bow, Short Composite	75 gp	1d6	70ft.	2 lb	3
Crossbow, Light	35 gp	1d8	80ft.	6 lb	4
Crossbow, Hand	100 gp	1d4	30ft.	3 lb	2
Crossbow, Heavy	50 gp	1d10	120ft.	9 lb	5
Dart	5 sp	1d3	20ft.	0.5 lb	1
Harpoon	1 gp	1d6	20ft.	4 lb	5
Javelin	1 gp	1d4	30ft.	2 lb	3
Rock	–	1d2	30ft.	–	–
Sling	–	1d4	50ft.	–	1
Whip	1 gp	1d2	15ft.	2 lb	2

TRANSPORT, ANIMALS & TACK	AC	COST	WGT.	EV
Anchor, Large		100 gp	100 lb	15
Anchor, Small		5 gp	5 lb	3
Barding, Chain ^(*)	+5	500 gp	125 lb	6
Barding, Full Plate ^(*)	+8	4,000 gp	250 lb	8
Barding, Leather ^(*)	+3	50 gp	50 lb	5
Barding, Padded ^(*)	+1	20 gp	25 lb	5
Barding, Studded ^(*)	+3	100 gp	60 lb	6
Bear		300 gp	–	–
Bit and Bridle		1 gp	1 lb	2
Boat, Faering		150 gp	–	–
Boat, Karve		1500 gp	–	–
Boat, Knorr		4000 gp	–	–
Boat, Long		500 gp	–	–
Boat, Row		50 gp	75 lb	25
Boat, Skiff		300 gp	–	–
Boat, Skin (hide, bone/wood)		25 gp	50 lb	20
Boat, Small		250 gp	–	–
Camel, Pack		50 gp	–	–
Camel, Riding		75 gp	–	–
Camel, War		400 gp	–	–
Canoe		35 gp	50 lb	23
Cart		15 gp	200 lb	–
Chariot		100 gp	350 lb	–
Chicken		1 sp	–	–
Coach		200 gp	–	–
Dog, Guard		5 gp	–	–
Dog, Hunting		2 gp	–	–
Dog, Snow		7 gp	–	–
Donkey		8 gp	–	–
Elephant, Pack		750 gp	–	–

Elephant, Riding	1,000 gp	–	–
Elephant, War	2,000 gp	–	–
Feed (per day)	5cp	10 lb	2
Feed Sack	1sp	0.25 lb	1
Goat	5 gp	–	–
Harness	1 gp	2 lb	2
Hawk, Hunting	50 gp	–	–
Horse, Heavy, Draft	200 gp	–	–
Horse, Light, Riding	75 gp	–	–
Mast	200 gp	400 lb	75
Mule	25 gp	–	–
Oars	5 gp	6 lb	3
Ox	18 gp	–	–
Owl	20 gp	–	–
Pony	30 gp	–	–
Raft	100 gp	100 lb	–
Rudders	12 gp	12 lb	3
Saddle	20 gp	30 lb	5
Pack Saddle (mules/pony)	7 gp	6	1
Saddle, Elephant	500 gp	100 lb	–
Saddle, Heavy War Horse	75 gp	25 lb	6
Saddle, Light War Horse	40 gp	16 lb	4
Saddle, War Camel	50 gp	20 lb	8
Saddle, War Boar	70 gp	18 lb	8
Saddle, War Wolf	60 gp	7 lb	3
Saddle Bags	4 gp	8 lb	3
Saddle Blanket	5 sp	1 lb	1
Sail	50 gp	100 lb	20
Sextant	5 gp	4 lb	1
Sled	20 gp	300 lb	–
Sleigh	35 gp	400 lb	–
Sled Runners	5 gp	15 lb	6
Wagon	35 gp	400 lb	–
Wagon, Laager	70 gp	–	–
Walrus	350 gp	–	–
Warhorse, Heavy	400 gp	–	–
Warhorse, Light	150 gp	–	–
Warpony ^(*)	100 gp	–	–
Wolf	50 gp	–	–
Yak	25 gp	–	–

(*) Barding for a pony is ½ the cost and 2/3 the weight of horse barding. Reduce EV by 1 as well.

PELTS & SKINS	COST	EV
Bear	4 gp	2
Beaver	3 gp	1
Caribou	3 gp	2
Coyote	1 gp	1
Elk	3 gp	2

EQUIPMENT

Fox	2 gp	1		
Goat, Mountain	3 gp	2		
Ibar ¹	4 gp	3		
Leopard, Snow	7 gp	2		
Lynx, Giant	2 gp	1		
Otter	1 gp	1		
Moose	3 gp	3		
Mountain Lion	4 gp	2		
Owlbear	5 gp	3		
Raccoon	3 sp	1		
Seal	1 gp	2		
Walrus	3 gp	2		
Wolf, Winter	6 gp	2		
Wolf	3 gp	1		
Wolverine	1 gp	1		
Yak	5 gp	3		

¹ The ibar is featured in *Monsters & Treasure of Aihrde*.

EQUIPMENT	COST	WGT.	EV	CAP.
Adz	4 gp	4 lb	4	–
Anvil	5 gp	30 lb	10	–
Armor Stand	20 gp	15 lb	10	–
Armor and Weapons Oil	1 gp	1 lb	1	–
Awl	1 gp	0.5 lb	–	–
Backpack	2 gp	2 lb	2	8
Backpack, Expert, Small	9 gp	3 lb	1.5	8
Backpack, Expert, Medium	10 gp	7 lb	4	14
Backpack, Expert, Large	10 gp	7 lb	4	18
Backpack, Expert, X-Large	12.5	8.5 lb	5	22
Messenger Bag	3 gp	1.5	1	6
Duffle	4 gp	2.5 lb	2	8
Backpack, Frame	10 gp	4 lb	3	–
Baghdad Battery	3,000 gp	1.5 lbs	1	–
Bagpipe	35 gp	8 lb	4	–
Ball of Clay, 4 oz	3 cp	.25 lb	*	–
Barrel, Large	4 gp	45 lb	9	9
Barrel, Small	2 gp	30 lb	6	6
Basket, Large	6 sp	2 lb	3	3
Basket, Medium	4 sp	1 lb	2	2
Basket, Small	2 sp	0.5 lb	1	1
Bedroll, Large	4 sp	8 lbs	4	–
Bedroll, Medium	1 sp	5 lb	3	–
Bedroll, Small	10 cp	2 lb	2	–
Bedroll, Fur Lining ⁽²⁾	–	–	–	–
Bell	15 sp	0.2 lb	–	–
Bell (per piece)	1 sp	.25 lb	*	–
Belt Pouch, Large ⁽³⁾	1 gp	1 lb	1	2
Belt Pouch, Small ⁽³⁾	5 sp	0.5 lb	*	1
Belt Pouch Spell component	10 gp	0.5 lb	2	–

Birdcage, Small	2 gp	3 lb	3	–
Bladder, Owlbear ⁽⁴⁾	100 gp	1 lb	1	3 gallons
Blanket, Winter	5 sp	3 lb	2	–
Blanket, Large, Wool	1 gp	5 lb	1	–
Book (per page) ⁽⁵⁾	10 sp	–	–	–
Bottle	2 gp	0.5 lb	1	1
Box, Music	10 gp	1 lb	1	1
Box Decorated	5 gp	0.5 lb	1	1
Brazier	10 gp	10 lb	8	–
Broom	5 cp	1 lb	3	–
Brush, Clean	2 cp	0.5 lb	–	–
Brush, Commercial	5 cp	0.5 lb	–	–
Brush, Paint	1 gp	0.5 lb	–	–
Bucket	5 sp	2 lb	2	3
Butt, 200 gallons	100 gp	–	–	–
Cage, Large Metal	150 gp	300 lb	–	–
Cage, Medium Metal	50 gp	200 lb	20	–
Cage, Small Metal	20 gp	100 lb	10	–
Cage, Large Wooden	20 gp	60 lb	–	–
Cage, Medium Wooden	10 gp	20 lb	20	–
Cage, Small Wooden	5 gp	5 lb	10	–
Candle (5 sticks)	5 cp	0.1 lb	1	–
Canteen (1/2 Gallon)	2gp	2 lb	1(1)	½ gallon
Case, Map or Scroll	1gp	0.5 lb	1(1)	10 sheets
Cask, 4 gallons	10 sp	10 lb	3	3
Casket	2 gp	15 lb	4	6
Cauldron, Large	20 gp	50 lb	–	–
Cauldron, Medium	10 gp	25 lb	–	–
Cauldron Small	5 gp	10 lb	–	–
Chain (20 ft.)	2 gp	4 lb	12	–
Chair, Common Wood	1 gp	7 lb	7	–
Chair, Elaborate Wood	10 gp	10 lb	7–	–
Chalk (per piece)	1 cp	0.5 lb	1	–
Chest, Large Iron	50 gp	100 lb	12	8
Chest, Large Wooden	5 gp	40 lb	12	8
Chest, Medium Iron	30 gp	50 lb	8	7
Chest, Medium Wooden	3 gp	35 lb	8	7
Chest, Small Iron	20 gp	25 lb	4	6
Chest, Small	2 gp	25 lb	4	6
Chisel	1 gp	0.5 lb	1	–
Chock, Anchor Pin	1 gp	1 lb	1	–
Coal (per pound)	10 cp	1 lb	2	–
Coal pot holds coal	5 sp	1 lb	1	–
Coffee (per gallon)	20 gp	2 lb	2	–
Compass, Magnetic	50 gp	0.5 lb	1	–
Cord (50 feet)	5 gp	8 lb	2	–
Crampons	5 sp	1 lb	1	–
Crowbar/Prybar	2 gp	5 lb	2	–

EQUIPMENT

Desk, Wooden, 2 drawers (2 ft. x 3 ft.)	50 gp	20 lb	17	–	
Didgeridoo	1 gp	2.5 lb	–	–	
Doll, Toy	1 sp	0.5 lb	1	–	
Drum	9 gp	8 lb	5	–	
Dr. Piper's	100 gp	0.12 lb	1	–	
Dust, Bag of	–	1 lb	1	–	
Eyepatch	1 cp	–	–	–	
Fife, Large	2 gp	1.5 lb	1	–	
File, Small	1 gp	0.5 lb	1	–	
File, Metal	1 gp	0.5 lb	–	–	
Firewood, per day	1 cp	20 lb	8	–	
Fishing Gear	5 sp	1 lb	2	–	
Flask	3 cp	0.1 lb	1(1)	1 pint	
Flint & Steel	1 gp	0.5 lb	*	–	
Flute	15 gp	0.5 lb	1	–	
Game, Simple	1 gp	1 lb	1	–	
Game, Cards	10 sp	0.1 lb	*	–	
Game, Complex	5 gp	1 lb	2	–	
Game, Dice	10 sp	0.1 lb	*	–	
Glue (per ounce)	1 sp	0.1 lb	*	–	
Gong	18 gp	3 lb	3	–	
Gourd	3 sp	1 lb	1	–	
Grappling Hook	1 gp	4 lb	2	–	
Grease, Crock (per lb.)	2 cp	1 lb	1	–	
Ground Cloth, Oiled	4 sp	2 lb	1	–	
Hammer	1 gp	2 lb	2	–	
Hammer, Sledge	6 gp	8 lb	4	–	
Hammock	8gp	8 lb	4	–	
Harp, Large	150 gp	60 lb	15	–	
Harp, Small	35 gp	4 lb	4	–	
Herbs, Common (per ounce)	1 sp	0.1 lb	*	–	
Herbs, Rare (per ounce)	1 gp	0.1 lb	*	–	
Holy Symbol, Silver	25 gp	1 lb	1	–	
Holy Symbol, Wooden	1 gp	0.5 lb	1	–	
Holy Water, Flask	30 gp	1 lb	1(1)	1 pint	
Hook, Iron	1 gp	0.5 lb	1	–	
Hookah	25 gp	15 lb	10	–	
Horn	5 gp	3 lb	2	–	
Hourglass	25 gp	1 lb	1	–	
Ice Axe	1 gp	3 lb	2	–	
Incense, Stick	1 gp	–	*	–	
Ink (1 oz.)	8 gp	0.1 lb	*	–	
Keg, 10 gallons	1 gp	20 lb	4	4	
Kettle, Iron	1 gp	4 lb	3	–	
Ladder, Wood	5 gp	12 lb	7	–	
Lamp, Open	3 gp	2 lb	2	–	
Lantern, Bullseye	12 gp	3 lb	2	–	
Lantern, Hooded	7 gp	2 lb	2	–	
Lock and Key	2 gp	0.5 lb	1	–	
Lodestone	25 gp	1 lb	1	–	
Magnifying Glass	50 gp	0.5 lb	1	–	
Mallet	1 gp	6 lb	3	–	
Manacles	15 gp	2 lb	1	–	
Mandolin	10 gp	2 lb	2	–	
Marbles (bag of 25)	1 gp	0.1 lb	*	–	
Measuring Line	1 gp	0.1 lb	1	–	
Minerals, Common(ounce)	1 gp	0.1 lb	*	–	
Minerals, Uncommon (per ounce)	10 gp	0.1 lb	*	–	
Mirror, Small Steel	10 gp	0.5 lb	1	–	
Mortar and Pestle	3 gp	2 lb	2	–	
Mucket (pail/cup/bucket)	5 sp	1 lb	2	1 gallon	
Mug or Tankard	2 gp	0.5 lb	–	–	
Musette	20 gp	3 lb	4	–	
Nails, Iron (50)	5 gp	1 lb	–	–	
Net, Fishing	3 gp	2 lb	3	–	
Net, Animal	6 gp	3 lb	4	–	
Net, Humanoid	8 gp	4 lb	5	–	
Oil, Cooking	5 cp	0.5 lb	–	–	
Oil, Flask	1 gp	1 lb	1	1 pint	
Pack, Shoulder	1 gp	2 lb	3	10	
Padlock, Key	25 gp	1 lb	1	–	
Panpipes	11 gp	1 lb	1	–	
Paper (10 sheets)	5 gp	–	*	–	
Parchment (10 sheets)	5 gp	–	*	–	
Pickaxe, Miner's	3 gp	10 lb	4	–	
Pipe, Exotic	5 gp	0.1 lb	*	–	
Pipe Common	1 sp	0.1 lb	*	–	
Piton/Spikes (5)	5 gp	2 lb	1	–	
Pliers	10 sp	0.5 lb	1	–	
Pole (10 ft.)	2 gp	8 lb	5	–	
Pot, Medium Iron	3 gp	8 lb	4	–	
Pot, Medium Ceramic	15 sp	4 lb	4	–	
Prayer Beads	2 gp	–	–	–	
Pulley, Light	5 sp	1 lb	1	–	
Pulley, Heavy	1 gp	3 lb	2	–	
Quill	1 sp	–	–	–	
Quiver, dozen projectiles	2 gp	1 lb	2	12	
Quiver, score projectiles	4 gp	1 lb	2	20	
Razor	5 sp	–	1	–	
Rogue's Tools	30 gp	1 lb	1	–	
Rope, Hemp (50 feet)	1 gp	15 lb	1	–	
Rope, Silk	10 gp	5 lb	2	–	
Rug 4 ft. x 4 ft., Cotton	10 sp	10 lb	–	–	
Rug 4 ft. x 4 ft., Wool	5 gp	20 lb	–	–	
Sack, Large	5 sp	1 lb	2	10	
Sack, Small	1 sp	0.5 lb	1	6	

EQUIPMENT

Saw, Metal	5 gp	1 lb	2	—
Scale, Small	4 gp	1 lb	1	—
Scissor	4 gp	0.8 lb	1	—
Sealing Wax	1 gp	0.1 lb	*	—
Sewing Kit	5 sp	1 lb	1	—
Shovel	7 gp	8 lb	3	—
Skis	15 gp	4 lb	5	—
Shawm	25 gp	2 lb	2	—
Ski Poles	2 gp	2 lb	2	—
Skillet	3 sp	2 lb	1	—
Slingshot	5 cp	0.5 lb	1	—
Soap, per bar	5 sp	1 lb	1	—
Spyglass	100 gp	1 lb	2	—
String (50 ft.)	4 sp	1 lb	2	—
Sundial	5 gp	1 lb	2	—
Table, Wooden (2 ft. x 4 ft.)	20gp	40 lb	20	—
Telescope	1000 gp	75 lb	—	—
Telescope, Pocket Collapsible	200 gp	2 lb	1	—
Telescope, Pocket	50 gp	3 lb	2	—
Tarp, Canvas	10 sp	2 lb	2	—
Tarp, Sealskin	3 gp	2 lb	2	—
Tent, Large	45 gp	50 lb	10	5 person
Tent, Medium	25 gp	30 lb	7	3 person
Tent, Small	10 gp	20 lb	4	1 person
Tinder Box (10 fires)	1 gp	4 lb	2(1)	—
Tongs	6 sp	1 lb	1	—
Torch	1 cp	1 lb	1	—
Trap, Large Animal, Metal	35 gp	25 lb	9	—
Trap, Medium Animal, Metal	15 gp	12 lb	6	—
Trap, Small Animal, Metal	7 gp	3 lb	3	—
Trunk, Travel	2 gp	10 lb	3	5
Urn, Ceramic, Large	1 gp	10 lbs	—	20 gallons
Urn, Ceramic, Small	1 sp	1 lb	—	2 gallons
Vase, Ceramic	10 cp	0.5 b	—	1 gallon
Vellum (10 sheets)	15 gp	—	*	—
Vial (1 oz.)	1 sp	0.1 lb	*	1 ounce
Viol	100 gp	3 lb	3	—
Wash tub, Wooden	20 gp	50 lb	—	—
Wash tub, Metal	100 gp	200 lb	—	—
Water-skin (1 gallon)	1 gp	4 lb	3(1)	1 Gallon
Wax	2 sp	0.5 lb	1	—
Wedge, Splitting	2 cp	—	*	—
Whetstone	1 gp	0.5 lb	1	—
Whistle	5 sp	—	*	—
Wolfsbane	2 gp	0.1 lb	*	—
Yurt	25 gp	200 lb	15	—
Zax	4 gp	5 lb	4	—
Zitar	75 gp	8 lb	5	—
Zither	40 gp	5 lb	3	—

* Items marked with * have no appreciable EV. If carried in bulk (more than 10) treat EV as 1 per ten items.

1 The EV for those items listed as if they were full. If they are empty reduce the EV by 2, to a minimum of 1.

2 Adding fur lining to a bedroll triples its cost and doubles its EV.

3 A human-sized character cannot place more than two large pouches and one small pouch on a belt. Large belt pouches equal one scabbard, one quiver, two small pouches, or one spell component pouch in size.

4 This pouch can not freeze.

5 The cost of a book starts at 10gp and add 10sp for every page. For example a 400 page book would cost 200 gp.

MEDICAL EQUIPMENT	COST	WGT.	EV
Arrow Spoon ^{(1)*}	6 gp	0.5 lb	*
Bandages (2 wounds)	1 sp	0.5 lb	*
Bone Drill, with Screw ⁽²⁾	3 gp	1 lb	*
Bone Lever ⁽³⁾	1 gp	0.5 lb	1
Bonesaw	1 gp	1 lb	.5
Cupping Vessel ⁽⁴⁾	3 gp	0.5 lb	1
Flesh Hook ⁽⁵⁾	1 gp	0.5 lb	1
Forceps	3 gp	0.5 lb	*
Needle	3 sp	—	*
Pill bottle, Tin	3 sp	—	8
Scalpel	1 gp	—	*
Scissors	1 gp	—	*
Spatula Probe	2 gp	—	*
Thread	1 sp	—	*
Zinc Tablets ⁽⁶⁾	2 gp	—	*
Medical Kit (all the above)	25 gp	5 lb	3

* Items marked with * have no appreciable EV. If carried in bulk (more than 10) treat EV as 1 per ten items.

1 The arrow spoon is used for the extraction of arrows. Use of the arrow spoon reduces any damage one might receive by extracting an arrow by 1-3 HP.

2 This is an instrument used to remove weapons or other material from bone.

3 This instrument is used for setting bones.

4 This instrument is used to draw out blood, poison or puss.

5 This instrument is used to hold back slabs of flesh in an operation.

6 This is used to clear eye wounds, toxins and poisons. If used in the process of wound care on any of the previous it grants a +1 to any associated attribute rolls.

CLOTHING	COST	WEIGHT	EV
Amauti	1 gp	2 lb	1
Atiqik	2 gp	3 lb	1
Bandoleer	5 sp	1 lb	
Belt	6 sp	1 lb	*
Belt, Baldric	2 sp	3 lb	*
Boots, Fur Lined	1 gp	1 lb	1
Boots, Heavy	1 gp	4 lb	1
Boots, Knee High Hard	2 gp	5 lb	1
Boots, Knee High Soft	1 gp	3 lb	1

EQUIPMENT

Boots, Soft	4 sp	2 lb	*
Boots, Spiked	2 gp	3 lb	2
Boots, Waterproof Kamiks	5 gp	1 lb	1
Caftan	3 sp	2 lb	1
Cap/Hat	4 sp	–	*
Cape	8 gp	1 lb	*
Cloak	5 sp	1 lb	1
Coat, Dress	10 gp	2 lb	2
Cowl	2 sp	1 lb.	3
Dalmatic	5 sp	4 lb	2
Doublet	1 gp	3-5 lb	2
Frock	5 sp	1-10 lb	2
Gaiters	5 sp	1 lb	1
Girdle	7 sp	3 lb	1
Gloves, Cloth	2 sp	–	*
Gloves, Fur Lined	1 gp	0.5 lb	*
Gloves, Leather	8 sp	–	*
Gloves, Sealskin	1gp	–	*
Gloves, Wool	5 sp	–	*
Gown	1 gp	5-20 lb	1-4
Hat, Sherpa	5 sp	0.5 lb	*
Hood	2 sp	0.5 lbs	*
Inuktitut, Snow Goggles	3 gp	–	*
Jewelry varies	–	*	–
Leggings	5 sp	0.5 lb	2
Mantle	1 gp	3-5 lb	1
Ringpin	1 sp	–	*
Robe	1 gp	4 lb	2
Scarf	5 cp	0.5 lb	*
Shirt, Fleece	5 sp	–	*
Shirt, Wool	1 gp	–	1
Shoes, Normal	2 sp	1 lb	1
Shoes, Soft	1 sp	0.5 lb	1
Shoes, Wood	10 sp	1 lb	1
Signet Ring	15+gp	–	–
Skirt	4 sp	0.5 lb	1
Smock	3 sp	0.5 lb	1
Snowshoes	2 gp	1 lb	1
Snowshoe Deckings	5 sp	1 lb	1
Socks	1 sp	–	–
Socks, Wool	3 sp	–	–
Travois	3 gp	10 lb	7
Trousers	4 sp	0.5 lb	1
Tunic	3 sp	0.5 lb	1

Underwear, Wool	1 sp	0.5 lb	1
Vest	2 sp	0.5 lb	1
Winter Clothing Set	5 gp	6 lb	4

* Items marked with * have no appreciable EV. If carried in bulk (more than 10) treat EV as 1 per ten items. The number following the 'x' indicates the multiplier of the base price

All worn clothing has no EV value, while worn.

MATERIAL MULTIPLIER

The material of which items of clothing are made effects their value. Consult the chart below for more details.

Burlap	-50%
Calfskin	+25%
Cloth of Gold	+5000%
Cloth of Silver	+2500%
Cotton, Common	0%
Cotton Fine	+10%
Damask	+1000%
Felt	+15%
Hide	-50% to +1000%
Leather	+100%
Silk	+500%
Velvet	+150%
Wool, Average	+30%
Wool, High Quality	+75%

PROVISIONS & LODGING	COST	WEIGHT	EV
Ale, Mug	5 cp	1 lb	1
Beer, Mug	2 cp	1 lb	1
Cheese, Block	2 sp	1 lb	1
Grains, Bag	4 sp	5 lb	3
Liquor, Cask	25+gp	½ gallon	5
Liquor, Shot	2 sp	–	–
Lodging, Common Inn	5 sp	–	–
Lodging, Good Inn	2 gp	–	–
Lodging, Poor Inn	1 sp	–	–
Mead, Mug	2 sp	1 lb	1
Rations, 1 Day	5 sp	1 lb	1
Ration, 7 Days	3 gp	7 lb	4
Stabling, Small Horse	2 sp	–	–
Stabling, Medium Horse	10 sp	–	–
Stabling, Heavy Horse	1 gp	–	–
Tavern Meal, Common	2 sp	–	–
Tavern Meal, Good	1 gp	–	–
Tea Leaves (1lb)	1 sp	1 lb	1
Tobacco, Common (1lb)	5 sp	1 lb	1
Tobacco, Rare (1lb)	10 gp	1 lb	2
Wine, Common (Bottle)	2 sp	1 lb	1
Wine, Fine (Bottle)	10 gp	1 lb	1

EQUIPMENT

UNIQUE, RARE & CLASS SPECIFIC	COST	WEIGHT	EV	CAP
Artists Tools ⁽¹⁾	25 gp	20 lb	10	–
Acid, Strong (1pint) ⁽²⁾	50 gp	0.5 lb	–	–
Acid, Weak (1pint) ⁽³⁾	25 gp	0.5lbs.	–	–
Bear, Riding War ⁽⁴⁾	1500 gp	–	–	–
Boar, Riding War ⁽⁵⁾	700 gp	–	–	–
Bone, Ground	2 gp	0.6 lb	*	–
Censer	5 gp	2 lb	2	–
Clock, Mechanical	100 gp	10 lb	10	–
Clock, Water	1000 gp	300 lb	–	–
Clock, Pendulum	500 gp	30 lb	15	–
Dragonscale (1ft. x1ft.) ⁽⁶⁾	5000 gp	5 lb	3	–
Holy Symbol, Bronze ⁽⁷⁾	5 gp	2 lb	0.5lb	–
Holy Symbol, Wood ⁽⁷⁾	1 gp	0.5 lb	1	–
Holy Symbol, Iron ⁽⁷⁾	10 gp	3 lb	2	–
Holy Symbol, Silver ⁽⁷⁾	25 gp	1 lb	1	–
Holy Water, Flask ⁽⁷⁾	30 gp	1 lb	1(1)	1pint
Musical Instrument ⁽⁹⁾	10 gp	1 lb	1	–
Potion Lab ⁽¹⁰⁾	250 gp	20 lb	20	–
Prosthetic Pegarm ⁽¹¹⁾	200 gp	–	–	–
Prosthetic Peghand ⁽¹¹⁾	15 gp	–	–	–
Prosthetic Pegleg ⁽¹¹⁾	25 gp	–	–	–
Rogue's Tools ⁽¹²⁾	30 gp	1 lb	1	–
Sheath, Sword, Long	1 gp	1 lb	1	–
Sheath, Sword, Medium	15 sp	0.8 lb	1	–
Sheath, Sword, Short	10 sp	0.6 lb	1	–
Sheath, Dagger	8 sp	0.5 lb	1	–
Sheath, Boot	5 sp	0.8 lb	1	–
Sheath, Sleeve	6 sp	0.8 lb	1	–
Vestments	10 gp	3 lb	1	–
War Hound ⁽¹³⁾	200 gp	–	–	–

1 The artists tools include the rudiments for doing sculptures or paintings or the minimum necessary for carrying out the craft being pursued.

2 Strong Acid causes 1d6 damage.

3 Weak Acid causes 1d3 damage.

4 The war bear is bred and trained for carrying medium sized creatures in combat and ridden as a mount.

5 The war boar is bred and trained to be ridden by a medium sized humanoid in combat and ridden as a mount.

6 The dragonscale's price varies. It can be used to make a small shield or magic uses.

7 This is the start up cost for a cleric, not a replacement. See CKG.

8 These horse are specifically bred and trained for war and combat.

9 There are literally thousands of musical instruments to choose from. This is the least a good quality musical instrument should cost.

10 This is the minimum cost for a lab to make potions of 1st level. Double the cost of the previous level to know how much it costs to make potions replicating the effects of higher level spells. 1st 250 gp, 2nd 500gp, 3rd 1000gp, 4th 2000 gp...

11 These prosthetics are basic and do not offer mechanical or other advantages.

12 The rogue's tool kit includes items such as needles, tweezers, pliers, small hammer, small saw, prods and a small amount of dust.

13 The war hound is a special breed of dog or wolf/dog mixture whose purpose is to be ridden into battle by smaller humanoids

BACKPACKS

COMMON	COST	WGT.	EV	CAP.
Dungeon, Basic	50 gp	32 lb	16.50	20
Dungeon, Expert	70 gp	61 lb	15.50	24
Overland, Basic	70 gp	58 lb	13.50	18
Overland, Expert	80 gp	80 lb	19	20
City, Basic	40 gp	23 lb	7.50	12
City, Expert	40 gp	25 lb	6.75	20

TERRAIN	COST	WGT.	EV	CAP.
Cold Weather	75 gp	92 lb	21.75	18
Desert	75 gp	52 lb	17.50	18
Mountain	85 gp	71 lb	22	18
Sea Faring	30 gp	28 lb	5.50	8

SPECIALTY	COST	WGT.	EV	CAP.
Artisan	50 gp	23 lb	4.50	12
Brew Master	25 gp	18 lb	4	8
Dungeon Mappers	12 gp	8 lb	1	8
Journeyman	80 gp	80 lb	20.75	22
Medic	12 gp	12 lb	1	6
Mending	45 gp	46 lb	10.50	14
Performers	50 gp	11 lb	1.50	12
Runners	35 gp	20 lb	5	10
Sage	35 gp	7 lb	1	10
Trapper	75 gp	61 lb	19.25	20
Wizards Spell Components	25 gp	5 lb	.5	8

CLASS BASED	COST	WGT.	EV	CAP.
Arcane Thief	55 gp	28 lb	6.50	10
Archer	45 gp	28 lb	7.50	15
Assassin	75 gp	33 lb	6.25	12
Barbarian, Druid, Primal Druid	30 gp	47 lb	17.50	10
Bard, Skald	95 gp	46 lb	11.25	18
Cleric, Paladin, Divine Knight, Warrior Priest	85 gp	56 lb	13.50	21
Fighter, Knight	50 gp	58 lb	11	24
Foresworn, Oathsworn, Rune Mark	45 gp	59 lb	14.75	21
Monk	45 gp	44 lb	9.50	13
Ethereal Knight, Seeker	80 gp	66 lb	17.75	22
Ranger	80 gp	55 lb	15.25	20
Rogue, Thief, Pacer	65 gp	50 lb	11	22
Wizard, Illusionist, Magic User	25 gp	13 lb	4.50	6

Pack Animals	COST	WGT.	EV	CAP.
Mule with Pack	145 gp	291 lb	101.25	–
Pony with Pack	150 gp	220 lb	87.50	–

EXPERT BACKPACKS

The backpack is an essential piece of equipment for any adventurer, whether man or woman, elf or dwarf, rogue, fighter or wizard. A well-stocked backpack, duffle bag or messenger bag can be the difference between life and death. What follows are Expert Backpacks which differ slightly from the standard 2 gp backpack in that they have a sturdy frame and a quick-release mechanism.

Expert backpacks are very sturdy and made with meticulous attention to detail. The framework is made from ironwood that has been treated with a resin to make the wood slightly flexible while retaining its legendary strength. The hide is slow-cured Lauk hide that has been treated with resins designed to be waterproof and flame retardant. In addition to sturdiness, the overall design is one of efficiency with inner pockets and straps that allow gear to be packed tightly with minimal shifting.

One very special feature is the quick-release mechanism on the front. Once harnessed and properly buckled the safety catch on the front can be quickly released with one hand, allowing the pack to easily slip off. This feature is especially useful during surprise encounters or in situations where a heavy pack could put an adventure at extreme risk.

The quick-release mechanism, takes 3 seconds to release the pack, 1 with a successful dexterity check (CL 9).

There are the standard sizes: small, medium and large, fitted for the average human. Variations exist for other races as well. Shoulder packs are worn on both shoulders and supported by the hips. Duffle bags are generally carried in hand or slung over one shoulder or the back. Messenger bags are generally worn on one shoulder.

COST: The cost of each backpack is slightly discounted from the cost of the pack and its contents, external and internal. The cost is rounded down. The discount is given the adventurers for buying in bulk.

WEIGHT: The weight of the pack is round up.

EV: The Encumbrance Value represents the EV of the capacity item, the backpack, and its external contents.

BACKPACKS, COMMON

DUNGEON BASIC BACKPACK

	Cost	Weight	EV
Large Expert Shoulder Pack	50gp	32 lb	16.50

Internal capacity is 20.

Quick-release mechanism, takes 3 seconds, 1 with a successful dexterity check (CL 9).

EXTERNAL CONTENTS

Summer bedroll, tied to bottom

- 2 torches, rolled up in bedroll
- 50' silk rope, tied to outside back
- 2 1 quart water skins, one on each side
- Three-pronged folding grappling hook tied to side
- Dual-headed hatchet/hammer tied to side
- Measuring stick tied to side

INTERNAL CONTENTS

Personal / Health

- 4 Sets bandages (2 wounds each)
- Steel Flask, Small
- Case (map/scroll) with 10 sheets of paper
- Inkwell and quill (1 oz. ink)
- 5 Chalk
- Whistle

Adventure Supplies

- 5 Torch wrappings
- Flint & steel
- File, metal
- Crowbar
- Small shovel
- Small hammer
- Wedge, splitting
- 5 Spikes
- Whetstone
- Oil flask (hardened leather, 1 QT)
- 2 Large sacks, empty
- 1 Small sacks, empty
- Chisel
- Iron rations, 7 days

DUNGEON EXPERT BACKPACK

	Cost	Weight	EV
Large Expert Shoulder Pack	70 gp	61 lb	15.50

Internal Capacity is 24.

Quick-release mechanism, takes 3 seconds, 1 with a successful dexterity check (CL 9).

EXTERNAL CONTENTS

- Summer bedroll, tied to bottom
- 2 torches, rolled up in bedroll
- 50' silk rope, tied to outside back
- 2 1 quart waterskins, one on each side

EQUIPMENT

Hooded lantern

Three-pronged folding grappling hook tied to side

Dual-headed hatchet/hammer tied to side

INTERNAL CONTENTS

Personal / Health

4 sets bandages (2 wounds each)

Small steel mirror

Razor

Soap bar (1/2 lb)

Small steel flask

50' string

Whistle

Adventure Supplies

Flint & steel

File, metal

Case (map/scroll) with 10 sheets of paper

Inkwell and quill (1 oz. ink)

5 Candles

5 Chalk

Grease, crock

Chisel

Measuring line 25 feet

Crowbar

10 Spikes

Whetstone

Armor & weapon oil

2 Oil flasks (hardened leather, 1 QT)

5 Large sacks, empty

5 Small sacks, empty

Iron rations, 3 days

OVERLAND, BASIC

	Cost	Weight	EV
Large Expert Shoulder Pack	70 gp	58 lb	13.50
Internal capacity is 18.			
Quick-release mechanism, takes 3 seconds, 1 with a successful dexterity check (CL 9).			
EXTERNAL CONTENTS			

Summer bedroll, tied to bottom

2 torches, rolled up in bedroll

50' silk rope, tied to outside back

2 1 quart waterskins, one on each side

Dual-headed hatchet/hammer tied to side

Small shovel

INTERNAL CONTENTS

Personal / Health

4 sets bandages (2 wounds each)

Small steel mirror

Razor

Soap bar

Sewing kit

Small steel flask

Whistle

Adventure Supplies

Flint & steel

100' silk rope

Wedge, splitting

10 Spikes

Whetstone

5 Candle

2 Oil flasks

Extra set of clothing

Iron rations, 7 days

OVERLAND, EXPERT

	Cost	Weight	EV
Large Expert Shoulder Pack	80 gp	80 lb	19
Internal capacity is 20.			
Quick-release mechanism, takes 3 seconds, 1 with a successful dexterity check (CL 9).			

EXTERNAL CONTENTS

Winter bedroll, tied to tent

Small tent

50' silk rope, tied to outside back

2 1 quart waterskins one on each side

Hooded lantern

Dual-headed hatchet/hammer tied to side

Small shovel

INTERNAL CONTENTS

Personal / Health

4 sets bandages (2 wounds each)

Small steel mirror



EQUIPMENT

Razor
 Soap bar (1/2 lb)
 Sewing kit
 Small steel flask
 Whistle

Adventure Supplies

Small bag of kindling (in case of weather)
 Cooking supplies (small pot, pan, wok, tongs, etc.)
 Fishing gear
 Flint & steel
 Wedge, splitting
 Whetstone
 Armor & weapon oil
 2 Oil flasks (hardened leather, 1 QT)
 Extra set of clothing
 1 Large sacks, empty
 1 Small sacks, empty
 Iron rations, 14 days

CITY, BASIC

	Cost	Weight	EV
Shoulder Pack	40 gp	23 lb	7.50

Internal capacity is 12.

EXTERNAL CONTENTS

2 torches, rolled up in bedroll
 50' silk rope, tied to outside back
 2 1 quart waterskins, one on each side

INTERNAL CONTENTS

Personal / Health

4 sets bandages (2 wounds each)
 Sewing kit

Adventure Supplies

Flint & steel
 Dual-headed hatchet/hammer
 String, 50' (heavy duty)
 5 Spikes
 Whetstone
 Armor & weapon oil
 1 Large sack, empty
 1 Small Sack, empty
 Iron rations, 7 days

CITY, EXPERT

	Cost	Weight	EV
Shoulder Pack	40 gp	25 lb	6.75

Internal capacity is 20.

EXTERNAL CONTENTS

50' silk rope, tied to outside back
 2 1 quart waterskins, one on each side
 Dual-headed hatchet/hammer tied to side

INTERNAL CONTENTS

Personal / Health

4 sets bandages (2 wounds each)
 Sewing kit

Adventure Supplies

String, 50' (heavy duty)
 Whetstone
 Case (map/scroll) with 10 sheets of paper
 Inkwell and quill (1 oz. ink)
 Oil flask (hardened leather, 1 QT)
 Armor & weapon oil
 5 small vials (wrapped in cloth with a small sack)
 Small steel mirror
 Razor
 Soap bar (1/2 lb)
 Flint & steel
 Small steel flask
 5 Chalk
 1 Large sack, empty
 1 Small sack, empty
 Iron rations, 7 days

EXPERT BACKPACKS, TERRAIN

COLD WEATHER BACKPACK

	Cost	Weight	EV
Large Expert Shoulder Pack	75 gp	92 lb	21.75

Internal capacity is 18.

Quick-release mechanism, takes 3 seconds, 1 with a successful dexterity check (CL 9)

EXTERNAL CONTENTS

Winter bedroll, tied to tent
 Small tent

2 torches, rolled up in bedroll
 50' silk rope, tied to outside back
 2 1 quart waterskins, one on each side
 Pot tied on top
 Dual-headed hatchet/hammer

INTERNAL CONTENTS

Personal / Health

4 sets bandages (2 wounds each)
 Small steel mirror
 Razor
 Sewing kit
 Small steel flask
 Winter gloves (extra)
 Winter boots (extra)
 Snow shoes

Adventure Supplies

Armor & weapon oil
 Oil flask (hardened leather, 1 QT)
 Fishing gear
 Flint & steel
 Dual-headed hatchet/hammer
 Wedge, splitting
 5 Spikes
 Whetstone
 Tinderbox (in case of weather) [enough to start 10 fires]
 Iron rations, 14 days

DESERT BACKPACK

	Cost	Weight	EV
Large Expert Shoulder Pack	75 gp	52 lb	17.50

Internal capacity is 18.

Quick-release mechanism, takes 3 seconds, 1 with a successful dexterity check (CL 9)

EXTERNAL CONTENTS

Summer bedroll, tied to bottom
 Cotton tarp 6 ft. x 3 ft.
 2 torches, rolled up in bedroll
 50' silk rope, tied to outside back
 2 1 quart waterskins, one on each side
 Small animal trap tied to side

Dual-headed hatchet/hammer tied to side
 Small shovel tied to side

INTERNAL CONTENTS

Personal / Health

4 sets bandages (2 wounds each)
 Small steel mirror
 Razor
 Soap bar (1/2 lb)
 Sewing kit
 Small steel flask
 Whistle

Adventure Supplies

Head scarf / veil
 Compass
 Flint & steel
 File, metal
 2 1 quart waterskins
 Whetstone
 Armor & weapon oil
 Oil flask (hardened leather, 1 QT)
 1 Large sacks, empty
 1 Small sacks, empty
 Iron rations, 14 days

MOUNTAIN BACKPACK

	Cost	Weight	EV
Large Expert Shoulder Pack	85 gp	71 lb	22

Internal capacity is 18.

Quick-release mechanism, takes 3 seconds, 1 with a successful dexterity check (CL 9)

EXTERNAL CONTENTS

Thick bedroll, tied to bottom
 2 torches, rolled up in bedroll
 50' silk rope, tied to outside back
 Climbing Kit (boot spikes, ice picks, d-rings)
 2 1 quart waterskins, one on each side
 Hooded lantern
 Three-pronged folding grappling hook tied to side
 Dual-headed hatchet/hammer tied to side

EQUIPMENT

INTERNAL CONTENTS

Personal / Health

4 sets bandages (2 wounds each)
 Small steel mirror
 Razor
 Sewing kit
 Small steel flask
 Winter gloves (extra)
 Winter boots (extra)
 Snow shoes
 Whistle

Adventure Supplies

Flint & steel
 100' silk rope
 Wedge, splitting
 10 Spikes
 Whetstone
 5 Candles
 2 Oil flasks
 Iron rations, 7 days

SEA FARING SHOULDER PACK

	Cost	Weight	EV
Large Expert Duffle Bag	30 gp	28 lb	5.50

Internal capacity is 8.

EXTERNAL CONTENTS

50' silk rope, tied to outside back
 2 1 quart waterskins, not attached

INTERNAL CONTENTS

Personal / Health

4 sets bandages (2 wounds each)

Adventure Supplies

Three-pronged folding grappling hook
 Fishing gear
 Whetstone
 1 Large sack, empty
 1 Small sack, empty
 Sea faring rations, 7 days (dried fruit, smoked meat, hard tack)

EXPERT BACKPACKS, SPECIALITY

ARTISAN PACK

	Cost	Weight	EV
Small Expert Shoulder Pack	50 gp	23 lb	4.50

Internal capacity is 12.

Quick-release mechanism, takes 3 seconds, 1 with a successful dexterity check (CL 9)

EXTERNAL CONTENTS

Brace and bits tied to side (bits in a small pouch)

INTERNAL CONTENTS

Personal / Health

Case (map/scroll) with 10 sheets of paper
 Inkwell and quill (1 oz. ink)
 5 Chalk

Adventure Supplies

5 small vials (wrapped in cloth with a small sack worn as a belt)
 Chisel
 Dual-headed hatchet/hammer
 File, metal
 Sculpting tools
 Metal brush
 Flint & steel
 Oil flask (hardened leather, 1 QT)

BREWMASTER PACK

	Cost	Weight	EV
10 Gallon Barrel (on frame)	25 gp	18 lb	4

Internal capacity is 8.

Adventure Supplies

Flint & steel
 4 Beer mugs
 Brewers Supplies (tap, tap hammer, cork, etc)
 Herb satchel
 Dual-headed hatchet/hammer

DUNGEON MAPPER'S SHOULDER BAG

	Cost	Weight	EV
Small Messenger Bag	12 gp	8 lb	1

Internal capacity is 8.

Single Strap to be worn over the shoulder

INTERNAL CONTENTS

Case (map/scroll) with 10 sheets of paper
 Inkwell and quill (1 oz. ink)
 5 Chalk
 5 Candles
 Chisel
 String, 50'
 Small hammer
 5 Spikes

JOURNEYMAN'S PACK

	Cost	Weight	EV
Extra-Large Expert Shoulder Pack	80 gp	80 lb	20.75

Internal capacity is 22.

Quick-release mechanism, takes 3 seconds, 1 with a successful dexterity check (CL 9)

EXTERNAL CONTENTS

Summer bedroll, tied to bottom
 2 torches, rolled up in bedroll
 Leather tarp 6 ft. x 3 ft.
 50' silk rope, tied to outside back
 2 2 quart waterskins, one on each side
 Hooded lantern
 Three-pronged grappling hook tied to side
 Dual-headed hatchet/hammer tied to side
 Small shovel

INTERNAL CONTENTS

Personal / Health

4 sets bandages (2 wounds each)
 Small steel mirror
 Razor
 Soap bar (1/2 lb)
 Sewing kit
 Small steel flask
 Whistle

Adventure Supplies

Fishing gear
 Flint & steel
 File, metal

Crowbar
 Wedge, splitting
 String, 50' (heavy duty)
 Large Hunter's Knife
 5 Spikes
 Armor & weapon oil & Whetstone
 2 Oil flasks (hardened leather, 1 QT)
 Extra set of clothing
 1 Large sacks, empty
 1 Small sacks, empty
 Iron rations, 21 days

MEDIC SHOULDER BAG

	Cost	Weight	EV
Small Messenger Bag	12 gp	12 lb	1

Internal capacity is 6.

Single Strap to be worn over the shoulder

INTERNAL CONTENTS

12 sets bandages (2 wounds each)
 Sewing kit (for stitches)
 String, 50' (heavy duty for tourniquet)
 5 small vials (wrapped in cloth with a small sack)
 1 1 quart waterskins
 Surgeon's Toolkit (bone saw, scalpel, etc.)

MENDING BACKPACK

	Cost	Weight	EV
Small Expert Shoulder Pack	45 gp	46 lb	10.50

Internal capacity is 14.

Quick-release mechanism, takes 3 seconds, 1 with a successful dexterity check (CL 9)

EXTERNAL CONTENTS

Summer bedroll, tied to bottom
 50' silk rope, tied to outside back
 2 1 quart waterskins, one on each side
 Metal tongs tied to side
 Small 5 lb hammer tied to side
 Dual-headed hatchet/hammer tied to side

INTERNAL CONTENTS

Personal / Health

4 sets bandages (2 wounds each)

EQUIPMENT

Sewing kit (expanded)

Adventure Supplies

Flint & steel
 Armor & weapon oil
 Metal File
 Cobbler's kit (nails, leather strips, heavy duty needle, etc)
 String, 50'
 Fletching Supplies (feathers and arrowheads)
 Chisel
 Glue, pot
 Grease, crock
 1 Large sack, empty
 1 Small sack, empty
 Iron rations, 7 days

PERFORMERS PACK

	Cost	Weight	EV
Petite Expert Shoulder Pack	50 gp	11 lb	1.50

Internal capacity is 12.

Quick-release mechanism, takes 3 seconds, 1 with a successful dexterity check (CL 9).

Personal / Health

Case (map/scroll) with 10 sheets of paper
 Inkwell and quill (1 oz. ink)
 5 Chalk

Adventure Supplies

5 small vials (wrapped in cloth with a small sack worn as a belt)
 Small steel mirror
 Razor
 Soap bar (1/2 lb)
 Sewing kit
 Body padding (alter body types)
 3 wigs for hair and beard
 Makeup kit (brushes, face paint, skin tone, etc.)
 Oil flask (hardened leather, 1 QT)

RUNNERS PACK

	Cost	Weight	EV
Petite Expert Shoulder Pack	35 gp	20 lb	5

Internal capacity is 10.

Quick-release mechanism, takes 3 seconds, 1 with a successful dexterity check (CL 9).

EXTERNAL CONTENTS

2 1 quart waterskins, one on each side
 50' silk rope, tied to outside back

INTERNAL CONTENTS

Personal / Health

2 sets bandages (2 wounds each)
 Case (map/scroll) with 10 sheets of paper
 Inkwell and quill (1 oz. ink)
 5 Chalk

Adventure Supplies

50' silk rope, tied to outside back
 Extra set of shoes
 Flint & steel
 String, 50'
 Iron rations, 7 days

SAGE PACK

	Cost	Weight	EV
Small Messenger Bag	35 gp	7 lb	1

Internal capacity is 10.

Single strap to be worn over the shoulder.

INTERNAL CONTENTS

2 cases (map/scroll) with 10 sheets of paper each
 2 Inkwells and quill (1 oz. ink)
 Small case (cleaning brush, 2 cleaning rags, cleaning oil)
 Magnifying Glass
 1 Large sack, empty
 1 Small sack, empty
 Flint & steel
 5 Chalk
 5 Candles
 String, 50'

TRAPPER'S BACKPACK

	Cost	Weight	EV
Large Expert Shoulder Pack	75 gp	61 lb	19.25

Internal capacity is 20.

Quick-release mechanism, takes 3 seconds, 1 with a successful dexterity check (CL 9).

EXTERNAL CONTENTS

Summer bedroll, tied to bottom

50' silk rope, tied to outside back
 2 1 quart waterskins, one on each side
 Small metal animal trap tied to side
 Medium metal animal trap tied to side
 Dual-headed hatchet/hammer tied to side

INTERNAL CONTENTS

Personal / Health

Razor
 Soap bar (1/2 lb)
 Sewing kit
 Whistle

Adventure Supplies

Fishing gear
 Flint & steel
 Kettle, iron
 Glue, pot
 Large skinning knife
 Case (map/scroll) with 10 sheets of paper
 Inkwell and quill (1 oz. ink)
 String, 50' (heavy duty for dressing animals)
 Fletching supplies (feathers and arrowheads)
 Whetstone
 Pulley
 Bucket
 1 Large sacks, empty
 1 Small sacks, empty
 Iron rations, 3.5 days

WIZARD SPELL COMPONENTS PACK*

	Cost	Weight	EV
Very Small Expert Shoulder Pack	25 gp	5 lb	.5

Internal capacity is 8.0.

EXTERNAL CONTENTS

Strap pouches (4 pouches on each strap for 8 components)
 Pouch 1 (pc fill in)
 Pouch 2 (pc fill in)
 Pouch 3 (pc fill in)
 Pouch 4 (pc fill in)
 Pouch 5 (pc fill in)

Pouch 6 (pc fill in)
 Pouch 7 (pc fill in)
 Pouch 8 (pc fill in)

INTERNAL CONTENTS

Mage's Tome (heat/ice resistant)
 Case (map/scroll) with 10 sheets of paper
 Inkwell and quill (1 oz. ink)
 5 small vials (wrapped in cloth with a small sack)
 5 Chalk
 5 Candle
 String, 50'

** Small pack worn on the back, designed for spell casters, this pack does not interfere with spell casting but is not large enough to hold more than a spell book and few spell writing supplies. It fits tight against the back and has bandolier type straps to hold it in place, the straps have several pouches for access to components*

EXPERT BACKPACKS, CLASS BASED

ARCANE THIEF BACKPACK

	Cost	Weight	EV
Small Expert Shoulder Pack	55 gp	28 lb	6.5

Internal capacity is 10.

Quick-release mechanism, takes 3 seconds, 1 with a successful dexterity check (CL 9).

EXTERNAL CONTENTS

Summer bedroll, tied to bottom
 50' silk rope, tied to outside back
 Crowbar tied to side

INTERNAL CONTENTS

Personal / Health

Case (map/scroll) with 10 sheets of paper
 Inkwell and quill (1 oz. ink)
 Grimoire
 Arcane vambraces
 5 Chalk

Adventure Supplies

5 small vials (wrapped in cloth with a small sack worn as a belt)
 File, metal
 Flint & steel
 Iron rations, 7 days
 Oil flask (hardened leather, 1 QT)

EQUIPMENT

ARCHER SHOULDER PACK

	Cost	Weight	EV
Small Expert Shoulder Pack	45 gp	28 lb	7.5

Internal capacity is 15.

Quick-release mechanism, takes 3 seconds, 1 with a successful dexterity check (CL 9).

EXTERNAL CONTENTS

Summer bedroll, tied to bottom

2 1 quart waterskins, one on each side

Glue, pot tied to the side

Knife, carving knife (arrow shaft) in external sheath

INTERNAL CONTENTS

Personal / Health

2 sets bandages (2 wounds each)

Small steel mirror

Razor & Soap bar (1/2 lb)

Sewing kit

Small steel flask

Adventure Supplies

Flint & steel

String, 50'

Fletching Supplies (feathers and arrowheads)

Extra set of clothing

Bowstring 12'

Uncured leather straps

1 Small sacks, empty

Iron rations, 7 days

ASSASSIN BACKPACK

	Cost	Weight	EV
Small Expert Shoulder Pack	75 gp	33 lb	6.25

Internal capacity is 12.

Quick-release mechanism, takes 3 seconds, 1 with a successful dexterity check (CL 9).

EXTERNAL CONTENTS

Three pronged folding grappling hook tied to the side

Crowbar tied to the side

50' silk rope, tied to outside back

INTERNAL CONTENTS

Personal / Health

Small steel mirror

Case (map/scroll) with 10 sheets of paper

Inkwell and quill (1 oz. ink)

5 Chalk

Adventure Supplies

File, metal

Flint & steel

Brace and bits

String, 50'

Makeup Kit

Caltrops, 12

Small tub of grease (6 oz)

Oil flask (hardened leather, 1 QT)

BARBARIAN, DRUID, PRIMAL DRUID PACK

	Cost	Weight	EV
Large Expert Duffle Bag	30 gp	47 lb	17.50

Internal capacity is 10.

EXTERNAL CONTENTS

50' silk rope, tied to outside back

2 1 quart waterskins, one on each side

Summer bedroll tied to bottom

2 Torches, rolled up in bedroll

Shovel tied to side

Small hammer tied to side

Pot tied to the top

INTERNAL CONTENTS

Personal / Health

4 sets bandages (2 wounds each)

Adventure Supplies

Fishing gear

Flint & steel

Whetstone

Cloak

Wedge, splitting

1 Large sack, empty

1 Small sack, empty

Iron rations, 7 days

BARD, SKALD BACKPACK

	Cost	Weight	EV
Medium Expert Shoulder Pack	95 gp	46 lb	11.25

Internal capacity is 18.

Quick-release mechanism, takes 3 seconds, 1 with a successful dexterity check (CL 9).

EXTERNAL CONTENTS

Summer bedroll, tied to bottom
2 torches, rolled up in bedroll
50' silk rope, tied to outside back
2 1 quart waterskins, one on each side
Dual-headed hatchet/hammer tied to side

INTERNAL CONTENTS

Personal / Health

4 sets bandages (2 wounds each)
Zither
Lucky Tankard
Small steel mirror
Razor
Soap bar (1/2 lb)
Sewing kit

Adventure Supplies

Fishing gear
Flint & steel
File, metal
Set of fine clothing
Case (map/scroll) with 10 sheets of paper
Inkwell and quill (1 oz. ink)
Wedge, splitting
Whetstone
1 Large sack, empty
1 Small sack, empty
Iron rations, 7 days

CLERIC, DIVINE KNIGHT, PALADIN, WARRIOR
PRIEST SHOULDER PACK

	Cost	Weight	EV
Large Expert Shoulder Pack	85 gp	56 lb	13.50

Internal capacity is 21.

Quick-release mechanism, takes 3 seconds, 1 with a successful dexterity check (CL 9).

EXTERNAL CONTENTS

Summer bedroll, tied to bottom
2 torches, rolled up in bedroll
50' silk rope, tied to outside back
2 1 quart waterskins, one on each side

Dual-headed hatchet/hammer tied to side

Small shovel tied to side

INTERNAL CONTENTS

Personal / Health

8 sets bandages (2 wounds each)
Small steel mirror
Razor
Soap bar (1/2 lb)
Sewing kit
Small steel flask
Holy tome
Case (map/scroll) with 10 sheets of paper
Inkwell and quill (1 oz. ink)
5 Chalk
Ceremonial robe
Holy Symbol (Silver)

Adventure Supplies

Flint & steel
Dual-headed hatchet/hammer
5 Spikes
Armor & weapon oil
Holy water (flask, 2pt)
1 Large sack, empty
1 Small sack, empty
Iron rations, 7 days

FORESWORN, OATHSWORN, RUNE MARK
SHOULDER PACK

	Cost	Weight	EV
Large Expert Shoulder Pack	45 gp	59 lb	14.75

Internal capacity is 21.

Quick-release mechanism, takes 3 seconds, 1 with a successful dexterity check (CL 9).

EXTERNAL CONTENTS

Summer bedroll, tied to bottom
2 torches, rolled up in bedroll
50' silk rope, tied to outside back
2 1 quart waterskins, one on each side
Three-pronged folding grappling hook tied to side
Dual-headed hatchet/hammer tied to side
Small shovel tied to side

EQUIPMENT

INTERNAL CONTENTS

Personal / Health

4 sets bandages (2 wounds each)
 Small steel mirror
 Razor
 Soap bar (1/2 lb)
 Sewing kit
 Small steel flask
 Whistle

Adventure Supplies

Fishing gear
 Flint & steel
 File, metal
 Crowbar
 Wedge, splitting
 5 Spikes
 Whetstone
 Armor & weapon oil
 Oil flask (hardened leather, 1 QT)
 1 Large sack, empty
 1 Small Sack, empty
 Iron rations, 3 days
 Extra set of clothing
 Kettle, iron

FIGHTER, KNIGHT BACKPACK

	Cost	Weight	EV
Large Expert Shoulder Pack	50 gp	58 lb	11

Internal capacity is 24.

Quick-release mechanism, takes 3 seconds, 1 with a successful dexterity check (CL 9).

EXTERNAL CONTENTS

Summer bedroll, tied to bottom
 2 torches, rolled up in bedroll
 50' silk rope, tied to outside back
 2 1 quart waterskins 2, one on each side

INTERNAL CONTENTS

Personal / Health

4 sets bandages (2 wounds each)
 Small steel mirror
 Razor

Soap bar (1/2 lb)
 Sewing kit
 Small steel flask
 Whistle

Adventure Supplies

Fishing gear
 Flint & steel
 File, metal
 Three-pronged folding grappling hook
 Dual-headed hatchet/hammer
 Small shovel
 Crowbar
 Small hammer
 Wedge, splitting
 5 Spikes
 Whetstone
 Armor & weapon oil
 Oil flask (hardened leather, 1 QT)
 1 Large sack, empty
 1 Small sacks, empty
 Dorien's Iron rations, 14 days

MONK BACKPACK

	Cost	Weight	EV
Small Expert Shoulder Pack	45 gp	44 lb	9.50

Internal capacity is 13.

Quick-release mechanism, takes 3 seconds, 1 with a successful dexterity check (CL 9).

EXTERNAL CONTENTS

Summer bedroll, tied to bottom
 50' silk rope, tied to outside back
 2 1 quart waterskins, one on each side
 Dual-headed hatchet/hammer tied to side tied to side
 Small shovel tied to side

INTERNAL CONTENTS

Personal / Health

4 sets bandages (2 wounds each)
 Sewing kit
 Small steel flask
 Case (map/scroll) with 10 sheets of paper

Inkwell and quill (1 oz. ink)

5 Chalk

Adventure Supplies

Flint & steel

5 Spikes

String, 50'

Fishing gear

1 Large sack, empty

1 Small sack, empty

Iron rations, 14 days

ETHEREAL KNIGHT, SEEKER BACKPACK

	Cost	Weight	EV
Extra Large Expert Shoulder Pack	80 gp	66 lb	17.75

Internal capacity is 22.

Quick-release mechanism, takes 3 seconds, 1 with a successful dexterity check (CL9).

EXTERNAL CONTENTS

Summer bedroll, tied to bottom

2 torches, rolled up in bedroll

Leather tarp 6 ft. x 3 ft.

50' silk rope, tied to outside back

2 quart water skins X 2, one on each side

Dual-headed hatchet/hammer tied to side

INTERNAL CONTENTS

Personal / Health

4 sets bandages (2 wounds each)

Small steel mirror

Razor

Soap bar (1/2 lb)

Sewing kit

Small steel flask

Whistle

Adventure Supplies

Fishing gear

Flint & steel

File, metal

5 Chalk

Case (map/scroll) with 10 sheets of paper

Inkwell and quill (1 oz. ink)

Hooded lantern

20' chain

String, 50' (heavy duty) 4 sections

Whetstone

Armor & weapon oil

Oil flask (hardened leather, 1 QT)

2 2 quart waterskins

1 Large sack, empty

1 Small sack, empty

Iron rations, 14 days

RANGER BACKPACK

	Cost	Weight	EV
Large Expert Shoulder Pack	80 gp	55 lb	15.25

Internal capacity is 20.

Quick-release mechanism, takes 3 seconds, 1 with a successful dexterity check (CL 9).

EXTERNAL CONTENTS

Summer bedroll, tied to bottom

2 torches, rolled up in bedroll

50' silk rope, tied to outside back

2 1 quart waterskins, one on each side

Small metal animal trap tied to side

Dual-headed hatchet/hammer tied to side

INTERNAL CONTENTS

Personal / Health

4 sets bandages (2 wounds each)

Small steel mirror

Razor

Soap bar (1/2 lb)

Sewing kit

Small steel flask

Whistle

Adventure Supplies

Fishing gear

Flint & steel

File, metal

Case (map/scroll) with 10 sheets of paper

Inkwell and quill (1 oz. ink)

EQUIPMENT

Wedge, Splitting
 Fletching Supplies (feathers and arrowheads)
 Whetstone
 Glue pot
 Extra set of clothing
 1 Large sack, empty
 1 Small Sack, empty
 Iron rations, 14 days

ROGUE, THIEF, PACER BACKPACK

	Cost	Weight	EV
Medium Expert Shoulder Pack	65 gp	50 lb	11

Internal capacity is 22.

Quick-release mechanism, takes 3 seconds, 1 with a successful dexterity check (CL 9)

EXTERNAL CONTENTS

Summer bedroll, tied to bottom
 50' silk rope, tied to outside back
 2 1 quart waterskins, one on each side
 Crowbar
 Small hammer

INTERNAL CONTENTS

Personal / Health

4 sets bandages (2 wounds each)
 Small steel mirror
 Razor
 Soap bar (1/2 lb)
 Sewing kit
 5 Chalk
 Small steel flask
 Whistle

Adventure Supplies

Flint & steel
 File, metal
 Case (map/scroll) with 10 sheets of paper
 Inkwell and quill (1 oz. ink)
 5 Spikes
 String, 50'
 Whetstone
 Small tub of grease

Oil Flask (hardened leather, 1 Qt)
 Clothing, dark
 1 Large sack, empty
 1 Small sack, empty
 Iron rations, 14 days

WIZARD, ILLUSIONIST, MAGIC USER BACKPACK

	Cost	Weight	EV
Small Messenger Bag	25 gp	13 lb	4.5

Internal capacity is 6.

Single strap to be worn over the shoulder

EXTERNAL CONTENTS

Spell Component Belt Pouch (attached to belt)
 Summer bedroll, tied to bottom

INTERNAL CONTENTS

Personal / Health

Case (map/scroll) with 10 sheets of paper
 Inkwell and quill (1 oz. ink)
 Sealing wax
 5 Chalk

Adventure Supplies

Mage's Tome (heat/ice resistant)
 5 Candle
 5 small vials (wrapped in cloth with a small sack)
 Iron rations, 7 days

PACK ANIMALS

MULE PACK

	Cost	Weight	EV
Mule	145gp	291 lb	101.25

Pack Saddle
 Saddle Bags
 Saddle Blanket
 Bit and Bridle
 6 Days Feed (2 bags/1 each side)

Right Pack

Awl
 Bucket

Chain (20 ft.)
 Small Chest
 Cord (50 ft.)
 Pot
 Shovel
 Extra set of clothing + cloak
 Large Tent

Left Pack

Small Barrel
 Crowbar
 Sledge Hammer
 Iron Kettle
 50 Iron Nails
 Splitting Wedge
 Iron Rations, 28 days
 Travel Trunk
 Pickaxe
 Small Bag of Kindling
 Soap Bar
 Cooking Supplies (small pot, pan, wok, tongs, etc)
 Fishing Gear



Hooded Lantern
 Flint & steel
 Tinderbox (10 Fires)
 Dual-headed hatchet/hammer
 Whetstone
 4 Small sacks
 4 Large sacks
 1 Oil Flask, hardened leather

PONY PACK

	Cost	Weight	EV
Pony	150 gp	220 lb	87.5
Pack Saddle			
Saddle Blanket			
Bit and Bridle			
6 Days Feed (2 bags/1 each side)			

Right Side

Awl
 Bucket
 Chain (20 ft)
 4 Large Sacks
 Crowbar
 Sledge Hammer
 Iron Kettle
 50 Iron Nails
 Splitting Wedge
 Extra set of clothing + cloak
 Iron Rations, 14 days
 2 waterskins

Left Side

Cord (50 ft.)
 Pot
 Shovel
 Large Tent
 Hooded Lantern
 Flint & Steel
 Tinder Box (10 fires)
 2 waterskins
 Iron Rations, 14 days

EQUIPMENT

USING EQUIPMENT

Everything serves a purpose. Armor and shields protect the flesh from weapons, claws, fangs, acid, stings and all manner of devices. Weapons are designed to kill. But those are only a few of the tools that crowd a character's pack. There are a host of tools that serve a wide variety of purposes, from spiking doors to prying open trunks, from cleansing wounds to keeping oneself warm on cold, rainy nights. Like armor and weapons, tools can impact the actions of your character, giving them an edge and allowing them to succeed where otherwise they would have failed.

Below is a short list of tools, clothing and other items and the impact they have on your character's actions. As always, the Castle Keeper has the final say in what they allow, and to what degree, in their game.

NOTE: These additions should be considered optional in the event the Castle Keeper determines that they add complications to the game.

BANDAGES, HERBS, KITS, SOAP

Bandages are, or should be, an integral part of any adventure's equipment. In worlds where crawling through darkened caves to stumble into a pit trap, or where one fights monsters with knife-like fangs and claws that rend flesh like a grater would cheese, it only makes sense to carry something to staunch the flow of blood, patch the mangled flesh or set the broken bone. A roll of clean cloth stuffed into the linen bag can mean the difference between life and death.

Most of the backpacks above and the equipment list itself all come with bandages. These bandages come in small cloth bags, cinched tightly around the bandage and dressing. Each bag contains 2 rolled bandages, each about 4 feet in length. Each roll has a separate piece of cloth soaked in healing elixirs that serve as the actual dressing for the bandage.

To attend to a wound, the dressing is placed over the wound allowing the elixir to staunch the flow of blood, promote healing, and to reduce the chances of infection. The bandage is then wrapped around the dressing in order to keep the dressing in place. A bandage roll cannot be cut up into multiple bandages. Each bandage is just long enough to apply pressure to the wound and the bandage to be properly tied off.

Very large wounds may require two bandages. Though each table interprets the actual physical damage a wound does differently, a good rule of thumb is that any wound that inflicts over 12 points of damage requires two bandages. If two bandages are used, each act independently to heal the wound. A wound of less than 12 points of damage requires only a single bandage.

APPLYING BANDAGES

Bandages can have an immediate impact on any wound that rends, tears, cleaves, breaks, bruises, burns, freezes, dissolves, or otherwise mangles flesh. Any dressing and bandage applied to a wound within 4 rounds of the wound occurring heals the

patient for 1d2 points of damage. This reflects the healing elixir coming into contact with the wound. The dressing must be used with a bandage to be effective.

Whoever is applying the bandage is allowed a primary attribute check to properly apply the bandage. The CL is determined by the Castle Keeper according to the severity of the wound. If the attribute check is successful, the patient heals 1 additional point of damage.

If a bandage is used without a dressing, the person applying the bandage must make a successful primary attribute check to heal 1 point.

REUSING BANDAGES

The dressing can never be reused, once it is used its healing properties are destroyed. The bandage itself can be cleaned and used again, however without the dressing it has less of an impact on any wound (see above). After 3 such usages the bandage must be discarded.

MEDICAL KIT: Proper treatment of wounds includes bandaging (see above) as well as cleaning, suturing, setting bones, relieving pressure, etc. A medical kit allows all these actions and more. Use of a medical kit directly after battle or in any situation where someone is wounded, heals 2d2 points of damage. Whoever is applying the bandages, sutures and patching up the wounded is allowed a primary attribute check to correctly apply the medical kit for a further 1 point of damage healed. Though the medical kit does not need to be replaced, the bandages contained within do.

NOTE: This is not in addition to the use of bandages. The medical kit assumes the use of bandages.

HERBS, RARE: Proper food and drink can do miracles to the wounded and weary. A warm cup of tea can revive a camper, curled up in a dugout suffering from mild hypothermia. The taste and sheer aroma can lift spirits and revitalize almost anyone. A good meal is worth its weight in gold. Rare herbs, used in food or drink, heal 1 hit point per day above and beyond any other healing the wounded may receive.

SOAP: Soap is designed to combat infections, to keep a wound from rotting or disease from entering the blood stream. Anyone using soap and water at least twice a week receives a +1 to any saving throw against natural disease. The Castle Keeper will determine which diseases are natural or not.

TOOLS

ADZ, PICK-AXE, ICE AXE: These tools are designed for cutting, trimming or breaking through a surface. The adz is specifically designed for shaving wood, the pick axe for breaking through stone and the ice axe for digging into ice. Anytime one of these or a similar tool is used for its intended purpose, the character gains a +1 bonus to any associated attribute check. For example, pulling the magical gem from the demon statue's

EQUIPMENT

eye requires a successful strength check. Using a pick-axe to break it free gives a +1 bonus to the check.

CROWBAR: Clearly a tool designed for prying, the crowbar grants the user a +1 bonus to their strength check for opening hatches, prying doors open, breaking into trunks, lifting the lids from sarcophagi, and any similar action. Multiple crowbars can give the user multiple bonuses. Up to three crowbars can be used in conjunction with each other, granting a +3 bonus to strength checks.

SPIKES AND CLIMBING: Spikes serve multiple purposes, from holding climbing ropes to keeping a door shut.

CLIMBING: When using spikes for climbing, a spike adds nothing to the check, as it does not improve the ability to climb. The purpose of a spike is to prevent falls; however, they are not infallible and the weight of a falling body may pull them out. If the CK determines this is the case, then upon a failed climbing check, the PC is entitled to a dexterity save for each spike used. A successful check reduces the damage from the fall by stopping the fall at that point.

For example, if Bolvar used two spikes to climb 30 feet, placing a spike at each 10-foot interval, and then falls, he would normally suffer 6d6 points of damage when he hits the ground. If Bolvar makes his saving throw to catch the first spike, he suffers no damage. What would normally be 1d6 damage is reduced by 1d6 because of the spike. If, failing the first spike, he makes his saving throw to catch the second spike, he suffers only 1d6 damage. What would normally be 3d6 damage for a 20-foot fall is reduced by 2d6 for the spikes. In either case, he can begin his climb again from the point where he caught the spike.

DOORS: Spikes are used to “spike” a door all the time. Driven beneath the door itself to keep the door from opening or spiked into the frame to nail it closed. In any case the spike serves to keep the door securely shut. For every two spikes used on a door the CL to open that door increases by 1, rounded up. If five spikes are used the CL to open the door is +3. This CL is added to any other CL modifier that the CK has determined (locks, age, etc.).

GRAPPLING HOOK: Anytime a grappling hook is successfully used to climb a wall, the climber gains a +1 bonus to their dexterity check for climbing.

MANACLES: Breaking free from iron manacles is not easy task. If properly locked, those bound with manacles must make a successful strength save (CL 10) to break free.

POLE, 10 FT. IRON: The 10 foot pole is a standard adventuring item. It has multiple purposes. Two individuals can carry 4 times their normal weight by hanging items on the bar and carrying it together. It can be used to cross pits, to spring traps, to brace against doors and walls, particularly when those walls are sliding in from both directions as in a trapped garbage pit. The 10 foot pole comes with a point on one end, and a flat wedge on the other. Both serve to break up stone, and to pry it loose. When attempting to pry anything open, the pole imparts

a +2 bonus to the strength check. Due to its length, however, a critical fumble means the pole stresses and bends. The pole can be used to break up rock at a rate of 1 cubic foot per hour.

ROPE SILK: Silk rope is far stronger, more durable and easier to work with than regular hemp rope. Silk rope has a +1 bonus to any check made where the rope might break. Also, when used to bind someone or something, the CL to break free of the rope is increased by 1.

CLOTHING

BED ROLL & GROUND CLOTH: In and of themselves the bed roll does little but keep the user warm. Ground cloths on the other hand are designed to combat moisture and cold as well as wear and tear on the bed roll itself. Anyone who uses both together can heal 1 hit point per 8 hours of sleep.

NOTE: The normal healing rule allows one to heal 1 hit point only after 24 hours of rest.

CRAMPONS: These are designed to go on the bottoms of boots to help one walk on frozen or slippery surfaces. Anyone using crampons receives a +1 bonus to any dexterity checks against slipping.

WINTER CLOTHING: This clothing consists of heavy cloaks, wool pants, gloves and the like. The outer garments are often lined with animal skins that help repel moisture, such as seal skins or buffalo hides. The linings of the garments are often wool or thick linens, all designed to keep warmth in. These two, when combined, grant the wearer a +2 bonus to any attribute check needed to endure cold weather.



EQUIPMENT

POLEARMS

The polearm is basically a blade, point, prong, hammer or other flourish attached to the end of a pole. The polearm was designed to deliver damage at a distance, penetrate heavier armors, trap weapons, disarm opponents, dismount the mounted, trip or trap opponents and hold them at bay. Some polearms focused on very specific tasks while others were more generalized in their designs. The utility of some polearms changed with the nature of the foes one was presented with. When facing unarmored dismounted peasant levies, one type of polearm may be preferable to another. Each was developed for particular purposes and/or a style of fighting. Although polearms were used in individual fights and duels and many were prized by knights and elites, their primary utility was in mass combat. Their ease of use for less well-trained troops and their ability to perform particular functions on the battlefield or in combat made them ideal weapons for peasant levies or militia.

That is not to say that peasant levies and militia are the only troops that used the polearm. In the hands of well-trained soldiers, they could be even more effective and have more elaborate uses. Furthermore, polearms were easy and cheap to manufacture, which made them ideal for large standing armies.

The polearm dates back to antiquity, being used by the Greeks, Romans, Chinese and others. The earlier polearms were primarily blades or points attached to hafts. Some were even used from horseback while others were designed for use in battle formation but could be effective in single combat as well. Advances in armor and the production of more elaborate armor played a significant role in the development of polearms, giving birth to more specialized weapons.

Blades, points and hooking blades predominated early polearm construction (though there are exceptions). The introduction of chain and then plate witnessed the placement of spikes and axes on the ends of polearms. Blades were still present but generally became smaller. There are exceptions to this. The introduction of field plate, iron and steel armors all but stopped most bladed weapons from deep penetration. Hammers, spikes and even hooks were placed on polearms. The hammers dealt concussive damage, spikes deeply penetrated the armor and hooks were used grab and push, pull or otherwise control or hinder the movement of the opponent. At the same time, developments in polearms were geared toward dismounting soldiers from horses. These generally had hooks or spikes placed on the polearm in such a manner to grab opponents on horseback and pull them to the ground where they were more vulnerable to attack.

In addition to the technical aspects of a weapon, there were also cultural factors which impacted development. Although many weapons are functionally the same across the world, a cultural aesthetic guided, to some extent, many of the design elements of a weapon. This is why it is often easy to identify a blade from Asia as opposed to one from Europe or the Middle East. Technical know-how also had a major impact on polearm production and design. The technology and engineering in

production changed over time and this had a great impact on blade length, width and depth. Availability of materials also had an impact though this lessened with time as trade routes made most materials universally available.

Parts of the polearms are discussed below. If applicable, basic rules are also provided as options one may want to consider during play.

HAFT: The haft of a polearm could be anywhere from 3 feet in length to 18 feet in length or more. On the shorter polearms the haft could be used defensively and even offensively. Ideal haft length probably related to the size of the wielder but as they were mass-produced this was probably rare or only occurred in the knightly classes. Some hafts had points on their butts to weaponize that end of the polearm as well. The haft was made of various types of wood depending on its purpose. Additionally, some hafts were made of iron.

BLADES: Blades on polearms are used for slashing or chopping attacks. Generally speaking, the broader the blade, the more it depended on chopping than slashing to deliver damage. Longer and curved blades predominately used slashing motions. The leverage and length gave the polearm a distinct power to cleave deeply when used properly. The blades of polearms can resemble axe heads, swords, knives, spears or other weapons and many unique types as well.

POINTS: The points of a polearm served numerous functions. First and foremost is to penetrate armors. The sharpened tips and narrow blades increased the capacity to penetrate and the depth of penetration. The shape of the point developed over time; narrower points only became reliably available with advances in technology. These could be thin blades or square shaped blades tapering to a point. Those at the top or bottom of the haft dealt thrusting attacks while those on either one or both sides of the haft allowed for chopping attacks.

Points on the polearm are designed to penetrate heavier armors. When a thrusting point attack is used in an attack against an opponent in metal armor conferring a +3 or better to AC, the attack receives a +3 to hit with the polearm. The damage from a point attack is 1-6. A polearm can be set in the ground to receive a charge but only if the point is on the end of the polearm.

HOOKS: Hooks on a polearm were used for various functions. They could trap opponents, pull or push them in certain directions, trip them, pull shields aside, push and pull weapons and dismount the mounted. Hooks can be attached to both sides of the blades. The hooks include true hooks and slightly curved or bent points or blades which served the same purposes described above. Hooks were almost always placed on either side of the shaft and not the tip (though there are exceptions). This allowed the wielder to more easily snag an opponent and protect the integrity of the polearm as well.

Those polearms with hooks allow the attacker to make any of the following types of attacks:

TRIP: The attacker rolls normally. A successful hit indicates the opponent may be tripped. The opponent makes a dexterity check. Failure indicates they have been tripped.

DISMOUNT: The attacker rolls to hit an AC 18. If successful, the opponent on the horse is hooked. The person so hooked must make a dexterity check or is pulled off the horse and is knocked prone.

PIN: This attack is intended to hold a person at length or pin them or a weapon. An attack roll against an AC 18 is made. If successful, the person attacked is pinned on the end of the polearm. To break free the person so pinned must make a successful dexterity check. The same applies for the weapon. If the person pinned has not closed, they have no attack option.

DISARM: See **Players Handbook**, Combat Maneuvers.

GRAB SHIELD: This attack is intended to grab the shield and pull it aside or render it useless. An attack against an AC 18 is made. If successful, the shield is grabbed and pulled aside resulting in the shield no longer being used effectively, thereby losing its AC modifier. To break this, the person whose shield is pinned must make a dexterity check to break the attack. If the person pinned has not closed, they have no attack option.

AXE: The axe head on a polearm was primarily use to chop down and through armor. Axe heads could be short and light or long and thick. Axe headed attacks deal the damage listed for the polearm. They receive a +1 to hit versus metal armors such as chain, plate, etc.

HAMMERS: Hammers are designed to deliver concussive damage. They were placed on polearms to attack those in heavier armors that axes, blades or points might otherwise have a difficult time penetrating. The concussive damage may not be as great as that of a blade or point but is significant nonetheless. The head of the hammer could be flat, flanged, pointed, have small spikes on it, etc. Regardless of the design, the purpose still remained the same.

Hammer head attacks gain a +2 to hit metallic armors such as plate and chain. They deal 1-6 damage of concussive damage.

REACH

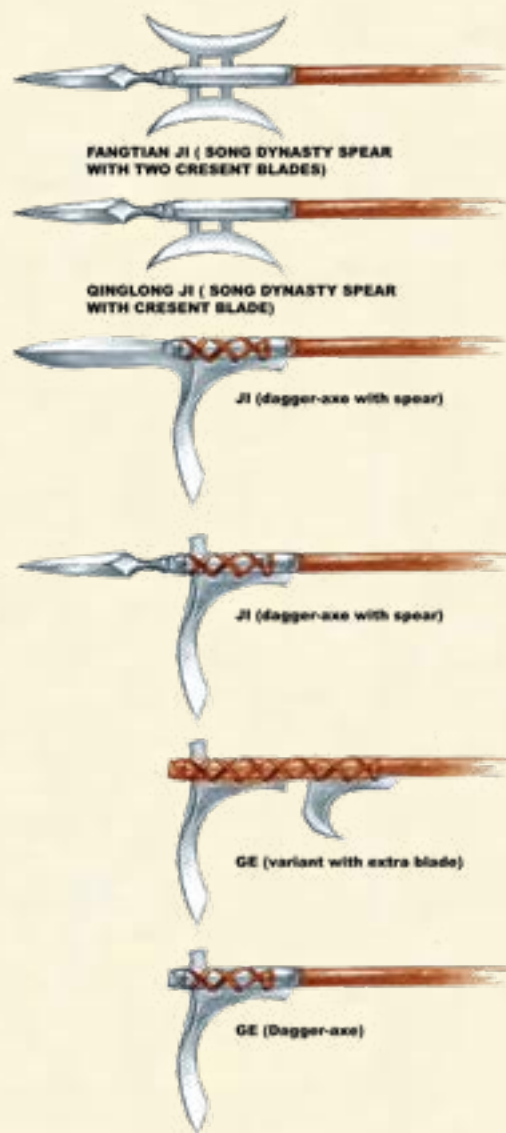
Most polearms have significant reach over swords, battle axes and other common weapons of war. Those who are wielding polearms have reach in combat. When entering combat, the combatant of roughly equal size with the greater reach measured in weapons length, receives a free attack. To have reach the weapon must be at least two feet longer than that of the opponent. This first free attack only occurs once. No initiative is necessary. After that attack, the person with the shorter weapon can close to attack.

If the person with the longer weapon wins initiative they can back up to stay out of reach. They must have at least 5 feet behind them to maneuver into. This obviates the other's attack, unless the opponent is faster and able to close before the polearm-wielding character can retreat. On the following round the wielder of the polearm gets another free attack before their opponent closes.

POLEARMS OVER TIME

A modest example of development over time is represented by the dagger axe, the ji and its variants. The ji developed over time as technology and battlefield tactics changed. The depiction of various jis presented below shows the slow progress of the ji from early Chinese history to the late Han dynasty. First as a dagger axe and later as a ji and thence the final form the Fangtian ji.

The ji started out as a dagger axe attached to a pole. The first were made of stone, an indication of just how old this particular weapon is. As the technological expertise of the Chinese changed, the head went from stone to bronze to steel and later iron. Some variants had hooks. This shows up variably in history as well. By the Zhou Dynasty, a tip was added to allow thrusting motions in addition to the chopping motions used previously. By the time of the Han Dynasty, a half-moon or crescent shaped blade and true spear point. By the end of the Han dynasty the ji had two crescent shaped blades and a spear point. You can see that each was a little more specialized or multi-use than its previous incarnations. The total length of the weapons was about 6 feet.



EQUIPMENT

POLEARMS AND THEIR USAGE

BARDICHE: This weapon consists of a 5' straight shaft and a head with a 2' long, crescent shaped blade. The butt of the head is flattened, and the top arm of the crescent extends beyond the shaft. The bottom arm of the crescent curves down to the shaft where it attaches to the shaft as well. The bardiche is designed for heavy chopping blows and is made to be used with both hands. Its overall length can be 6', and it weighs roughly 5 lb.

BEC DE CORBIN: This is a 6-foot-long pole axe with a hammer head attached to the top. Opposite the hammer head is a fluke, beak or pick and mounted on top is a spike. The bec de corbin was designed for rending and tearing armor to more effectively injure well armored opponents. It weighs about 4 lbs and overall length (with spike) is about 6'8". This is a common weapon for medieval Europe.

BILLHOOK: This polearm has a 6-foot-long haft with a 2-foot-long blade attached the top. The blade was curved 90 degrees at the end to form a hook. The belly of the blade is sharpened. A spike extends from the end of the blade and another short spike extends from the reverse of the blade. The billhook is designed for powerful chopping blows, thrusting like a spear, a hooking and dragging opponents into close melee and unhorsing mounted soldiers. The overall length of the weapon is about 8 feet and it weighs about 6.5 lb. It originated in medieval Europe.



CHEN YARI: The chen yari is a 5 to 7-foot-long polearm. The haft is generally rattan-wrapped for ease of grip. The blade at the end is about 1 foot long, double edged and tapers to an abrupt point. The blade is thin, typically being no wider than the staff. The chen yari can be thrust like a spear or used in slashing or cutting motions. Its design is such that it can be used in close quarters and as a bo stick or staff as well.



CORSEQUE: This polearm is 7 to 8 feet in length. The head of the weapon is about 2 feet in length with three broad spearheads coming from the base of the head. The central head is forward facing while the two other heads extend from the base at about a 40 degree angle. All the edges of the heads are sharpened. The weapon is primarily used in thrusting attacks and is well-designed for dismounting attacks and being set against a horse charge.



DOUBLE HOOK POLEARM: The polearm is 7 feet long with a 2 foot forked blade attached to the top. The central blade is the longest and shaped with two waves, sharp on both edges. About



halfway up the blade, 2 smaller blades extend from the central blade at a 50 degree angle. These blades are about 4 to 6 inches in length and sharpened on both edges. The weapon is designed for thrusting and trapping opponents' blades in the 'V' formed on either side of the central blade. These also serve to prevent the spear from entering too deeply into an opponent and becoming stuck. The prongs on both sides flare out at the tips so that a 45 degree angle is formed allowing puncture attacks. The lower portion of the blade is sharpened on both sides allowing for a hacking or chopping attack. Because the head is so heavy, the base of the haft is often fitted with a counterweight to give a better center of balance. This is a very versatile blade that serves many purposes in combat but requires dedicated training to wield to its maximum efficiency.

FAUCHARD: This polearm consists of a 7-foot-long haft with a 14-inch curved blade attached to the top. The sharpened side is the belly of the blade. This proved to be a short-lived weapon but from it came the more effective fauchard-fork. This weapon originated in northern Europe. It is 7 feet long and weighs approximately 5 lb.



FAUCHARD-FORK: This polearm consists of a 7-foot-long haft with a 14-inch curved blade attached to the top with another straight 14-inch spike attached opposite the cutting edge of the blade. The sharpened side is the belly of the blade. This weapon originated in northern Europe. It is 7 feet long and weighs approximately 5.8 lb.

FORK (MILITARY): The polearm consists of a 6-foot-long shaft with a two-tined forked blade attached to the top. The forks two tines were thin and straight being approximately 1 foot in length. It weighs approximately 4.5 lb. with an overall length of 7 feet. Both hands are required to wield this European weapon.

GLAIVE: This is a polearm with a 6-foot shaft and an 18-inch blade attached to it. The blade is broad, single edged and has a slight curve appearing as a half-moon. The glaive is used as a hacking weapon. The blade measures approximately 18 inches long with the overall length being 7'6". It weighed approximately 5.4 lb. The glaive was a common weapon in Europe.



GLAIVE GISARME: This is a polearm with a 6-foot shaft and an 18-inch blade attached to it. The blade is broad, single edged and has a slight curve appearing as a half-moon. The reverse had a small spike or tine attached to it. The glaive is used as a hacking weapon and the spiked portion to penetrate armor or pull riders

EQUIPMENT

from a horse. The blade measures approximately 18 inches long with the overall length being 7'6". It weighed approximately 5.6 lb. The glaive was a common weapon in Europe.

GISARME: This is a polearm with a 5-foot shaft and a 2-foot-long crescent-shaped, broad blade ending in a pronounced hook wrapping over the blade. The belly of the blade is sharpened. The blade is very similar to a pruning hook and likely derived from one. It is useful for dismounting soldiers. The entire length of the guisarme is roughly 7 feet. It weighs approximately 5.1 lb.

GOTHIC HALBERD: The gothic halberd is typically 7 to 8 feet long with a broad blade attached to its tip. The blade is rectangular except at the end where it edges back to a point at a 45-degree angle. The blade is 18 inches long and up to 7 inches wide at its widest point. They are attached to a shaft. The gothic halberd can be used in a chopping motion or thrusting with the point.



HALBERD: This polearm consists of a 6-foot-long shaft with a multi-function head attached. The head is essentially a large crescent-shaped axe head with a spike or hook on the reverse and a long spike extending from the top. Langets were often used to attach the head and protect the haft from damage. The halberd functions were chopping with the axe, using the hook to unhorse opponents or help pin them and the point could be used similar to a spear in stopping attacks. The axe blade is typically 8 inches long, the spike atop is up to 14 inches long and the reverse hook extends several inches from the shaft. Overall the weapon averages 7'3" in length and weighs around 10.1 lb. The halberd originated in Europe.



HOSE SCYTHE: The hose scythe is a polearm about 9 feet in length. It is derived from the war scythe but has a much broader blade and a spike at its tip. The blade is curved with the sharpened edge on the concave side. It measures up to 2 feet in length and about 6 inches in width. The haft is up to 9 feet in length. It is used in a chopping or thrusting motion. On some hose scythes the spike is turned to the concave side of the blade forming a hook. In this case the weapon can be used to hook but not thrust.



LUCERNE HAMMER: The weapon consisted of a 7-foot-long haft with a head attached. The head consists of a 3-4-pronged hammer with 1-3 spikes on its reverse and 12-inch-long spike on the top. The overall length of the weapon is about 8 feet and it weighs about 7.6 lb. It originated in central Europe.



NAGINATA: The naginata is an 8 to 10-foot-long polearm. The blade is 18" to 24" in length, single-edged and curved in the direction of the reverse with a slight hook at the end. The haft can be made of metal or wood, though wood was more common. This polearm can be used in slashing attacks, hooking and thrusting. The nature of the blades weight gives it a balanced center of mass so the naginata can be swung around in wide swaths offering easy attack in all directions.



PARTIZAN: This weapon consisted of a long shaft with a double-edged, leaf-shaped blade attached to the top. Extending from the base of the head is a half-moon-shaped hook. The weapon is designed to be used with both hands for thrusting and cutting attacks. The protrusions on the side served to help the wielder parry blows. The partizanis are approximately 6 feet long with a 12-inch blade affixed to the top. It weighs about 4.9 lb.



PIKE: The pike is essentially a very long spear, consisting of a long shaft with a metal spear-head attached. The head could be up to 12 inches long and often had a short cross at the base of the head to prevent the weapon penetrating too deeply. The pike could range in length from 10 feet to 25 feet, its weight between 5 and 15 pounds. The pike is primarily used in mass combat but shorter versions could be used effectively for melee. Its primary advantage is reach.

PODAO: The podao is a 4 to 6-foot-long polearm with the blade of a broadsword attached at the end. The bladed portion measures about 2 feet in length, slightly curved in the reverse with a false edge on the reverse that forms a slight hook or angle tip. The tip of the false edge is often sharpened, though not necessarily. It is wielded two-handed and designed to reach over shields, hook shields and pull them aside, and is used with chopping or slashing motions.



RANSEUR: This polearm consists of a long shaft with a spear-head attached to it. At the base of the head extend two

EQUIPMENT

upwardly curved blades similar to a crescent. The blades were not generally sharpened. The spear-head tapers smoothly to an acute point. The weapon is designed for thrusting and the crescent-shaped attachment for trapping opponent's weapons and then disarming them. The shaft is about 6 feet long and the blade about 1 foot long with an overall length of 7 feet. It weighs about 6 lb. Similar weapons can be found throughout Europe, the middle east and Asia.



RHOMPHAIA: This polearm is roughly 5 to 6 feet in length. The blade of the weapon is 2 to 3 feet in length, slightly curved and sharpened on the concave side and one third the length of the convex side from the tip down. The weapon was wielded in both hands and was most effective when used in a chopping motion. The entire length of the weapon is forged from one piece with handles added to the finished product.



This weapon was used by the Thracians. It is one of the few weapons for which Roman armies changed the design of the armor to match. Extra ribbing or plates were added to helmets to reduce the impact and damage from the blow of these weapons.

SCOTTISH LOCHBAR: This polearm is a large chopping weapon with a hook attached to the reverse of the blade. The weapon typically measures between 5 and 6 feet in length. Attached to the top of the shaft is a large chopping blade which measures roughly 18 inches in length, is 6 to 7 inches wide with one edge sharpened. The reverse of the blade has a large hook for dismounting, tripping or otherwise immobilizing an opponent.



SCOTTISH LOCHBAR VARIANT I: This polearm is a large chopping and thrusting weapon with a hook attached to the reverse of the blade. The weapon typically measures about 5 feet in length. Attached to the top of the shaft is a large chopping blade with a forward facing tapered point at the tip. This broad blade measures roughly 18 inches in length, is 6 to 7 inches wide with one edge sharpened. The reverse of the blade has a large

hook for dismounting, tripping or otherwise immobilizing an opponent, and has a smaller point for puncturing attacks. The design of the weapons makes it useful in close quarters combat as well as having reach.



SCYTHE, WAR: This weapon is a modified farmer's scythe. It consists of a long shaft with a curved blade attached to the top. The blade is about 26 inches long with a pronounced reverse and sharpened belly. The shaft is about 5 feet long giving it an overall length of 7 feet. It weighed about 9 lb. It is designed for chopping and even thrusting attacks. Modified versions of the scythe are found from Europe to Asia.

TRADER POLEARM: The trader polearm can be 6 to 7 feet long. The blade makes up 3 to 4 feet of the entire length of the polearm. It is a single-edged blade, straight with a thick reverse and cut back on the head. The cut back is often sharpened. A slight hook or lip is formed at the reverse tip. The trader polearm was used for close quarters fighting.



TRIDENT: The trident is a polearm with a 5-foot shaft and a head with three prongs ending in points or spear tips attached to the top. The trident measures 6 feet overall and weighs about 4.5 lb. It is intended to be used with both hands though can be used as a spear with one hand for thrusting motions.

VORDENBAGEN (TRILANCE STRUSS): This massive beast of a polearm measures 8-10 feet in length. The head is a double-bladed axe topped by a spear. This is a substantial axe head measuring 18 inches across and 12 inches in length. The spear-head, more a point with a diamond shape, could measure 12 or more inches in length. The head is very heavy, so much so that a counterweight was placed at the bottom of the haft to allow for better balance and control. This weapon is used primarily for hacking attacks and secondarily for thrusting. This weapon requires above average strength to wield effectively.



UNARMED COMBAT

Unarmed combat is discussed in the **Castles & Crusades Player Handbook**. A clear set of rules are laid out that allow characters to pummel, grapple or overbear. These incorporate rules for armor class and size and allow for more detailed combat rounds. However, for those who feel those unarmed combat rules slow their game down we have created a simpler, more streamlined rule set.

PUMMELING

Pummeling is a strike by the fist, feet, elbows, knees, head, etc. It is assumed that no gauntlets, footwear or other accoutrements are being worn that might enhance damage. Pummeling includes fighting styles such as boxing, karate, judo, jujitsu, etc. Any fighting style that relies on attacking with limbs or extremities are covered by this rule.

A pummeling attack consists of a roll to hit. Add all appropriate modifiers to the roll such as base to hit, strength or others that might apply. If the roll equals or surpasses the opponents AC, a hit is scored. Damage is equal to 1 plus the attacker's strength bonus. Other modifiers may apply.

If a critical fumble occurs, the attacker suffers 1 point of damage, from bruised knuckles.

If a critical hit is rolled, roll on the table below.

PUMMELING CRITICAL HIT

#	Damage
1	Break opponents nose, +2 damage
2	Land blow on chest or abdomen, knock wind out of an opponent, win initiative next round
3	Traumatic blow to eye, ranging from hemorrhaging to fracturing the facial bones surrounding the eye
4	Groin punch, opponent must make a constitution save or double over for 1 round
5	Throat punch, collapse wind-pipe, +12 damage

GRAPPLING

Grappling is any attempt to grab and hold an opponent in some type of grip. This can be as simple as grabbing an arm in a bear hug. Grappling includes fighting styles such as wrestling, karate, judo, jujitsu, etc. The grappling rules cover any fighting style that involves pinning an opponent.

The attacker makes a roll to hit adding all appropriate modifiers to their roll such as base to hit and strength and others that might occur. A successful hit indicates the opponent is pinned.

Pinned opponents cannot cast spells. They cannot draw weapons unless it is reasonable to do so, such as a boot knife or dagger. In such circumstances the Castle Keeper will assign a CL and call for the appropriate check. The opponent is pinned until they break the hold by making a successful strength check

EQUIPMENT

(CL equal to attacker's level or HD). That attack only breaks the hold but does not deal any damage.

If a critical fumble occurs, the attacker misses their roll entirely, stumbles and loses initiative in the following round.

If a critical hit is rolled, roll on the table below.

GRAPPLING CRITICAL HIT

#	Damage
1	Grab opponent in bear hug, squeeze for +2 damage
2	Opponent in a headlock, unless freed they succumb in 6 rounds
3	Arm lock and twist, opponent make save for dislocated shoulder, take 1d4 damage
4	Full nelson, attacker gains +10 to overbear attack
5	Wrist lock and twist, opponent save for bone breakage

OVERBEARING

Overbearing is any attempt by an attacker to knock an opponent prone. This can be a trip, push, shove or other type of attack with the primary intent of knocking someone down. Overbearing includes fighting styles such as Greco-Roman wrestling, judo, or street fighting. Any fighting style which involves knocking someone prone is covered by this rule.

An attacker cannot knock over a defender that is two sizes larger than themselves. Some creatures cannot, by their nature, be knocked prone. Large dragons, green slime, lions, etc. The Castle Keeper will determine if such an attack is feasible.

The attacker makes a roll to hit adding all appropriate modifiers to their roll such as base to hit and strength and others that might occur. If the attack is successful, the opponent is knocked prone. Anyone knocked prone is subject to the prone rules (see the **Players Handbook**) until they stand back up.

If a critical fumble occurs, the attacker's attempt to overbear fails and they trip, falling prone themselves.

If a critical hit is rolled, roll on the table below.

Overbearing Critical Hit

#	Damage
1	Force face down onto the ground, breaks nose, +2 damage
2	Knee groin, opponent goes down, lose all actions following round
3	Violent shove into rock or similar environmental object, +1d6 damage
4	Grab the arm but use leg to trip, gain +10 on any grapple attack next round
5	Clothesline opponent, they are knocked prone onto their back, +1d8 damage

BATTLE MOUNTS

The most common method of travel in any **Castles & Crusades** game is by foot; however, acquiring a mount is easy to do and increases one's rate of travel many times over. The riding horse is the most common of mounts, though some prefer mules, as they are agile, strong and extremely intelligent. Dwarves generally ride ponies. Burros and donkeys round up the various normal mounts and beasts of burden that carry adventurers from one mishap to the next. And of course, though not normally purchased as a riding mount, there is the warhorse.

WITHERS: The ridge of an animal between the shoulder blades.

THE WARHORSE

The warhorse is a horse specifically selected and trained for battle. They are pulled from almost all breeds, depending upon the need and market. Some are smaller than others (light), others are large (heavy). However, trainers carefully select them for their spirit. Horses typically flee rather than fight, but a horse selected as a warhorse must react differently. They must remain calm and inquisitive, to the point of fearless, when faced with strange smells (particularly blood), sights and sounds. The chosen horse must be intelligent, capable of responding to a variety of signals, both verbal and physical. Above all they must be aggressive and willing to charge into battle on command.

Finding these qualities in horses takes careful selection and months, even years, of training. Young colts are pulled aside and sent to special stables where their natural abilities and instincts are encouraged and enhanced through rigorous training. They are taught to wear all types of armor and endure various styles of skirmishes and battlefield conditions. At that point they are sold or given to their owners, and the two train together so that both can learn the others moods and styles. Trainers often work with the new owners to ensure the steed is trained and cared for properly. Abused warhorses can be as much a danger to the rider as the rider is to them.

Certain classes have abilities or training that allow them to determine those horses which have the necessary qualities of a warhorse. These include the knight, paladin, druid, skald, primal druid and barbarian.

A warhorse is an aggressive animal and almost always prefers to attack. They respond to their riders, though not always in the manner their owners desire. If the rider is excited and geared for battle, so too is the warhorse, becoming anxious to close with the enemy. They often anticipate their rider and must be restrained. If the rider is nervous or timid the horse becomes more aggressive still, wishing to close with the enemy. In such cases the horse often attacks unless specific commands to the contrary are given (see below, **Aggressive Mounts**).

INEXPERIENCED RIDERS

It is dangerous for inexperienced riders to mount a warhorse. They do not know the proper commands and do not generally impart that sense of confidence the horse requires. The steed

senses the rider's fear or nervousness, which can make the steed anxious. If the situations are threatening or highly stressful the horse often attacks what it perceives as a threat and the rider is pulled along with it. Controlling the beast requires a successful charisma check (CL equal to the steed's HD × 2).

TYPES OF WAR HORSES

DESTRIER: The heavy warhorse, also known as great horse, commonly known as the destrier, is the preferred mount of knights, paladins, warrior priests and other heavily armored combatants. The destrier stands roughly 5 and half to 6 feet at the withers and weighs somewhere between 1,200 and 1,500 pounds. They are perfect for tournaments, jousting, or any battle that requires heavy combat. They are strong enough that barding has no appreciable impact on their speed or reactions. They do not have the stamina of the smaller courser, however. The destrier is immune to fear of any kind except for dragon fear, however, dragon fear only affects it if its rider is also affected.

COURSER: The light warhorse, more commonly called the courser, is the preferred mount of fighters, rangers, and others who depend on circumstance over armor or weight to win battles. The courser stands on average 5 feet at the withers and generally weighs about 1,000 pounds. They are bred for long, grueling battles because they are intelligent, more agile than their larger cousins and possess a much better stamina, allowing them to remain in a skirmish for hours. The courser is able to withstand many hardships, and gains a +4 bonus to all their fear-based attribute checks.

ROUNCEY: This is the common term for a riding horse. It was generally used by squires or men-at-arms. The rouncey is an intelligent beast, though skittish in battle. They generally stand 5 feet at the withers and weigh about 900 pounds. The rouncey is unlikely to stay in any stressful circumstances, breaking and running at the sight of large monsters or even explosive spells. Whenever such a circumstance occurs the rouncey must make a successful primary attribute check or break and run.

MULE: The mule is a very reliable mount. They may not move as quickly as horses but they more than make up for it with their agility, strength and fearlessness. They stand about 4 and a half feet at the withers and weigh about 900 pounds. They are preferred by anyone traveling in mountainous terrain, particularly dwarves. Though not utterly fearless like the destrier, the mule is able to discern what is a threat and what is not, particularly by the reactions of their rider. The mule gains a +5 bonus to all fear-based attribute checks.

OTHER WAR MOUNTS

Camel: The camel is a sturdy, reliable, if temperamental, animal. They are extremely tall, ranging from 6-7 feet at the withers and weigh about 1,200 pounds. They are used in dry, arid or desert environments. They can carry a great deal of weight, rough 20% of their weight and can survive for a long time without nourishment, usually losing about 40% of their weight before dying. They are swift and intelligent; however, in battle they

tend to be skittish, shying away from strange smells, loud or unfamiliar noises, and the like. Whenever such a circumstance occurs the camel must succeed at a primary attribute check or break and run. If in large groups of 10 or more camels, they gain a +1 bonus to their check.

War Pony: Dwarves, gnomes and halflings tend to have a natural aversion to full-sized horses, so the pony is a perfect replacement. Bred or chosen like their larger cousins, the pony can be trained and hardened for battle. They stand roughly 4 feet at the withers and weigh about 700 pounds. They are stout and can carry a maximum load of 300 pounds, though such a load will wear the beast out quickly. They are fast, intelligent animals, much like the horse and able to stay in a fight for long periods of time. Outlandish monsters, such as dragons, manticores and the like, frighten the beast; however, all other circumstances the pony is more stalwart, adding a +3 bonus to any fear-based attribute check.

War Boar: Boars do not make the greatest mount. They are temperamental, half-wild beasts even when raised in captivity, and extremely aggressive. However, they are favored over horses by gnomes and dwarves due to their size and ferocity. They average 3 feet at the withers, 4-5 feet in length and weigh between 200-300 pounds. They have a thick hide of fat, gristle and tendon around their neck and shoulders allowing them to carry a rider with some comfort. Large, sharp tusks complement the beast's ferocious nature. The war boar can be skittish unless cornered or forced into battle. Coaxing the beast into battle requires a successful charisma check (CL 2). Once it engages, however it is immune to fear.

WAR BEAR: The bear is a mixed bag when it comes to being used as mounts. They are generally calm, but can be extremely aggressive. Their penchant for rearing on their haunches during battle makes it difficult for riders to stay mounted. Special harnesses are required to ride a bear. They weigh about 500 pounds and stand roughly 3 feet at the withers. They range 5-9 feet in



length. The bear is armed with extremely long, sharp claws and is able to deliver a powerful bite. They are not prone to entering into battle for no reason and require a successful charisma check (CL 6) to get them to close with an enemy. Once they do, however, they are more inclined to attack on their own rather than allow their rider to attack. The bear does however develop a bond with its rider, much akin to a destrier. For this reason, riders often charge into battle, unleash the bear, and dismount fighting at its side.

Anyone who stays mounted upon a bear must roll a successful charisma check each round to keep the bear on all fours. If they fail, they must make a successful dexterity check to stay

WAR MOUNTS

Mount	HD	AC	Attacks	Move	Armor*	Calming**	Mounted Penalties
Riding	2d8	13	2 hoof 1d4+1	60 ft.	None	n/a	n/a
Light	3d10	13	2 hoof 1d6+3/bite 1d4+2	60 ft.	Leather, Padded, Studded	CL 5	-1, dual attack
Heavy	4d10	14	2hoof 1d4+2/bite 1d4	50 ft.	Any	CL 3	0, dual attack
War Pony	3d8	13	2 hoof 1d4+1	40 ft.	Leather, Padded	CL 6	-1, no dual attack
Camel	3d8	14	Bite 1d4	30 ft.	Leather, Padded	CL 6	-1, dual attack
Mule	2d8	14	2 hoof 1d4	40 ft.	Leather, Padded, Studded	n/a	n/a
War Boar	2d8	16	Gore 2d6	40 ft.	Leather, Padded, Studded	CL 5	-1, dual attack
War Bear	6d8	15	2 claw 1d8/bite 1d12	40 ft.	Any	CL 3	-1, dual attack
War Hound	2d10	17	Bite 2-7	40 ft.	Leather, Padded, Studded	CL 5	0, no dual attack

* Mounts are restricted in the type of armor they can wear due to weight and size.

** With a successful charisma check the rider can calm the mount enough to reduce the standard -2 penalty by 1 or more and in some cases allow them to attack in conjunction with the mount. The mule and riding horse cannot be calmed enough to reduce the penalty.

EQUIPMENT

mounted, unless they are tied to the bear. Regardless, they are unable to attack from a rearing bear.

A bear can only use its hug attack from an upright position. While attacking with a hug the rider cannot swing at anything and must succeed at a dexterity check to remain mounted, as noted. However, once the bear hugs its victim it pushes it the ground and proceeds to maul it, allowing the rider to fight or take other actions as normal.

WAR HOUND (ALSO WOLF): These large dogs are used as mounts only by halflings. Bred for the purpose they are rather ferocious, extremely intelligent and loyal. The war hound works well with its rider, usually remaining with them even in the most trying of circumstances, and often after the rider has fallen. The war hound is roughly 200 pounds and 4 or 5 feet long and 3 feet at the withers. They are not immune to fear but will remain by their rider's side unless faced with magical or dragon fear.

NOTE: The war hound may remain on the field even after their rider has fallen, defending their body. Allow the fallen rider a charisma check (CL 1), allowing a +1 bonus to the check for every month they have been paired with the hound.

MOUNTS & BATTLE

Mounted combat is challenging to both rider and mount, however the sheer weight and added attacks of a mount easily outweigh the danger.

FIGHTING WHILE MOUNTED

Anyone, aside from a knight or other specially designated race or class, who fights from the back of a mount suffers a -2 to hit due to fighting from a mobile platform. However, training, type of mount and time can mitigate this penalty somewhat. Anyone who works with the same mount in multiple battles, here defined as at least 10 battles, gains the ability to calm and control the mount in combat. This makes fighting while mounted a little easier. Consult the **War Mounts Table** for the relevant challenge levels and the effects.

Note that the charisma check must be made for each battle for the penalty to be reduced.

The mount can, if so directed, join the battle. At no time will a mount bite unless it absolutely has to; the mount's attacks are made with its hooves. Riders can swing at foes to either side of their mount, but unless they have a long-hafted weapon they are unable to strike creatures their mount is attacking to their front.

OVERBEARING

Both light and heavy war horses can be used to overbear an enemy. If the rider is experience and able to calm and control the mount, they can guide the horse into crashing into a target. When they do so the horse rolls an overbearing attack; if the opponent is struck they are knocked to the ground and trampled for 2d8 points of damage. The horse cannot overbear creatures

larger than themselves. Special circumstances may apply, the Castle Keeper must adjudicate the possibility of overbearing.

BLOOD LUST

Some mounts are very aggressive and do not shy away from a battle, even those they have no understanding of. A dragon might be fearsome to a mounted dwarf, but to the bear he's riding, the dragon is little more than a big lizard. This aggressiveness is part of the beast's disposition and killing is instinctual. Any war beast, except a hound, camel, war pony and mule, anticipating a fight must be restrained to keep them from charging into the fray. Knights do this naturally; all others must make a successful charisma check to restrain the beast. The rider may choose to make a strength check to physically restrain the beast.

GUARD DOGS

A good dog is worth its weight in gold. They have keen senses: hearing, smell and sight. They are hyper-vigilant, pack oriented, intelligent and aggressive. The typical guard dog averages 2 feet at the withers, about 3 feet long and weighs between 60 and 80 pounds. Domesticated, they are easy to train, as they learn many of their cues while in the litter. Their aggression ties into the pack orientation which in turn makes them suspicious of strangers, strange smells, and the like.

They can be trained to growl, bark or nuzzle when warning of approaching danger, or strange noises and activity. Usually a new owner must spend 2-3 months with a young dog to train it. Older dogs are far more difficult to attune to a new owner, requiring a successful charisma check (CL equal to the age of the dog). Once successful, the dog works well with the new owner so long as it is fed and treated well.

There are 3 basic levels of training. The better trained the dog is, the greater bonus it has on all owner or dog associated attribute checks.

Training	Bonus
Barely Trained	+1
Moderately Trained	+5
Well Trained	+10

Keeping a guard dog with an adventuring party is a huge advantage. They will warn the owner of any approaching danger or strange noises. Sneaking up on a guard dog is almost impossible, requiring both a successful sneak check (CL 12) and hide check (CL 12). Failure means the dog heard or saw some slight noise or turn. If both checks are successful, the dog is allowed a scent check (CL 2), unless extraordinary measure were taken to hide the scent. If successful, the dog will alert its owner in the manner it was trained.

NOTE: This does not mean that the dog can adequately defend the camp, only that it will warn its owners that it senses something unfamiliar nearby

FOOLING THE GUARD DOG

Guard dogs are pack oriented creatures and are not prone to take food from outside the pack or the pack's kills. Someone approaching the camp secretly and attempting to throw food to the dog is not likely to elicit anything but a suspicious growl. Someone may attempt to lure a guard dog from its camp with food or the like. In such cases the owner of the dog must roll a charisma check (CL determined by the CK) to resist the temptation, adding their own attribute bonus, level and the training bonus.

DOGS ON THE BATTLEFIELD

Guard dogs Can be commanded to attack a specific target, otherwise they always attack the opponent their owner is fighting. Once a guard dog is engaged they are not likely to stop, even if commanded. The owner must make a successful charisma check to call the dog to heal, adding their own attribute bonus, level and the training bonus.

NOTE: Like the war hound, the guard dog may remain on the field even after their own has fallen, defending their body. Allow the fallen owner a charisma check adding their own attribute bonus, level and the training bonus.

FEEDING A MOUNT

The amount of food necessary to feed a horse daily varies wildly. The size of the horse, its task (war or riding), the amount of work it does, its weight. All these factors play into the maintenance of a horse. How much food to carry and how much to augment can be a difficult question. Determine the workload of a mount (horse, camel or otherwise) using the standard horse as a guide post and refer to the following tables for a rough guideline.

Normal Workload

To keep a horse healthy and at a normal maintenance, riding for the better part of the day, pulling very light loads, feeding requires 15,000 calories a day.

Type of Feed	Pounds per Day
Pasture	17
Hay, Alfalfa	15
Corn	10

Moderate Workload

For a horse to conduct moderate work, such as pulling wagons, galloping extended periods, or short sporadic battles requires 25,000 calories per day.

Type of Feed	Pounds per Day
Pasture	28
Hay, Alfalfa	25
Corn	16

Moderate to Heavy Workload

Horses that carry heavy loads such as pulling large wagons, traveling long distances with maximum loads or fighting long, extended battles require upwards of 33,000 calories day.

Type of Feed	Pounds per Day
Pasture	40
Hay, Alfalfa	25
Corn	23

TIME NEEDED TO FEED

A 1,000 pound horse can eat approximately 1.5 pounds of pasture grass per hour. Feeding the horse requires about 11 hours of grazing time. For most working horses, this requires several hours in the morning, several in the mid-day and several more at night. A better solution is to supplement grazing with corn or feed. By adding several pounds of corn to its daily intake, its grazing time can be cut to just a few hours.

If corn or feed is unavailable the horse must be allowed to graze.

Conversely, if there is no grass available to eat, the horse will require upwards of 10 pounds a day in corn or other feed to keep it strong and healthy.

STARVING MOUNTS

Horses are resilient animals and able to suffer a great deal before they give out. If a horse fails to receive its daily required caloric intake, it begins to starve. The harder it works the faster it breaks down. After a week of missed or partial meals the horse begins to suffer from fatigue and becomes less responsive.

After one week of reduced food the horse loses 1 point of endurance each day. After 14 days that increases to 2 points of endurance a day until their endurance is reduced to 0. At that point consult the **Endurance Chart** in the **Castle Keepers Guide**. A mount's endurance rating is equal to its hit points.

FEEDING DOGS

Though they can and will eat almost anything, the dog needs a healthy balance of meat in their diet. For the average dog, 1-2 pounds of meat daily should more than suffice. If dogs are not fed regularly they begin to hunt on their own, ranging out from the pack/group to find mice, rabbits or other animals to eat.

Generally, failure to feed a dog will not decrease its loyalty to its owner. Extremely aggressive dogs may turn on their owners when they become hungry, but then only if they perceive their owner is weaker than they are.

After one week of reduced food the dog loses 1 point of endurance each day. After 7 days that increases to 2 points of endurance a day until their endurance is reduced to 0. At that point consult the **Endurance Chart** in the **Castle Keepers Guide**. A dog's endurance rating is equal to its hit points.

MAGIC



Magic lies at the heart of fantasy and so it does in Castles & Crusades. Of greatest importance for the players is the acquisition of magic spells and an explanation of how spells are used in the game. The following is a list and brief description of terms regarding magic in Castles & Crusades with which the players and Castle Keepers should be familiar.

ARCANE MAGIC: the type of magic learned by wizards and illusionists. Wizard and illusionist spells are referred to as arcane spells.

DIVINE MAGIC: the type of magic granted to clerics and druids by a deity or other mystical forces. Cleric and druid spells are referred to as divine spells.

ILLUSION MAGIC: the type of magic mastered by illusionists. Illusion magic is a type of arcane magic, but is inherently different from a wizard's magic as it affects the mind's perceptions, deceives senses or creates arcane energies.

RUNE MAGIC: the type of magic mastered by rune marks. These spells are referred to as runic magic.

COMPONENTS

A spell's components line includes abbreviations for the components required to cast the spell. Spells can have verbal (V), somatic (S), material (M), focus (F), divine focus (DF) components, any combination thereof, or any other special components. If the components line includes F/DF or M/DF, the arcane version of the spell has a focus component or a material component and the divine version has a divine focus component. If the necessary components are not used, the casting fails. If a material component, focus or divine focus has a gold piece cost, the cost is listed; otherwise the character can assume that the actual materials involved have no significant monetary value, unless the Castle Keeper rules otherwise. Material components are always consumed during the casting of a spell; a focus or divine focus is not. If a special focus or divine focus is required, it is unique to the spell and cannot be used as the focus for other spells.

VERBAL (V): A verbal component is a spoken incantation. To provide a verbal component, the character must be able to speak in a strong voice. A silence spell or a gag spoils the incantation.

SOMATIC (S): A somatic component is a measured and precise movement of the hand or other part of the body. The character must have at least one hand free to provide a somatic component.

MATERIAL (M): A material component is a physical substance or object that focuses a spell casters energies during casting process. The component is generally destroyed in the process of casting the spell.

FOCUS (F): A focus component is a prop of some sort. Unlike a material component, a focus is not consumed when the spell is cast and can be reused. As with material components, the cost for a focus is negligible unless a specific price is listed.

DIVINE FOCUS (DF): A divine focus component is an item of spiritual significance. The divine focus for a cleric or druid is a holy symbol appropriate to the character's faith. For an evil cleric, the divine focus is an unholy symbol. The default divine focus for a druid is a sprig of mistletoe or some holly.

MAGIC AND CLASSES

Magic is a cornerstone to in most table top RPGs, and Castles & Crusades is no exception. The classes offered here, in the Players Handbook and other sources offer a wide variety of player material. But that doesn't mean that material can't be changed and altered. The game is designed to allow players and Castle Keeper to retool any class as much as they desire. Some examples of that, and a bit of a nod to earlier game systems upon which C&C is built, are the following optional rules for the bard, ranger and paladin.

The spell use in no way infringes on existing class abilities. The spell use is in addition to class abilities. Only the experience points needed for the next level have changed.

NOTE: These are optional rules. Consult with the Castle Keeper before beginning play.

BARD AS A SPELL CASTER

The following optional rules allow for a bard who is able to cast druidic spells. This variant bard gains spells roughly equivalent to a druid of 1/3 his level, at a modest 25% increase to the experience point progression.

Bards can use the following spells, drawn from both druid and illusionist lists. Most of the bard's spells, particularly those which charm, must be cast in conjunction with singing, orating, and/or instrumental performance, whichever is appropriate. This replaces the usual verbal and somatic components.

OPTIONAL BARD EXP AND SPELLS PER DAY

CLASS LEVEL	EXPERIENCE	BARD SPELLS PER DAY				
		0	1	2	3	4
1	0	1				
2	1876	2				
3	4066	3	1			
4	9376	3	1			

5	18751	4	1			
6	37,501	4	2			
7	75,001	4	2			
8	150,001	4	2			
9	300,001	4	2	1		
10	562,501	4	2	1		
11	781,251	4	3	1		
12	1,000,001	4	3	2		
13	1,218,751	4	3	2		
14	1,437,501	4	3	2		
15	1,656,251	4	3	2	1	
16	1,875,001	4	3	2	1	
17	2,093,751	5	3	3	1	
18	2,312,501	5	3	3	2	
19	2,531,251	5	3	3	2	
20	2,750,001	5	4	3	2	
21	2,968,751	5	4	3	2	1
22	3,187,501	5	4	3	2	1
23	3,406,251	5	4	3	3	1
24	3,625,001	5	4	3	3	2

BARD SPELL DIVINE & ARCANE

0-LEVEL BARD SPELLS (ORISONS)

CREATE WATER Creates 2 gallons/level of pure water	PHB 99
DETECT ILLUSION Detects illusions along 50 ft. path.	PHB 101
DANCING LIGHTS Flgment torches or other lights.	PHB 100
DETECT NEUTRALITY Reveals creatures, spells, or objects.	PHB 101
DETECT POISON Detects poison in one creature or small object.	PHB 102
ENDURE ELEMENTS Protection from natural elements and weather.	PHB 106
FIRST AID Bandages bleeding wound.	PHB 109
GHOST SOUND Flgment Sounds	PHB 111
INFLUENCE Temporary Charm	PHB 117
KNOW DIRECTION The caster discerns north.	PHB 119
LIGHT Object shines like a torch.	PHB 120
MENDING Makes minor repairs on an object.	PHB 124
MESSAGE Short, whispered communication at a distance.	PHB 124
PRESTIDIGITATION Performs minor tricks.	PHB 130
PURIFY FOOD AND DRINK Purifies 1 cu. ft./level of food or water.	PHB 132

MAGIC

1ST-LEVEL BARD SPELLS

ALARM Wards an area and alerts caster to intruders.	PHB 87
CALM ANIMALS Calms animals, beasts, or magical beasts.	PHB 84
CHANGE SELF Changes the caster's appearance.	PHB 94
CHARM PERSON Makes one person the caster's friend.	PHB 95
DAZE Creature loses next action.	PHB 100
DETECT SNARES AND PITS Reveals natural or primitive traps.	PHB 102
ERASE Mundane or magical writing vanishes.	PHB 107
FAERIE FIRE Outlining light +1 to hit and cancels concealment.	PHB 107
GOODBERRY 2d4 berries each cure 1 hit point (max 8 hp/day)	PHB 112
HYPNOTISM Fascinates 2d4 HD of creatures.	PHB 115
INVISIBILITY TO ANIMALS Animals can't perceive warded subject.	PHB 118
OBSCURING MIST Fog surrounds caster, obscuring all sight.	PHB 127
PASS WITHOUT TRACE Subject leaves no tracks or scent.	PHB 127
READ MAGIC Read scrolls and spellbooks.	PHB 133
SEE INVISIBILITY Reveals invisible creatures or objects.	PHB 137
SILENT IMAGE Creates minor illusion of your design.	PHB 140
VENTRILOQUISM Throws sound or voice.	PHB 151

2ND-LEVEL BARD SPELLS

BARKSKIN Grants +3 AC, or caster looks like tree.	PHB 92
CHARM PERSON OR ANIMAL Makes one person or animal the caster's friend.	PHB 95
CURE LIGHT WOUNDS* Cures 1d8 damage.	PHB 99
DELAY POISON Stops poison from harming subject for 1 hour/level.	PHB 101
DETECT MAGIC Detects magical aura & its strength along 50 ft. path.	PHB 101
DETECT THOUGHTS Allows "listening" to surface thoughts.	PHB 102
EYES OF FIRE Fiery eyes provide light and scare enemies	PHB 107
FALSE TRAP Makes item seem trapped.	PHB 107
HOLD ANIMAL Holds one animal helpless for 1 round/level.	PHB 114
HYPNOTIC PATTERN Fascinates 2d4+1 HD/level of creatures.	PHB 115
MAGIC MOUTH Speaks once when triggered.	PHB 122

MISDIRECTION Misleads divinations for one creature or object.	PHB 125
PRODUCE FLAME Fire in hand deals 1d4+1 damage, touch or thrown.	PHB 131
SPEAK WITH ANIMALS The caster can communicate with animals.	PHB 141
SUMMON SWARM Insect or vermin attack and disrupt foes.	PHB 146

3RD-LEVEL BARD SPELLS

HOLD PERSON Holds one person helpless; 1 round/level.	PHB 114
ILLUSORY SCRIPT Only intended reader can decipher.	PHB 116
NEUTRALIZE POISON Detoxifies venom in or on subject.	PHB 126
NONDETECTION Hides subject from divination, scrying.	PHB 126
PLANT GROWTH* Grows vegetation, improves crops.	PHB 128
PROTECTION FROM ELEMENTS Absorb 12 points of damage/level from one element.	PHB 132
PYROTECHNICS Turns fire into blinding light or choking smoke.	PHB 132
REMOVE DISEASE* Cures all diseases.	PHB 134
SCARE Panics one creature up to 5 HD.	PHB 136
SECRET PAGE Changes one page to hide its real content.	PHB 137
SHAPE STONE OR WOOD Sculpts stone or wood into any form.	PHB 139
SNARE Creates and conceals magical trap that binds victims.	PHB 140
SPEAK WITH PLANTS The caster can talk to normal plants.	PHB 141
SUGGESTION Compels subject to follow stated course of action.	PHB 142
TONGUES Speak any language.	PHB 149
WALL OF WIND Deflects arrows, smaller creatures, and gases.	PHB 154
WATER BREATHING Subjects can breathe underwater.	PHB 154

4TH-LEVEL BARD SPELLS

ANTI-PLANT SHELL Keeps plant creatures at bay.	PHB 90
CHARM MONSTER Makes monster believe it is the caster's ally.	PHB 95
CONFUSION Makes subjects behave randomly for 1 rd/level.	PHB 97
CONTROL PLANTS Talk to and control plants and plant creatures.	PHB 98
CURE SERIOUS WOUNDS Cures 3d8 damage.	PHB 100
DISPEL MAGIC Cancels magical spells and effects.	PHB 103

EMOTION Arouses strong emotion in subject.	PHB 106
FEAR Subject flees for 1 round/level.	PHB 108
FREEDOM OF MOVEMENT Move normally despite impediments.	PHB 110
REPEL VERMIN Insects stay 10 ft. away.	PHB 135
SEEMING Changes appearance of one person/two levels.	PHB 138
SUMMON ANIMALS Calls animals to fight on caster's behalf.	PHB 142

RANGER AS A SPELL CASTER

This variant to the normal ranger class grants the ability to cast cleric spells beginning at ninth level. Experience point progression remains normal through the first eight levels, and increases by 25% from 9th level on up.

The spell casting ranger draws most of his spells from the druid list, with a few from the wizard list, though these are cast as a spell of one level higher.

OPTIONAL RANGER EXP AND SPELLS PER DAY

CLASS LEVEL	EXPERIENCE	RANGER SPELLS PER DAY				
		0	1	2	3	4
1	0					
2	2,251					
3	4,501					
4	9,001					
5	18,001					
6	40,001					
7	75,001					
8	150,001					
9	312,501	3	1			
10	625,001	4	1			
11	906,251	4	2			
12	1,175,951	4	2			
13	1,468,751	4	2	1		
14	1,750,001	4	3	1		
15	2,031,251	4	3	2		
16	2,312,501	4	3	2		
17	2,593,751	4	3	2	1	
18	2,875,001	4	3	3	1	
19	3,156,251	5	3	3	2	
20	3,437,501	5	4	3	2	
21	3,718,751	5	4	3	2	1
22	4,000,001	5	4	3	3	1
23	4,281,251	5	4	3	3	2
24	4,562,501	5	5	3	3	2

RANGER SPELLS (DIVINE)

0-LEVEL RANGER SPELLS (ORISONS)

CREATE WATER Creates 2 gallons/level of pure water.	PHB 99
DETECT NEUTRALITY Reveals creatures, spells, or objects.	PHB 101
DETECT POISON Detects poison in one creature or small object.	PHB 102
ENDURE ELEMENTS Protection from natural elements and weather.	PHB 106
FIRST AID Bandages bleeding wound.	PHB 109
KNOW DIRECTION The caster discerns north.	PHB 119
LIGHT Object shines like a torch.	PHB 120
MENDING Makes minor repairs on an object.	PHB 124
MESSAGE Short, whispered communication at a distance.	PHB 124
PURIFY FOOD AND DRINK Purifies 1 cu. ft./level of food or water.	PHB 132

1ST-LEVEL RANGER SPELLS

ALARM Wards an area and alerts caster to intruders.	PHB 87
ANIMAL FRIENDSHIP Gain permanent animal companion.	PHB 88
CALM ANIMALS Calms animals, beasts, or magical beasts.	PHB 94
COMPREHEND LANGUAGES Understands spoken and written languages.	PHB 97
DETECT SNARES AND PITS Reveals natural or primitive traps.	PHB 102
FAERIE FIRE Outlining light +1 to hit and cancels concealment.	PHB 107
GOODBERRY 2d4 berries each cure 1 hit point (max 8 hp/day)	PHB 112
INVISIBILITY TO ANIMALS Animals can't perceive warded subject.	PHB 118
MAGIC STONES Three stones gain +1 attack, deal 1d6+1 damage.	PHB 122
OBSCURING MIST Fog surrounds caster, obscuring all sight.	PHB 127
PASS WITHOUT TRACE Subject leaves no tracks or scent.	PHB 127
PROTECTION FROM ALIGNMENT* +2 AC and saves, plus other defenses.	PHB 132
SHILLELAGH Makes club a +1 weapon (1d6+1 damage).	PHB 139

2ND-LEVEL RANGER SPELLS

ANIMAL MESSENGER Sends a small animal to a specific place.	PHB 89
BARKSKIN Grants +3 AC, or caster looks like tree.	PHB 92

MAGIC

CHARM PERSON OR ANIMAL Makes one person or animal the caster's friend.	PHB 95	GUST OF WIND Blows away or knocks down smaller creatures.	PHB 113																																																																																																																																			
CURE LIGHT WOUNDS* Cures 1d8 damage.	PHB 99	HASTE* Doubles move and number of attacks.	PHB 113																																																																																																																																			
DELAY POISON Stops poison from harming subject for 1 hour/level.	PHB 101	HOLD PERSON Holds one person helpless; 1 round/level.	PHB 114																																																																																																																																			
FEATHER FALL Objects or creatures fall slowly.	PHB 108	NONDETECTION Hides subject from divination, scrying.	PHB 126																																																																																																																																			
HOLD ANIMAL Holds one animal helpless for 1 round/level.	PHB 114	QUENCH Extinguishes non-magical fires or one magic item.	PHB 132																																																																																																																																			
JUMP Make astounding leaps 1 min./level.	PHB 119	REPEL VERMIN Insects stay 10 ft. away.	PHB 135																																																																																																																																			
PRODUCE FLAME Fire in hand deals 1d4+1 damage, touch or thrown.	PHB 131	SPIKE STONES Creatures in area take 1d8 damage, may be slowed.	PHB 141																																																																																																																																			
SPEAK WITH ANIMALS The caster can communicate with animals.	PHB 141	SUMMON ANIMALS Calls animals to fight on caster's behalf.	PHB 142																																																																																																																																			
SUMMON SWARM Insect or vermin attack and disrupt foes.	PHB 146	SUMMON LESSER MONSTER Calls 3 HD or less monsters to aid caster.	PHB 145																																																																																																																																			
<hr/>		TINY HUT Creates shelter for 10 creatures.	PHB 149																																																																																																																																			
3RD-LEVEL Ranger SPELLS		TONGUES* Speak any language.	PHB 149																																																																																																																																			
CONTINUAL FLAME Makes a permanent, heatless flame.	PHB 98	PALADIN AS A SPELL CASTER																																																																																																																																				
DARKNESS* Creates 20 ft. rad. supernatural darkness.	PHB 100	This variant to the normal paladin class grants the ability to cast cleric spells beginning at ninth level. Experience point progression remains normal through the first eight levels, and increases by 25% from 9th level on up.																																																																																																																																				
DETECT THOUGHTS* Allows "listening" to surface thoughts.	PHB 102	The paladin chooses from the same list of spells as the cleric, but is restricted from using any spell in a manner which conflicts with his alignment (including most 'reverse' versions of spells.) Spells are learned in the same manner as for a cleric.																																																																																																																																				
ENHANCE ATTRIBUTE* Raises attribute score for 1 hr/level.	PHB 106	OPTIONAL PALADIN EPP AND SPELLS PER DAY																																																																																																																																				
FOG CLOUD Fog obscures vision.	PHB 110	<table border="1"> <thead> <tr> <th rowspan="2">CLASS LEVEL</th> <th rowspan="2">EXPERIENCE</th> <th colspan="5">PALADIN SPELLS PER DAY</th> </tr> <tr> <th>0</th> <th>1</th> <th>2</th> <th>3</th> <th>4</th> </tr> </thead> <tbody> <tr><td>1</td><td>0</td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>2</td><td>2,701</td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>3</td><td>5,501</td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>4</td><td>12,001</td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>5</td><td>24,001</td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>6</td><td>48,001</td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>7</td><td>95,001</td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>8</td><td>180,001</td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>9</td><td>450,001</td><td>3</td><td>1</td><td></td><td></td><td></td></tr> <tr><td>10</td><td>875,001</td><td>4</td><td>1</td><td></td><td></td><td></td></tr> <tr><td>11</td><td>1,250,001</td><td>4</td><td>2</td><td></td><td></td><td></td></tr> <tr><td>12</td><td>1,625,001</td><td>4</td><td>2</td><td></td><td></td><td></td></tr> <tr><td>13</td><td>2,000,001</td><td>4</td><td>2</td><td>1</td><td></td><td></td></tr> <tr><td>14</td><td>2,375,001</td><td>4</td><td>3</td><td>1</td><td></td><td></td></tr> <tr><td>15</td><td>2,750,001</td><td>4</td><td>3</td><td>2</td><td></td><td></td></tr> <tr><td>16</td><td>3,125,001</td><td>4</td><td>3</td><td>2</td><td></td><td></td></tr> <tr><td>17</td><td>3,500,001</td><td>4</td><td>3</td><td>2</td><td>1</td><td></td></tr> </tbody> </table>		CLASS LEVEL	EXPERIENCE	PALADIN SPELLS PER DAY					0	1	2	3	4	1	0						2	2,701						3	5,501						4	12,001						5	24,001						6	48,001						7	95,001						8	180,001						9	450,001	3	1				10	875,001	4	1				11	1,250,001	4	2				12	1,625,001	4	2				13	2,000,001	4	2	1			14	2,375,001	4	3	1			15	2,750,001	4	3	2			16	3,125,001	4	3	2			17	3,500,001	4	3	2	1	
CLASS LEVEL	EXPERIENCE	PALADIN SPELLS PER DAY																																																																																																																																				
		0	1	2	3	4																																																																																																																																
1	0																																																																																																																																					
2	2,701																																																																																																																																					
3	5,501																																																																																																																																					
4	12,001																																																																																																																																					
5	24,001																																																																																																																																					
6	48,001																																																																																																																																					
7	95,001																																																																																																																																					
8	180,001																																																																																																																																					
9	450,001	3	1																																																																																																																																			
10	875,001	4	1																																																																																																																																			
11	1,250,001	4	2																																																																																																																																			
12	1,625,001	4	2																																																																																																																																			
13	2,000,001	4	2	1																																																																																																																																		
14	2,375,001	4	3	1																																																																																																																																		
15	2,750,001	4	3	2																																																																																																																																		
16	3,125,001	4	3	2																																																																																																																																		
17	3,500,001	4	3	2	1																																																																																																																																	
LOCATE OBJECT* Senses direction toward object (specific or type).	PHB 121																																																																																																																																					
NEUTRALIZE POISON Detoxifies venom in or on subject.	PHB 126																																																																																																																																					
PROTECTION FROM ARROWS Subject immune to most ranged attacks.	PHB 132																																																																																																																																					
PROTECTION FROM ELEMENTS Absorb 12 points of damage/level from one element.	PHB 132																																																																																																																																					
SCARE Panics one creature up to 5 HD.	PHB 136																																																																																																																																					
SEE INVISIBILITY Reveals invisible creatures or objects.	PHB 137																																																																																																																																					
SNARE Creates and conceals magical trap that binds victims.	PHB 140																																																																																																																																					
SPEAK WITH PLANTS The caster can talk to normal plants.	PHB 141																																																																																																																																					
WATER BREATHING Subjects can breathe underwater	PHB 154																																																																																																																																					
<hr/>																																																																																																																																						
4TH-LEVEL RANGER SPELLS																																																																																																																																						
ANTI-PLANT SHELL Keeps plant creatures at bay.	PHB 90																																																																																																																																					
CLAIRAUDIENCE/ CLAIRVOYANCE Hear or see at a distance for 1 min./level.	PHB 95																																																																																																																																					
CONTROL PLANTS Talk to and control plants and plant creatures.	PHB 98																																																																																																																																					
FREEDOM OF MOVEMENT Move normally despite impediments.	PHB 110																																																																																																																																					

18	3,875,001	4	3	3	1	
19	4,250,001	5	3	3	2	
20	4,625,001	5	4	3	2	
21	5,000,001	5	4	3	2	1
22	5,375,001	5	4	3	3	1
23	5,750,001	5	4	3	3	2
24	6,125,001	5	5	3	3	2

PALADIN SPELLS (DIVINE)

0-LEVEL PALADIN SPELLS (ORISONS)

CREATE WATER	PHB 99
Creates 2 gallons/level of pure water.	
DETECT ALIGNMENT	PHB 101
Reveals aura of creatures, spells or objects.	
DETECT MAGIC	PHB 101
Detects magical aura and its strength along 50 ft. path.	
DETECT POISON	PHB 102
Detects poison in one creature or small object.	
ENDURE ELEMENTS	PHB 106
Protection from natural elements and weather.	
FIRST AID	PHB 109
Bandages bleeding wound.	
LIGHT	PHB 120
Object shines like a torch.	
PURIFY FOOD AND DRINK	PHB 132
Purifies 1 cu. ft./level of food or water.	

1ST-LEVEL PALADIN SPELLS

BLESS	PHB 93
Allies gain +1 to hit and +1 on saves against fear.	
BLESS WATER	PHB 93
Makes holy water.	
COMMAND	PHB 96
Subjects obey one-word command for 1 round.	
CURE LIGHT WOUNDS	PHB 99
Cures 1d8 damage.	
DETECT SECRET DOORS	PHB 102
Reveals hidden doors within 60 ft.	
DETECT UNDEAD	PHB 102
Reveals undead within 60 ft.	
INVISIBILITY TO UNDEAD	PHB 118
Undead can't perceive subject.	
PROTECTION FROM CHAOS/EVIL	PHB 132
+2 AC and saves, plus other defenses.	
REMOVE FEAR	PHB 134
Protects from fear; grants new save vs fear.	
RESIST ELEMENTS	PHB 135
Grants +2 bonus to saves vs selected element.	
SANCTUARY	PHB 136
Opponents can't attack the caster.	
SHIELD OF FAITH	PHB 139
Aura grants +2 bonus to AC and saves.	
SOUND BURST	PHB 141
A pulse of sound that causes 1d8 damage.	

2ND-LEVEL PALADIN SPELLS

AID	PHB 87
+1 to hit, +1 on saves against fear, 1d8 temporary hit points.	
AUGURY	PHB 92
Learns whether an action will be good or bad.	
CONSECRATE	PHB 97
Makes location holy, turning and harming undead.	
DARKNESS*	PHB 100
Creates 20 ft. radius supernatural darkness.	
DELAY POISON	PHB 101
Stops poison from harming subject for 1 hour/level.	
DETECT TRAPS	PHB 102
Reveals traps along a path 50 ft. long.	
HOLD PERSON	PHB 114
Holds one person helpless; 1 round/level.	
LESSER RESTORATION	PHB 119
Dispels attribute damage effects for one attribute.	
REMOVE PARALYSIS	PHB 135
Frees one creature from paralyzing effects or slow spell.	
SILENCE	PHB 140
Negates sound in 15 ft. radius.	
SPEAK WITH DEAD	PHB 141
Corpse answers questions.	
SPIRITUAL WEAPON	PHB 141
Divine weapon attacks on telepathic command.	

3RD-LEVEL PALADIN SPELLS

CONTINUAL FLAME	PHB 98
Makes a permanent, heatless flame.	
CREATE FOOD AND WATER	PHB 99
Feeds three humans (or one horse)/level.	
CURE SERIOUS WOUNDS*	PHB 100
Cures 3d8 damage.	
DISPEL MAGIC	PHB 103
Cancels magical spells and effects.	
GLYPH OF WARDING	PHB 111
Inscription harms those who pass it.	
LOCATE OBJECT*	PHB 121
Senses direction toward object (specific or type).	
MAGIC CIRCLE (Against Chaos, Evil)	PHB 121
As 10 ft radius protection spell.	
PRAYER	PHB 130
Allies gain +1 on most rolls, and enemies suffer -	
REMOVE BLINDNESS OR DEAFNESS	PHB 134
Cures subject.	
REMOVE CURSE	PHB 134
Frees person or object from curses.	
REMOVE DISEASE	PHB 134
Cures all diseases.	

4TH-LEVEL PALADIN SPELLS

AIR/WATER WALK	PHB 87
Subject treads on air or water.	
CONTROL WATER	PHB 98
Raises or lowers bodies of water.	
DISCERN LIES	PHB 103
Reveals deliberate falsehoods.	

MAGIC

DISMISSAL Forces a creature to return to native plane.	PHB 103
DIVINATION Provides useful advice for specific proposed actions.	PHB 104
FREEDOM OF MOVEMENT Moves normally despite impediments.	PHB 110
HALLOW Designates location as holy with array of effects.	PHB 113
HEALING CIRCLE Cures 2d8 damage in circle around caster.	PHB 114
NEUTRALIZE POISON Detoxifies venom in or on subject.	PHB 126
RESTORATION Restores drained level and attribute reducing effects.	PHB 136
SENDING Delivers short message to creature anywhere, instantly.	PHB 138
TONGUES Speak any language.	PHB 149

COUNTER SPELLS

It is easy to picture a medieval combat, swords and axes, shields and spears. Whether it's a cleric, fighter, rogue or even a wizard, blades on the field are fun to imagine, more fun to play and with action well accommodated by the rules. Defensive techniques are built into the armor class system, allowing uninterrupted play and fast paced action. Even defensive maneuvers are easy to do. Once announced they play into the defender's armor class. There are no lengthy pauses in play, nothing to interrupt the action. It is simple and intuitive.

Magical battles however, whether between two wizards, or a cleric and devil or any other magic-using creatures are not so easily addressed. Many factors come into play. Casting time for spells, area of effects, duration, range, etc., can make quick tactical decisions difficult and often threaten to log-jam the action as the Castle Keeper and player figure out a way to make them happen. There are no simple and easy rules that allow for the clashing of spells.

Magic battles should play as large a role in Castles & Crusades as sword battles, and they can. But any such rule set must maintain the ease of play during the combat sequence and maintain a certain level of fun. That being the case, what can be more fun than thwarting an enemy's spell or magical attack with a counter spell?

CRAFT KNOWLEDGE

Wizards, illusionists, clerics, arcane thieves, druids, warrior priests and all the magic classes as well as many magic using creatures possess a knowledge of magic and how it works. This need not be their own magic, they clearly understand there are powers in the world that transcend the physical. Spells require hand gestures, verbalization, components, divine focus. If not universal they are at least recognizable. A wizard can detect another wizard about to cast *fireball* because they recognize what goes into casting the spell. This is simply a knowledge of their own craft. This knowledge allows them to attempt to see what

magic a creature or spell-caster is drawing upon and about to unleash.

Spell casters possess a certain amount of inter-disciplinary knowledge as well. It is not unreasonable that druid may attempt to unravel what an illusionist is doing.

This knowledge is reflected in attribute checks.

MAGIC BATTLES

Any spell casting class or spell using monster can attempt a counter spell against another spell caster or magic using creature. To launch a counter spell the spell-caster must make the announcement at the beginning of the round, before initiative is rolled. They make an attribute check, again before initiative for that round is rolled, to determine what spell or magical attack their opponent is taking that round.

If the opponent is using divine magic the spell caster must make a wisdom check. If the opponent is using arcane magic the spell caster must make an intelligence check. If the opponent is using a magical attack the CK will determine whether it is a wisdom or intelligence check. The CL is always equal to the hit dice or level of the opponent.

If the attribute check is successful the spell caster knows what spell or magical attack the opponent is launching that round. They can choose to attack the opponent with their own spell, or they can choose to cast a defensive spell to counteract the opponent's spell. The spell caster must announce this immediately, again before initiative is rolled.

Casting defensive spells is an almost knee-jerk reaction, casting offensive spells requires a moment to shift from the instinctive reaction to defend oneself, into an attack mode.

If the opponent is not taking an action that round, the attribute check is an automatic failure.

If the spell caster chooses to cast a defensive spell, meaning a spell that can counteract their opponent's spell or magical attack, or one that attacks the opponent's soon-to-be cast spell, they suffer no penalty to their initiative. Initiative is rolled and the round begins as normal.

NOTE: Knowing what spell the opponent is casting does not guarantee a defensive spell's success. If the spell caster loses the initiative round they are not able to cast their defensive spell before the attacker casts their spell. The defensive spell then has no effect on the round, unless the attacker's spell has a long duration that the defensive spell could affect.

If the spell caster decides to cast an offensive spell they suffer a -2 penalty to their initiative roll.

At this point initiative is rolled and the combat round begins. The spell caster takes the action they declared, offensively or defensively. Everyone else in the round goes according to their own initiative roll.

COUNTERING COUNTER SPELLS

If the spell caster loses initiative, the opponent is allowed a similar attribute check. If successful, they can determine from their own experiences and knowledge what spell the spell caster is planning to cast and make a similar decision to counteract that spell defensively or offensively. But they, too, suffer the loss of initiative which means they must act last, at the end of the combat round.

IMPACT OF DEFENSIVE COUNTER SPELLS

The impact of the spell is determined by the player announcing what their desired effect is, and the Castle Keeper adjudicating what actually happens. A *wall of ice* cast to block a hurled *fireball* may stop it, or perhaps it may not be powerful enough to block the spell in its entirety, but may be enough to weaken the *fireball*, by absorbing some of its damage.

IMPACT OF OFFENSIVE COUNTER SPELLS

If a spell caster or creature using a magical attack is struck with an offensive spell they must make a successful attribute save in order to retain their spell or magical attack. Those who wield arcane magic make an intelligence save. Those who wield divine magic make a wisdom save. Monsters always make a primary attribute check. A successful save means they can cast it as normal, but failure means the spell is lost.

CASTING TIME

At no time can a spell cast defensively block a spell cast offensively if the defensive spell's casting time is greater than that of the offensive spell.

The spell caster must choose a spell that is less than or equal to the casting time of the opponent's spell for it work before the attacking spell.

For Example: Tolvar, a 5th level wizard, and his comrades are battling a group of bandits led by 3rd level wizard. At the beginning of the round Tolvar announces he is going to try to determine what spell the 3rd level wizard is going to cast. He makes an intelligence check, CL 3, requiring a 15 to determine what the 3rd level wizard is casting. A roll of 16 puts Tolvar well over the threshold and he determines that his opponent is casting *magic missile*.

Tolvar announces he is casting *shield* to counter-act the *magic missile*. Initiative is rolled for the round. Tolvar rolls a 7, the wizard an 8.

The wizard, seeing Tolvar making a move to defend himself, attempts to determine what Tolvar is casting. An attribute check is rolled. The wizard successfully scores an 18, realizes that Tolvar is casting *shield* and shifts from one spell to the next. To do so means he automatically casts at the end of the round.



MAGIC

RUNIC MAGIC

The **Castles & Crusades Players Handbook** introduces two types of magic: divine and arcane. Divine magic is used by clerics, druids, primal druids, divine knights and skalds. Arcane magic is used by wizards and illusionists. The **Castles & Crusades Adventurers Backpack** brings to life a third type of magic: the rune magic used by rune marks.

RUNE MAGIC

Words carry power. Wizards use them to channel their arcane sorcery. Priests to intone the divine power of their gods. But there is a power in words beyond that used by the wizard or the priest. Words reflect the order and chaos of all things, capturing that order and casting it back out in understandable forms. Language, words, carry their own power, their own magic.

RUNE MAGIC DEFINED

Rune magic is derived from magic bound in words of power as found in the Language of Creation. These words are difficult to master, they are complex both in form and in sound. To draw forth the power bound in a word it must be repeated with the utmost precision, intonation, pronunciation, emotion and in some cases expression. The runes as created by the dwarves are markings that capture the power of individual words, removing the impossible complications that come with using the word itself. Many runes contain multiple words of power, bound together and interwoven to make a more powerful rune. Rune magic's source lies in the word(s), as the word(s) are expressed in the form of the rune.

Rune marks translate and master runes that they know from the Codices or that they have acquired. Once they have mastered the rune, they know it, and they can use it again. No special vessels are required to contain their magic; i.e. they do not have books, totems, holy items etc. However, once a rune is unlocked and committed to memory its translation may be lost or forgotten by other rune spells or even powerful wizard spells such as *mind blank*. If a rune mark suffers from such an attack they can lose some or all of their knowledge of the runes. For this reason many carry items or hide items with their runes written upon them.

USING RUNES

The magic used by rune marks is classified as runic; it is derived from mastering the runes of power. Rune marks gain power not through deliberate study or prayer, but through mastering the Codices or finding previously unmastered runes of power and first translating them and then mastering their hidden magic.

TRANSLATING RUNES

Early in his career the rune mark studies and learns the basic meaning and use of a litany of runes found in the Codex of the Runes of the Initiate; these are listed in the Rune Magic section that follows. At first level the rune mark has translated each

of the runes in the Codex of the Runes of the Initiate. Like learning a foreign language, he has learned to translate these runes; he does not need a book, or device to hold them (though he may wish to keep such a book or device).

Once a rune has been translated the rune mark knows it permanently. They do not have to retranslate it unless some mind-altering event erases the rune from their memory.

The rune mark will eventually come across runes that are not in the Codex of the Runes of the Initiate. To translate such a rune requires a successful charisma check and at least 1 week of study to translate a new rune. Once a rune mark has translated a rune it is added to the list of runes that they can master and use.

MASTERING RUNES

A rune mark can only master a rune they have translated. A mastered rune is one rune the rune mark can inscribe to unleash its power.

The rune mark begins play with four mastered runes, plus any runes he gains from his attribute bonus (refer to rune mark class below). The player chooses the runes they wish to master first. These cannot be switched out once chosen.

With each level gained they are allowed to master one rune plus their charisma bonus. For example, a rune mark with a charisma 15, can master 2 runes per level.

To master a rune, the rune mark makes an attribute check against the rune's listed attribute, either intelligence or charisma. If successful, they master the rune and can now use it. If unsuccessful, they cannot attempt to translate that rune again until they attain another level of experience; however, they may attempt to master another rune in its place.

Once a rune mark masters a rune, they know it permanently. They do not have to remaster it unless some mind-altering event erases the rune from their memory.

TYPES OF RUNES

Runes are used in one of two ways. The rune mark may unleash their power immediately, these are active runes. Or the rune mark can set their power to discharge under particular circumstances, these are static runes. Inscribing either type of rune takes a full round.

ACTIVE RUNES: The power of an active rune is released at the end of the round that it is inscribed, after all actions have taken place.

STATIC RUNES: At times the rune mark does not wish an inscribed rune to be activated immediately. To achieve this, they must contain its power through a series of three runic inscriptions. These are called the containing rune, reactive rune and the conditional rune. The containing rune is written first. This rune, whatever it is, contains the magic of the second rune, called the reactive rune. This requires one round to inscribe.

The reactive rune, that rune being held in a static state until it goes off, is written next. This requires a second round to inscribe. The conditional rune follows the reactive rune, this is the rune that established the conditions that release the power of the rune. This requires a third round to inscribe. Conditional runes are other runes the rune mark has translated and mastered.

For example, the rune mark wishes to create an item that allows him to breath under water. He inscribes the *hold* rune upon a ring and successfully makes his attribute check. He follows that with the *air* rune and makes a second successful attribute check. He follows with the conditional rune, the *water* rune. No attribute check is necessary, and he informs the CK that the ring's rune power activates the moment it touches water. At that point the static rune becomes active and the *air* rune lasts only so long as the *air* rune normally would.

USING THE RUNES

Runes are complicated forms of language, allowing the rune mark to manipulate the world around them; they require a great deal of mental fortitude. Because of this, a rune mark is limited in the number of runes he can use each day. They begin with four at first level plus their attribute bonus. A rune mark's level and attribute bonus determine the number of runes they can cast each day. The number of runes they are allowed each day increases incrementally with their level.

A rune mark can use a rune multiple times in a day; however, they cannot use the same active rune simultaneously. For example, a rune mark cannot have two *fire* runes going at the same time.

They can have a number of static runes equal to their level plus charisma bonus going at the same time. For example: a third level rune mark with a charisma of 15 can have 4 static runes

Runes can be used in conjunction with other runes.

Each rune's description lists either charisma or intelligence; this is the attribute required to successfully use the rune. The challenge base is 12 or 18 depending on the rune mark's prime attributes. The rune mark adds level and attribute bonus. The challenge level is zero, unless the rune lists a challenge level or the CK determines that the circumstances require one, i.e. casting a *fire* rune underwater.

To release the power of a mastered rune the rune mark inscribes the rune with their finger or with a stylus if they so choose on the ground or some physical object. At 6th level a rune mark learns to trace runes in the air, without having to physically inscribe them. At 12th level the rune mark can vocalize the rune, releasing its power, with the spoken word only. Once the power is released consult each individual rune for the result. Some runes do not allow tracing or vocalizing.

Spell resistance does not work against the power of a rune.

Once a rune mark has exhausted their rune usage for a day, they must rest at least eight hours before they can use runes again.

THE CODICES

Runes are broken up and listed in the Codices; some runes, when combined together make schools of runes. Mastering one type of Codex gains the rune mark the title of Master of that particular Codex. So one who successfully translated the Shadow Runes would be a Master of the Shadow Runes.

The Runes of the Initiate: These are the Foundation. These are common runes, and they are without number. They are the runes that most rune marks use and begin play with.

Aihrdian Runes: These are the Four Pillars. They consist of the Runes of Creation, Runes of Destruction, Runes of Entropy and Chaos and the Runes of Motion and Law. There are 11 each of these, making a total of 44 Aihrdian Runes.

Blood Runes: These are the Arc of Time. The Blood Runes allow one to travel throughout the time stream. Although they cannot interact with events of the past, these runes are considered very powerful as they allow travelers to understand what happened in the past and use that knowledge to govern the course of events in the future.

Winter Runes: These are the Paths of Umbra. The Paths of Umbra allow one to travel through the planes, breaking all manner of barriers, magical and mundane and survive in the inhospitable worlds of the inner and outer planes, planes of chaos and law, entropy and so on. Rune Marks favor these runes as they are able to tap into the power of gods and creatures that dwell beyond the material world.

Shadow Runes: These are the Gray Mist. These runes allow a rune mark to pass into the realm of shadow, taking on an incorporeal form and using that plane as a roadway to other realms or places. It is a plane that allows the rune mark to tap into doubt and confusion and bewilder their enemies.

Dragon Runes: These are the Long Tales. Mastery of these runes allow the rune mark to speak the language of dragons, to subdue or summon them, as well as influencing the a dragon's path. They are coveted, but recognized as extraordinarily dangerous for dragons are powerful, fickle creatures.

Color Runes: These are the Marks of Madness. The runes of chaos are rarely used and generally feared for the outcome of their use is never certain and may harm or alter the rune mark as quickly as it aids them. Some lust for the runes for they care not for the outcome and wallow in the madness they cause. These rune marks are shunned and often slain.

Dream Runes: These are the Deep Waters. These runes are dangerous and drive many a rune mark to madness, for they allow one to enter the dreams of men and gods, and influence them in subtle ways.

Bone Runes: These are the Dead's Chorus. These are the runes of the undead, used to summon and master creatures long wasted and lost to the world.

MAGIC

RUNES OF THE INITIATE

These are the foundation.

1	ARREST MOTION Stops objects in motion, or keeps them still	89
2	BEND LIGHT Camouflages by manipulating light	89
3	BINDING Magically binds targets	89
4	BOTTLE Creates a bottle of magical capacity	89
5	BREATH Creates breathable air	89
6	COMPOSITION Reveals the target's make-up	89
7	DARKNESS Removes light	89
8	DRAIN HEAT Pulls heat from a source	90
9	ECHO Creates a sensory sentinel over a sleeper	90
10	HORN OF PLENTY Enhances mental attributes	90
11	LIGHT Creates a source of light	90
12	LINKING Allows several runes to be linked for simultaneous release	90
13	LUCK Increases successful outcome	90
14	LURE Draws in others	90
15	MARKING Links an item to the rune mark	91
16	MIND CALM Clears thoughts	91
17	MIND'S EYE Allows sight through another's eyes	91
18	NUTRIENT Draws sustenance from the nord stone	91
19	OFFERING Transfers HP or attributes points to recipient	91
20	OPENING Breaks magical bonds	91
21	PILLARS Strengthens support structures	92
22	REDIRECT Veers movement off-course	92
23	RENDING Breaks things apart	92

24	REPULSION Pushes things away	92
25	SHIELDING Protects against magical attacks	92
26	SNARE Sets an all-consuming trap in the ground	92
27	THREADS Creates threads of ice that can be manipulated	92
28	TENSILE Increases the tensile strength of an item	93
29	VOICE Increases influence	93
30	WEIGHTLESSNESS Reduces the weight of an item or person	93

WINTER RUNES

These are the Paths of Umbra.

1	BRIDGING Creates a liquid bridge between worlds	93
2	DIMENSION SIGHT Allows one to see into other dimensions	93
3	FOLD SPACE Allows user to travel great distances by folding space	95
4	MINOR DIMENSION Creates a pocket dimension	95
5	MIRRORS Creates a mirror portal, allowing one entry to other realms	95
6	MYSTIC ORB Creates an orb that travels through non-terrestrial environments	96
7	RECALL Transports the rune mark to pre-designated place	96
8	TETHER Connects two realities or planes with a magical tether	96
9	SOMNAMBULATE Allows user to hibernate	96
10	SUMMON PLANAR Summons a denizen of another plane	96

AIHRDIAN RUNES

These are the Four Pillars.

1	DREAMING Forces the target into a dream world	97
2	ENCHANTMENT This rune enchants items	97
3	FIRE This rune allows the rune mark to create fire	98
4	UNMAKING The rune, once inscribed, invokes instant destruction	98

RUNES OF THE INITIATE

ARREST MOTION (Chr) (Roan of Kepulch)

CT 1 R 150ft. D 1 rd./lvl.
SV see below SR yes Comp S

Arrest motion stops objects in motion or keeps them from moving, if already motionless. It has an area of effect of 10'×10'+5' per level and lasts one round per level.

The targets are held exactly as they are when the rune is activated. If they are in flight, they are held in flight. Both humans and monsters can be stopped, as can items thrown or hurled. The rune mark must make a successful charisma save for the rune to work. The caster can cast it on himself; in such cases there is no attribute check required.

The item or person in stasis can be moved by outside influence, or in the case of a living creature, it can attempt to move itself by making a successful strength check (CL equal to the level of the rune caster) in the round following the rune's activation. If an outside force is attempting to move the target, the source of the interference must make the strength check.

BEND LIGHT (Int) (Roan of Amnuel)

CT 1 R 100 ft. D 10 min./lvl.
SV none SR no Comp S

Bend light allows the user to manipulate light, forcing it away from the rune's target. It affects a 20-foot diameter sphere and lasts one turn per level. The redirected light makes the target invisible from anyone looking at it, as no light is reflected back from the target for the eye to see. It does not, of course, hide the target from any other senses, such as smell, touch, or even magical vision such as *true seeing*.

BINDING (Chr) (Roan of Paath-uk)

CT 1 R touch D 10 min./lvl.
SV none SR no Comp S

Binding has many uses, as it can be used to join two mundane objects together. The binding is permanent until the rune mark releases it. Spells such as *dispel magic*, *knock*, or a similar spell can be used to break the binding. It affects one object, great or small.

The *binding rune* can be used to bind a door and the door jamb, two covers of a book, torn armor, a broken sword hilt, etc. Any existing portal, magical or mundane, bound with the rune remains open. If used with the opening rune, the binding rune binds the target open, keeping a door from closing, a book from closing, etc. The rune also has broader implications, as it can be used to open or close magical portals, etc.

BOTTLE (Int) (Roan of Ilj)

CT 2 R touch D permanent
SV none SR no Comp S

Bottle creates an interdimensional space within a vessel. It is permanent until dispelled magically or canceled by the rune mark. The space is shaped much like a bottle, being round and

rather small. The space created is equal to one square foot for every level of the rune mark. It commonly serves the traveler as a vessel for carrying water, as it serves to hold simple substances such as liquids and gases. The space cannot be corroded, so any substance placed within it does no harm to the vessel. *Bottle* must be cast upon a flask, bottle, or similar container.

BREATH (Chr) (Roan of Higl)

CT 1 R touch D see below
SV none SR no Comp S

Breath creates breathable air and is useful in almost every environment under water, in sulfurous caverns, in the Void, or on other planes where air might be in short supply or does not exist at all. The rune is cast by touching the target, living or otherwise. This rune does not expire as normal runes do, but rather creates enough air to keep an adult human alive for 24 hours. If the rune is cast upon an object, it creates a 20-foot diameter sphere. Its power dissipates, though it gives breathable air to more than one person. One adult human has enough air for 24 hours, or two adult humans for 12 hours, or three adult humans for 6 hours, etc.

COMPOSITION (Int) (Roan of ietulth)

CT 1 R 10 ft./lvl. D 1 rd./lvl.
SV see below SR no Comp S

This rune allows the user to know the substance of things. It has a range of up to 10 feet per caster level. The rune lasts one round per level. Casting the rune allows the rune mark to understand what something is composed of, i.e. what types of minerals, liquids, gases, or elements are present. He cannot determine the exact breakdown, such as percentages, ratios, or other measurements. One could ascertain if an approaching gas cloud has acid qualities within, the wood of which a door is made, the magical metal(s) within a sword, etc. Upon a second successful intelligence check (CL determined by CK), the user can determine the age of the substance in question.

If cast on magic items, the item is allowed a saving throw against the level of the user. If it fails, the user can understand the magical makeup of the item, allowing him to know its bonus power as well as any special qualities it possesses. When cast upon a living target, *composition* reveals the creature's alignment. As with magic items, the target is allowed an intelligence saving throw, CL equal to the level of the rune mark; any bonus for level, attribute, or magical protection are included.

DARKNESS (Int) (Roan of Unk)

CT 1 R 100 ft. D see below
SV none SR no Comp S

Darkness extinguishes any normal, natural light source, such as fire, candles, torches, etc., in a 20-foot radius. No attribute check is required. However, for the darkness to extinguish magical light, the rune mark must make a successful attribute check, the CL equal to 10 plus the item's bonus. In the case of a *light* or similar spell, the CL is equal to the level of the one who cast the *light* spell. Items with no bonus receive a +1/+2/+3 at the CK's discretion.

MAGIC

DRAIN HEAT (Chr) (Roan ot freaul)

CT see below R 50 ft. D 1 rd./lvl.
SV none SR yes Comp S

Drain heat draws the heat from any individual target. If cast on an object it affects 5'×5' +5 square feet per level. The rune lasts one round per level.

The rune can be deadly, freezing the blood in the target's veins, killing all bodily functions. In the case of torches, camp fires, and other heat-producing targets, it can cause them to fizzle out and die. Once cast, the rune mark can draw out the heat of a target for as many rounds as it survives or the rune lasts; it draws out 1d4 HP of heat per round. If cast upon an object, it draws out 1d2 HP per round, eventually making the item brittle.

Any creatures or substances caught in the cloud suffer the effects of the rune. Water freezes, rain turns to ice and snow, fingers become frostbitten, etc. The rune mark can cancel the rune at any time. If the target's hit points are drained, the target dies, burns out, etc. The CL is adjusted by any spell or spell-like effect that might counter *drain heat*, such as *endure elements*.

ECHO (Chr) (Roan ot Arvagen)

CT 1 R see below D 1 see below
SV none SR yes Comp S

This rune allows the user to rest without losing his awareness. *Echo* can be cast on any single individual, and remains until dispelled or forced to collapse in on the host source.

Once activated, the rune mark is able to create a disembodied echo of his own senses: sight, hearing, taste, touch, and smell. The echo remains within 10 feet of the user, watching, listening, and smelling for signs of danger. It can use the senses just as the host source would, including darkvision. The moment the echo detects something that the host source would normally construe as a threat, it wakes the host source while collapsing in on him at the same time, so that as the user awakens, the echo vanishes, and the user regains normal control of his senses.

There is a small chance that the echo will become sentient, creating a disembodied doppelganger of its host source. Every time the rune is cast there is a 1% chance of this occurring. In such cases the echo lingers near the host source, but eventually drifts away.

The host source suffers no apparent damage, but will from time to time, at the CK's discretion, see what the echo sees, hear what the echo hears, etc. Anytime this happens the host source automatically suffers a -1 to all combat or rune-related rolls for so long as he experiences the echo's senses. This usually doesn't last more than a few rounds.

HORN OF PLENTY (Chr) (Roan ot Pfilk)

CT 1 R touch D 1 rd./lvl.
SV see below SR no Comp S

When this rune is cast upon a drinking horn or similar vessel containing mead, the mead is blessed with knowledge and

wisdom. The rune affects only one physical horn and lasts for five rounds +1 per caster level. Whoever drinks the entire horn gains a +1 bonus on all intelligence, charisma, and wisdom checks for the rune's duration. Once drained, the horn may be refilled and reused, however, it takes three rounds for the new mead to become potent. Any bonuses granted from drinking a second horn are cumulative. If three horns are consumed by the same individual he must make a constitution save or pass out for 1-6 hours (CL equal to the rune mark's level). For each horn consumed thereafter, the drinker must make a constitution save, with the CL going up by 5 each horn, as does the corresponding number of hours; for four horns he would pass out for 5 +1-6, for 5 horns, 10+1-6 hours, and so on.

LIGHT (Int) (Roan ot Mur)

CT 1 R see below D 10 min./lvl.
SV none SR none Comp S

This rune sheds light that extends up to 20 feet in radius from the inscription. It lasts one turn per level.

The light's intensity depends upon the pressure placed on the rune when it is inscribed. If the rune mark wishes the light to be dull, he inscribes the rune lightly; for more intense light, more pressure is placed when the rune is written. If vocalized, the rune's inflection determines its intensity. The light can be dull and dim or exceedingly bright as the rune mark chooses.

LINKING (Chr) (Roan ot Lam-uk)

CT 1 R see below D permanent
SV none SR no Comp S

Linking allows the rune mark to create static runes, runes that will go off with a set trigger. The area of effect of the linked runes depends upon the reactive rune, and it remains in force until the condition as set down by the conditional rune is met.

Linking is the containing rune, that rune that establishes other runes that can only be set off under certain circumstances. Any rune that can be intelligently linked to another rune can be linked. For more, see Runic Magic Defined.

LUCK (Chr) (Roan ot Erigrass)

CT 1 R 50 ft. D 1 rd./lvl.
SV none SR no Comp S

Luck tips the circumstances in the rune mark's favor. The luck rune lasts for one round per level of the rune mark. It can affect only one item.

Luck changes or affects the outcome of any single event. Whoever bares the luck-inscribed rune gains its benefit. The luck can range from re-rolling a die to gaining a +1 to an attribute check; the CK must determine and adjudicate the rune's activation.

LURE (Int) (Roan ot Loke)

CT 1 R touch D 10 min./lvl.
SV wisdom negates SR no Comp S

Lure creates a pulsating point of light that attracts living things. It lasts for 2-12 rounds and affects all creatures within a 50-foot area.

The point of light is little more than a foot in diameter and puts off a very bright light equivalent to 10 torches. Any living creature that spies these beams must make a successful wisdom save or be attracted and drawn to the light at standard movement rate. Once within 20 feet of the rune/light he is held enraptured, unable to move. However, every four melee rounds he may make a second wisdom save in an attempt to break the power of the rune. If the victim is attacked, jostled, or in any way interrupted, he may make another wisdom save with a bonus of +4.

MARKING (Chr) (Roan ot Naum)

CT 2	R touch	D permanent
SV none	SR no	Comp S

Marking magically places the rune mark's personal sign or symbol upon a non-magical item. The runes last for as many turns as the rune mark levels.

That sign can be any symbol, shape, or design of the rune mark's choosing. The sign establishes a link between the item and the rune mark. Any action taken using the marked item grants the rune mark a bonus +1 to any charisma check. Other than the rune mark, anyone attempting to pick up or wield the item will struggle with its weight and suffer a -1 to all charisma checks. The rune mark can cancel the rune at any time.

MIND CALM (Int) (Roan ot Kanu)

CT 1	R touch	D 10 min./lvl.
SV intelligence for half	SR yes	Comp S

Mind calm clears one's mind of all turbulent thoughts, allowing the caster to calm all emotions, stress, or other mental processes that might distract him.

The rune empties the mind, creating a shield against all forms of mental attack or mental fatigue. Once activated, the caster gains +1 per level against any mental attack or mental fatigue he encounters or suffers. The rune's specific design protects one while traveling through the Void or any other plane of entropy; it serves as well against planes of chaos, law, etc.

The "kanu rune" can also be used to mentally attack an enemy, by creating a void within his mind which wreaks havoc in the form of 2d6 points of damage. The target is allowed an intelligence save. If successful, *mind calm* does 1/2 damage. For this to work the rune must be inscribed upon the target's person.

MIND'S EYE (Int) (Roan ot Nuclus)

CT 1	R 400 ft. +1./lvl.	D 10 rds. +1./vl.
SV none	SR no	Comp S

Mind's eye allows the wielder to see through the eyes of someone else. *Mind's eye* can be inscribed on one individual only and lasts for 10 rounds +1 per level of the rune mark.

The rune does not allow for any type of control, nor does it allow the user to read the target's thoughts, or even grasp at the target's interpretation of what he is seeing; it allows only the actual vision. If the target possesses twilight, dusk, or dark vision, or any magically enhanced vision such as a *true seeing*

spell, the rune mark is able to see that as well. The rune mark must inscribe the rune upon the target.

There is a small chance that the target may discover the invasion and realize what is happening. Any target with an intelligence of 12 or greater must make a successful intelligence save, CL equal to the level of the rune mark, to notice the sorcery, and may block it with a second successful intelligence save.

NUTRIENT (Int) (Roan ot Nordfuel)

CT 1	R touch	D permanent
SV none	SR no	Comp S, M

Nutrient allows the caster to draw greater nutrition from the nord stone. It is one of the few runes which require a material component. The nord stone itself is rare and is found where receding glaciers have ground against veins of sandstone. When exposed to the sunlight, it expands and flakes (see **New Magic Items**). The flakes are edible and serve to heal whoever eats them for 1-2 points of damage. The rocks are very fragile, light, and dissolve when consumed.

When *nutrient* is cast upon a nord stone, the stone's natural healing powers are enhanced. Whoever consumes these flakes heals 1d4 points of damage; the flakes also provide him with enough sustenance to survive for a day without food or drink. Someone may consume more than one flake to speed up healing time, but he will not feed himself for more than a day. For example, consuming two flakes of the stone at the same time heals 2d4 points of damage but only provides enough sustenance for one day.

The material component for this rune is a nord stone.

OFFERING (Chr) (Roan ot Hile)

CT 1	R touch	D see below
SV none	SR no	Comp S

Offering allows the rune mark to give of himself or another willing subject. Carving the rune upon the body it allows the subject to transfer 1-2 of their hit points per level to another.

The subject suffers the transferred damage. At 8th level the offering may consist of 1-4 attribute points per week. Any losses the subject suffers are healed normally, or in the case of attribute points, 1 per week. Unless used with another rune that allows it, at no point may the recipient of the offering exceed their normal amount of hit points or attribute points.

OPENING (Chr) (Roan ot Kast)

CT 1	R 100 ft.	D immediate
SV none	SR yes	Comp S

This simple rune breaks magical bindings. It affects one bound item. Its duration is immediate.

Once carved, opening breaks *wizard locks*, *hold portals*, and similar spells, as well as the *binding* rune. It can also overcome doors held by riddles, etc. if the rune mark a successful charisma check (CL equal to the level of the spell caster).

MAGIC

PILLARS (Chr) (Roan ot Hugin)

CT 4 R 100 ft. D permanent
SV none SR no Comp S

Pillars strengthens walls, pillars, battlements, and similar structures, as well as anything that bears weight, from simple canes and walking sticks to posts.

The rune increases the strength and durability of the item on which it is inscribed, effectively doubling its strength. If it is a door with 4 hit points, the rune grants it another 4. If it is a pillar that can support 1,000 pounds, it would hold up 2,000 pounds. For every 10 levels of the rune mark, the rune also imparts SR 1 to the item in question, protecting it against magical attacks.

REDIRECT (Int) (Roan ot Ahff)

CT 1 R 150 ft. D 10 min./lvl.
SV yes SR yes (h) Comp S, M

Redirect forces a moving item or person in a different direction. *Redirect* can affect items that weigh up to 50 pounds per level of the user. Anything encountering the rune or the item upon which it is inscribed is affected.

The target cannot be made to turn back 180 degrees, but is rather deflected off its current path. The rune can move things left, right, up, down, etc., up to five feet off target. When used against human or monster targets, the rune forces any charging opponent to veer in the desired direction. Arrows, spears, and the like also move in the desired direction.

The material component for this rune is a piece of flint.

RENDING (Chr) (Roan ot Burnetu)

CT 1 R 10 ft./lvl. D immediate
SV strength negates SR no Comp S

Rending tears the target apart. The rune can impact one item, targeting up to one cubic foot per level of the rune mark. Any item upon which *rending* is inscribed must make a successful strength save (CL equal to the rune mark's level) or break, splinter, or shatter. Large items may only break into a few pieces; fragile items, such as glass, shatter. The rune may be used against almost any target; it can be used in cracking a door, breaking a rock, opening a fissure in the ground, breaking swords, armor, etc. This rune has no vocal form.

REPULSION (Chr) (Roan ot Fremstod)

CT 1 R 100 ft. D 1 rd./lvl.
SV strength negates SR yes Comp S

Repulsion creates a repellent field around the desired target. The rune lasts one round per level of the caster once activated. Although used on themselves by the rune masters to move through the planes, protecting them from various debris or substances they may encounter, its use is varied. It can be inscribed upon an item, a sword or shield, etc. The field creates a perfect circle that expands with time. It extends one foot per round from the target to a maximum of 20 feet. The field can move or repel items 100 pounds or greater +100 pounds per

level of the caster. If an item is too large to be repelled, then the target is moved away instead. Any creature able to resist is allowed a strength check. If successful it does not move. The rune is indiscriminate, moving possessions of the rune mark, friends, etc.

SHIELDING (Chr) (Roan ot Taraj)

CT 1 R 300 ft. D 1 rd./lvl.
SV none SR no Comp S

Shielding creates an extra-dimensional space around the body. The rune works on only one person at a time and lasts for one round per level of the rune mark. The extra-dimensional space shields the caster's body from physical and magical damage by absorbing or redirecting the attack. The shield can absorb 10 hit points +1 hit point per level of physical damage on any energy-based attack, including *lightning bolt*, *fireball*, *magic missile*, *magic arrow*, etc. The extra-dimensional space is invisible until struck.

SNARE (Int) (Roan ot Nahluk)

CT 1 R 100 ft. D 10 min./lvl.
SV strength SR yes Comp S

Snare creates a magical trap that can both maim and kill. The snare affects a 5'x5' area +1 foot per level of the rune mark. *Snare* lasts one turn per caster level.

The rune hardens the ground, making it brittle. Anyone walking within the area of effect sets off the snare; the ground gives way, and anyone caught within the area falls into a pit several feet deep. The ground immediately hardens around them, penning them in the earth. Those caught suffer 1d4 hit points +1 hit point per level as their legs and/or torsos are crushed. Those caught in the snare can attempt to break out, which requires a successful strength check.

THREADS (Int) (Roan ot Luetfrea)

CT see below R 1 ft./lvl. D see below
SV none SR no Comp S

Threads draws out threads of ice from very small amounts of moisture. This rune can be inscribed in the air at first level. It lasts indefinitely or until destroyed.

These threads extend out from a point of the user's choosing; the user must touch the point where the threads begin. The threads of ice are extraordinarily strong, able to hold or pull a tremendous amount of weight. *Threads* is generally used to hold items or people, for it lasts until dispelled or destroyed by the user. It serves those who travel on the planes as a floating disk, for multiple castings will produce several threads which are easy to weave into a platform. The rune has other applications as well. It can, for instance, be used to create restraints and rope, or to bind doors, etc. The spell may also be used as a weapon, freezing the moisture in a target's mouth, etc.

For every ounce of water the user possesses or has access to, he is able to freeze 100 feet of ice; the thread is no thicker than the lead of an ordinary pencil and is practically invisible. The ice requires

one round per 10 feet to freeze. The resulting thread is very light, with every 100 feet weighing about 1 pound. The thread is very malleable, able to be coiled, rolled up, etc. It is, however, easily entangled with other threads, as it is lightweight and very difficult to see. Several threads can be joined together, but this is difficult and time consuming, requiring a successful dexterity check (CL 10). Each thread so joined requires one turn to do so. Creating a platform can be a long and arduous task. The threads possess tremendous strength, able to hold up to 20 pounds per foot.

The icy threads are highly susceptible to heat and exposure to sun light; a single thread must make a saving throw each round it is exposed to any form of heat, including sunlight. Challenge base for the save is 18, CL determined by the CK; the spell caster adds his own level and intelligence attribute bonus to the save. If it fails, the ice dissolves instantly into gas. Ambient light cast by magic items and magical spells such as light do not affect the thread. However, the magic spells *flame shield* or *fireball* will affect the threads. A *dispel magic* spell can destroy the threads, and the user himself may cancel the rune.

TENSILE (Int) (Roan ot Hugrun)

CT 1 R 150 ft. D 4rds. + 1rd./lvl.
SV none SR no Comp S

Tensile doubles the strength of rope, chain, string, etc. The rune lasts four rounds +1 round per level of the caster. The rune only affects one item, and the item cannot be more than 100 pounds in weight.

Tensile can be applied to almost any item such as wood and steel, making the item stronger. Any items the spell targets double in strength. Rope is able to hold twice the weight, a wheel is able to carry twice the amount before breaking, etc. Any melee weapon upon which the rune is cast gains a +1 bonus to hit and damage, and armor gains +1 bonus to AC. It can affect magic weapons as well as other spells and runes such as *threads*.

THE VOICE (Chr) (Roan ot Oethule)

CT 1 R touch D1 min. + 1min./lvl.
SV none SR no Comp S

This rune is etched upon the throat, and when done correctly, intones the voice with magic. It lasts 1 minute +1 minute per level. It affects all who can hear it.

The wielder's voice becomes deep and measured. It adopts a melodic, almost hypnotic tone for any who can hear it, altering the speaker's normal speech patterns in order to appeal to others, no matter their cultural, social, racial, or linguistic backgrounds, and changing even to account for social nuances such as religion and emotive responses. The wielder of the rune gains a +2 on all charisma checks, and those to whom the voice is directed become calm and very reluctant to attack the wielder. They will only do so if they are attacked by the wielder or any of those who serve him. Furthermore, they become susceptible to mind-altering spells and simple verbal suggestions, suffering a -2 on all charisma, wisdom, or intelligence saving throws or attribute checks. As the rune mark increases in level, the power of *the voice*

does so as well. At 5th level the bonus rises to +4 and the penalty to -4. At 10th level this increases to +8/-8, respectively.

WEIGHTLESSNESS (Roan ot Illtut)

CT 1 R touch D 10 min./lvl.
SV none SR no Comp S

Weightlessness reduces the weight of the item upon which the rune is scribed. The weight of the item in question (and any contents within) is reduced by 25 pounds +10 per level per level of the rune mark. *Weightlessness* can be inscribed upon a living creature, but if so, it does not affect the items worn. If, however, it is cast upon the armor the person is wearing, the armor is considered to contain the person and the whole; both armor and person's weight are reduced. An axe in the person's hand would not, however, be affected by the rune. It does not reduce the encumbrance of additional items on the person

WINTER RUNES

This set of runes allows the master to travel into the realms, those regions beyond the planes referred to as outer dimensions, other planes, the Void, and mystic worlds of the gods, and so on. These realms, often beyond the reach of the mundane, become rich fields of lore for the rune marks, and lead them to an ever greater knowledge of the runes and their translations.

The Winter Runes are not found within the Codex of the Initiate; they are forbidden to novice students. Each rune mark must find and translate them on their own.

BRIDGING (Int)

CT see below R 10 ft. D 10 min./lvl.
SV see below SR no Comp S

Bridging creates a magical bridge. The bridge is 10 feet wide and can span an area 10 feet long +10 feet per caster level. It takes 1 round to create every 50 feet of bridge. It lasts one turn per level unless inscribed with a *tether* rune. In this case containment lasts until that particular *tether* is unmade.

The bridge is made of liquid fire (or other substance of the rune mark's choosing) and can be walked upon safely by the rune mark or anyone protected by a rune of *shielding*. Any other creatures attempting to use the bridge suffer 6d10 points of damage for each round of contact with the liquid fire and must make a dexterity save (CL equal to rune mark's level) to avoid catching fire. The intense heat keeps the rune mark safe from attack, and prevents others from using his bridge to cross over. The bridge can be created on the home plane but its effectiveness is reduced, dealing only 6d6 points of damage per round of contact to unprotected travelers.

DIMENSION SIGHT (Int) (Roan ot Rinck-lam)

CT 1 R see below D 10 min./lvl.
SV none SR no Comp S

Dimension sight opens a visual portal into the realms. The rune lasts one turn per level of the rune mark. Its range is limited to



how far the rune mark can see and as far as conditions on the target realm allow.

The rune creates a translucent ball which serves as a focal point to look into the realm of choice. The ball is solid, and the rune mark can take it in hand, moving it with him. In order to see in different directions the rune mark rotates the ball. He can only see into realms with which he has some familiarity; he must have traveled there, or seen it through some other magical device. The caster is able to see into the realm at the point of familiarity. Conditions in the realm govern the distance and with what clarity he can see.

FOLD SPACE (Int) (Roan of Erklöse)

CT 1 R see below D rounds
SV none SR no Comp S

Fold space allows the rune mark to travel great distances through any one realm. It last only four rounds, at which point the folded space snaps back, leveling into its normal continuum. The rune mark is able to fold a circle of space with a diameter of 10 square feet +1 foot per level.

Fold space takes hold of a designated point in the realm where the rune mark is located and connects it with another space the rune mark is able to see. The rune folds space by thrusting the rune mark through time, allowing them to step over onto the designated distant place.

Specifically designed to move quickly across the Void, the rune works anywhere that the user can actually see the desired point. There are no size and weight limits on crossing over, so long as the travelers do so during the duration of the rune and within the area of effect, for the rune moves the “space” through “time” by folding the two points onto one another.

The rune runs a small risk, however, for the contact points of the folded space briefly touche, and even as the rune mark steps over to the other space, other creatures can cross over to his point of embarkation.

NOTE: Fold space is aa Blood Runes.

MINOR DIMENSION (Int) (Roan of Charl)

CT 1 R touch D see below
SV none SR no Comp S

Minor dimension creates a pocket dimension. The dimension is a 30-foot cube, +10 feet per level of the rune mark. It lasts until unmade by the rune mark or destroyed by another entity.

The rune is cast upon an item of the rune mark’s choosing and uses an assigned command word, phrase, or action to open the dimension. The rune mark must have the item in hand to access his pocket dimension. He must use the command word to open and close the portal to the dimension. Others are allowed to enter while the portal is open.

The dimension is utterly colorless, shaped in a cube, and has breathable air. It can be used to store items, persons, etc.

If the item is stolen or lost, the rune mark cannot make another pocket dimension until the original is destroyed. Anyone who knows the command word and has the item can access the dimension.

NOTE: It is conceivable that other creatures could access the rune mark’s dimension, however unlikely. This could only be done through powerful magic, and knowledge of the realm and all other hurdles that plane travelers must overcome to cross into hidden realms.

MIRRORS (Int) (Roan of Meur)

CT 2 R see below D permanent
SV see below SR no Comp S

Mirrors creates a magical mirror that acts as a portal between the realms. The rune is permanent and can only be destroyed by a *dispel magic* or similar spell. The rune mark must have the rune of *unmaking* to destroy it himself. The mirror is not portable.

The rune is inscribed upon a place of the rune mark’s choosing. Once successful, a mirror appears. The mirrors grows from the point of inscription (usually the ground) to five feet tall and three feet wide. The rune mark must designate a prompt to activate the mirror. The prompt can be a word, a gesture, or an action. The prompt is permanent and is the only key needed to activate the magical mirror and thus open the portal to another realm. While inactive the magical mirror resembles a mundane mirror in all forms, casting a reflection as normal.

To create an avenue to another realm or point on the same realm, the rune mark casts *mirrors* a second time, inscribing the rune on the mirror or some other object of his choosing, and designating the point to which the mirrored portal opens. This creates a second mirror, this time on the other realm. The second mirror resembles the original and creates an avenue between the two realms or points on the same realm. The rune mark can now hear, see, and speak through the portal, or pass through to the other realm if desired, anytime that the mirror is activated. The rune mark can do this as many times as he desires, creating as many portals to as many realms as his experience allows.

To create any avenue to another realm, the caster must be familiar with the realm that the mirror should access.

Entering the mirror is much like entering water; the space is fluid, allowing the traveler to merge with it and pass over to the other realm. The fluid is very reactive and moves constantly, making travel between the realms difficult. Once anyone has entered the fluid space, he has entered an extra-dimensional space between the realms. He cannot take any physical action, from speaking to inscribing runes, casting spells, or swinging a sword he cannot hear or see.

If the mirrors are not bound (see *tether* below) the rune mark must make a successful intelligence save, CL 12+1 per mirrored plane, or become disoriented, losing his way in the fluid space. In Aihrde, this fluid space is the Wall of Worlds. Once lost between realms, he is lost until rescued or the original mirror is destroyed.

MAGIC

If the original mirror is destroyed, all the mirrors are destroyed and the lost occupant is cast into one of the connecting realms, potentially the original, determined randomly.

It is possible to tie a rope to a traveler who enters the mirror, and though the traveler can not manipulate the rope, someone on the outside of the mirror could pull him back to the plane of origin.

Mirrors is extraordinarily dangerous, for once activated there is a 5% chance per connecting realm that something on the other side will come through to the rune mark's home plane.

NOTE: the *Mirrors of the Witch Queen* as found in the A series of adventure modules are activated by a sprinkle of blood.

MYSTIC ORB (Int) (Roan of Hemelgem)

CT 1 R touch D 1 hour./lvl.
SV none SR no Comp S

Mystic orb creates a 10-foot +1 foot per level radius sphere, within which the rune mark can travel. The sphere surrounds the user upon activation, and in the following round it begins to move slowly. If not directed specifically, the sphere moves in a random direction. It picks up speed, beginning at about one foot per round; it gains speed quickly, adding about 10 feet per round until it maxes out at 80 feet per round.

The user can control the speed and direction by will. If the concentration of the user is broken, the rune remains in effect, and the orb continues to hurtle on the course and speed as set by the rune mark when his concentration was broken.

The orb does not stop until it meets a solid object, or for the rune's duration. If it meets an object, it bounces off in a random direction and its speed is reduced by half.

RECALL (Int) (Roan of Althip)

CT 1 R touch D permanent
SV none SR no Comp S

Recall teleports the rune mark back to a pre-determined place on a pre-determined plane. The rune is permanent until unmade by the rune mark or dispelled. It has no range limit.

The rune mark must inscribe the *recall* rune on the point where he wishes to return. Once done, any time he successfully inscribes the rune again, it instantly teleports him back to that pre-determined place. The recall allows him to cross planes of almost any size and description, unless there is a condition on that plane which prohibits it. In *Aihrde* for example, unless the Wall of Worlds is breached, the recall cannot overcome the Judgment of Corthain (see **Codex of Aihrde**).

TETHER (Int) (Roan of Pie-et)

CT 1 R see below D permanent
SV none SR no Comp S

This spell binds two realms together with a tether that only the caster can see. The tether is generally used with *mirrors* and is permanent, marking the way like bread crumbs.

The rune does not itself open a gate between the realms; rather, it creates a pathway that is easy for the user to follow, allowing other sorcery to open gates. Rune marks use them in order to keep track of where the various dimensions, realms or other realities lie. The rune mark may also use *tether* to bind himself to a particular plane. *Tether* is permanent until dispelled or canceled by the rune mark. However, the rune master can only have as many active tethers as he has levels.

The user must be aware of both realms as he moves through the inter-dimensional space between the borders of the realms, binding them together. A rune mark cannot become lost while crossing between two bound planes.

SOMNAMBULATE (Chr) (Roan of Arthul)

CT 1 R touch D see below
SV none SR no Comp S

Somnambulate holds the power to place the user or another into a state of semi-hibernation. The rune is inscribed upon the target and lasts as long as the rune mark or target remains alive.

The rune causes the heart rate and breathing of the recipient to slow, eye-lids close, and all tension is removed as the recipient of the magic settles into a state of hibernation. The spell reduces the body's need for nourishment, including water and air. The recipient can survive without food or water for 90 days +1d4 days per level. He must have air; however, he can survive with 10% of the normal amount required, meaning that he can survive at very high altitudes without undo affect. When the rune is no longer able to keep the recipient alive, it expires.

The recipient is not wholly asleep and is aware of what goes on around them as if they were in a deep echo chamber. Sounds, sights, and smells all seem to be at a great distance. The user can break free of the sorcery at will, but it takes 1d4 rounds to become functional again.

The user can be violently knocked out of the somnambulance if they are stricken or otherwise attacked. In such cases they are automatically wrenched from the rune's influence and suffers 1d6 points of damage.

SUMMON PLANAR (Chr) (Roan of Jmfore)

CT 1 R 50 ft. D 10 min./lvl.
SV see below SR no Comp S

This rune summons a planar creature. It can be directed at only one target.

The rune mark's plane must be connected to the target's plane, as in the *mirrors* rune. The rune mark must name the creature summoned. If the creature has a high or greater intelligence, it is able to resist the summons, and it is allowed a primary attribute check, CL equal to the rune mark's level. If it succeeds, nothing happens and the summons fails. However, the creature is allowed a second attribute check, this time an intelligence check. If successful, the creature knows that something or someone attempted to summon it. It does not know who or from where, but it is aware of the summoning.

If the creature fails its initial primary attribute check, it is summoned. The summoning is instantaneous as the rune pulls the target through the portal or mirror. The rune mark must have encountered the creature at some point, or have gathered knowledge of it. He can summon up to half his level in HD, rounded up. For example: a 17th level rune mark can summon 9 HD worth of creatures.

Unlike a typical *summon monster* spell, *summon planar* does not wholly bind the summoned creature to the user. It is under a very limited geas, forced to do simple tasks such as answer questions, cast minor magics, etc. The rune compels it to act honestly and in the best interest of the user.

The creature is generally aware of what has happened and will most likely view the rune mark as an enemy attempting to enthrall it. It attempts to break free whenever possible. Any sign that the summoner is weakening or is preoccupied with another task encourages the creature to break the connection. Doing so requires a successful intelligence check, CL equal to the level of the rune mark. Failure causes the creature 10 hit points of damage; success means freedom. Most intelligent creatures do not attempt to break free, as harming or killing the user leaves them stranded. Summoned creatures may wish to serve the rune master, assuming it serves their own purposes. Very powerful creatures may wish to break free and enslave their summoner.

AIHRDIAN RUNES: THE FOUR PILLARS

The Four Pillars are not found within the Codex of the Initiate; they are forbidden to novice students. Each rune mark must find them and translate them on his own.

The Four Pillars consist of the Runes of Creation, Destruction, Entropy and Motion. These are the runes of good and evil and law and chaos. Like all the Codices, the below four runes only represent a few of the scores of runes that are in the Four Pillars.

ENCHANTMENT (Chr) (Roan of Lau)

CT 1 R touch D 10rds.+1 rd./lvl.
SV none SR no Comp S

This rune enchants items. The rune mark must physically touch a single target to enchant and inscribe it. There is no verbal or sign form of this rune. The rune may only be used once per day. The enchantment lasts 10 rounds +1 round per level of the rune mark unless made permanent by another rune. There is a base challenge level 10 for this rune to work.

The enchantment can be anything the rune mark imagines. However, the more powerful the enchantment, the more difficult the CL for the rune to succeed. If the rune mark wishes to inscribe an enchantment upon a blade, giving it a +3 bonus, the CL is 13 (base of 10 +3); the challenge class for such an attempt being the challenge base 12 + 13 = 25. Any added magic power adds a corresponding CL. Minor powers (those similar to the minor powers listed in **Monsters & Treasure**) add a CL 5; greater powers from the same list add a CL 10.

For any magical power added, the rune mark must have the corresponding rune. To create a *flame-tongued sword* he must have the *fire* rune. To create a *vorpal blade* he must have the *unmaking* rune.

For Example, to create a +3 *vorpal sword* would require the rune mark to make a successful charisma check of 12 (challenge base) +10 (base challenge level) +3 (CL for bonus) +10 (CL for greater power) for a total of 35 to succeed.

FIRE (Int) (Roan of Plum)

CT 1 R see below D instant
SV see below SR yes Comp S

This rune allows the rune mark to create fire. The rune affects a single target or a 5'x5' area of effect +5' per level of the rune mark. If cast upon combustible material, the fire lasts as long as the material burns. If cast upon non-combustible material such as iron, stone, etc., it lasts one round per level of the rune caster.

Fire ignites combustible items such as torches, wood, grass, clothing, etc. A rune mark can also place *fire* on non-combustible items such as a sword, control fires that are already burning, extinguish fire, or, when used in conjunction with other runes, create steam, etc. The rune does not create a magical fire; it allows the rune mark to make or manipulate natural fire.

If cast upon a torch or fire the flame burns as any normal torch or fire. If cast upon combustible material such as clothing, the clothing must make a saving throw (CL equal to the rune mark's level). If cast upon a weapon it deals an extra 1d6 points of damage, double that against cold-based creatures. If inscribed upon a person, that person catches fire. The fire is not magical however, and it will burn whoever it is cast upon, but it does not receive a magical hit bonus or damage.

The rune mark can extinguish flames in the area of effect if so desired.

Consult the following chart for range, damage to other individuals upon which the rune is cast directly, and area of effect. Always add level to damage. After 12th level, continue to expand range and area of effect, but the damage remains at 8 plus the level.

Lvl	Dmg (+lvl)	Dur (=lvl)	Range (10 x lvl)	Area of Effect (5 x lvl in sq ft)
1	1 (2)	1	10	5x5
2	1d2	2	20	10x10
3	1d2	3	30	15x15
4	1d4	4	40	20x20
5	1d4	5	50	25x25
6	1d4	6	60	30x30
7	1d6	7	70	35x35
8	1d6	8	80	40x40
9	1d6	9	90	45x45
10	1d6	10	100	50x50

MAGIC

11	1d8	11	110	55×55
12+	1d8	12	120	60×60

EXAMPLE 1: Tolvar inscribes the *fire* rune upon the base of Ki's sword; flame encases the blade he creates, effectively making it a *flaming sword* for the next four rounds. A *flaming sword*, as per **Monsters & Treasures**, deals 1d6 points of extra damage upon a successful hit and double that against cold-based creatures.

EXAMPLE 2: Gregor, a 10th level rune mark, enters a long hallway. The hall is dark but he sees torch sconces upon the wall. Being able to vocalize the runes, he speaks the words and the torches light; he is only able to affect an area of 50'×50', so the torches for the first 50 feet of the hallway ignite. It is important to note that Tolvar, from the example above, does not have the ability to vocalize the runes. To ignite the torches, Tolvar would have to inscribe a *fire* rune upon each torch.

DREAMING (Chr) (Roan to Dogdum)

CT 1	R 100 ft.	D 10 rds. +1 rd./vl.
SV see below	SR yes	Comp S

Dreaming plays upon the mind of the ensorcelled, forcing them into a dream world of the rune mark's creation. For the target, the transitions seem instant, as if a *teleport* or similar spell were cast upon them. In reality they remain in their own world. They refuse to believe in the world around them, and see things as the rune mark designed. While under the influence of *dreaming*, they cannot react to anything happening around them, the environmental conditions, combat etc. However, if they are struck or attacked, they are allowed a wisdom saving throw, CL equal to the rune mark's caster level. If successful the target is able to react to the attack within the dream world. In short, whatever attacks or otherwise seeks to interact with them, that entity enters the dream world joining the target.

The target is aware of the intrusion and is able to use all resources they possess in the real world, be they spells, armor, abilities etc, to defend themselves. They cannot speak to those not in the dream world; they cannot in fact see anything beyond the *dreaming*. *Dreaming* lasts 1 round per level and it can only affect one person.

The dream itself is as powerful as the rune mark desires. Simple dreams, once cast, can maintain themselves; however, complex, interactive dreams require the rune mark's full attention. For instance, if the dream is a simple sandy beach, with sun and wind, the rune mark need pay no attention to it. Such a dream sustains itself. If however, the rune mark wished the wind to change and a storm to buffet the dreamscape then he would have to maintain control of the rune and its power. They can do nothing else while manipulating such a dream.

The afflicted are not normally affected in a physical manner in the dreaming. A dream is nothing more than that a dream. However, the rune mark may attempt to cause physical harm or to aid the afflicted through the dreaming. To do this, the rune mark must make a second charisma check to succeed, with the

challenge level being equal to the target of the dreaming. He can only use other runes he is familiar with to physically affect the target.

For example, Gregor casts *dreaming* upon Jared the Mad. Gregor makes the necessary charisma check and Jared finds himself standing upon a grassy hill, upon a clear and sunny day. Gregor wishes then to move Jared to another plane, and scribes *snare* rune, creating a pit trap in front of Jared. The rune mark must make a second successful charisma check for the *snare* to work and actually cause physical damage.

UNMAKING (Chr) (Roan ot Irakulus)

CT 1	R see below	D see below
SV none	SR yes	Comp S

Unmaking destroys items, kills people, lays waste to land, brings walls to dust, etc. The rune mark's level determines the area of effect and range. The spell is immediate and has no duration.

The rune, once inscribed, invokes instant destruction. The rune is difficult and fails more often than it succeeds. For this reason, the base CL is 10 for this rune to succeed; the rune mark must make a base roll of 22 to unmake a mundane item. The base CL for living items is 15, and the base CL for magic items is 20. Once inscribed, the rune's power is unleashed.

If inscribed upon a mundane item, the item is destroyed, assuming the rune mark makes a successful charisma check. If inscribed upon any type of living creature, flora or fauna, it takes damage as per the chart below. The CL is equal to the target's level or HD. If inscribed upon a magical item, the item's CL is equal to its bonus with +1 for any power it possesses. If used against a magical effect or spell, the CL is equal to the spell caster's level.

Lvl	Dmg (+lvl)	Dur (=lvl)	Range (10 x lvl)	Area of Effect (5 x lvl in sq ft)
1	1	1	10	5×5
2	1d2	2	20	10×10
3	1d2	3	30	15×15
4	1d4	4	40	20×20
5	1d4	5	50	25×25
6	1d4	6	60	30×30
7	1d6	7	70	35×35
8	1d6	8	80	40×40
9	1d6	9	90	45×45
10	1d6	10	100	50×50
11	1d8	11	110	55×55
12+	1d8	12	120	60×60

Some creatures cannot be unmade; specific creatures will be designated by the CK. The god Thor cannot be unmade, for instance.

ARCANE & DIVINE SPELL LISTS

CLERIC (DIVINE)

0-LEVEL CLERIC SPELLS

FIND LOST THOUGHTS	114
Recalls forgotten information.	
FISH SONG	114
Summons fish to eat.	
HEX*	116
Places a specific curse on someone.	
SHARPEN SENSES*	126
Enhances one sense with +1 bonus.	

1ST-LEVEL CLERIC SPELLS

ANIMATE HOLY ITEM	105
Animates a holy item or small statue.	
BEHOLD THE BLASPHEMER	106
Inflict damage on the blasphemer.	
CUTTING WORDS	109
Deal damage with spoken word.	
DEATH BLOW	109
Allows a final blow.	
DEIFIC ALLIANCE	109
Identify allies with holy mark.	
DIVINE LIGHT	111
Ray of light to smite enemies for damage.	
EYES OF THE WILD	113
See and hear through animal, guide them.	
FAITH	113
Endure simple hardships.	
INFECTIO	117
Infects targets, reduce healing by half.	
INSECT BANE	118
Kills all in sects in impacted area.	
KNOT*	118
Undo or tie complicated knots.	
OFFERTORY	121
A ritual undertaken to receive a boon from deity.	
ORDAIN	122
Sanctify a place or an item.	
SPIRITUAL PRESENCE	128
See into spirit world around the caster.	
VENERATE	129
Grants item power, unleashed if desecrated.	
VERBAL BARRIER	130
Create invisible barrier between the caster and the world.	

2ND-LEVEL CLERIC SPELLS

BURNING GROUND	106
Create sheet of flame on ground.	
CLERIC'S MARK	107
Identities recipient as friend or foe for aid or other.	

CONSECRATE WEAPON	108
Enhance combat bonuses of weapons.	
FLAME WHIP	114
Creates whip from flame for 1d4 +level damage	
HALVE DAMAGE	115
Reduce damage of one type by half.	
JUMBLE SPEECH	118
Makes speaking for spells/abilities impossible.	
KEPT WORDS	118
Places words in a vessel.	
MINISTERIAL	120
Confers a +2 on recipient.	
RECALL	124
Step back into a moment in time.	
SPIRITUAL TRACK	128
Allows cleric to track marked spirit.	
UNDEAD BAIT	129
Draws undead creatures to an area.	

3RD-LEVEL CLERIC SPELLS

AID THE DOOMED	105
Heal and increase AC of a dying target.	
DAYLIGHT	109
Creates light sphere that emulates daylight.	
DEIFIC BOON	110
Bless a community.	
DISCORDANT ATTACK	110
Force spell caster to change target of their spell.	
DIVINE INSIGHT	111
Increases wisdom.	
RECONSTRUCT	125
Restore hidden or faded glyphs and runes.	
SPIRITUAL PRESENCE	128
Detect the spiritual presence of a creature or person.	
VOICE OF THE ANCIENTS	130
Sing ancient chants to stun and terrify.	

4TH-LEVEL CLERIC SPELLS

COMPOUNDING	108
Increases duration of spell.	
DEIFIC PROTECTION	110
Creates SR for the recipient.	
HARRIER	116
A servant to track and harass target.	
I WALK AMONG YOU	117
Allows caster to attack from a sanctuary spell.	
MEMORIES	119
Meld with individual and influence them.	
PELT OF SUFFRAGE	122
Redeems malefactor, granting combat bonuses.	
RECHARGE ITEM	125
Recharges magic items.	
SEMBLANCE OF LIFE	125
Make undead creatures seem living to other undead.	

MAGIC

SPIRITUAL AWAKENING	128	BURNING GROUND	106
Confers wisdom to recipient.		Create sheet of flame on ground.	
<hr/> 5TH-LEVEL CLERIC SPELLS <hr/>			
BREATH OF LIGHT	107	CUTTING WORDS	109
Captures light in a container.		Deal damage with spoken word.	
BROKEN WILL	107	DEATH BLOW	109
Force a person out of combat.		Allows a final blow.	
DEIFIC RAIMENT	110	DIVINE LIGHT	111
Protection of the deity surrounds caster, blinding enemies.		Ray of light to smite enemies for damage.	
DISPLAY STANDARD	110	EARTHLY ESSENCE	112
Create standard of the holy to aid and identify cleric.		Heal in given area.	
DYING LIGHT	112	FEEDING CALL	113
Gain spell slot from dying foe.		Summon animals to eat the dead.	
<hr/> 6TH-LEVEL CLERIC SPELLS <hr/>			
SPIRITUAL DEAFENING	128	INFECTION	117
Breaks bond between holy person and deity.		Infects targets, reduce healing by half.	
<hr/> 7TH-LEVEL CLERIC SPELLS <hr/>			
GRAVITATIONAL EARTHQUAKE	115	INSECT BANE	118
Reduces gravity forcing thing to fly up and come down for damage.		Kills all in sects in impacted area.	
HALVE DAMAGE, GREATER	115	KNOT*	118
Reduces all damage by half for 5 rounds.		Undo or tie complicated knots.	
HORN OF THE GODS	116	NATURE'S BOUNTY	120
Stuns 4HD or less and undead.		Creates magical storage space.	
NEAR DEATH	120	OPEN SINKHOLE	121
The cleric is able to cast certain spells while negative.		Creates a sinkhole where directed.	
<hr/> 8TH-LEVEL CLERIC SPELLS <hr/>			
BLESSED WARRIOR	106	POISON RESIN	122
Blesses warrior in service of the cleric's deity.		Create resin on plant poisonous.	
<hr/> 9TH-LEVEL CLERIC SPELLS <hr/>			
SHACKLE*	125	POLECAT MUSK	123
Binds one opposed to the cleric in magical shackles.		Creates powerful stench to stun or reduce.	
<hr/> DRUID (DIVINE) <hr/>			
<hr/> 0-LEVEL DRUID SPELLS <hr/>			
CONTAIN FIRE	108	POULTICE, LESSER	123
Keeps fire burning and from smoking.		Heals wound with magical poultice.	
DIVINING ROD	111	SAFE GROUND	125
Helps druid find water.		Locate a relatively safe and secure campsite.	
DRY PATCH	111	SHADY SPOT	126
Clears an area of moisture.		Creates shade in a bright area.	
FIND LOST THOUGHTS	114	SMOKE	127
Recalls forgotten information.		Creates billowing cloud of smoke.	
HEX*	116	SPIRITUAL TRACK	128
Places a specific curse on someone.		Allows cleric to track marked spirit.	
HORN FOOT	116	TRACKS OF THE OLD	128
Allows the caster to move through difficult terrain.		Reveals ancient tracks or trails.	
SHARPEN SENSES*	126	VENERATE	129
Enhances one sense with +1 bonus.		Grants item power, unleashed if desecrated.	
<hr/> 1ST-LEVEL DRUID SPELLS <hr/>			
BEHOLD THE BLASPHEMER	106	VERBAL BARRIER	130
Inflicts damage on the blasphemer.		Creates an invisible barrier between the caster and the world.	
<hr/> 2ND-LEVEL DRUID SPELLS <hr/>			
ANIMATE HOLY ITEM	105		
Animates a holy item or small statue.			
EYES OF THE BAT	113		
Allows a druid to see in total darkness.			
FAITH	113		
Endure simple hardships.			
FALSE TRAIL	113		
Creates false, identical trail.			
HYDRATE	116		
Returns moisture to an object or person.			

JUMBLE SPEECH	118
Makes speaking for spells/abilities impossible.	
KEPT WORDS	118
Places words in a vessel.	
OFFERTORY	121
A ritual undertaken to receive a boon from deity.	
ORDAIN	122
Sanctify a place or item.	
WARNING	130
Make animals in a certain area aware.	

3RD-LEVEL DRUID SPELLS

BLIND WOOD	106
Temporarily blinds plants.	
DEIFIC BOON	110
Bless a community.	
DISCORDANT ATTACK	110
Force spell caster to change target of their spell.	
FERAL VISAGE	113
Unleash primeval power and attack.	
FUSE STONE	115
Meld two pieces of stone together to make wall, etc.	
HALVE DAMAGE	115
Reduce damage of one type by half.	
LEAF WHIRLWIND	119
Creates wall of leaves and debris.	
POULTICE	123
Heals wound with magical poultice.	
PRIMITIVE RAGE	123
Allows ability score adjustment and damage.	
QUICKSAND	124
Creates quicksand where directed.	
RECONSTRUCT	125
Restores hidden or faded glyphs and runes.	
ROOT*	125
Roots target to the ground.	
TAG	128
Creates hostile environment for an individual.	
TREE MELDING	129
Enter a tree for sanctuary.	
VOICE OF THE ANCIENTS	130
Sing ancient chants to stun and terrify.	

4TH-LEVEL DRUID SPELLS

AID THE DOOMED	105
Heal and increase AC of a dying target.	
BARBED ENTANGLE	105
An entangle spell that inflicts 1d6 damage.	
BREATH OF LIGHT	107
Captures light in container.	
COMPOUNDING	108
Increases duration of spell.	

DEIFIC PROTECTION	110
Creates SR for the recipient.	
DIVINE INSIGHT	111
Increases wisdom.	
DROWN	111
Fills the lungs with water and drowns target.	
DYING LIGHT	111
Gain spell slot from dying foe.	
EARTHEN VOID	112
Traps the victim in a hollow beneath the ground.	
FRIENDLY IMAGE	115
Makes an opponent appear as a friend to his foes.	
LEAF MAP	119
Creates a map on a leaf of the surrounding area.	
RECHARGE ITEM	125
Recharges magic items.	
SPIRITUAL PRESENCE	128
Detect the spiritual presence of a creature or person.	
WINGS OF THE CROW	130
Sprouts wings for flight.	

5TH-LEVEL DRUID SPELLS

BINDING KNOT	106
Binds the target to a specific locale.	
BROKEN WILL	107
Force a person out of combat.	
ENRICH SOIL	112
Increase soil vitality, makes other spells more powerful.	
LAND'S BREATH	118
Creates weather pattern to obscure vision, sound, smell.	
POULTICE, GREATER	123
Heals wound with magical poultice.	
PRIMITIVE RAGE II	124
Allows ability score adjustment and damage.	

6TH-LEVEL DRUID SPELLS

AWAKEN THE TERRALIP	105
Summons evil spirits into dead tree, poisons ground.	
DEIFIC RAIMENT	110
Protection of the deity surrounds the caster, blinding enemies.	
FLIGHT OF THE FEY	114
Allows caster to fly as pixie dust.	
OMINOUS WOOD	121
Creates unnerving conditions in wood.	
SPIRITUAL AWAKENING	128
Confers wisdom to recipient.	

7TH-LEVEL DRUID SPELLS

GRAVITATIONAL EARTHQUAKE	115
Reduces gravity forcing thing to fly up and come down for damage.	
PRIMITIVE RAGE III	124
Allows ability score adjustment and damage.	

MAGIC

8TH-LEVEL DRUID SPELLS

HALVE DAMAGE, GREATER	115
Reduces all damage by half for 5 rounds.	
HORN OF THE GODS	116
Stuns 4HD or less and undead.	
SPIRITUAL DEAFENING	128
Breaks bond between holy person and deity.	

9TH-LEVEL DRUID SPELLS

SOUL BIND	127
Bind a soul/spirit to hallowed ground or item.	

WIZARD SPELLS (ARCANE)

0-LEVEL WIZARD SPELLS

ACCURATE MEASURE	105
Determines accurate measure of either time, distance, volume, weight, etc.	
FIND LOST THOUGHTS	114
Recalls forgotten information.	
LENS	119
Creates temporary magnifying glass.	
SHARPEN SENSES*	126
Enhances one sense with +1 bonus.	

1ST-LEVEL WIZARD SPELLS

CUTTING WORDS	109
Deal damage with spoken word.	
KNOT*	118
Undo or tie complicated knots.	
VERBAL BARRIER	130
Creates an invisible barrier between the caster and the world.	

2ND-LEVEL WIZARD SPELLS

BASILISK'S GAZE	106
Holds the target in place, possibly turning to stone.	
BURNING GROUND	107
Create sheet of flame on ground.	
HYDRATE	116
Returns moisture to an object or person.	
JUMBLE SPEECH	118
Makes speaking for spells/abilities impossible.	
KEPT WORDS	118
Places words into a vessel.	

3RD-LEVEL WIZARD SPELLS

POCKET PORTAL	122
Creates portal to small dimension.	
READ OTHER	124
Allows caster to anticipate target's next action.	
RECALL	124
Step back into a moment of time.	
RECONSTRUCT	125
Restores hidden or faded glyphs and runes.	

4TH-LEVEL WIZARD SPELLS

LIQUID FORM	119
Take on a liquid form to move through gates, etc.	
MEMORIES	119
Meld with individual and influence them.	
RECHARGE ITEM	125
Recharges magic items.	

6TH-LEVEL WIZARD SPELLS

GRAVITATIONAL EARTHQUAKE	115
Reduces gravity damage.	

9TH-LEVEL WIZARD SPELLS

SOUL WRENCH	127
Forces the target's soul into the outer planes.	

ILLUSIONIST SPELLS (ARCANE)

0-LEVEL ILLUSIONIST

ACCURATE MEASURE	105
Determines accurate measure of either time, distance, volume, weight, etc.	
FIND LOST THOUGHTS	114
Recalls forgotten information.	
INSTANT COFFEE	118
Creates instant cup of coffee.	
LENS	119
Creates temporary magnifying glass.	
SHARPEN SENSES*	126
Enhances one sense with +1 bonus.	
UNDEAD AURA	129
Appear as if undead.	

1ST-LEVEL ILLUSIONIST SPELLS

AFFLICTION	105
Causes illusion of major organ failure.	
CREATE OBJECT	108
Create a solid object out of thin air.	
CUTTING WORDS	109
Deal damage with spoken word.	
KNOT*	118
Undo or tie complicated knots.	
SMOKE	127
Creates billowing cloud of smoke.	
WALKING IN CIRCLES	130
Targets become confused and wander aimlessly.	

2ND-LEVEL ILLUSIONIST SPELLS

BASILISK'S GAZE	106
Holds the target in place, possibly turning to stone.	
BURNING GROUND	107
Create sheet of flame on ground.	

COMFORT	108
Calms the recipient and allows them to act without penalty.	
DISTURBING CHATTER	110
Causes confusion and slows one down.	
FIDGET	114
Causes target to fidget.	
FOOT PRINTS	115
Creates trail only a few can see.	
JUMBLE SPEECH	118
Makes speaking for spells/abilities impossible.	
KEPT WORDS	118
Places words into a vessel.	
OBFUSCATION	121
Allows caster to move through a crowd.	
SHADOW STORAGE	126
Creates extra-dimensional space for storage.	

3RD-LEVEL ILLUSIONIST SPELLS

CLOAK OF ENERGY	107
Creates defense cloak.	
FRIENDLY IMAGE	115
Makes an opponent appear as friend to his foes.	
MESMERIZE	119
Allows caster to control an individual target.	
MUTTERED SPEECH	120
Makes intent unclear, interferes with spells.	
RECONSTRUCT	125
Restores hidden or faded glyphs and runes.	
SKELETAL FLESH	126
Appear as the undead, stun foes.	

UNDEAD BAIT	129
Draws undead creatures to an area.	

4TH-LEVEL ILLUSIONIST SPELLS

BABBLE	105
Target begins to talk incoherently.	
ILLUSORY CROWD	117
Creates crowd of people.	
LIQUID FORM	119
Take on a liquid form to move through gates, etc.	
READ OTHER	124
Allows caster to anticipate target's next action.	
RECHARGE ITEM	125
Recharges magic items.	
SHADOW WALK	126
Enter one's own shadow and travel distances.	

5TH-LEVEL ILLUSIONIST SPELLS

EFFLORESCENCE*	112
Creates hope in friends, despair in enemies.	
SEMBLANCE OF LIFE	125
Make undead creatures seem living to other undead.	

6TH-LEVEL ILLUSIONIST SPELLS

ILLUSIONARY WEATHER	117
Creates the illusions of extreme weather conditions.	

9TH-LEVEL ILLUSIONIST SPELLS

SOUL WRENCH	127
Forces a target's soul into the outer planes.	





SPELL DESCRIPTIONS

A

ACCURATE MEASURE, LEVEL 0 WIZARD, 0 ILLUSIONIST

CT 1 R see below D immediate
SV none SR yes Comp S, V

Allows caster to accurately measure a quantity of one of the following: time, distance, temperature, weight, or value. The spell improves with the level of the caster. For every 2 levels, the caster can determine 2 different measurements. For instance, a 2nd level wizard could determine time and distance.

If measuring a material substance, it must be something familiar to the caster.

AFFLICTION, LEVEL 1 ILLUSIONIST

CT 1 R 50 FT. D 1 RD./LVL.
SV intelligence disbelief SR yes Comp S, V

With *affliction* the illusionist unleashes fears of a physical calamity in the target. Anyone who fails their save believes that they are suffering from some major bodily harm, a heart attack, an aneurysm, pulmonary embolism or poisoning. The afflicted suffers immediate and immense pain from the area in question, followed by waves of nausea. They immediately suffer the loss of one round while they react to the attack and suffer damage at 1+1 per level of caster. Afterwards they are allowed to act normally, but suffer a -1 penalty to all actions, to hit rolls, and damage. If cast by a 5th level caster the afflicted suffer a -2 penalty to all actions, 10th level caster a -3 and a 15th level caster a -4.

The spell only works on creatures with an intelligence of inferior or better.

The attack passes after the duration of the spell ends; however, the damage remains and must be healed magically or normally. The individual is left with an awareness of their condition and is, in the future more susceptible to *affliction* spells. They suffer a -4 on any saving throw against *affliction* until they are healed with a *heal*, *cure disease* or *restore spell*.

AID THE DOOMED, LEVEL 3 CLERIC, 4 DRUID

CT 1 rd. R 100 ft. D immediate
SV no SR no Comp V

This spell allows the cleric or druid to give aid to one in need without touching them by wrapped them in a cocoon of spiritual power. The target must be upon their last leg, having suffered the loss of 90% or more of their hit points or be held by a magical spell, ability, illusion, or enchantment. Once cast the spell heals the target for 3-18 points of damage. It also confers a +4 to the target's AC. Furthermore, upon a successful wisdom check the spell negates the effects of any other spells or spell-like effects cast on the target. The spell lasts 1 round per level of the recipient.

ANIMATE HOLY ITEM, LEVEL 1 CLERIC, 2 DRUID

CT 2 R 50 ft. D 5rds.+1rd./lvl.
SV none SR no Comp DF, V

With *animate holy item*, the cleric or druid is able to temporarily bring small, stone items to life. The spell affects only those items that have been blessed or consecrated to the cleric's or druid's deity, such as an idol, scarab, holy symbol, etc. The item in question animates and obeys the caster. The item must be something that can move and attack on its own; animating a holy ring has no effect other than it is animated.

The caster can animate a number of items equal to his level squared. For instance a 4th level cleric can animate 16 items.

Any such item has an AC of 12, attacks as a 1 HD monster, has 4 hit points and deals 1-2 points of damage. They can be turned by a paladin or cleric, but not controlled by an evil cleric.

AWAKEN THE TERRALIP, LEVEL 6 DRUID

CT 3 R touch D permanent
SV see below SR no Comp V, DF

With this spell, the druid is able to summon even the most nascent malevolence of a dead tree, imbuing it with life and a hostility to all around it. The druid must cast the spell upon the husk of a dead tree. This spell gives life to any evil in the tree turning the husk into a terralip tree. The tree poisons the earth around it, releasing poisonous vapors up to 80 feet from the tree. Anyone who enters the area afflicted must make a successful constitution save or suffer the temporary loss of 1d4 points of strength per round they remain in the area. Once their strength is reduced to zero they pass out and the ground begins to absorb them. Ten rounds after passing out they are absorbed and suffocate. The tree is able to unleash those who die in the area as undead. For a complete description of the terralip tree see *Monsters & Treasure of Aihrde*.

B

BABBLE, LEVEL 4 ILLUSIONIST

CT 1 R 100 ft. D 10 min./lvl.
SV wisdom negates SR yes Comp V, S

The caster causes the targets of the spell to lose all ability to communicate, whether by speech, gesture or writing. Each will perceive the others as spouting gibberish, wildly waving their hands, or drawing doodles.

BARBED ENTANGLE, LEVEL 4 DRUID

CT 1 R 450 ft. D 1 min./lvl.
SV dexterity for half SR no Comp V, S, DF

This spell animates all plants in the affected area, causing them to attempt to intertwine about and entangle any creature within, or moving through, their location, holding them fast. A successful dexterity save means that the creature manages to

MAGIC

avoid becoming entangled for that particular round, however the vines and plants are barbed, and anyone who attempts to move, to include breaking free, suffers 1d6 points of damage, half with a successful dexterity save. Each round someone is in the area of affect and moving, or attempting to break free, they suffer damage.

An entangled creature suffers a -2 penalty to attack, a -4 penalty to effective dexterity, and cannot move, making the casting of spells with a somatic component impossible. Breaking free requires a successful strength check, but this too will cause more damage.

Each round, the plants once again attempt to entangle all creatures who have avoided or escaped entanglement. Area of effect is a 50' diameter circle.

BASILISK'S GAZE, LEVEL 2 WIZARD, 2 ILLUSIONIST

CT 1 R 10 ft. D see below
SV charisma negates SR yes Comp S, V

The caster stares into the eyes of the target, and the creature must make a charisma save or stand stock still until the caster breaks the spell, averts their gaze, or if the creature makes their save. Every round the victim is held, they can (if they choose to fight) make another charisma save. However, the challenge level increases by 1 per round the victim is held.

If the target is attacked, knocked aside, or in any way physically pushed away from the caster, the effects of the spell are not broken; rather, the victim, as soon as they are able, returns their gaze to the caster.

If the caster is 10th level they are able to turn the victim to stone. After 5 rounds of holding a victim they can make the attempt. The victim must make a separate charisma check or be turned to stone. If they succeed, the spell is broken.

BEHOLD THE BLASPHEMER, LEVEL 1 CLERIC, 1 DRUID

CT 1 R 10 ft. + 10ft./lvl. D immediate
SV wisdom for half SR yes Comp DE, V

This powerful spell should be in every cleric's daily spell list. Whenever a cleric, their deity or even pantheon is derided, cursed, laughed at or in any way blasphemed by an individual, the cleric can call down the vengeance of their deity upon the blasphemer. The cleric is able to cast a wounding spell that causes 1d8 damage per level of the caster against that person or creature. The recipient is allowed a wisdom saving throw for half damage.

BINDING KNOT, LEVEL 5 DRUID

CT 2 R 10ft./lvl. D see below
SV wisdom SR yes Comp C, V

Binding knot binds one target to a particular area. The druid wakens the primeval instincts in the target and creates a bond between them and a designated area. If the target fails a wisdom save, they cannot leave the prescribed area. If they do so, they

transform into a gas, unable to move on their own. They hang in the air until blown by the wind or moved by some outside force. The target is conscience but cannot speak or communicate to any but air elementals. If left alone, they eventually drift back into the binding area.

The *binding knot* affects one chosen target and binds them to a 10 square mile area, + 1 per level. The spell cannot be broken unless the druid releases the victim or a *remove curse* or similar spell is cast upon the victim.

BLESSED WARRIOR, LEVEL 8 CLERIC

CT 10 min. R touch D see below
SV none SR no Comp V, S, DF

This powerful spell allows the caster to bless the recipient, causing them to become servants to a deity or pantheon. The spell significantly enhances the powers of the recipient but only if the actions undertaken by the recipient are in the service of the deity or pantheon and help to further their goals or desires. To cast successfully prayers and blessings need to be conferred, the cleric must be in possession of their holy item, the recipient has to be of like faith and a 1000gp donation need be made (usually via an expensive incense, but coins in a bowl or similar items suffice).

The spell confers a 2-4 increase in one of the recipient's primary attribute and half that (rounded up) in another primary attribute of the recipient's choice. It also confers a SR 6, a +4 to AC a +4 to hit by magically enhancing which ever weapon they are holding, +4 to initiative and a +4 to all saving throws and +1-20 temporary hit points. The spell's duration is 10 rounds plus 1 round for each level of the caster.

BLIND WOOD, LEVEL 3 DRUID

CT 1 R 100 ft. D 1 hr. + 1hr./vl.
SV none SR yes Comp DE, M, V

Blind wood is a simple sorcery that allows the druid to temporarily blind magical, living, or enchanted plants. Upon a successful wisdom check (CL determined by the CK), the druid is able blind all of the plants in the area of effect. This allows the druid, or their companions, to collect firewood, build a small fire, or take other actions that might rouse the forest. *Blind wood* affects 100 square ft of forest + 100 square ft per caster level.

BREAK BOND OF COMMAND, LEVEL 5 CLERIC

CT 1 R 100 ft. D 1 rd./vl.
SV charisma negates SR no Comp V, S, DF

With the grace of their deity, the cleric is able to temporarily break the bond of command a master may have over the undead, whether the master is a living being or undead himself. The master of the undead is allowed a charisma save to maintain control, and another each round to regain control if it is lost. A single successful save negates any further effect of the spell. This does not give the cleric command over the undead, though an evil cleric may attempt to seize control during the spell's duration.

BREATH OF LIGHT, LEVEL 4 DRUID, 5 CLERIC

CT 1 R see below D see below
SV see below SR yes Comp M, V

The caster is able to capture sunlight in a vessel and release it in whole, or in part, in the future. The light is filtered sunlight; if captured in a translucent vessel it spills through, dimmer than if released, but serves to light the way in dark places. If all the light is released suddenly, it can be blinding.

To capture the light, the caster must stand in unfiltered sunlight. Muttered incantations and a deep inhale bring the light into the caster's body; they are then able to exhale the light into a vessel of their choosing. The vessel must be sealed immediately, once done, it is trapped for future use. The light remains in the container until it is released or the container is broken.

The caster must choose how to release the light, quickly, slowly or not at all. The effects differ with each methodology.

1. By destroying the vessel, such as throwing it on the ground, smashing it, etc the light explodes from the vessel; it is extremely bright, spilling out of the vessel and illuminating a 10 feet diameter sphere, plus 2 feet per level of the caster; the light lasts only 2 rounds before it dims. The light may blind those in the vicinity for 1-2 rounds (a successful dexterity check negates the effect); and for creatures with light sensitivity, or the undead, the light burns for 1d8 points of damage per round.
2. If the vessel is simply opened, the light flows out slowly, flowing out like a gas. The gas hangs in the air where it was released, until it is moved or burns out. For every round the vessel is open the gas that escapes lights up a 5 ft diameter sphere +1 feet per caster level. It reaches its maximum after 5 rounds.
3. If the light is held in a translucent vessel, the illuminates up a 5 feet diameter sphere, +1 foot per caster level. The power of the light is weakened however and it can only reach up to a 25 feet sphere.
4. If the light is held in a holy water sprinkler, it can be used to deal damage to evil creatures. Such a weapon, upon a successful hit inflicts 1d2 points of additional damage to any evil creature it strikes. The light is burned out after 4 successful strikes.

The material component is the container.

BROKEN WILL, LEVEL 5 CLERIC

CT 1 rd. R touch D 1d4 rds.
SV charisma negates SR yes Comp V

A person struck by the spell is compelled to retreat, surrender or otherwise remove themselves from combat. The recipients simply no longer have the will to take aggressive action. The spell does not cause a frantic running away from combat, rather, they choose combat maneuvers or actions to withdraw from combat as safely as possible.

BURNING GROUND, LEVEL 2 CLERIC, 1 DRUID, 2 WIZARD, 2 ILLUSIONIST

CT 1 R touch D 1 rd./lvl.
SV dexterity for half SR yes Comp V, S, DF

Caster causes an area of the floor or open ground to be covered in a sheet of fire. Anyone stepping on burning ground takes 1d6 points of damage per round they are in the fire, dexterity save for half damage. The fire consumes no fuel, nor does it spread, nor does it catch combustible material on fire. It affects a 2' x 2' area per level of the caster.

C**CLERIC'S MARK, LEVEL 2 CLERIC**

CT 1 R touch D see below
SV wisdom negates SR yes Comp V, S, DF

The cleric applies a mark on an individual which may either designate the target as 'friend' or 'enemy.' Other clerics of the same deity will be able to see and recognize the mark, and will react accordingly. The 'friend' mark may entitle the recipient to an expectation of limited hospitality, and perhaps even a small blessing or healing. The 'enemy' mark will be met with open dislike or contempt, perhaps even hostility or violence. Any attribute checks gain +3 bonus or a -5 penalty as appropriate for interaction checks where a die roll fits.

Note that a friendly cleric may remove the mark if he feels the attendant privileges are being abused, or if the marked person begins acting in a manner opposed to the cleric's religion.

Lay worshippers of the same deity or clerics of the same alignment or ideals as the caster, but of different deities, will not be able to see the mark, but may have a general sense about the target corresponding to the mark. The modifiers in this case would be +1 or -3.

CLOAK OF ENERGY, LEVEL 3 ILLUSIONIST

CT 1 R personal D 1 round/level
SV see below SR no Comp V, S, M

This spell allows the illusionist to completely cover themselves with an envelope of energy that can damage any enemies that come within melee range of the caster. When the spell is cast, the caster chooses which form of energy to use; they may choose from fire, cold, lightning, or shadow.

If any part of an enemy comes within 5' of the caster, to include appendages, tentacles, etc., or anything from a size L or greater creature that attacks at a long distance; this also applies to melee weapons being used at a distance, such as all polearms, lances, etc., they are subject to the effects of the spell as listed below. For each round they stay within 5' they continue to suffer from the effects of the spell. A successful intelligence save negates the effects of the spell. They are allowed as save each round they are within 5 feet of the caster.

MAGIC

FIRE: Enemy takes 1 point of damage/level of the caster per round. All fire immunities and vulnerabilities apply.

COLD: Enemy takes 1 point of damage/level of the caster per round. All cold immunities and vulnerabilities apply. Furthermore, the enemy also takes -1 to all to hit rolls and dexterity-based saving throws while engaged with caster. If the enemy moves out of melee range and has taken any penalties on attack rolls or saving throws, it spends a round “warming up,” granting the caster a free attack, as if the enemy has turned to retreat.

LIGHTNING: Enemy takes 1 point of damage/level of the caster per round. The enemy also takes a -1 to all to hit rolls and constitution-based saving throws while engaged with the caster. Moving out of melee range results in electrical damage ending, but if the enemy has taken any such damage, it is effectively stunned for 1 round, granting the caster a free attack, as if it has turned to retreat.

SHADOW: Enemy loses 1 point of strength damage/round when engaged. An enemy with a stated strength score loses 1 point of strength/round engaged (opponents without a listed strength score lose 1HD from to hit rolls). If the enemy is reduced to 0 strength or has all of its HD removed from a to hit roll, it dies immediately. Strength and hit point damage heals at 1 point/HD per round the afflicted is away from the spell. The illusionist choosing to cloak their self in shadow runs the risk of self-corruption. If the caster has caused the death of an enemy in this manner, they automatically become corrupt for 1d3 rounds. Casters who do not cause the death of an enemy in this way, but allow the spell to run its entire duration, must make a constitution save to stave off corruption (CL3). If the caster becomes corrupted, they must immediately cast the most potent area effect spell in their list of prepared spells, centered on themselves, in a way that will do the most damage to as many of their allies as possible. Once this has been done, the caster returns to self, but is incapacitated for 1d4 rounds, and is incapable of any actions.

The material components for this spell are a piece of brimstone (fire), a drop of water (cold), a small piece of iron (electrical), or a piece of black silk (shadow). The brimstone, iron, and silk are worth 1 SP, and the act of getting the water effectively uses up a drink's worth from the character's water ration (if using a waterskin).

COMFORT, LEVEL 2 ILLUSIONIST

CT 1 R touch D 1 hr./lvl.
SV none SR yes Comp S, V

With *comfort*, the illusionist is able to calm the recipient of the spell by creating an illusionary environment that is comforting, warm, safe, and calm. The spell works in the midst of the greatest turmoil, allowing the recipient to believe that whatever danger they are in has passed them by. *Comfort* does not actually create a safe environment; it simply makes the recipient believe they are safe. The spell allows the person to conduct tasks without worry or stress. All attribute checks are made at a +1.

Anyone who rests under a *comfort* spell heals at twice the rate and is able to memorize spells after only half the rest. The recipient may not cast spells out from comfort zone, as they are essentially unaware of activities beyond the zone.

The spell does lull the recipient into believing they are safe, so all surprise checks are made with a -2 penalty.

COMPOUNDING, LEVEL 4 CLERIC, 4 DRUID

CT 1 round R see below D see below
SV no SR no Comp DE, S

This spell, once cast, extends the duration of a chosen spell. The previously cast spell must have a duration of 2 rounds or greater for it to be effective. By casting this spell, the duration of the chosen spell is doubled. The cleric or druid must make a physical sacrifice to their deity, a pin prick, 5gp, etc.

CONSECRATE WEAPON, LEVEL 2 CLERIC

CT 1 R weapon D 1min.+1min./vl.
SV none SR no Comp DE, S, V

This spell can be used to confer a to hit and damage bonus on any non-magical weapon. The weapon must be used against those of an opposed alignment or against those with differing and confrontational spiritual outlooks. The weapon can be used by the cleric or by anyone the cleric deems fit for its use. In the latter case, the person using the weapon must worship, minimally, within the same pantheon of deities. The bonus conferred depends on the cleric's level as below.

LEVEL	BONUS
3-5	+1
6-8	+2
9-11	+3
12-15	+4
16+	+5

CONTAIN FIRE, LEVEL 0 DRUID

CT 1 min R 5 ft. D 1 hr./lvl.
SV none SR no Comp S

The druid uses this spell to keep a campfire from spreading beyond the ring formed around it. The ring may be made from stones or may be scratched in the ground with a stick, and must be made before the fire is started. The fire makes no smoke, even if green or wet fuel is used. If the druid moves more than 100 feet from the ring, the fire goes out.

CREATE OBJECT, LEVEL 1 ILLUSIONIST

CT see below R 10 ft. D see below
SV none SR no Comp V, S

The caster is able to create a solid object out of thin air, composed of hardened magical energy. The object may weigh up to one pound per caster level and will possess a number of hit points equal to the caster's level at the time of casting and an affective armor class of 14.

The object is permanent until the caster chooses to dismiss it or it takes enough damage to be destroyed. Objects created are not very durable, and such things as weapons or shields will take one point of damage each round of use in combat. The caster may not create more objects than he has levels but may dismiss a previously created object to create a new one.

Create object may be taken as a 1st, 3rd, 6th and 9th level spell. As a 1st level spell, the object must be of simple, rigid form, with no moving parts, and will be a uniform grayish color. As a 3rd level spell, the object may be somewhat ornate and possess a single overall color of the caster's choosing, and can have simple moving parts, such as a box with a hinged lid, or may be flexible.

As a 6th level spell, the object may be ornate and multi-colored, and can possess complex moving parts or mechanisms, such as a lock (provided the caster has knowledge of such), or both flexible and elastic.

As a 9th level spell, the object may be of any form or color the caster can imagine. It may possess mechanisms beyond the caster's knowledge. The complexity of the object determines the casting time, taking one round for each moving part.

Alternatively, the caster may create a larger, temporary object. The larger object may weigh up to ten pounds per level and will possess five hit points per caster level. The object will remain for a number of rounds equal to the caster's level. The caster may only create one temporary object at a time (this counts toward the total number of objects which the caster can create). The appearance and complexity of the temporary object is governed by the level rules as above.

CUTTING WORDS, LEVEL 1 CLERIC, 1 DRUID, 1 WIZARD, 1 ILLUSIONIST

CT 1	R 30 feet	D 1 rd./lvl
SV none	SR yes	Comp V, S, DF

The caster's voice cuts like a bladed weapon. By speaking or shouting curses, insults or taunts at a single chosen foe, the caster may inflict physical damage in the form of a slashing attack. The caster must continue speaking at the target for the effect to continue, and would be unable to perform other actions which require speaking. The effect is treated like a normal weapon attack; the caster adds his charisma bonus to the attack and damage roll in place of strength or dexterity. The base damage increases by the level of the caster as follows:

LEVEL	DAMAGE
1-3	1d4
4-6	1d6
7-10	1d8
11-15	1d10
16+	1d12

The target does not need to understand the caster, possess intelligence, or even be a creature for the spell to affect it, but a *silence* spell or similar effect negates the spell.

At 5th level the caster may affect all creatures within a cone of 30 foot length and 20 foot width. A single attack roll is made, and it affects those whose armor class is defeated.

D

DAYLIGHT, LEVEL 3 CLERIC, 3 DRUID

CT 1	R personal	D 1 hour
SV none	SR yes	Comp V, S

A 60-foot-radius sphere of light spreads around the caster. Everything in the sphere is lit with an ambient light that resembles the light of day at dawn. The light cannot be cast on an object, though it does move with the caster. At 5th level the caster can increase the intensity of the light. It can counteract a *darkness* spell cast by an equal or lesser caster; however, it is important to note that it does not dispel the *darkness* spell.

At 7th level the light of the spell becomes extremely intense, burning with the intensity of the summer sun. Any creature with light vulnerability suffers or are destroyed as their vulnerability suggests.

DEATH BLOW, LEVEL 1 CLERIC, 1 DRUID

CT 1	R personal	D immediate
SV none	SR no	Comp V

When the spell caster is struck with a blow that reduces them to 0 or below zero hit points they are able to call upon the strength of their gods to strike one last blow. There are no added bonuses to the swing. If the character has already acted in the round that they are knocked to 0 or below, the spell enables the death blow to occur as the last action of that round. The spell is automatic so long as the caster has it memorized.

DEIFIC ALLIANCE, LEVEL 1 CLERIC

CT (see below)	R touch, 50 ft.	D 1 hr./lvl
SV wisdom negates	SR yes	Comp M, V

With this spell the caster is able to identify allies with a holy mark. They do so by speaking the words to their deity and with use of their holy symbol blesses the recipient(s) of the spell and sprinkles them with holy ash/dust/ground gems etc. The person receiving the mark has the option of a wisdom save to prevent the spell from having any effect. If the recipient has a spell resistance that can also be invoked but only if the recipient resists.

Once marked, the recipient must remain within 50 feet + 10 feet per level of the caster for the spell to remain effective. The spell takes 5 minutes to cast per recipient.

The spell allows for the recipient to ignore, at will, any effects of a spell the cleric casts. No saving throw is necessary. A spells effects can be ignored even if the recipient is unconscious. The caster can cast this upon 3 recipients per level of the caster.

The material component is holy ash, dust, ground gems, etc. worth 100gp.

MAGIC

DEIFIC BOON, LEVEL 3 CLERIC, 3 DRUID

CT 10 min./lvl. R see below D 1 + 1day/lvl.
SV none SR no Comp DE, M, S, V

This spell allows the caster to bless an undertaking by the worshipers of the cleric's deity. The spell is intended to be used for communities of people involved in a particular task or industry such as husbandry, mining, pottery making, etc. The effect of the spell is to increase productivity by 1% per level of the caster above 4th level. For example, a 6th level caster could increase production by 2%. The effect depends on the nature of the task. For example, when cast on a group of workmen building a temple, the workers amount of work increases by the appropriate percentage. If cast on fields for an agricultural community during harvest, it could increase harvest by the appropriate percentage.

This spell can be only be used once per season in the area cast (or four times a year). It does not stack with other clerics casting of this spell. The area affected is one acre per level of the caster above 4th level.

DEIFIC PROTECTION, LEVEL 4 CLERIC, 4 DRUID

CT instant R touch D 1 segment
SV no SR see below Comp V

This spell allows the caster to generate a protective aura from their deity around the recipient of the spell. The spell confers an SR of 2 + 1 for every 5 levels of the level of the caster on the recipient. The spell can be cast instantly at any time in a round without regard to initiative, whenever the cleric perceives a grievous threat. Casting the spell is an action for that round. The cleric cannot cast it if they have taken any other action. A simple thought and word are enough to activate the spell.

The spell cannot be copied onto parchment or cast from an item. The spell can only be cast by the cleric or druid.

DEIFIC RAIMENT, LEVEL 5 CLERIC, 6 DRUID

CT 1 R touch D 1 min./lvl.
SV see below SR yes Comp DE, S, V

When cast, this spell causes a deific aura to surround the recipient. The color and nature of the aura is entirely up to the caster or Castle Keeper. It affects all who can see the cleric. Foes within 10 ft of the recipient are blinded (suffering all the effects of blindness) and suffer a -2 to all checks for the duration of the spell, unless a wisdom save is made. Even if a save is made, all combat rolls and attribute checks are made at -2. Those 10 ft. to 20 ft. from the cleric suffer -1 to all combat rolls and attribute checks, unless a successful wisdom check is made. Friends or allies are affected as if by a *prayer* spell if within 10 ft of the cleric and a *bless* spell if 10 to 20 ft. of the cleric. A successful SR negates all effects.

DISCORDANT ATTACK, LEVEL 3 CLERIC, 3 DRUID

CT instant R 100 ft. D see below
SV charisma negates SR no Comp V, S

This spell allows the cleric to cause confusion upon one or more opponents causing those affected to change the nature

or recipient of the object of an attack. A simple hand gesture accompanied by a few words of prayer enacts this spell.

The spell causes the recipient to change the target of their attack whether it is arcane, mystical or physical. At 3rd level 1 target can be affected, at 6th level two targets and at 9th level three targets can be affected. The spell increases by 1 recipient every 3 levels thereafter. The latter is entirely at the discretion of the caster. If no other targets for the attack exist, the recipient holds their action for 1 round only. Any opponent of the recipient within 20 feet is considered a potential new target. This is randomly determined. If no target is within 20 feet of the original target, it is considered to have no available target. The spells duration is permanent until the new target is killed or incapacitated. A charisma saving throw negates the effect.

DISPLAY STANDARD, LEVEL 5 CLERIC

CT 1 R touch D 1 min./lvl.
SV see below SR no Comp V, S, DF

Display standard was originally created for use on the battlefield, the main function to keep track of the cleric's location in the confusion. The cleric is able to create an image of his holy symbol, which floats at a height of about eight to ten feet above the surface on which the cleric stands, directly over the head of the cleric. The image itself is between two and three feet tall, and quite distinct, so it may be seen from quite a distance, but only by the cleric's allies. Foes cannot see it, but if they are of opposing alignment they have a disconcerting sense of its presence.

The standard may also be substituted for a hand-held holy symbol for spell-casting or turning purposes if the cleric's hands are full or otherwise occupied. When it is used in this manner, it becomes visible for all, at least for the time it is being used so.

The cleric may cast this on a willing, touched ally, in which case the symbol will float over the ally's head. Of course, when used as such, the cleric may not use the standard as a holy symbol unless he stands within 5 feet of the recipient.

In both cases above, the recipient gains +1 to attacks, AC and saves, and heals 1 point of damage per round for the duration.

A variant of this spell, called *Black Standard*, allows the cleric to cast it upon an enemy. In this case, the symbol appears upside down or backward or reversed in color or some other obvious manner. The target is allowed a wisdom save to negate the effects; failing that, they suffer a -1 penalty to attacks, AC and saves, and suffer 1 point of damage per round for the duration. As above, it may only be seen by the cleric and their allies, and those of opposing alignment will feel a sense of discomfiture in its presence.

DISTURBING CHATTER, LEVEL 2 ILLUSIONIST

CT 1 R 50ft. D 1 rd./lvl.
SV wisdom negates SR yes Comp V, S

The victim of *disturbing chatter* is subjected to hearing voices. These come in short, rapid speech. They may suddenly hear

someone shout their name, another shout for help, yelling insults, warnings, taunts, or accusations, or similar distracting utterances. The spell draws upon memories, both pleasant and painful, to create a cacophony of voices from the past as well as those of current companions. They are constant, coming 1 utterance every few seconds. Conversation is nearly impossible, as would be the chances of hearing a sneaking creature. Anyone suffering from *disturbing chatter* suffers a -1 penalty to all actions and attribute checks, including initiative.

This spell is a mental illusion in nature; it is all in the victim's mind. It is therefore not affected by *silence* or similar spells, nor can others hear it.

DIVINE INSIGHT, LEVEL 3 CLERIC, 4 DRUID

CT 1 R personal D see below
SV none SR yes Comp DE, S

By casting this spell, the caster is asking for spiritual help or guidance and receives a temporary increase to their wisdom. The spell can only be cast once per day.

LEVEL	BONUS	DURATION
5-7	1d2+1	1 hour
8-10	1d3+1	2 hours
11-13	1d4+1	3 hours

DIVINE LIGHT, LEVEL 1 CLERIC, 1 DRUID

CT 1 round R see below D 1 round
SV none SR no Comp V

The cleric or druid calls upon their deity and intones their name, calling for a vengeful blow to a blasphemer. This spell can be used to strike a foe who is a blasphemer or enemy of the cleric's deity or pantheon. This should be interpreted rather broadly as servants of opposing deities within the same pantheon. A ray of brilliant deific light or energy is cast upon the recipient causing 1-8 points of damage. The spell increases in power as the cleric gains levels. A +1 bonus to damage is added for each level attained.

DIVINING ROD, LEVEL 0 DRUID

CT 1 R special D See below
SV none SR negates Comp S, F

This spell allows the druid to search an area 1 mile in diameter for springs, aquifers, pools, and other sources of fresh water. The druid chooses the center point from which to begin a search and moves outward in concentric circles until finding water.

On casting the spell, the druid gains a +2 bonus to all nature lore checks per hour spent searching for water, if the druid is in an environment different from that of its normal territory. If the druid casts the spell and searches in territory of the same sort as that which the druid normally protects, the check gains a +4 bonus to nature lore checks while searching. Success indicates that the druid has found a supply of water that can provide

potable water for an extended period of time. Any bonus is in addition to their level bonus.

The focus for this spell is a Y-shaped piece of wood that cannot have been taken directly from a living tree.

DROWN, LEVEL 4 DRUID

CT see below R touch D see below
SV constitution SR yes Comp V, S, DF

The druid, as a master of the elements, can manipulate the disposition of water in a creature, drawing water from one part of the body and sending it to another. By doing so they can fill a target's lungs with water and drown them. A successful constitution save negates the effects of the spell.

The spell is not automatic however, casting time is 1 round, but it takes several rounds for the water to gather in the lungs. The bigger the target the longer it takes. For small creatures, the effect takes 4 rounds. For medium creatures, it takes 6 rounds. For large creatures, it takes 8 rounds. Though it takes time for the victim to drown, the effects of the spell begin after the first round as the water fills the lungs. Any who suffers from the spell begins to have trouble breathing. It gets progressively worse.

When the lungs are full the target begins to drown. Every round the spell is in affect the victim suffers a -1 penalty to their constitution check. This penalty is cumulative. After two rounds, they suffer a -2, after three a -3, etc. After the spell takes full affect (4, 6 or 8 rounds) the target is immediately reduced to -7 hit points, suffering -1 hit point damage per round afterward until they are dead.

A successful constitution save negates the power of the spell. The target is allowed a constitution save each round. Several spells can counteract drowning: *dispel magic*, *neutralize poison*, *heal*, etc.

DRY PATCH, LEVEL 0 DRUID

CT 1 R 5 ft. D 1 hr./lvl.
SV none SR no Comp S, M

By means of this spell, the druid is able to clear an area of moisture just large enough to sleep on undisturbed by rain or snow. The area must be of natural earth and cannot have more water present than that of a dewy morning or light rain shower. Additional moisture is prevented from flowing into the area for the duration, or until the druid leaves the immediate vicinity, but precipitation may still enter.

At 2nd level the druid is able to clear up to 10 square feet of area. The area must be of natural earth and cannot have more water present than that of a heavy rain. Additional moisture is prevented from flowing into the area for the duration, or until the druid leaves the immediate vicinity. Any overhanging foliage will move closer together to form a canopy to divert rainfall.

The material component is a fistful of brush swept over the area.

MAGIC

DYING LIGHT, LEVEL 5 CLERIC, 4 DRUID

CT 1 rd. R touch D see below
SV wisdom negates SR yes Comp S

This powerful spell allows the cleric to take the spiritual energy from a dying foe. When the cleric defeats an enemy, and while that enemy is between 0 and -10 hit points, the cleric may cast this spell to draw out and consume the target's spiritual energy. The spell creates a staggering amount of noticeable pain in the person upon whom it is cast. The cleric converts the energy into restoring a single spell they have already cast.

The spell slot that can be filled depend on the hit die of the creature upon whom this spell is cast. It takes 1 HD to replace a 0 level spell, 2 HD to replace a 1st level spell, 4 HD to replace a 2nd level spell, 6 HD for 3rd, and 8HD for 4th etc.

E

EARTHEN VOID, LEVEL 4 DRUID

CT 1 R see below D 1 rd./lvl.
SV charisma negates SR yes Comp DE, S, V

The druid creates a runic circle and the first person or creature to enter suffers the effects of the spell. The circle must be 10 ft in diameter. Once someone enters the circle, they must make a successful charisma save to avoid the spell's effects. Failing that, they are pulled into a void beneath the circle, trapped for the spell's duration. No inanimate objects pass into the void, only living flesh. The creature does not suffer from want of food, water or air. After the spells duration passes, the earth above the void gives way and the victim can dig themselves out.

EARTHLY ESSENCE, LEVEL 1 DRUID

CT 1 R touch D see below
SV none SR no Comp DE, V

The druid taps into the primeval world around them and pulls on its essence to heal the afflicted. The spell's ability increases with the power of the druid. At 1st level *earthly essence* heals 1d8 points of damage. At 3rd level it heals 2d8 points of damage. At 5th level it can *cure disease*. At 7th level it can restore as the *restoration* spell. Those healed with *earthly essence* are bound to the region where they were healed for a number of days equal to the druid's level. They gain a +1 bonus to any non-combat related reaction to the natural environment; for instance a +1 to a dexterity check against an avalanche in the area, a +1 on a surprise roll, etc. If they leave the region before the duration expires, they immediately lose all benefits of the spell.

EFFLORESCENCE*, LEVEL 5 ILLUSIONIST

CT 1 R 450 ft. D 10rds.+1rd./lvl.
SV see below SR yes Comp V, S

The illusionist is able to create an illusion of an unfolding sense of goodness, of a world brighter, safer, warmer; a world filled with hope from despair. The spell can take several shapes.

TARGET: It can be cast on a specific target so around them, or they move, the air becomes warmer, the sun a little brighter, the wind blows in the direction desired, flowers bloom, buds spring to leaves on tree limbs, the grass grows rich and green, birds call to one another and a feeling of overwhelming gladness permeates the area. Everything that the target touches or approaches seems glorious. If cast on an individual in motion it covers a cone based on the individual, following their movements. The cone is 20 feet wide, and 100 feet long, plus 25 feet per level of the caster.

AREA: It can also be cast on an area, making a dismal cave seem lighter, the air becomes warm and drier, insects clinging to walls and ceiling seem less threatening, the edge of stone and slag softer. The spell must take advantage of the environment it is cast in. If cast on an area, *efflorescence* covers a 100-foot radius sphere, plus 50 feet per level of caster.

However the spell is cast, any ally of the illusionist, or a creature/person of good alignment, is caught up in the imagery of the illusion and gains a +2 bonus to all attribute checks for the duration of the spell. Any adverse effects of the environment are removed.

Furthermore, when cast upon an individual moving against opponents, the *efflorescence* follows them into battle or anywhere they go. A feeling of overwhelming goodness washes over the individual's enemies striking fear into any who oppose them. All opponents suffer a -2 penalty to all combat roles for the spell's duration.

At 10th level, along with the attribute check bonus, the spell heals any ally or good aligned creature/person for 1d8 points of damage, and gives them a feeling of being refreshed with both drink and food. Creatures opposed to the illusionist suffer 1d8 points of damage.

Furthermore, at 10th level and cast upon an individual moving against opponents any creatures under 4th level or 4 HD must make an intelligence saving throw. If they fail, they flee in confusion and terror. Any who remain suffer an additional -2 penalty to all combat roles, for a total of -4.

Those bound to the illusionist are not required to make a saving throw. They can if they desire, strive perhaps to recognize reality from the illusion. If they are successful they do not gain any bonus from the spell. Those opposed to the illusionist are allowed an intelligence save.

The reverse of *efflorescence*, *withering*, causes the opposite effects of those above.

ENRICH SOIL, LEVEL 5 DRUID

CT 1 min. R 450 ft. D see below
SV none SR no Comp V, S, DF

Enrich soil improves the quality of soil in the area of affect. The soil is able to grow plants or fungi twice much faster than normal and make the plants far stronger. The soil remains enriched for

1 year. It increases the vitality of an area by 50%, allowing it to produce twice as much agricultural products as normal.

Also, *enrich soil* doubles the impact that the spell *plant growth* has on movement rates. It also increases the power of any *entangle* spell cast on an area that has been enriched. Dexterity checks to break free from the entangle are increased by CL 5. Penalties for those entangled increase to -4 to attack and -8 to effective dexterity.

EYES OF THE BAT, LEVEL 2 DRUID

CT 1 R touch D see below
SV none SR no Comp DE, V

With *eyes of the bat*, the druid can see in the dark. Once cast, whenever the druid utters the incantation, the sound of his voice acts as sonar, revealing the world around him. The druid must close or cover their eyes for eyes of the bat to work. They can speak constantly in order to see continually, or they can speak the incantation intermittently for the same effect. The spells works in all forms of darkness, including magical darkness. They can see as far as sound carries in a straight line, it does not allow them to see around corners. If cast on another party member, that person must utter the incantation. It lasts for 1 hour, plus 1 hour per level of the caster for a maximum of 8 hours. *Eyes of the bat* does not reveal colors. A *silence* spell renders *eyes of the bat* useless.

EYES OF THE WILD, LEVEL 1 DRUID

CT 1 R touch D see below
SV none SR no Comp V, S

Eyes of the wild creates a magical bond between the druid and the animal. The animal must first be under the influence of an animal friendship spell or be connected to the druid in some capacity. Once *eyes of the wild* is cast, the druid is able to experience what the animal sees and hears. Furthermore, the druid is able to guide some of the animals more common actions such as where it is going and what it is doing. They cannot command the animal to hunt or to attack, but rather they can convince the animal that it wants to go or be in a certain area. The druid need not remain in constant contact with the animal. However, if the druid fails to connect with the animal once every 4 days the bond breaks and the animal is freed.

The druid can command up 1 creature for every 2 levels of experience.

F

FAITH, LEVEL 1 CLERIC, 2 DRUID

CT 1 R touch D 1rd. +1 rd./lvl.
SV none SR no Comp M, V

Faith reflects the caster's religious furor. Anyone casting *faith* is able to withstand simple hardships for the spell's duration such as walking on burning coals, suffering through boiling water,

etc. *Faith* shields the caster from anything that does not cause catastrophic damage, such as falling off a cliff. For the purposes of faith, catastrophic damage should be defined as 20 or more hit points.

Furthermore, the spell creates an aura around the recipient, as if they were possessed of a secret knowledge. The recipient's charisma is effectively increased by 1 point for every 6 levels of the caster.

It also seeds doubt in any who oppose the recipient. They suffer a -1 penalty to all wisdom, intelligence, and charisma checks.

FALSE TRAIL, LEVEL 2 DRUID

CT 1 R see below D 1 turn/level
SV wisdom SR no Comp S, M

When outdoors, the spell creates an identical trail to that generated by the caster and their party. This false path heads off in a different direction from which they are traveling. The trail can go in any direction the caster chooses and will lead any pursuing parties along the false path for 1 turn per level of the caster. When the spell expires, the trail disappears, leaving the pursuers in the wilderness. When the pursuers encounter the point at which the false trail splits from the real path, they are allowed a saving throw vs. divine magic. If the pursuers were able to observe the party in any way (had an airborne companion/follower etc.), they make the save with a +2 bonus to their roll. If the party was completely unobserved at the time of casting, the pursuers make the save with a -2 penalty to their roll. Rangers gain a +1 on their saving throw. Any failed saving throw means the pursuers have lost the original trail and assume the false trail is the proper trail to follow.

The material component is a bit of the dirt/mud from the soles of the boots of each member of the caster's party.

FEEDING CALL, LEVEL 1 DRUID

CT 1 R 100 ft. D instant
SV none SR no Comp V

The druid uses this spell during those times when he is forced to kill for food a larger creature than he and those with him are able to consume in its entirety. The druid sends out a call to nearby wildlife, usually smaller scavengers, inviting them to come and finish off the leavings, so that nothing is wasted. Some druids have been known to use this spell to dispose of the bodies of their slain foes, as the summoned creatures have a tendency to scatter the remains over a wide area. The verbal component of this spell is the phrase, "Buzzard's gotta eat, same as worms."

FERAL VISAGE, LEVEL 3 DRUID

CT 1 R personal D 1 rd./lvl.
SV none SR no Comp V, S, M

This spell allows the caster to unleash a primeval fury, be it a bite attack, claws, a combination of the two, toughened skin conferring a temporary bonus to AC, or some kind of venomous attack. The effect of the spell is random. The possible results are:

MAGIC

ROLL (1d10)	RESULT
1	Toughened skin, similar to <i>barkskin</i> , +3 AC.
2	Growth of a dense fur coat, +6 AC.
3	Single claw attack that acts as +1 magical weapon for 1d4 damage.
4	Double claw attack that acts as +1 magical weapon for 1d4 damage each.
5	Double claw attack with venom. The attack acts as a +1 weapon for 1d4 damage each, plus constitution save vs. poison; failure of saving throw results in additional 2d6 poison damage. A save is allowed against the poison for half damage.
6	Bite attack that acts as a +1 weapon for 1d8 damage.
7	Bite attack with venom (+1 weapon, 1d8 damage, constitution save vs. poison, or take 2d10 damage, save for half damage)
8	2 claws + bite, 1d4 and 1d8 damage respectively, +1 weapons.
9	Venomous 2 claws + bite, +1 weapons, 1d4 and 1d8 damage respectively, constitution save vs. poison or take 2d8 damage, save for half damage.
0	CK's choice of one attack from above + 1 defense

The material component for this spell is a canine tooth from a carnivore/predator.

FIDGET, LEVEL 2 ILLUSIONIST

CT 1 R 100 ft. D 10 rds.+1 rd./vl.
SV intelligence negates SR yes Comp V, S

The caster causes the target of the spell to be unable to remain motionless or silent. The target will continually hum, drum their fingers, tap their feet, squirm in their seat, or make any other small (and generally annoying) movements or noises. All actions they during while under the influence of the spell suffer a -2. To do combat-oriented actions or cast spells while fidgeting requires an intelligence attribute check.

FIND LOST THOUGHTS, LEVEL 0 CLERIC, 0 DRUID, 0 WIZARD, 0 ILLUSIONIST

CT 1 R personal D see below
SV none SR none Comp M, V

The spell recalls forgotten information. The caster must make a successful intelligence check for *find lost thoughts* to work. It can be cast on anyone. The CL is determined by the CK, but generally based on how well the information was known in the first place. If an illusionist casts the spell the recipient may "relive" an incident they are attempting to recall.

The caster gains or suffers penalties according to the length of time since the event:

LENGTH OF TIME	BONUS
1 minute	+1
1 hour	0
1 day	-1
1 week	-2
1 month	-3
1 year	-4
Over a year	-5

Spells cannot be recalled with *find lost thought*. The recipient gains a +4 bonus to the check if they return to the exact spot where they originally had the thought.

FISH SONG, LEVEL 0 DRUID

CT 1 R see below D permanent
SV none R no Comp V, DF

With this spell the druid is able to summon any large fish to his hand. The druid must be near water where there are fish. The summoned fish is large enough for one meal.

FLAME WHIP, LEVEL 2 CLERIC

CT 1 R see below D 10 rds.+1/vl
SV none SR yes Comp V

This spell is used by priestly classes to punish wrongdoers, those of opposed alignment or those who oppose the primary goal of the cleric. The cleric summons the spell by accessing any open flame with their hand and picking the flame up. By snapping the flame in an outward motion, the flame becomes a whip, extending 10 feet +1 foot per level of the caster. The cleric can then use the whip as a weapon to deal retributive damage to those who oppose them.

Flame whip cannot be used against those of a similar alignment, no matter the situation or objectives of those who might, for other reasons be opposed to the cleric who is wielding it.

Once the spell is activated the *flame whip* can be used as a weapon just like a whip. The flaming nature of the whip gives it an extra 1-4 damage plus the level of the caster.

FLIGHT OF THE FEY, LEVEL 6 DRUID

CT 1 R touch D 10 rds.+1rd./vl.
SV none SR no Comp DF, S, V

This spell transforms the druid, or the target, into a scintillating dust, allowing them to travel great distances, very quickly. Upon touching the target and uttering the command word, they transform into light colored dust, more akin to starlight and are able to move up to 300 feet per round for the duration of the spell. All equipment and possessions they are holding transform with them. They can move to any height, through water, gas

or any other substance that light can pass through. If they pass through water movement is halved. The recipient of the spell can choose to transform out of the dust form at any time. Once they have returned to their normal state, however, they cannot go back unless another spell is cast upon them. The spell affects one individual.

The recipient cannot physically attack or cast spells while transformed.

Once the target transforms back into their original form it takes one full round to orient. They can take no actions during this round.

FOOT PRINTS, LEVEL 2 ILLUSIONIST

CT 1	R touch	D 1 hr./level
SV none	SR no	Comp V

The caster is able to leave a trail behind him which only they, and those they designate, may see. The caster may select one other person for every two levels he possesses to be able to see the trail. The length of trail the caster may leave is one mile per level outdoors, or 500 feet per level indoors. If the caster goes beyond this distance, he stops leaving tracks from that point forward.

FRIENDLY IMAGE, LEVEL 3 ILLUSIONIST, 4 WIZARD

CT 1	R 100 ft.	D 1 rd./lvl.
SV see below	SR yes	Comp S, V

Friendly image casts an opponent in the guise of one of the caster's companions. The caster chooses which companion the target resembles, and a successful intelligence check negates the effects of the spell. Those around the target of friendly image must make a wisdom save. If they fail, they see the target as an enemy and react accordingly. The spell affects only one target.

FUSE STONE, LEVEL 3 DRUID

CT 1	R touch	D see below
SV none	SR no	Comp V, S, DF

Fuse rock allows the druid to bind two rocks, stones, bricks, or blocks together. They do not have to fit or conform to each other, by placing them together and muttering the words of the spell over the stones, the two stones are fused together as if they were joined naturally. They cannot be broken apart except with a successful *dispel magic* spell, or through breaking the with a strength check (CL equal to 5+level of caster). The stones stay permanent fused, until they are physically or magically broken, or the natural processes of time and erosion break them apart. The spell remains in effect for 10 minutes and the caster can fuse two stones together per round.

The caster cannot do anything other than fuse stones, if they are interrupted they lose the spell and cannot continue fusing stone. The stones themselves cannot be larger than what the druid can lift. They can be fused to rocky ground, the sides and roofs of caves, sewers, dungeons, etc.

G

GRAVITATIONAL EARTHQUAKE, LEVEL 7 CLERIC, 7 DRUID, 6 WIZARD

CT 3 rounds	R 50 feet	D see below
SV dexterity for half	SR yes	Comp V, S

The caster creates a wave of gravitational force that first reduces gravitation to nearly nothing and then increases the gravitational pull dramatically shortly thereafter. This has the effect of causing everything within the wave to fly up into the air 10 feet for every round, then come crashing down with great force. The caster can affect an area 30 feet in diameter, plus 5 feet per caster level. The higher the objects or people go up the more damage they take coming down. Treat all damage as if falling damage except double the damage. A successful dexterity save reduces the damage by half.

The spell lasts 4 rounds. The caster must determine at which point they increase the gravity. For example, they can reduce the gravity for 3 rounds. Everything in the area of affect is lifted off the ground, rising to 30 feet. When gravity is reversed the people and things lifted, fall back to earth and suffer falling damage from 30 feet (6d6 doubled).

H

HALVE DAMAGE, LEVEL 2 CLERIC, 3 DRUID

CT 1	R touch	D 1 rd./lvl.
SV none	SR no	Comp V, S, DF

The recipient of this spell is partially protected from a particular type of damage. This type of damage must be determined at the time of casting, and must be very specific, such as falling damage, or slashing weapons, or fire. Any hit point or attribute damage taken by the recipient from this type is cut in half. Damage which occurred before the spell was cast remains as is.

The recipient may not benefit from more than one type of protection at a time through the use of this spell. A partial list of types of damage follows: slashing, piercing, bludgeoning, abrasion, falling, compression, fire, cold, electricity, acid, corrosion, and poison.

HALVE DAMAGE, GREATER, LEVEL 7 CLERIC, 8 DRUID

CT 1	R touch	D 1 rd./lvl.
SV none	SR no	Comp V, S, DF

The recipient of this spell is protected from all sorts of damage. Each time the recipient suffers damage from an attack or through environmental challenges, such as falling down a cliff, they are allowed a constitution save (CL equal to the attacker or as determined by the Castle Keeper). If successful, the damage of the attack or event is reduced by half. Damage which occurred before the spell was cast remains as is.

MAGIC

HARRIER, LEVEL 4 CLERIC

CT 1 min R see below D 1 hr./lvl.
SV none SR no Comp V, S, M, DF

The cleric summons forth a small hound-like spiritual servant to track and harass the selected target. The harrier can only be seen and heard (imagine a yapping dog barking incessantly) by the cleric and the target, and those who have magical perceptive abilities. The harrier cannot cause any direct harm to the target, but may provide distraction enough at a key time to lead the target into a harmful situation. The target cannot hide from the harrier, not even with invisibility, or illusion magic, and the harrier sees through all disguises. The harrier can run, swim or fly (move 60') to follow its target, and even pass through solid walls. It cannot travel to other planes under its own power, nor can it teleport, but if the target does so, the harrier will know of the target's new location instantly and will immediately move in that direction. The harrier can cover any distance which its speed and time allows. The harrier cannot engage or be engaged in combat, and has no stats.

The target of the harrier will find concentration and conversation difficult, taking a -2 penalty where a roll is called for. Ranged attacks and sight-based perception checks are likewise at a -2, and sound-based at a -5 due to the distracting behavior of the harrier. The target must roll a successful charisma save in order to cast a spell, taking an additional -2 penalty if the spell requires a verbal component.

Alternatively, the cleric may choose to have the harrier act merely as a tracking animal, in order to lead the cleric himself to the target's location. In this case, the cleric may command the harrier to silence so that the target may not be alerted to its presence. The harrier will go with the cleric if the cleric travels through magical means.

The material component is a garment belonging to the target.

HEX*, LEVEL 0 CLERIC, 0 DRUID

CT 1 R 50 ft. D See below
SV wisdom SR yes Comp V, S, M, DF

Hex places a curse on a person or monster. It may be a minor hex or if the caster chooses it may be very powerful. The hex alters the target's physical form in a manner chosen by the caster. The amount of transformation is dependent upon the caster's level. A caster may choose to have a lesser effect than that listed by their level, but may not choose to have one greater than their level. The following are suggestions and should be expanded as needed.

LEVEL	EFFECT
-------	--------

0	Body aches or similar that reduces one roll by -1, initiative, to hit, etc.
---	---

1	A ringing noise or similar impairment, reduces relevant attribute check by -1
---	---

2	Weakens grip, fumble occurs on 1 or 2. All attacks/damage reduced by -1
---	---

3	Limb loss, all actions with that limb are at -2, i.e. shield -2 AC, to hit -2, etc.
---	---

4	Confusion, must make successful attribute check before any class action
---	---

5	Blind in one eye or similar, -3 on multiple actions
---	---

6	Weakens grip further, fumble on 1-3; or feet numb movement reduced by half
---	--

7	Addled brain, must make successful attribute check at -3 before any class action
---	--

8	Blind or deaf, reduces relevant attribute checks by -4.
---	---

9	Muscle loss, damage halved, to hit -4, etc.
---	---

10+	Bone loss in one limb. Cannot walk or lift item, etc.
-----	---

The material component is a small piece of flesh of the creature or an item valued by the creature.

The reverse, *remove hex*, can remove any hex cast by a cleric or druid of lesser level. It is important to note that it cannot remove a hex cast by a cleric or druid of equal level to the one attempting to remove it.

HORN FOOT, LEVEL 1 DRUID

CT 1 R touch D 3 hrs./lvl.
SV none SR no Comp S

This spell allows the druid to harden the soles of his feet to a toughness like to that of a halfling's feet. This hardness remains only so long as the druid walks upon a natural surface. It allows them to move through very rough terrain without loss of movement.

At 3rd level the druid is able to move over normal fires. At 5th level the druid is able to move across extremely hot flame, such as lava. The spell's power however is drained faster, each round counting as a minute while moving over such flame.

HORN OF THE GODS, LEVEL 7 CLERIC, 8 DRUID

CT 1 R see below D see below
SV none SR yes Comp S, DF

Upon blowing a note on a war horn that bears the symbol of their deity, the caster summons the fury of their pantheon and unleashes a wave of power that radiates out in a cone. The wave of power stuns any creatures 4HD or less and common and extraordinary undead for 1d4 rounds caught in the cone. The cone extends out from the casters horn affecting an area 10 feet wide at its base and 100 feet long. Any ally of the caster who is able to hear the horn gains +1 to all attribute checks and combat rolls for 6 rounds.

HYDRATE/DEHYDRATE, LEVEL 2 WIZARD, 2 DRUID

CT 1 R touch D see below
SV see below SR no Comp DE, V

The caster is able to gather moisture from the surrounding air, even in very dry climes, and pass it into an item or person. The

effects depend on the amount of moisture available. If near a water source such as a spring or lake, it hydrates 1 cubic ft. per round. If the area is dry, it hydrates 1 cubic ft. in 10 rounds. The spell can draw moisture from the air, so it works even in desert regions. Inanimate objects do not receive a saving throw; animate objects can attempt to fight the spell's affects, if desired.

Hydrate freshens dehydrated food, moistens air, creates water to clean surfaces, can hydrate a person if used slowly, etc.

Dehydrate works the exact opposite. If the area is dry it dehydrates 1 cubic ft. per round. If the area is moist, it is dehydrated at 1 cubic ft. per 10 rounds.

Both spells can cause damage. If a creature is hydrated completely, and the spell continues to have an effect, they begin to suffer water poisoning, taking 1d4 points of per round until the spell stops. The opposite is true for *dehydrate*.

I WALK AMONG YOU, LEVEL 4 CLERIC

CT 1 R personal D instant
SV none SR no Comp V

This spell affects the caster only. It is cast after a *sanctuary* spell and essentially adds to the power of the *sanctuary* spell. It allows the cleric to act and take aggressive actions, including attacking and casting spells, while the *sanctuary* spell is in effect. The spell lasts as long as the *sanctuary* spell remains in effect. The *sanctuary* spell is unchanged. The cleric cannot be attacked unless the attacker makes a successful charisma save, however, the attacker is allowed a charisma save each time they are attacked by the caster.

IDOLUM, LEVEL 1 ILLUSIONIST

CT 1 R 100ft. D 1 rnd./lvl.
SV intelligence SR yes Comp S

With *idolum*, the illusionist creates doubt through passing false images across the surface of the target's thoughts. By focusing his attention on the target for 1 round, the illusionist creates images, related to something the target is talking about or doing, that makes the target question their own actions. The target is allowed an intelligence saving throw. If the target fails the save, they do not carry through with the action. A successful intelligence check lessens the impact of the spell, so that the action suffers a -2 penalty.

The illusionist must have some idea about what the target is doing. They do not have to speak the target's language.

ILLUSORY CROWD, LEVEL 4 ILLUSIONIST

CT see below R 20 feet D10 min./lvl.
SV none SR no Comp V

Creates an illusion of a group of people, up to one per level of the caster. Members of the group will appear as commoners

of the same race and gender as the caster unless specified otherwise. Casting time of the spell depends on the number of crowd members and the complexity of their desired behavior. The caster may spend up to one round for each member, giving it a simple "program" of actions to take, or spend a single round giving all members the same program. Members may be given programmed speech, but do not react to stimuli, except as stated below.

With concentration, the caster may make one individual member perform complex actions, or the entire group perform simple actions in unison. In either case, the caster may have the member(s) respond if spoken to or react in some other manner to any events which occur. The caster must either be present or observing the crowd through some magical means.

All members of the crowd must stay within 5 feet per level of the caster of the point where they were initially conjured.

ILLUSIONARY WEATHER, LEVEL 6 ILLUSIONIST

CT 1 minute R 150 ft. D 10 min./lvl.
SV wisdom SR yes Comp V, S

The illusionist calls forth an illusion of any weather phenomenon. The type need not be appropriate to the season, climate or terrain, as it is not real, but anything too unusual will grant a +4 bonus to save. Those who fail the save will suffer all effects as if the weather were real, including damage from hail, lightning, flooding, high winds, or cold if those elements are present. Those who make the save suffer no ill effects, but may have their senses and movements hindered. It affects a 100 × 100 foot area per level of the caster.

For instance, an illusory blizzard may be called in mid-summer in the desert. A bonus would be granted on the save. Those who fail the save will feel the cold, and may even suffer frost-bite or hypothermia. Those who make the save will not feel the cold, but the air will still appear to be full of blowing snowflakes, and features of the ground will be obscured.

Conversely, the spell could be used to create an area of pleasant weather in the midst of a storm, allowing the recipients who fail their save opportunity to rest and recover.

INFECTIO, LEVEL 1 CLERIC, 1 DRUID

CT 1 min. R 30 ft. D see below
SV constitution negates SR yes Comp V, S, DF

Infection is designed to counteract the benefits of healing magic. When cast, anyone in 20 foot radius sphere who fails their constitution save becomes infected. When cast by a 1st-4th level cleric or druid any heal, from any source, whether it is a spell, from a magic item, potion or scroll as well as a natural ability such as the skald's or paladin heal is reduced by half. This includes heal spells. When cast by a 5th level or higher cleric or druid the infection reduces all heals by 75%. The infection is viral in nature and cannot be spread to others or contaminate an area. The infection is accompanied by minor aches and pains and a vague shortness of breath; however, it is difficult to detect

MAGIC

beyond the normal exertions of a daily routine. People infected only know they are infected on a successful wisdom check (CL equal to the caster). It can only be removed by a *remove curse* or *cure disease* spell, extensive rest, 1 week + 1 day/level of the caster.

INSECT BANE, LEVEL 1 CLERIC, 1 DRUID

CT 1 R touch D 1 min./lvl.
SV none SR no Comp V, S, DF

This is a minor spell that sends out a buffeting wave of magic that kills all insects, spiders, small scorpions and similar creatures in a 10 + 10 foot per/level sphere. The bane follows the person the spell is cast upon for the duration of the spell. It will kill any insects summoned by the spell *insect plague*.

INSTANT COFFEE, LEVEL 0 ILLUSIONIST

CT 1 R touch D permanent
SV none SR no Comp: V

Turns any cup of water instantly into a hot cup of coffee. The coffee is black without cream or sugar. This spell is favored by illusionists both great and small.

It is a very simple spell that almost all illusionists know, and it is popular for innkeepers.

J

JUMBLE SPEECH, LEVEL 2 CLERIC, 2 DRUID, 2 ILLUSIONIST, 2 WIZARD

CT 1 R 20 ft. D 1 rd./lvl.
SV wisdom negates SR yes Comp V, S, DF

The caster is able to place a minor, specific curse upon a single target which causes all they say to sound like gibberish, making spell casting that require a verbal component impossible, and will render other voice-based abilities, such as a knight's inspire, a bard's exalt, or other similar abilities useless. The target will suffer a -10 for any attempts to communicate a message to anyone else verbally. This spell may be negated by the *tongues* spell, as it is a lesser version of the reverse of that spell, but not by *comprehend languages*.

K

KEPT WORDS, LEVEL 2 CLERIC, 2 DRUID, 2 WIZARD, 2 ILLUSIONIST

CT 1 R see below D see below
SV none SR no Comp M, V

Kept words is spoken into a cup or similar vessel, which is then covered. The words remain in the vessel until it is uncovered. Once uncovered, the words are released in the same tone as when they were placed in there. If they were whispered into the vessel, they come out as a whisper; if shouted, they come

out as a shout. *Kept words* can only be 10 words. The spell is permanent until the vessel is opened.

The material component is a cup.

KNOT*, LEVEL 1 WIZARD, 1 ILLUSIONIST, 1 CLERIC, 1 DRUID

CT 1 R touch D see below
SV none SR no Comp V, S

With a successful attribute check (wisdom in the case of cleric/druid and intelligence in the case of the wizard) the caster can undo complicated knots. The challenge level of the knot is determined by the CK. The knot, if physically tied by the caster, the magic allows them to untie the knot without an attribute check. A reverse of the spell allows the caster to tie solid knots. Success depends upon an attribute check with the challenge level based upon the complexity of the knot.

L

LAND'S BREATH, LEVEL 5 DRUID

CT see below R 50 ft. D 20 min./lvl.
SV none SR no Comp S, DF

Land's Breath can only be cast in moist environments that receive at least 25 inches of rainfall a year. The spell creates four affects. In the first round after it is cast, it redirects the wind, forcing it to move around the area of effect. In the second round, it drops the temperature a few degrees. In the third round, it pulls the natural moisture from the ground and air creating a dense, soup-like fog. Lastly, these combined affects unleash the nervous worry of the affected area, impregnating the fog with a fearful malice which affects those who enter it. The fog is cold and clings to anyone who passes through it, soaking hair, garments etc. The fog does not move, hanging in the still air, obscuring vision and reducing smells and sounds. The fog is real and affects everyone equally including the caster.

Anyone entering the fog must roll a charisma save or suffer an uneasiness that affects everything they do. All saving throw and ability checks are reduced by 2. All combat effects, to include initiative, are reduced by 1. These effects last as long as the person remains in the fog.

SIGHT: Vision is reduced by 80%. This includes elves and half elves and monsters with special sight.

SOUND: Any sound is absorbed by the fog, so that it is difficult to determine where something came from (CL equal to the level of the druid casting the spell × 2).

SMELL: All smells are dampened by the moisture, affecting creatures with scent ability. Scent checks are made at a -5.

TASTE: The fog tastes vaguely like earth and rotten vegetation.

The druid is able to affect one quarter square mile per level.

LEAF MAP, LEVEL 4 DRUID

CT 1 min. R touch D permanent
SV none SR no Comp V, M, DF

The druid causes a leaf, preferably a large one, to become discolored in a manner so as to form a map of the surrounding natural region. The size of the area to be mapped is entirely up to the druid, though as with any map, the amount of detail is dependent on the scale. This works best on a green leaf, but a dead leaf may work provided it is not too dry, but if a dead leaf is used the map will represent the area at the time at which the leaf fell from the tree. The map will not display any actual writing, and only shows pictorial images. The druid knows what these pictures represent. Settlements or construction within the mapped area show as simple, blight-like outlines.

The material component is a leaf.

LEAF WHIRLWIND, LEVEL 3 DRUID

CT 2 R 10 ft. D 1 rd./lvl.
SV none SR no Comp V, S, DF

The druid is able to masterfully control the leaves of whatever foliage happens to be around, plucking them from the plants themselves, lifting them from the ground, to create a huge wall of leaves 40 × 20 feet and 20 feet high. The leaf whirlwind itself is 10 feet thick. Small twigs, sticks, dirt, tiny stones and other natural debris are drawn into the whirlwind as well. No one can see into the whirlwind, scent does not work nor do any mundane detection abilities. Arrows cannot pass through it, nor can small flying creatures. They cannot cast spells through it or missile weapons either. The druid however, can see through the whirlwind, and pass through it if desired.

While the wall is vertical, the caster can shape it in any continuous path along the ground, even so that it flanks the druid on either side. The whirlwind moves with the caster, however it does not have to. If the druid wishes, they may leave the whirlwind behind. Entering the wall is difficult for the leaves move in a solid mass, clinging to the person. Damaging the whirlwind is impossible as more leaves replaced damaged areas. Someone can push through the leaf wall, but entering it, but it is very disconcerting. They pass through it with a successful wisdom check for each five feet of the whirlwind. Failure means the individual comes back out the side they entered on. For each round someone is in the whirlwind they suffer 1+the level of the druid points of damage.

Successfully breaking through the whirlwind leaves the individual disoriented for 1 full melee round and they are treated as prone during that round for all intents and purposes (all attacks are at +10). The leaf wall is highly susceptible to fire and fire-based attacks. If exposed to flame the whirlwind catches on fire, the flame spreading rapidly up and down the length of the wall, 10 square feet a round. As the leaves burn they disintegrate.

Druids often use the spell to hide the locations of their groves by setting up a huge wall before they walk to their secrets.

The material component of this spell is crumpled up leaves over 100 years old.

LENS, LEVEL 0 WIZARD, 0 ILLUSIONIST

CT 1 R see below D see below
SV none SR no Comp S

The caster creates a temporary magnifying lens within a circle created with his fingers or hands. This acts as a normal magnifying glass. The effect lasts as long as the circle is maintained.

LIQUID FORM, LEVEL 4 WIZARD, 4 ILLUSIONIST

CT 1 R touch D 1 min./lvl.
SV intelligence negates SR yes (h) Comp S

The creature touched and all of the creature's gear takes on the form of a thick liquid. The recipient may walk normally, and may pass through small openings, gates, etc. Normal movement is halved. Passing through items such as gates or fences requires a full round. The smaller the opening, the longer it takes to squeeze through. Passing beneath a door might take up to 6 rounds. Passing through a key hole 100 rounds. The character gains no AC bonus due to material armor, cannot physically attack or affect others, cannot cast spells, cannot move more rapidly, and may be washed away by powerful water. It affects one willing creature. If attacked, all damage is halved.

M

MEMORIES, LEVEL 4 CLERIC, 4 WIZARD

CT 1 R touch D see below
SV charisma SR yes Comp V, S, M

By touching the target, the caster, can meld minds with that individual, tapping into that person's memories. The longer the caster stays in contact with the target the more memories they can tap and the more they can understand who the target is and what they do. The caster can utilize these memories in any number of ways. Foremost it acts as a *true seeing* spell as any deceptions that the target willingly perpetuates are revealed. Also, upon a successful wisdom check the caster can learn hidden or forgotten knowledge. But more than that the caster can identify with the target, gaining a +4 on all charisma checks associated with the target, such as convincing them to do a difficult task. If the target resists the spell they are allowed a charisma save.

The material component is a small personal item belonging to the target of the spell.

MESMERIZE, LEVEL 3 ILLUSIONIST

CT 1 R touch D 1 rd./lvl.
SV charisma SR yes Comp S, M

Mesmerism creates a psychic bond between caster and their intended target. This bond allows the illusionist to influence the actions of the target. If the target fails their charisma save

MAGIC

they fall under the influence of the caster. The target feels an overwhelming compulsion to follow the caster's directions. The illusionist can take no other action while casting mesmerize.

At 6th level the caster can then give them simple commands such as sleep, to flee, lie down, turn around, hold in place and so on. At 8th level the illusionist is able to influence the person into deeds that might assist the caster, such as carrying items, moving something, delivering an item. At 10th level the caster can force the target to take dangerous actions that may lead to injury such as climbing a wall, blocking a horse, or entering combat. At 15th level the caster is able to influence the target to take actions that may lead to their death (see below), such as jumping a ravine, tackling a raging bull, or insulting royalty. At 20th level the caster can convince the target to fling themselves into perilous combat or even to kill themselves (see below).

The mesmerized is allowed to resist the spell. They are allowed a saving throw each round the illusionist actively attempts to force them to move or take any action. For instance, if the illusionist tells them to stand still and they fail their saving throw they stand still and cannot make another saving throw. However, if the illusionist then tells them to move from one spot to another, they may make a saving throw every round they are moving. However, resisting the illusionist comes with a price. Each time the target fails a save they suffer damage as follows:

LEVEL	DAMAGE
1-4	1d4
5-8	1d8
9-12	1d10
13+	1d12

Harm or Death: When an illusionist attempts to force the target to harm or kill themselves the target is allowed three saving throws before taking the action. If they fail all three the action occurs. However, forcing someone to take the action strains the psychic bond and damages the caster. The caster takes 1d12 points of damage at the outset. If at any time the target succeeds at their saving throw the bond is violently shattered and the caster suffers 2d12 points of damage and is stunned for 1 full round.

The material component for this spell is a small magnet.

MINISTERIAL, LEVEL 2 CLERIC

CT 1 min. R touch D 10 min./lvl.
SV none SR no Comp V, S, DF

The cleric creates a minister of his will upon any recipient of like faith and alignment. A prayer and blessing with a holy symbol must be made and the recipient sacrifice a 10gp item or equivalent to the faith in order to receive the spell.

The spell confers a bonus to one of the following to the recipient: base to hit, armor class, hit points or saving throw for a specific attribute. At 2nd level the spell confers a +2 bonus and increases by 1 every other level thereafter. The spell's

duration is 10 minutes per level of the caster. This spell cannot be stacked with itself.

MUTTERED SPEECH, LEVEL 3 ILLUSIONIST

CT 1 R 20 ft. D 1 rd./lvl.
SV charisma negates SR yes Comp S

With this spell the illusionist can mangle the speech of the recipient such that no one can quite understand what is being said. It does not make the speech unintelligible, rather just not clear in intent or desire.

This spell is cast with a single swipe of the hand and can be cast on anyone within 20 feet of the caster. The recipient is allowed a charisma check to save for no effect. Further, unless the recipient is aware the spell is being cast they have no manner of knowing a spell was cast upon them. Other than the aforementioned effects, the spell can also effect spell casters. If the spell being cast requires verbal components the spell will fail to go off unless they target makes a successful saving throw.

N

NATURE'S BOUNTY, LEVEL 1 DRUID

CT 1 min. R touch D see below
SV none SR no Comp V, M

The druid calls upon the spirit of the primeval world and bends it to their will. Using a seed blessed by an elder druid allows the druid to create a small dimensional space within a tree, branch, stump or other natural growth. The druid's hand passes through the outer bark and into the space, this allows the druid to store items they are not able to carry on their person, or that they wish to hide.

Any tree or plant that is destroyed, as in chopped down or burned, dumps the bounty on the ground around the tree. A dead tree does not necessarily do this, as it could still be upright. The druid is able to store as much up to 25+10 pounds per level in the magical cavity. There is no limit on size of items stored. The druid must be able to hold the item in their hand.

There are no limits to their number of *nature's bounties* the druid can cast. However, it may be hard to find any particular tree that holds the bounty. After the druid has cast the spell and stored their equipment, if the druid casts this spell again, using the same seed, they will be shown a path of glowing leaves to where they had originally created the cavity.

The material component is a seed blessed by an elder druid.

NEAR DEATH, LEVEL 7 CLERIC

CT see below R touch D see below
SV none SR no Comp DF

This is a contingency spell, cast before battle or before some great event that is likely to lead to the character's death. The spell is primarily reserved for those situations which are very

critical to the cleric's faith, such as slaying a principle enemy or retrieving a sacred artifact, and may manifest in one of two following effects:

1. The cleric's spirit form remains active on the battle field, casting *bleed*, *cure light wounds* or similar spells or even turning the undead. The cleric may not affect their own body in this way. No physical interaction is allowed, nor may the cleric communicate, but they can see and hear all that happens around them. In this case, the cleric continues to take 1 hit point of damage per round because their spirit is no longer in their body. For the same reason, this hit point loss may not be stopped, unless the cleric returns to their body before reaching -10 HP. The cleric may continue to act until returning to their body or their body dies.
2. The cleric instantly travels to the place of their deity to accept a boon or some guidance which will aid the cleric's party in the completion of their task. They then return to the location of their body and may deliver this boon to their compatriots. No time passes while this occurs. They may then act as above, aiding their friends, but may not return to their body. They will automatically die, and their spirit go on to their just reward. They may not be returned to life without the direct intervention of their deity.

It should be pointed out that this spell is meant to be used in only the direst of situations, and in those in which the cleric's deity would have an immediate or direct interest. It is definitely not the sort of spell kept in a daily repertoire. Most deities may even deny the spell to those clerics who pray for it if there is not a need for it.

O

OBFUSCATION, LEVEL 2 ILLUSIONIST

CT 1 R touch D 10 min./lvl.
SV wisdom negates SR yes Comp V, S

With this spell the illusionist creates an aura around themselves that misdirects people's attention, allowing them to move through a crowd of any size without being seen. They must move normally and calmly. People in their way are moved out of the way by a gentle touch to the arm or shoulder. Any sudden movements of their own, or those that push others violently away breaks the spell and they are suddenly seen by those around them. Normally stepping out of the spell, being seen, does not cause undue alarm, though the Castle Keeper will have to determine extenuating circumstances.

The illusionist is able to try to influence people into simple actions, by whispering in their ear. This does little more than plants an idea in the person's head. They may or may not act upon it. They are allowed a saving throw however, if they fail then the CK must determine their action. If they succeed the spell is broken and the target of the attempted influence realizes that the illusionist is standing behind or beside them.

OFFERTORY, LEVEL 1 CLERIC, 2 DRUID

CT 1 hour R see below D 24 hours
SV none SR no Comp DE, S, V

This is an offertory ritual the cleric or druid must undertake to gain a boon from their deity. This boon is an experience point boost for the 24 hours following the offertory. The ritual undertaken must take at least an hour, but its nature is left entirely up to the Castle Keeper. However, the cost of the offertory is 100gp in value at first, doubling each level thereafter (100gp, 200gp, 400gp, 800gp, etc). The experience point boost increases as well. It is 1% at 1st level and increase by 1% per level. Furthermore, at 1st level the caster can cast this boon on one person (who worships the same deity). This increases by 1 person per level. Each person having this boon cast upon them must make an offering according to the values listed above. The effects last for 24 hours, plus 24 hours for every level of the caster.

OMINOUS WOOD, LEVEL 6 DRUID

CT 1 hr. R 100 ft./lvl. D 1 day/lvl.
SV see below SR yes Comp V, S, DF

The druid imbues an area of natural woods with an uncomfortable and nerve-wracking presence. Within the area is an odd combination of eerie quiet and sudden, startling, unidentifiable noises. The wind periodically whistles through the trees, or even roars as if a storm is brewing. Normally pleasing bird songs sound like the scratchy call of a crow. Those who fail a wisdom save become nervous and twitchy, jumping at shadows and noises, taking a -2 penalty on all dice actions, and be unable to sleep which will impact their ability to regain spells. Even those who succeed at the save are unable to shake the feeling of being watched. Wild animals, fey, and other "natural" creatures such as treants are unaffected by this spell.

The area and cast time vary depending on the time the druid wishes to put into casting the spell. The druid must walk the entire perimeter of the area to be affected while casting, and may take up to his level in hours to do so.

OPEN SINKHOLE, LEVEL 1 DRUID

CT 1 R 100 ft. D permanent
SV dexterity negates SR no Comp V, S, M, DF

This spell allows the caster to cause a sinkhole to form. The caster must be outdoors, in order for this spell to be successfully cast. Within 100 feet of the caster, the earth gives way to form a sinkhole 10-20 feet deep (1d2 × 10 ft.), and 10 feet in diameter + 5 feet/level. If the sinkhole is placed such that any creature may fall into it, the creature is allowed a dexterity saving throw to avoid all damage.

If the creature fails the saving throw, it takes falling damage as per the **Players Handbook**. The spell cannot be cast upon any kind of worked stone surface, regardless of whether or not it is outdoors. If the spell is cast such that any trees or other large, naturally occurring object, there is a 20% chance that the object will fall on the caster, requiring a dexterity saving

MAGIC

throw with a CL equal to the caster's level to avoid having the object fall on them. Damage sustained in such a fashion is at the discretion of the Castle Keeper.

The material component is a rock that disappears upon casting.

ORDAIN, LEVEL 1 CLERIC, 2 DRUID

CT 1 hour R see below D until negated
SV none SR no Comp DE, M, S, V

The spell is used to sanctify an item or place with sacerdotal functions. The item or place ordained is magical, but confers nothing other than a capacity to be used in ministerial functions. For example, it could be that holy water can only be created in an ordained cup, spring, decanter or some other type of vessel or location. Another example could be that for an oxen to be properly sacrificed, an ordained knife must be used. The caster can ordain 10 cubic feet per level. An item or place so ordained remains so until it is revoked. Revocation is this spell's opposite.

The material component is a 100gp gem/10 cubic feet ordained.

P

PELT OF SUFFRAGE, LEVEL 4 CLERIC

CT 10 R touch D 24 hrs.
SV see below SR no Comp M, V

This spell is cast upon those who have sinned against or disobeyed their deity such that they need redemption to enter back into grace. The spell works on paladins as well clerics or druids who have lost powers due to some infraction. The cleric casting the spell must soak the pelt of an appropriate totem animal or cloak of a particular make or color in the blood of the person upon whom the spell is to be cast. The cloak is then placed upon the malefactor and the spell cast through recitation of particular laws and having the malefactor ask for atonement.

The malefactor then must obey the cleric who cast the spell for 24 hours. They must obey the cleric in all things. The spell breaks if the cleric asks something of the malefactor that would result in humiliation or certain death. The malefactor can attempt to break the spell at any time by making a charisma check. During that 24 hours the malefactor suffers 1-2 hit points of damage delivered by the cloak. The casting cleric, at the same time, must have some mission through which the PC can act in order to rectify a wrong or do something to serve the deity in question. The nature of the act is dependent upon the nature of the infraction.

The cloak offers a +2 to AC, a +2 to hit, a +2 to damage, a +1 to initiative rolls and a +3 to all charisma and wisdom saves during that 24 hours. These bonuses stack with any other mundane or magical armor class. At the end of the 24 hours, the malefactor is considered redeemed. The spell can only be cast upon one who has transgressed against the cleric's deity.

The material component is a cloak or pelt of the totem animal.

PLATFORM, LEVEL 2 WIZARD

CT 1 R 10 ft. D 1 hr./lvl.
SV none SR no Comp V, S

This variation of *floating disc* is used to create a platform of force, of 50 square feet, at the place of the caster's choosing. Once it is placed, it is immobile. The platform need not be level or even in a flat plane. For example, the platform could take the shape of a short flight of stairs. The platform does not need to be well balanced or resting on or anchored to a solid surface, but must be of a single, contiguous piece, with no holes. The platform can hold 1000 pounds of weight or pressure. If more is applied, the platform dissipates.

POCKET PORTAL, LEVEL 3 WIZARD

CT 1 R touch D See below
SV none SR no Comp V, M

Using a 100 gp gem as focal point the wizard is able to open a small portal into a pocket dimension located somewhere in the planes of elemental chaos. The dimension has no particular size but is able to store up to 60 pounds of equipment or inanimate material. The portal is permanent but is only available to the caster for 10 minutes once a day. The portal itself is psychically bound to the caster, and impossible to discover by normal means. However, there is a 1% chance that it attracts a phase spider, who makes the dimension its den.

If the caster should die, ¼ of the stored materials will spill out onto the ground as the character will have no ties to the plane of existence.

The material component is a gem worth 100gp.

POISON RESIN, LEVEL 2 DRUID

CT 1 R plant touched D 1 tn./lvl.
SV see below SR no Comp V, S, M

This spell must be cast on a plant in an outdoor setting only. The touched plant begins to exude a resin that acts as a toxin to anything that comes into contact with any part of that plant. The toxin does not harm the plant, and after the spell lapses, the toxin disappears.

The toxins produced by the plant correspond to the poison types listed in the assassin's poisons ability in the **Players Handbook**. The toxins produced by this spell, however, all work as contact poisons; they do not have to be ingested or injected to act.

Caster Level	Type of Poison
1-3	Type I
4-6	Type I-II
7-8	Type I-III
9-10	Type I-IV
11-12	Type I-V
13+	Type I-VI

When a creature or character without the ability to detect or identify poisons comes into contact with the plant, it must make a constitution save to avoid the effects of the toxin. An affected plant can be identified with *detect magic* and *detect poison*; any character with poisons as a class ability is entitled to an ability check to recognize the plant as being poisoned, if a spellcaster hasn't previously identified such as above, and if the class ability allows, may attempt to isolate said poison. The character is subject to all normal rules, as far as coming into contact with the poison is concerned. Additionally, affected plants targeted by an *entangle* spell will exude the resin over the entire surface area of the plant.

The material component is a piece of dried poison ivy, poison oak, or poison sumac.

POLECAT MUSK, LEVEL 1 DRUID

CT 1 R 20 ft. D see below
SV dexterity negates SR no Comp S

The druid summons forth a spray of noxious musk, akin to that of a skunk. The spray radiates from the druid's outstretched hand in a cone, 20 feet long and 20 feet wide and may strike multiple targets within the area. This causes no hit point damage but the stench is such that it distracts those stricken. Those affected must make a constitution save or be discomfited for 1 round, vomiting or at the very least doubled up and ill. During this time, they are not allowed to do anything other than to weakly parry a blow (-2 to the attackers). For the next number or rounds equal to the caster level the discomfited suffers -1 to all actions. The stench will remain for days, but can be removed by any means by which natural skunk stink could normally be removed, bathing in vinegar etc.

Those struck by the musk will suffer a -10 penalty to charisma checks that involve role-playing type interactions with NPC's. It may also have the side effect of making them less likely to be attacked in melee combat. This penalty does not apply to saves or to NPC's which are incapable of smelling.

POULTICE, LESSER, LEVEL 1 DRUID

CT 1 R touch D instant
SV see below SR no Comp V, S, M†

The druid's ability to find plants and other items in nature that have healing properties allows the character special means of healing damage. The druid must be outdoors to cast this spell. When casting the spell, the druid only requires V and S components; when these are the only components used, the druid instantly heals 1d6 points of damage to whatever target it chooses to touch. On doing so, a poultice appears over open wounds that will cover the wounds overnight, at which point, any wound or injury covered by the poultice will close and heal. This results in the target of the spell regaining 1d6 HP at the moment of casting, and 1 additional HP per hour, after resting for at least a full 8 hours.

*An unwilling target is permitted a wisdom save, at the CL of the casting druid to avoid the spell effects altogether.

†If the druid uses herbs with specific, known healing properties as a M component, this results in an additional 2 points of damage being restored to the target of the spell. The herbs used by the druid disappear from the character's hand but will reappear as part of the poultice. If the druid is in the same type of environment in which it normally resides, that bonus increases to 1d6+4 damage healed at the time of casting, and 4 additional HP after 8 hours of rest.

POULTICE, LEVEL 3 DRUID

CT 1 R touch D instant
SV see below SR no Comp V, S, M†

This spell behaves like *lesser poultice* on casting and its effects, both immediate and post-resting. If no M components are used during casting, the druid instantly heals 2d6 points of damage to whatever target it chooses to touch, and 1 additional HP per hour, after resting for at least a full 8 hours.

An unwilling target is permitted a wisdom save, at the CL of the casting druid to avoid the spell effects altogether.

†If the druid uses herbs with specific, known healing properties as a M component, this results in an additional 3 points of damage being restored to the target of the spell. If the druid is in the same type of environment in which it normally resides, that bonus increases to 2d6+3 damage healed at the time of casting, and 5 additional HP after 8 hours of rest.

POULTICE, GREATER, LEVEL 5 DRUID

CT 1 R touch D instant
SV see below SR no Comp V, S, M†

This spell behaves like *lesser poultice* on casting and its effects, both immediate and post-resting. If no M components are used during casting, the druid instantly heals 3d6 points of damage to whatever target it chooses to touch, and 2 additional HPs per hour, after resting for at least a full 8 hours.

An unwilling target is permitted a wisdom save, at the CL of the casting druid to avoid the spell effects altogether.

†If the druid uses herbs with specific, known healing properties as a M component, this results in an additional 4 points of damage being restored to the target of the spell. If the druid is in the same type of environment in which it normally resides, that bonus increases to, i.e. 3d6+4 damage healed at the time of casting, and 6 additional HP after 8 hours of rest.

PRIMITIVE RAGE, LEVEL 3 DRUID

CT 1 R personal D 1 round
SV none SR no Comp V, S

Casting this spell allows the druid to subtract 3 points from their intelligence, wisdom, and/or charisma scores, and add those 3 points in any way the player desires to the character's strength, dexterity, and constitution scores. No one attribute can exceed 18. The caster also grows claws and fangs; the two claw attacks do 1 point of damage each (+strength bonus, if applicable),

MAGIC

and the bite attack does 1d4 damage (+strength bonus, if applicable); as long as the character is not bound in any way, it may attack with both claws and its bite each round. The caster also gains improvement of natural armor to AC 16.

PRIMITIVE RAGE II, LEVEL 5 DRUID

CT 1 R personal D CL 3 rds.
SV none SR no Comp V, S

Casting this spell allows the druid to subtract up to 6 points from their intelligence, wisdom and/or charisma scores and add those 6 points back to strength, dexterity and constitution. No one attribute can exceed 19. The caster also grows claws and fangs; the two claw attacks do 1d2 damage each (+strength bonus, if applicable), and the bite attack does 1d6 damage (+strength bonus, if applicable); as long as the character is not bound in any way, it may attack with both claws and its bite each round. The caster also gains improvement of natural armor to AC 18.

PRIMITIVE RAGE III, LEVEL 7 DRUID

CT 1 R personal D 4 rds.
SV none SR no Comp V, S

Casting this spell allows the druid to subtract up to 9 points from their intelligence, wisdom and/or charisma scores and add those 9 points back to strength, dexterity and constitution. No one attribute can exceed 20. The caster also grows claws and fangs; the two claw attacks do 1d4 damage each (+strength bonus, if applicable), and the bite attack does 1d10 damage (+strength bonus, if applicable); as long as the character is not bound in any way, it may attack with both claws and its bite each round. The caster also gains improvement of natural armor to AC 20.

Q

QUICKSAND, LEVEL 3 DRUID

CT 1 R 100 ft. D permanent
SV dexterity negates SR no Comp V, S, M, DF

Within 100 feet of the caster, a pool of quicksand is formed that is 10 ft. deep and 20 feet in diameter + 5 feet/ every 3 levels. If the quicksand is placed such that it is directly under the feet of a creature, the creature is allowed a dexterity saving throw to avoid all damage. If the creature fails the saving throw, it begins to sink into the quicksand. If the quicksand is placed between the caster and another creature, if the creature is chasing the caster, it must make a wisdom saving throw to avoid running into the created quicksand. If the chasing creature is running, it makes its check at a -2 penalty. If it fails the saving throw, it runs into the quicksand and begins to sink.

Any creature caught in the quicksand sinks at a rate of 1 ft./round. After 5 rounds, it begins taking drowning damage (see **Castle Keepers Guide**), unless it makes a successful strength save, indicating that it has either managed to grab onto something to help pull itself out, or manages to avoid being pulled under.

The caster must be outdoors, in order for this spell to be successfully cast. The spell cannot be cast upon any kind of worked stone surface, regardless of whether or not it is outdoors.

The material component of this spell is a small rock that will disappear upon casting.

R

READ OTHER, LEVEL 3 WIZARD, 4 ILLUSIONIST

CT 1 R see below D 1 rd.
SV intelligence negates SR yes Comp S, V

By using this spell, the caster or the target can determine another person's next move by seeing body language and skimming surface thoughts. The caster specifies who the spell is cast upon by touching them in some way. They must point to the target of the *read other* spell. These actions create a bond between the spell recipient and the target. If the target makes a successful intelligence save, the spell has no effect. Both the target and spell recipient must be within 50 feet of each other.

RECALL, LEVEL 3 WIZARD, 2 CLERIC

CT see below R see below D see below
SV none SR no Comp M, S, V

The spell allows the caster to tap into the echoes of events, the reverberations of light and sound captured by an environment and that resonate after an event takes place. The caster gathers this resonance into a cohesive whole and is able to see an accurate, if blurry, depiction of what occurred in the past to see what transpired in a certain areas.

The recall is limited in distance (time) and area of effect by the level of the caster and the components they have available. The area of effect is 2 square feet per level of the caster. For each level of the caster, they can see back in time 1 day. There is no specific duration for the spell. It lasts as long as the caster is able to concentrate on it. Though he cannot answer questions, he is able to relate what he sees. The caster may reverse or fast forward and even pause the moment captured, within the range of time. They may also move around in the moment and view it from different angles.

The images are blurry but discernible; the caster can make out facial features, colors, actions, and possessions. They cannot, however, read script or see runes, etc. The caster is allowed an attribute check, intelligence for wizards and wisdom for clerics. If successful, they are able to make out greater details. The CL is set by the Castle Keeper and the exact details as well.

NOTE: Very powerful creatures, gods, demigods, wizards, priests, etc. may see the wizard or cleric who is looking at them in the past. Allow such a creature a wisdom check, CL equal to that of the caster. What they do, once they discover they are being watched, is entirely up to them.

RECHARGE ITEM, LEVEL 4 CLERIC, 4 DRUID, 4 WIZARD, 4 ILLUSIONIST

CT 1 minute per charge R touch D permanent
SV none SR no Comp V, S

This spell is specifically designed to replenish charges in a charged magic item. Typically, a spell similar to the item's effect must be cast into the item to recharge it. This spell allows for charging of any item (of the same class type as the caster). If the item to be recharged has a single spell or effect, then the level at which this spell must be cast is equal to the level of the spell to be recharged. If the item has multiple effects, then the level at which this spell must be cast is equal to the highest level single charge effect that the item can produce. Each casting restores a number of charges equal to 1/2 the level of the caster.

RECONSTRUCT, LEVEL 3 WIZARD, 3 ILLUSIONIST, 3 CLERIC, 3 DRUID

CT 4 R touch D 1 rnd./lvl.
SV none SR no Comp S, V

By casting this spell, the caster is able to reveal lost or even hidden information. Time weathers all things, runes carved into stone, prayers etched into holy relics, names on blades; all these things fade with time and use. When *reconstruct* is cast, the incantations recall the hidden glyphs and, by touching them with their hands/fingers, the caster is able to temporarily restore the memory of these writings making them appear as if new and freshly carved. The object in question must be relatively intact. The caster cannot, for instance, reconstruct a rune stone that has crumbled to dust.

The spell has some limitations. When used against soft or pulpy material, such as paper or wood, the spell may destroy the item after reconstructing it. The item should make successful challenge class check (CC 6). This is a simple roll on a d20. If 6 or greater is rolled, it does not break. Stone or metal objects do not break.

Once the spell's duration expires, the glyphs, runes, etc fade back to the way they were.

ROOT*, LEVEL 3 DRUID

CT 1 R 50ft. D 1 rd./lvl.
SV wisdom SR yes Comp DE, V

With *root* the druid transforms the target's feet, hands, or any portion of their body that touches the ground, into a root. Body areas that are touching the ground send roots into the earth, effectively pinning the target to the earth. The druid can root 1d4 body areas. Only that portion of the target's body touching the ground is affected. Clothing does not impede the spell. Magical clothing or boots add their bonus to the victim's save.

A successful wisdom save negates the spell. If the target is 'cut' from the ground they suffer 1d6 points of damage and they can feel each blow as it strikes the rooted appendage. The victim is allowed a strength check. If successful, they break free from the ground, snapping off the roots, but suffer 1d6 points of

damage. The spell cannot indiscriminately kill. For instance, if someone's face is rooted to the ground they do not suffocate, but rather draw nutrients from the earth.

The reverse, *uproot*, causes a rooted plant or plant form creature, to release its grip on the earth and fall over.

A *remove curse* or similar spell counteracts *root*.

S**SAFE GROUND, LEVEL 1 DRUID**

CT 5 R see below D one use
SV none SR no Comp S

With this spell, the druid is able to locate a relatively safe and secure campsite. With a successful wisdom check, the druid is able to commune with the world around him and find the most advantageous area to set up a camp. That could be in a hollow with water, upon a hillock in the swamp, etc. It does not keep creatures from finding the camp, nor does it set up any guards or wards. The spell simply locates an area that is best suited to the environment. It does not find water where there is none.

The druid is able to find safe ground within a 1 mile diameter, increased by 1 mile for every 3 levels. For instance, at 4th level the druid is able to detect safe ground 2 miles away.

SEMBLANCE OF LIFE, LEVEL 4 CLERIC, 5 ILLUSIONIST

CT 1 R 100 ft. D 1 min./lvl.
SV see below SR yes Comp V, S, DF

The caster is able to cast an aura upon one or more undead that will make them appear to be living creatures to other undead. Those undead which prey on the living may then turn against the ones receiving this aura. The caster may affect a number of hit dice of undead equal to their level. Intelligent undead are allowed a save; charisma negates if they are the direct target of the spell, or wisdom to perceive through the aura if another is the target. Mindless type undead are not allowed a saving throw either way. It should be noted that this spell cannot be used to break any bond or control which may exist between those undead which are maintained as a brood and their master.

SHACKLE*, LEVEL 9 CLERIC

CT 3 R see below D see below
SV charisma negates SR yes Comp V, S, DF

The cleric calls upon the will of their patron deity or pantheon to bring down holy shackles and secure a blasphemer, opponent or those of diametric opposition to the cleric. The shackles can hold the creature in place for many years.

This spell takes three rounds to cast and requires prayers and the cleric's holy symbol to cast. Once cast, the holy symbol then disappears as a sacrifice to the pantheon.

MAGIC

The cleric chooses the recipient of the spell and iron shackles then appear on the recipient of the spell and bind it in place in one round. The shackles will only work if there is a solid rock surface to which the shackles can attach. This surface has to be within 20 feet of the target (so bedrock under sand would work). The shackles then attach to that surface in glowing hooks.

The shackles hold the opponent's limbs in place. It does not stop it from speaking, thinking or otherwise. This lasts for one round. On the second round the recipient is allowed a charisma saving throw or can make a spell resistance check or both. Success at either one negates the effects of the shackles. A failure indicates the recipient is shackled to place for eternity.

While shackled, the recipient cannot die of starvation, dehydration, disease or any other natural method. Even should a mud slide cover the recipient it will simply remain buried beneath the mud attached to the chains. The recipient cannot cast spells, attack or otherwise make an offensive or defensive action. To break the shackles requires a successful *dispel magic* or similar spell.

The reverse of the spell, *unshackle*, can break any magical or mundane binding, including shackle. The caster must make a successful charisma save to break any existing bonds, magical or otherwise.

The material component is an additional sacrificial holy symbol worth 20,000gp used in the casting process.

SHADOW STORAGE, 2 ILLUSIONIST

CT 2	R touch	D 1 hr./lvl.
SV none	SR no	Comp V, M

With use of shadow storage, the caster is able to tap into the Negative Energy Plane and open up an extra-dimensional space in the shape of a large chest. The chest remains near the caster, though it does not have to be on the floor. It can be anywhere within a 10-foot area. If the illusionist moves, the chest moves with them. The chest itself is 4 feet long, 3 feet wide and 3 feet deep. It is able to hold 50 pounds of equipment. Anything placed in the chest is nondetectable. The chest is locked.

The chest itself is invisible to anyone but the illusionist, or creatures that can see into the Negative Energy Plane. It can however be detected by a detect magic spell. In that case the *detect magic* simply reveals a magical space near the illusionist. For creatures who can see into the Negative Energy Plane the chest appears as a shadow just beyond the illusionist. The illusionist need not concentrate on the spell once it is cast. If the illusionist is killed or separated from the chest, the chest remains until the spell runs out, at which point the contents are dumped on the ground where the chest was.

NOTE: The chest does not appear to anyone on the Negative Energy Plane.

The material component is a small sliver of the inside of a trunk, which will be used as a key to the chest.

SHADOW WALK, LEVEL 4 ILLUSIONIST

CT 1	R personal	D 1 min./lvl.
SV none	SR no	Comp V, S

With this spell the caster can transport themselves into their own shadow and move as a shadow on a wall. There must be light such that a shadow of the caster already exists. Once cast the shadow's movement can only be that which would occur would the caster be corporeal in that area. While in the shadow of himself, the caster is unable to cast any further spells, speak or move items – much like a shadow cannot.

The spell lasts until the caster leaves the area through which a shadow could exist or they dispel it. Once the spell ends, the shadow dissipates with the caster appearing nearby. A shadow cannot be attacked or otherwise harmed through physical attacks, magical attacks or other attacks. The only 'harm' that can come to a shadow is that it's source of light be removed, in which case the caster appears.

Once in shadow form the illusionist cannot take any other actions other than moving.

SHADY SPOT, LEVEL 1 DRUID

CT 1	R 10ft./lvl.	D 10 mins./lvl.
SV none	SR no	Comp DE, V

Shady spot allows characters to rest in the shade from the sun or other light sources. It creates a 10 ft diameter sphere, +10 ft per caster level, where the light is slightly diminished, like a cloud passing before the sun. It does not make it dark, but does drop the temperature by 10 degrees, +1 per caster level.

SHARPEN SENSES*, LEVEL 0 CLERIC, 0 DRUID, 0 WIZARD, 0 ILLUSIONIST

CT 1	R touch	D see below
SV none	SR yes	Comp V, S

This spell enhances a single sense of the recipient: hearing, sight, touch, taste, and smell. The recipient gains +1 to checks involving one sense of their choice. The reverse of this spell, *dull senses*, inflicts a -1 penalty to the recipient.

SKELETAL FLESH, LEVEL 3 ILLUSIONIST

CT 1	R personal	D 10 min./level
SV intelligence disbelief	SR yes	Comp V, S, M

Upon casting this spell, the flesh of the caster appears to melt away, leaving nothing but bones. All opponents who observe this must make an intelligence saving throw or become convinced the caster is afflicted with some terrible plight and they are stunned for 1d4 rounds; furthermore any actions they take must be toward fighting the undead. A cleric or paladin will attempt to turn, etc. If the illusionist has previously cast undead aura, the opponents make the save at a -2 penalty. While in skeletal form, the illusionist loses the ability to cast other spells, but retains normal abilities otherwise. It is also immune to turning.

The material component of the spell is a pinch of bone dust.

SMOKE, LEVEL 1 DRUID, 1 ILLUSIONIST

CT 1 R 100 ft. D 1 rd./lvl.
SV see below SR no Comp V, S, M/DF

This spell is cast on any fire (campfire, torch, etc.) within 100 feet of the caster. The fire immediately begins to bellow thick, acrid smoke in all directions. Any wind current will carry the smoke with it. The cloud covers a 20' × 20' × 20' area.

Creatures caught in the area of effect of the spell must first make a constitution save or be overcome by the smoke. Failing the saving throw causes the affected to take 1d4 damage until the smoke clears, or he manages to leave the cloud. Visibility is reduced to 0 within the cloud, movement is reduced to ¼ normal, and the nausea induced by the cloud results in a loss of 1 point of constitution per round spent in the cloud. The constitution loss is manifested in the vomiting and other effects of nausea. Any creature that makes its saving throw still takes the 1d4 damage at the beginning, however, can navigate through the smoke by dropping to the floor, or some other way at the discretion of the CK and does not take the constitution loss.

A moderate wind (11+mph) will disperse the cloud in 4 rounds; a strong wind (20+ mph) disperses the cloud in 1 round.

The material item for this spell is a small flake of pitch

SOUL BIND*, LEVEL 9 CLERIC

CT 10 min R touch D see below
SV charisma SR yes Comp V, S, DF

The cleric places a spiritual mark upon the soul or spirit of another creature and binds it to an anchor. The anchor can be hallowed ground or a venerated (as in the spell) holy item or symbol. Unless the bond is broken the soul is permanently bound to the anchor. The fate of the soul is then entwined with that of the anchor. The two cannot be separated.

If the soul's host chooses to leave the anchor and break free of it, the soul is wrenched from the physical body, remaining with the anchor. The soulless lose 1d4 points of wisdom and cannot be magically healed by clerics, paladins or druids. They can be healed by potions or illusionists. They cannot be resurrected, nor will a *raise dead* work upon them. Further divine spells that help or harm them have no effect upon them. Only environmental spells, as cast by clerics and druids, effect the soulless.

If the host remains with the soul and its anchor, they can be healed as normal, etc.

If the anchor is destroyed the bound soul becomes a ghost and haunts the area where the ground was unhallowed or the item was destroyed, it has only the faintest memory of who or what it was. In such cases the binding cannot be reversed or unbound, and they are cursed for eternity, unless the ground is hallowed or the item restored. If the physical body is destroyed when removed from the anchor, it rises as a wraith 7 days after death, spending the rest of eternity looking for its soul. It too is mindless and without memory of who or what it was.

There is a reverse of this spell, called *soul release*. Only *soul release* or a *wish* can reverse the binding.

SOUL WRENCH, LEVEL 9 WIZARD, 9 ILLUSIONIST

CT 1 R 100 ft. D 1 rnd./lvl.
SV see below SR yes Comp S, V

With this spell the caster is able to lock a target with his gaze and to wrench the creature's soul or spirit from its body and cast it out to the outer planes. The spell is cast in three parts; the first occurs when the caster locks the gaze of his intended target and holds them in place. Secondly, the caster attempts to drive or shove the target's soul from his body, creating a disembodied spirit. Thirdly, this spirit is then thrown into the plane of abnegation where it languishes, separate from the body.

The body itself suffers from the loss of its soul. The soulless lose 1d4 points of wisdom and cannot be magically healed by clerics, paladins or druids. They can be healed by potions or illusionists. They cannot be resurrected, nor will a *raise dead* work upon them. Further divine spells that help or harm them have no effect upon them. Only environmental spells, as cast by clerics and druids, effect the soulless.

The caster must first capture the gaze of his target. The power of the spell forces the target to look upon the caster unless a successful intelligence check is made. If the target makes a successful intelligence check, they avoid the gaze, however they must continue to do so through successful intelligence checks, each round, until the caster stops casting. For his part, the caster can attempt to capture someone's gaze for as long as the duration of the spell lasts or until forced to stop, or they choose too. Once the target is captured, they are held in the gaze of the caster and are unable to escape unless the spell ends. The caster can force them to come close or to move further away. The victim cannot defend themselves as they are locked by the gaze of the caster.

Once a target is held, the caster can attempt to force the victim's soul from its body. If the victim willingly surrenders to the caster, their soul is violently wrenched from their body and cast out. If the victim struggles, they must make a successful strength check to avoid losing their soul. If they make a successful strength check they hold on to their souls and gain a +1 to their next check. They must make a check for each round they are held by the caster.

The caster is able to pull the soul a little each round and anyone watching notices the victim's spirit being pulled from their body, much like a shadow in form, but always struggling to stay within the body.

If the soul is wrenched free, it is cast out. For one melee round it remains with the corporeal body. The victim is freed from the trance and can attempt to attack the caster. If they successfully do so, the caster must make an intelligence check or lose the spell, and the soul returns to the body. If the target's attack fails, the soul is cast out into the outer planes, the corporeal body is

MAGIC

powerless, and possessing 0 hit points and no will. The caster controls the body.

Only a *raise dead*, *wish*, or similar spell can reunite the victim's soul and body.

SPIRITUAL AWAKENING, LEVEL 4 CLERIC, 6 DRUID

CT 6 R touch D immediate
SV none SR yes Comp V, S

The cleric or druid can cast this spell on a target of the same alignment or who worships the patron deity. The spell boosts the target's wisdom by 1-3 point for 1 round per caster level.

In addition, this spell is used to convert a player to the cleric class. If the target is changing classes to cleric and intends to have the same patron deity as the caster, *spiritual awakening* confers 1 point of wisdom to the target permanently.

SPIRITUAL DEAFENING, LEVEL 6 CLERIC, 8 DRUID

CT 6 R 100 ft. D 1 rd./lvl.
SV wisdom negates SR yes Comp V, DF

This is a powerful spell that shatters the bond between the target and their deity or pantheon and interrupts the use of class abilities for a short period of time. Once the spell is cast, the target of the spell must make a wisdom saving throw. If they succeed there is no effect, if they fail they lose all their class abilities derived from their spiritual aspect for 1 round plus the level of the caster. This includes druids, clerics, paladins and any other class that derives spells or spell-like abilities from their deity. They cannot cast spells or use any other abilities derived from their gods. For instance, a paladin could not heal, nor would they have protection from evil.

The target is allowed to make a saving throw for each round they suffer from spell's effects. If they succeed as any saving throw they are able to act as normal, castings spells, etc. Not that the spell does not erase memorized or prayed for spells, nor does it impact magic items.

SPIRITUAL PRESENCE, LEVEL 3 CLERIC, 4 DRUID

CT 1 R 10+10 ft./lvl. D 1 rd./lvl.
SV none SR no Comp S, Df

The caster can see or sense the spiritual forces around them, much like *detect evil*, it detects primary spiritual forces. Upon a successful wisdom check the caster can detect whether a person is a cleric or druid. or any holy or unholy creature, such as a ghost or vampire. It reveals any creature that is cursed or blessed in any way, angelic or a minion of hell. This spell can provide information on the spiritual nature of holy or unholy areas, hallowed ground or similar spots. If successful, the caster is allowed a second wisdom check to determine the relative power of the creature or place being examined. The spell reveals the spiritual presence as one of three things: slight (1-4 HD/level), mature (5-10 HD/level) or great (10+ HD/level.) The CL of the spell is determined by the HD or level of the creature or caster.

SPIRITUAL TRACK, LEVEL 2 CLERIC, 1 DRUID

CT 1 rd. R 100 ft. D see below
SV none SR yes Comp V

This spell is a favorite spell of demon hunters. When this spell is cast on a target, the target leaves a spiritual trail behind it which only the caster can see. The spell is cast with a simple verbal command. The target is allowed a wisdom save and SR if applicable. All things except the undead, plants, and constructs leave a spiritual track. In fact, the higher the HD or level the bigger the clearer the track.

The spell is cast on a single target up to 100 feet away and within the line of site of the caster. The caster must make a successful wisdom attribute check (CL 4) in order to detect the trail, however, the caster adds the level/HD of the target being tracked to their roll. For example, if they are attempting to track a 1 HD creature they gain a +1, if they are attempting to track a 10 HD creature, they gain a +10. If successful, the spiritual resonance of the target is visible to the caster only. It can be easily followed – the trail, not necessarily the path.

The length of time the track remains is based upon the level of the caster and the sentience of the target. The base is 15 minutes plus 15 minutes per level of the caster.

T

TAG, LEVEL 3 DRUID

CT 1 R 50 ft. D 1 day/lvl.
SV charisma negates SR yes Comp V, S

The druid uses this spell to mark an individual as 'hostile to nature'. Natural creatures will automatically react in an unfriendly manner toward the tagged individual.

The tagged individual will be annoyed by whatever insects are in the vicinity, roots will trip, thorns will scratch, squirrels will drop nuts on their head and birds will poop on them. Predatory animals, if any are nearby, will see them as a likely meal, and in the event of a violent animal encounter, the tagged person is attacked first. Even natural creatures such as fey or treants will take an instant dislike to the target, and will recognize the fact that the individual was specifically marked by a druid as a foe. In general, the tagged individual should make a dexterity save every 100 feet or so to see whether they fall down, get caught up in a briar patch that causes a point of damage, etc.

TRACKS OF THE OLD, LEVEL 1 DRUID

CT 1 R touch D 10 mins./lvl.
SV none SR no Comp V, M, DF

Using the knowledge of the ancients and the instincts of a beast, the druid is able to reclaim tracks that have long since been lost. The druid makes any tracks that are sprinkled with the white powder appear as if they were freshly made. It is important to note however that the druid cannot themselves track the creature(s) with any degree of certainty. They are able

to follow the trail, and that is about it. What is on the trail, their numbers etc, are only discernible by a ranger. If a ranger follows the druid's spell, they are able to track as if the trail were only 1 day old.

The druid can track old trails up to 1 month per level. At 10th level druids can reveal a trail that is 10 months old.

NOTE: The spell removes any of the degradation of the track caused by weather and time; however, weather that was happening while the tracks were being made is not discounted. If it were raining while the creature being tracked was leaving its trail that would impact any attempt to track the creature. See the **Castle Keepers Guide** for more information on tracking.

The material component of this spell is a fine white powder, such as chalk dust.

TREE MELDING, LEVEL 3 DRUID

CT 1 R touch D hours
SV none SR no Comp DF, S

The druid calls upon the ancient powers of their order and makes a pact with a tree to grant them a temporary sanctuary. The tree allows no weapons or items that can harm or destroy the tree to be visible. They must be stored in packs or placed out of reach. As such, the druid relieves themselves of any weapons, tools, etc. that they have on their person and enters the tree, becoming one with the tree, allowing them a restful night's sleep. As the druid sleeps the tree imbues them with nutrients garnered from the earth, water and sunlight. The druid heals 1d6 points of damage. The druid cannot take any other action while in the tree. They are completely hidden to prying eyes, any creature following can follow the druid's trail to the tree but no further.

While in the tree the druid is able to detect creatures moving around the tree. They do this through the tree itself, because of this they cannot see, or hear the creature, but rather they can feel its presence. A successful wisdom check is required in order to determine what the creature is. The druid can break contact with the tree and step out of the tree at any time. Every 2 levels the druid is able to bring one other person with them into the tree. At 3rd level they can bring only themselves. At 5th level the can harbor one other person. At 7th level 2 other people. Those entering the tree with the druid must also abide by the rules of the tree, hiding or discarding any weapons or tools deemed harmful.

U

UNDEAD AURA, LEVEL 0 ILLUSIONIST

CT 1 R personal D 1 turn/level
SV none SR no Comp V, S

Casting this spell causes the illusionist to appear as undead, as when viewed with the cleric spell, *detect undead*. The strength

of the aura radiated by the illusionist depends on the caster's character level as follows:

LEVEL	INTENSITY
1	Faint
2-4	Moderate
5-10	Strong
11+	Overwhelming

If the illusionist is detected as undead, the detecting opponent must then roll an intelligence check each round from the point at which it first detects, to determine whether or not it will recognize the caster as something other than undead. The initial check is at CL 0 and increases by 1 for each round that the opponent using *detect undead*, or any racial or class ability that mimics the spell's effect is observing the illusionist.

UNDEAD BAIT, LEVEL 2 CLERIC, 3 ILLUSIONIST

CT 1 R 100 ft. D 1 min./lvl.
SV see below SR no Comp S, DF

The caster draws or inscribes a mark upon the ground or another surface. Any undead within the area will be able to sense the mark regardless of barriers, and will perceive it as if it is the aura of a living creature. Mindless undead will be drawn to the mark and will congregate around it. Intelligent undead are allowed a wisdom save to see through the aura and, failing that, a charisma save to resist being drawn to it. It may be used as a means of collecting all or most of the local undead in a single location so they may be dealt with all at once, or simply bypassed. It should be noted that any overt action by the caster or his party may still draw the attention of the undead away from the mark, which after all only appears to them as another life source.

A variant of this spell would allow the caster to cast the aura on a willing living creature, advertising its presence to the undead. Said creature, leaving the area, could then draw the undead away for the spell's duration, assuming they can survive that long.

V

VENERATE, LEVEL 1 CLERIC, 1 DRUID

CT 1 R touch D permanent
SV wisdom half SR no Comp V, DF

With *venerate* the caster is able to imbue any item with holy significance. Anyone who desecrates the item suffers for it. Once desecrated the item unleashes a wave of power that strikes everyone in the area of effect inflicting 1d6 points of damage per level of the caster. Those in the area of effect are allowed a wisdom save for half damage. *Venerate* does not affect those who serve the item or the cause that the item represents (as determined by the Castle Keeper). Those who do, even those friendly to the bearer or caster, suffer the damage.

MAGIC

Desecrating an item involves attempts to destroy it, casting it the ground, marring or vandalizing it and similar actions as determined by the Castle Keeper.

VERBAL BARRIER, LEVEL 1 WIZARD, 1 ILLUSIONIST, 1 CLERIC, 1 DRUID

CT 1 R 100 ft. D 1 rd./lvl.
SV see below SR yes Comp S, V

Verbal barrier creates an invisible barrier between the caster and his opponent. The barrier surrounds the caster in a circle so that passing around it is impossible. Anyone attempting to pass through it must make a successful strength check to do so. Once the barrier is established, the caster is able to take other actions. However, any action the caster takes that passes through the barrier, destroys it. For instance a cleric could heal themselves with no effect on the barrier; but if a magic user who cast *magic missile* through the barrier, though the spell would work, the barrier itself would be destroyed.

VOICE OF THE ANCIENTS, LEVEL 3 CLERIC, 3 DRUID

CT 3 R 50ft d D 1rd./lvl.
SV charisma SR yes Comp V, DF

During the heat of battle, the cleric begins to chant old, sometimes almost forgotten, hymns and songs of their order. The chant begins as little more than a whisper, slowly growing in power, until the ground shakes with the thunderous bellows of a hundred-man choir. The chanting and echoing seem to come from every direction and yet, from one man alone. Those within the range of the spell must make a successful charisma save or stand in awe, doing nothing for 1d3 rounds. If, after the initial 1d3 rounds, the chanting continues, in the next round the victim must make another charisma save or suffer the effects again. If an opponent is struck while standing in awe the effects of the spell are immediately removed. The cleric can fight while casting *voice of the ancients*, but cannot cast another spell.

WALKING IN CIRCLES, LEVEL 1 ILLUSIONIST, 1 DRUID

CT 1 R 100 ft. D 1 hr./lvl.
SV wisdom negates SR yes Comp V, S, M

The caster causes the targets (one target per level) of the spell to lose all sense of time, direction and distance, as well as to misjudge landmarks and signs. The target could think they have spent 20 minutes walking a mile to the north when they have actually taken an hour to walk half a mile west. Cast as a 2nd level spell, the misdirection is random for each target.

Cast as a 3rd level spell, the misdirection is still random, but will be the same for all targets; that is, they will all agree on the wrong direction, etc.

The 5th level version of the spell leads the targets unerringly back to their starting point. At the time of casting, the caster may determine how wide a circle the targets take, possibly resulting in multiple returns to the starting point. The caster may also choose whether or not the targets all agree on direction, distance, and time.

The 7th level variant of the spell causes the targets to continually be led into the most dangerous places within the area, whether due to treacherous terrain or hostile creatures.

The 9th level version of the spell allows the caster to designate a specific route for the targets to follow.

Rangers, druids, and barbarians receive a +2 bonus to the save in an outdoor setting. Rogues receive a +2 bonus to the save in a dungeon or city setting. Dwarves receive a +2 bonus to the save while underground.

The material component for the spell is a map of the region. For the 2nd and 3rd level versions, the map must be wadded up in a ball. For *walking in circles*, the map must have the circular routes drawn on it. For *walking into danger*, the danger points must be marked on the map, and for *follow my lead*, the specific route must be drawn on the map.

WARNING, LEVEL 2 DRUID

CT 1 R 100 ft./lvl. D instant
SV none SR no Comp S, V

By giving a call and stamping their foot in a particular manner, the druid is able to send a general warning signal to the surrounding wilderness. The warning extends 2,000 feet out from and around the caster and is non-specific, merely a kind of danger signal, which puts any animals and intelligent natural creatures within the area on alert. The spell generally silences all the animal noises in the area of effect.

Alternatively, the druid may use the warning as an alert of his own presence, a sort of domination challenge to the local wildlife. This last use is usually reserved for those druids following a more primal path.

WINGS OF THE CROW, LEVEL 4 DRUID

CT 1 R personal D 10 min./lvl.
SV none SR no Comp DF, V

Wings of the crow allows the druid to fly. By casting this spell, large wings sprout from the druid's back. The wings are large, with a span equal to several feet greater than the caster's body length. The wings appear as large, black crow wings. The character can fly up to 120 feet per round, ascend at 60 feet per round, or dive at 200 feet per round. The wings are natural and allow the druid to fight or cast spells as desired.

One cannot cast *wings of the crow* while wearing anything on their back, including armor or clothing.

The ensorcelled character cannot carry more than a normal maximum load and anything they do carry must be carried in their arms. At best a druid under the influence of this spell could carry one, normal adult human.

The druid can cancel the spell, at which point wings fade. The spell must be cast again in order for the druid to fly. If the druid is flying when the spell ends, they suffer all the necessary fall damage.

MAGIC ITEMS

Magic items are an integral part of any role playing game, particularly to **Castles & Crusades**. They serve multiple purposes. They are part of the treasure hoard at the end of a long, grueling adventure. They bring a small wealth of much needed experience points to the character who finds and masters them. Magic items enhance a character's powers as well, either through bonuses to hit, damage, armor class, special magical affects such as spell resistance, automatic spells, etc. And lastly, magic items help the Castle Keeper further the story line or adventure by bringing in ancient prophecies, tying characters into regional events or personalities, unlocking secret knowledge, and so on.

There seem to be two different approaches to the use of magic items. Some CKs are generous with magic items, awarding characters a few items in every treasure hoard. Magic is part of the overall world, spell casters use it regularly, as do monsters, magical items are just another part of that. Other CKs are a little more circumspect. Magic is a rare and wonderful and found infrequently and when it is, it is to be cherished and used sparingly.

The problem with the first approach is that characters quickly accumulate a small mountain of items they are unwilling to part with. In short order they are carrying numerous magic items along with all their normal equipment. If the game is taking weight and encumbrance into account, the whole situation become a self-parody of itself and the characters incapable of realistically moving.

The second approach has its own problems as the character misses out on the experience gained from various magic items and level progression is slowed down.

Experience points are key to any role playing game; they are how a character gains levels. One of the challenges a Castle Keeper faces is keeping the experience points flowing despite the loss of monsters. By the time a character is 8th or 9th level they require over 100,000 experience points to gain another level (and often much more). To gain that kind of experience requires the character to defeat lots of monsters. When experience from a major victory is divided up amongst all the participants in the battle, the gain is not nearly enough to keep a good, solid level progression going.

The game is partially designed this way. Leveling up is hard and should be challenging. It should not be rushed in order to get the next power or spell. The game is as much about the story of the adventure as the achieving the goals of the night's play. However, advancing too slowly can become frustrating for some players, and unless the Castle Keeper carefully manages the story arc it can negatively impact a campaign, long running adventure, or the challenges the CK has set down for the adventure.

Of course, as discussed in both the **Players Handbook** and the **Castle Keepers Guide**, there are hosts of ways to award experience points: role playing, success of an adventure, slaying monsters, and of course magic items.

A NEW APPROACH

Magic items offer the CK a source of experience that rivals, though should never equal, experience points from defeating monsters. Taking a new approach to the availability and longevity of magic items may just give the game a much-needed jolt. This entails looking at magic in a fundamentally different way.

Consider low powered magic items fallible. They either have charges, like a wand, that are used up, or they can break after some use, or they simply wear down. This makes the item more disposable, allowing the CK to give more items and avoid the character's acquiring too many of them. It keeps the experience points flowing as well, allowing the game to progress at a slightly quicker pace.

This approach should only be applied to items that are single or dual use or offer a +1 or +2 in bonus. Items that are much more rare, exotic or powerful should be dealt with through the normal rules.

NOTE: Keep in mind that this optional approach is not an all or nothing approach. A +1 sword may have charges, but another +1 sword may not. It is entirely at the discretion of the Castle Keeper.

CHARGES

Each magic item has a number of charges equal to its power. The magic imbued in the item is not so powerful that it changes the nature of the item, rather it engulfs it, only to be lost with use. These charges cannot be replaced. Once they are used, the item becomes mundane. The following table below offer some guidelines. A *hat of disguise* can only alter one's appearance so many times until it is at last, just a hat.

For items, a charge is expended each time it is used. For weapons, armor and helms a charge is expended each time the weapon is used in battle. The charge is not expended with each swing, or time it is hit, but rather with each engagement.

POWER	CHARGES	EXAMPLE
+1 or single power	25	+1 sword
+2 or dual power	50	hat of disguise

BREAKAGE

The approach requires either tracking or a random approach. Tracking the number of times an item is used before it breaks can be onerous and is not recommended. However, the item in question can be broken and its magic lost if it suffers some horrific blow or horrible mistreatment. A character carrying a *figurine of wondrous power* in his backpack, who falls off a cliff, may themselves survive, however the figurine may not have been so fortunate. Likewise, a +1 shield that is hit with a critical hit may see its magical power destroyed.

MAGIC ITEMS

For purposes of breakage, grant the item a +10 saving throw against any major blow, fall or catastrophic event. Add to that its bonus or the number of powers it has. The item's saves are always primary. The CL must be set by the CK, but the following chart may offer some guidelines:

EVENT	CL
Critical Hit	7
Critical Fumble	6
Fall per 20 feet	1
Magical Dmg	Level/HD of Monster

WEARING DOWN

Over time the item wears down, its magic begins to fade with each use. After 10 uses, the character must make an attribute check for the item each time it is used. The CL starts at 1 and increases by 1 with each use. The item's save is always a primary save. If it fails it breaks and the magic is lost.

NEW MAGIC ITEMS

TABLE MAGIC WEAPONS

Weapon	GP Value	EXP
Bee Sting Dart	9,000	1,250
Box of Caltrops	1,000	250
Constricting Whip	4,000	750
Deceiver's Scabbards	4,300	1,200
The Gauntlets of Faith	3,000	850
Hammer of Revulsion	8,000	3,000
Scorpion Whip	3,500	900
Spear of Fate	4,000	750
Sundering Mace	17,000	5,600

TABLE MAGIC ARMOR

Armor	GP Value	EXP
Helm of the Bull	9,500	2,100
Knight's Mail Coat	4,000	750
The Mace of Deflection	5,500	900
The Marvelous Shield	9,000	1,000
Monk's Robe	9,000	1,750

TABLE MISCELLANEOUS MAGIC

Miscellaneous	GP Value	EXP
Breath of Life	-	250
Boots of Sure Footing	5,000	900
Box of Food	8,000	1,225
Cap of the Kind	15,000	12,000

Censor of Retribution	17,500	5,000
Coat of Holy Auras	16,000	2,250
Elemental Manuals	10,000	4,000
Elomer's Lam	13,500	1,350
Horn of Warning	3,000	900
Ink of Inscription	750	500
Instrument of the Gods	12,000	3,000
Knight's Banner	8,500	1,200
Melitys' Decoration	50,000	4,000/lvl
Nature's Preserve	1,400	500
Neal's Magical Pack	5,000	800
Orators Stone	7,000	1,250
Orb of Relinquishment	17,250	2,250
Parchment of Identification	1,500	550
Pearls of Whim	5,000	1,300
Pelt of the Wolf	5,000	2,250
Pillow of Awareness	5,500	1,750
Sash of Force	13,000	1,500
Sash of Insight	2,500	750
Sash of the Penitent	18,000	5,000
Scroll of Copying	1,500	550
Serpent Gloves	2,000	850
Totem of Fearlessness	9,000	1,250
Totems of Power	5,000	1,100
Vestment of Conversion	8,000	5,000
Vestment of Knowing	10,000	7,500
Vestment of Miracles	3,000	900

ARMOR

HELM OF THE BULL: This helm was created to emulate a bull's butting attack. There are two small horns attached to the helmet. When used in combat to overbear an opponent the *helm of the bull* grants a +3 bonus to the overbearing attack and does 1d4 points of damage if the overbearing attempt was successful.

All the bonuses conferred by the helm are in addition to any other bonuses they wearer may have.

KNIGHT'S MAIL COAT: This highly polished armor reflects the sunlight so that it shines and glimmers making it difficult for those far away to see the target outline clearly. The armor grants a +2/3/4 AC bonus versus missile strikes from short/medium/long range. There is no bonus in melee. The armor must be polished every day to work properly.

MACE OF DEFLECTION: The *mace of deflection* allows the wielder to deflect incoming missiles whether they be arrows, spears or slings. The cleric or druid using it simply casts it into

the air and it floats around them. The mace can deflect 1-6 missiles a round with 100% accuracy. It is important to note that the missiles are deflected not destroyed and have a chance of hitting those nearby. Roll a d4. On a 1 the missile flies overhead. On a 2 the missile lands on/in the ground in front of the cleric. On a 3 the missile goes to the left of the user and on a 4 to the right of a user. The mace can act his way for a number of rounds equal to the level of the wielder.

MARVELOUS SHIELD: This unique shield was created by a prankster god – there is only one in existence. Whenever it is struck, the shield produces 1d4 pieces of gold that drop from the boss on the outside of the shield. The shield is struck 1 out of every 2 times whenever the PC is swung at and missed. The amount of gold coins is equal to the amount of damage the PC would have taken if they were hit. For the shield to be activated, the person wielding the shield must be in combat with a foe who intends to kill them.

MONK'S ROBE: This loose-fitting garment conceals the wearer's shape and makes them difficult to grab or touch accurately. The robe grants the monk a +3 vs. grapple attacks, +2 vs. touch and overbearing attacks, and a +2 to AC. Any non-monk wearing the robe gains a +1 vs. grapple attacks, touch and overbearing attacks, and to AC. It cannot be worn with armor; however, it can be worn with magic items such as *bracers of defense*.

WEAPONS

BEE STING DART: The magic of this dart is activated when used by a rogue or an assassin. The dart has a +3 bonus to hit. Once it strikes, the victim must make a constitution check at -3. Failure indicates that the victim takes double damage from the attack. Also, the tip of the dart remains lodged in the victim preventing proper healing. Until the tip of the dart is removed the wound cannot heal. An unhealed wound subtracts 1-2 points from the victim until the wound is healed. Removing the dart can cause 2-4 points of damage.

BLURRED AXE: The *blurred axes* are of ancient make and only a few can be found in the world anymore. Devised and forged by some long-dead deity who lead a host of wild men out of the wilderness to wreak havoc upon the lands of men, the *blurred axes* gave these barbarians an edge in fighting their more well-armored opponents.

The *blurred axes* have a range of abilities. Their bonus to hit and damage is randomly determined between +1 and +3. They each have one of these three abilities: cannot be parried, cannot be disarmed, dodging attempts against an attack by a *blurred axe* is ½ normal.

BOX OF CALTROPS: This is a large wooden box measuring 10 × 10 × 12 inches in size, containing 100 caltrops. When the box is upturned by an assassin or rogue, the caltrops magically spread over a specified area in the most efficient pattern possible giving them a +1 to hit and damage. The caltrops are easily

collected with a wave of the hand over the box, at which point they fly into the box.

CONSTRICING WHIP: This magical whip is made from the fiber and skin of a couatl. The whip retains some of the powers of the couatl. Only assassins can activate the whips magical powers. The whip confers a +2 to hit. On a successful hit, the wielder is allowed a second attack. If this attack hits, the whip wraps itself around the opponent and after which it begins to constrict.

The victim must make a successful strength save to avoid a constricting hold. On the round immediately following the successful attack, the victim suffers the effects of the constriction automatically. The whip constricts for 2d4 damage per round. At the end of each round, the victim is allowed a strength saving throw at CL 3 in order to break the hold. Each round thereafter the same occurs with an extra +1 damage per round and an extra -1 penalty to the saving throw to break free. For example, on round 3 of a constriction the damage is 2d4+2 and the CL is 5.

DECEVER'S SCABBARDS: Decever was once a leader of a guild of feared assassins. His agents traveled throughout the world and were regarded as one of the deadliest guilds in all history. With Decever's passing, the guild dissolved into numerous warring parties. Its membership slaughtered one another until so few left there was little to fight over.

Other than bad memories the guild's presence still lingers in the special scabbards they carried. *Decever's scabbards* are roughly 13 inches in length; however, unlike any ordinary dagger scabbard, these can hold any bladed sword or knife type weapon up to four feet in length.

THE GAUNTLETS OF FAITH: The *gauntlets of faith* confer a +1 to the wearers AC and a +2 to hit and damage when the wearer is using a weapon that represents their patron deity. If the deity has no special or unique weapon, then the gauntlets have no effect. The weapon must be sanctified by a *hallow ground* spell for it to be effective.

HAMMER OF REVULSION: These +2 holy hammers can only be used by clerics. When struck against a solid surface such as stone, a shield, wall or similar, the hammer sends out mystical waves of revulsion which can push foes back or cause them to stop in their tracks.

The energy waves that come off the mace cause those in the vicinity to be pushed back and away from the wielder. It does not affect those who worship the same deity as the wielder or those of the same alignment. Otherwise, all those within 50 feet of the wielder must make a charisma saving throw versus the level of the wielder of the hammer. If they fail, they are pushed back from the wielder. If they succeed, they remain in place resisting the wave of spiritual power. If they succeed by 5 or more, the wave hardly affects them. The number of waves the hammer sends out is equivalent to the level of the wielder. The hammer can be used thus but 1 time per day at levels 1-5, 2 times at levels 6-10 and 3 times at levels 11-15, and so on.

MAGIC ITEMS

The wielder cannot take any other actions while the waves are emitting from the hammer, otherwise the revulsion power ceases. Those who did not make a save, or did so but are fighting to stay in place, cannot take any other action as they are fighting the power of the wave except, if they choose to, those who failed their save are moved back 20 feet and must make a dexterity save to remain standing. Those who made their save but are resisting the weaves of revulsion, they are moved back 10 feet and must make a dexterity save or fall prone. Those who made their save by 5 or more may act normally.

SCORPION WHIP: This whip appears as any other whip with a nine-foot cord. It has a +1 to hit against all armor types of +5 and below. It has a +4 against all other armors. After each successful strike or attack, a d4 is rolled. If the result is a 1, the tip of the whip turns into a scorpion's tail and inflicts a sting that delivers a Type II poison attack against the foe.

SPEAR OF FATE: A cleric who wields this spear in battle is capable of changing fate. The spear is made entirely of brass and is very heavy, weighing about 15 lbs. To wield it properly the cleric must have a strength of 14 or better. The broad leaf-shaped tip is constructed of iron with diamonds encrusted into the blades. The spear is a +2 to hit and damage, bestows +1 to initiative, and allows the wielder to reroll the to hit, initiative or damage die once per round. They may choose the original or the reroll as desired.

SUNDERING MACE: The *sundering mace* can be of any design if its major blow is concussive. On a to hit roll of 19-20, the mace releases a *sound blast* spell. For the spell to work though, the opponent must be wearing any type of metallic armor or shield for the mace to strike. Also, the spell is cast even if the hit is not successful. This ability can be used once an hour. It is possible for the cleric to strike their own shield or armor. In this case, the cleric attacks as normal, perhaps damaging themselves.

MISCELLANEOUS MAGIC

BREATH OF LIFE: The Breath of Life is sent from the gods and it lingers in holy places, temples, sacred groves, churches, cemeteries and the like. The breath is invisible to all but clerics, druids and paladins. Those that can see it, see the breath as a current of translucent blue gas that lingers in the air. The Breath of Life is heavy and moves slowly with the air current, in this way it can be moved several inches per round. It cannot be contained. It cannot be removed from the locale in which it lingers for to do so destroys it. If breathed by anyone of a similar alignment to the temple in which it is found, the Breath of Life restores 3d6 hit points or 1-2 attribute points; or it can cure disease, blindness and any similar affliction. In addition to these benefits the person who consumes the Breath gains 250 experience points.

BOOTS OF SURE FOOTING: These boots, when worn by a monk, give the monk a +4 bonus to AC against all attacks which might cause the wearer to be overborn. The attacks include overbearing and charging attacks as well as those against

weapon or magics which may potentially knock the monk prone. Furthermore they add a +4 bonus to any climb checks.

BOX OF FOOD: There are few of these left in the world and the magics with which they were made has long since been forgotten. These boxes were made for those of a particular ilk or bent – those who lived in or were of the wilds, i.e. barbarians and rangers. The magic of the boxes can only be activated by rangers or barbarians. The boxes come in all manner of shapes and sizes. All act the same in that if fresh food is placed inside them, the food is turned into a preserved state and act as iron rations once removed. No box can do this more than once a week.

CAP OF THE KIND: The *cap of the kind* provides a cleric with spiritual protections. When the cap is worn by a cleric, the cleric receives a bonus to saving throws when another tries to read their mind, determine their alignment, figure out if they are lying, etc. Essentially, the cap gives the cleric a +3 to all saving throws against any spell or spell-like effect that affects their understanding or reads their mind, or even from affecting their mind such as from fear, charm or illusions.

CENSER OF RETRIBUTION: This is a censer that, when carried by a cleric and filled with the proper incense, releases a powerful magic. The smoke coming from the censer wafts into a 10-foot space and remains there (wind permitting) for 10 rounds. When filled the censer can burn for half an hour. The cleric can walk while the smoke is being emitted but for the proper amount of smoke to fill the 10-foot space and activate the magic, the cleric can only move at 10 feet per round. The nature of the incense is left up to the circumstance but something holy to the patron deity of the cleric. Further, processing or purchasing the incense cost 5000gp and can take a month or longer to attain for one burning. The censer enacts the following spells in those areas filled with smoke: *deific alliance*, *detect undead*, *dismissal*, *banishment* and *repulsion* cast at 13th level. It also acts to cast turn undead and protection from undead giving everyone under *deific alliance* a +2 bonus to AC vs. undead.

COAT OF HOLY AURA: This is a tabard which, when worn by a cleric or druid, confers a +4 bonus to AC when fighting religious foes of polar opposite alignment. True neutral have no opposites. The cloak also increases the wisdom and charisma of the cleric by 2 points as long as the cloak is worn. It cannot be worn with any other cloaks, tabards or the like. Also, the cloak transforms once it is worn such that it displays vividly and clearly the patron deity of the possessor. If it is ever covered as if to hide that connection, the cloak loses all power permanently.

DESPAIRING STONE: This is a stone that is worn on a helmet or as a brooch. Only when it can be seen clearly can its magic be enacted. When the power of the stone is enacted, those viewing it see a ghostly image of themselves or a skeletonized image of themselves or a vision of their own dead selves in the stone. This image causes them to despair.

The despairing stone can be used only a few times a day, equal to half the level (rounded down) of the cleric wearing. For



example, a 9th level cleric can use the despairing stone 4 times a day. When a foe is in front of the wearer and the wearer of the despairing stone wants to activate its magic, that foe must make a wisdom saving throw at CL 6. The stone can affect the HD equivalent of the level of the cleric wearing the despairing stone. So an 8th level cleric can affect up to 8HD worth of creatures or foes.

A failure on the saving throw or SR means the target is petrified with fear, and will remain paralyzed and incapable of acting for

1-6 rounds. During this time, the target drops to their knees or falls to the floor or curls up, whatever best suits a situation in which stark terror rules their mental state (like a dream where one cannot run from that which is trying to kill you). The wearer of the stone gets one free attack on those affected, if they desire. Should the target be attacked again, the target of the spells gets another saving throw to break the effect. This saving throw has a CL 0. If they fail that and are attacked again, they get another saving throw with a +5 bonus, then a +10, then a +15 etc. Once they have made their saving throw, they

MAGIC ITEMS

get to act normally in the following round. No creature, human humanoid or other can be affected by the stone more than once in their life.

ELEMENTAL MANUALS: Each of these four manuals, when studied, grant the monk who reads them mastery over certain elemental abilities, including the ability to strike an elemental of the specific type without taking damage (and assuming his Iron Fist ability is high enough). As with all magical manuals, it must be read for 48 hours over a six-day period, at the end of which time it disappears only to reappear somewhere else in the world.

The users of these manuals are somewhat bound by elemental law. In the unlikely event that a monk finds two different manuals in his lifetime, he may never master opposing elements. Air and earth oppose, fire and water oppose. Earth and water provide internal abilities, the effects of which occur within the body of the master. Fire and air provide external abilities, the effects of which take place outside the master's body.

FLESH OF STONE: With this earth ability, the master of this manual learns a technique for hardening his body. He gains an additional hit point per level, including any levels already gained. Also, his bare fist (and feet, knees, elbows, etc.) are treated as if they were granted an extra +1 to unarmed damage. The soles of the monk's feet become tough enough that they do not need shoes to move over most rough terrain. This ability does not stack with armor or weapons.

FIST OF FIRE: With this fire ability, the monk may call forth fire to aid his attack. Once per day, the monk can cover his fists with fire-like energy, which inflicts 1d4 points of damage for each round they grapple with a foe, or an additional 1d2 points of damage on an unarmed attack. This "fire" burns with the brightness of a torch, but may be any color, and may be used to ignite combustibles or provide light. This effect lasts for a number of rounds equal to the monk's level.

WIND STORM: This air ability allows the monk's attacks to become strong enough to create gusts of wind. Once per round, the monk can call forth a wind which grants a +2 bonus to missile deflection or which he may use to overbear an opponent up to 20 feet away. The monk may also attempt to deflect a charging foe (on foot or airborne) with an overbearing attempt. These may be attempted a number of times each day equal to one-half the monk's level.

FLOW LIKE WATER: This water ability teaches the master of this manual great flexibility. This master will gain an additional +1 to AC, and an additional +2 to initiate or resist a grapple. In addition, all attribute checks or saves involving balance, movement or other give the monk a +4 bonus to those checks. The monk can also breathe underwater a length of time in minutes equal to their constitution or twice their level.

COMBINED ABILITIES: For those masters lucky enough to find and study two different manuals, there are additional abilities to be gained from the combination of the two elements.

SHATTER TOUCH: This earth and fire ability allows the master to externalize their internal strength in order to break or crush handheld objects, to force open doors or similar destructive feats of strength. The object of the attack must be held or touched for one full round, during which time the master channels his "fire" into it. The master then gains a +2 bonus to attempt to break the object. This lasts for a duration equal to the master's level. This counts as the master's once per day use of their use of the fire ability.

THUNDERSTORM: This fire and air ability allows the monk to create and launch an electric charge at a range up to 20 feet. Although this charge only causes 1d4 points of damage, the master may use this charge to attempt a stun attack. This counts as the master's once per day use of their fire ability.

FALL LIKE SNOW: This air and water ability combines increased flexibility with minor command of wind, this master may reduce the effective height of a fall by an additional $20 \times \frac{1}{2}$ their level. This counts against the number of uses per day of the cleric's Wind Storm ability.

HEART OF IRON: This water and earth ability combines the two internal abilities to emphasize fitness and the pursuit of physical perfection. This master will heal 1 extra hit point per day $\times \frac{1}{2}$ their level.

ELOMER'S LAMPS: In ages past, Elomer led an army into the depths of the world to defeat an army of nefarious creatures. Elomer devised and forged many a magical lamp for his soldiers to carry for they could not see in those dark places. Some of the lamps are still found in the world today, though are very rare. *Elomer's lamps* cast an intense light in even the darkest of places. This light is not unlike others except in its intensity and breadth of coverage and its capacity to reveal that which is hidden.

The lamp lights up a 60×60 -foot area in a light twice as bright as a normal one. The lamp might also reveal things that are hidden. Any creature that is hiding, hidden, camouflaged or disguised must make a wisdom attribute check at -5 or they are revealed to all in the light of the lamp. Also, those with magical disguises or are invisible must likewise make a wisdom check at -3 or they are revealed to those within the light of the lamp.

HORN OF WARNING: This large horn twists and bends like the horns of a ram. The magic is activated if the horn is hung from a height of five or more feet above the ground and outside. It sounds when any sentient creature which is potentially harmful to the person who hung the horn approaches within 250 feet of it. The sound of the horn can be heard for several miles around.

INK OF INSCRIPTION: If the *ink of inscription* is used when writing cleric or druid spells upon parchment. The spell written with the *ink of inscription* does not disappear from the scroll or parchment after it is cast; rather, the spell remains for 4 castings.

INSTRUMENT OF THE GODS: An instrument of the gods is not a particular instrument but one that best reflects the personality of any particular deity whether it be a gong, drum or flute. The effect of playing the instrument is the same. When played for a full 10 minutes, the instrument begins to affect all those within hearing distance. The instrument is acting as the voice, will and desire of that particular deity.

The effect is to cast a charm spell on all those within hearing distance. All those who can hear it must make a successful hearing check or become captivated by the music coming from the instrument. The CL is the equivalent of the cleric who is playing the instrument. Those who are diametrically opposed to the cleric in alignment receive a +2 bonus to their save. Those with one diametric opposition in alignment receive a +1 bonus to the save. Neutral has no impact on the save. The instrument can only be used once every 7 days. A success indicates that those hearing it are not affected by the music.

Those affected walk toward the sound of the music to gather around its source as closely as possible but without causing a ruckus. They move as quickly as possible in the safest manner possible to the source of the music. If those hearing it must cross a dangerous area (such as through a river, across burning coals etc.) they receive a second saving throw with an additional +2 bonus (same alignment effects). Those who failed must move through a deadly or knowingly deadly area (over a cliff, into ocean, through a field being blanketed in arrow fire) they receive a +4 bonus to their saving throw to continue. In either case, the effect is to still enthrall them, they just won't forward any further – though some might. If those enthralled are injured in any way, they get a saving throw in that round to break the spell.

Once gathered around the source of the music, they remain standing as long as the instrument is being played. Once the music stops, they remain in that area for 10 rounds plus the level of the caster. During this time, they are more susceptible to charm type spells and those spells which alter alignment or intent. They receive a -4 penalty to all such checks. After the spell has worn off, they return to normal minus any residual spell effects which may have occurred.

KNIGHT'S BANNER: This standard, when worn or carried by a knight or his specified standard bearer, boosts the knight's ability to inspire (doubles the number of affected creatures), embolden (doubles duration), or demoralize (doubles duration). Each standard must be specifically made for the knight, containing his coat of arms and any other appropriate markings. Each knight may have only one standard in existence at a time, and if it ever falls or is captured, its magic is lost.

MELITYS' DECORATION: In ages past, when the gods walked the earth, one amongst them consumed a star and spat it out in a million shards that fell amongst the peoples of the world. These shards were worn as jewelry and enhanced the powers of the wearers such that they could channel the will of their god. In the eons which have passed, these gems were lost, destroyed and scattered. Finding one is extremely rare.

Melitys' decorations are sapphires which have been placed in various types of jewelry. They can also be found unadorned, though this is even more rare. Whatever type of jewelry they are found in or not, for the item to activate, the sapphire must be touching the skin of the wearer. For a cleric or druid, *Melitys' decorations* increase their effective casting level by 1-4. Roll percentile to determine the level casting increase. 1-60 = 1; 61-89 = 2; 90-99 = 3; 100 = 4.

NATURE'S PRESERVE: This large sack, when possessed by a druid, barbarian or ranger, serves as a storage device for food. The bag can hold up to 30 lb. of food. While in the bag, food does not begin to spoil or decay for ten days. After that, the food decays at a normal rate. The weight of the bag is always 5 lbs. no matter how much food is placed in it.

NEAL'S MAGICAL PACK: This magical backpack contains everything found in the Expert Overland Backpack. To pull it out, all one must do is pay for it as per the equipment price list. When the money is dropped inside, the item can be extracted from the backpack. The item is immediately replaced inside the backpack and can be pulled out again, so long as it is paid for. If an item is pulled out that is not paid for, it is permanently deleted from the backpack. Nothing can be added to the pack.

ORATORS STONE: This stone, when worn by a bard as a brooch or necklace or other highly visible piece of jewelry, increases the wearer's ability to entrance others with their oratorical abilities. When using any type of oratory, whether it be through song or story-telling or even in courtly prose, to convince others to undertake an action or be swayed in opinion or outlook, the orators stone effectively increases the wearer's level by 2. All saving throws must be made against this level. The oration should take at least an hour before the effects take place. This is a permanent benefit and very powerful.

ORB OF RELINQUISHMENT: This magical orb must be carried in the hand and visible to potential targets for it to be useful. When the cleric activates the orb, they can begin consuming the wisdom of their target, temporarily adding it to their own.

To activate the orb the cleric holding it must make a normal wisdom check. Failure indicates that the orb adversely affects the person holding it rather than affecting the desired target of the spell. If the saving throw is successful, the orb performs in the following manner. The person holding the orb chooses a target and faces it. The cleric can continue talking and taking normal actions like walking and drinking but cannot be engaged in mentally strenuous activities like spell casting or physically demanding activities like combat. Fights can be going on around the cleric, but the cleric must not be involved.

If the saving throw is made, the target of the spell gets a normal wisdom saving throw. If the target fails, the cleric can begin draining the wisdom of the target. Animals and undead do not have drainable wisdom. Creatures must be sentient to have drainable wisdom. The cleric can drain 1 wisdom for every 3

MAGIC ITEMS

the target has. For purposes of this spell, human and human-like intelligence have 3d6 wisdom. For those creatures of lower intelligence, they have 2d6 and the lowest 1d6. For those with superior intelligence, they have 4d6 and those of above 18 intelligences, they have 5d6.

It takes one round to drain a point of wisdom. Each point is added to the cleric for 1-6 rounds plus the level of the cleric. Once the wisdom that is added to the cleric is spent, it is returned to the original creature. The wisdom gained by the cleric is temporary, lasting only 2-12 round after which point the points drain at 1 point per minute. If the cleric fails their initial saving throw when activating the device, they suffer a temporary loss of wisdom for 1-6 rounds plus their level.

PARCHMENT OF IDENTIFICATION: These are usually found in packs of 2-8. The parchment, when placed upon an enchanted item, deciphers the magical qualities of that item. A description appears on the parchment. Once read the parchment dissipates in a puff of smoke.

PELT OF THE WOLF: This is a magically enhanced wolf pelt. When a barbarian wears it, they acquire some of the senses of the wolf. The wearer's smell is enhanced, their eyesight improves, as well as their hearing. The wearer is also more attuned to the moods of those they are watching. These abilities allow the wearer the wolf's abilities scent, twilight vision and tracking 8.

PILLOW OF AWARENESS: Stuffed with the down of a magical bird, this pillow grants monks with an awareness of their surroundings, transmitted into their dreams. A monk sleeping on the pillow cannot be surprised. Any dangers or threatening events occurring around or near the sleeper trigger an alarm in their dreams and they are awakened.

THE PEARLS OF WHIM: These rare items were created ages ago and given to various priests throughout the world to wreak havoc and chaos amongst those around them. The pearls come as a set of prayer beads or a necklace. There are 33 pearls on each strand. When the strand is taken in hand and a bead rubbed, a spell is activated. Generally, the spells conform to the wishes of the holder of the beads but sometimes this is not the case, making the beads a potentially deadly foe itself. This is why most of the Pearls of Whim were eventually cast aside by those who owned them.

It takes one round to activate the beads. Once activated, roll a d12 and consult the tables below.

PEARL OF WHIM RANDOM EFFECT

d12	Effect
1-5	A random 1 st level spell is cast at the wielder's choosing.
6-8	A random 2 nd level spell is cast at the wielders choosing.
9-10	A random 3 rd level spell is cast at the wielder's choosing.
11-12	A random spell is cast on the wearer as if cast by an enemy cleric. See table below.

PEARL OF WHIM RANDOM SPELL

d12	SPELL
1-2	A random 1 st level spell is cast.
3-4	A random 2 nd level spell is cast.
5-6	A random 3 rd level spell is cast.
7-8	A random 4 th level spell is cast.
9-10	A random 5 th level spell is cast.

SASH OF FORCE: This sash acts to proactively protect a monk. When the sash is worn while the monk is in combat, once per round the sash reaches out to deflect an incoming attack. This is considered a disarming attack made as an 8th level monk. If there are no weapons involved, the sash acts to deflect incoming blows by giving the wearer a +4 bonus to their AC versus one attack. This attack is made at the player's discretion.

SASH OF INSIGHT: The sash allows the wearer to understand script, magical or otherwise, that they would not normally be able to read. This is accomplished by opening up a mystical window into that moment in time when the script was written. To utilize its magic, the sash must be tied over the user's eyes, blinding them utterly. They must be able to touch the item being read/translated and to trace it with their fingers. As they do so, a "window" opens, allowing the wielder to look back into time, enabling them to see who wrote the script, what tools they used, and their immediate environment. For a moment, the wearer steps into that person's mind and reads their thoughts, and through that person's thoughts, reads the script. With a successful intelligence check they are able to discern the writer's state of mind and even skim their surface thoughts. In this way the sash allows them to determine nuances of the script, such as its relative importance of the script to the writer, etc.

SASH OF THE PENITENT: This is a six-foot-long sash that is worn about the neck of a cleric as an outward sign of their loyalty to their deity and of their overall piety. The sash can be made of anything but generally contains symbols of the deity the cleric worships and can be of any color though presumably that of the deity as well, if applicable.

It confers some benefit upon the wearer but also causes them to suffer a bit as well. The sash acts as an attractor to those who stand in opposition to the cleric and their deity. That is, those who are of diametric alignment or purpose or religious nature are drawn to the person wearing the sash. All these who can see the sash or are within a hundred yards or so of the sash when it is worn feel a tug to move in the direction of the sash's location. They must make a charisma saving throw otherwise they move in the direction of the person wearing the sash. This could be dangerous for the wearer if there are many in the vicinity. But the sash was designed for that, as well.

When the wearer is faced by foes who outnumber the wearer in collective hit points by 50%, the wearer gains 1-6 temporary hit points and a +1 bonus to their AC. If the wearer is surrounded by those with double their number of HP then the wearer

MAGIC ITEMS

receives 2-12 extra temporary HP, +1 to AC and a +1 to hit. At 150% an extra 2-16 HP, +2 to AC, +2 to hit and +1 to damage. At 200% an extra 3-18 hp, +2 to AC, +2 to hit, +2 to damage and a +1 to initiative. At 250% an extra 4-24 hp, a +3 to AC, +2 to hit, +2 to damage and +2 to initiative.

SCROLL OF COPYING: This is a one-use item available to spell casters. When rolled up with another scroll (magical or not) it copies the original. Non-magical scrolls take about 8 hours. Magic scrolls take 1 day per level of the spell to be copied. Interruption burns out the magic of the scroll of copying.

THE SERPENT GLOVES: These snake skin gloves grant the wearer a +2 bonus to grapple attacks and do 1d2 points damage per round to the opponent of the grapple attack. If the initial grapple succeeds by 10 or more, the damage is 1d6 per round. The gloves also confer a +1 bonus to all dexterity checks as well as a +4 bonus to all pinning moves. The gloves also allow the wearer to squeeze the life out of an opponent. If an attack is made against an unsuspecting opponent and the wearer strangles the victim, an extra 1d8 damage is rolled per round.

TOTEM OF FEARLESSNESS: This is a totem worn around the neck on a necklace. The magic is only activated by barbarians. Once the totem is placed on a necklace in a visible location, the barbarian gains a protection against all fear-based spells, spell-like abilities, or situations which would require them to make an attribute check. All checks are made at +4 regardless of the attribute in question.

TOTEMS OF POWER: Totems contain very powerful spiritual and nature magics. Only druids may activate the power of these totems. They are created in much the same manner as a scroll except the spells are 'written' into the totem as it is carved. They are then hallowed and blessed and a *permanency* spell is cast on them. This can only be managed by a druid of 16th level or higher. Hence, they are very rare. The power of a totem is entirely related to the level of the spell effect placed on it.

Once a spell effect is laid on it, that totem must be placed somewhere and left for 24 hours for the effect to emanate. Once enacted the totemic power affects just as the spell does. Almost any spell effect can be placed on a totem. The totem can only act once per 24 hours. This is why, in certain religious centers, the place is filled with totems. Totems are attuned to the person who places the totem and can be activated by that person at will. All others must make a wisdom check to activate the totem. This check is made at a penalty equal to the spell level effect.

Some examples of tomes are provided below. Before giving out any particular totem, be sure consider the ramifications of it.

TOTEM OF WATER WALKING: Once activated, the druid casts *water walk* on anyone who touches the totem.

TOTEM OF ANIMAL SHAPES: Once activated the *animal shapes* spell is cast on the person who touches the totem.

TOTEM OF ATONEMENT: Once activated an *atonement* spell is cast on the person who touches the totem.

TOTEM OF THE BLADE BARRIER: Once activated a *blade barrier* spell is cast around the person who first touches the totem.

VESTMENT OF CONVERSION: These vestments are made to enable the wearer to more effectively convert listeners to their faith or to change patron deities to the one the wearer worships. This effectively allows the PC to change the religious orientation of a listener. When orating in front of a crowd or to individuals, the cleric wearing this cloak is casting a spell.

Those listening to the cleric must make a charisma check after 1 hour or oration. This check is not affected by the level of the person wearing the cloak but rather by the charisma bonus of the orator. The check is adjusted by +2 if the alignments are in any diametric opposition (good vs evil) or the +4 if there are two diametric oppositions (LG vs CE). Regardless of prime attributes the check always has a target number of 12.

If they fail, they are converted to the cleric's deity for 24 hours. After this, another check is made. Failure indicates the person is converted for two more full days. Again, after this time has passed another check is made. Failure indicates they remain converted for more days. This process continues, with a doubling of the amount of time converted with each failure.

VESTMENT OF THE ARCANE: This vestment gives a cleric or druid access to magic that can typically only be cast by an arcane spell caster. The vestment cannot be worn with any other magical vestments or garb that covers the body.

When worn, the vestment allows a 4th level or higher, cleric or druid, access to the following arcane spells. As the cleric or druid advances in level the number of spells they have access to increases. They need not have prior knowledge of these spells, they pray for them as they would any other spell.

Level	SPELLS				
	0	1	2	3	4
4	1				
5	2	1			
6	2	2	1		
7	3	2	2	1	
8	3	3	2	2	1
9	3	3	3	2	2
10	4	3	3	3	2

These spells are not in addition to divine spells, but rather replace divine spells they would otherwise normally memorize.

VESTMENTS OF MIRACLES: The *vestment of miracles* is a rare and powerful magic item. When worn the vestment gives the cleric or druid access to more spells. It cannot be worn with any other magical vestments or garb that covers the body. The wearer is allowed one more spell slot for each level when this item is worn.

THE KNOWN PLANES

Most campaigns begin and stay grounded in the physical world of mortals. But there are so many more worlds beyond the material one. There are planes of pure elemental power, planes where gods dwell, planes of no substance, planes of law and chaos, good and evil. In short, there are worlds beyond the world. In low level games the planes play little part, however as the game advances interactions with the gods, their home planes, the transitive planes, and the elemental planes become more frequent. Some spells require interaction with other planes, some send you to or through them.

Below is a very brief discussion of the major planes of existence in **Castles & Crusades**. Included in each description is how the planes are commonly accessed, how movement occurs, encounters on them, the nature of time, the need for sustenance and how magic works. Also discussed is the plane's equivalent in the world of Aihrde as presented in the **Codex of Aihrde**, the default cosmos and campaign world of **Castles & Crusades**.

MATERIAL PLANE

The Material Plane is the physical world within which mortals dwell. It is fed by the substance of the inner planes and stands at the center of them like a focal point for their never-ending chaos. In its true form the substance of the Material Plane knows order. It consists of all the substances of the inner, or elemental planes. The Material Plane consists of worlds, planets, solar systems and the known universe. The complexity of the Material Plane depends upon the creative designs of the Castle Keeper. It is most commonly seen as the universe and any parallel universes which may exist. However, that may not be the case. The Material Plane may only include one world and one sun. Or it may include multiple universes that interact and feed off of one another. This is entirely up to the Castle Keeper and the world setting the game takes place in.

In Aihrde: Aihrde is the Material Plane. It consists of the world of Aihrde, her moons and sun, several other planets, the tapestry of stars, and the inner world of Inzae. The Eahrataut, the Great Tree, which spans both the worlds of Aihrde and the inner world of Inzae. The Rings of Brass, the hollowed tubes of her roots, are also part of the Material Plane.

Accessing: Most adventures begin on the Material Plane, it possesses gates that go to the other realms. Spells, prayer and sacrifice are the primary method of contacting the other planes.

Time: Time moves at a normal pace with night following day.

Surviving: Normal food and water are required. The air is breathable to all.

Movement: Movement on the Material Plane is normal unless in some way impeded by magic.

Encounters: Encounters occur with any number of mundane and magical creatures.

Magic: Magic spells and items act normally.

INNER PLANES

These are the elemental planes that lie all about the Material Plane. The Material Plane draws its substance from the Inner Planes. They include the elemental planes of fire, earth, air and water, as well as the Positive and Negative Energy Planes. These planes make up the substance of the Material Plane.

FIRE: This Elemental Plane of Fire consists wholly of fire, burning of its own accord. It is indescribably hot.

EARTH: The Elemental Plane of Earth is a plane made of all manner of stone and soil, mingled with each other.

WATER: The Elemental Plane of Water is a vast fresh water ocean with no surface. There is an ambient light throughout, giving the plane a slight blueish or greenish tint. There are vast river-like currents that flow through the plane.

AIR: The Elemental Plane of Air is a plane without horizon, top or bottom. Its calm is broken by violent wind storms that become so horrific the wind becomes visible.

NEGATIVE: There is no tangible form to the Negative Energy Plane, it is one of muted grays and shadows that seem to move before the viewer. There is no ambient light here, only shades of darkness.

POSITIVE: There is no tangible form to the Positive Energy Plane, it radiates an intense light that can blind the unprepared.

Visited separately, the planes are harsh and inhospitable realms where it is difficult to survive unless you are a native. These planes collide with each other, creating regions of quasi-planes of ash, steam, etc. called the Elemental Chaos. Here there is no order, but only a madness of fire and earth, steam, water, mud, ash, and so forth, fueled by the negative and positive energies of those planes. There are hosts of para-elemental planes in the Inner Planes as well.

In Aihrde: The elemental planes are called the Firmament, and where they touch one another and the Void it is called the Maelstrom. It is from the Maelstrom that the world of Aihrde was created. The positive and negative energy planes are called the planes of Abnegation, Apodiction and Achromatic.

Accessing: Beyond the use of spells an Inner Plane is reached by crossing over from another elemental plane through the quasi-planes, from the Ethereal plane or through gates and portals. Certain conditions exist on the Material Plane that breach the Inner Planes, perhaps at the heart of a volcano or the bottom of the ocean.

Time: Time moves at a slightly slower pace than it does on the Material Plane. As a rule of thumb every one day on the elemental planes is equal to two days on the material. However, there are no conditions which actually signify day or night. The elemental plane of fire is just that: a limitless expanse of flame through which one must traverse.

THE KNOWN PLANES

Surviving: Each plane has its own challenges that must be met. The plane of water has no breathable air. The plane of fire has air but it is searing hot. The need for sustenance is not altered, unless the plane itself is lacking. Clearly on the plane of fire thirst would be a constant problem. Aside from these conditions, which will be noted by the Castle Keeper, the body needs its normal allotment of sustenance.

Movement: Movement rate is normal; however, travel incurs many challenges. One cannot simply walk through the elemental plane of earth; spells such as *pass through stone*, are necessary. In the other planes there is nothing to physically walk upon. It should be noted that the inhabitants of these planes pass unimpeded, much as a human would the Material Plane.

Encounters: There are a wide variety of creatures one can encounter on the inner planes. Air, fire, water and earth elementals are the most common. But also, efreeti and djinni dwell here, as do invisible stalkers, water weirds, xorn and daemons. On the planes of negative energy encounters are rare, but it is here that monsters of shadow dwell. The same holds true for the positive energy plane, where, though rarely seen or encountered, creatures of light reside.

Magic: Magic is not generally impacted by travel on the Inner Planes. Elemental magic may be slightly more powerful on its relative plane, as will magic that draws from the negative or positive planes.

ETHEREAL PLANE

The Ethereal is a plane without shape or form, it has no end. There is no ground, nor sky, no horizon to gaze upon, nothing in fact to orient one who travels there. To the mortal eye it seems blanketed in a thin mist, clouding one's vision. The Ethereal overlaps the material and the inner planes, blanketing it, mirroring it so that the sages say "there is no point that the Ethereal does not touch." The learned are able to see into the Ethereal, see the shadows of creatures in both realms. Where the Material Plane and the Ethereal Plane overlap are called the border realms.

The Ethereal Plane is a transitive plane as it allows travelers to pass from the Material Plane onto the Ethereal and back again to the material at any point of their choosing.

In Aihrde: The Net of Ea-Raena is the equivalent of the Ethereal plane. The All Father tore from his breast long strands of his tissue. Those shreds hung from the long rib-like a curtain of light and he made it to pass through the Void, giving it life. Thus, was the first of the Twin sister born, Ea-Raena. In time she bound herself into form and cast off the remaining shreds of the All Father's tissue and those settled upon the Firmament and became as a great net, the Ever Expanding, the Ethereal.

Accessing: The Ethereal plane is accessed via magic items like oil of Ethereality or through some select spells such as *plane shift*. Creatures with a natural ability can carry a traveler to the Ethereal plane as well.

Time: Time moves much slower on the Ethereal plane, roughly 10 times slower than it does on the Material Plane.

Surviving: Because time moves so slowly, nourishment is not needed nearly as much. Upwards of 3 days will pass before the traveler needs their first meal.

Movement: The traveler must envision forward or backward motion and they begin passing through the plane. They move at the same speed as they do on the Material Plane.

Encounters: Few creatures dwell here for the realm is without purpose or substance. Despite its inhospitable nature, some creatures do make their homes here, drifting in the shapeless mass of nothingness. Travelers are occasionally encountered, mortals or gods, who use the Ethereal as a road-way or a place to hide in quiet contemplation.

Magic: Magic acts as it would in the Material Plane with the only limitations being the physical aspects of the plane itself. A *spider climb* spell fails to act normally as there is nothing to climb.

ASTRAL PLANE

Beyond the Inner and Material Planes, beyond even the Ethereal lies the Astral plane. Here there is no light or darkness, there is no form, there is only a vast, infinite, sea of nothingness. Here all points converge on an empty horizon. Occasionally, like motes of dust in the eye small lights appear. At other times swirling wisps of color emerge and vanish. Even more rare are the small pieces of the physical world, water or earth, stone or air, floating in the Astral Plane.

Like the Ethereal Plane, the Astral is a transitive plane, used to cross great gulfs quickly. Some use the Astral to bring them to the Outer Planes, where the gods dwell. Others use it for their own purposes.

In Aihrde: The Void is much like the Astral. It is infinite and without substance but that which the All Father cast out upon it. It is called the Great Empty and it was the forge upon which the All Father created the first beings, the Val Eahrukun and it was the Void that the dragon Inzae, ripped that unleashed the maelstrom. It is very difficult to travel to the Void however, for the Wall of Worlds lies between the it and the Material Plane.

Accessing: It is rare to physically go to the Astral Plane. Most simply project themselves upon the plane with spells like astral projection, when they do so they are bound to the physical form by a thing silvery cord. However, some are able to go the Astral Plane by riding a beast with the natural ability to travel there, or some type of magical item designed to transport one to the Astral Plane. There are gates and portals as well.

Time: Time has little, if any, meaning here. Many lifetimes pass on the Material Plane before even a single day is felt in the Astral. However, those passing in and out of the Astral plane do not age unnaturally. It is the same day as when they left.

THE KNOWN PLANES

Surviving: There is no need to eat or drink. There is no air in the Astral plane, but travelers experience no negative consequences; their bodies have no need to breathe here.

Movement: There is nothing here to stand upon or walk. Moving is acquired by either pushing off of something or pulling on something or throwing something. All of these are rarely if ever used as there are few things to actually use to pull and push. Most movement is done by willing oneself forward.

Encounters: Some few creatures dwell here, gods who call no domain their home, wizards in towers of power, liches and other such creatures.

Magic: Magic acts as it would in the Material Plane with the only limitations being the physical aspects of the plane itself. A *control weather* spell fails as the Astral has no weather.

OUTER PLANES

These are the realms that lie beyond all that is, the domains the gods. Here lie the halls of Asgard, the fields of Elysium, the wastes of Tartarus, the wonder of Nirvana, the nightmare that is Hell and the madness of the Abyss. They are not bound to the Inner Planes, nor the Material, they are not even bound to the Astral or Ethereal. The Outer Planes are governed by their own laws and those who created them. Odin's Halls in Asgard are his own and no others. Some of the Outer Planes can change shape and form as the deities' desire, others are held to a higher law, though ultimately a law created by the gods. There are too many realms in the Outer Planes to count and each is its own plane. Some of these realms may transcend matter and physicality, being but manifestations of a god's thoughts.

In Aihrde: The outer planes are carved in the Void. They are planes like the Endless Pools where the faceless dead lie, the Stone Fields where the noble dead find home, the Wretched Planes of evil and madness and Aufstrag, the towers of hell. These are bound to all through the River of Erde, that is, the Arc of Time.

Accessing: Mortals have few avenues to access the Outer Planes. Aside from those bridges that the gods themselves create, there is prayer and sacrifice, both of which may gain the attention of a god or power that allows one to cross over. Gates also exist, often guarded by powerful magics or creatures. Some of the more powerful spell casters can cross over to the outer planes with spells such as plane travel.

Time: In the vast majority of the Outer Planes, such as Hell, the Twin Paradise, time moves at the same pace it does on the Material Plane. Some few exceptions may occur, the Abyssal Planes for instance.

Surviving: Food and drink on the Outer Planes are needed as they are on the Material Plane. Some exceptions may occur.

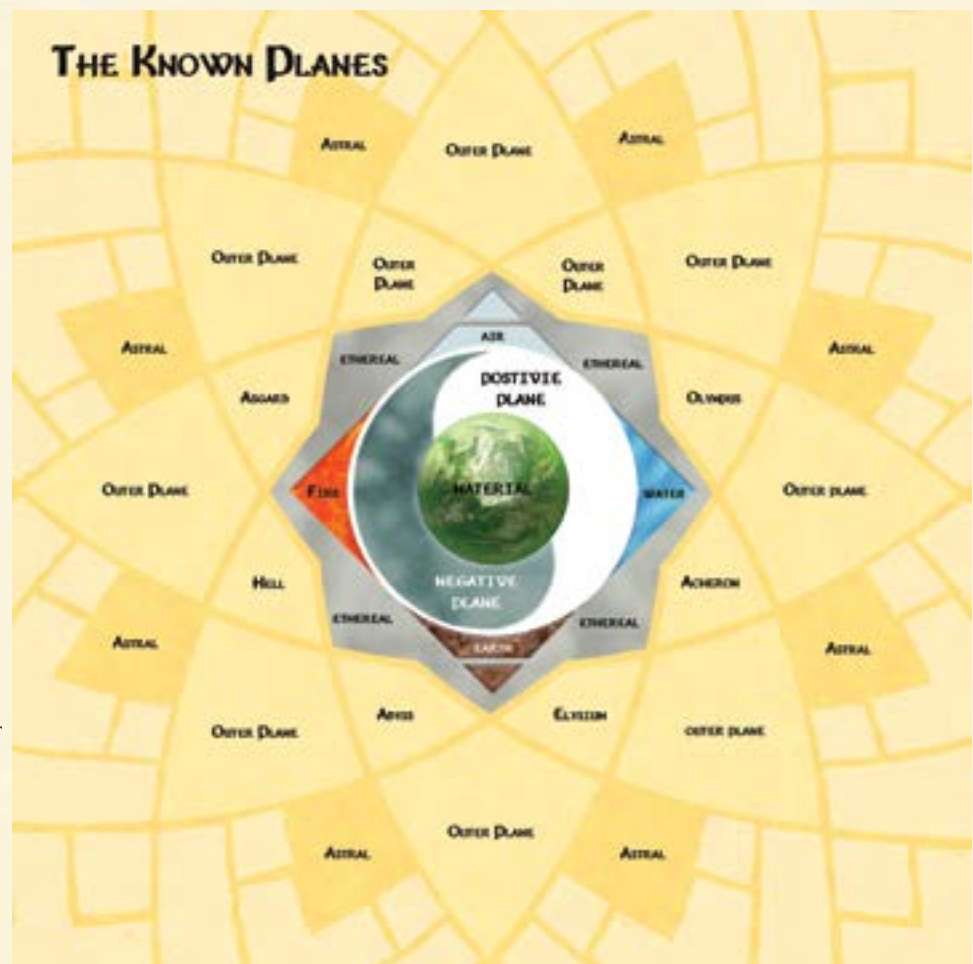
Movement: In the Outer Planes movement is normal.

Encounters: There are a wide variety of living creatures on the Outer Planes, from gods to mundane animals. The encounters vary wildly from plane to plane.

Magic: Nothing alters or changes the spells cast on the Outer Planes, they act as they normally would.

POCKET DIMENSIONS & OTHER REALMS

Beyond and within these realms are hosts of pocket dimensions that combine any of the features of the other planes, others that combine only a few, others still who have but one or two, or perhaps they share none of the features of the other planes at all. They are generally created through spells such as *rope trick* or *nature's bounty*. Magic items such as *portable hole* and *bag of holding* also allow access to these dimensions. Though in truth pocket dimensions can exist wholly apart from any spell or item, almost anywhere in time and space.



OPTIONAL WEAPON BONUSES VERSUS ARMOR CLASS

Weapons are designed for a purpose, below are optional rules for weapon to hit bonuses for **Castles & Crusades** against armor worn.

WEAPONS	NONE	PADDED	LEATHER	RING	SCALE	CHAIN	SPLINT	PLATE	FULL PLATE
Axe, Battle, Piercing, Cleaver, Large Cleaver	+2	+1	+1	0	0	-1	-1	-2	-3
Axe, Bearded, Two-Handed	+2	+2	+1	+1	+1	0	0	-1	-2
Axe, Hand/Throwing Bone, Tomahawk, Hatchet	+1	+1	0	0	0	0	-1	-1	-2
Bardiche, Chen Yari, Naginata	+2	+1	+1	+1	0	0	+1	-1	-2
Bec De Corbin	-1	0	0	0	0	0	+1	+1	+2
Bill or Billhook	0	0	0	+1	0	0	0	+1	+1
Club	+2	0	0	-2	-2	-2	-3	-5	-7
Dagger, Dirk, Katar, Knife, Flatchet, Main Gauche Poinard	+2	+1	0	0	0	0	-1	-2	-3
Fauchard, Fauchard Fork, Hose Scythe	+2	+1	+1	0	0	0	-1	-2	-2
Flail, Heavy	0	0	0	0	+1	+1	+2	+2	+2
Flail, Light	-1	0	0	0	0	+1	+1	+1	+2
Fork, Military	+1	+1	+1	0	0	0	0	-2	-4
Glaive, Glaive Guisarme, Guisarme, Voulge, Atgeirr	+1	+1	+1	0	0	0	0	-1	-2
Godentag, Maul	0	+1	+1	+1	+2	+2	+3	+3	+4
Halberd, Gothic Halberd, Podao, Trader Pole	0	0	0	+1	+1	+2	+2	0	0
Hammer, Light	0	0	0	0	0	+1	+1	+1	+1
Hammer, War	0	0	0	+1	+1	+1	+1	+2	+2
Lance, Heavy	0	0	0	0	+1	+1	+2	+3	+4
Lance, Light	0	0	0	0	0	0	0	-1	-1
Lucerne Hammer	0	0	0	0	+1	+1	+2	+2	+1
Mace, Heavy, Large Mace	0	0	0	0	0	+1	+1	+2	+2
Mace, Light, Bear Claw Mace	0	0	0	0	0	0	+1	+1	+1
Man Catcher, Sleeve Tangler	+3	0	0	0	0	0	0	0	0
Morningstar	+3	+2	+2	+1	+1	+1	+1	0	0
Partisan	+1	+1	0	0	0	0	0	0	0
Pick, Heavy	-1	0	0	0	0	0	+1	+1	+2
Pick, Light, Crowbill	-2	-1	-1	0	0	0	+1	+1	+1
Pike	+1	0	0	0	0	0	0	-1	-2
Ranseur, Corseque, Double Hook Polearm	+1	+1	0	0	0	0	0	-1	-2
Scottish Lochbar, All Variants	0	0	0	+1	+1	+2	+2	+3	+1
Scythe, Rhomphaia, Sickle	+1	0	0	0	0	0	0	0	0
Spear, Long Spear	+1	+1	+1	0	0	-1	-2	-2	-5
Spear, Wolf	+3	+1	+2	+1	+1	0	0	-1	-2
Staff	+2	+1	+1	0	-1	-2	-4	-6	-8
Sword, Bastard, Flamberge	0	0	+1	+1	+2	+2	+1	0	0
Sword, Broad, Falchion	+2	+1	+1	0	0	0	-1	-2	-4
Sword, Long, 9 Ring Sword, Hook	0	0	+1	+1	+1	+1	0	0	-3
Sword, Rapier	+3	0	0	0	0	-2	-3	-4	-7
Sword, Scimitar	+1	+1	+1	0	-1	-1	-2	-2	-3
Sword, Scimitar Great	+2	+1	+1	0	0	0	-1	-2	-3
Sword, Short, Gladius, Tulwar	+2	+1	+1	0	0	-1	-2	-2	-4
Sword, two handed	0	0	+2	+2	+3	+2	+2	+3	+3
Trident	0	+1	+1	0	0	-2	-2	-1	-1
Vordenbagen	0	0	0	+2	+3	+4	+5	+6	+5

BOWS	S	M	L	NONE	PADDED	LEATHER	RING	SCALE	CHAIN	SPLINT	PLATE	FULL PLATE
Bow, Long				+2	+2	+2	+1	+1	0	0	-1	-2
Bow, Short				+1	+1	+1	0	0	0	-1	-2	-3
Bow, Composite Long				+2	+2	+2	+2	+1	0	0	-1	-2
Bow, Composite, Short				+2	0	0	0	0	+1	-1	-1	-2
Crossbow, Light				+2	+1	+1	+1	0	0	-1	-2	-4
Crossbow, Heavy				+2	0	0	+1	+2	+2	+1	+1	+1
Sling				+2	+1	+1	-1	-1	-2	-2	-3	-5

OGL

This book is published under the Open Game License (OGL) version 1.0a by permission of Wizards of the Coast, Inc. The Open Game Content appearing in this book is derived from the 3.0 System Reference Document, copyright 2000 Wizards of the Coast, Inc. All contents, excluding the OGL, is property of and copyright 2004 Troll Lord Games. All Rights Reserved.

DESIGNATION OF OPEN GAME CONTENT: The following is designated Open Game Content pursuant to the OGL v1.0a: all text appearing in the following sections and subsections, listed by page number – page 10, “Class Description Terminology”; pages 10-40, the “Abilities” subsection of each class, the summary of class features (prime attribute, hit dice, alignment, weapon and armor allowed, and abilities), and the class tables showing HD, BtH, and EPP per level; page 42, “Starting Coin”; pages 43-50 equipment lists; pages 73, “Unarmed Combat”; page 79-84, “Magic”; page 84-85, “Counter Spells”, “Divine Magical Writings”; all text appearing on pages 99-130; pages 131-139, “New Magic Items”; pages 140-142 “The Known Planes”; page 143, “Optional Weapon Bonuses Versus AC”. Also, the following open game content related words, phrases, and abbreviations wherever they appear: Strength (Str), Dexterity (Dex), Constitution (Con), Intelligence (Int), Wisdom (Wis), Charisma (Cha), Class, Fighter, Ranger, Rogue, Assassin, Barbarian, Monk, Wizard, Illusionist, Cleric, Druid, Knight, Bard, Paladin, Race, Demi-human, Dwarf, Elf, Gnome, Half-Elf, Haling, Half-Orc, Hit Dice (HD), Hit Points (HP), Alignment, Lawful Good (LG), Lawful Neutral (LN), Lawful Evil (LE), Neutral (N), Neutral Good (NG), Neutral Evil (NE), Chaotic Good (CG), Chaotic Neutral (CN), Chaotic Evil (CE), Level, “to hit”, Damage, Experience Point, Saving Throw, Player Character (PC), Non-player Character (NPC), Turn Undead, Spell, Arcane, Divine, Magic, Spell Resistance, Item, Equipment, Armor, Weapon, Potion, Rod, Staff, Wand, Scroll, Ring, Wondrous Item, Artifact, Cursed, d4, d6, d8, d10, d12, d20, d%, round, and turn.

DESIGNATION OF PRODUCT IDENTITY: Designation of Product Identity: Product identity is not Open Game Content. The following is designated as product identity pursuant to OGL v1.0a(1)(e) and (7): (A) product and product line names and other names, including Castles & Crusades, C&C, Castle Keeper (CK), Castles & Crusades: Player’s Handbook, Castles & Crusades: Monsters and Treasures, Castles & Crusades: Castle Keeper’s Guide, (B) logos, identifying marks, and trade dress; (C) all artwork, logos, symbols, graphic designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual representations; (D) logos and trademarks, including Castles & Crusades, C&C, Castle Keeper, SIEGE engine, and Troll Lord Games, any logos, identifying marks and trade dress, titles, titling, or any other trademark or registered trademark clearly identified as product identity by the owner of the product identity, and which specifically excludes the open game content; (E) the story, storylines, plots, thematic elements, dialogue, incidents, language, depictions, likenesses, concepts, world and campaign descriptions, proper names of the characters, creatures, groups, spells, enchantments, personalities, teams, personas, likenesses, skills, items, deities, and special abilities other than those designated as open game content above, as well as places, locations, settings, and environments and their descriptions and other accompanying text, though not their stat blocks.

OPEN GAME LICENSE Version 1.0a: The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open

Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content

distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000, Wizards of the Coast, Inc; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Castles & Crusades: Players Handbook, Copyright 2004, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Players Handbook, 2nd Printing, Copyright 2006, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Players Handbook, 3rd Printing, Copyright 2007, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Players Handbook, 4th Printing, Copyright 2009, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Players Handbook, 5th Printing, Copyright 2012, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Players Handbook, 6th Printing, Copyright 2014, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Players Handbook, 7th Printing, Copyright 2017, Troll Lord Games; Authors Davis Chenault and Mac Golden.

Castles & Crusades: Adventurers Backpack, 1st Printing, Copyright 2018, Troll Lord Games; Authors Stephen Chenault.

CASTLES & CRUSADES[®]

ADVENTURERS BACKPACK

UNLOCKED ARCANA

ADVENTURERS BACKPACK BRINGS TO THE TABLE 13 NEW CLASSES, MOUNTAINS OF SPELLS FOR ALL CLASSES, COUNTER SPELLS AND SPELL DUELS, A FRESH EASY-TO-USE APPROACH TO UNARMED COMBAT, WAR MOUNTS, RUNE MAGIC, AND A NEW LOOK AT POLE ARMS.

BACKPACKS FOR EVERY CAMPAIGN

BUT MORE THAN THAT, ADVENTURERS BACKPACK DELIVERS A NEW, INNOVATIVE APPROACH TO EQUIPMENT AND EQUIPPING YOUR CHARACTER. THERE ARE 34 UNIQUE BACKPACKS COMPLETE WITH ALL THE EQUIPMENT YOUR CHARACTER WILL NEED! EACH BACKPACK COMES WITH COST, WEIGHT AND ENCUMBRANCE VALUE. THE BACKPACKS COVER IT ALL. THERE ARE CLASS-BASED BACKPACKS FOR ALL CHARACTER CLASSES, GENERAL PURPOSE BACKPACKS FOR DUNGEONS AND OVERLAND, AND SPECIAL PURPOSE PACKS SUCH AS THE MEDIC OR DUNGEON MAPPERS PACK. EQUIPPING YOUR CHARACTER WAS NEVER SO EASY.

ADVENTURERS BACKPACK BRINGS A WHOLE NEW DIMENSION TO YOUR CASTLES & CRUSADES GAME!

TROLL
LORD
GAMES



ISBN 978-1-944135-49-2



TLG 80181
\$39.99

1818 N. TAYLOR, #143, LITTLE ROCK, AR 72207

WWW.TROLLORD.COM

PRINTED IN THE UNITED STATES OF AMERICA